

Waves of Tidal Fury

A One-Round Dungeons & Dragons® Living Greyhawk™
Perrenland Regional Adventure

Version 1.0

by Jeffrey Jway

Primary Reviewers: Bruce Paris and Gary Johnson

Circle Reviewer: Britt F. Frey

Playtesters: Dzaki, Jana, Lester, Herman, Thum Bing Ming, Tse Yang, Daryl.

Rumors of an increase in pirate activity on the lake near Meerstadt have reached the city. Many ships have recently failed to make it to the ports, adding to the veracity of the rumors. Nonetheless, trade and re-supply of the city's resources have been gravely affected and the city has hit a standstill, especially in this time of rebuilding. The Zee Auszug are looking for adventurers. Perhaps it is to stop this scourge on maritime movement, or perhaps it is to manage the mayhem some other way? A one-round Perrenland Regional adventure of particular interest to members of the fighting forces and set in the city of Meerstadt and on Lake Quag for APLs 2-8.

Resources for this adventure [and the authors of those works] include PER5-08: *Bitter Winds, Brother's Sorrow* [Dean Bailey], PER6-08: *Brother's Love Lost* [Dean Bailey], *Stormwrack* [Richard Baker, Joseph D. Carriker, Jennifer Clarke-Wilkes], *Complete Arcane* [Richard Baker] and *Monster Manual V*.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20.

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc.

Visit the LIVING GREYHAWK website at www.rpga.com.

For questions specific to this document, please e-mail your contact.per@iuzlg.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event 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 session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You must be at least a HERALD-LEVEL GM to run this adventure. 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, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule 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. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session 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). You need one copy of this for each participating player.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

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

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

TIME UNITS AND UPKEEP

This is a standard Regional adventure, set in Perrenland. Characters native to Perrenland pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

All throughout Perrenland people are beginning to pick up their lives again after the events over the past year. From the lifting of Hell's Gloom, to the discovery of the diadem, to the defeat of Drezlna and the forces of Iggwilv and Iuz by intrepid adventurers.

Cities are being repaired, towns are being rebuilt and villages are being repopulated in the aftermath of what has been known as "A Nation Mocked", as coined by Orgus Bildgear, the humiliation of the nation through the attacks and incursions of Iuzian forces in Perrenland.

But alas, not all traces of the evil that had pervaded Perrenland during this dark three years have been eradicated. Many followers of Iuz, and other disciples of evil that took advantage of the terror Iuz brought to the land, have gone into hiding. Such individuals have begun to jockey for position. and such jockeying requires more than a couple of demonstrations of force to gather others to them.

One such individual is Sereken Derenair, once of the Vuurzward clan but is now, in his own words, "beyond such human relations". Sereken was banished from his family and home years ago after he was discovered to be a murderer and a vile necromancer. After being chased out of his village at the end of many a pitchfork, he decided to toss in his lot with the Iuzian forces and has served with them since. But when the forces of Good began to win, Sereken fled and sought a place of his own to carry on his own form of terror.

During 597 CY, Sereken found an underwater cave system from which to work from, research and gather more cadavers. There were many sunken ships and dead bodies to work with (given the rise of piracy in the waters of Perrenland two years back). Sereken's research during this time has uncovered a powerful secret: the method of imbuing magic into the undead corpses he creates, allowing them to utilise magic in combat. Such is the secret of creating spell-stitched undead.

Laying low, Sereken wanted to test his new undead force and bring piracy back to the waters of Perrenland. Through the chaos that ensues, Sereken hopes to enlarge his force and make a bid for power in Perrenland and

gather what is left of the forces of Evil to create what, in his mind, will be a city of Necromancers. Especially now, when he thinks the forces of Perrenland are licking their collective wounds and the guard of the forces of Good is down.

This adventure takes from events that have happened in PER 5-08 *Bitter Wind*, *Brother's Sorrow* and PER 6-08 *Brother's Love Lost*. It is not necessary to have played these modules to enjoy this adventure, but it does add a bit to the flavour and background of the story.

ADVENTURE SUMMARY

Introduction: The PCs are called together to investigate the rise of piracy in the waters of Perrenland. They are told that no survivor has ever been found from these attacks and that the Zee Auszug has decided to send in a bunch of Heroes as bait to try to stop the attacks at the source.

Encounter 1: The PCs meet the captain and crew of their disguised Zee Auszug ship, the Raging Bull, and launch off towards the location of the last attacks,

Encounter 2: The PCs' ship is approached by actual pirates that ply their trade in the Lake Quag, and flying a flag of truce. Unless the PCs attack, the pirates negotiate and ask for the PCs' help to rid the waters of 'improper' piracy.

Encounter 3: The PCs' ship is attacked by a ship that appears out of an eerie mist and tries to board the Zee ship. The attacking ship is crewed by undead, and after a failed boarding attempt, flees by diving underwater! The PCs are then called to follow the submerged ship and provided with the means to go underwater.

Encounter 4: The PCs find the submerged ship, and obvious trail of footsteps leading along the sandy floor towards an underwater cave entrance.

Encounter 5: The PCs enter a dry underwater cave and meet the first line of protection set by Sereken. They also discover the living chambers of Sereken.

Encounter 6: The players find Sereken in his laboratory and face off against him and his undead pets.

PREPARATION FOR PLAY

Please check if any player has the following AR objects:

- **Access to Nachtstadt** from PER 6-08 *Brother's Love Lost*. This means the pirates that work in Lake Quag consider them friends, and have a starting attitude of friendly towards the PCs in **Encounter 2**.
- **Gratitude of the Meerijders** from PER 6-08 *Brother's Love Lost*. This means the pirates that work in Lake Quag consider them enemies, have a starting attitude of unfriendly towards the PCs, and easily take offence at their actions in **Encounter 2**.
- Check if any of the players are members of the Perrenland military forces. This affects the AR reward at the end.

INTRODUCTION

All throughout Perrenland people are beginning to pick up their lives again after the events of the past year: the lifting of Hell's Gloom, the discovery of the diadem, the defeat of Drelnza and the forces of Iggwilv and Iuz. You, on the other hand, have been somewhat 'out of a job' now that the fighting and war is over. Yes, you are having a 'well-deserved break', but the boredom is getting to you. So, it was to your great pleasure when, as you were sitting in the Mermaid's Rest Inn in Meerstadt, a flustered young boy in tattered clothes rushed up to your group with a letter in hand.

"Kind adventurers, I've been told to give this to you" he says as he places the letter on your table. The boy looks at you expectantly.

Creevy is a messenger, used by the Auszug to deliver missives they do not want delivered in an obvious manner (DC 15 Knowledge (Local-Iuz Metaregion to recognise him as such a messenger) and he is waiting for a reply, if any. Give to the players **Players' Handout 1**. Creevy leaves after he is given a reply. If the PCs want to do anything before the meeting, they have four hours to do so.

TROUBLESHOOTING

If the PCs do not respond to this message, The Auchfahnlein himself will approach them in town and ask them to follow him to his office for a meeting of great import. If the PCs refuse, the adventure is over as the Auchfahnlein will go find other more willing adventurers to accomplish this mission for him and the PCs will have no part in it.

GATHER INFORMATION CHECKS

The PCs can try to gather information as to what is happening in town by visiting various places. Remind them that they only have time for one check before their meeting. Give them a +1 circumstance bonus for every 10 gp they spend to a maximum of +5.

The locations they can gather information are: The Harbour Master's Office, The Mermaid's Rest, the tavern they are in, The Upstanding Gentleman, and The Docks and The Salty Dog Tavern

HARBOUR MASTER

The Harbour Master's office is easy to locate, as it is the biggest building by the docks and the most rowdy with many sea-men walking in and out.

The Harbour Master is a red-headed woman named Miranda who is currently struggling to manage her shipping charts

As you enter, she looks up from her messy desk which is stacked with charts, documents and manifests. "Yes? What can I help you with? Make it fast, I'm a busy woman."

Gather Information Check

- DC 10:** There have been many ships that have not made it into port these two weeks. No one knows why and where they are.
- DC 20:** There has been talk that pirates are increasing their activities and the missing ships have been attacked and sunk. No survivors.
- DC 25:** If it is truly pirates, I'll be rather surprised. Sinking ships and leaving no survivors isn't their way. Pirates rather spread fear and increase their notoriety and not do such things without laying claim to it.

THE MERMAID'S REST

The barkeep is willing to answer a few questions since there aren't a lot of people in the tavern at the moment.

Gather Information Check

- DC 10:** Business been difficult, ya know. Fewer sailors been coming in recently, me shipment o' potatoes is late, me garden's a wreck after the Gloom. Life's tough.
- DC 20:** The sailors that have come in all talk 'bout ships going missing or sum'thing. But nothing's going to happen now that the war's over and that problem with pirates 2 years ago was settled, right?
- DC 25:** Me dog, Sparkles, came back with a bone the other day that had some etchings on it. Thought it was some cursed piece of junk or sum'thing.

If the PCs ask to examine the bone, the barkeep goes and takes it for them. With a DC 10 Spellcraft check, the PCs can tell that the etchings are magical runes, but what is etched on the bone is not enough to gather what spell or magical text it was part of.

THE UPSTANDING GENTLEMAN

The Upstanding Gentleman is an exclusive Club that is not open to the general Public. A PC must have the **Membership to the Upstanding Gentleman** favour from PER5-08 *Bitter Winds, Brothers Sorrow* or be a member of a Perrenland metaorganisation that is considered a thieves guild for prestige class requirements to be admitted. Otherwise, they are turned away by Taldon, the bouncer, at the door. Taldon is always well-dressed and very polite.

If any of the PCs actually ask, the price for "bedding a wench" is now 5 gp per hour, due to the war increasing the demand for comfort.

Please adjust the text accordingly if your players are under the age of sixteen:

The Upstanding Gentleman is a large and beautifully structured building on Rose Street in the more prosperous area of Meerstadt. There is a neat-looking flower garden by the doorway and a finely-painted shingle of a well-dressed man hangs over the door. As you enter, the smell of perfume and various pleasant aromas reach your noses. Scantly-clad woman and bare-chested men lounge around on plump cushions and divans. Most wear a green ribbon on their arm, signalling that they are "available".

Gather Information Check

- DC 5:** "Hi there ... are you here just to talk or can I interest you in ... something else?"
- DC 10:** "There have not been many sailors in here recently, so we are quite free. I can convince the mistress to let you have a little extra time with me if you want."
- DC 20:** "All our customers ever talk about recently is the fact not much supplies have been delivered into town recently, but I'm sure we can supply you with anything you want, sugah, and make you forget all about whatever's troubling you."
- DC 25:** "The Zee Auszug is rather tight-lipped about something recently, but one of those cute cadets let slip something while he was... enjoying... his stay here. Something about pirates and bait and stuff ..."

DOCKS & SALTY DOG TAVERN

The docks are rather empty, with only a single ship anchored there. The ship is rather wide and gaudy, like a heavy merchant vessel. Most of the sailors and dock-workers are sitting around playing with dice or cards in the Salty Dog Tavern by the Docks.

Gather Information Check

- DC 10:** "There be no ships coming in of late. No work, no pay. Haven't seen old Ned in a long while around these here parts recently, nor the ship he be on, the *Sea Monkey*."
- DC 20:** "I heard there be pirates out there. I've many dark shapes in the fog at night when I'm out at sea. *burp* But they better not be doing anything to me when I'm on the ship. I'm the great Captain Janni Walkeen. Me First mate, Jim Bean and me Navigator, Foster ain't scared of no pirates, right lads? *hic*"
- DC 25:** "I've heard that it's some new pirate gang that have been sinking ships trying to reach Meerstadt. And they have captured all the crew of the ships they've attacked to use as their own."

I: FISHING FOR TROUBLE

When the PCs have finished gathering information, tell them that it's time for the meeting.

The Zee Auszug barracks is a large private dock that usually has many large military ships stationed there for immediate deployment. As you walk up to the main gate, you see a clipper named The Falcon, a large warship named the Vision of Vestmeer and a schooner named The Pioneer. When you introduce yourselves at the gate, you are escorted into a large meeting room and after a few minutes, a young-looking male half-elf with a greenish tinge to his skin walks in. He introduces himself as Auchfahnlein Arnof Ressigner.

"Good afternoon, glad to have you all here for this. Make yourselves comfortable and I will tell you what I need you to do."

The Auchfahnlein tells the party their mission slowly, acting rather stiff and military-like, trying his best to hide a sense of desperation (DC 20 Sense Motive to detect this). Use the following points to direct the conversation and answer any questions:

- Pirates have been attacking ships that have been heading into or out of Meerstadt the last two weeks. Not many sailors have survived these attacks, and those that do are found raving mad. No information can be gotten from the survivors in their state, and the dead ones have been so mutilated that the priests at the local Temple of the Old Kerk out at Perren's Knob are unable to communicate with their spirits.
- This has affected trade and the resupply of the town because almost all of Meerstadt's trade is by sea. This has resulted in the rise of prices of common foodstuff and bare essentials but not yet to the extent of the prices during the war. Not yet.
- Many of the Zee Ships sent to investigate have also been sunk and they have lost a lot of sailors already. Given that the ranks of the Zee are already decimated from the war, they cannot afford to lose any more sailors.
- The Zee Auszug have decided to send the PCs on a ship to act as bait and lure these pirates out. They also want the PCs to find a way to take out the pirates at the source. The party are to sail on a disguised Zee Auszug ship and go to where the main concentration of attacks has been: hopefully the pirates will take the bait and attack, and hopefully the PCs can succeed where the Zee Auszug have failed.
- The Zee Auszug promises to report the aid the PCs are giving them to the entire Army, so that the PCs are recognised for their services to the Army in the future.
- The bait ship leaves in three hours; the party has until then to report to the docks to get on *The Raging Bull*, a converted galleon that was once known as *The Terror in the Breeze*. The ship has no weaponry aboard so as to keep up the deception.
- The PCs are each provided with a potion of *water breathing*, a potion of *swim* and a suit of *sharkskin armour* (see **Appendix 2**) in case they made need it.
- If the players already own a ship, The Auchfahnlein refuses to let them use their own ship. He is of the opinion that the PCs need the Zee's support and sending two ships (One Zee ship in addition to the PCs' ship) is folly.

If the PCs ask any other questions, the Auchfahnlein either doesn't know and tells them as much or tells them that he doesn't want to speculate in possibilities. Once the PCs have finished asking questions, the Auchfahnlein thanks them and politely reminds them to board the *Raging Bull* on time. The Auchfahnlein apologises for not being able to send them off as he doesn't want any one to find out that the mission being an official Zee mission. Allow the PCs to do any more preparations they want, then hurry them to the Docks.

If the PCs had been to the docks, they may realise that the lone ship there is the *Raging Bull*. The ship is expecting them: when they arrive, the gangplank is lowered and they are ushered on board. Once the players are on board and their luggage stowed, the captain, Vladimir Petrovich, introduces himself. He talks clearly with a very military tone:

"Welcome aboard The Raging Bull, I'm Vladimir Petrovich. I am the captain and you're on my ship. Here are the rules: We are bait, yes, but until then you are expected to behave yourself and help out with the management of the ship. If we don't get to be bait in one piece, we won't really be bait at all. Help to staff the fishing lines in the morning so that we can at least not be hungry bait. And when we reach our destination, please help to reduce the amount of damage to the ship and defend my crew: we are sailors, not brilliant warriors like I'm sure you are. We should swing by the location of the last attack within the next two days if the winds are in our favour. And good luck when we reach there!"

Vladimir Petrovich: male human (flan) rogue 5/swashbuckler 2/scarlet corsair 2.

Vlad is an officer in the Zee Auszug and is officially in charge of this mission. His orders are to let the PCs do what they need to do and to give them as much help as they need. Vladimir tries to make sure the PCs know that he is still supposed to be in charge, so he acts tough around them and orders them around, the only way he knows how to keep order on a ship.

DEVELOPMENT

The PCs can mingle around and interact with the rest of the crew. Feel free to create your own NPCs for the PCs to talk to, but if you have a time constraint, try to keep it at a minimum and proceed to the next encounter below.

2: THE ENEMY OF MY ENEMY

Check where the PCs are in the evening at about 8pm on the first day and adapt the text below as needed.

It's been a few hours since The Raging Bull left the harbour. It has been rather boring watching the sailors trim sails and work the rudder. A thin mist that came upon you when you left Meerstadt still hangs drearily around you, limiting vision into the darkness. Suddenly, a loud shout from the Crow's Nest gets everyone's attention: "Ship ho, off the starboard side, 100, maybe 70 yards! It's a pirate ship flying a white flag of truce!" The entire ship goes into a flurry of action as the sailors take battle stations.

The ship that approaches is a pirate ship, but not the pirates that are behind the recent spate of attacks. In fact these pirates want to help, since the 'newcomer' is hurting their profits. They come under a flag of truce and hope to negotiate a peaceful compromise to the situation. Give a round to the players to see what they do.

As everyone rushes to their combat posts and you rush to the side of the ship to get a better look, the pirate ship stops 30 feet away from the Raging Bull on its starboard side. The new ship is named The Feathered Cap and flies the colours of Skull-and-Bones, but also a white flag, a symbol of truce. "Parley?" echoes a shout from the other ship. "Can we talk?"

The pirates of Nachtstadt are Friendly towards the PCs who have the **Access to Nachtstadt** AR entry and Unfriendly towards the PCs that have the **Gratitude of the Meerijders** AR entry.

PCs that have the **Access to Nachtstadt** AR entry and make a DC 15 Spot check to notice two familiar faces standing near the bow of the ship. Terrak and Vanus, two sailors the PCs met when they arrived at Nachtstadt are on the ship and this may give a clue to them that the pirates may be friendly, especially since the PCs are on good terms with these pirates.

The pirates stand at the railings of their ship looking menacing, yet do not appear to be taking any hostile action. A pirate dressed in a long leather overcoat steps up from amongst the others and address you:

"Good folk, we mean you no harm. We are not the ones that are behind the recent spate of attacks and we want to help you. We heard word that you Zee were looking for a party of adventurers to help you where you have failed. Not a bad choice and not a bad group of adventurers..." A human male that seems to be the captain shouts across the waves while the men behind him snigger and laugh.

"This new pirate is sinking all the ships has sunk some of ours too and we feel that the enemy of our enemy can be our friend, just for a while. We have a common enemy here, Captain Petrovich. What say we work together?" The man's voice is calm and has a hint of amusement at the situation.

The pirates will, if allowed to, start a negotiation with the PCs and a summary of what they offer is this:

- The Captain of The Feathered Cap is Captain Janni Walkeen.

- They don't know who is behind this new pirate activity, and they have no leads too. They too have had no survivors from the attacks and can't provide more information.
- They offer to help by going into the area where the pirate attacks occurred at a different trajectory from that of the *The Raging Bull* to provide as a distraction to this new pirate fleet in the waters. They want to get back at this new pirate fleet too.
- The pirates got news of this mission from a 'source', and they refuse to tell what or who the 'source' is (It's the Harbour Master who has been on good terms with the pirates, but they won't ever reveal that even under compulsion or duress).
- If the PCs with the **Gratitude of the Meerijders** AR entry try to apologise for their actions in the past, the pirate captain spits at them and curses them for what they did but doesn't accept the apology.

If the PCs agree to their terms, *The Feathered Cap* begins to back away as Captain Janni Walkeen nods to the players and Captain Petrovich a nod of mutual understanding. *The Feathered Cap* now stays about 10 minutes behind the *Raging Bull* and renders help when needed (pirates have a code of honour, you know). This affects the next encounter. If the players watch the pirate ship, they will see that they sail without lights at night and always attempt to stay rather far from the *Raging Bull* as to not draw attention to themselves. The pirates carry on their regular activities and don't appear too suspicious (though you can always play around with the players' minds a bit).

TROUBLESHOOTING

If the players attack the pirates (despite them being under a flag of truce, not initiating combat or trying anything illegal), the pirates flee to fight another day when the situation is more to their favour. Please refer to **DM's Aid 2** for the layout of the ships if the players want a drawn out battle. The pirates flee at the first opportunity at all APLs: they avoid melee except with PCs who try and board their ship, and only shoot back at PCs who shoots at them first. Although the stats of the pirates are given, this is not truly meant to be a combat encounter, but PCs being PCs, you never know what they can do. *The Feathered Cap*, breaks away and moves away at 60 feet movement, trying to escape destruction. The *Raging Bull* moves at 40 feet movement if the PCs want to chase the pirates.

CREATURES

ALL APLS (EL 10)

Captain Janni Walkeen: see Appendix 1.

First Mate Jen Beaan: see Appendix 1.

Cox' swain Calico: see Appendix 1.

Human Pirates (10): see Appendix 1.

Once this encounter has resolved, ask the PCs for their watch schedules (though nothing is going to happen) and then let the next day arrive.

Treasure

All APLs: Loot 266 gp; Coin 300 gp; Magic 1934 gp; 3 x *Potion of Cure Moderate wounds* (25 gp each), +1 *wounding cutlass* (1526 gp), *Gloves of Dexterity*+2 (333gp); Total 2500 gp.

3: DIVE! DIVE! DIVE!

This happens on the next day after the PCs have had some rest. If the PCs are paranoid about the pirates following them, tell them that the pirates are still there and that they don't seem to have moved into an offensive position.

The next day starts as the day before, dank, dreary and wet. Dark storm clouds hang low over the sky. Far in the distance, the Feathered Cap still trails in the mist behind you. Soon you will reach the location that the attacks have been happening and all on board the Raging Bull are on edge.

Suddenly, a loud cry from the Crow's nest rings out in the quiet tension and, as everyone turned towards the Crow's nest, awaiting to hear what the man heard, the man on watch points towards the starboard side and then stumbles and falls off the crow's nest, an arrow in his neck.

To the side of the Raging Bull, in the fog, a grim shape appears a mere thirty feet away. It is a ship with seaweed for sails, barnacles covering the entire hull of the ship and grim faces peering over the bow of the ship. A Ghost Ship!

Skeletal figures and humanoid zombie figures line up by the side of the ghost ship, wielding swords and bows, those without flashes sharp claws and teeth menacingly as gore and blood drip from their fangs and nails as they prepare for impact

With a great crash, the ship slams into Raging Bull and sends splinters flying into the air and gore-splattered figures leap across the distance between the ships with great ease.

Determine where the PCs are standing on the ship, then have them make a DC 15 Balance check or fall prone as the enemy ship crashes into the Raging Bull. Refer to DM's **Map 1** for the diagram of how the ships are aligned and where the ghouls start.

Note: If the friendly (or, depending on the situation, not-so-friendly) pirates are following the PCs (refer to **Encounter Two**), decrease the number of ghouls or ghosts fighting the PCs by one. This reflects the less concentrated attack the players face with *The Feathered Cap* and its crew acting as a distraction.

CREATURES

APL 2 (EL 4)

Ghouls (4): hp 13 (each); MM 118.

APL 4 (EL 7)

Ghosts (4): hp 29 (each); MM 119.

APL 6 (EL 9)

Spellstitched Ghosts (5): hp 29; Appendix 1.

APL 8 (EL 11)

Augmented Spellstitched Ghosts (5): hp 37; Appendix 1.

Spellstitched Ghosts (4): hp 29; Appendix 1.

Note: The rest of the crew are fighting their own battles and will not interfere in this fight. If any of the PCs try to go help a member of the ship's crew, let them, but remind them that their party mates are going to have to deal with the situation without them. If they insist, let them help by fighting another Spellstitched Ghost that has a few sailors cornered.

Treasure

The PCs can gain the following treasure here:

APL 2: Loot 0 gp; Coin 50 gp; Magic 0 gp; Total 50 gp.

APL 4: Loot 0 gp; Coin 75 gp; Magic 0 gp; Total 75 gp.

APL 6: Loot 0 gp; Coin 100 gp; Magic 0 gp; Total 100 gp.

APL 8: Loot 0 gp; Coin 150 gp; Magic 0 gp; Total 150 gp.

When the undead pirates are defeated, The the following:

With a final screech, the last creature falls and, with a lurch, the enemy ship suddenly pulls away and reverses. A loud wail rises from the ghost ship, which dives into the ocean bow-first like a duck diving under the surface of the water in search of food. Within a second, all those at the railings see of the ghost ship is the bodies of the creatures you and the crew of the Baying Cow had felled and a piece of driftwood bearing a crudely painted name: The Revenant.

Vladimir walks over calmly towards you, deftly stepping over the corpses of the creatures. "Interesting... very interesting." He says as the crew hacks the corpses into pieces so they cannot be re-animated.

"Okay, I think it's time for you to dive in, follow that ship and find out where it went. And, if you people are capable, take out this undead piracy at its source. You know, I hate to send you down without help, but we can't spare anyone to go down with you and be of sufficient strength." Vladimir pulls out a bag of potions as he says, "All I can give you is some magical help..."

Vladimir has two potions of water breathing for each PC. Under no circumstances does Vladimir or the crew of either the Feathered Cap or the Raging Bull agree to tag along.

Once the PCs are ready, read:

As you prepare to dive under the waters, Vladimir says, "We'll wait here for a day or two to do repairs and to await your... triumphant return. Good luck!"

4: NOTHING IS BETTER, DOWN HERE IS WETTER

After the PCs dive under the water, make it clear to them that they do not see the ship. The lake is clear but visibility is only 50 feet in all directions due to light refraction underwater. In order to start the search, they will need to go down, deeper, so try to lead them in that direction, maybe by having one of the players catch a sight of a shadow of a ship in the distance or on the ocean floor. When they finally reach the bottom of the ocean, read the following.

After descending for perhaps two minutes, you reach the bottom of the ocean and plant your feet on the sandy floor, you see the wreck of a ship lying on a reef thirty feet away from you. Fishes seem to veer away from the wreck and the seaweed around it looks grey and withered.

Have the PCs make a Spot check. Those who get DC 15 see movement on the deck of the ship but don't catch who or what moved. Those who get DC 22 see a hairless humanoid move along the rails of the ship.

When the PCs move towards the ship, read the following:

The ship seems to match the ghost ship that attacked you minutes ago: it does indeed seem to be missing the nameplate on its side, and the gap where the nameplate should be is now a hole the size of the signage you saw earlier.

PCs can easily swim up unto the top of the deck. Once the PCs reach the deck, read the following:

Strewn on the deck of the ship are piles of corpses, human, elven, dwarven, even a few non-humanoids like skum and sahuagin. All the bodies seem to be inanimate and there's no trace of any living creature on the deck. Seaweed clings to the various masts and drifts in the light underwater currents, adding to the eeriness of the scene.

The undead creatures have all left the ship and returned to their base. The undead walked off the ship and along the bottom of the lake floor and if the players pass a DC 15 Survival (with Track) check, they find the trail of the undead and can follow the trail back to the undead base.

If the PCs fail the Survival check or do not have Track, allow them a DC 20 Survival check untrained to find the trail.

5: TERRORS OF THE DEEP

The tracks lead to a cave that leads up into an underwater cave system that is filled with air (**Location 1 on DM's Aid 3**). This is Sereken's lair: after he learned that the 'pirate' attack faced resistance and had actually been driven back, he left guards at the entrance to his lair that he felt would ensure no disturbances.

As you follow the tracks along the ocean floor, you see them lead towards a cave up ahead. The cave mouth lies in an underwater stone monolith that is covered with moss and other sea vegetation, but it has obviously been disturbed recently and frequently.

The undead 'pirates' swam their way here and entered to report to Sereken after their failure. When the PCs enter, read:

The cave leads in about 50 feet and then curves upwards about 10 feet into an air pocket. Above you, there is some greenish-glowing lichen, lighting the area. As your eyes adjust to the lighting, you see an exit to your right leading out of the cove and the water. The 'beach' is rather damp and distinctly wet footprints lead away down the tunnel.

When the players leave the pool and reach the first bend (**Location 2 on DM's Aid 3**), read:

As you round the first corner, you see some skeletal figures ahead. They slither forth to engage you!

CREATURES

APL 2 (EL 4)

Owlbear Skeletons (2): hp 32; MM 223.

APL 4 (EL 6)

Serpentir: hp 50; Appendix 1.

Owlbear Skeletons (2): hp 32; MM 223.

APL 6 (EL 8)

Serpentir (2): hp 50; Appendix 1.

Owlbear Skeletons (4): hp 32; MM 223.

APL 8 (EL 10)

Advanced Serpentir: hp 104; Appendix 1.

Tactics: This is a rather difficult encounter at lower APLs, so try to take it easy on the players. Note that the Serpentir(s) have the Sense Emotion ability, thus negating most Hide and Move silently checks that the players may do to sneak around the corner.

The creatures start 50 feet away, a distance that means nothing to the Serpentirs as they can take 2 actions per round, meaning that it can move and attack, and then execute a full attack in the same turn.

For APLs that have more than one Serpentir, they climb along the walls to get past the front line members of the party and flank if possible.

The Serpentirs and the owlbear skeletons have been instructed to capture the party alive: Sereken wishes to know who it is that defies him so and to have live subjects for his vile experiments. Thus, the creatures do not coup-

de-grace and release any grappled opponent who goes unconscious.

The creatures follow the party if they retreat back to the 'beach' area and even into the water, as they are following the "capture" order. They do not chase beyond the ocean entrance of the cave.

After the party defeats the undead, they may proceed forward into the main "hall" (**Location 3 of DM's Aid 3**):

Ahead, past the skeletal remains of what you have laid to final rest, is a wide area lightly decorated with the trappings of a sadist. On the walls are gruesome paintings of death and torture. The smell of death hangs heavy in the room, adding to the macabre atmosphere the paintings make.

A simple wooden table stands in the western corner of the room, beside a ragged couch. On the table lies an open book detailing intricate experiments on bodies, both dead and alive: several pages seem to be torn out. A messy four-poster bed and a dark wooden chest fill the northern edge of the room. There are minor bloodstains on the sheets.

Lastly, a heavy wooden door stands to your right. Flickering light shines from the space between the door and the stone floor.

Treasure

The PCs can gain the following treasure from the chest, which is neither locked nor trapped:

APL 2: Loot 0 gp; Coin 0 gp; Magic 109 gp; amulet of aquatic salvation (42 gp), armband of elusive action (67 gp); Total 109 gp.

APL 4: Loot 0 gp; Coin 0 gp; Magic 184 gp; amulet of aquatic salvation (42 gp), armband of elusive action (67 gp), acrobat boots (75 gp); Total 184 gp.

APL 6: Loot 0 gp; Coin 0 gp; Magic 309 gp; amulet of aquatic salvation (42 gp), armband of elusive action (67 gp), acrobat boots (75 gp), artificer's monocle (125 gp); Total 309 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 442 gp; amulet of aquatic salvation (42 gp), armband of elusive action (67 gp), acrobat boots (75 gp), artificer's monocle (125 gp), headband of the lorebinder (133 gp); Total 442 gp.

If anyone examines the book on the table, a DC 15 Knowledge (Arcana), Knowledge (Religion) or Bardic Knowledge check determines that the book depicts methods of torture and of the making of undead. A DC 25 Knowledge (Arcana), Knowledge (Religion), Heal or Bardic Knowledge check determines that the ripped out pages most likely contain the spells for creating undead.

A DC 15 Heal check tells that the blood stains on the bedsheets are of varying ages and from varying races of creatures. The stains are from Sereken being too tired to wash up after some of his experiments and falling asleep on his bed, causing the stains from his hands and clothes to smear on the sheets.

6: THE END HAS COME

This is Location 4 on DM's Aid 3:

As you leave the ghastly bedroom behind and continue through the door, you come into a dimly lighted cavern. Soft crackling and popping sounds can be heard ahead of you, where you see a stone table set in a circle of blood and candles. On the table is a humanoid corpse with its abdomen cut wide open and its innards spilling out onto the floor.

Behind the table stands a Flan man in dark black leathers and gloves, slicing at the body with a knife. His raven-black hair is caked with blood and gore as he lifts his head to look at you.

"So, you have gotten past my defenses and proved yourself strong of arms and quick of mind. I've been in need of more servants like that. Maybe you can consider joining me?" he says as he twirls his knife in one hand and cracks the knuckles of the other.

At APLs other than 2, add the following:

As he does so, ghastly creatures move up from behind him and menacingly towards you.

The PCs have just interrupted Sereken in the process of creating new undead to replace those the PCs destroyed. Now he seeks to add the PCs to his horde of undead. He has heard the players come through the caves due to the battle with the Serpentir(s) and has only prepared a bit, thinking the Serpentir(s) can hold them. He has cast *false life* and *mage armour* (greater *mage armour* at higher APLs) upon himself.

Place the players at the entrance of the cave and prepare for battle.

The undead in the alcove were the undead on the ship that have come back to get 'repaired'. They serve as his cover forces in the fight against the PCs.

A DC 10 Knowledge (Religion) check identifies an unholy symbol of Iuz around Sereken's neck.

CREATURES

APL 2 (EL 5)

Sereken Ha'anfran: hp 34 with *false life*; Appendix 1.

APL 4 (EL 7)

Sereken Ha'anfran: hp 40 with *false life*; Appendix 1.

Corpse Crafted Ghouls (2): hp 17; Appendix 1.

APL 6 (EL 9)

Sereken Ha'anfran: hp 57 with *false life*; Appendix 1.

Corpse Crafted Spellstitched Ghosts (2): hp 37; Appendix 1.

APL 8 (EL 11)

Sereken Ha'anfran: hp 62 with *false life*; Appendix 1.

Corpse Crafted Spellstitched Ghosts (4): hp 37; Appendix 1.

Tactics

This is the climactic battle, so run Sereken as the typical evil villain, pontificating his evil plan to rule the oceans and then the land.

The undead creatures continue to fight on even if Sereken falls, but lack the direction and tactics they have while he is alive and conscious to direct them.

Treasure

The PCs can gain the following treasure from Sereken:

APL 2: Loot 100 gp; Coin 162 gp; Magic 188 gp; wand of magic missiles (CL 1) (63 gp), brooch of shielding (125 gp); Total 450 gp.

APL 4: Loot 150 gp; Coin 188 gp; Magic 312 gp; wand of magic missiles (CL 3) (187 gp), brooch of shielding (125 gp); Total 650 gp.

APL 6: Loot 200 gp; Coin 279 gp; Magic 2271 gp; wand of magic missiles (CL 5) (313 gp), brooch of shielding (125 gp), ring of counterspells (333 gp), +1 wounding dagger (1500 gp); Total 2750 gp.

APL 8: Loot 300 gp; Coin 304 gp; Magic 2396 gp; wand of magic missiles (CL 7) (438 gp), brooch of shielding (125 gp), ring of counterspells (333 gp), +1 wounding dagger (1500 gp); Total 3000 gp.

DEVELOPMENT

After the PCs end the terror that Sereken poses to Perrenland:

As you search the place, you find entire ledgers of necromantic cultist activities that Sereken is privy to and documents detailing his research into necromancy, spell-stitching and undead creation. There is also evidence that many scrolls and magical items were used in this lab, probably to create hoards of undead. There is no information as to whom Sereken serves, if any, but these ledgers and research may help the appropriate authorities track them down. That's probably for another day.

Proceed to the **Conclusion**.

CONCLUSION: TO THE WINNER GO THE SPOILS

With the evil necromancer dead by your hands, you finish exploring the cave system and hurry back to the surface to report to Vladimir. After listening to your story of what happened, he smiles and wordlessly signals for the Raging Bull to return to port. "You have done well. I'm sure the Auszug will reward you," he says as the ship sails back towards Meerstadt.

And true enough, two days after you return and have had your fill of ale while telling the many embellishments of the adventure you had, you are summoned to the Auszug headquarters in Meerstadt. There, you are presented with a token of appreciation and the thanks of the Auszug for your help.

Treasure

The PCs receive the following treasure as the Auszug's token of appreciation:

APL 2: Loot 100 gp; Coin 0 gp; Magic 0 gp; Total 100 gp.

APL 4: Loot 200 gp; Coin 0 gp; Magic 0 gp; Total 200 gp.

APL 6: Loot 300 gp; Coin 0 gp; Magic 0 gp; Total 300 gp.

APL 8: Loot 400 gp; Coin 0 gp; Magic 0 gp; Total 400 gp.

The PCs gain **Favour of the Auszug** and **A Good Word**.

If the pirates on the Feathered Cap were *friendly* or *helpful* towards the PCs after the end of **Encounter 2** (that is, made *friendly* or *helpful* without using *Intimidate* or *charm* spells), the PCs also gain the **Gratitude of the Pirates**.

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.

3: DIVE! DIVE! DIVE!

Defeat the undead pirate boarders	
APL 2	120 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

5: TERROR OF THE DEEP

Defeat Sereken's entrance guardians	
APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

6: THE END HAS COME

Defeat Sereken	
APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	300 XP

STORY COMPLETION AWARD

APL 2	60 XP
APL 4	60 XP
APL 6	60 XP
APL 8	60 XP

DISCRETIONARY ROLEPLAYING AWARD

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP

MAXIMUM POSSIBLE EXPERIENCE:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 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.

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

3: DIVE! DIVE! DIVE!

APL 2: Loot 0 gp; Coin 50 gp; Magic 0 gp; Total 50 gp.

APL 4: Loot 0 gp; Coin 75 gp; Magic 0 gp; Total 75 gp.

APL 6: Loot 0 gp; Coin 100 gp; Magic 0gp; Total 100 gp.

APL 6: Loot 0 gp; Coin 150 gp; Magic 0 gp; Total 150 gp.

ENCOUNTER 5: TERROR OF THE DEEP

APL 2: Loot 0 gp; Coin 0 gp; Magic 109 gp; *amulet of aquatic salvation* (42 gp), *armband of elusive action* (67 gp); Total 109 gp.

APL 4: Loot 0 gp; Coin 0 gp; Magic 184 gp; *amulet of aquatic salvation* (42 gp), *armband of elusive action* (67 gp), *acrobat boots* (75 gp); Total 184 gp.

APL 6: Loot 0 gp; Coin 0 gp; Magic 309 gp *amulet of aquatic salvation* (42 gp), *armband of elusive action* (67 gp), *acrobat boots* (75 gp), *artificer's monocle* (125 gp); Total 309 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 442 gp *amulet of aquatic salvation* (42 gp), *armband of elusive action* (67 gp), *acrobat boots* (75 gp), *artificer's monocle* (125 gp), *headband of the lorebinder* (133 gp); Total 442 gp.

ENCOUNTER 6: THE END HAS COME

APL 2: Loot 100 gp; Coin 162 gp; Magic 188 gp; *wand of magic missiles* (CL 1) (63 gp), *brooch of shielding* (125 gp); Total 450 gp.

APL 4: Loot 150 gp; Coin 188 gp; Magic 312 gp; *wand of magic missiles* (CL 3) (187 gp), *brooch of shielding* (125 gp); Total 650 gp.

APL 6: Loot 200 gp; Coin 279 gp; Magic 2271 gp; *wand of magic missiles* (CL 5) (313 gp), *brooch of shielding* (125 gp), *ring of counterspells* (333 gp), *+1 wounding dagger* (1500 gp); Total 2750 gp.

APL 8: Loot 300 gp; Coin 304 gp; Magic 2396 gp; *wand of magic missiles* (CL 7) (438 gp), *brooch of shielding* (125 gp), *ring of counterspells* (333 gp), *+1 wounding dagger* (1500 gp); Total 3000 gp.

CONCLUSION: TO THE WINNER GOES THE SPOILS

APL 2: Loot 100 gp; Coin 0 gp; Magic 0 gp; Total 100 gp.

APL 4: Loot 200 gp; Coin 0 gp; Magic 0 gp; Total 200 gp.

APL 6: Loot 300 gp; Coin 0 gp; Magic 0 gp; Total 300 gp.

APL 8: Loot 400 gp; Coin 0 gp; Magic 0 gp; Total 400 gp.

TOTAL POSSIBLE TREASURE

APL 2: Loot 200 gp; Coin 312 gp; Magic 197 gp; Total 609 gp. (Maximum 450 gp)

APL 4: Loot 350 gp; Coin 263 gp; Magic 496 gp; Total 1109 gp. (Maximum 675 gp)

APL 6: Loot 500 gp; Coin 379 gp; Magic 2580 gp; Total 3459 gp. (Maximum 900 gp)

APL 8: Loot 600 gp; Coin 579 gp; Magic 2838 gp; Total 4017 gp. (Maximum 1300 gp)

ADVENTURE RECORD ITEMS

Gratitude of the Pirates

At any time in the future, you can spend 2 TUs to visit the pirates. You gain access to the Scarlet Corsair prestige class (Sto 65) as the pirates spread word of your competence. This fulfils the "Must have established reputation as a fearsome pirate" requirement of the class. You also gain access to the Curling Wave Strike (Sto 92) and Toothed Blow (Sto 94) feats as you train with the pirates in their hidden town.

Favour of the Auszug

If you spend 2 TUs to stay in Meerstadt and learn from the Zee Auszug there, you gain access to the Steam Magic (Sto 93) and Aquatic Shot (Sto 90) feats, access to sea lion, seal, snapping turtle, dire eel or sea snake as an animal companion (Sto 51) and regional access to Tricorn Hat, Float Bladder, Oilskin suit (Sto). Any member of any Auszug, Landwehr or Pax Mercuri can instead spend a Favour they have with the Perrenland military (Auszug, Landwehr, etc) to ignore the 2 TU cost.

A Good Word

The Zee Auszug has put in a good word for you in view of the service you performed for them this day. This counts as a Perrenland military favour for promotions.

Sereken's Spellbook

You have found Sereken's Spellbook after defeating the vile necromancer.

APL 2 and 4

2nd: *false life, melf's acid arrow, darkway* (SpC)

1st: *mage armour, magic missile, hail of stones* (SpC),
blockade (CS)

0th: *acid splash, detect magic, read magic, touch of fatigue*

Cost: 625gp

APL 6

All of the above and:

3rd: *greater mage armour* (SpC), *vampiric touch*

2nd: *enlarge weapon*(CS), *Swim* (Sto)

1st: *lesser acid orb* (SpC), *wave blessing* (Sto)

Cost: 1225gp

APL 8

All of the above and

3rd: *fireball, deeper darkvision* (SpC)

2nd: *torrent of tears* (CM)

Cost: 1625gp

ITEM ACCESS

APL 2:

amulet of aquatic salvation (Adventure, MIC; limit 1)

armband of elusive action (Adventure, MIC; limit 1)

APL 4 (all of APL 2 plus the following):

wand of magic missiles (CL 3) (Adventure, DMG)

acrobat boots (Adventure, MIC; limit 1)

APL 6 (all of APLs 2-4 plus the following):

artificer's monocle (Adventure, MIC)

wand of magic missiles (CL 5) (Adventure, DMG)

ring of counterspells (Adventure, DMG)

+1 wounding dagger (Adventure, DMG)

APL 8 (all of APLs 2-6 plus the following):

wand of magic missiles (CL 7) (Adventure, DMG)

headband of the lorebinder (Adventure, MIC)

2: MY ENEMY'S ENEMY

Cox' SWAIN CALICO

Female Human (Flan) Swashbuckler 3
NE Medium Humanoid (Human)
Init +4; **Senses** Listen +2, Spot +2
Languages Common, Goblin, Orc

AC 16, touch 12, flat-footed 14
(+ 2 Dex, +4 armour), Dodge
HP 23 (3 HD)

Fort +5, **Ref** +4, **Will** +2

Speed 30 ft.

Melee MW Cutlass +6 (1d6+3 19-20/x2) or
MW Dagger +7 (1d4+3 19-20/x2)

Ranged MW Light Crossbow +6 (1d8) or
MW Dagger + 7 (1d4+3 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +4

Atk Options Insightful Strike

Special Actions -

Combat Gear 2 oil flasks, *potion of cure light wounds*

Abilities Str 12, Dex 15, Con 14, Int 13, Wis 8, Cha 10

SQ Grace +1

Feats Dodge, Weapon Finesse^B, Sea Legs, Combat Expertise

Skills Balance + 8, Climb + 6, Escape Artist + 11, Listen + 2, Profession (sailor) + 3, Swim + 6, Spot +2, Tumble + 10, Use Rope + 6

Possessions Combat gear plus masterwork cutlass, light crossbow, 20 bolts, +1 sharkskin armour, dagger, flint and tinder

Grace: A Swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level. This bonus increases to +2 at 11th level and +3 at 20th level. A Swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike: At 3rd level, a Swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune to the Swashbuckler's Insightful Strike. A Swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Physical Description: A raven-haired lady dressed in shiny leather and red cloths with a bandanna wrapped about her head stands battle-ready with her weapons drawn

Role-playing Hook: Are you the one that said women are not supposed to be on the ship?

FIRST MATE FABIAN "COGBOY" BEANER

Male Human (Flan) Swashbuckler 5
NE Medium Humanoid (Human)

Init +5; **Senses** Listen +2, Spot +2

Languages Common, Goblin, Orc

AC 19, touch 15, flat-footed 15

(+ 4 Dex, +4 armour, +1 Deflection), Dodge, Dodge Bonus

HP 38 (5 HD)

Fort +6, **Ref** +6, **Will** +0

Speed 30 ft.

Melee +1 Cutlass +10 (1d6+4 19-20/x2) or
MW Dagger +10 (1d4+3 19-20/x2)

Ranged +1 Light Crossbow +10 (1d8) or
MW Dagger + 10 (1d4+3 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +6

Atk Options Insightful Strike

Special Actions -

Combat Gear 2 x Vial of Flaming Oil, Dagger, 1 x
Potion of Cure Moderate Wounds

Abilities Str 12, Dex 18, Con 14, Int 13, Wis 8, Cha 10

SQ Grace +1, Dodge Bonus+1

Feats Dodge, Weapon Finesse^B, Sea Legs, Combat Expertise

Skills Balance + 10, Climb + 8, Escape Artist + 13, Listen + 2, Profession (sailor) + 5, Swim + 8, Spot +2, Tumble + 12, Use Rope + 8

Possessions Combat gear, Sharkskin Armour +1, Ring of Protection +1, Gloves of Dexterity +2

Grace: A Swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level. This bonus increases to +2 at 11th level and +3 at 20th level. A Swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike: At 3rd level, a Swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune to the Swashbuckler's Insightful Strike. A Swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Dodge Bonus: A Swashbuckler is trained at focusing her defenses on a single opponent in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to her armor class against melee attacks from that opponent. She can select a new opponent on any action. This bonus increases by +1 at every five levels after 5th. A Swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load. If the swashbuckler also has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat. (If she designates the same target, the bonuses stack.)

Physical Description: A drunk-looking man with a scraggly beard but with bright keen eyes that seem to exude hate and murderous intent

Role-playing Hook: Arrr, matey. Yo ho ho and all that land-lubber talk

CAPTAIN JANNI WALKEEN CR 7

Male human Swashbuckler 7

NE Medium Humanoid (Human)

Init +5; **Senses** Listen +2, Spot +2**Languages** Common, Goblin, Orc**AC** 19, touch 15, flat-footed 15

(+ 4 Dex, +4 armour, +1 Deflection), Dodge, Dodge Bonus

HP 53 (7 HD)**Fort** +7, **Ref** +7, **Will** +1**Speed** 30 ft.**Melee** +1 Wounding Cutlass +11 (1d6+4 19-20/x2) or MW Dagger +10 (1d4+3 19-20/x2)**Ranged** +1 Light Crossbow +11 (1d8) or MW Dagger + 10 (1d4+3 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +6**Atk Options** Insightful Strike**Special Actions** -**Combat Gear** 2 x Vial of Flaming Oil, Dagger, 1 x Potion of Cure Moderate Wounds**Abilities** Str 12, Dex 18, Con 14, Int 13, Wis 8, Cha 10**SQ** Grace +1, Dodge Bonus+1**Feats** Dodge, Weapon Finesse^B, Sea Legs, Combat Expertise**Skills** Balance + 12, Climb + 10, Escape Artist + 13, Listen + 2, Profession (sailor) + 7, Swim + 10, Spot +2, Tumble + 14, Use Rope + 10**Possessions** Combat gear, Glampered Sharkskin Armour +1 (looks like a black heavy overcoat), Ring of Protection +1, Gloves of Dexterity +2**Grace:** A Swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level. This bonus increases to +2 at 11th level and +3 at 20th level. A Swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.**Insightful Strike:** At 3rd level, a Swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune to the Swashbuckler's Insightful Strike. A Swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.**Dodge Bonus:** A Swashbuckler is trained at focusing her defenses on a single opponent in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to her armor class against melee attacks from that opponent. She can select a new opponent on any action. A

Swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

If the swashbuckler also has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat. (If she designates the same target, the bonuses stack.)

Acrobatic Charge: A Swashbuckler of 7th level or higher can charge in situations where others cannot. She may charge over difficult terrain that normally slows movement or allies blocking her path. This ability enables her to run down steep stairs, leap down from a balcony, or to tumble over tables to get to her target. Depending on circumstances, she may still need to make appropriate checks (Jump or Tumble checks, in particular) to successfully move over the terrain.*Physical Description:* Calm, handsome individual in a three-pointed hat and a brownish beard.*Role-playing Hook:* So, we kill you THEN pillage you, you have a problem with that?**HUMAN PIRATES CR 1**

Male and Female human (flan) swashbuckler 1

NE Medium humanoid (human)

Init +3; **Senses** Listen +2, Spot +2**Languages** Common, Orc**AC** 15, touch 12, flat-footed 13

(+ 2 Dex, +3 armour), Dodge

HP 8 (1 HD)**Fort** +4, **Ref** +2, **Will** -1**Speed** 30 ft.**Melee** Cutlass +3 (1d6+1 19-20/x2) or Dagger +3 (1d4+1 19-20/x2)**Ranged** Light Crossbow +3 (1d8) or Dagger + 3 (1d4+1 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +1; **Grp** +2**Combat Gear** oil flask**Abilities** Str 12, Dex 15, Con 14, Int 13, Wis 8, Cha 10**Feats** Dodge, Weapon Finesse^B, Sea Legs**Skills** Balance + 5, Climb + 3, Escape Artist + 7, Listen + 2, Swim + 2, Spot +2, Tumble + 5, Use Rope + 6**Possessions** Combat gear plus cutlass, light crossbow, 20 bolts, dagger, flint and tinder, eye-patch of coolness (does nothing, just looks cool), Sharkskin armour*Physical Description:* Messy, salty sea dog wearing an eye-patch that looks cool*Role-playing Hook:* Arrr, matey. Ye you be walking the plank for crossing me. En grade!

6: THE END HAS COME**SEREKEN****CR 5**

Male human cleric (luz) 2/wizard 3

LE Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +3**Languages** Abyssal, Common, Elven, Goblin**AC** 16, touch 12, flat-footed 15

(+4 armour, +1 deflection, +1 Dex)

hp 26(5 HD), 34 with *false life***Fort** +4, **Ref** +2, **Will** +9**Speed** 30 ft**Melee** +1 *dagger* +2 (1d4/19-20)**Ranged** +1 *dagger* +5 (1d4/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +1**Special Actions** rebuke undead 4/day (+3, 2d6+3, as 2nd level), cursed glance**Combat Gear** 2 potions of *cure moderate wounds*, *wand of magic missiles* (CL 1, 50 charges)**Wizard Spells Prepared** (CL 3th):2nd—*false life* †, *melf's acid arrow* (+3 ranged touch)1st—*mage armour* †, *magic missile*, *hail of stones*0—*acid splash* (DC 13), *detect magic*, *read magic*, *touch of fatigue* (+1 melee touch, DC 13)**Cleric Spells Prepared** (CL 2th):1st—*bane* (DC 13), *cause fear*^D (DC 13), *divine favour*, *shield of faith*0—*cure minor wounds*, *detect magic*, *detect magic*, *purify food and water*

† Already cast

D: Domain spell. Deity: luz. Domains: Death, Evil**Abilities** Str 8, Dex 12, Con 10, Int 16, Wis 16, Cha 13**Feats** Corpse Crafter, Scribe Scroll^B, Spell Focus (Necromancy), Necromantic Presence**Skills** Bluff +2, Concentration +9, Listen +3, Knowledge (Arcana) +9, Knowledge (Religion) +9, Sense Motive +3, Spot +3, Spellcraft +9 (+11 to learn Necromantic spells)**Possessions** Combat gear plus spell component pouch, holy symbol (luz), +1 *dagger*, +1 *ring of protection*, *brooch of shielding*, *Periapt of Wisdom* +2**Cursed Glance:** Whenever anyone within 60 ft targets Sereken with a spell or attack, as an immediate action he can cause them to make a DC 14 Will save or take a -2 to AC and saves until Sereken's next turn.**Necromantic Presence:** All Undead under Sereken's control and within 60 ft of him gain +4 Turn Resistance.

4: TERROR OF THE DEEP**SERPENTIR****CR 4**

CE large undead

Init +9, dual actions; **Senses** All-round vision, Darkvision 60', Sense Emotions 60'; Listen +10, Spot +10**Languages** Only understands creator's orders**AC** 15, touch 14, flat-footed 10; Dodge, Mobility (-1 Size, +5 Dex, +1 natural)**HP** 52 (8 HD); **DR** 5/Bludgeoning**Immune** Undead immunities, flanking, cold**Fort** +2, **Ref** +7, **Will** +9**Speed** 50 ft, 20 ft climb**Melee** 4 claws +5 (1d6+2)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +10**Atk Options** Improved Grab**Special Actions** Churning Ribs**Abilities** Str 14, Dex 20, Con -, Int 4, Wis 16, Cha 11**SA** Churning ribs, Dual Action, Improved Grab**SQ** Undead traits**Feats** Dodge, Mobility, Improved Initiative**Skills** Climb +10, Hide +12, Jump +10, Listen + 10, Move Silently +15, Search + 1, Spot +10**Dual Actions (Ex):** A serpentir's two independent heads allow it to take two rounds' worth of action in any given round, as if it was 2 creatures. Thus a serpentir can take two full-round actions and two five-foot steps, two standard actions and two move actions, or some other combination**All-round Vision (Ex):** A serpentir's two heads allow it to look in any direction, providing a +4 racial bonus to Spot and Search checks. Opponents gain no benefit when flanking a serpentir.**Sense Emotions (Su):** This ability functions like blindsense except that a serpentir can detect only the presence and positions of living creatures.**Stability (Ex):** A serpentir has better than average footing and leverage. It gains a +4 bonus to ability checks made to resist being bull-rushed, or tripped while standing on the ground (but not when climbing, flying or otherwise not standing firmly on the ground)**Improved Grab (Ex):** To use this ability, the serpentir must hit an opponent of up to Medium Size with two or more claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

A grappled opponent can be drawn into the serpentir's churning ribs as a free action.

Churning Ribs (Ex): A serpentir's elongated torso of prehensile ribs can chew creatures to pieces. Any Medium or smaller creature successfully grappled by a serpentir can be drawn into the churning ribs as a free action. When this occurs, the serpentir is no longer considered as grappling and can act and move normally, dragging the creature with it as it goes.

Opponents in the churning ribs remain grappled until they succeed on a grapple check against the Serpentir, allowing them to claw free. A creature within the churning ribs takes 2d6 points of piercing damage at the beginning of each of the Serpentir's turns

Skills: Serpentirs have a +4 racial bonus on Listen and +8 racial bonus on Hide, Move Silently and Climb checks. A serpentir can choose to take 10 on Climb checks, even if rushed or threatened. Serpentirs use either their Strength or Dexterity score for Climb Checks, whichever is higher.*Physical Description:* A serpent-like abomination of bone with both ends crowned by a skull with burning eyes. The creature appears to be composed of a series of linked torsos whose moving ribs propel it forward. Two pairs of taloned skeletal arms reach for you as the monstrosity attacks.

6: THE END HAS COME

SEREKEN

CR 6

Male human cleric (luz) 3/wizard 3

LE Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +3

Auras necromantic presence

Languages Abyssal, Common, Elven, Goblin

AC 16, touch 12, flat-footed 14

(+4 armour, +1 deflection, +1 Dex)

hp 32 (6 HD), 40 with *false life*

Fort +4, **Ref** +3, **Will** +9

Speed 30 ft

Melee +1 *dagger* +3 (1d4/19-20)

Ranged +1 *dagger* +5 (1d4/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +2

Special attacks rebuke undead 4/day (+3, 2d6+4, as 3rd level), cursed glance

Combat Gear 2 potions of *cure moderate wounds*, *wand of magic missiles* (CL 3, 50 charges)

Wizard Spells Prepared (CL 3th):

2nd—*false life* †, *melf's acid arrow* (+4 ranged touch)

1st—*mage armour* †, *magic missile*, *hail of stones*

0—*acid splash* (DC 14), *detect magic*, *read magic*, *touch of fatigue* (+2 melee touch, DC 14)

Cleric Spells Prepared (CL 3rd):

2nd—*desecrate*^D, *hold person* (DC 14), *silence*

1st—*bane* (DC 13), *cause fear*^D (DC 13), *divine favour*, *shield of faith*

0—*cure minor wounds*, *detect magic*, *detect magic*, *purify food and water*

† Already cast

D: Domain spell. Deity: luz. Domains: Death, Evil

Abilities Str 8, Dex 12, Con 10, Int 16, Wis 16, Cha 13

Feats Corpse Crafter, Scribe Scroll^B, Spell Focus (Necromancy), Necromantic Presence, Necromantic Might

Skills Bluff +3, Concentration +10, Listen +3, Knowledge (Arcana) +10, Knowledge (Religion) +10, Sense Motive +3, Spot +3, Spellcraft +10 (+12 to learn Necromantic spells)

Possessions Combat gear plus plus spell component pouch, holy symbol (luz), +1 *dagger*, +1 *ring of protection*, +2 *headband of intellect*, *Periapt of wisdom* +2

Cursed Glance: Whenever anyone within 60 ft targets Sereken with a spell or attack, as an immediate action he can cause them to make a DC 14 Will save or take a -2 to AC and saves until Sereken's next turn.

Necromantic Presence: All Undead under Sereken's control and within 60 ft of him gain +4 Turn Resistance.

Necromantic Might: All Undead under Sereken's Control and within 60 ft of him gain +2 to attack and saves.

CORPSE CRAFTED GHOUL

CR 1

CE medium undead

Init +2; **Senses** Listen +2, Spot +2, Darkvision 60'

Languages Common

AC 14, touch 12, flat-footed 12

(+2 Dex, +2 natural)

hp 17 (2 HD)

Immune Undead immunities

Fort +0, **Ref** +2, **Will** +5

Speed 30 ft

Melee Bite +4 (1d6+3 plus paralysis) and 2 claws +2 (1d3+1 plus paralysis)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +4

Special Actions ghoul fever, paralysis

Abilities Str 17, Dex 15, Con -, Int 13, Wis 14, Cha 12

SQ Undead traits, +2 turn resistance, corpse crafted

Feats Multiattack

Skills Balance +6, Climb +7, Hide +6, Jump +7, MoveSilently +6, Spot +7

Ghoul Fever (Su) Disease DC 12 Fortitude, incubation period: 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma based.

Paralysis (Ex) Anyone hit by ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralysed for 1d4+1 rounds. Elves are Immune to this paralysis. The save DC is charisma based.

Corpse Crafted (Ex) This creature was created by a caster that has the Corpsecrafter feat, and thus has a +4 enhancement bonus to Strength and +2 hit points per Hit Die.

Physical Description: An emancipated, hairless humanoid with burning red eyes and razor-sharp teeth. Its decaying flesh is covered by scars or markings of some kind.

3: DIVE! DIVE! DIVE!

SPELLSTITCHED GHAST **CR 4**

CE medium undead
Init +3; **Senses** Listen +2, Spot +8
Languages Common

AC 21, touch 13, flat-footed 18
 (+3 Dex, +4 natural, +4 armour)
hp 29 (4 HD); **DR** 5/Magic or silver,
Immune Undead immunities; **SR** 18
Fort +3, **Ref** +6, **Will** +8

Speed 30 ft
Melee Bite + 5 (1d8+3 plus paralysis) and 2 claws +3
 (1d4+1 plus paralysis)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +5
Special Actions ghoul fever, paralysis, stench, spell-like abilities

Abilities Str 17, Dex 17, Con -, Int 13, Wis 14, Cha 16
SQ Undead traits, +4 turn resistance
Feats Multiattack, Toughness
Skills Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Listen +8

Spell-Like Abilities (CL 4th):
 3/day: darkness, magic missile
 1/day: flame arrow, mage armour $\frac{1}{2}$, melf's acid arrow
 (+5 ranged touch), vampiric touch (+5 melee touch)
 $\frac{1}{2}$ Already cast

Ghoul Fever (Su) Disease DC 15 Fortitude, incubation period: 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma based.

Paralysis (Ex) Anyone hit by the spell-stitched ghastr's bite or claw attack must succeed on a DC 15 Fortitude save or be paralysed for 1d4+1 rounds. Even elves are vulnerable to this paralysis. The save DC is charisma based.

Stench (Ex) The stink of death and corruption surrounds the ghastr, and all living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghastr for 24 hours. A *Delay Poison* or a *Neutralize Poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures with resistance to poison receive their normal bonus to their saving throws. The save is Charisma based.

Physical Description: An emancipated, hairless humanoid with burning red eyes and razor-sharp teeth. Its decaying flesh is covered by scars or markings of some kind.

4: TERROR OF THE DEEP

SERPENTIR **CR 4**

CE large undead
Init +9, dual actions; **Senses** All-round vision, Darkvision 60', Sense Emotions 60'; Listen +10, Spot +10

Languages Only understands creator's orders

AC 15, touch 14, flat-footed 10; Dodge, Mobility
 (-1 Size, +5 Dex, +1 natural)
HP 52 (8 HD); **DR** 5/Bludgeoning
Immune Undead immunities, flanking, cold
Fort +2, **Ref** +7, **Will** +9

Speed 50 ft, 20 ft climb
Melee 4 claws +5 (1d6+2)
Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +10
Atk Options Improved Grab
Special Actions Churning Ribs

Abilities Str 14, Dex 20, Con -, Int 4, Wis 16, Cha 11
SA Churning ribs, Dual Action, Improved Grab
SQ Undead traits
Feats Dodge, Mobility, Improved Initiative
Skills Climb +10, Hide +12, Jump +10, Listen + 10 Move Silently +15, Search + 1, Spot +10

Dual Actions (Ex): A serpentir's two independent heads allow it to take two rounds' worth of action in any given round, as if it was 2 creatures. Thus a serpentir can take two full-round actions and two five-foot steps, two standard actions and two move actions, or some other combination

All-round Vision (Ex): A serpentir's two heads allow it to look in any direction, providing a +4 racial bonus to Spot and Search checks. Opponents gain no benefit when flanking a serpentir.

Sense Emotions (Su): This ability functions like blindsense except that a serpentir can detect only the presence and positions of living creatures.

Stability (Ex): A serpentir has better than average footing and leverage. It gains a +4 bonus to ability checks made to resist being bull-rushed, or tripped while standing on the ground (but not when climbing, flying or otherwise not standing firmly on the ground)

Improved Grab (Ex): To use this ability, the serpentir must hit an opponent of up to Medium Size with two or more claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. A grappled opponent can be drawn into the serpentir's churning ribs as a free action.

Churning Ribs (Ex): A serpentir's elongated torso of prehensile ribs can chew creatures to pieces. Any Medium or smaller creature successfully grappled by a serpentir can be drawn into the churning ribs as a free action. When this occurs, the serpentir is no longer considered as grappling and can act and move normally, dragging the creature with it as it goes. Opponents in the churning ribs remain grappled until they succeed on a grapple check against the Serpentir, allowing them to claw free. A creature within the churning ribs takes 2d6 points of piercing damage at the beginning of each of the Serpentir's turns

Skills: Serpentirs have a +4 racial bonus on Listen and +8 racial bonus on Hide, Move Silently and Climb checks. A serpentir can choose to take 10 on Climb checks, even if rushed or threatened. Serpentirs use either their Strength or Dexterity score for Climb Checks, whichever is higher.

6: THE END HAS COME

SEREKEN

CR 9

Male human cleric (luz) 3/wizard 3/true necromancer 3
LE medium humanoid (human)

Init +1; **Senses** Listen +5, Spot +5

Auras: necromantic might, necromantic presence

Languages Abyssal, Common, Elven, Goblin

AC 19, touch 13, flat-footed 18

(+6 armour, +2 deflection, +1 Dex)

hp 47 (9 HD), 57 with *false life*

Fort +5, **Ref** +4, **Will** +12

Speed 30 ft

Melee +1 *wounding dagger* +4 (1d4 plus 1 Con/19-20)

Ranged +1 *wounding dagger* +6 (1d4 plus 1 Con/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +3

Special attacks rebuke undead 5/day (+4, 2d6+5, 3rd),
cursed glance, *create undead* 1/day

Combat Gear 2 potions of *cure moderate wounds*,
wand of magic missiles (CL 5, 50 charges)

Wizard Spells Prepared (CL 5th, 6th for Necromancy):

3rd—*greater mage armour* †, *vampiric touch* (+4
melee touch)

2nd—*false life* †, *melf's acid arrow* (+5 ranged
touch), *melf's acid arrow* (+5 ranged touch)

1st—*lesser acid orb*, *lesser acid orb*, *magic missile*,
hail of stones

0—*ray of frost* (+3 melee touch), *acid splash* (DC
15), *detect magic*, *read magic*, *touch of fatigue* (+4
melee touch, DC 15)

Cleric Spells Prepared (CL 5th, 6th for Necromancy):

3rd—*contagion*^D, *dispel magic*

2nd—*desecrate*^D, *hold person* (DC 14), *silence*

1st—*bane* (DC 13), *cause fear*^D (DC 13), *divine
favour*, *shield of faith*

0—*cure minor wounds*, *detect magic*, *detect magic*,
purify food and water

† Already cast

D: Domain spell. Deity: luz. Domains: Death, Evil

Abilities Str 8, Dex 12, Con 10, Int 20, Wis 16, Cha 14

Feats Corpse Crafter, Craft Wondrous Items, Necromantic
Might, Necromantic Presence, Scribe Scroll^B, Spell Focus
(Necromancy)

Skills Bluff +5, Concentration +15, Listen +5, Knowledge
(Arcana) +16, Knowledge (Religion) +16, Sense Motive +6,
Spot +5, Spellcraft +16 (+18 to learn Necromantic spells)

Possessions Combat gear plus spell component pouch, holy
symbol (luz), +1 *dagger*, +2 *ring of protection*, *ring of
counterspells* (*dispel magic*), *Periapt of Wisdom* +2,
headband of intellect +4

Cursed Glance: Whenever anyone within 60 ft targets
Sereken with a spell or attack, as an immediate action he
can cause them to make a DC 16 Will save or take a -2 to
AC and saves until Sereken's next turn.

Necromantic Might: All Undead under Sereken's Control and
within 60 ft of him gain +2 to attack and saves.

Necromantic Presence: All Undead under Sereken's control
and within 60 ft of him gain +4 Turn Resistance.

Necromantic Prowess (Ex) Whenever Sereken rebukes
undead or casts a necromantic spell or spell-like ability, he
is considered +1 level higher.

CORPSE CRAFTED SPELLSTITCHED GHAST CR 4

CE medium undead

Init +3; **Senses** Listen +2, Spot +8

Languages Common

AC 21, touch 13, flat-footed 18

(+3 Dex, +4 natural, +4 armour)

hp 37 (4 HD); DR 5/Magic or silver,

Immune Undead immunities; **SR** 18

Fort +3, **Ref** +6, **Will** +8

Speed 30 ft

Melee Bite +7 (1d8+5 plus paralysis) and 2 claws +5
(1d4+3 plus paralysis)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +5

Special Actions ghoul fever, paralysis, stench, spell-
like abilities

Abilities Str 21, Dex 17, Con -, Int 13, Wis 14, Cha 16

SQ Undead traits, +4 turn resistance

Feats Multiattack, Toughness

Skills Balance +7, Climb +11, Hide +8, Jump +11,
Move Silently +8, Listen +8

Spell-Like Abilities (CL 4th):

3/day: darkness, magic missile

1/day: flame arrow, mage armour †, melf's acid arrow
(+5 ranged touch), vampiric touch (+5 melee touch)

† Already cast

Ghoul Fever (Su) Disease DC 15 Fortitude, incubation
period: 1 day, damage 1d3 Con and 1d3 Dex. The
save DC is Charisma based.

Paralysis (Ex) Anyone hit by the spell-stitched ghastr's
bite or claw attack must succeed on a DC 15
Fortitude save or be paralysed for 1d4+1 rounds.
Even elves are vulnerable to this paralysis. The
save DC is charisma based.

Stench (Ex) The stink of death and corruption
surrounds the ghastr, and all living creatures within
10 feet must succeed on a DC 15 Fortitude save or
be sickened for 1d6+4 minutes. A creature that
successfully saves cannot be affected again by the
same ghastr for 24 hours. A *Delay Poison* or a
Neutralize Poison spell removes the effect from a
sickened creature. Creatures with immunity to
poison are unaffected, and creatures with
resistance to poison receive their normal bonus to
their saving throws. The save is Charisma based.

Corpse Crafted (Ex) This creature was created by a
caster that has the Corpsecrafter feat, and thus has
a +4 enhancement bonus to Strength and +2 hit
points per Hit Die.

Physical Description: An emancipated, hairless
humanoid with burning red eyes and razor-sharp
teeth. Its decaying flesh is covered by scars or
markings of some kind.

3: DIVE! DIVE! DIVE!**CORPSE CRAFTED SPELLSTITCHED GHAST CR 5**

CE medium undead

Init +3; **Senses** Listen +2, Spot +8**Languages** Common**AC** 21, touch 13, flat-footed 18

(+3 Dex, +4 natural, +4 armour)

hp 37 (4 HD); **DR** 5/Magic or silver,**Immune** Undead immunities; **SR** 18**Fort** +3, **Ref** +6, **Will** +8**Speed** 30 ft**Melee** Bite + 7 (1d8+5 plus paralysis) and 2 claws +5
(1d4+3 plus paralysis)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +5**Special Actions** ghoul fever, paralysis, stench, spell-like abilities**Abilities** Str 21, Dex 17, Con -, Int 13, Wis 14, Cha 16**SQ** Undead traits, +4 turn resistance**Feats** Multiattack, Toughness**Skills** Balance +7, Climb +11, Hide +8, Jump +11,
Move Silently +8, Listen +8**Spell-Like Abilities** (CL 4th):

3/day: darkness, magic missile

1/day: flame arrow, mage armour $\frac{1}{2}$, melf's acid arrow

(+5 ranged touch), vampiric touch (+5 melee touch)

 $\frac{1}{2}$ Already cast**Ghoul Fever (Su)** Disease DC 15 Fortitude, incubation period: 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma based.**Paralysis (Ex)** Anyone hit by the spell-stitched ghastr's bite or claw attack must succeed on a DC 15 Fortitude save or be paralysed for 1d4+1 rounds. Even elves are vulnerable to this paralysis. The save DC is charisma based.**Stench (Ex)** The stink of death and corruption surrounds the ghastr, and all living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghastr for 24 hours. A *Delay Poison* or a *Neutralize Poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures with resistance to poison receive their normal bonus to their saving throws. The save is Charisma based.**Corpse Crafted (Ex)** This creature was created by a caster that has the Corpsecrafter feat, and thus has a +4 enhancement bonus to Strength and +2 hit points per Hit Die.**Physical Description:** An emancipated, hairless humanoid with burning red eyes and razor-sharp teeth. Its decaying flesh is covered by scars or markings of some kind.**4: TERROR OF THE DEEP****ADVANCED SERPENTIR CR 8**

CE huge undead

Init +8, dual actions; **Senses** All-round vision, Darkvision 60', Sense Emotions 60'; Listen +11, Spot +11**Languages** Only understands creator's orders**AC** 16, touch 12, flat-footed 12, Dodge, Mobility

(-2 Size, +4 Dex, +4 natural)

HP 107 (16 HD); **DR** 5/Bludgeoning**Immune** Undead immunities, flanking, cold**Fort** +5, **Ref** +11, **Will** +13**Speed** 50 ft, 20 ft climb**Melee** 4 claws +11 (1d8+6)**Space** 15 ft.; **Reach** 10 ft.**Base Atk** +8; **Grp** +24**Atk Options** Improved Grab**Special Actions** Churning Ribs**Abilities** Str 22, Dex 18, Con -, Int 4, Wis 16, Cha 11**SA** Churning ribs, Dual Action, Improved Grab**SQ** Undead traits**Feats** Dodge, Mobility, Improved Initiative, Lightning Reflexes, Toughness**Skills** Climb +13, Hide +12, Jump +14, Listen + 11

Move Silently +15, Search + 2, Spot +11

Dual Actions (Ex): A serpentir's two independent heads allow it to take two rounds' worth of action in any given round, as if it was 2 creatures. Thus a serpentir can take two full-round actions and two five-foot steps, two standard actions and two move actions, or some other combination**All-round Vision (Ex):** A serpentir's two heads allow it to look in any direction, providing a +4 racial bonus to Spot and Search checks. Opponents gain no benefit when flanking a serpentir.**Sense Emotions (Su):** This ability functions like blindsense except that a serpentir can detect only the presence and positions of living creatures.**Stability (Ex):** A serpentir has better than average footing and leverage. It gains a +4 bonus to ability checks made to resist being bull-rushed, or tripped while standing on the ground (but not when climbing, flying or otherwise not standing firmly on the ground)**Improved Grab (Ex):** To use this ability, the serpentir must hit an opponent of up to Large Size with two or more claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. A grappled opponent can be drawn into the serpentir's churning ribs as a free action.**Churning Ribs (Ex):** A serpentir's elongated torso of prehensile ribs can chew creatures to pieces. Any Large or smaller creature successfully grappled by a serpentir can be drawn into the churning ribs as a free action. When this occurs, the serpentir is no longer considered as grappling and can act and move normally, dragging the creature with it as it goes. Opponents in the churning ribs remain grappled until they succeed on a grapple check against the Serpentir, allowing them to claw free. A creature within the churning ribs takes 2d6 points of piercing damage at the beginning of each of the Serpentir's turns**Skills:** Serpentirs have a +4 racial bonus on Listen and +8 racial bonus on Hide, Move Silently and Climb checks. A serpentir can choose to take 10 on Climb checks, even if rushed or threatened. Serpentirs use either their Strength or Dexterity score for Climb Checks, whichever is higher.

6: THE END HAS COME

SEREKEN

CR 10

Male human cleric (luz) 3/wizard 3/true necromancer 4
LE medium humanoid (human)

Init +3; **Senses** Listen +6, Spot +6

Auras: necromantic might, necromantic presence

Languages Abyssal, Common, Elven, Goblin

AC 22, touch 16, flat-footed 18

(+6 armour, +2 deflection, +3 Dex)

hp 52 (10 HD), 62 with *false life*

Fort +5, **Ref** +6, **Will** +13

Speed 30 ft

Melee +1 *wounding dagger* +5 (1d4 plus 1 Con/19-20)

Ranged +1 *wounding dagger* +9 (1d4 plus 1 Con/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +4

Special attacks rebuke undead 5/day (+4, 2d6+5, 3rd),
cursed glance, *create undead* 1/day

Combat Gear 2 potions of *cure moderate wounds*,
wand of magic missiles (CL 7, 50 charges)

Wizard Spells Prepared (CL 6th, 7th with necromantic
spells):

3rd—*fireball*, *greater mage armour* †, *vampiric touch*
(+5 melee touch)

2nd—*false life* †, *melf's acid arrow* (+7 ranged
touch), *melf's acid arrow* (+8 ranged touch), *web*

1st—*lesser acid orb*, *lesser acid orb*, *magic missile*,
hail of stones

0—*ray of frost* (+4 ranged touch, *acid splash* (DC
15), *detect magic*, *read magic*, *touch of fatigue* (+4
melee touch, DC 15)

Cleric Spells Prepared (CL 6th, 7th with necromantic
spells):

3rd—*contagion*^D, *dispel magic*, *dispel magic*, *prayer*

2nd—*desecrate*^D, *hold person* (DC 14), *resist*

1st—*bane* (DC 13), *cause fear*^D (DC 13), *command*,
divine favour, *shield of faith*

0—*cure minor wounds*, *detect magic*, *detect magic*,
purify food and water

† Already cast

D: Domain spell. Deity: luz. Domains: Death, Evil

Abilities Str 8, Dex 16, Con 10, Int 20, Wis 16, Cha 14

Feats Corpse Crafter, Craft Wondrous Items,
Necromantic Might, Necromantic Presence, Scribe
Scroll^B, Spell Focus (Necromancy)

Skills Bluff +6, Concentration +16, Heal +4, Listen +5,
Knowledge (Arcana) +17, Knowledge (Religion) +17,
Sense Motive +6, Spot +5, Spellcraft +17 (+19 to
identify Necromantic spells)

Possessions Combat gear plus spell component
pouch, holy symbol (luz), +1 *dagger*, +2 *ring of*
protection, *ring of counterspells* (*dispel magic*),
Peripat of Wisdom +2, *headband of intellect* +4,
gloves of dexterity +4

Cursed Glance: Whenever anyone within 60 ft targets
Sereken with a spell or attack, as an immediate
action he can cause them to make a DC 16 Will save
or take a -2 to AC and saves until Sereken's next
turn.

Necromantic Might: All Undead under Sereken's
Control and within 60 ft of him gain + 2 to attack and
saves.

Necromantic Presence: All Undead under Sereken's
control and within 60 ft of him gain + 4 Turn
Resistance.

Necromantic Prowess (Ex) Whenever Sereken
rebukes undead or casts a necromantic spell or
spell-like ability, he is considered +1 level higher.

Zone of Desecration (Ex) Sereken always has an aura
identical to the effects of a desecrate spell around
him.

CORPSE CRAFTED SPELLSTITCHED GHAST CR 4

CE medium undead

Init +3; **Senses** Listen +2, Spot +8

Languages Common

AC 21, touch 13, flat-footed 18

(+3 Dex, +4 natural, +4 armour)

hp 37 (4 HD); DR 5/Magic or silver,

Immune Undead immunities; **SR** 18

Fort +3, **Ref** +6, **Will** +8

Speed 30 ft

Melee Bite + 7 (1d8+5 plus paralysis) and 2 claws +5
(1d4+3 plus paralysis)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +5

Special Actions ghoul fever, paralysis, stench, spell-
like abilities

Abilities Str 21, Dex 17, Con -, Int 13, Wis 14, Cha 16

SQ Undead traits, +4 turn resistance

Feats Multiattack, Toughness

Skills Balance +7, Climb +11, Hide +8, Jump +11,
Move Silently +8, Listen +8

Spell-Like Abilities (CL 4th):

3/day: darkness, magic missile

1/day: flame arrow, mage armour †, *melf's acid arrow*
(+5 ranged touch), *vampiric touch* (+5 melee touch)

† Already cast

Ghoul Fever (Su) Disease DC 15 Fortitude, incubation period:
1 day, damage 1d3 Con and 1d3 Dex. The save DC is
Charisma based.

Paralysis (Ex) Anyone hit by the spell-stitched ghastr's bite or
claw attack must succeed on a DC 15 Fortitude save or be
paralysed for 1d4+1 rounds. Even elves are vulnerable to
this paralysis. The save DC is charisma based.

Stench (Ex) The stink of death and corruption surrounds the
ghast, and all living creatures within 10 feet must succeed
on a DC 15 Fortitude save or be sickened for 1d6+4
minutes. A creature that successfully saves cannot be
affected again by the same ghastr for 24 hours. A *Delay*
Poison or a *Neutralize Poison* spell removes the effect
from a sickened creature. Creatures with immunity to
poison are unaffected, and creatures with resistance to
poison receive their normal bonus to their saving throws.
The save is Charisma based.

Corpse Crafted (Ex) This creature was created by a caster
that has the Corpsecrafter feat, and thus has a + 4
enhancement bonus to Strength and +2 hit points per Hit
Die.

Physical Description: An emancipated, hairless
humanoid with burning red eyes and razor-sharp
teeth. Its decaying flesh is covered by scars or
markings of some kind.

ALTERNATE CLASS FEATURE

WIZARD – NECROMANCY

Cursed Glance (Alt. Class Feature – Wizard:Necromancer): When a visible target within 60 feet targets you with an attack or spell, you can respond with a curse. If the target fails a will save (DC = 10 + ½ wizard level + Int modifier), he takes a –2 penalty to ac and on saving throws

Source: *Player's Handbook II* 70

FEATS

SEA LEGS

Benefit: While on a ship, you gain +2 to Tumble and Balance checks, as well as a +1 to initiative checks.

Source: *Stormwrack* 94

CORPSECRAFTER

Undead you raise or create are tougher than normal.

Benefit: Each undead you raise or create with any necromancy spell gains a +4 enhancement bonus to Strength and +2 hit points per Hit Die

Source: *Liber Mortis* 25

NECROMANTIC MIGHT

Undead you control gain benefits when they are near you.

Prerequisite: Necromantic Presence.

Benefit: Whenever undead you control are within 60 feet of you, they are physically inspired by your necromantic aura, and gain a +2 enhancement bonus on their attack rolls and saving throws.

Source: *Liber Mortis* 28

SEA LEGS

Undead you control are harder to turn when they are near you.

Benefit: Whenever undead you control are within 60 feet of you, they gain a +4 bonus to their turn resistance.

Source: *Liber Mortis* 28

MAGIC ITEMS

AMULET OF AQUATIC SALVATION

Price: 500gp

Body Slot: Throat

Caster Level: 5th

Aura: Faint; (DC17) Conjuraton

Activation: Immediate (mental)

Weight: -

These necklaces are boons to sailors and spelunkers alike, because they prevent accidental drowning. When activated, an *amulet of aquatic salvation* grants you the ability to breathe water (as the *water breathing* spells) for 5 rounds.

An *amulet of aquatic salvation* functions once a day.

Prerequisites: Craft Wonderous Item, *water breathing*.

Cost to Create: 250gp, 20XP, 1 day

Source: *Magic Item Compendium* 68

ARMBAND OF ELUSIVE ACTION

Price: 800gp

Body Slot: Arms

Caster Level: 3rd

Aura: Faint; (DC16) Transmutation

Activation: Immediate (mental)

Weight: 1 lb

An *armband of elusive action* allows you to protect yourself from the hazards of battlefield chaos. When it is activated, the band allows you to avoid provoking a single attack of opportunity that your actions would otherwise incur

An *armband of elusive action* functions once per day.

Prerequisites: Craft Wonderous Item, *Cat's grace* or *Evade attack*.

Cost to Create: 400gp, 32XP, 1 day

Source: *Magic Item Compendium* 72

ACROBAT BOOTS

Price: 900gp

Body Slot: Feet

Caster Level: 3rd

Aura: Faint; (DC16) Transmutation

Activation: - and Swift (command)

Weight: 1 lb

A pair of *Acrobat boots* grants you +2 competence bonus to tumble checks. This is a continuous effect and requires no activation.

In addition, these boots have 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants you an enhancement bonus to your speed for 1 round.

1 charge: +10 feet enhancement bonus

2 charges: +15 feet enhancement bonus

3 charges: +20 feet enhancement bonus

Prerequisites: Craft Wonderous Item, *Cat's grace*, *Longstrider*.

Cost to Create: 450gp, 36XP, 1 day

Source: *Magic Item Compendium* 67

ARTIFICER'S MONOCLE

Price: 1500gp

Body Slot: Face

Caster Level: 5th

Aura: Faint; (DC17) Divination

Activation: See Text

Weight: -

Putting on a monocle is a standard action. While wearing an *artificer's monocle*, whenever you successfully cast detect magic and have at least 5 ranks of Knowledge (Arcana), you can spend 1 additional minute studying the item. If you do, you can identify the abilities of that item as if you cast identify upon it.

Prerequisites: Craft Wonderous Item, *Identify*, Knowledge (Arcana) 5 ranks

Cost to Create: 750gp, 60XP, 2 days

Source: *Magic Item Compendium* 72

HEADBAND OF THE LOREBINDER

Price: 1600gp

Body Slot: Head

Caster Level: 3rd

Aura: Faint; (DC16) Divination

Activation: - and Standard (command)

Weight: -

A headband of the lorebinder grants a +4 sacred bonus on bardic knowledge checks (and on a loremaster's lore checks). This is a continuous effect and requires no activation.

Three times per day, you can activate the headband to gain the effect of a read magic spell. This ability lasts for 30 minutes.

Prerequisites: Craft Wonderous Item, *Read magic*, Bard.

Cost to Create: 800gp, 64XP, 2 day

Source: *Magic Item Compendium* 110

MUNDANE ITEMS

CUTLASS

15gp
1d6 Damage 19-20/x2
3 lbs, Slashing

A light slashing weapon especially favored by pirates and other nautical raiders, the cutlass is a heavy blade about 2 feet long with a curved edge. It is easy to wield in close quarters and can deal vicious gashes to an opponent. Its heavy basket hilt gives the wielder a +2 circumstance bonus on any checks to resist being disarmed.

Source: *Stormwrack* 107

SHARKSKIN ARMOUR

85gp
+3 Armour, +6 Max Dex
-1 Armour Check Penalty
10% Arcane Spell Failure
Light Armour, 15 lbs.

Similar to leather armor in appearance, sharkskin is treated so that the sharp tooth-like scales covering the skin remain attached to the outside of the armor. Additionally, shark teeth are embedded along the forearms, shoulders, and legs, which count as armor spikes. Sharkskin armor provides a +6 circumstance bonus on Escape Artist checks made when the wearer is bound with rope or similar easily cut bindings.

Source: *Stormwrack* 106

SPELLS

GREATER MAGE ARMOUR

Conjuration (Creation) [Force]
Level: Sorcerer/wizard 3
Components: V,S

An invisible sheen of armour-shaped force surrounds you.

This spell functions like *mage armour* (PH 249), except that it requires no material components and its tangible field of force provides a +6 armour bonus to Armour Class.

Source: *Spell Compendium* 136

DM'S AID 1: PERRENLAND SPECIFIC EFFECTS

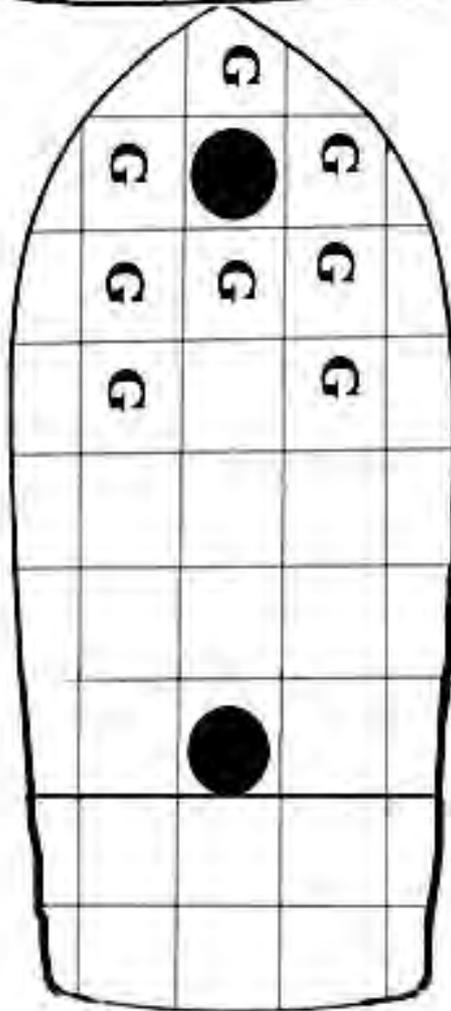
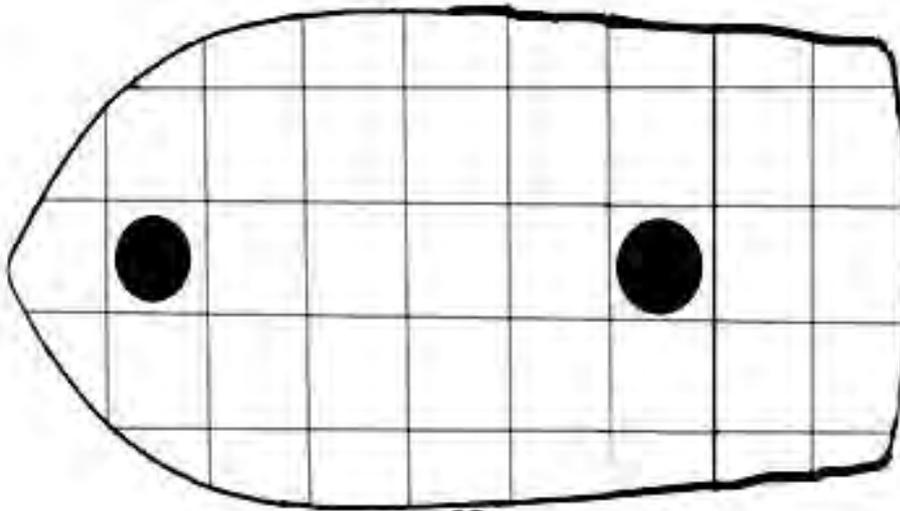
Exiled: You have been tried by a rechter, convicted of a serious crime, and sentenced to exile from the Quaglands. This has the following effects on play.

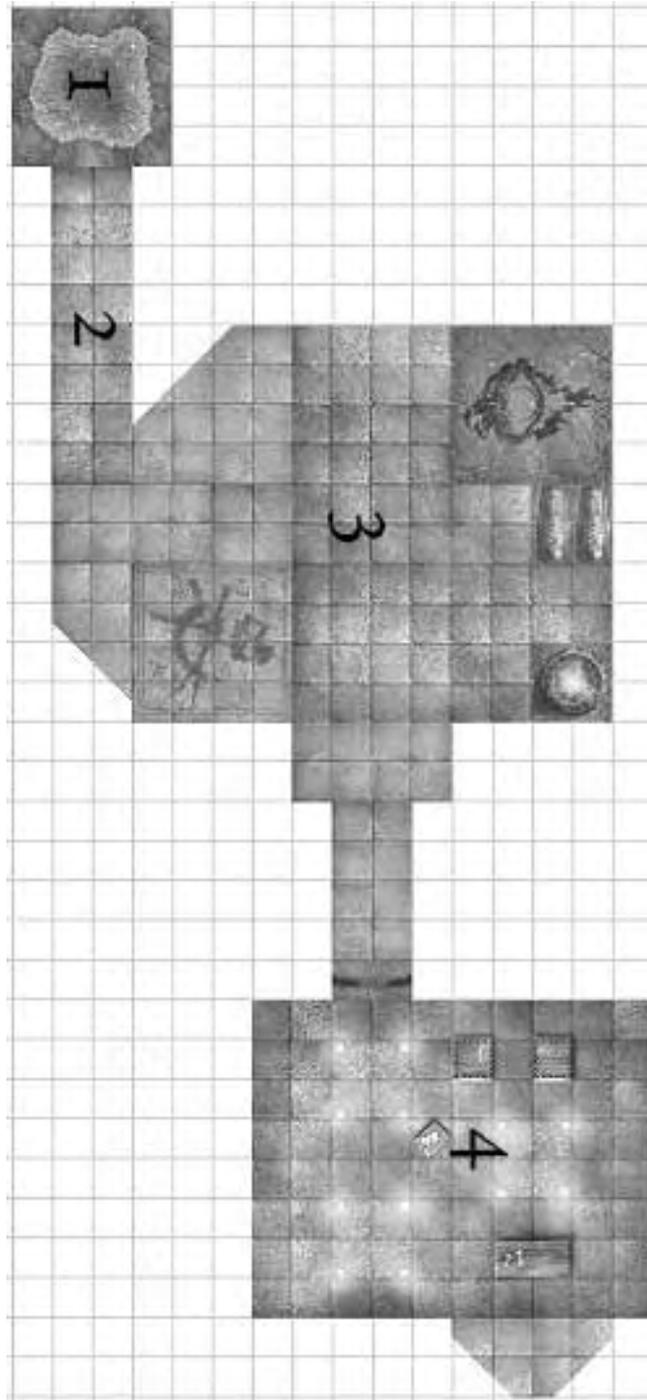
1. The TU cost of all regional adventures are doubled (2 TU for a 1-round adventure, 4 TU for a 2-round adventure).
2. While in Perrenland, you are unprotected by the law – an outlaw – unless you choose to repudiate the heresy or stall the imposition of your sentence (see 3 below).
3. You must tell your DM at the start of the game which of the following options your character is taking as they travel through Perrenland.

- *Repudiate the heresy* [only available to those exiled for supporting the heresy]. Your sentence of exile is removed if you expend 1 Perrenland favour or 2 uitlander favours to obtain suitable character witnesses who testify to your sincere change of heart. If you had it, you lose access to the Heretic organisation. You also have a -2 circumstance penalty to all Diplomacy checks made to influence the attitude of heretic and traditionalist NPCs, as neither faction trusts your loyalty. Have your DM note that you have repudiated the heresy and have this penalty in the Notes section of the Adventure Record.
- *Stall the imposition of your sentence through the legal system* by having additional character witnesses testify on your behalf. This expends 1 Perrenland favour or 2 uitlander favours per adventure, but does not change the rechter's decision to sentence you to exile.
- *Conceal your identity* by wearing a disguise and using a different name. During the adventure, you must succeed on any required Disguise check and always use a false name to successfully alter your appearance: if not, you run the risk of an NPC recognising you (see 4 below) and positively identifying you as an outlaw. In addition, if you were not positively identified during the adventure, you must succeed on a DC 15 Bluff or Disguise check at the end of the adventure or be positively identified.
- *Partially conceal your identity by wearing a disguise* but using your own name. During the adventure, you must succeed on any required Bluff check or run the risk of an NPC recognising your name (see 4 below) and becoming suspicious of your disguise. If that occurs, you must succeed on a Disguise check or be positively identified as an outlaw. In addition, if you were not positively identified during the adventure, you must succeed on a DC 15 Bluff or Disguise check at the end of the adventure or be positively identified.
- *Partially conceal your identity by using a different name* but not wearing a disguise. During the adventure, you automatically run the risk of an NPC recognising your appearance (see 4 below). If that occurs, you must succeed on a Bluff check or be positively identified as an outlaw. In addition, if you were not recognised during the adventure, you must succeed on a DC 15 Bluff check at the end of the adventure or be positively identified.
- *Travel openly.* You are positively identified by NPCs during and after the adventure.

4. To recognise your appearance or your name as that of an outlaw, an NPC must succeed on a DC 25 Intelligence check, using your equivalent character level (ECL) as a circumstance bonus to the roll. The NPC may use their Knowledge: Local (Iuz's Border States) skill instead of their Intelligence check if they have ranks in the skill.

5. Your character may be arrested if they are positively identified by a lawfully aligned non-heretic Perrenland NPC and reported to the authorities. During the adventure, the scenario states if an NPC will do this, and what the consequences are if they do. If you are positively identified after the adventure, the TU cost of the adventure is doubled again (4 TU for a 1-round adventure, 8 TU for a 2-round adventure) as you spend weeks resisting arrest, escaping from custody, avoiding the authorities, and so on. You have a -5 circumstance penalty to all Bluff and Disguise checks to conceal your identity in future Perrenland scenarios, as you are now notorious as an outlaw who travels incognito throughout Perrenland. Have your DM note that you have this penalty in the Notes section of the Adventure Record.





The following is written on a clear parchment that bears the insignia of the Zee Auszug.

You are hereby requested to join Auchfahnlein Arnof Resigner at the Zee Barracks to discuss some important military business at 1300 hours sharp.

Please prepare yourselves for a nautical voyage and possible combat. Any reimbursement will be given after the mission has been successfully completed. All details will be released to you when you arrive on a need to know basis.

Auchfahnlein Arnof Resigner