

PER6-03

The Fate of the Lina Gersiten

A One-Round D&D LIVING GREYHAWK® Perrenland Regional Adventure

Version 1.0

By James Dempsey

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Welcome to the sacred Isle of Cli, where the Voice has its primary seat of learning, the College of Cli, and the Grove watches over a large Old Seed area. You have arrived for the biennial festival of Hachjemuziek, but are approached with a request to assist a very strange looking elf. Will you answer the request? An adventure for APLs 4 to 12 of special interest to members of the Voice, Grove and Zee Auszugen.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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

RPGA SANCTIONED PLAY

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

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

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

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

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PLAYERS READ NO FURTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

2. If PCs bring animals that have been trained for combat (most likely dogs CR 1 2 3 4 trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are

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

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

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Perrenland. Characters native to Perrenland pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to

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

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

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

Adventure Background

The Sternverfolger family of the Vestmeer Meerijder clan has owned the caravel *Lina Gersiten* for over 40 years. It was built for the family in 550CY, who named it after their son Kôrd's childhood sweetheart who died in a tragic accident during its construction. While horsing about on the partially built ship, she was pushed forward by a sailor and tragically at the same time a beam slipped and fell onto her, killing her. She was 17 years old.

The *Lina Gersiten* went missing in Patchwall 594CY while on a journey from Hugelrote to Traft. It had a crew of 18 and a mixed cargo including grain, raw metal and furnishing and other possessions of some families fleeing the trouble in the west. The rumours say she was one of the first to be taken by the pirates operating in the west, but in fact she strayed from her course and foundered.

With an unseasonable southerly wind blowing, and the ice already starting to encroach, she went further north than the lake's trading boats ever dare. In the middle of the lake, amidst a thick fog she foundered on rocks to the loss of most of the crew. Captain Kôrd Sternverfolger, now in his early 60s, was badly injured, but managed to survive for a little longer than the rest of the crew. When the fog thinned, he saw a strange island, perhaps half a mile from where they had foundered. As he was describing the event in his journal, a spectral image of his childhood sweetheart appeared to him and he could write no more.

The *Lina Gersiten* lay on the rocks for weeks, but unlike others who had come to their end in these waters,

the cold set it free. The early and sudden onset of winter under the gloom caused a bizarre formation of ice around the ship. After a while it began to drift, eventually the iceberg encasing the ship ended up heading towards the Swabbonwalder (Nixie) town of Lensa.

The nixies noted the coming of the iceberg, along with the strange structure inside it, and decided to get assistance from the air breathers, as it was really their issue.

Other Perrenland Background Items

Das Grünfest is a music festival. It was first featured in the Perrenland regional adventure PER4-09 One Jên Too Many. That event was also associated with The Voice.

Old seed areas are locations that the Grove watches over and attempt to maintain as close as possible to wilderness. The grove strongly discourages entry into these areas, and completely bans hunting and farming on these lands apart from by the Grove custodians. Often there is a more accessible grove as part of an old seed area that may be visited if one wishes to contact the custodians. The polite ritual to enter the grove is to approach, plant a staff or standard, and wait for your entry request to be answered by the residents of the grove.

Adventure Summary

In the **Introduction** the PCs see the Isle of Cli and observe the festival in progress. Members of The Voice will then contact them, asking for their assistance.

In **Encounter 1** the PCs are introduced to the nixies and start their journey to the city of the fey.

In **Encounter 2** the PCs are attacked by a small group of aquatic creatures while on their way to the city of the fey.

In **Encounter 3** the PCs arrive in the city of the fey and get the chance to look around. They may stay the night in the city should they desire. The journey to the ice encased ship is uneventful.

Arriving at the ice encased ship, **Encounter 4** sees the PCs having to find a way into the ice berg and onto the ship. They will also encounter an ice-based trap when entering the ship.

Encounter 5 is a fight with the arisen spectre of the ship's namesake, Lina Gersiten, and potentially enthralled crewmen. She is roaming the lower deck of the boat.

In **Encounter 6** the PCs obtain entry to the captain's cabin of the ship, tackling another ice trap. This time the trap can be either disarmed, or bypassed if PCs think to do so. Inside, the PCs will find a journal which will hint at an island within the uncharted waters at the centre of Lake Quag.

Encounter 7 is an optional encounter where the boat can be freed and returned to the Isle of Cli, gaining the PCs an extra favour.

In the **Conclusion** the PCs may gain favour of The Voice, the nixies and the Sternverfolger merchant family.

Preparation for Play

IMPORTANT DMs NOTE: There are a number of special effects in play within the nation of Perrenland at this time. These include a huge smoke cloud over the Yatil Mountains, a nightmare affecting all in Perrenland, lifestyle changes due to a failed harvest and many Divination spells going awry at the instigation of Iuz. See **Appendix Seven** for details.

This adventure will be much more difficult for Asherati due to the fact that much of it occurs underwater. Due to the provision of some water breathing ability it is, however, not impossible for them.

Check with the PCs if they have any favours/disfavours which you need to be aware of. E.g. The Notice of Iggwilv needs to be rolled before the adventure.

Introduction

Give the players **Player Handout #1** and **Player Handout #2**.

The Isle of Cli is on the northwestern edge of Lake Quag, just north of the canton of Hugelrote. The island is mostly given over to an old seed area tended by the Grove, but The Voice also has its premier college, the College of Cli, located in the township of Cli on the western side of the island. You came via boat to the island to attend the festival of Hachjemuziek. Only held every second year, it celebrates the important role that music has always had in the life of the people.

If you have attended Das Grünfest in Krestible, you may have had expectations of a Voice festival, but what you are now in the midst of is nothing like that event. Here the personalities seem to be taking second place and the religious and historical significance has come to the fore.

A splendid parade has almost finished passing. At its head were five ranks of trumpeters, their strident chorus heralding the arrival of the festival. They were followed closely by a Rotte (squad of 10) of riders from the 6th Auszugen in full dress uniform. Many around you whispered concern, both at their youth and their number. Normally the locals say there are is at least a Dritterrotte (3 Rotte) of highly decorated and experienced members in the parade. It seems the hard times are being felt even on the Isle of Cli. Following them were many ranks of the senior bards of the Voice in their brightly coloured ceremonial robes, always topped by their purple trimmed cloaks of office.

Then came a covered carriage in which you caught a glimpse of a stunning oaken lyre; its detail highlighted in silver. This must be the famed Lyre of Cli, perhaps the most precious of the Flan artefacts preserved by The Voice. Its honour guard certainly indicates some importance. Now before you is an uncovered carriage, the leader of the Voice, Hetkanzler Sofia Soraver sitting tall and proud, beaming at the gathered well wishers. From around the corner behind her comes the beautiful sound of a mixed troupe, most likely the Troubadours of the College of Cli. You can pick out the sounds of lutes, horns, lyres, flute and of course the tenor and alto voices singing the sacred songs of the Voice.

At this point the party can choose to mingle and meet. There are taverns open (most notably the “Eagle and Child” and “The Voormann’s Arms”), markets in various squares selling roasts, pies, cheeses, berries and beverages including meads, beers, cordials (fermented and non-fermented) and milks. This is where the PCs might meet up if they are not already gathered in a group.

The DM should remember that the famine is in effect and while there are few refugees here, there is a shortage of supplies and many shops will be noticeably short of stock. Most shopkeepers will be putting on a brave face for the festival while still being very concerned about the future.

Cli (Small Town): Non-conventional; AL NG; 800 gp limit; Population 950 – Human 87% (Fo), Lizardfolk 5%, Elf 3%, Gnome 2%, Dwarf 1%, Other 2%)
Governance: Town council answerable to the kanzlers (governors) of the College of Cli.

The town has one main road leading from the docks, up-hill through the town and to the main college buildings. The next largest road leads out of town and up to the grove on the hill. A number of small side streets come off these roads.

A 5-foot high wooden palisade and a roughly 3-foot deep dry ditch surround the town. New work is being done to replace strategic parts of the palisade with a higher stone wall. The barrier exists both to ward off particularly brave nomad raiders, but also to define the boundary with the rest of the island, which is an old seed area.

Voice Members

PCs who are members of the Voice meta-org should be wearing their cloak of office. People in the street will greet them and direct them to the college. Cli is a small town and all the locals know each other and will recognise “out of towners”. If they do approach the college they will be given access and have the opportunity to wander about. If the PCs investigate the College, read or paraphrase the following.

The College of Cli surrounds a hill top in the northeast of town. Its three main buildings are joined by a variety of well-tended gardens. The Hall of The Voice is the oldest and most imposing of the buildings, three storeys high and ringed with two rows of decorative busts. Cadeau House is the elegant two-storey stone and wood residence for staff, students and visiting Voice members. The Vroed Library is the third of the College buildings, with its dramatic flying buttresses and stained glass windows. The library appears to still be under construction, although there are no signs of activity about the partially constructed wing of the building.

The PCs can wander around themselves, or they could join up with a tour being taken around the grounds, depending on what you feel would fit the mood.

The College of Cli is presided over by the Board of Kanzlers. The Kanzler of the college, who is normally also the HetKanzler of The Voice, heads this. The current incumbent is Hetkanzler Sofia Soraver. A variable number of Unterkanzlers also serve on the board. Currently there are five Unterkanzlers, but at times there have been up to 8. These are the holders of important posts within the college. There are currently 27 other staff and 45 students in the college, along with 25 visiting members of The Voice and other arms of the Old Kerk.

Hetkanzler Sofia Soraver, Female flan human Brd14, 53 years old

The college consists of three major buildings, being the Hall of The Voice, Cadeau House and the Vroed Library. Interspersed between these are well-tended gardens, some open, some intimate.

Settlement on the Isle of Cli, and the presence of bardic lore keepers, has existed in some form since before the coming of the Aerdi Empire. A DC 20 Bardic Knowledge, DC 22 Knowledge (History), DC 25 Knowledge (Local - Iuz's Border States) or a *legend lore* spell will determine that in fact the College of Cli is the last of seven ancient colleges that existed across the Flanaess and linked Flan culture. The colleges predate the Rain of Colorless Fire.

The Hall of The Voice is the oldest of the College's current buildings, dating back to 392CY. It is a three storey stone building, decorated on the outside with busts of great Flan bards. Including the former Hetkanzlers of the Voice. The Hall contains a large auditorium, finely tuned for oratory and quieter instruments such as harps, flute and lyres. The auditorium is decorated with purple drapes and carved wooden panels depicting scenes from famous Flan legends. Also in the Hall are smaller lecture rooms (generally catering for classes of at most 20) and the offices of the staff of the College.

Cadeau House is the major hall of residence for the College of Cli. It is an elegant two storey stone and wood building at least 70 years old. It provides living quarters and gathering areas for up to 120 staff and students at a time.

The Vroed Library is the newest of the buildings at the College, the first stages built only 15 years ago. They were funded by a bequest made by Èrikè Vroed, a very successful bardic adventurer, who later became a loremaster. In fact this building is still under construction, with one wing unfinished, construction halted as a result of the war with Iggwilv and her son. The library is two storeys high and made of stone mined from the Yatils. It has flying buttresses and stained glass windows. The Vroed Library houses some of The Voice's treasures, including ancient manuscripts, more recent learned works and of course the Lyre of Cli. A DC 15 Bardic Knowledge, DC 18 Knowledge (History), DC 20 Knowledge (Local - Iuz's Border States) or a *legend lore* spell will determine that this building is built over ancient ruins.

Once the PCs have explored a bit they are approached by a functionary and asked to attend a discussion with Unterkanzler Dîrk Kanetild, who apparently is in charge of external relations. They are ushered into his office.

Grove Members

Any PCs who are members of the Grove meta-org may well be interested in seeking out the Old Seed area on the

island. In essence this consists of the entire island and its surrounds, with the town of Cli the only area that may be visited without prior Grove permission. Just outside the town of Cli. The most obvious place to start is the grove just over the river from Cli. It is expected that PCs will use the usual protocol of approaching the grove, planting their staff in the ground and waiting for a response. A DC12 Survival check or a DC 15 search or spot check will let the PC notice the area outside the grove used for this purpose, and work out what the protocol is.

After a short wait the PC(s) will be approached by one of the Quagaloogal lizardfolk who watch over the old seed area. Some PCs may be members of the Quagaloogal tribe, or bear their tattoos (from "Ghosts at the Waterside"). These PCs will be greeted warmly as follows:

"The keeper looks at you and begins an elaborate foot stomping dance, spinning in a lazy circle arms out wide. He is making sounds that are almost sub-harmonic, obviously singing something."

Members of the Quagaloogal will instantly know this dance as a meeting ritual; and those who speak/know Draconic will hear the following:

From afar I see my brothers and sisters.

From afar I hear my brothers and sisters.

From afar I need my brothers and sisters.

Now they have returned.

Now they have returned.

Grove members will also be greeted, but in a more business like manner.

The PCs are ushered into the grove and may look around. The actual Old Seed area is off limits to non-grove members, and even Grove members will be asked to respect the keepers wishes to allow the island to rest. They are welcome to use this grove as their own however. After a short time, the Quagaloogal will gain the courage to ask the PCs:

"You appear to be skilled in adventure?" and he will pause for confirmation "Perhaps you might be able to assist a fellow keeper of this area? Even now he has approached the musical ones with a request for aid. Perhaps you could meet him there in the city?"

If asked he has the following information:

- **What are the other keepers?**

The Old Seed area extends even beyond where we can swim easily, covering the depths around the island. The fey take care of these areas.

- **What do you mean fey?**
Yes, you might call them Nixies. There are a number of small communities near the island. Many amongst them assist us to care for the waters around the island.
- **Who is the person you want us to meet?**
Aronor, a nixie who comes from their town Lensa. He has approached the musical ones requesting assistance to solve a problem they have that concerns the humans also.
- **What is this problem?**
I do not know of the problem itself, just that it concerns the nixies and the humans.
- **What's in it for us?**
You would have to talk to the musical ones, or Aronor, but it would also be seen as a great contribution to your organization if you were to help.

Zee Auszug

Currently there is a single Zee-Auszug keelboat docked at the town. Any members of the Zee Auszug could easily get access dock and be able to speak with the captain, Auchfahnlein Wilfrid Resigner. Auchfahnlein Resigner is a fit mixed flan/Oeridian human in his early 30s. He has a slightly dour outlook and his first reaction is to distrust people. He will gladly chat about the progress of the war, and air his frustrations at being stationed here watching out for nomads raiding, as well as coping with this unnatural freeze and nightmares...

After a short time, and only if there are Zee-Auszug members present, a messenger will arrive from the town, dressed in Voice livery. A short discussion will take place and the captain will turn to the PCs.

It seems that strange things are afoot in the town. I've just been told that one of the lake folk has come up from the depths and is asking for aid. Now I don't know if this is the sort of thing you do in your time off, but I'd be mighty interested in finding out what is going on. If you report back to me I'll see to it you get a good word put in at your next review.

Other PCS

Should there not be any members of the above organisations, or should those PCs not take the hooks above, the group will be approached by a messenger dressed in Voice livery.

Excuse me good sirs, ma'ams, the Unterkanzler is in need of some assistance and asked me to seek you out,

being adventuring sorts. If you have the time, he has someone he would like you to meet.

Encounter One: The Strange Looking Elf

You are ushered into a well-appointed office. Sun streams in through a window to the north, assisting the fire in the hearth to the south in warming the room. A huge bookcase and display cabinet dominate the two long walls to the east and west respectively. The cabinet is filled with instruments, trophies and artistic objects from a variety of cultures. A chaotic desk, currently unattended, is across from the door and there is a collection of armchairs near the fireplace. As you enter a exquisitely dressed middle-aged flan man stands and beckons you over.

"Ah, you have arrived! Please come and join us. My name is Unterkanzler Dîrk Kanetild and my guest here is Aronor."

It is only after you reach the armchairs that you can see the guest. He is a very short elf with green skin and silver eyes; and, unless you are mistaken, he is dressed in a flowing garment made of seaweed, intricately decorated, but still seaweed! The nixie stands and extends his scaly, webbed hand in greeting.

"I am so glad you could spare some time for us. Please take a seat. Now, in case you are wondering Aronor is one of the Swabbonwalders (meaning Wanderers of the Sea of Weeds). Aronor was just telling me of an issue they have that they would like us to look into. Aronor?"

Aronor starts to speak. "A few days ago our scouts spotted an iceberg heading towards my home town, Lensa. Sadly these are not unusual even at this time of the year with the Gloom." He gestures upwards. "It was heading directly for Lensa. If it hit it would cause enormous damage, so our people went to redirect it away. When they did, they found something strange, an 'air breathers' vessel, encased deep inside the ice. We have never seen its like before, so I was sent here to inform you 'air breathers' about it."

The Unterkanzler continues, "While this is a puzzling phenomena, the College is extremely busy with the Hachjemuziek festival and we cannot spare anyone to investigate it. It was my thought, however, that adventurers such as yourselves might perhaps be interested. Would you be able to investigate, deal

with it the best possible manner and report back please?"

NPCs

Unterkanzler Dîrk Kanetild: Male flan human Brd11.

Aronor: Male nixie (sprite), see *Monster Manual* page 235.

The PCs may well have questions for either person. Possible answers are included below, which can be adapted depending on what the PCs ask. Run this as a conversation if at all possible though.

Unterkanzler Dîrk Kanetild

- **Who are the Swabbonwalders?**

This is the name the Nixies of the region give to themselves in Stamtaal. They are a race of fey, normally reclusive and this visit is a very rare opportunity indeed. I believe they also assist the Quagaloogal in maintaining the Old Seed area that this island is a part of.

- **Can we trust the Swabbonwalders?**

They have been here longer than us my friend, and generally keep to themselves. I cannot see what they might gain from offering us this opportunity.

It may also interest you that The Voice has had dealings with the Swabbonwalders for many years, our love of music providing a common link. Meetings such as these are still an unusual event though.

- **Do you have any instructions for dealing with it?**

No, only that you should ensure it does not crash into the Nixie town! I am intrigued as to how it was encased in ice and drifted here though. I am sure there is a tale in that. (The last is said with a far way expression as Dîrk considers the potential).

- **How do we get into it?**

Being adventurers, I had rather hoped you would be the ones who could answer that question.

Note: He will look a bit awkward as he says this.

- **Can we keep the ship?**

That depends on how old it is I guess. If there is still a registered owner, I am sure they would pay a reward for it back. If not, then yes I guess you could dispose of it as you wish.

- **What's in it for us?**

If you can bring back the story of how it came to be there I will pay you 25xAPL gold each.

- **Why should Perrenders care about this ship?**

I feel we have a responsibility to tidy up our mess. Obviously this is not something the Swabbonwalders put into the water, so I feel we should be pulling it out.

- **Can we take a gift from The Voice?**

Certainly, I can arrange for a small gift to take with you.

Note: The gift will be a small, beautiful masterwork stone harp.

Aronor

- **Who are the Swabbonwalders?**

This is the translation of our name in your Stamtaal language. We are a race of fey, normally reclusive and this visit is a very rare opportunity indeed. I believe they also assist the Quagaloogal in maintaining the Old Seed area that this island is a part of.

- **Where is this iceberg?**

It is currently off to the east of Lensa, when I left it was about 20 miles away.

- **How do we get there?**

I have arranged mounts for a group. We can get to Lensa today if we hurry and then set out for the iceberg from there.

- **Mounts? But I thought you lived underwater?**

We do. The mounts I have arranged can swim quite fast.

- **Underwater? We can't breath water you know!**

I have brought with me a supply of items we have that will allow you to breath underwater.

- **What about my familiar/animal companion?**

You will be able to share the spells while within close contact, but I can also provide you with extras for these creatures if you wish. You will just need to speak the command word for them.

- **How long do we have?**

We have perhaps two or three days. I travelled overnight to get here. I would hope to be back in Lensa tonight. We will need to leave in no more than an hour.

- **Can you defend us?**

Ah, I am but a simple messenger. I bear no great skill at arms.

- **What sort of ship is it?**

I do not know much about the ship at all, I have only the scouts brief reports to go by and we do not pay

much attention to the designs of your surface vessels.

Note: If the PCs have any bludgeoning or slashing weapons, Aronor will note these. He will laugh, warn the owner that these types of weapons are of little use when in the water, and enquire if the PC has an alternate piercing weapon.

Development:

Once the questions have stopped, Aronor will offer to meet the PCs at the docks in an hour. From there he will lead the PCs down to a quiet beach outside of town. Once there he will pick up a bag that lies hidden in the reeds by the water and pull out a number of strange masks. He will hand each party member one and explain their use.

“You place the top over your eyes and the bottom over your nose. Now speak the word ‘Swabbonwalder’ and you will be able to breathe water for 12 hours. This can be done twice a day.”

The mask takes up the goggles slot. On command, while worn, it bestows the benefits of *water breathing* for 12 hours up to twice a day and *endure elements* once a day. The effect can be shared with familiars and animal companions that stay close. Someone else can also speak the command word and activate the mask once it is donned (e.g. by an animal companion). Aronor says that these items must be returned to him after the investigation concludes.

While wearing the masks, PCs can speak and hear normally and can articulate the verbal components of spells. Armour check penalties will apply to swim checks, so some characters may prefer to remove their armour for part or all of the journey.

Note: This mask will partially negate the Asherati's water vulnerability. An Asherati wearing the mask will not need to make constitution checks as she is breathing water. However she will still be completely wet and suffer -1 on all attack rolls, ability checks and skill checks. Asheratis will be able to dry off once they have entered the ship (encounter five onwards).

Treasure:

APL 4: L: 0 gp; C: 100 gp; M: 0 gp

APL 6: L: 0 gp; C: 150 gp; M: 0 gp

APL 8: L: 0 gp; C: 200 gp; M: 0 gp

APL 10: L: 0 gp; C: 250 gp; M: 0 gp

APL 12: L: 0 gp; C: 300 gp; M: 0 gp

Encounter Two: Not So Tranquil After All

Note: While most PCs can ride the Hippocampi without a large penalty, centaurs and animal companions will not be able to ride them. There are a couple of sleds available which can be pulled by up to two hippocampi each in this situation.

Donning the strange masks, you enter the murky waters of Lake Quag. The initial expected chill quickly recedes and soon you are paddling around in the shallow water, getting used to the feeling of breathing water. Aronor quickly tires of your exploration, and in strange burbling tones, says to you:

“Follow me to the mounts.”

Kicking out, you move out into the deeper water and catch up with Aronor. Shortly you see shapes in the murky water and they resolve to reveal another Nixie and 8 creatures, each half fish half horse. They have fins instead of hooves and mane, and their equine bodies trails off into scaly fish tails. After a short discussion between the two Nixies, you are each assigned a mount of your own for the journey.

The mounts are named Tessarin, Ottormin, Firador, Athrindil, Eranan, Nithrel, Roldador and Githael.

The creatures are slippery, scaly and awkward. Despite the apparent good nature of the beasts you have been given, the hippocampi mounts take some effort to get used to. For much of the last few hours you have been passing through a tall kelp forest, the cool green fronds caressing your legs as your mounts forge through the canopy. The light faded quickly as you descended and entered the forest, leaving you with perhaps 40 feet of vision through the cold murky waters

At this stage have the PCs make spot checks to see either the hiding eels waiting for them to pass, or the ramfish charging towards them. The foes have concealment from the kelp, and the encounter will start at 40 feet range. The kelp forest does not count as difficult terrain.

Creatures:

All APLs

Hippocampus: hp 25; see *Appendix Six*.

Note: All ELs have had one added to them to account for the advantage the native creatures have over the PCs.

APL 4 (EL 6)

Dire Eels (2): hp 42, 42; see *Appendix One*.

APL 6 (EL 8)

Dire Eels (4): hp 42, 42, 42, 42; see *Appendix Two*.

APL 8 (EL 10)

Ramfish (2): hp 98, 98; see *Appendix Three*.

APL 10 (EL 12)

Ramfish (4): hp 98, 98, 98, 98; see *Appendix Four*.

APL 12 (EL 14)

Advanced Ramfish (3): hp 181, 181, 181; see *Appendix Five*.

Tactics: See the *Dungeon Master's Guide* (pages 92 and 93) for the underwater combat effects. The lake is counted as calm water (DC 10 Swim check) around the island. If the PCs wish to fight from the backs of the Hippocampi, they must make the normal ride checks, but are counted as having "firm footing". The mounts are not trained for war, so will not make any attacks. Important points are:

- Thrown weapons are ineffective
- Heavy penalties to ranged attacks (-2 on attack rolls per 5 feet of water they pass through).
- Possible penalties to slashing and bludgeoning attacks (See table 3-22 on DMG p92)
- Spells with the fire descriptor are ineffective unless a Spellcraft check DC 20+spell level is made.
- Targets more than 10 feet away have concealment due to the kelp forest.
- Armour check penalties apply to any swim checks attempted.

At APLs 4-6 the eels are hungry and will attempt to bring down one member of the party per pair of eels. They will detach and swim away when they get to 25% or less hit points.

At APLs 8 and above, the ramfish are defending their newly expanded territory. They will charge into attack to make use of their powerful charge ability. If too many attackers are close, the ramfish will bullrush one opponent out of the group as far as possible. They will not consider the risk of attacks of opportunity until after they have personally been hit by one.

Encounter Three: The Underwater City

After the attack, you continue for a little less than an hour before the kelp forest opens out. You can see much further through the water here, a slight current seems to be keeping the water clear. Looking down, a group of low domed buildings sparkle in the light. There are nearly 50 buildings in all.

Aronor speaks again in his burbling underwater voice. "Behold Lensa, my home. You are the first air breathers to visit here in many, many years. Most of my people will find you strange and may even object to your presence. It would be best if you stayed with your escort, be it myself or another of my kind at all times."

You direct your beasts to swim down behind Aronor and enter the town of Lensa. Now that you are closer you see that the buildings vary in height and are generally covered in seashells and other bright items, which is what gives them the sparkle that you saw.

As you move through the streets, many of the sprites come out of their houses pointing and whispering in harsh tones. All along the way to the inn, the stares of the small green folk follow you.

The inn stands out, adorned as it is by a wooden mermaid that obviously once graced the prow of a ship. Inside the three storey inn, you first note that there are no stairs, a central space instead allows access to the various floors, a large hook at its top could potentially be used to hoist heavy objects. The absence of taps behind the bar is also surprising. Looking around you can see that most patrons were eating seaweed-based delicacies before they stopped when you arrived.

Once at the inn, Aronor will offer the PCs accommodation for the night. They do not have to take this up, and could instead move straight to the iceberg. If the PCs do stay at the inn, the top floor (of the 3 levels) will be cleared for them. Aronor will let the PCs know that this is so that they are not disturbed, but those who speak aquan will note the mutterings being made about the strange smell the PCs have.

The PCs can shop while they are here, and this includes access to waterproof versions of instruments made of bone, fish gut and shell. While moving about they will hear snatches of song, always hushed when they approach.

Characters who are obviously members of the Grove or the Voice are treated with more respect, as there is a history of contact with those organisations. Likewise Kershane elves are regarded with more trust.

Lensa (Village): Conventional; AL N; 200 gp limit; Population 450 – Nixie 100%

Encounter Four: Arrival at the Lina Gersiten

It has been an uneventful hour's trip from Lensa on your hippocampi mounts. Only a dim glow comes from above, with the cheering morning light suppressed by Hell's Gloom. Aronor has indicated that the iceberg should be somewhere about, but has not been able to spot it so far.

As it is dark, the GM should confirm what light sources the PCs are using.

The PCs can look for the ship/iceberg at this stage. Give them a +4 bonus if they surface to look for it, and a +2 bonus if they spread out to cover more area (you can have them spot creatures darting about the water in a threatening fashion to increase tension if they do). On a DC 17 Spot check (repeatable every few minutes or so if they all fail initially), they see:

A glint catches your eye to the east. Looming out of the dark water is a strange mass. A splintered pole hangs out from the bulk, running down its side, with rotting scraps of sailcloth and rope trailing around it. Your light-source glints off the many faceted surfaces of ice, which rise to the surface some 30 feet above you.

As you close, you can start to see the wooden structure within. The ice seems emerge from jagged gaping holes in the side and bottom of the vessel. Swimming around the mass, your light picks out letters on the back L-i-n-a G-e-r-s-i-t-e-n and under that Hugelrote. Apparently you have found the name plaque on the ship's stern.

The ice seems closest to the hull of the ship at its base, while it is thickest around the middle, where you can just barely see a shattered railing.

Give the players **Player Handout #3**.

For the DM's benefit in describing the situation as the party investigates, here are the important details:

- The entire ship is below water. Above the water is just a large jutting piece of ice.

- The ship is totally sealed inside the ice, so when the PCs make a hole to enter, the ship will not fill with water. If they start making lots of holes in the ice this may not remain the case though. The iceberg will remain floating in either circumstance, although the settling could be unnerving.
- The ice is relatively thin around the base of the ship. This area shows signs of wear and close inspection (DC 15 Search check) will find shards of rocks.
- The easiest place to get in will be via a hole into the hold on the port side. This is where the ice is thinnest and where the hull is already breached. Tempt the PCs with descriptions of barrels and chests barely visible.
- Inside, the ship is dry but frosty as the ship never sank as such. The hold was filled with water when it was on the rocks, so will have a covering of ice over everything.
- The hull is showing extensive signs of impact with rocks. The initial impact was on the forward port quarter, but the ship swang around so there is damage along the entire port side. Most of this is below the water line, but the impact played havoc with the open decks also, felling the front two of the three masts etc.
- A DC 20 Bardic Knowledge check, or a DC 25 Knowledge (Local – Iuz Border States) check will allow the PC to recall basic details of the Lina Gersiten, such as its age, the family that owns it and that it was seen in port last year.

Getting into the Ship

To get into the ship, the PCs will have to pass through the ice barrier (and possibly also through the hull). Stats are given here for the expected paths of entry, improvisation will be required for other ideas the PCs may come up with.

Note: Ice has a hardness of 0 and 3hp/inch. Wood has a hardness of 5 and 10hp/inch. It is very unlikely that anything will burn underwater, however the ice should be counted as vulnerable to heat or fire based magic.

- **Through a hole in the hull in the hold.**
15 inches of ice before the hole, 6 inches after.
- **Through the hull in the hold.**
15 inches of ice before the hull, then an inch of wooden hull.
- **Through a hole in the hull in the lower deck.**
25 inches of ice before the hole, 3 inches after.

- **Through the hull in the lower deck.**
25 inches of ice before the hull, then an inch of wooden hull.
- **Onto the main deck.**
45 inches of ice before the hole, 3 inches after. However there is only three feet clearance on the main deck.
- **Through the hull in a main deck cabin.**
45 inches of ice before the hull, then an inch of wooden hull.
- **Onto the upper decks.**
60 inches of ice before the deck. However there is minimal clearance on these decks.

Trap

If the PCs entered via one of the cabins or closed decks (i.e. not via the main deck or one of the upper decks), they will have disturbed the ice lining the inside of the hull. In each case the trigger is stepping through the hole in the hull and onto the deck floor. The stats for this are listed below.

APL 4 (EL 2)

Ice Shards: CR 2; natural; touch trigger (deck inside hull); no reset; +13 ranged (1d4, shard); multiple targets (fires 1d2 shards at each target within 5 ft. of the ice wall); Search (DC 17); Disable Device (DC 22).

APL 6 (EL 3)

Ice Shards: CR 3; natural; proximity trigger (deck inside hull); no reset; +15 ranged (1d4, shard); multiple targets (fires 1d4 shards at each target within 5 ft. of the trigger square); Search (DC 18); Disable Device (DC 23).

APL 8 (EL 4)

Ice Shards: CR 4; natural; proximity trigger (deck inside hull); no reset; +17 ranged (1d6, shard); multiple targets (fires 1d4 shards at each target within 5 ft. of the trigger square); Search (DC 19); Disable Device (DC 24).

APL 10 (EL 5)

Ice Shards: CR 5; natural; proximity trigger (deck inside hull); no reset; +19 ranged (1d6, shard); multiple targets (fires 1d6 shards at each target within 5 ft. of the trigger square); Search (DC 20); Disable Device (DC 25).

APL 12 (EL 6)

Ice Shards: CR 6; natural; proximity trigger (deck inside hull); no reset; +21 ranged (1d8, shard); multiple

targets (fires 1d6 shards at each target within 5 ft. of the trigger square); Search (DC 21); Disable Device (DC 26).

Encounter Five: The Lower Decks

Hold (11)

A small amount of light comes in through the various ice filled rents in the hull at this level. It scatters off ice encrusted barrels and chests, most of which looking like they have broken free of their bindings.

The floor of the hold is covered in ice, meaning that any fast movement requires a DC15 balance check to achieve. Failing by 5 or more means the PC has fallen over.

Treasure: One of the chests looks very different to the others – swollen, weather-beaten oak with brass bindings. A DC 15 Knowledge (Nature) or Profession (Sailor) check will indicate that it has been in the water for quite some time. It contains the gear of a forgotten adventurer. The chest is closed but the lock has been sheared off and the hinges show signs of recent use.

Each weapon or armour piece in the chest is engraved with a personal symbol in an unobtrusive place. Once they see this, give the players **Player Handout #5**. At APL 12 the chest also contains 5400 gp of precious gems.

Note: It is important not to tell the PCs the exact nature of the treasure, as some of it could have a bearing on the next part of this encounter. The only information *detect magic* will give them is what is listed in the 'Detect Magic Results' section below. *Identify*, or *analyze dweomer* will be required to work out the exact properties of the items.

APL 4: L: 0 gp; C: 0 gp; M: 543 gp – *mithral breastplate* (350 gp each), +1 *rapier* (193 gp each)

APL 6: L: 0 gp; C: 0 gp; M: 876 gp – *mithral breastplate* (350 gp each), +1 *rapier* (193 gp each), *vest of resistance* +2 (333 gp each)

APL 8: L: 0 gp; C: 0 gp; M: 1224 gp – *mithral breastplate* (350 gp each), +1 *rapier* (193 gp each), *vest of resistance* +2 (333 gp each), +2 *buckler* (347 each)

APL 10: L: 0 gp; C: 0 gp; M: 2140 gp – *mithral breastplate* (350 gp each), +1 *ghost touch rapier* (693 gp each), *vest of resistance* +2 (333 gp each), +2 *buckler* (347 each), *ring of protection* +2 (167 gp each), *lesser metamagic rod of extend* (250 gp each)

APL 12: L: 0 gp; C: 900 gp (gems); M: 3040 gp – *mithral breastplate* (350 gp each), *+1 ghost touch rapier* (693 gp each), *vest of resistance +2* (333 gp each), *+2 buckler* (347 gp each), *ring of protection +2* (167 gp each), *lesser metamagic rod of extend* (250 gp each)

Detect Magic Results: *+1 ghost touch rapier* (moderate conjuration), *+1 rapier* (faint transmutation), *+2 buckler* (moderate transmutation), *lesser metamagic rod of extend* (strong (no school)), *mithral breastplate* (no aura – not magical), *ring of protection +2* (faint abjuration), *vest of resistance +2* (faint abjuration).

Sail Locker (12)

This room is filled with spare sails, sailcloth, sewing kits, ropes, carpenters tools etc.

Lower Deck (9)

Entering this deck, you see a small corridor with doors to the aft, and a pair of doors in the fore bulkhead. The hull here seems mostly intact, with the whole area in darkness.

On a DC 23 Spot check, the PCs see the following:

Looming in the aft corridor is a transparent and faintly luminous image of a female human. The left side of her face is crumpled and broken, as if crushed. She floats rapidly towards you.

On a DC 12 Sense Motive check, the PCs will also notice:

She wears an expression of pain mixed with anger and hatred on her face and glares at you.

At APLs other than APL 6, add the following:

Behind her float a number of translucent men in sailor's uniforms, their faces contorted in expressions of terror.

Creatures:

APL 4 (EL 7)

Ghost of Lina Gersiten: Ghost Com1; hp 6; see *Appendix One*.

Ghost of a deckhand: Ghost War1; hp 6 see *Appendix One*.

Ghost of First Mate Stefan: Ghost Exp2 Ftr3; hp 32; see *Appendix One*.

APL 6 (EL 9)

Lina Gersiten: Advanced Spectre: hp 91; see *Appendix Two*.

APL 8 (EL 11)

Lina Gersiten: Advanced Spectre: hp 91; see *Appendix Three*.

Crewmen (2): Spectres; hp 45, 45; see *Monster Manual* page 232.

APL 10 (EL 13)

Lina Gersiten: Advanced Spectre: hp 91; see *Appendix Four*.

Crewmen (5): Spectres; hp 45, 45, 45, 45, 45; see *Monster Manual* page 232.

APL 12 (EL 15)

Lina Gersiten: Advanced Spectre: hp 91; see *Appendix Five*.

Crewmen (6): Advanced Spectres; hp 91, 91, 91, 91, 91, 91; see *Appendix Five*.

Tactics: Lina is filled with a burning hatred of all living things. She will command her thralls (if any) into attack and will attack without mercy herself.

At APL 4 she will attack those who look like sailors (i.e. physically capable) first, so she will choose targets roughly in order of decreasing STR+CON. The ghost of the deckhand will attack the same target as Lina, if possible, with the first mate attacking the next strongest target.

At APL 6 and above Lina will use her flyby attack from one cabin, through the cabin the PCs are in and into another. If all cabins are occupied she will go in and out of the ice (the gloom should still be in effect outside, so no sunlight effects). To avoid attacks of opportunity she will attempt to attack someone on the edges of the group. The thralls will attack random targets, apart from at APL 12 where they will also attack in the same manner as Lina, focusing on those on the edges of the party.

Note: During the fight if anyone sees her back give them a DC 20 Spot check to spot a mark on her back, followed by a DC 15 Heal check (could be a different PC if relayed) to identify it as a bruise from a hand as if shoved very roughly.

Development: It is possible, through rapid diplomacy etc that the PCs may get the opportunity to speak to Lina. She will start with an attitude of hostile (and will revert to this each time she is attacked in any way) and needs to become friendly before she will cease attacking and talk. Should this happen, she will be confused, angry and upset. Once helpful Lina will not be concerned if the PCs tidy up the thralls.

The thralls themselves will be less susceptible to negotiation. They see this second death as liberation from undeath so will push the PCs to kill them by attacking the PCs even if friendly. Only at helpful will they cease attacking. Each retry of rapid diplomacy will need to start from hostile no matter what the previous result.

Points for use by the GM during the discussion are:

- She was 'asleep' for some time and then was suddenly woken here. She has lost track of time and only knows that it was more than a month that she has been on board. She has no sense of what year it is or how long she has been dead.
- She has no idea of how she arrived here or why. She has no memory of the time between her death and her arrival here – describe it as forgotten or repressed rather than not present, but she is not able to retrieve those memories.
- Lina and Kôrd were childhood sweethearts and had intended to wed once Kôrd had started his career as a sailor.
- The last thing she remembers is being on Kôrd's family's new ship while it was being constructed. She remembers horsing around with one of the Vestmeer boys her age (who was already a sailor), getting pushed and then a snapping noise from overhead and an immense but brief pain as a beam struck her head.
- She saw Kôrd in his cabin, but assumed he was Kôrd's father. If she is told this is Kôrd, she will cry out in anguish and race to his cabin to mourn over him.
- Her death has left her with a hatred of sailors, apart from Kôrd, and she snapped when she suddenly arrived here surrounded by them.
- She knows little about ships, and cannot match this ship to the one she was on. However with help she can confirm that it was the same length and width, but only had the lower decks laid down with the ribs of the hull extending above them at that time.

Officer's Cabins (10)

Note: If you are short on time, quickly summarise the cabins as quarters containing mundane and personal items only. Likewise a quick summary of the galley and chain locker should suffice.

All four officers cabins are roughly the same, just a bed or bunk as well as a footlocker. The footlockers contain simple everyday items such as clothes, old

ordinary weapons, and personal memorabilia. One locker contains a fiddle and bow, another a flute and small drum.

Galley (7)

The galley is orderly although it shows signs of its neglect. All food in the galley has perished and then been frozen. A DC 15 Knowledge (Nature) or Profession (Cook) check will determine that the frozen covering of mould indicates that the galley had been abandoned for about 2-3 weeks before it was frozen. A faint damp smell pervades the room, and is detectable outside the door if anyone stops there.

At the far end of the galley are two bunks, the sleeping quarters for the cook and his assistants. There are also four footlockers. All contain simple mundane items only.

Chain Locker (8)

The ships anchor chain is stored here. Most of the chain is played out as a result of the crew's attempts to pull the ship off the rocks. The hawsepipe (pipe for the anchor chain) to the focsle deck is frozen solid, locking the chain in place for the moment. The drogue (sea anchor) is missing, having been torn off in the initial storm.

Encounter Six: The Upper Decks

Focsle (6)

A large shard of stone dominates this room. Its shape appears to match the hole rent in the hull on the port side. You see scrape marks and the remains of blood pools that have been half-heartedly cleaned up, indicating half a dozen corpses may have lain scattered about the room.

Inspection of the stone shard will reveal that it has gone on it also as from an impact. A DC 15 Heal check will determine that the remains are the result of a fatal impact when the stone breached the hull in this room.

There are some chests amongst the bunks, but they contain only poor quality clothing, letters from relatives and other personal memorabilia.

Main Deck (5)

Peering onto the main deck, you cannot see far as the deck is entirely covered with ice. There is perhaps

three feet clearance between the deck and the ice, even less in places. What you can see is battered, and covered in debris. A corpse lies below the main mast, its face frozen in terror.

A medium person will be able to squeeze through this area, a small person could walk through stooped, or it could be excavated. The sailor was killed when they fell from the rigging after fleeing the apparition of Lina. This can be determined on a DC 15 Heal check. The deck itself is covered with the debris of the mainmast, its rigging and other gear that has broken free. Some of this has been tidied, but not all.

Captain's Cabin (3)

Possibly the nicest appointed cabin you have seen so far on the ship, this room is still cramped and austere. A table is placed under frosted windows that look out the stern of the ship. A neat bed is set against the port bulkhead. A body lies sprawled next to the table, looking as though it has fallen from the chair, which has been turned to face the door.

Upon closer inspection, the PCs will note that the corpse lies clutching a dagger that has been thrust into its heart. A DC 18 Heal check will determine that this was most likely self-inflicted. The body shows some signs of decay (about 2 weeks) but is now frozen. The corpse's face is frozen in an expression of obvious fear (DC 5 Sense Motive). A DC 15 Sense Motive check will note the look of recognition also present.

What happened was that after the ship ran aground; the captain was injured, but not too seriously. He kept going for a week or so, trying to find a way to get his ship off the rocks, but with only a few crew left he did not have a chance. When Lina's apparition appeared to him, he killed himself out of fear and anguish. Later his body was frozen when the ice encased the ship.

In a pocket on the captain is a necklace with a pendant, a holy symbol of Nerull. On the back it has the same personal marking as the armour and weapons in the chest. If they haven't received it already, give the players **Player Handout #5**. Kôrd had seen this in the chest before any others had spotted it and had snatched it up to avoid superstition amongst the crew. If it destroyed, it will release Lina and any other undead on the ship, if any still remain, and they will fade away never to return.

A journal lies open on the desk. Once discovered by the players give them **Player Handout #4**. A DC 25 Knowledge (Geography) or DC 30 Survival check will determine that the ship was in the mysterious fog

shrouded centre of Lake Quag, just further north than Ironstaad.

Trap

The encasement in ice has caused structural damage to the ship. This is most apparent in the captain's cabin, where one of the beams in the room has come loose. If any PC steps in the 5' square in front of the captain's body the beam will fall, potentially damaging anyone in that square and the one next to it (i.e. to the port side). The stats for this are listed below.

APL 4 (EL 3)

Falling Beam: CR 3; mechanical; proximity trigger (deck in front of body); no reset; +14 melee (3d6); multiple targets (strike target square and square to the port of it); Search (DC 18) or Profession (Sailor) (DC 15); Disable Device (DC 23).

APL 6 (EL 4)

Falling Beam: CR 4; mechanical; proximity trigger (deck in front of body); no reset; +15 melee (4d6); multiple targets (strike target square and square to the port of it); Search (DC 19) or Profession (Sailor) (DC 16); Disable Device (DC 24).

APL 8 (EL 5)

Falling Beam: CR 5; mechanical; proximity trigger (deck in front of body); no reset; +15 melee (4d6); multiple targets (strike target square and square to the port of it); Search (DC 20) or Profession (Sailor) (DC 17); Disable Device (DC 25).

APL 10 (EL 6)

Falling Beam: CR 6; mechanical; proximity trigger (deck in front of body); no reset; +16 melee (6d6); multiple targets (strike target square and square to the port of it); Search (DC 21) or Profession (Sailor) (DC 18); Disable Device (DC 26).

APL 12 (EL 7)

Falling Beam: CR 7; mechanical; proximity trigger (deck in front of body); no reset; +17 melee (8d6); multiple targets (strike target square and square to the port of it); Search (DC 22) or Profession (Sailor) (DC 19); Disable Device (DC 27).

Wardroom (4)

This room is clean and intact. Obviously battened down before the disaster, the table at its centre is clean and the cupboards to the sides closed and tied down.

The room is empty of anything other than very functional dinnerware and serving utensils.

Focsle Deck (2)

This deck is completely encased in ice, and as a result it is very hard to see much on it. What can be made out is the foremast broken and hanging out over the side.

Quarterdeck (1)

Again this deck is completely encased in ice and very difficult to access. The aft mast still stands complete, but the rigging has collapsed onto the deck. Close inspection would indicate that some attempt has been made to tidy it up and repair the yard (i.e. the pole which should go across the top of the sail).

Encounter Seven: Salvage

Once the PCs have investigated the iceberg and wreck, there are a couple of options for dealing with the problem. The nixies can use hippocampi and other aquatic beasts of burden to ground the iceberg onto the shore of the island, or they could divert it so that it continues to float about the lake until it melts during the summer. Lastly, the PCs could bring the boat/iceberg back to Cli town and give it back to the Vestmeers.

Any reasonable scheme the PCs come up with to return the iceberg should work. The whole boat is below water level (see **player handout #3** for details) though, so the Lina will not be moving under its own power. Some options include:

- Towing the iceberg and ship back into port at Cli. The Zee Auszug boat is the biggest boat in port currently. Auchfahnlein Resigner could be convinced (DC 15 Diplomacy check) to assisting in the towing. Ropes will need to be attached to or around the iceberg to allow it to be towed.
- Getting the nixies to move the iceberg close to the Cli township and then handing it to the Vestmeers from there.
- Leaving it to the nixies to deal with as stated above; or
- Using *control weather*, *control winds* or similar spells to get the winds and ocean to assist moving the iceberg.

The iceberg is of the blocky type, with steep sides rising up out of the water ranging in height from 25 to 45 feet. Climbing the steep slippery sides of the iceberg

requires a Climb check DC 25. Walking on the top of the iceberg requires a DC 17 Balance check. Due to its shape there is no risk of the iceberg rolling over, although it will move underfoot as the PCs change its weight distribution.

In gratitude the Vestmeers will offer 300gp reward and the **Gratitude of the Vestmeers** favour. In addition they offer the PCs the use of the *Lina Gersiten* on a voyage in the future when it has been refurbished.

Treasure:

All APLs: L: 0 gp; C: 300 gp; M: 0 gp

Conclusion

Conclusions are given below for the most likely situations; **use all that are appropriate**. Other situations will have to be improvised by the GM.

The Iceberg is Diverted

If the PCs come up with some scheme to divert the iceberg, even if it needs to be implemented by the Nixies, they will gain the gratitude of the Nixies. The following accolade will occur either in Lensa, if the PCs return that way, or somewhere on the way back to Cli if not. Paraphrase it as necessary to suit the events.

With the Nixie town of Lensa saved from the ice-bound Lina Gersiten, you are hailed as heroes by the Nixies. A ballad in your honour has been composed by them, and performed for you as you enter their town. The reserved attitude you experienced before seems to have disappeared! Aronor also tells you that you would be welcome should you wish to visit the town in the future.

Return to the Unterkanzler

The unterkanzler will be very pleased when the PCs return with enough of the story of the *Lina Gersiten* and will pay his promised 25xAPL gold each. He will idly wonder who the misshapen lady was who appeared.

The PCs can find out what was going on here, but only if they go to Hugelrote and succeed in a DC 15 Gather Information check. The story they get from an old Vestmeer sailor is the following:

Ah young Lina Gersiten, sad, sad tale that. She was the sweetheart of a rich young Vestmeer sailor called Kôrd. Anyway she came up onto this boat his family were having built one day. Went to see Kôrd is what I

heard. Well, she suddenly darted forward then this beam slipped and dropped from a crane and hit her. Made an awful mess of her it did – nasty business. Don't think Kôrd every really got over that. He never married and although he made Captain of the ship only a few years later, he always was a dour bugger.

If they bring this info back to the unterkanzler he will double his payment.

Treasure:

APL 4: L: 0 gp; C: 100 gp; M: 0 gp

APL 6: L: 0 gp; C: 150 gp; M: 0 gp

APL 8: L: 0 gp; C: 200 gp; M: 0 gp

APL 10: L: 0 gp; C: 250 gp; M: 0 gp

APL 12: L: 0 gp; C: 300 gp; M: 0 gp

PCs Recovered the Journal

With the strange iceberg dealt with, you are left to ponder what this island mentioned in the journal could contain, what mysterious power it had to awaken the ship's namesake and if you will ever get to visit the strange place.

PCs Did Not Recover the Journal

With the strange iceberg dealt with, you are left to ponder what mysterious power could have caused the awakening of the ship's namesake and what might have caused the encasement of the ship in the ice.

Rewards

All PCs will receive the **Gratitude of The Voice**.

Parties that assist in the retrieval of the Lina Gersiten will receive **Gratitude of the Vestmeers**.

Members of The Voice will receive the **Favour of The Voice**.

Members of the Grove will receive the **Favour of the Grove**.

Members of the Zee Auszug will receive **Auchfahnlein Resigner's Recommendation**.

Note: To receive any favour requiring membership of a meta-org, a PC must have been a member of the appropriate meta-org prior to playing this game.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Two

Defeat the fish

APL4 180 xp

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

Encounter Four

Encounter the ice trap

APL4 60 xp

APL6 90 xp

APL8 120 xp

APL10 150 xp

APL12 180 xp

Encounter Five

Defeat the spectre(s)

APL4 210 xp

APL6 270 xp

APL8 330 xp

APL10 390 xp

APL12 450 xp

Encounter Six

Encounter the beam

APL4 90 xp

APL6 120 xp

APL8 150 xp

APL10 180 xp

APL12 210 xp

Story Award

Found the Captain's journal:

APL4 60 xp

APL6 75 xp

APL8 90 xp

APL10 105 xp

APL12 120 xp

Discretionary roleplaying award

APL4 75 xp

APL6 105 xp

APL8 135 xp

APL10 165 xp

APL12 195 xp

Total possible experience:

APL4 675 xp

APL6 900 xp

APL8 1125 xp

APL10 1350 xp

APL12 1575 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round

or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter Two: The Strange Looking Elf

APL 4: L: 0 gp; C: 100 gp; M: 0 gp

APL 6: L: 0 gp; C: 150 gp; M: 0 gp

APL 8: L: 0 gp; C: 200 gp; M: 0 gp

APL 10: L: 0 gp; C: 250 gp; M: 0 gp

APL 12: L: 0 gp; C: 300 gp; M: 0 gp

Encounter Five: The Lower Decks

APL 4: L: 0 gp; C: 0 gp; M: 543 gp – *mithral breastplate* (350 gp each), *+1 rapier* (193 gp each)

APL 6: L: 0 gp; C: 0 gp; M: 876 gp – *mithral breastplate* (350 gp each), *+1 rapier* (193 gp each), *vest of resistance* +2 (333 gp each)

APL 8: L: 0 gp; C: 0 gp; M: 1224 gp – *mithral breastplate* (350 gp each), *+1 rapier* (193 gp each), *vest of resistance* +2 (333 gp each), *+2 buckler* (347 each)

APL 10: L: 0 gp; C: 0 gp; M: 2140 gp – *mithral breastplate* (350 gp each), *+1 ghost touch rapier* (693 gp each), *vest of resistance* +2 (333 gp each), *+2 buckler* (347 each), *ring of protection* +2 (167 gp each), *lesser metamagic rod of extend* (250 gp each)

APL 12: L: 0 gp; C: 900 gp (gems); M: 3040 gp – *mithral breastplate* (350 gp each), *+1 ghost touch rapier*

(693 gp each), *vest of resistance* +2 (333 gp each), +2 *buckler* (347 each), *ring of protection* +2 (167 gp each), *lesser metamagic rod of extend* (250 gp each)

Encounter Seven: Salvage

All APLs: L: 0 gp; C: 300 gp; M: 0 gp

Conclusion

APL 4: L: 0 gp; C: 100 gp; M: 0 gp

APL 6: L: 0 gp; C: 150 gp; M: 0 gp

APL 8: L: 0 gp; C: 200 gp; M: 0 gp

APL 10: L: 0 gp; C: 250 gp; M: 0 gp

APL 12: L: 0 gp; C: 300 gp; M: 0 gp

Total Possible Treasure

APL 4: L: 0 gp; C: 500 gp; M: 543 gp - Total 1043 gp (Max 650 gp)

APL 6: L: 0 gp; C: 600 gp; M: 876 gp - Total 1476 gp (Max 900 gp)

APL 8: L: 0 gp; C: 700 gp; M: 1224 gp - Total 1924 gp (Max 1300 gp)

APL 10: L: 0 gp; C: 800 gp; M: 2140 gp - Total 2940 gp (Max 2300 gp)

APL 12: L: 0 gp; C: 900 gp; M: 3040 gp - Total 3940 gp (Max 3300 gp)

Special

Gratitude of The Voice: For your assistance, The Voice will arrange crafters to upgrade one stat boost item by +2 when you require it. Normal upgrade costs apply for this upgrade.

Gratitude of the Vestmeers: The Vestmeers have arranged mentoring for you so that you gain access the *Legendary Captain* prestige class, and the *Great Captain* and *Windsinger* feats, all from Stormwrack.

Favour of The Voice: As a benefit of membership, The Voice has granted regional access to the items marked with a * below.

Favour of the Grove: As a benefit of membership, the Grove has granted regional access to the items marked with a # below.

Auchfahnlein Ressigner's Recommendation: As promised, the captain will put in a good word for you at your next promotion in the Auszug or Pax.

Mask of the Swabbonwalders: This mask fits over the eyes and nose, taking up the goggles slot. On command, while worn, it bestows the benefits of *water breathing* up

to twice a day and *endure elements* once a day. The effect can be shared with familiars and animal companions that stay close. Someone else can also speak the command word and activate the mask once it is donned (e.g. by an animal companion). Weak transformation and abjuration, CL 6th; Craft Wondrous Item, *water breathing*, *endure elements*; Price 13320gp

Items for the Adventure Record

Item Access

APL 4:

- Mask of the Swabbonwalders (Regional; see above)
- Circlet of Persuasion * (Adventure, DMG, 4,500 gp)
- Cloak of Resistance +2 # (Adventure, DMG, 4,000 gp)
- Lens of Detection # (Adventure, DMG, 3,500 gp)
- Mac-Fuirmidh Cithern * (Adventure, CA, 2,900 gp)
- Mithral Breastplate (Adventure, DMG, 4,200 gp)
- Wand of Cure Light Wounds * # (Adventure, DMG, 750 gp)

APL 6 (all of APL 4 plus the following):

- Cloak of Resistance +3 # (Adventure, DMG, 9,000 gp)
- Ring of Mind Shielding * (Adventure, DMG, 8,000 gp)
- Vest of resistance +2 (Adventure, CA, 4,000 gp)

APL 8 (all of APLs 4-6 plus the following):

- +2 buckler (Adventure, DMG, 4165 gp)
- Vestments, Druid's # (Adventure, DMG, 10,000 gp)

APL 10-12 (all of APLs 4-8 plus the following):

- +1 ghost touch rapier (Adventure, DMG, 8320 gp)
- Lesser metamagic rod of extend (Adventure, DMG, 3000 gp)
- Ring of protection +2 (Adventure, DMG, 2000 gp)

Appendix One – APL 4

Encounter Two

Dire Eel: Male Dire Eel Animal; CR 3; Large animal; HD (6d8)+15; hp 42; Init +5; Spd Swim 30 ft.; AC 13, touch 10, flat-footed 12, Base Atk +4; Grp +12; Atk: Bite +8 melee (1d8+6); Full Atk: +8 melee (1d8+6); Space/Reach 10 ft./5 ft.; SA Attach (Ex); SQ: Low-light (60'), Scent (Ex); AL: TN; SV: Fort +7, Ref +6, Will+3; STR 19, DEX 13, CON 14, INT 1, WIS 12, CHA 2

Skills and Feats: Hide +1, Listen +5, Spot +6, Swim +12; Improved Initiative, Toughness, Weapon Focus (Bite).

Attach (Ex): If a dire eel hits with its bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached eel loses its Dexterity bonus to AC and has an AC of 12.

An attached eel can be struck with a weapon or grappled itself. To remove an attached eel through grappling, the opponent must achieve a pin against the creature.

Skills: Dire eels have a +4 racial bonus to hide, increasing to +8 in areas of coral, rock or heavy kelp. An eel has a +8 racial bonus on any Swim check to perform a 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.

Encounter Five

Ghost of Lina Gersiten: Female Human Commoner 1; CR: 2; Medium undead; HD (1d12); hp 6; Init: +1; Spd: Walk 30 ft., Fly 30 ft.; AC: 15, touch 15, flat-footed 14, Base Atk: +0; Grp: +1; Atk: Incorporeal Touch +1 Melee (1d6); Full Atk: Incorporeal Touch +1 Melee (1d6); SA: Corrupting Touch (Su), manifestation; SQ: Darkvision (60'), incorporeal traits, rejuvenation (Su), +4 turn resistance +4 (Ex), undead traits; AL: TN; SV: Fort +0, Ref +1, Will+1; STR *, DEX 13, CON *, INT 14, WIS 12, CHA 18

Skills and Feats: Climb +3, Concentration +4, Craft (Painting) +9, Handle Animal +5, Hide +9, Jump +1, Listen +10, Ride +5, Search +10, Spot +13, Swim +6; Athletic, Skill Focus (Craft (Painting)).

Possessions: Dagger (Masterwork);

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6

points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Manifestation (Su): When a ghost manifests it partly enters the material plane, and becomes visible but incorporeal on the material plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Ghost of a Deckhand: Male Human Warrior 1; CR: 2; Medium undead; HD (1d12); hp 6; Init: +4; Spd: Walk 30 ft., Fly 30 ft.; AC: 12, touch 12, flat-footed 12, Atk: Incorporeal Touch +1 Melee (1d6); Full Atk: Incorporeal Touch +1 Melee (1d6); SA: Corrupting Touch (Su), manifestation; SQ: Darkvision (60'), incorporeal traits, rejuvenation (Su), +4 turn resistance +4 (Ex), undead traits; AL: NE; SV: Fort +2, Ref +0, Will+0; STR *, DEX 11, CON *, INT 10, WIS 10, CHA 14

Skills and Feats: Balance +2, Climb +4, Concentration +2, Escape Artist +2, Hide +8, Jump +2, Listen +8, Search +8, Spot +8, Swim +4, Use Rope +1; Agile, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Improved Initiative, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Manifestation (Su): When a ghost manifests it partly enters the material plane, and becomes visible but incorporeal on the material plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Ghost of First Mate Stefan: Male Human Expert2 Fighter 3; CR: 6; Medium undead; HD (2d12)+(3d12); hp 32; Init: +5; Spd: Walk 30 ft., Fly 30 ft.; AC: 13, touch 13, flat-footed 12, Base Atk: +4; Grp+5; Atk: *Incorporeal Touch +5 (1d6 plus 1d6 strength); Full Atk: *Incorporeal Touch +5 (1d6 plus 1d6 strength); SA: Corrupting Touch (Su), manifestation; SQ: Darkvision (60'), incorporeal traits, rejuvenation (Su), +4 turn resistance +4 (Ex), undead traits; AL: NE; SV:

Fort +3, Ref +2, Will+4; STR *, DEX 12, CON *, INT 10, WIS 10, CHA 15

Skills and Feats: Balance +10, Climb +8, Concentration +2, Escape Artist +3, Hide +9, Intimidate +3, Jump +2, Listen +10, Perform (Sing) +4, Profession (Hunter) +5, Search +8, Spot +15, Survival +3, Swim +6, Tumble +6, Use Rope +4; Agile, Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Combat Reflexes, Improved Initiative, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Manifestation (Su): When a ghost manifests it partly enters the material plane, and becomes visible but incorporeal on the material plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Appendix Two – APL 6

Encounter Two

Dire Eel: Male Dire Eel Animal; CR 3; Large animal; HD (6d8)+15; hp 42; Init +5; Spd Swim 30 ft.; AC 13, touch 10, flat-footed 12, Base Atk +4; Grp +12; Atk: Bite +8 melee (1d8+6); Full Atk: +8 melee (1d8+6); Space/Reach 10 ft./5 ft.; SA Attach (Ex); SQ: Low-light (60'), Scent (Ex); AL: TN; SV: Fort +7, Ref +6, Will+3; STR 19,DEX 13,CON 14,INT 1,WIS 12,CHA 2

Skills and Feats: Hide +1, Listen +5, Spot +6, Swim +12; Improved Initiative, Toughness, Weapon Focus (Bite).

Attach (Ex): If a dire eel hits with its bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached eel loses its Dexterity bonus to AC and has an AC of 12.

An attached eel can be struck with a weapon or grappled itself. To remove an attached eel through grappling, the opponent must achieve a pin against the creature.

Skills: Dire eels have a +4 racial bonus to hide, increasing to +8 in areas of coral, rock or heavy kelp. An eel has a +8 racial bonus on any Swim check to perform a 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.

Encounter Five

Lina Gersiten: Female Spectre; CR 9; Medium undead; HD (14d12); hp 91; Init +7; Spd Walk 40 ft., Fly 80 ft.; AC 16, touch 16, flat-footed 13, Base Atk +7; Grp+10; Atk: Incorporeal touch +11 melee (1d8 + energy drain); Full Atk: *Incorporeal touch +11 melee (1d8 + energy drain); SA Energy drain, create spawn; SQ: Darkvision (60'), incorporeal traits, +2 turn resistance (ex), sunlight powerlessness (ex), undead traits, unnatural aura (su); AL: LE; SV Fort +4, Ref +7, Will+11; STR *, DEX 16, CON *, INT 14, WIS 14, CHA 17

Skills and Feats: Concentration +3, Hide +20, Intimidate +20, Jump +4, Knowledge (Religion) +19, Listen +21, Search +19, Spot +21; Alertness, Blind-Fight, Flyby Attack, Improved Initiative, Weapon Focus (Incorporeal touch).

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative

levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Sunlight Powerlessness (Ex): Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

Appendix Three – APL 8

and remain enslaved until its death. They do not possess any of the abilities they had in life.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Sunlight Powerlessness (Ex): Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

Encounter Two

Ramfish: CR 7; Large magical beast (Aquatic); HD (10d10)+43; hp 98; Init +5; Spd Swim 40 ft.; AC 20, touch 10, flat-footed 19, Base Atk +10; Grp+19; Atk: Gore +14 melee (2d6+5); Full Atk: Gore +14 melee (2d6+5) and Bite +9 melee (1d8+2); Space/Reach 10 ft./5 ft.; SA –; SQ: Darkvision (60'), Low-light (60'); AL: TN; SV Fort +11, Ref +8, Will+5; STR 21, DEX 13, CON 18, INT 2, WIS 14, CHA 5

Skills and Feats: Listen +7, Spot +7, Swim +16; Improved Bull Rush, Improved Initiative, Improved Natural Attack (Gore), Powerful Charge*, Toughness.

Skills: A ramfish has a +8 racial bonus on any Swim check to perform a 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.

* Stormwrack p 156 or Appendix Six

Encounter Two

Lina Gersiten: Female Spectre; CR 9; Medium undead; HD (14d12); hp 91; Init +7; Spd Walk 40 ft., Fly 80 ft.; AC 16, touch 16, flat-footed 13, Base Atk +7; Grp+10; Atk: Incorporeal touch +11 melee (1d8 + energy drain); Full Atk: *Incorporeal touch +11 melee (1d8 + energy drain); SA Energy drain, create spawn; SQ: Darkvision (60'), incorporeal traits, +2 turn resistance (ex), sunlight powerlessness (ex), undead traits, unnatural aura (su); AL: LE; SV Fort +4, Ref +7, Will+11; STR *, DEX 16, CON *, INT 14, WIS 14, CHA 17

Skills and Feats: Concentration +3, Hide +20, Intimidate +20, Jump +4, Knowledge (Religion) +19, Listen +21, Search +19, Spot +21; Alertness, Blind-Fight, Flyby Attack, Improved Initiative, Weapon Focus (Incorporeal touch).

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them

Appendix Four – APL 10

Encounter Two

Ramfish: CR 7; Large magical beast (Aquatic); HD (10d10)+43; hp 98; Init +5; Spd Swim 40 ft.; AC 20, touch 10, flat-footed 19, Base Atk +10; Grp+19; Atk: Gore +14 melee (2d6+5); Full Atk: Gore +14 melee (2d6+5) and Bite +9 melee (1d8+2); Space/Reach 10 ft./5 ft.; SA –; SQ: Darkvision (60'), Low-light (60'); AL: TN; SV Fort +11, Ref +8, Will+5; STR 21, DEX 13, CON 18, INT 2, WIS 14, CHA 5

Skills and Feats: Listen +7, Spot +7, Swim +16; Improved Bull Rush, Improved Initiative, Improved Natural Attack (Gore), Powerful Charge*, Toughness.

Skills: A ramfish has a +8 racial bonus on any Swim check to perform a 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.

* Stormwrack p 156 or Appendix Six

Encounter Two

Lina Gersiten: Female Spectre; CR 9; Medium undead; HD (14d12); hp 91; Init +7; Spd Walk 40 ft., Fly 80 ft.; AC 16, touch 16, flat-footed 13, Base Atk +7; Grp+10; Atk: Incorporeal touch +11 melee (1d8 + energy drain); Full Atk: *Incorporeal touch +11 melee (1d8 + energy drain); SA Energy drain, create spawn; SQ: Darkvision (60'), incorporeal traits, +2 turn resistance (ex), sunlight powerlessness (ex), undead traits, unnatural aura (su); AL: LE; SV Fort +4, Ref +7, Will+11; STR *, DEX 16, CON *, INT 14, WIS 14, CHA 17

Skills and Feats: Concentration +3, Hide +20, Intimidate +20, Jump +4, Knowledge (Religion) +19, Listen +21, Search +19, Spot +21; Alertness, Blind-Fight, Flyby Attack, Improved Initiative, Weapon Focus (Incorporeal touch).

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them

and remain enslaved until its death. They do not possess any of the abilities they had in life.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Sunlight Powerlessness (Ex): Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

Appendix Five – APL 12

Encounter One

Ramfish: CR 10; Huge magical beast; HD (16d10)+99; hp 181; Init +4; Spd: Swim 60 ft.; AC 21, touch 8, flat-footed 21, Base Atk +16; Grp+34; Atk: Gore +25 melee (3d6+10); Full Atk: Gore +25 melee (3d6+10) and Bite +19 melee (2d6+5); Space/Reach 10 ft./5 ft.; SA –; SQ: Darkvision (60'), Low-light (60'); AL: TN; SV: Fort +16, Ref +10, Will+7; STR 31, DEX 11, CON 22, INT 2, WIS 14, CHA 5

Skills and Feats: Listen +10, Spot +10, Swim +21; Improved Bull Rush, Improved Initiative, Improved Natural Attack (Gore), Powerful Charge*, Rapid Swimming**, Toughness, Weapon Focus (Gore).

Skills: A ramfish has a +8 racial bonus on any Swim check to perform a 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.

* Stormwrack p 156 or Appendix Six

** Stormwrack p 93 or Appendix Six

Encounter Two

Lina Gersiten: Female Spectre; CR 9; Medium undead; HD (14d12); hp 91; Init +7; Spd Walk 40 ft., Fly 80 ft.; AC 16, touch 16, flat-footed 13, Base Atk +7; Grp+10; Atk: Incorporeal touch +11 melee (1d8 + energy drain); Full Atk: *Incorporeal touch +11 melee (1d8 + energy drain); SA Energy drain, create spawn; SQ: Darkvision (60'), incorporeal traits, +2 turn resistance (ex), sunlight powerlessness (ex), undead traits, unnatural aura (su); AL: LE; SV Fort +4, Ref +7, Will+11; STR *, DEX 16, CON *, INT 14, WIS 14, CHA 17

Skills and Feats: Concentration +3, Hide +20, Intimidate +20, Jump +4, Knowledge (Religion) +19, Listen +21, Search +19, Spot +21; Alertness, Blind-Fight, Flyby Attack, Improved Initiative, Weapon Focus (Incorporeal touch).

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are

under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Sunlight Powerlessness (Ex): Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

Crewmen: Male Spectre; CR 9; Medium undead; HD (14d12); hp 91; Init +7; Spd Walk 40 ft., Fly 80 ft.; AC 16, touch 16, flat-footed 13, Base Atk +7; Grp+10; Atk: Incorporeal touch +11 melee (1d8 + energy drain); Full Atk: *Incorporeal touch +11 melee (1d8 + energy drain); SA Energy drain, create spawn; SQ: Darkvision (60'), incorporeal traits, +2 turn resistance (ex), sunlight powerlessness (ex), undead traits, unnatural aura (su); AL: LE; SV Fort +4, Ref +7, Will+11; STR *, DEX 16, CON *, INT 14, WIS 14, CHA 17

Skills and Feats: Concentration +3, Hide +20, Intimidate +20, Jump +4, Knowledge (Religion) +19, Listen +21, Search +19, Spot +21; Alertness, Blind-Fight, Flyby Attack, Improved Initiative, Weapon Focus (Incorporeal touch).

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

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Sunlight Powerlessness (Ex): Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

Appendix Six New Rules Items

New Feats

Powerful Charge

Stormwrack p156.

A creature with this feat can charge with extra force.

Prerequisites: Medium or larger, base attack bonus +1

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

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

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

Rapid Swimming

Stormwrack p93.

You are one with the water.

Prerequisites: Natural swim speed, base Fortitude save +2

Benefit: Your swim speed increases by 20 feet.

New Creatures

Ramfish

Source: Stormwrack p156.

Large Magical Beast (Aquatic)

Hit Dice: 10d10+43 (98 hp)

Initiative: +5

Speed: Swim 40 ft. (8 squares)

Armor Class: 20 (-1 size, +1 Dex, +10 natural), touch 10, flat-footed 19

Base Attack/Grapple: +10/+19

Attack: Gore +14 melee (2d6+5)

Full Attack: Gore +14 melee (2d6-15) and bite +9 melee (1d8+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: -

Special Qualities: Darkvision, low-light vision

Saves: Fort +11, Ref +8, Will +5

Abilities: Str 21, Dex 13, Con 18, Int 2, Wis 14, Cha 5

Skills: Listen +7, Spot +7, Swim +16

Feats: Improved Bull Rush, Improved Initiative, Improved Natural Attack (gore), Powerful Charge, Toughness

Environment: Temperate aquatic

Organization: Solitary, pair, or school (3-6)

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 11-15 HD (Large); 16-21 HD (huge)

Level Adjustment: -

This massive fish has a heavily armored head, from which spiral two massive ramlike horns. Its dull black eyes glare out from under its formidable armament.

The ramfish (sometimes called the hornfish or spiralfish among oceanic races who have never seen a ram) is a massive fish some 8 to 10 feet long and weighing well over 500 pounds. Sheathed in tough scales peppered with studs of sharp bone, the ramfish is a danger to all who would hunt it. The bone deposits are heaviest at its head, where both genders grow wickedly spiraling horns. These horns allow the ramfish to charge its enemies head-first, dealing out grievous injuries. The ramfish also has a mouth full of

needlelike teeth, normally used simply for eating, that it will use to attack with if cornered,

A school of ramfish often completely dominate their home stretch of sea, since they hunt most creatures smaller than themselves. They themselves are rarely hunted, for usually only large monsters such as dragon turtles and krakens can successfully hunt them.

Ramfish have been successfully domesticated by aquatic elves and locathah, who use them as beasts of burden or guardian creatures. The process is simple: Since the ramfish is very protective of its school, its masters simply imprint themselves with the creature, causing it to consider them part of its school.

Combat

When possible, a ramfish leads off its aggressions by using its Powerful Charge feat (see the sidebar) to deliver a devastating ramming attack. If it wishes to separate prey from a group, it uses Improved Bull Rush instead. When delivering a bull rush at the end of a charge, the ramfish's total bonus on its Strength check is +11.

Skills: A ramfish 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.

Hippocampus

Source: Stormwrack p153.

Large Magical Beast (Aquatic)

Hit Dice: 3d10+9 (25 hp)

Initiative: +2

Speed: Swim 50 ft (10 squares)

Armor Class: 14 (-1 size, +2 dex, +3 natural armor), touch 11, flat-footed 12

Base Attack/Grapple: +3/+10

Attacks: Tail slap +5 melee (1d6+3)

Full Attack: Tail slap +5 melee (1d6+3) and bite +0 melee (1d4+1)

Space/Reach: 10ft / 5ft

Special Attacks: –

Special Qualities: Darkvision 60 ft.

Saves: Fort +6, Ref +5, Will +4.

Abilities: Str 16, Dex 15, Con 16, Int 5, Wis 13, Cha 8.

Skills: Jump +11, Listen +6, Spot +6, Swim +11.

Feats: Alertness, Iron Will

Climate/Terrain: Temperate aquatic

Organisation: Solitary, pair or pod (5-12).

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 4-6 HD (Large); 7-9 HD (Huge)

Level Adjustment: +2 (cohort)

This beast looks like a cross between a horse and a fish. It has fins instead of hooves and mane, and its equine body trails off into a scaly fish's tail.

Skills: A hippocampus has a +8 racial bonus on any Swim check to perform a 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.

Carrying Capacity: A light load for a hippocampus is up to 230 pounds; a medium load, 231-460 pounds; and a heavy load, 461-690 pounds.

Appendix Seven

Perrenland Specific Effects

The Eruption of Mount Hellspaar

In PER4-06 The Hollows Unveiled, the previously dormant volcano Mount Hellspaar erupted. This has spread volcanic ash high into the air over Perrenland and is currently causing the following effects for Perrenland regional adventures:

Hell's Gloom: These effects occur in all Perrenland regional adventures.

- Daylight hours in Perrenland have been shortened. In *eastern* Perrenland (Traft, Clatspurgen, Kershane, Sepia Uplands and Quagfludt), dawn has all but been blocked out and it is not until 2pm that the sun appears below the cloud of smoke in the west. The sun disappears again at 6pm. Over the remainder of Perrenland, the effects are less, and the sun appears at 10am. The sun disappears at 6pm.
- Altitudes greater than 6000 ft. (St Cuthbert's Monastery, Yatilskaad, Don Craggen Keep, Kloetzenburg and Tiemannschlauss) are above this low lying layer of smoke and ash and are not subject to this effect.
- During these Gloom hours, creatures that are negatively affected by sunlight (such as orcs, vampires, spectres and the like) can walk openly under the skies without penalty!

The Nightmare: Many folk, including the PCs, are having vivid nightmares of their friends and loved ones being slaughtered and rising as undead to fight in the legions of the Famine Queen (Iggwilv). At the start of each adventure, each PC has this nightmare the night before play begins. If they fail a DC 15 Willpower save they suffer a -1 profane penalty to all saving throws for the next two days. This is a fear effect and may be suppressed or dispelled (caster level 10) in the normal manner.

The Freeze of the Famine Queen: Winter has descended early on the Quaglands and has not lifted. This has the following effects on this regional adventure.

- The southern and eastern coastal fringe and shallow areas of Lake Quag out to about 2 miles are frozen into a layer of ice and all ports with the exception of Clatsberg City are frozen shut. The freeze in the west currently extends to just north of Hugelrote.
- Ice skimmer is now the only way to re-supply and unload what shipping is still operating.
- Small icebergs now litter Lake Quag creating navigational hazards.
- Crops that were set for harvest have been blighted. Most of Perrenland has not been able to harvest any food since last season. southern Quagfludt, the Kershane Pass and northern Yattenheid are the only places that have produced a harvest.
- The shortage of food is creating widespread hunger across Perrenland and many fear famine.
- Hoarding has become common but has yet to be outlawed.
- The price of all food items has doubled and the price of any item from the Player's Handbook (PHB) has increased by 150% (except during initial character creation and intro scenarios) in all Perrenland regional adventures.
- Lifestyle and up-keep costs have also doubled except where a PC is granted free up-keep. If a PC is using a lifestyle discount of some form, the discount applies after the costs have been doubled. i.e. Adventurers standard at 50% discount would cost 12 gp rather than 6gp.
- The survival DC for PCs who live off the land has risen to 25.

- PCs who pay for upkeep who instead voluntarily declare at the start of the game that they have donated their up-keep to the needy do not suffer negative Charisma effects. Instead they gain the same Charisma bonus they would normally have gained as if they had paid the appropriate lifestyle as they are deemed to be a generous patron of the folk. However they begin the game suffering from the effects of fatigue due to hunger and with subdual damage equal to 1/3 of their hit-point total rounded down. See PHB p 308 for fatigue effects. Note: As well as resting for 8 hours in game, PCs must also eat an appropriate meal to remove these effects.
- PCs who can cast *create food and water* or *heroes feast* can declare at the start of the game that they have done so to help the needy. These PCs gain charisma benefits from this act of generosity as if they had paid for the next higher lifestyle. This PC is assumed to have cast these spells immediately before the adventure introduction begins.

Divination spells within Perrenland

At some stage the PCs may decide to cast some form of divination magic. The following divination spells will no longer function correctly in a Perrenland regional scenario. They can still be cast but the follow effects occur instead.

Speak with dead: The corpse lets out a deep groan and says the following “**Your doom is at hand mortal!**” and then implodes and turns to dust.

Divination: Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

Sending: Works normally if sent from the sanctified temple of the caster's god to another temple of the caster's god. Otherwise it instead delivers a *Sonic Burst* spell instead of a message.

Commune with Nature: Works normally if cast from a Grove or similar natural holy place sacred to the PC. Otherwise the PC receives the effects of a *Doom* spell cast at 9th level and an overwhelming feeling that the land is being blighted.

Dream: The PC suffers the effects of *Nightmare* at their caster level.

Commune: Works normally within a sanctified temple of the caster's god. Otherwise it causes the

caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

Scrying and Scrying, Greater: The PC's sensor ends up in an unexpected place, the Scryer's Hall in Dorakka. Instead of seeing what they thought they would see they instead see the following.

Your view is of a large flame lit cavern. Seated in a semi-circle must be upwards of two-dozen Clerics of Iuz, within the circle sits a further four clerics. Your sensor is directly above the centre of the four. They are looking directly at you. One of them begins casting a spell and you instantly recognise it as a summoning spell. What do you do?

If the PCs fail to dismiss their scrying spell they are subject to the following effect.

APL 2: *Summon Monster II* (Fiendish monstrous spider, Medium); see below.

APL 4: *Summon Monster IV* (Howler); see *Monster Manual* pg 154.

APL 6: *Summon Monster VI* (Fiendish monstrous spider, Huge); see below.

APL 8: *Summon Monster VII* (Babau); see *Monster Manual* pg 40.

APL 10: *Summon Monster VIII* (Vrock); see *Monster Manual* pg 48.

APL 12: *Summon Monster IX* (Hezrou); see *Monster Manual* pg 44.

The PCs get no XP for this encounter as they could have avoided it. The summoned monster will stay for APL + 5 rounds.

Contact other plane: Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per turn).

Whispering Wind: The spell causes a loud popping when it reaches its destination, and the air is filled with quite a horrid stench in a 20ft radius. Its message is lost.

Fiendish Medium Monstrous Spider: CR 1; Medium magical beast (Augmented Vermin, Extraplanar); HD 2d8+2; hp 11; Init +3; Spd 30 ft., climb 20 ft.; AC 14 (touch 13, flat-footed 11); BAB/GRP +1/+1; Atk +4 melee (1d6 plus poison, bite); Full Att +4 melee (1d6 plus poison, bite); Face/Reach 5 ft./5 ft.; SA Poison, smite good 1/day, web; SQ Cold & Fire

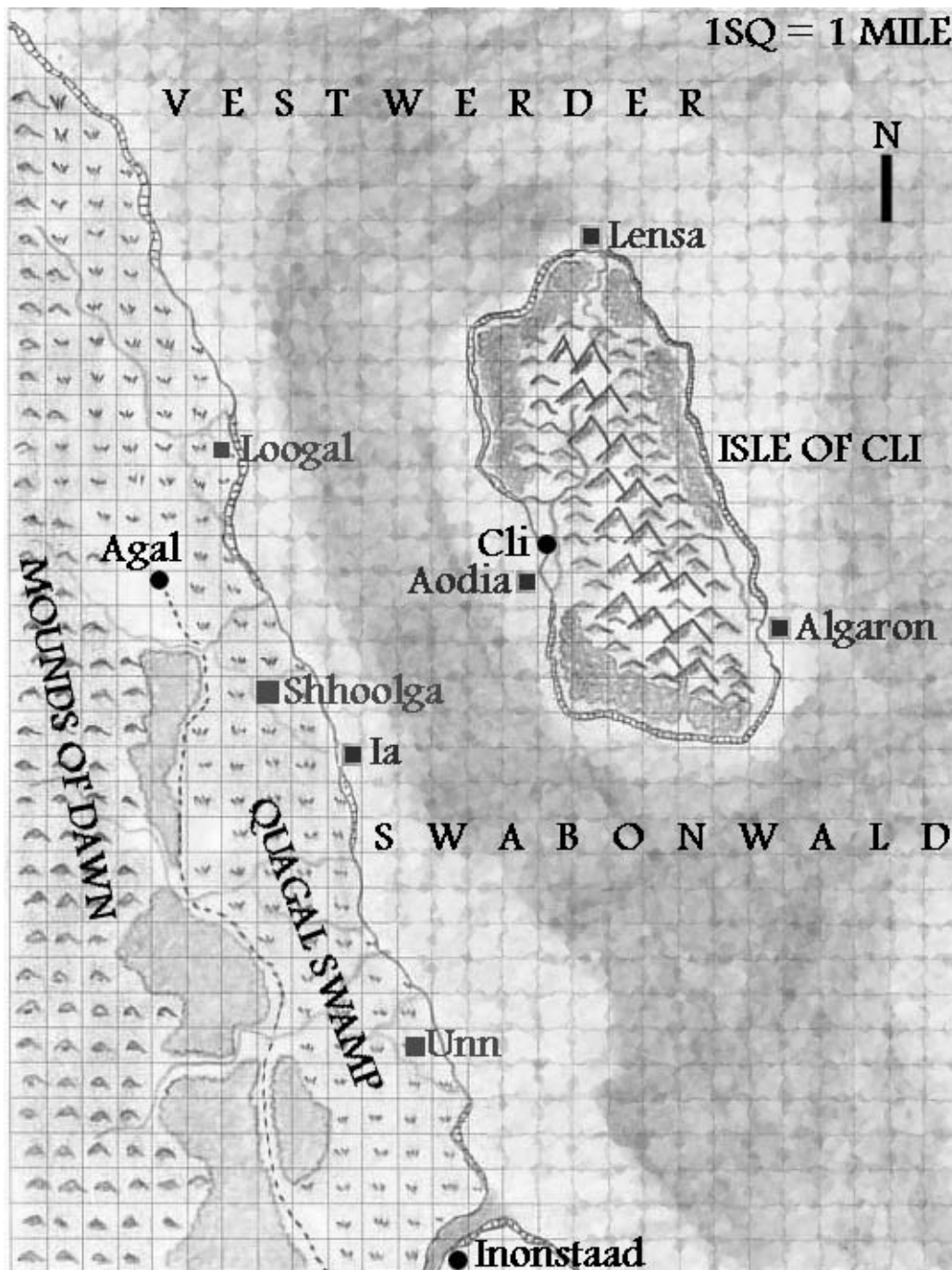
Resistance 5, darkvision 60 ft., spell resistance 7, tremorsense 60 ft., vermin traits; AL NE; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +7*, Jump +0*, Spot +4*; Weapon Finesse^B). * See *Monster Manual* pg 288 for notes.

Fiendish Huge Monstrous Spider: CR 7; Huge magical beast (Augmented Vermin, Extraplanar); HD 8d8+16; hp 52; Init +3; Spd 30 ft., climb 20 ft.; AC 16 (touch 11, flat-footed 13); BAB/GRP +6/+18; Atk +9 melee (2d6+6 plus poison, bite); Full Att +9 melee (2d6+6 plus poison, bite); Face/Reach 15 ft./10 ft.; SA Poison, smite good 1/day, web; SQ Cold & Fire Resistance 10, damage reduction 5/magic, darkvision 60 ft., spell resistance 13, tremorsense 60 ft., vermin traits; AL NE; SV Fort +8, Ref +5, Will +2; Str 19, Dex 17, Con 14, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +12, Hide -1*, Jump +4*, Spot +4*). * See *Monster Manual* pg 288 for notes.

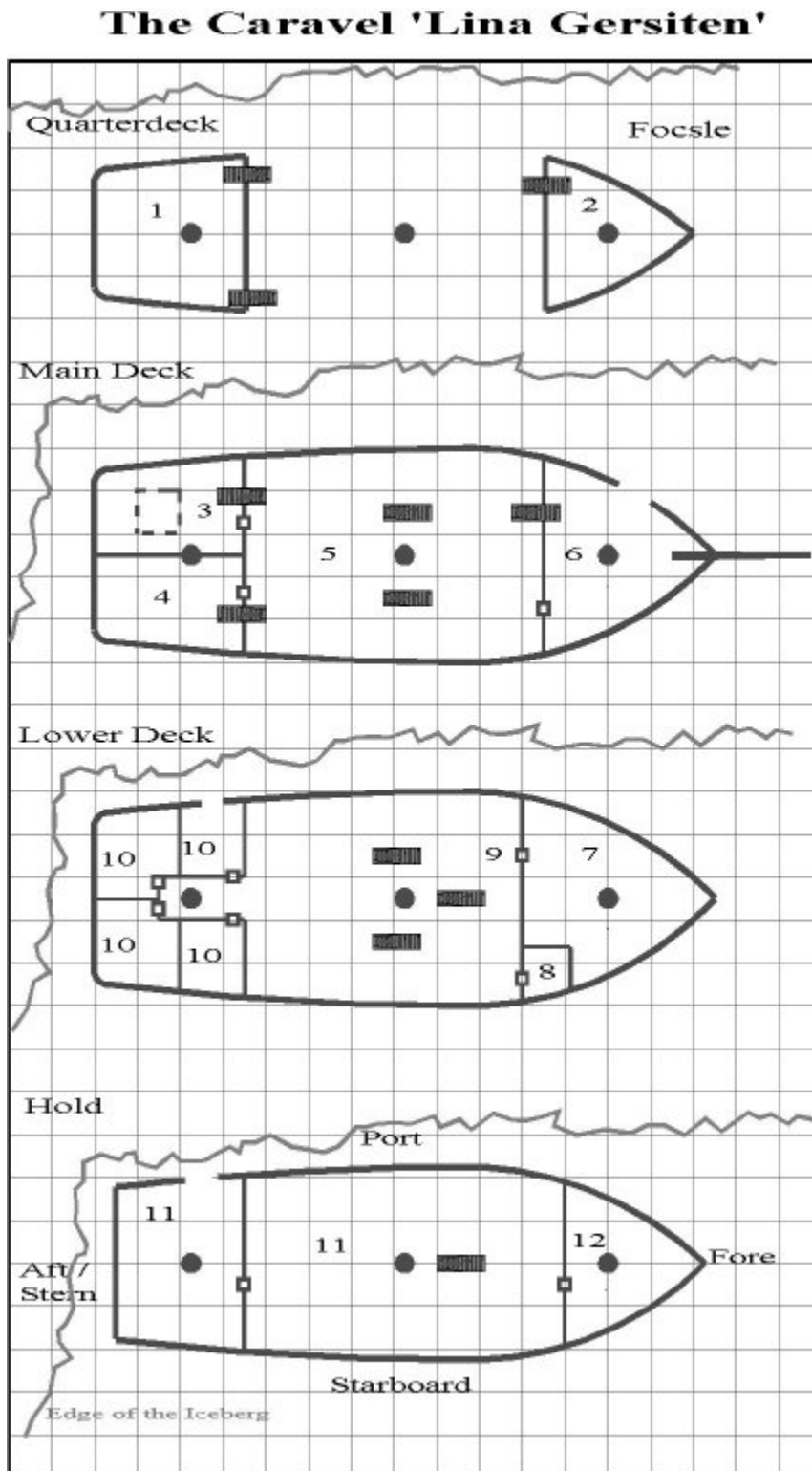
Appendix Eight GMs Map of the Isle of Cli



Map by Patrick Williamson.

Appendix Nine

GM's Map of the Lina Gersiten



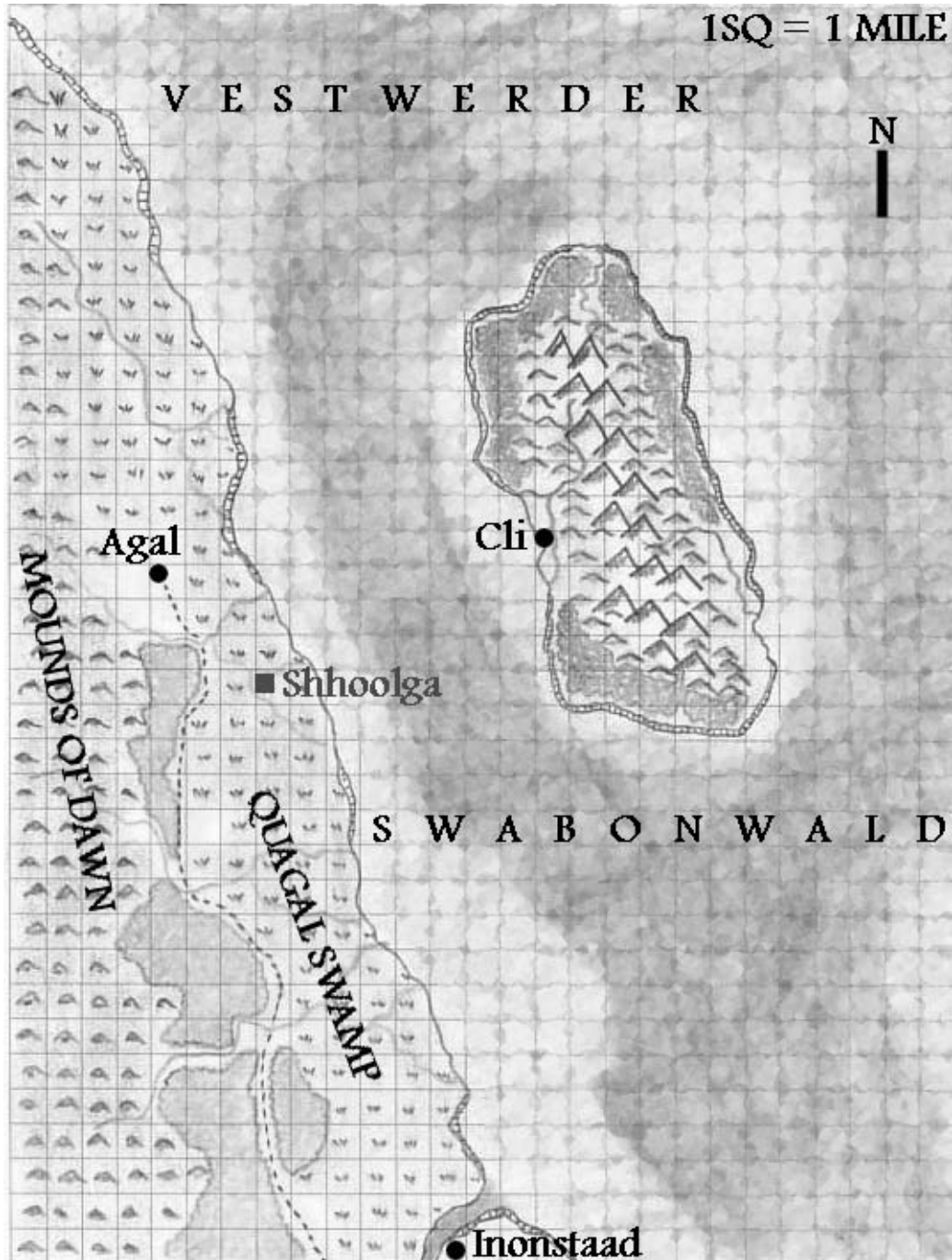
Legend

- 1. Quarterdeck
- 2. Focsle Deck
- 3. Captain's Quarters
- 4. Wardroom
- 5. Main Deck
- 6. Focsle
- 7. Galley
- 8. Chain Locker
- 9. Lower Deck
- 10. Officers Quarters
- 11. Hold
- 12. Sail Locker

The jagged line is the edge of the iceberg encasing the ship.

Map by James Dempsey

Player Handout #1
Map of the Isle of Cli



Map by Patrick Williamson.

Player Handout #2

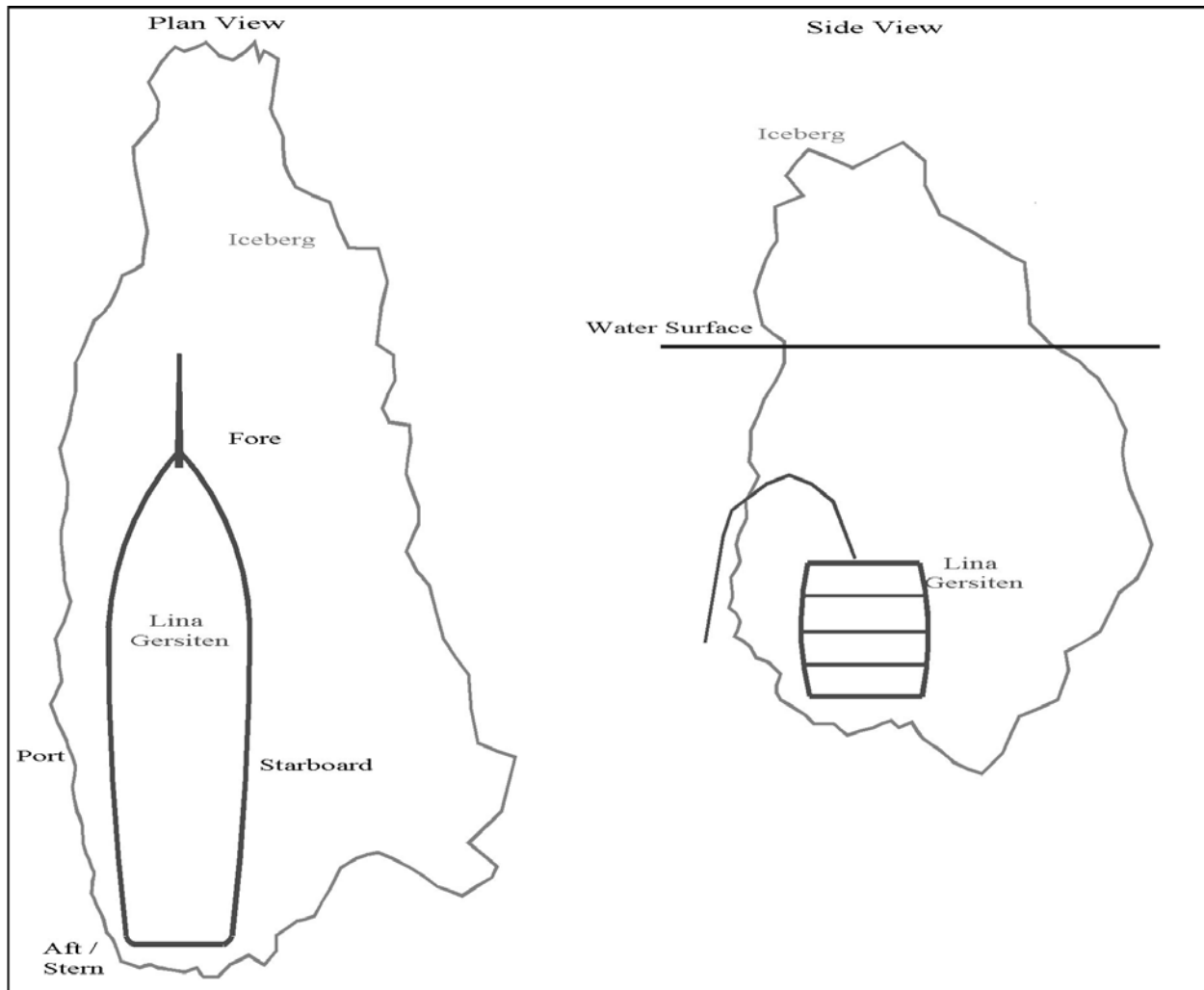
Location Map of the Isle of Cli



Map by Patrick Williamson.

Player Handout #3

Map of the Iceberg Encasing the 'Lina Gersiten'



Map by James Dempsey.

Player Handout #4

Last Entries From the Journal of Captain Kôrd Sternverfolger

6th Patchwall – An odd wind blows from the south and we sighted five icebergs this day. Curse this Gloom and all the ill luck it brings. I will stay my course on the North run to Traft for as long as I can – I fear to stray into the unknown.

7th Patchwall – We encountered our first ice sheet today. Stefan was right, the port runner just will not stand up to the strain, so we couldn't fit the runners. We will have to go around the ice rather than over.

8th Patchwall – I could no longer hold our course, we have had to head north. Beory protect us as we forge through these unknown waters. I can only hope the tales of Leviathans are only legends.

10th Patchwall – After a day's smooth sailing, we have been becalmed. A fog has also blanketed us.

13th Patchwall – Two more days of fog has been broken by a storm I have not seen the likes of before. Our drogue has broken free and all I can do is run before the wind. Little can be seen through the driving rain. Beory help us.

14th Patchwall – The storm has driven us onto rocks. We are doomed. 7 of my crew were lost in the impact, thrown overboard into the uncaring waves, or dashed within the ship itself.

15th Patchwall – We can see land not far away. I have sent Stefan and 4 others off in the longboat to find help. My overnight observations make me think we are well out into the Lake. We are foundering and the Lina Gersiten will not sail again.

18th Patchwall – Stefan has returned, but with only 2 who went with him. They saw a strange building on the land, but the water was too foul and they were swamped over and again and could not make it there. They found a strange chest on rocks and brought it back. Perhaps someone else has trod this path before us. Food is starting to run low.

19th Patchwall – The few remaining crew are unsettled, Mika Iggetreffer jumped overboard last night. The crew speak of a ghostly figure. I hope it is only Wiccrhys superstition, but even I wonder now.

She is here, Lina has returned

A few spots of a dark substance are spattered over the bottom of the page.

Player Handout #5
Engraved Symbol



Critical Events Summary

The DM should answer this events summary AFTER the adventure, and then please send the results to:
James Dempsey jdempsey@acslink.net.au

1. Did the PCs recover the journal?
2. Did the PCs return the ship to the Vestmeers?
3. Anything else you'd like to report?

Thank you.

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