

Eye of the Tempest

A Two-Round Dungeons & Dragons® Living Greyhawk™ Nyronnd and her Environs Meta-regional Adventure Version 1.0

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For months rumors have said that an evil fleet sails the Solnor Ocean, preying on ships of all nations and leaving few survivors. The rumors have now been confirmed, and a storm gathers in the form of an armada of the undead. Can a band of brave adventurers sail to a mysterious location and recover a hidden treasure that might avert the coming tempest?

A two-round Nyronnd and her Environs meta-region adventure set on the Solnor Ocean for characters level 4-16 (APLs 6-14). Part 3 of Terrors of the Deep [Not for those with a dislike for the ocean.]

Resources for this adventure [and the authors of those works] include COR4-11 *Crimson Thorns* [James Zwiers], NMR6-05 *Gift of the Tempest* [Pieter Sleijpen], NMR7-02 *Wake of the Tempest* [James Dempsey] and *Stormwrack* [Richard Baker, Joseph D. Carriker, Jr., Jennifer Clarke Wilkes].

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

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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.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).

Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.

If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

ROUNDS AND UPKEEP

This is a standard two-round Nyronid and her Environs metaregional adventure set in the Solnor Ocean. Players who have played ESA7-04 *Eye of the Tempest* may not play this adventure as it is the same adventure.

Adventurer's Standard Upkeep costs 12 gp per round for characters from the Nyronid and her Environs metaregion and 24 gp per round for characters not from the Nyronid and her Environs metaregion. Rich and Luxury Upkeep cost 75 gp per round for characters from the Nyronid and her Environs metaregion and 150 gp per round for characters not from the Nyronid and her Environs metaregion. Luxury Upkeep costs 100gp per time unit. Characters that fail to pay at least Standard Upkeep retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

Prior to commence of play, the DM should determine if any PC has the *Brass Pitcher* AR item from NMR7-02/ESA7-03 *Wake of the Tempest*. This will have a bearing on how the PCs are contacted in the Introduction.

If more than one PC has the *Brass Pitcher* AR item listed, then only one of them may actually have it for this adventure. If the players cannot decide amicably which PC has the item, then have each PC roll a d20 and the highest has the item (re-roll ties).

NEW RULE ITEMS

Adventures often utilize new rules items –including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's*

Handbook, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

Delgath's Fleet: Ships of Delgath the Undying – a powerful animus cleric of Nerull and ruler of Rinloru in the Northern Kingdom – have been seen over the past few months plying the Solnor Ocean. Tales of the ships have been few due to their habit of killing all who they encounter. The recent shipwreck of the *Kalandra* (see NMR6-05/ESA6-04 *Gift of the Tempest*) in Haudver, and the subsequent attack on the village by undead marines (see NMR7-02/ESA7-03 *Wake of the Tempest*), have been some of the few confirmed sightings of the scourge.

This, however, has been enough to send shivers of concern down the spines of authority figures along the Solnor's coast. Investigations and divinations have revealed that Delgath's minions were seeking something of importance at Haudver, and that it could lead to something that might bring about the downfall of Delgath's fleet. They have learned that what the undead were seeking in Haudver was an old brass pitcher with a map upon it – a map leading to an unknown treasure or perhaps a powerful weapon.

Such is the threat posed by the fleet that those who would otherwise be adversaries have come together to find a means to destroy the fleet before it becomes too dangerous. They have turned their attentions to the brass pitcher, and want to find what it might lead to.

The Weed-Sea & Jungle of Lost Ships: The Weed-Sea has slowly built up over centuries at the confluence of several vast and slow moving currents, and now covers an area of several square miles. These currents interact in such a way as to create a whirlpool effect. Because of this the whole weed-sea is slowly rotating, although its actual location does not change.

Over the centuries many helpless vessels, belonging to a plethora of nations, have been caught here; only a few vessels have managed to escape, either by dint of luck, the crew's skill or magical assistance. Thus many mariners have come to grief here, trapped by nature and circumstances. These few survivors have banded together to form a loose barbaric society, claiming almost a dozen vessels as their territory.

Knowledge of the collection of floundered vessels has passed into common folklore throughout the Flanaess, especially on the eastern coast, and it has

come to be known as the Jungle of Lost Ships. Rumors abound of boundless lost treasure to be found there.

Within the floating reef live other intelligent denizens, though with the exception of the les numerous sahuagin, none are as well established as the humans. In addition, lizardmen, kelpies and kopoacanth all dwell here. One vessel is infested with undead whilst others are little more than battlegrounds, picked clean by scavengers.

The weed reef is also teeming with unintelligent life. Squids, octopi, seawater crocodiles, sharks, barracudas, sea snakes and other vicious predators all cruise the waters below and around the weed-sea. Life also abounds on the reef itself. Birds, crustaceans, eels and weird and exotic plant life all abound here. In places even the reef itself can be dangerous. An aquatic variety of assassin-vine, almost indistinguishable from seaweed, grows in relative profusion here and preys on unwary explorers and inhabitants alike.

ADVENTURE SUMMARY

A recently-discovered, ancient brass pitcher is actually a map to a hidden location within the Jungle of Lost Ships, deep in the Solnor Ocean. Secreted away at the location is the *Orca*, a powerful magical wingship. The *Orca* lies in the belly of a leviathan of the deep, a sea turtle. The PCs must venture to the remote location and blow an enchanted horn to summon the sea turtle, then brave its insides to claim the *Orca* and sail it out of the beast. Once in command of the ship, they can join the armada sent to assault the fleet of Delgath the Undying. With the resources of the *Orca* at their disposal, the heroes can make an attack upon the flagship of Delgath's fleet and destroy his admiral, freeing the Solnor from the undead threat.

INTRODUCTION

The PCs are contacted by important figures known to them, and asked to travel in secrecy to Dekspoint, there to engage in a matter of some discretion. Some PCs will have in their possession a brass pitcher (an AR item from NMR7-02/ESA7-03 *The Wake of the Tempest*), which they will be asked to bring with them. Should no PCs have the pitcher, it will be in possession of someone waiting at Dekspoint, but not mentioned at first. The PCs will be informed that the security of the nations of the Solnor Coast is at stake.

ENCOUNTER 1

Soon after arriving in Dekspoint, the heroes gain accommodation at the Moon and Dolphin, a local tavern. There, a brawl breaks out, incited by assassins who wish to use the furor as a diversion to slay the PCs. Should the characters capture and interrogate any survivors, they learn that the killers were tasked with killing them specifically, and recovering a brass pitcher from them.

ENCOUNTER 2

The PCs meet with a handful of representatives from important coastal nations, including the North Kingdom, Ratik, and the Sea Barons. The heroes are tasked with following the map on the brass pitcher and recovering the treasure that is hidden there. They are told that a fleet from the combined nations will attempt to draw Delgath's fleet into ongoing battle, to both act as a decoy and to draw the enemy out.

ENCOUNTER 3

The heroes sail the Solnor Ocean, either on their own vessel or one assigned to them, and soon discover that they are being carefully followed by another ship. This ship pursues the PCs' vessel, and a cat and mouse game ensues. Whether or not the PCs lose their tail will have a bearing on later events. If the PCs attack the vessel, then Encounter 9 may not take place.

ENCOUNTER 4

The characters reach the Weed-Sea and the Jungle of Lost Ships. Following their map, they can try to make their way to the location they seek. On their trek, they are approached by two young barbarian youths, children of the wild shipwreck tribes. The pair, a love-struck couple, offer to guide the PCs if they will take the pair with them when they depart.

ENCOUNTER 5

The PCs come to their destination but, as they near, they are surrounded by dozens of sahuagin – too many to fight. When it looks as if an extended combat may take place, the sahuagin disperse. The reason becomes apparent when the PCs are attacked by hitherto unseen assassin vines.

ENCOUNTER 6

Having reached the destination and fought off the animated plants, the heroes find a great horn, probably from some long-dead sea creature. The vast horn is too heavy to take, but arcane symbols carved onto it indicate it has something to do with summoning. Should a PC blow the horn, they summon a great creature from the depths, one that rises and swallows them all whole. The PCs must brave the dangers within the belly of creature, which is so big there are several wrecked ships within it. The way is treacherous, however, and there are traps and dangers to be faced.

ENCOUNTER 7

Within the confines of the beast's stomach lives a strange hermit, an aquatic elf bordering on insanity. Should the PCs negotiate successfully with the elf, then he will bestow on them a gift – the command

word that allows them control of the only intact ship within the beast, the wingship called the *Orca*.

ENCOUNTER 8

Now in command of the *Orca* and initially guided by the elf, the PCs sail the wingship out of the beast and back onto the ocean. Setting sail on the return leg, however, is not without its dangers. A great storm springs up, centered on the *Orca*. Even with such a ship at their command, the danger is extreme.

ENCOUNTER 9

The mysterious vessel that was tailing the PCs' ship in Encounter 3 reappears. If it was eluded in that encounter, then the PCs will spy it first, and have the choice to evade again or close and attack. If they did not evade it earlier, then it appears suddenly and presses close combat. The ship is, of course, crewed by Delgath's undead.

ENCOUNTER 10

After many days of sailing, the heroes come across a damaged and limping warship. The remaining crew members tell them that a great battle is brewing between the allied armada and Delgath's fleet. The ship's captain urges them to join battle. This encounter is mostly narrative.

ENCOUNTER 11

The heroes, with the mighty *Orca*, engage the flagship in battle. This leads the PCs into a battle to the end with Delgath's admiral and his guard. Defeating the admiral, sees the allied armada win the day. Should the PCs lose, then the undead fleet wins.

CONCLUSION

Either the characters seize the day and are feted as heroes, or they are defeated and flee in ignominy. Either way, their limited time in command of the *Orca* expires, and the great ship sails away, back to where it came from. Hopefully acclamation and rewards are to be had.

INTRODUCTION

If it has been determined that a PC has possession of the Brass Pitcher from NMR7-02/ESA7-03 *Wake of the Tempest*, then that PC receives **Player Handout 1**. This letter also covers engaging associates of the PC who might be at the table.

Any PC not known to the PC holding the pitcher – or all PCs if none of them have the pitcher – should be provided with **Player Handout 2**.

Enough money to cover reasonable travel expenses is included with delivery of the letter.

Given the wide range of possibilities for people the PCs could know, the author of the letter is not

specified. It should be someone of authority or influence known to the PC, depending on their previous exploits or meta-organization affiliations.

Assuming the PCs accept the request, they can make their way in their own fashion to Dekspoint. If they choose to ignore the summons, then the adventure is over for them.

Information about Dekspoint

PCs succeeding in a DC 15 Knowledge (local – Core) check will know that Dekspoint is an independent free city on the northern Solnor coast, within the confines of the Loftwood. It is said to be home to many pirates, who ruled by the consensus of pirate captains. In recent years, however, the council has been swayed by Lord Captain Simeon Wraxil, who has been working towards establishing some form of legitimacy for the city and formalizing relationships with various countries of the region. Rumor has it, though, that Dekspoint remains a rough and ready place – a veritable haven for scoundrels and a den of iniquity.

🏰Dekspoint: Small City; Population 13,000; 60% Human (15% Suel, 20% Oeridian, 15% Flan, 10% Other), 20% Elf, 14% Dwarf, 6% Other; Assets 3,000,000gp.

Authority Figures: Lord Seoman Wraxil (male human rog3/ftr4/swb2/derv2/glad3), Lord Captain of the Council.

Arriving in Dekspoint

Though surrounded by the thick forest of the Loftwood, it is readily apparent that the eyes of Dekspoint look to the sea. A harbor city, there are ships of all shapes and sizes anchored off shore or berthed at the many dockside piers.

Upon entering the city, you find it abuzz with activity. It may not be a town that never sleeps, but what sleep is to be had must be fitful. The place is a hubbub of noise, as folk carouse, trade, fight and live life with gusto. Whilst some of the city's denizens seem little different to those in any other coastal locale, there are others whose seaborne trade cannot be anything but piratical. It would appear that Dekspoint is a place where deals are made and often broken, and "things happen".

If any PCs have been in Dekspoint before, read the following:

There seem to be more ships in the harbor than the last time you were here. On closer inspection, there seems to be a greater diversity of home ports for the vessels too. Why? Well, it's not often you see a warship of Ratic anchored within ballista range of a royal ship of the North Kingdom, let alone within shouting distance of an Ahlissan frigate. Something is up, certainly, to bring together such strange bedfellows.

When the PCs go looking for the *Moon and Dolphin Inn*, read the following:

The Mess Deck is the name of dockside city quarter where those ashore can rest and enjoy their often ill-gotten wealth. Almost every street corner has a tavern, a gambling den, or other business catering to the needs of folk who have been at sea for too long. Thankfully the majority of businesses display signs easily identified, even by eyes blurred by drink. Thus you are able to locate The Moon and Dolphin Inn with little trouble, and find it to be slightly larger and perhaps a smidgen more reputable than its neighboring businesses.

The Moon and Dolphin Inn is a large establishment, with an open common area on the ground floor, gambling rooms on the second floor, and private sleeping chambers on the third and fourth floors. Though there is an odor of beer and spirits in the air, as well as the smell of carousing sailors, it is not as pungent as one might expect, as the inn is opened and aired regularly, and cleaned often. Perceptive PCs (DC 15 Spot check) will notice signs of minor damage to furniture and fittings; brawls are not an uncommon occurrence.

The clientele is varied, but all show signs of having at least a few coppers to rub together. The poorer sailors go elsewhere, in general. The PCs are briefly examined by numerous patrons when they enter, and are quickly sized up. If identified as easy marks, they aren't bothered at first. It seems the regulars are watchful, but mind their own business for the most part.

Making contact

The inn's 'first mate' is like a character straight out of a sea shanty – he is a one-eyed half-orc with a peg leg, complete with the requisite parrot (it too is missing one leg). His name is Pretty Jim, and his parrot is called Bob. Pretty Jim is somewhat eccentric – he never speaks directly to anyone; instead he whispers his replies to Bob (so called because he bobs up and down repeatedly), who repeats them (often over and over) in his squawky voice.

Nonetheless Pretty Jim is otherwise sane, and has been told to expect folk asking to crew aboard the *Alva's Legacy*. Through Bob, he directs the PCs to his "best wench", a stout, rough-looking dwarf woman called Skinny Kel.

Kel arranges rooms for the PCs and lets them know that she will inform their "friend in common" – she taps her nose with her finger knowingly – their contact will be informed of their arrival.

If the PCs arrive in separate groups then those who arrive afterwards are directed towards those preceding them, who are described by Kel or Pretty

Jim/Bob as "fellow crew members aboard the *Alva's Legacy*".

1: BAR FIGHT!!

Read or paraphrase the following:

As requested you have made your way to Dekspoint. Arriving a day early you have made quarters in The Moon and Dolphin Inn. The night has begun and slowly the inn is filling with all kinds of rowdy sailors.

Allow the PCs to introduce themselves if they don't already know one another. Once they are settled, continue:

As the evening continues the inn fills up. Clearly it's a good night for the innkeeper. As you try to order a round of drinks somewhere in a corner you hear some shouting and some drinks being spilled. A few moments later you hear a muffled scream from another table. "Cheater, bring out that Ace in your pocket or I will bring you out!!" A big human with a plucky red beard stands up but before he's up a small dwarf hits him with a tankard on his head. In a matter of seconds the entire inn turns in a battlefield, tables tumble over. People start fighting and the innkeeper ducks behind his bar evading some mugs.

Ask the players for imitative but don't let anything happen. The events above are a clever setup used by the two halflings who were hired to take out the PC's. They paid four sailors, to stir up some trouble in order to provide a distraction for the PC's. Allow the PCs Spot and Sense Motive checks opposed by the halflings' Hide and Bluff checks respectively to notice that they are being observed. Allow the players to interfere in the bar brawl for 2 or 3 rounds as the halflings carefully come forward and position themselves favorably to attack the PCs. Any attempt at Diplomacy to settle the brawl leads to nothing, as most of the sailors are more than eager for a fight.

At the beginning of round 3m the halflings attack. Silva starts throwing daggers at any obvious heavy fighters, while Verno tries to take out any spellcasters or lightly armored types.

APL 6 (EL 7)

☛ **Verno**: male halfling monk 5; hp 31; see Appendix 1

☛ **Silva**: female halfling rogue3/fighter 2; hp 29; see Appendix 1

APL 8 (EL 9)

☛ **Verno**: male halfling monk 7; hp 42; see Appendix 1

☛ **Silva:** female halfling rogue4/fighter 2/whisperknife 1; hp 39; see Appendix 1

APL 10 (EL 11)

☛ **Verno:** male halfling monk 9; hp 62; See Appendix 1

☛ **Silva:** female halfling rogue 4/fighter 2/whisperknife 3; hp 50; see Appendix 1

APL 12 (EL 13)

☛ **Verno:** male halfling monk 11; hp 75; See Appendix 1

☛ **Silva:** female halfling rogue 4/fighter 2/whisperknife 5; hp 61; see Appendix 1

APL 14 (EL 15)

☛ **Verno:** male halfling monk 13; hp 88; See Appendix 1

☛ **Silva:** female halfling rogue 4/fighter 2/whisperknife 7; hp 72; see Appendix 1

Tactics: Silva tries to stay out range of any melee opponents. She prefers to make full attacks and tries to take out the tough-looking opponents first. Verno does everything in his power to protect his sister from harm. He prefers to take out opponents by using stunning fist and, at higher APLs, weakening touch. When Verno stuns someone Silva makes good use of her sneak attack on that foe. They have fought like this many times before and Silva will delay to make this strategy work. Neither will fight to the death but they won't abandon each other either.

Treasure: Refer to the Treasure section of this adventure to determine what the PCs find here.

Development: If the PC's manage to capture Verno or Silva alive the halflings can be convinced to talk if the PCs succeed at either a DC 25 Diplomacy or a DC 15 Intimidate check. The halflings can tell the PCs the following:

- They were hired to obtain an item in the possession of the PCs – a brass pitcher.
- They don't have any real idea who hired them because they were contacted by a *sending* spell and found their objective detailed by a *magic mouth* at an agreed location.
- They did get a sense of menace from their unseen employers that has spooked them considerably.

DM's Note: Some groups may not have the pitcher, and may wonder if the halflings are telling the truth. They are – in this case the intelligence gathered by the enemy was not entirely accurate. (Yes, sometimes the NPCs get it wrong.)

2: LATE NIGHT MEETING

The PCs have a day to pass in Dekspoint before they will be called to meet with their patrons. Not knowing when exactly they are to be contacted, it will be wise for them to sit tight and wait. But, if they want to wander and look around, or go shopping for gear, let them.

Additionally, PCs may wish to listen for rumors. Have each PC make a DC 15 Gather Information roll. Success gives them one rumor from the list below, along with an extra rumor for every 5 points above the required DC.

- There are important folk from nations all down the coast in the city.
- It's said that the Lord Captain is brokering some sort of deal between Ratic and the North Kingdom.
- Apparently each of the two nations are going to cede land to Dekspoint.
- The North Kingdom is threatening to annex Dekspoint properly, and Wraxil is trying to avoid that.
- All these attacks that have been happening in the last few months are being blamed on the locals, and the outsiders are threatening reprisals.
- There's a mighty fleet out there that's got everyone worried, and that's what everyone's talking about.
- A group of adventurers in town have got some sort of artifact in their possession, and the big bosses want it.
- The reign of Sunndi has changed. King Hazendel stepped down under uncertain circumstances and is being succeeded by a human from the south.
- Tension between the Hextorites and Zilchites is growing. The threat of civil war looms over Ahlissa.
- The upstart ruler of the Northern Kingdom is amassing an army and the country will soon invade Ahlissa. The Ahlissans fear him not and are ready to take on his forces and break them.

After dinner in the evening of the day after their arrival, Skinny Kel approaches the group and informs them that someone is there to fetch them. She directs them out to the front, where a sailor in the livery of House Torquann of the North Kingdom is waiting (DC 15 Knowledge(local – Core) check to recognize this).

The sailor, an experienced hand in House Torquann's private fleet, introduces himself as Manus, and politely asks the group to follow him.

Manus leads you down to the harbor, where a quartet of similarly-attired sailors wait by a long boat. Your escort motions you to board, and you are sailed out towards a large ship bearing the Torquann arms. Once on board, you are directed to the large fo'c'sle, where a pair of armed guards

stands watch over a door into one of the forward cabins.

The door is opened as you approach, and you are shown into a spacious, well-appointed cabin, where a handful of well dressed men and women await. When you enter, a finely-turned-out man with an unctuous manner approaches. "Ah, the brave and resourceful adventurers. Well met!"

The man is Hildev Troon, a constable of House Torquann. He is a cadaverous man in his mid-forties with an obsequious nature. There is something slightly repellent about him.

In addition to Troon, there are a handful of other people:

- A friendly looking man in fine fur garments. He is Hayv the Tactful, a diplomat from the Archbarony of Ratik.
- A hawkish looking half-elven woman displaying ostentatious wealth. She is Mistress Chay, an expatriot of the County of Urnst, and a "friend of the Underleys".
- A stern elder gentleman with the look of an experienced traveler. He has an air of authority but is showing no insignia to identify himself. He is simply called Tordras. (In reality, he is a crusading priest of Pholtus.)
- A short human with a huge unruly beard who could almost be taken for a dwarf. He is Pater Jadra, a cleric of Xerbo.
- A tall Oeridian man with dark brown hair and a small mustache. He is young but obviously has commanded men before. He is First Lieutenant Faros, representing the Faith of Zilchus and Ahlissa.
- A rough looking man with a neatly trimmed full red beard and deep sun-tanned skin wears an old navy uniform. He is Captain Weyrin, representing the Dullstrand Masters.
- A neatly clad human with a clean-shaven face and light grey eyes. He obviously wears an ornate dagger on his belt. His name is Froznir Delrri, an "honorable" pirate from the Sea Barons. (PCs may have run across Froznir in earlier adventures in the series.)

If one of the PCs was determined to be in possession of the pitcher then they are asked to present it. Otherwise it is already present on the central table in the cabin.

The Brass Pitcher

The pitcher is a simply-fashioned vessel made from brass, about a quarter inch thick. Its main body is a straight cylinder about a foot in length and four inches in diameter, with a slight flare of a spout for pouring. The handle is thicker, and appears to be joined to the body by fine welding.

The surface of the pitcher is covered with what appears to be a raised relief pattern, forming a sort of map, most closely resembling a nautical chart. Anyone making a DC 20 Knowledge (geography) recognizes part of the Solnor coastline, but mirrored.

Closer inspection of the pitcher (a DC 15 Search check) reveals tiny flecks of dried clay on its surface.

These clues should be enough for PCs to work out that the pitcher produces an accurate map when rolled out on an appropriate surface (eg. wet clay, or dough, or coated in ink and 'printed' on paper.) If the players can't figure this out themselves, allow them a DC 15 Intelligence check (raise the DC by 5 for each clue above not learned).

Magical inspection of the pitcher is rendered more difficult by a *nondetection* (CL 15) spell upon it. If this is bypassed, then *detect magic* reveals a moderate divination aura.

A civilized discussion

By default, the meeting is chaired by Hayv, whose smooth manner and natural diplomacy make him well suited for the task. Others will, of course, interject as they deem fit.

Following is a summary of the key points of the discussion. The DM should present this in whichever form best suits the table's style of play.

- A fleet loyal to Delgath the Undying – an undead priest from the North Kingdom – and crewed by undead, is marauding the Solnor coast.
- The attacks were initially sparse, with no survivors to identify who was responsible.
- The attacks are increasing in number, especially now that the threat has been identified. (Events in NMR6-05/ESA6-04 *Gift of the Tempest*.)
- Through espionage and divination it has been learned that Delgath's fleet has grown to massive proportions – far too big for any single nation's fleet to deal with.
- Thus, for the time being at least, differences have been set aside to deal with this common threat.
- Delgath's agents have recently been seeking something lost in a recent shipwreck in Haudver. (Events in NMR7-02/ESA7-03 *Wake of the Tempest*.)
- It has been learned that what was sought was this brass pitcher.
- The pitcher is a map, and perhaps a key, to something that Delgath is seeking.
- Whatever the enemy is after cannot be allowed to fall into Delgath's hands.
- Given the attack on the PCs (if this is mentioned) it seems obvious that the enemy knows about the location of the pitcher.
- It is vital, therefore, that the 'treasure' be sought and claimed as soon as possible.

- A joint fleet is being formed that will take the fight to Delgath's armada, rather than let the undead dictate terms.
- In addition to starting to fight the undead, this should also act as a diversion whilst a smaller group makes their way to the location and recovers the treasure.
- it is anticipated at this stage that the small group will include the adventurers.
- Once they recover the treasure they will rendezvous with the main fleet and join the ongoing battle.
- This being a sea battle between two fleets, the combat could last for weeks, so the PCs have some time. They shouldn't take too long, however.

And there it stands – the powers that be wish the PCs to take the pitcher and follow its map to the location of the unknown treasure, recover it, and return to join in the battle, hopefully using the treasure to achieve victory.

If the PCs are reluctant then the seemingly Good-aligned NPCs stress the importance of defeating this evil threat. The other NPCs play to the PCs' egos if needed, noting that wily and skilled adventurers should be better equipped to deal with the task.

Should the PCs ask for some recompense, the people at the table recognize the wisdom of that – many of them are merchants or have commercial interests. They don't expect PCs to risk their lives out of the goodness of their hearts (though they'd like them too, and thus won't bring up the issue of payment themselves). They initially offer the PCs a payment of APL x 200 gp each. A successful DC 25 Diplomacy check can see this raised to APL x 300 gp, if the PCs are inclined to haggle.

Treasure: Refer to the Treasure section of this adventure to determine what the PCs find here.

Sailing the Solnor

If the PCs have access to a vessel of their own, and have someone capable of sailing it, then they are more than welcome to use it. They may, however, have to hire a crew for the ship if there are not enough of them to crew it themselves. Assume that a regular sailor will crew it for a cost 4 gp for the duration of the adventure, and skilled crew (mates, navigators, helmsmen etc) will accompany them, costing 12 gp each.

If the PCs do not have access to their own vessel, then a ship has been made available. The *Alva's Legacy* is a caravel from Dekspoint, commanded by Captain Jerome Keys, a close friend of Lord Captain Simeon Wraxil. Important crew members are provided below.

☛ **Captain Jerome Keys:** Male human rogue 6; hp 30; AL NG; Profession (sailor) +13, Knowledge (geography) +11.

The captain is a capable man in his late thirties who leads through respect. He is also a connoisseur of fine tobaccos.

☛ **First Mate Myra Gall:** Female half-orc expert 4; hp 24; AL N; Profession (sailor) +10; Knowledge (geography) +7.

The first mate is a tough woman with a harsh voice and a hammer fist. Though not one to spare the lash, she is rarely unfair. She loves a good sing-along.

☛ **Bosun Hoke Inri:** Male halfling expert 4; hp 20; AL NG; Profession (sailor) +11; Knowledge (geography) +4.

The bosun is a born wanderer, who finds it hard to settle on land. He is a natural scrounger, and like the captain, enjoys a good pipe.

For details on the *Alva's Legacy* see the Vessels DM aid in the appendices.

3: HIDE OR SEEK

After a few days of sailing, the PCs discover that they are being followed. Delgath sent some of his minions to track the PCs and find out what they are up to.

You have been sailing for a good three days now and all has been quiet. Besides the occasional passing of a fellow trade vessel, nothing out of the ordinary has happened. The Solnor Ocean is a beautiful place this time of the year and apparently the weather gods favor your travel since the weather has been good, at least up until now. Just as you are making your way between some treacherous islands and reefs, great banks of fog have slowly risen from the waters. The great view of the surrounding ocean now quickly diminishes to just a few dozen yards off the bow. You hear the captain call out to his men and see a bustle of activity on the deck – crewmen reeling in the sails, climbing to the crow's nest and taking lookout positions along the bow.

Allow the PCs to react and let them take in the situation. After a minute or so have them make DC 20 Spot checks. Success reveals the following:

As the fog shifts slightly you can make out a vessel in the distance. Before you can get a good look, however, the fog shifts again and you lose sight of her. A few seconds later she appears again, closer this time. The vessel appears to be identical to yours in build but more heavily armed – maybe a bit too heavily armed.

The PC with the highest Spot check can make out a flag on the mast of the ship. It depicts the heraldry of the Greenspar Trading Company, however it looks like it hangs over another flag. PCs should get the feeling that something is wrong here. Take your time describing the slowly banking fog and the appearance and disappearance of the trailing vessel. If the PCs don't get the hint, use the captain or one of the sailors to point out to them that they may be being followed, then read, or paraphrase, the following:

Once again the vessel is lost to the fog. You continue to sail for some time but don't catch a glimpse of the vessel again until suddenly it reappears, again closer. It's obviously making a good time catching up with your ship. You can clearly make out two flags waving in the wind, one is of the Greenspar trading company, the other depicts a grinning skull.

Allow the PCs to warn the captain and crew, being too occupied with the mist and the dangerous waters they haven't looked back yet.

As soon as the captain notices the two flags, he yells, "Pirates! All hands on deck!" Looking back at you he says, "We're in no position to fight them here under these condition. I think we can get away but we're going to need all the help we can get to shake them off. Grab a rope, help me with the steering wheel or go and plot a better course."

Let the PCs choose how they want to help, if at all. If the PCs have powerful weather control spells like *control winds* or even *control weather* allow those to succeed. The fog is just a natural occurrence in the wrong place at the wrong time. Captain Jerome will try to outrun the pirate ship and hide behind one of the islands to the north.

The chase will be played out as a series of opposed Profession (sailor) checks. The PCs can all provide an aid by making an appropriate skill check. Appropriate checks include:

- Profession (sailor) or close substitutes
- Knowledge (geography)
- Use Rope
- Survival

PCs who come up with a good plan get an auto assist, really good plans might give a better bonus or other side effect. Use your own judgment here.

The chasing ship starts at 300 ft. away, partially hidden by the fog, treat this as 50% concealment for spells and other effects. Both captains will try to push the most speed out of their ships and both ships are equally fast. So it's up to quick thinking and great piloting. If the PCs are traveling on their own ship they have to make the Profession (Sailor) checks themselves.

🦋 **Captain Jerome Keys:** Male human rogue 6; hp 30; AL NG; Profession (sailor) +13, Knowledge (geography) +11.

🦋 **Enemy captain:** Male Human Expert; Profession (sailor) +(APL+5)

If Captain Jerome or the PC captain wins this battle, then their vessel gains the upper hand and is able to evade their pursuers, increasing the distance between both ships with 100 ft. If the enemy captain wins, then they are able to close the gap, subtracting 100 ft. from the distance between the ships.

When the distance becomes greater than 600 ft. the PC's have successfully evaded their pursuers. Read, or paraphrase, the following:

After some quick maneuvering, and a close encounter with a reef, you manage to shake off your tail. Quickly hiding in a small cove, you watch the enemy ship sail away in the wrong direction. You hide for another hour, before continuing your journey, and quickly leave behind you the confining mists and see a vivid orange sun descend into the ocean.

If the distance stays between 600 and 0 ft. for a number of rolls, the captain eventually manages to lose them in the mist:

Despite your best efforts, shaking your tail seems nearly impossible. You tried sailing over shallow reefs, braved some dreadful small passages but your pursuers seem to be on a line or something. But after what seems like an eternity you are finally able to put some distance between you and your pursuers and on the brink of nightfall the fade from view, never to appear again.

If the distance ever becomes less than 100 ft. the enemy ship immediately rams and grapples the PCs' ship. Refer to Encounter 9 for statistics should a fight occur, and read or paraphrase the following:

As you valiantly try to put some distance between you and your pursuers everything you try seems to be fruitless, slowly but steadily the enemy ship closes. When it reaches your bow grappling hooks and a big board fall onto your ship. "To arms!" the captain calls before jumping from the sterncastle. You see a gang of pirates jump over and on the stern of the attacking ship you can just make out what appears to be a corpse, before the threat of battle prompts you to focus.

Fighting it out

It is possible that the PCs want to take the fight to the enemy. If this is the case, the captain will try and

dissuade them, explaining that he is concerned for the welfare of his crew.

Should the PCs remain determined to fight, then refer to Encounter 9 for details of the enemy encountered.

4: IN THE JUNGLE

After three weeks of sailing, experiencing the odd storm and becalming, and other nautical delights, the PCs' map leads them to within sight of the Jungle of Lost Ships.

After weeks of sailing on the open ocean, some on board ship are starting to question when land will ever be sighted again. Then, early one day, a smudge is seen on the horizon. As the hours pass the smudge becomes a darker line, and eventually you can make out what appears to be land. But closer inspection reveals this to be not entirely true, for what you are seeing is a mass of vegetation – a phenomenal gathering of sea-weed and other plants trapped by a massive gyre. Not only that, but judging from the shapes under the weeds and other detritus there are a number of ships caught forever in what can only be the fabled Jungle of Lost Ships.

Unless the PCs brought their own ship, the captain and crew are not keen to land, such is the perceived risk. They will, however, happily make use of the ship's boats to row the PCs to shore, and even leave a shore party to wait for them.

Movement

The Weed-Sea is an incredibly dense patch of seaweed and detritus brought here by the currents. It is navigable at its fringes, although a vessel's crew will have to stay alert to keep their vessel free; closer in only ship's boats have a good chance of avoiding becoming entangled. The weed-sea is, however, very dense and no vessel is able to penetrate the interior. Some PCs will be able to explore the centre of the weed-sea by magic. All others will have to discover a way of walking across this floating reef.

Walking across the reef is possible, although progress will be slow (and wet). The human survivors of many of the ships trapped here have developed a cunning way of moving around. Akin to snowshoes, they have developed a type of footgear that is crafted from discarded spars. If the PCs improvise similar footwear (DC 20 Survival check) use the following statistics.

Reef Footgear: These allow the wearer to move at 2/3 normal speed across the weed-sea. They take one minute to don but can be removed as a full-round action. These are bulky items, weighing 8 lbs. In addition, because of their size and shape, when worn,

these items bestow a -5 circumstance penalty to any skill that would normally have an armor check penalty applied. These statistics are modified from the snowshoes presented in *Arms and Equipment*, p. 25.

Moving without Reef Footgear: PCs may move across the weed-sea without wearing the reef footgear detailed above. Such movement is slow and laborious. PCs will regularly sink up their thighs in seaweed. Consult the following paragraphs to determine how each PC moves depending on their race and load.

Halflings, gnomes and elves are able to move across the weed-sea at half their normal movement, providing they are not wearing or carrying heavy armor and are not heavily encumbered. However, moving in this way does not allow the PC to run or charge.

Half-elves are able to move across the weed-sea at half their normal movement providing they are wearing or carrying light or no armor. However, moving in this way does not allow the PC to run or charge.

Dwarves, half-orcs and humans may move across the weed-sea at quarter their normal movement providing they are wearing or carrying light or no armor.

Exceptions: While exploring the Weed-Sea druids enjoy the free movement granted to them by the woodland stride ability. Freedom of movement likewise bestows the PCs with ability to move without penalty here.

Not-so-star-crossed lovers

A short time after embarking on their journey into the Weed-Sea, the PCs may spot that they are being watched. A DC 16 Spot check reveals someone is hiding behind a clump of seaweed. A result of 20 or higher reveals there is another person behind a similar clump some fifty yards further. If the PCs show signs of having spotted their shadows, and do not appear hostile, then the foremost individual will stand up, revealing himself as a wild looking young man.

If the PCs do not spot their shadows, then the young man will openly (but carefully) approach them in short order. If the PCs prove friendly the lass will approach soon after.

Rahan: Male human barbarian 3, hp 28, AL CN, see DMG p. 113.

This young man, in his late teens, is a member of one of the tribes formed from castaways trapped in the Weed-Sea. He is an adventurous and eager fellow, keen to see the wider world. Due to the influence of his lover, Rahan is drifting towards a Good alignment. He speaks in rapid-fire fashion.

Jair: Female half-elf bard 4, hp 20, AL NG, see DMG p. 114.

Jair is a daughter of a rival tribe, in her early twenties, and is tired of the barbaric lifestyle of the Weed-Sea. She sees great potential in Rahan, and wants to help him make something of himself. Jair is much calmer and more softly spoken than her lover.

Unless the PCs are particularly nasty, Rahan and Jair have a Friendly attitude. They recognized the PCs as outsiders and spied their ship, and have concluded that they may be a chance to escape the Jungle. Thus they approach the PCs with an offer of trade – they will help the PCs in return for transport away.

If questioned, the pair can impart the following information:

- Their tribes are descendants of sailors shipwrecked here over centuries. The two tribes have been feuding for a long time.
- Each of them are likely to be punished (by their own kin) or slain (by the other's kin) if their relationship is discovered.
- Upon spying the ship approaching, they gathered their sparse belongings, deciding to take the opportunity presented.
- They are well versed at surviving in the weed-sea, which has many perils including vicious animals, savage tribes, sahuagin, quicksand, and so on. It is perilous for the unwary to travel unguided.
- They are unaware of great treasures or mystical locations, but admit that the weed-sea is too vast for them to know it all. Nonetheless, they are adept at spotting most hazards.
- There is an area, in sahuagin territory, which is reputed to be a 'special' place. They know roughly where it is, even if they don't know exactly what is there.
- They know how to make reef footgear, and show PCs without such footgear how to make it.

Finding their destination

In addition to the map on its outside, the pitcher has another key ability. Now that it is in close proximity to the Weed-Sea, if it is dropped, it always lands pointing in the direction of the destination. Further, if it is filled, and something needle-like floated on it (a piece of straw, for example), then that 'needle' will point to where they need to go.

Since PCs are unlikely to think of these means of navigation, allow anyone handling the pitcher whilst in the weed-sea a DC 12 Wisdom check to feel a faint vibration in the pitcher.

The PCs can also resort to divination spells to assist in their search. Carefully phrased questions should assist them in finding their way.

DM's Note: No map is provided for this location, as the landscape slowly shifts and changes. Instead, the DM is encouraged to describe varying landmarks (eg.

the ship with the broken main mast, the moss field, the grassy knoll, etc.)

Traveling to the destination

With the assistance of Rahan and Jair, the going is slow but relatively uneventful. It takes around half a day of solid walking to get to where they need to be – longer if they don't have clear directions. Along the way, the youths will assist the PCs in avoiding hazards such as quicksand and a giant centipede lair. They also know where to gather clean water and edible fungi. In short, they are very useful and decent enough company. Both are keen to learn more about the outside world.

Without the assistance of the youths, traveling becomes much harder and risky. It takes a DC 15 Knowledge (geography) check to not get lost, since it is impossible to travel in a straight path. Further, unless someone succeeds in a DC 20 Survival check then all PCs will become fatigued after (Con x 20) minutes of travel (barring magic, of course).

As a rough guide, it will take the PCs 6 hours to reach the location; doubled without Rahan and Jair guiding them. Each failed Knowledge (geography) expends that amount of time without success.

DM's Note: Though time is not an issue, the PCs should not be given a sense of free rein with it. Use looming harsh weather as a spur if need be.

Destination in sight

Once the PCs have reached the general location they seek, allow them a DC 15 Spot check to notice something in the distance.

As you crest a pile of seaweed you spy what looks to be a small hill in the distance, perhaps half a mile away. There seems to be some form of small structure atop it.

If any PC has some form of magnified vision (ie. a spyglass) also read the following:

The structure looks to be a great horn of some kind, covered with moss and kelp.

Assuming the PCs approach the hill, proceed to the next Encounter 5.

5: HEART OF THE JUNGLE

Whenever the PCs decide to approach the hill with the horn, read or paraphrase the following:

You make your way across the seaweed field and find yourself in a slight hollow. Without warning, there is movement in the seaweed, and figures clamber out into view – wild looking piscine humanoids wielding spears and nets. There must be several dozen of them, and they form around you in a U shape, the closest around a hundred

feet or more away. They seem to quiver in anticipation, fingering their weapons as though nervous, but do not approach any closer.

The creatures are sahuagin, and exude a palpable air of menace. They give every indication of preparing for a fight, but seem somehow reluctant. Anyone succeeding in a DC 12 Knowledge (nature) check realizes what type of creatures they are and that for a group of that number they are acting uncharacteristically.

The sahuagin will not initiate combat whilst the PCs remain near the hill, but they are more than happy to do combat any PC silly enough to take the fight to them. Any example of overwhelming power (fireballs, scores of magic missiles, psychopathic whirlwinds of steel, etc) will cause them to disperse.

DM's Note: The intent of presenting the sahuagin is to lend a solid example of menace. It is not the intent to have the PCs combat them en masse. Without railroading the PCs' actions, the DM should discourage pitched battle here. However, if need be the stats for sahuagin may be found in page 217 of the *Monster Manual*.

The real threat

If the PCs leave the sahuagin be and keep their distance, they will return the favor. The PCs can proceed to the top of the hill unmolested – at least by the sahuagin. There are worse things up there to worry about. The reason the sahuagin don't attack becomes quite apparent if the horn is approached, for the hill is home to a pair of assassin vines and, at higher APLs, a tendriculos.

To complicate matters, the terrain is boggy, and is a combination of shallow and deep bog. See the DM's map provided, showing the location of deep bog (the rest is shallow bog). This has the following impact (as per DMG p. 88):

- Shallow bog costs 2 squares of movement to move into, and the DCs of Tumble checks are increased by 2.
- Deep bog costs 4 squares of movement to move into for Medium or larger creatures. Small or smaller creatures must swim in such squares.
- Deep bog also provides cover for Medium and larger creatures, and improved cover for Small or smaller creatures (+8 AC, +4 to Reflex saves). Note that this cover does not apply to attacks from the assassin vine.

Noticing Trouble

Any PC with ranks in Survival or Knowledge (nature) can make a DC 20 Spot check to notice the assassin vines, and an opposed Spot check against the Hide skill of the tendriculos, if the latter is present.

DM's Note: The effects of the bog have been taken into account when calculating the ELs of this encounter.

The assassin vines are just below the surface. This means that brave (or foolhardy) PCs can move about and occupy those squares shown on the map.

APL 6 (EL 8)

➤ **Huge Assassin Vines (2):** hp 53, 53; see Appendix 1

APL 8 (EL 10)

➤ **Tendriculos:** hp 94; *Monster Manual* p. 241
➤ **Huge Assassin Vines (2):** hp 53, 53; see Appendix 1

APL 10 (EL 12)

➤ **Advanced Tendriculos:** hp 146; see Appendix 1
➤ **Huge Assassin Vines (2):** hp 163, 163; see Appendix 1

APL 12 (EL 14)

➤ **Advanced Tendriculos:** hp 224; see Appendix 1
➤ **Gargantuan Assassin Vines (2):** hp 263, 263; see Appendix 1

APL 14 (EL 16)

➤ **Advanced Tendriculos:** hp 328; see Appendix 1
➤ **Gargantuan Assassin Vines (2):** hp 367, 367; see Appendix 1

Tactics: Quite simply, the assassin vine wants to batter and rend anything in reach, whilst the tendriculos is happy to do much the same, but eats any remnants afterwards.

However, the assassin vines avoid each other, and thus do not attack anything in the squares where their reaches overlap (see encounter map). This means the area of the horn is quite safe if anyone can get there. Allow the PCs a DC 15 Spot check to notice this.

The tendriculos does not, at any time, enter the reach of the assassin vines, nor attack anything within that area. Thus it roves around the fringes of the combat.

Development: If anyone blows the horn during the combat, then fighting is halted temporarily. See the details in the next encounter. When the beast rises to swallow the group, the assassin vine is destroyed, but the tendriculos is also swallowed. Before proceeding further into the stomach, the PC must continue to fight it, though it will lose half its remaining hit points at that point.

Once the PCs approach the horn, proceed to Encounter 6.

6: THE BELLY OF THE BEAST

If at any stage someone closely inspects the horn, then read the following:

The giant horn, some fifteen feet in length, appears to have come from an unknown aquatic creature. Although it is covered with the detritus of many, many years of plant growth, the pearlescent sheen of its surface gleams in places. Nonetheless it is not entirely natural, for someone has, at some stage, fashioned a brass mouthpiece and affixed it to the point of the horn, and the horn, as a whole, appears to be settled on what may be a stand crafted of coral.

Closer inspection (DC 15 Search check) reveals faint inscriptions in the horn's surface. These appear to be in an alternate version of Old Oeridian. If they are translated in some form, then they appear to be forms of religious psalms. Anyone succeeding in a DC 18 Knowledge (religion) check identifies them as dedications to Xerbo. (Clerics of Xerbo gain a +5 bonus to this check.)

Should anyone attempt to remove the horn, it is fixed in place, as the coral stand has grown around it in places. Additionally, the horn is incredibly heavy (hundreds of pounds in weight at least) and is magically held in place.

Detect Magic results: overwhelming conjuration [summoning] and strong abjuration.

Divination results: the horn leads to what is sought, but also leads to danger.

If the horn is blown:

If at any stage someone blows upon the horn, the following occurs:

The great horn sounds with a resounding ear-splitting moan that reverberates through all of you, to your cores, and then lingers for several moments. Everything about you seems to pause, as though the Oerth itself is waiting for something to happen.

Each PC must make a DC 24 Will or be affected by an extended heightened daze spell (cast as though 6th level) with a duration of 1 minute. Anyone who succeeds in the save is instead staggered for the duration.

DM's Note: If the horn is blown in combat then the monstrous plants too will be dazed for a similar duration. Should any unaffected PC decide to attack during this time, firstly make it quite clear that the plants seemed to have been quelled. If a PC continues to attack, then a successful hit in some form will break the dazed state.

Read the following, changing as needed for the situation:

As you sway in a blurred state of daze, the lingering groan of the horn fades away, and the subtle sense of anticipation continues. Then, after half a minute or so, as your senses slowly come back to normal, the ground beneath you seems to rise up and swell. Finally, just as it is becoming hard to keep your balance, the ballooning mass of seaweed and debris erupts upwards and then collapses in on itself, sending you tumbling chaotically downwards into churning water and vegetation.

As your mad descent continues, you appear to be tumbling into a dark void. But then you recognize that you are surrounded by great walls of flesh, and suffer the horrid realization that you are being swallowed whole by some colossal behemoth.

The great maw closes and you are engulfed in darkness, spinning and bouncing off each other and entangled in seaweed as you are washed down the enormous beast's throat. Eventually, after an apparent eternity, you are crashed unceremoniously in a tangled heap within what must be a giant gullet.

What if PCs try to avoid this fate?

Whilst it is important to the continuation of the plot for this to happen, if players are adamant that they can avoid the situation then give them the chance to do so. Only staggered PCs have a hope of escaping this fate.

Any PC on the battlemat at the time is swallowed; only those not on it can claim to be far enough away. Even flying PCs need to be several hundred feet up, since the beast lunges high into the air when it surfaces.

Should a PC manage to avoid being swallowed, then they do not take part in the rest of this encounter (and are thus not awarded experience for it).

If all of the PCs escape being swallowed then assume the two young barbarians are. If the PCs never accepted their help, or 'save' them too, then they have effectively failed in their task. This means that they can not return later in time for the sea battle, and do not take part in encounters 10 and 11.

INSIDE THE BEAST

The journey down the beast's throat has not been a pleasant experience. Indeed, as the APL increases, the process of being swallowed is wilder and more terrifying. Thus the PCs must make DC 8+APL Will saves or be shaken for the duration of the encounter. (This has been taken into account in calculating ELs for this encounter.)

Additionally, on the way down, it is almost impossible to avoid swallowing water and vegetation, resulting in the PCs being effectively poisoned. (This has also been considered for calculating ELs.)

✦ **Seawater and Vegetation Poison:** DC 16 Fortitude save resists, 2d12 hp/1d6 Con.

When the PCs choose to look around, read the following:

Your senses recovered, you find yourself in a giant organic cavern, with walls that pulsate slightly. The odor is not pleasant, a mixture of seawater and rotting vegetation – hardly helpful to possibly unsettled stomachs. A light rain of water drips from the roof of the chamber, falling upon you and resulting in itching and irritation. There must be stomach acid mixed in with the water.

From the far end of the chamber there is a faint glow, but as the gut – for that is what you must be in – curves around, what is at the end is hidden from view.

What you can see silhouetted eerily in the gloomy light are the broken remains of several ships, swallowed whole by this massive creature.

The PCs are actually in the belly of an enormous sea turtle, a unique 'child' of Xerbo. The DM should allow any suitable methods for the PCs to determine this (a high Knowledge check, a divination spell, a high Spot check when they were swallowed, etc.)

The DM should encourage a sense of wonder and danger. The low reverberating thrum of the beast's heartbeat is ever present, and the stomach moves and churns every so often, resulting in waves in the water settled in the belly. Water and acid drips from the roof of the stomach, and the light casts strange shadows from the various parts of the wrecked ships.

The aforementioned water lies in the beast's stomach, varying in depth from 5 ft. to 10 ft. depending on whether the PCs are at the sides or the centre of the gut.

Lesser Hazards

Whilst making their way through the stomach, there are a number of minor hazards marked on the map which result in somewhat trivial challenges for the PCs. None of these hazards bear any xp, but contribute to the increase EL for the main hazard.

Falling mast: If any of the PCs cross the deck of the broken ship, the rotten mast breaks and comes tumbling down, attacking up to 3 PCs in the line of effect (on the map) – Atk +8 melee, 4d6 hp.

Stomach ulcer: Anyone passing within this zone (see map) causes the ulcer to erupt, inflicting 3d6 acid damage on anyone in the area, DC 14 Reflex save for half.

Foul gases: Lingering gas from stomach contents has gathered in the hull of this ship and seeps up. All PCs

passing within the squares (see map) must make a DC 14 Fortitude save or be sickened for 1d6 minutes.

DM's Note: Additionally, as noted in the previous encounter, if the horn was blown in combat then the PCs may still have the tendriculos to fight (at half whatever hit points it had at the time).

An Upset Stomach

This hazard occurs only once whenever the first of the listed conditions are met. It cannot be detected, nor can it be disabled, so it does not classify as a trap. It is merely a natural reaction of the beast's stomach to external stimuli. The upset stomach results from any one of the following:

- Someone prods the beast's stomach wall with a damaging attack.
- A open flame (a lit torch, fire spell, etc) is used
- The sensitive spot is walked on (see map)

DM's Note: All of the ELs listed below take into account the previous hazards and the general state of the PCs.

APL 6 (EL 9)

✦ **Acid Burst (CR 5):** DC 17 Reflex save for half; 8d6 acid damage plus 1d6 per round for 4 rounds.

APL 8 (EL 11)

✦ **Acid Burst (CR 7):** DC 19 Reflex save for half; 12d6 acid damage plus 1d6 per round for 4 rounds.

APL 10 (EL 13)

✦ **Acid Burst (CR 9):** DC 21 Reflex save for half; 16d6 acid damage plus 1d6 per round for 4 rounds.

APL 12 (EL 15)

✦ **Acid Burst (CR 9):** DC 21 Reflex save for half; 16d6 acid damage plus 1d6 per round for 4 rounds.

✦ **Stomach Crush (CR 9):** 12d6 damage, never miss, multiple targets (triggering character and all adjacent)

APL 14 (EL 17)

✦ **Acid Burst (CR 9):** DC 21 Reflex save for half; 16d6 acid damage plus 1d6 per round for 4 rounds.

✦ **Stomach Crush (CR 9):** 12d6 damage, never miss, multiple targets (triggering character and all adjacent)

✦ **Poisoned Injuries (CR +2):** DC 14 Fortitude save resists, 1d4 Str/1d4 Str.

Stray Loot

If the PCs take the time to look around (DC 15 Search check) then there is treasure to be found in the wreckage within the beast's belly. Apart from standard treasure (chests of gold, lost weapons, etc) there are some magic items as well.

Treasure: Refer to the Treasure section of this adventure to determine what the PCs find here.

Around the corner

Once the PCs have navigated the various hazards and found the source of the light, proceed to encounter 7.

7: THE DWELLER WITHIN

Having made your way across rickety timbers, stinging water pools and other uncomfortable challenges, you round a bend in the giant stomach to find the source of the light. Floating in mid air is a globe of light, no more than a foot across. Sitting underneath it, in a meditative pose, is a slender elf, clad only in a damp loin cloth. His hair, also damp, is a coppery gold color, and his hands and feet appear to be webbed. He initially seems oblivious to your presence, his mind seemingly turned inwards, to focus on whatever private thoughts he might have.

The elf is indeed meditating, but becomes aware of the PCs if they approach him or in any other way interact with him. Prior to that, he has been oblivious of their presence or their efforts to reach him.

His sea green eyes snap open when he is alerted and he regards the PCs unblinkingly, with a mysterious smile. He says nothing to the PCs at first, allowing them to start a conversation.

To other races, he appears quite young, but elves and half-elves immediately recognize that he is one of those ageless ancients talked about in rhyme and song. He is not entirely of this world, and may come across as detached or even a tad insane.

The elf has no name that he will admit to, referring to himself as the Dweller Within. If the PCs ask how to address him, he will accept Dweller.

Unless the PCs present the pitcher, the Dweller will talk in circles, answering questions with questions of his own, or abstract non-answers.

If the pitcher is shown to him, the Dweller responds more positively.

The strange elf smiles wider and regards you with almost paternal approval. "Ah, you are Seekers then, truly, and not just wanderers passing by." He holds out his hand expectantly to the one brandishing the pitcher.

If the pitcher is given to him:

"Yes, it is the one, in truth. Not some pitiful copy." He turns his attention back upon you, fixing you with a disconcerting stare. "Well then, what are you willing to offer for the treasure this will unlock?"

The Dweller proceeds to bargain with the PCs, trying to drive up the 'price' to see how serious they are. He is very coy about what the treasure might be, and won't openly admit anything – instead hinting that it is an artifact of power, unique and blessed by a divine power.

The Dweller will try to push the PCs to give up something of great value – examples include a powerful magic item each, personal experience (a level's worth of xp), reduction of a key ability score, loss of the ability to cast a powerful spell, etc.

It is the DM's task to make the players think the PC has to sacrifice something here, possibly permanently. When it looks like a deal has been struck the DM should ask each player to confirm what it is they are willing to pay.

Once the bargain has been struck, continue:

The Dweller grins with almost childlike glee and claps his hands in pleasure. "Indeed, you are determined to seek that which I can give. Most determined..." He raises the pitcher above his head and murmurs in an unrecognizable sing-song language. Then, with a cry of elation, he hurls the pitcher into the deepest pool in the chamber.

For a moment little happens, and it seems as if he is mocking you. Then the water begins to foam and bubble, and something starts to rise from beneath the surface.

First the tips of two slender masts appear, then silken sails that shine like mother of pearl. As they rise, a sleek lean vessel appears, seemingly fashioned from jet and ivory. There is a predatory look about the long menacing black and white ship, that gleams as water runs off its decks.

"Behold the Orca!" murmurs the Dweller. "I loan it to you... freely!"

The Dweller has, nor ever had, any intention of taking what the PCs offered. He only wanted to see how serious they were. No doubt the PCs (and players) will grumble about being tricked, and he will laugh at their consternation (it might not be wise for the DM to laugh at the player's though).

The Dweller explains very clearly that he is loaning the Orca to them, and that once they have achieved their purpose with it, they are to let it return. It will do so itself; the PCs need not come back to this location. (There will be much relief, no doubt.)

Details of the Orca can be found in the Vessels DM aid in the appendices. Note that to make use of its full potential it requires only 2 crew members – one at the helm and another to command the rigging. The ship can actually sail itself as need be, though this may not be readily apparent straight away.

DM's Note: Any player with the Brass Pitcher AR item should now cross it off, even if they weren't the PC who brought the item to the table.

Leaving the scene

Of course, the PCs should realize they are still trapped within the belly of the beast. If they ask about this, the Dweller chuckles, and suggests they board their vessel. When the PCs are ready, he will 'open the gates'.

With a cry, the Dweller raises his hands and conjures a bubble of water around himself. A deep groan echoes around the stomach chamber, and the world as it is lurches. The Orca sways alarmingly as everything tips, and you feel a rushing sense of movement.

Then there is a roaring, rushing noise and torrents of water foam and tumble into the stomach. The Orca bucks and careens about in the turbulent surf, and then the sails fill and you are staggered as the ship rushes forward.

Wind and spray sweep about you as the mighty vessel speeds upwards. You can see the brightness of daylight as you sail through the beast's cavernous throat and out of its mighty maw.

For a moment it seems as if you are flying, caught in the winds and hurtled high above the ground. Then the Orca swoops downwards and its sharp bow pierces the weed, slicing it cleanly apart. Behind you, you can see the head and neck of a giant turtle, which gives a deafening mournful cry before it sinks below the weed-sea. The ship sails on, cleaving through the clutter of the vegetation as though it were mere smoke...

8: SIREN IN THE STORM

Hopefully the PCs are smart (and loyal) enough to seek out the *Alva's Legacy* – or their own vessel if they brought one – and report in. Should they do so, it also presents an opportunity to swap Rahan and Jair over to the other vessel. Although they would prefer to stay with their new friends, when they learn that the next step is to head into a sea battle common sense prevails.

At this point it makes sense for the PCs to take the *Orca* and part company with the *Alva's Legacy*. The magical ship is far quicker than the caravel, and the PCs should understand that time is of the essence – Captain Jerome will remind them if need be.

If the PCs have no sailor or navigator amongst them – ie. no one with 5 or more ranks in Profession (sailor) or Knowledge (geography) – then the captain will assign Myra Gall to accompany them.

They are still out in the middle of nowhere and have to find their way back to known waters. Thankfully the captain has kept his charts up to date, and his rutter can be considered to be an excellent chart reader.

The journey is considered "distant and seen once", which means someone needs to succeed in a DC 25 Knowledge (geography) check to return in decent time. The captain's chart provides a +2 bonus to this

check, and there is a sextant on board the *Orca*, providing another +2 bonus for those who can use it.

The PCs can now set sail on the return leg.

*The Orca scuds over the waves as if they were clouds and she a fleet bird of prey. Though the *Alva's Legacy* was not a slow ship, she now seems sluggish in comparison to the sleek vessel on which you find yourselves. Even the lubbers amongst you can feel a sense of excitement at being in command of such a craft.*

*The leagues slip by over the next few days as the weather seems to favor your journey. Even in moments of calm, the *Orca's* sails remain full and she speeds onwards.*

After nearly a week of sailing, however, the weather finally seems to turn. Brooding clouds gather on the horizon and the wind picks up. Within a surprisingly short period of time, a sea gale gathers and closes in on you. By the speed with which it came in, this does not appear to be an ordinary storm. Perhaps the way in which the lightning strikes or appears to look like tridents is something of a giveaway.

*The clincher is when the *Orca's* wheel spins and, despite the efforts of those at the helm, she sets a new course – one headed in the direction from which you can hear the eerily beautiful sound of a woman's voice raised in song...*

The PCs have been unlucky enough to find themselves caught in the middle of a divine rivalry – the *Orca* is a gift of Xerbo, and this has raised the ire of Procan, always a tempestuous and jealous god. He has set one of his minions to deal with this annoyance. The minion in question is a nereid, a sea nymph whose unearthly singing ensorcelled the *Orca* and draws it to a possible doom on jagged rocks.

The PCs can make a DC 15 Spot check to notice the rocks ahead. Note that there is a -1 penalty per 10 feet of difference, so use this to determine at what range the rocks are seen.

Exceeding this DC by 5 or more also allows the spotter to notice a graceful feminine form atop the biggest cluster of rocks.

Controlling the *Orca*

So long as the nereid is allowed to sing uninterrupted then she is controlling the course of the *Orca*. She is doing this using a special form of bardic music known only to herself.

To retain control of the *Orca*, whoever is piloting her must beat the nereid in an opposed check, pitting their Profession (sailor) skill against her Perform skill each round.

If there is a PC bard then they may attempt to use their countersong ability to interfere with the nereid's song. Make opposed Perform checks each round – if the PC equals or exceeds her roll then the PCs have control of the *Orca* for that round.

Play up the give and take aspect of this contest.

Weather Effects

The weather is considered to be a thunderstorm with severe wind effects (see DMG, 94–95 for full details).

PCs may make DC 15 Strength checks to avoid the effects of being Checked or Knocked Down. They can hunker low instead, result in half movement speed and a -2 penalty to attacks and AC.

DM's Note: The EL of the encounter is not changed by this, as the nereid is not prepared to fight to the bitter end (see below).

Engaging the Nereid

Approaching the nereid is likely to be difficult, but not impossible. If the PCs want to engage her then they are going to have to swim, fly or teleport to her – unless of course the *Orca* founders, in which case they can just jump off (probably not an ideal solution.)

Keep in mind that the weather may hamper progress somewhat, and it will be difficult to get to the nereid. It will also be nearly impossible to use any ranged attacks against her.

DM's Note: If the PCs overcome her song and manage to sail the *Orca* to safety then she is considered to have been defeated.

Development: Should the PCs choose, they can use Bluff, Diplomacy or Intimidate to deal with the nereid. She is considered to have an initial attitude of Unfriendly, and a bonus of +10 to rolls against Bluff and Intimidate (she doesn't want to let Procan down).

Description: A graceful, nymph-like being rises from the water, draped in a flowing white shawl reminiscent of a cresting wave.

Nereids are retiring fey native to the Elemental Plane of Water. They resemble tritons and share a common ancestry, but unlike their cousins they have never moved permanently to the Material Plane. Nereids occasionally leave their home plane to explore Material Plane seas.

Tales speak of nereids as beautiful women who drown men with a kiss, but in fact they are extremely shy. A nereid is nearly impossible to detect in its element, with a shimmering body that is almost transparent. On the rare occasions that a nereid leaves the water, it takes on a more solid-looking appearance, resembling a pale elf wearing a distinctive shawl.

Nereids are often found in the company of sea creatures and water elementals. They speak Aquan with voices that sound like the soft hiss of surf.

A nereid relies on concealment and camouflage to avoid danger, and it does not attack unless in the most desperate circumstances (such as retrieving a stolen shawl). Nereids use their water magic to hold back attackers and summon elemental allies to assist them in combat.

DM's Note: No map is provided for this encounter. The nereid is on a clump of rocks some 25 ft. in diameter, with the center raised so she can hide behind it. See the map for encounter 5, and use the higher APL template as a guide.

APL 6 (EL 7)

☛ **Nereid:** hp 26; see Appendix 1

APL 8 (EL 9)

☛ **Nereid:** hp 35; see Appendix 1

APL 10 (EL 11)

☛ **Nereid:** hp 44; see Appendix 1

APL 12 (EL 13)

☛ **Nereid:** hp 53; see Appendix 1

APL 14 (EL 15)

☛ **Nereid:** hp 62; see Appendix 1

Tactics: The nereid's main goal is to draw the *Orca* onto the rocks and founder her. She has nothing in particular against the PCs themselves, but she fights if they attack her, making good use of a summoned Medium-sized water elemental. If the PCs approach she assumes full cover behind the rocks, making sure she is not a target for ranged attacks. If anyone closes then she uses her drown ability to good effect.

She has no desire to fight to the death, and will surrender if she takes half or more hit points. This balances the EL of the encounter, as the conditions would otherwise raise it.

What if the *Orca* founders?

If the *Orca* is drawn onto the rocks, she is holed and in no fit state to sail. The nereid departs, if she is not first defeated.

Luckily for the PCs the *Orca* is somewhat alive, and can thus be fixed via healing spells. Allow the PCs a DC 20 Spot check to notice the ship is 'bleeding' and then a further DC 20 Knowledge (arcane) check to realize that healing may work. However she has taken the equivalent of 200 hp damage and fixing her will somewhat drain the PCs' resources.

If worst comes to worst, and the PCs can't or don't fix the *Orca*, they will be picked up by the *Alva's Legacy* a week later. This makes them too late for the battle, and their adventure effectively ends here.

DM's Note: If the *Orca* is foundered and the nereid is not 'defeated' then no xp is awarded. If she founders and the nereid is 'defeated' (by being killed or forced to flee at half hit points) then half xp is awarded. PCs only receive full xp if the *Orca* is not drawn onto the rocks.

9: HIDE OR SEEK AGAIN

Having survived the storm and siren, set course onwards, wet and chilled to the bone. This was obviously never meant to be an easy journey, and no doubt fate has more in store for you. Now with time to take steadying breaths and to look around you it seems the sea has calmed again. It's looking to be a safe journey, for now...

The remainder of this encounter takes place if the PCs evaded or otherwise did not defeat the trailing ship in encounter 3.

If they did defeat their foe in encounter 3, then proceed to encounter 10.

In fact, you have two days of plain sailing before the fog banks roll in, and you slip over calm water through eerie mist.

Then, those standing along the stern of the Orca suddenly spy something through a gap in the fog. An awfully familiar vessel drifts several hundred feet off the stern, to starboard. She seems damaged, and may have also been caught in the storm. It looks like you have the upper hand this time.

Allow the PCs some time to devise a plan. They may either decide to attack the vessel or to evade and never deal with them.

Hide

If the PC's decide to evade:

You quickly raise the sails and turn towards your destination. As you feel the wind grip onto the sails the Orca nearly takes off. When the other ships manages to raise its sails, it is already way behind. The Orca speeds on and soon the ship is but a tiny speck on the horizon. Obviously their ship is no match for your vessel.

Continue with encounter 10. Note the PCs receive no xp or treasure for this encounter, not dealing with those aboard the other ship.

Seek

If the PC's decide to engage:

You quickly swing the Orca around and make a straight course towards the struggling ship. Your sudden appearance causes a flurry of movement, as you seem to have caught your foes on the hop.

On the decks of the other vessel, named the Stalker it appears, is a gathering of undead crewmen. Standing with them are two burly humans, seemingly unperturbed by the presence of the evil crew. On the stern of the other vessel

appears to be a living corpse, obviously readying to engage you.

APL 6 (EL 8)

☠ **Ushyn:** male deathlock sorcerer 4; hp 31; see Appendix 1

☠ **Boran & Korvin:** male human barbarian 2/ fighter 1; hp 31, 31; see Appendix 1

APL 8 (EL 10)

☠ **Ushyn:** male deathlock sorcerer 6; hp 37; see Appendix 1

☠ **Boran & Korvin:** male human barbarian 2/ fighter 3; hp 47, 47; see Appendix 1

APL 10 (EL 12)

☠ **Ushyn:** male deathlock sorcerer 8; hp 43; see Appendix 1

☠ **Boran & Korvin:** male human barbarian 2/ fighter 3/ death's chosen 2; hp 70, 70; see Appendix 1

APL 12 (EL 14)

☠ **Ushyn:** male deathlock sorcerer 10; hp 49; see Appendix 1

☠ **Boran & Korvin:** male human barbarian 2/ fighter 4/ death's chosen 3; hp 88, 88; see Appendix 1

APL 14 (EL 16)

☠ **Ushyn:** male deathlock sorcerer 12; hp 55; see Appendix 1

☠ **Boran & Korvin:** male human barbarian 2/ fighter 6/ death's chosen 3; hp 108, 108; see Appendix 1

DM's Note: Deck maps of both the *Orca* and the *Stalker* are provided in the DM Aid section.

Tactics: Ushyn will use his spells to good effect, trying to fight at range and cause as much damage as possible. He will use the incidental crew and his both henchmen as a protective screen. Due to their pledge to the undead master they won't be harmed by his spells (APL10+), Ushyn knows this and uses this to centre blasts on them. At lower APLs he will try to keep them free but doesn't hesitate to catch them in an area of effect if necessary.

Boran and Korvin will close and attempt to kill spellcasters, especially clerics and/or obvious party healers. Any non-spellcasters who trouble them are herded, where possible, overboard.

Since quarter is not expected, this is a fight to the death.

Treasure: Refer to the Treasure section of this adventure to determine what the PCs find here.

Incidental crew

Apart from the opponents listed, there are of course additional undead crew members. None of them

should pose much of a threat to the PCs, but they can get in the way and run some interference. This has no effect on the EL (show restraint at APL 6).

All APLs (EL 2)

👁️ **Human Commoner Zombie (4):** hp 16, 16, 16, 16; *Monster Manual* p. 266

10: CALM WATERS

Chased by undead pirates, swallowed whole by giant beasts, having discovered hidden treasures, been flung about by storms and tempted by sirens; you have found these last weeks eventful to say the least. Finally, though, it seems as if things have quietened down enough for you to rest, recuperate, and take stock.

Somewhere out there is a massive fleet, so they say, crewed with the dead and intent on killing all who cross them. And here you are sailing right into the maw of the monster. You'll need your wits about you, no doubt.

At this point the PCs are likely feeling a little battered and set upon, so this is a chance for them to heal up a bit and settle the nerves. Soon enough they'll be back in the thick of the action, and it's likely they know it too.

By this stage they are back in familiar waters and so they can plot a course back with greater ease. Have their navigator make a DC 15 Knowledge (geography) check, remembering to add +4 to the roll for the charts and sextant.

You must be within a day or so from the coast when you spot a sail on the horizon. Battle readiness seems an appropriate state to assume, but it quickly becomes apparent that the small ship is no threat – for one it is a mere pinnace, and secondly it seems to be terribly battle scarred. There are signs of movement on deck, as whatever crew are aboard look to be hiding. Obviously the first sight of the Orca is enough to unsettle anyone, friend or foe alike.

Allow the PCs to take whatever precautions they can, but those on board are allies. They are merchantmen from Dekspoint who were caught in the fringes of an engagement and managed to just make it out alive. Once they realize the PCs are friendly, they will be relieved to see them. There are four crew on board – Hoggin, Dandy Ike, Lungo and Pinner. All are lightly injured, but consider themselves lucky. The rest of the crew were all killed.

If questioned, the four survivors can provide the following information:

- Battle has been joined, about a week ago.
- It's been on and off again action, with the fleets engaging and then breaking off.

- The enemy seem to hold an advantage, but not an overwhelming one as yet.
- The enemy has a big fleet, and its flagship, the Maelstrom is said to be a massive greatship.
- The enemy fleet's leader is said to be an undead wizard called Admiral Shevenyet.
- The allied fleet is regrouping for a big push, and should engage en masse quite soon – within a day or two.
- If this game is played in Nyron and her Environs, the core of enemy fleet is several leagues southeast of Dekspoint.
- If this game is played in the Splintered Suns, the core of the enemy fleet is several leagues north of the Lendore Isles.
- These crew have no desire to rejoin the fight. It's just not right fighting zombies and things.

Apart from being kind and healing the poor fellows, there is little else left now for the PCs but to set sail and head for battle.

11: MAELSTROM!

The sights and sounds of a massive sea battle assail you. Burning vessels light the gloom and smoke and sea fog drift across the water, with ominous shadows being by flames and the eldritch light of spells. Screams of agony and terror, screeching of inhuman foes, shrieking of spells, and the rising songs and chants of bards and priests alike mingle with the splintering of wood, the crackle of flames and the booming waves in a cacophony of chaos and death.

Trying to make sense of the battle is nigh impossible from a distance. Though dozens of ships appear to have been disabled or sunk, dozens more slip here and there, embroiled in a fight to the death. At the heart of it all, a mighty greatship surrounded by a pall of evil darkness swoops here and there, bringing havoc with it. Despite their efforts, it appears the allied ships can do little against this mighty predator of the sea.

The result of the battle seems to hang in the balance.

The PCs should be tempted to assault the enemy flagship, playing the role of the reserves who arrive at the last minute. Let them make use of the Orca and its resources to knife their way through the battle. Don't bog down in combat with other enemy ships, but if the PCs want to blast away at the fleet, be colorful and descriptive, and encourage the players to do the same.

Allow five to ten minutes, if time permits, for the PCs to cut loose in the approach. Describe the din of battle, the sight of allies locked in fatal combat with the foe, and the grim sight of the enemy flagship

marauding through the battle zone. Don't let this drag on; if the players seem bored then cut to the chase and set their sights on the *Maelstrom*.

Approaching the *Maelstrom*

The flagship is under the effects of the fog of war. Thanks to cover, sea spray, smoke from burning vessels, and a wide variety of spells in effect, it is nigh on impossible to clearly see the decks of the *Maelstrom*. Thus whilst the PCs can make out figures moving about, at no time prior to boarding do they make out any specific opponents listed below.

It will take 4 rounds for the *Orca* to close for boarding once it is within the effective range of its various weapons. Allow the PCs to make use of the various "ship's guns" to cause havoc to the *Maelstrom* itself or its incidental crew.

Should the PCs decide to hold off and attack the *Maelstrom*, it will reciprocate and rain artillery attacks at the *Orca*. Indicate to the PCs that holding off will be troublesome.

Boarding Action

When the PCs are ready to take the fight to the decks of the *Maelstrom*, read or paraphrase the following:

Your arrival has caused considerable trouble for the enemy, for you have cut a swath through their fleet and damaged their flagship, not to mention their pride. Your appearance seems to have heartened and inspired the allied fleet, for other vessels have closed upon the flagship with the obvious intent of boarding her. Already lines have been thrown and marines are starting to climb up. This has drawn the attention of the enemy crew, and sinister figures on the fo'c'sle and sterncastle seem ready to repel boarders...

At APL 6 and 8, combat takes place on the forward and midsection maps (see DM's Aid). The PCs are engaging officers of the command crew, who start on the forward map. At the same time, other unnamed adventurers amongst the allied fleet can be assumed to have boarded the *Maelstrom* to engage the admiral and his attendants.

If the PCs desperately want to engage the admiral as well, give them one warning that it may be a tough challenge. If they continue to engage, then use the APL 14 version and don't hold back. Should they somehow win, they still only get rewards appropriate to their APL.

A trio of grim priests, once human but now pale and deathly, clad in glistening shell-like armor, call commands to the lumbering crew from the fo'c'sle.

APL 6 (EL 9)

☛ **Huecuva** (3): hp 33, 33, 33; Appendix 1

APL 8 (EL 11)

☛ **Huecuva** (3): hp 48, 48, 48; Appendix 1

At APL 10 and above, the combat takes place on the aft and midsection maps (see DM's Aid). The PCs engage the admiral and his attendants, who start on the aft map. If they wish to engage the forward section as well, discourage them – it is assumed lesser adventurers from the allied fleet are doing this. Should the PCs still continue then use the APL 8 statistics, but this garners no extra rewards.

The admiral of the fleet stands aboard the command deck, resplendent in officer's finery, a mockery of more honorable captains. He holds his gaunt frame in a pose of contempt and defiance, sweeping the field of battle with intense hatred in his sunken eyes. An almost palpable aura of evil surrounds him. At his sides loom his aides, a pair of pale clerics clad in shimmering chitinous armor.

APL 10 (EL 13)

☛ **Huecuva** (2): hp 48, 48; Appendix 1

☛ **Admiral Shevenyet**: hp 66; Appendix 1

APL 12 (EL 15)

☛ **Huecuva** (2): hp 63, 63; Appendix 1

☛ **Admiral Shevenyet**: hp 66; Appendix 1

APL 14 (EL 17)

☛ **Huecuva** (2): hp 78, 78; Appendix 1

☛ **Admiral Shevenyet**: hp 90; Appendix 1

DM's Note: The admiral has a small hourglass on a chain about his neck (DC 15 Spot to notice). A DC 18 Spellcraft check reveals this as a necessary material component of the *anticipate teleportation* spell.

Incidental crew

Apart from the opponents listed, there are of course dozens of additional undead crew members. None of them should pose much of a threat to the PCs, but they can get in the way and run some interference. This has no effect on the EL (show restraint at APL 6), as it balances the fact that the PCs should come into the fight at full health and with all spells ready. The standard unit is listed below, and these troops will be used as a screen for keen clerics with turning attempts up their sleeves.

All APLs (EL 3)

☛ **Ghoul (Lacedon)**: hp 13; *Monster Manual* p. 118–119

☛ **Human Commoner Zombie** (4): hp 16, 16, 16, 16; *Monster Manual* p. 266

Tactics: This is a fight to the death. The enemy knows that quarter will not be given, nor do they intend to give any. It is left to the DM to decide the best use of the enemy's abilities, as the PCs' actions can not be easily predicted.

The officers will use one or two groups of incidental crew to screen them from turning attempts, as well as cannon fodder.

DM's Note: This is the climax of the series, so hit hard (and often), but give the PCs the chance to shine as heroes. Reward swashbuckling action and don't quibble on rules too much if the PCs get fancy.

Treasure: Refer to the Treasure section of this adventure to determine what the PCs find here.

CONCLUSION

Too Late:

If the PCs never recovered the *Orca*, or otherwise arrived too late:

Ignominious defeat. It's a bitter pill to swallow, but unavoidable. Fate has decreed that you arrive too late to have any impact upon the sea battle. Instead you bear witness to the wreckage of failure – the sad remnants of broken and destroyed vessels float forlornly on the waves. Eerily, there are no bodies, which likely means that the ranks of the enemy navy have grown. Fallen comrades become tomorrow's enemies. There is little left for you to do but slink away and try not to hear too many bitter tales of those who did fight and somehow survive...

The PCs gain no extra rewards, nor do they receive any penalties. Instead they are ignored, treated as blowhards whose prior exploits were obviously over-exaggerations.

Just Not Good Enough:

If the PCs recovered the *Orca* and made it in time for the battle, but were unable to defeat the officers or Admiral Shevenyet:

Despite your best efforts, the forces of the enemy were too powerful to overcome. Wisdom prevailed over valor, and you were held off by the admiral and his minions. Unfortunately, the evil sea lord remains the foundation of the undead navy, and with his continued existence, the enemy has won the day. The allied fleet was torn apart, those who survived fleeing whilst they could. Whether this sees the destruction of the fleeting alliance, or whether old enmities will once more come to the fore, remains to be seen. For now, Delgath's fleet is the greater power upon the Solnor...

The PCs gain the *Legacy of the Orca* AR item.

Won the Day:

If the PCs recovered the *Orca* and made it in time for the battle, and successfully defeated Admiral Shevenyet:

It has been a day for heroes indeed. The battle was in the balance, looking to turn the way of the enemy, when your startling arrival turned the tide. Inspired by your deeds, the allied fleet rallied and took advantage of the admiral's destruction to wreak merry havoc amongst the undead armada. Though some enemy ships escaped, and will need to be hunted down, the strength of their force has been shattered, and the threat nullified. It will be some time before you will have to buy drinks in any bar along the Solnor Coast, for your names are on everyone's lips. In time, old enmities will no doubt resurface, but for now at least, it is time to link arms and celebrate.

The PCs gain the *Legacy of the Orca*, *Sea Bounty*, and *Heroes of the Waves* AR items.

Farewell to a Friend:

Regardless of the outcome, if the PCs gained the *Orca*, then they are obliged to give her back, as per their bargain with the Dweller. All they have to do is disembark and relinquish command.

Should they choose to do otherwise, the *Orca* will eventually take control and, regardless of what they do, return to where it belongs. Anyone who tries to stay on board is going to be in a spot of bother. They will either end up in the beast's belly (and thus need a special mission to be rescued) or abandon ship – requiring an additional time cost of 4 TU as they wait for rescue.

DM's Note: Anyone who tries to keep the *Orca* does not receive the *Legacy of the Orca* AR item.

You disembark from the Orca, leaving her adrift with no crew. For a moment, it seems as if nothing will happen. Then she slowly turns until her bow points westwards, and her great sails billow and fill with wind. Sleek and deadly as ever, she slices across the waves and sails away at full speed. In time, if you watch long enough, she becomes a speck on the horizon. Then there is a glint of light, perhaps just a trick of the eye, and she is gone. Who knows if you will ever see her again...

Postscript:

If the PCs rescued Rahan and Jair, then the young couple find a quiet location to settle themselves, and several weeks later the PCs receive their thanks and news that they are happy and doing well.

The PCs' only reward for rescuing them from their clans and the Weed Sea is a warm fuzzy feeling for doing the right thing.

— The End —

CAMPAIGN CONSEQUENCES

1. Did the PCs successfully gain control of the *Orca*?
2. Did the PCs defeat Admiral Shevenyet, or his officers?

Please email the results to mark.somers@netspeed.com.au (if in Nyron and her environs) or magicstar@home.nl (if in Splintered Suns), or your local triad point of contact.

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.

1: Bar Fight!

Defeating Verno and Silva

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

5: Heart of the Jungle

Defeating the horn's guardians

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

6: Belly of the Beast

Experiencing the hazards within

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

8: Siren in the Storm

Defeating or bypassing the nereid

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

9: Hide or Seek Again

Defeating or eluding the Stalker

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

11: Maelstrom!

Defeating the officers

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

Story Awards

Eluding the Stalker in encounter 3:

APL 6	90 XP
APL 8	110 XP
APL 10	135 XP
APL 12	155 XP
APL 14	180 XP

Taking along Rahan and Jair:

APL 6	90 XP
APL 8	115 XP
APL 10	135 XP
APL 12	160 XP
APL 14	180 XP

Voluntarily entering the beast's belly:

APL 6	90 XP
APL 8	115 XP
APL 10	135 XP
APL 12	160 XP
APL 14	180 XP

Discretionary roleplaying award

APL 6	90 XP
APL 8	110 XP
APL 10	135 XP
APL 12	155 XP
APL 14	180 XP

Total Possible Experience

APL 6	1,800 XP
APL 8	2,250 XP
APL 10	2,700 XP
APL 12	3,150 XP
APL 14	3,600 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 *gained* field of the adventure certificate.

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

1: Barfight!

APL 6: Loot 26gp; Magic *bracers of armor* +1 83gp, *cloak of resistance* +1 83gp, *potion of bull's strength* 25gp, *potion of cat's grace* 63gp, *potion of cure moderate wounds* (2) 50gp, *Potion of mage armor* 4gp, *ring of protection* +1 167gp; Total 501gp.

APL 8: Loot 26gp; Magic *bracers of armor* +1 83gp, *cloak of resistance* +2 333gp, *potion of bull's strength* 25gp, *potion of cat's grace* 63gp, *potion of cure moderate wounds* (2) 50gp, *potion of mage armor* 4gp, *ring of protection* +1 167gp; 751gp.

APL 10: Loot 26gp; Magic *bracers of armor* +1 83gp, *cloak of resistance* +2 333gp, *ki straps* 417gp, *potion of bull's strength* 25gp, *potion of cat's grace* 63gp, *potion of cure serious wounds* (2) 125gp, *potion of mage armor* 4gp, *ring of protection* +1 167gp; Total 1,243gp.

APL 12: Loot 26gp; Magic *bracers of armor* +1 83gp, *cloak of resistance* +2 333gp, *ki straps* 417gp, *periapt of wisdom* +2 333gp, *potion of bull's strength* 25gp, *potion of cat's grace* 63gp, *potion of cure serious wounds* (2) 125gp, *potion of mage armor* 4gp, *ring of protection* +1 167gp, *rock boots* 167gp; Total 1,743gp.

APL 14: Loot 26gp; Magic *bracers of armor* +2 333gp, *cloak of resistance* +2 333gp, *ki straps* 417gp, *monk's belt* 1,083gp, *periapt of wisdom* +2 333gp, *potion of bull's strength* 25gp, *potion of cat's grace* 63gp, *potion of cure serious wounds* (2) 125gp, *potion of mage armor* 4gp, *ring of protection* +1 167gp, *rock boots* 167gp; Total 3,076gp.

6: The Belly of the Beast

APL 6: Coin 300gp; Magic *oars of speed* 208gp; Total 508gp.

APL 8: Coin 400gp; Magic *magnificent captain's coat* 917gp, *oars of speed* 208gp; Total 1,525gp.

APL 10: Coin 500gp; Magic *magnificent captain's coat* 917gp, *oars of speed* 208gp, *pearl of the sirines* 1,275gp; Total 2,900gp.

APL 12: Coin 600gp; Magic *magnificent captain's coat* 917gp, *oars of speed* 208gp, *pearl of the sirines* 1,275gp; Total 3,000gp.

APL 14: Coin 700gp; Magic *magnificent captain's coat* 917gp, *oars of speed* 208gp, *pearl of the sirines* 1,275gp; Total 3,100gp.

9: Hide or Seek Again

APL 6: Loot 43gp; Magic *potion of cure light wounds* (2) 8gp, *potion of inflict light wounds* 4gp; Total 55gp.

APL 8: Loot 43gp; Magic *potion of cure moderate wounds* (2) 50gp, *potion of inflict moderate wounds* 25gp; Total 118gp.

APL 10: Loot 43gp; Magic *potion of cure serious wounds* (2) 125gp, *potion of inflict serious wounds* 63gp; Total 231gp.

APL 12: Loot 43gp; Magic *potion of cure serious wounds* (2) 125gp, *potion of inflict serious wounds* 63gp; Total 231gp.

APL 14: Loot 43gp; Magic *potion of cure serious wounds* (2) 125gp, *potion of inflict serious wounds* 63gp; Total 231gp.

11: Maelstrom!

APL 6: Magic +1 *chitin armor* (3) 294gp, *vest of resistance* +2 (3) 1,000gp; Total 1,294gp.

APL 8: Magic +1 *chitin armor* (3) 294gp, *vest of resistance* +2 (3) 1,000gp; Total 1,294gp.

APL 10: Magic +1 *chitin armor* (2) 196gp, +1 *sharkskin armor* 99gp, *ring of four winds* 1,667gp, *stormrider cloak* 2,500gp; Total 4,462gp.

APL 12: Magic +1 *chitin armor* (2) 196gp, +1 *sharkskin armor of spell resistance* (13) 765gp, *ring of four winds* 1,667gp, *stormrider cloak* 2,500gp; Total 5,128gp.

APL 14: Magic +1 *chitin armor* (2) 196gp, +1 *sharkskin armor of spell resistance* (15) 1,349gp, *ring of four winds* 1,667gp, *stormrider cloak* 2,500gp; Total 5,712gp.

Conclusion

APL 6: Coin 1,800gp; Total 1,800gp.

APL 8: Coin 2,400gp; Total 2,400gp.

APL 10: Coin 3,000gp; Total 3,000gp.

APL 12: Coin 3,600gp; Total 3,600gp.

APL 14: Coin 4,200gp; Total 4,200gp.

Treasure Cap

APL 6: 1,800gp

APL 8: 2,600gp

APL 10: 4,600gp

APL 12: 6,600gp

APL 14: 13,200gp

Total Possible Treasure

APL 6: 4,158gp

APL 8: 6,088gp

APL 10: 11,836gp

APL 12: 13,702gp

APL 14: 16,319gp

ADVENTURE RECORD ITEMS

🦋 **Heroes of the Waves:** You were instrumental in defeating the undead fleet terrorizing the Solnor. Such efforts do not go unrewarded. As such, you have gained access to the following (all from *Stormwrack* except where noted):

Feats: Expert Swimmer, Sea Legs, Ship's Mage, Storm Magic;

Items: Aquatic weapon ability (MIC), Buoyant armor ability (MIC), Everfull Sails, Rogue's Vest (DMG2), Scarf of Spellcatching (DMG2), Vest of Legends (DMG2), Water Elemental Power [Large or Huge] weapon synergy ability (DMG2);

Prestige Classes: Dread Pirate, Legendary Captain or Stormcaster;

Spells: *control currents*, *detect ship*, *favorable wind*, *roar of the wind*, *siren's call*, *steed of the seas*, *wake trailing*.

🦋 **Legacy of the Orca:** For a time, you were at one with a magical vessel, an artifact of power. No one has such a bond without some lingering effect. You may use the following powers (as if a by a spell caster of your level) once each (tick when used):

- control water*
- gust of wind*
- water breathing*

👑 **Sea Bounty:** As part of your valor in the defeat of the enemy fleet, you have earned a share in the battle's bounty. You may claim a captured vessel as your own (though you must pay half the full cost, and the vessel has no crew – they must be hired). You have access to one of the following type of vessel at the discounted price listed below (tick chosen selection):

- APL 6–8:** Pinnace (*Stormwrack*, 2,250gp)
- APL 10:** Cog (*Stormwrack*, 3,000gp)
- APL 12:** Dhow (*Stormwrack*, 3,500gp)
- APL 14:** Caravel (*Stormwrack*, 5,000gp)

ITEM ACCESS

APL 6:

- +1 *chitin armor* (Adventure, *Stormwrack*, 1,175gp)
- *Oars of speed* (Adventure, *Stormwrack*, 2,500gp)

APL 8 (all of APL 6 plus the following):

- *Magnificent captain's coat* (Adventure, *Stormwrack*, 11,000gp)

APL 10 (all of APLs 6-8 plus the following):

- *Ki Straps* (Adventure; *Magic Item Compendium*; 5,000gp)
- *Ring of four winds* (Adventure; CL 3rd; *Stormwrack*; 20,000gp)
- +1 *sharkskin armor* (Adventure, *Stormwrack*, 1,185gp)
- *Stormrider Cloak* (Adventure, *Stormwrack*, 30,000gp)

APL 12 (all of APLs 6-10 plus the following):

- *Rock Boots* (Adventure; *Magic Item Compendium*; 2,000gp)
- +1 *sharkskin armor of spell resistance (13)* (Adventure, *Stormwrack*, 9,185gp)

APL 14 (all of APLs 6-12 plus the following):

- +1 *sharkskin armor of spell resistance (15)* (Adventure, *Stormwrack*, 16,185gp)

APPENDIX 1: APL 6

1: BARFIGHT!

VERNO

CR 5

Male halfling monk 5

LE Small humanoid (Halfling)

Init +3; **Senses** Listen +5, Spot +3

Languages Common, Halfling,

AC 20, touch 19, flat-footed 17

(+1 size, +3 Dex, +1 class, +3 Wis, +1 armor, +1 deflection)

hp 31 (5 HD);

Immune disease, except supernatural and magical

Fort +7, **Ref** +9, **Will** +9 (+2 vs. enchantments)

Speed 30 ft. base movement 20 ft.

Melee Unarmed strike +7 (1d6+1) or Flurry of Blows +6/+6 (1d6+1)

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

Base Atk +3; **Grp** +0

Atk Options Stunning Fist (DC 17), Combat Reflexes

Combat Gear *Potion of mage armor*, *potion of bull's strength*, *potion of cure moderate wounds*

Abilities Str 12, Dex 14, Con 13, Int 10, Wis 16, Cha 8

SQ Evasion, Still mind, *Ki* strike (magic), Purity of body, Slowfall 20 ft.

Feats Ability focus (Stunning fist), Weapon Finesse, Stunning Fist^B, Combat Reflexes^B, Improved unarmed strike^B

Skills Balance +13, Escape Artist +11, Jump +13, Tumble +13

Possessions combat gear plus *cloak of resistance* +1, *bracers of armor* +1, *ring of protection* +1

SILVA

CR 5

Female halfling rogue 3/ fighter 2

LE Small humanoid (Halfling)

Init +3; **Senses** Listen +1, Spot +5

Languages Common, Halfling, Oeridian

AC 17, touch 14, flat-footed 14

(+1 size, +3 Dex, +3 armor)

hp 29 (5 HD);

Fort +6, **Ref** +7, **Will** +1

Speed 20 ft. in studded leather (4 squares), base movement 20 ft.

Melee Dagger +8 (1d3+2) or Dagger +6/+6 (1d3+2/1d3+1)

Ranged Dagger +9 (1d3+2) or Dagger +7/+7(1d3+2/1d3+1)

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

Base Atk +4; **Grp** +2

Atk Options sneak attack +2d6

Special Actions

Combat Gear Daggers (6), masterwork studded leather, *potion of cure moderate wounds*, *potion of cat's grace*, blue whinnis poison (DC 14, 1 Con/Unconscious)

Abilities Str 14, Dex 16, Con 13, Int 12, Wis 8, Cha 10

SQ Trapfinding, evasion, trap sense +1

Feats Two weapon fighting, Quickdraw, Point blank shot^B, Precise shot^B

Skills Balance +11, Bluff +7, Climb +11, Hide +14, Jump +9, Move Silently +11, Sleight of hand +14, Spot +5, Tumble +11

Possessions combat gear

5: HEART OF THE JUNGLE

ASSASSIN VINE

CR 4

Assassin vine plant 5

N Huge plant

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

AC 16, touch 7, flat-footed 16

(-2 size, -1 Dex, +9 natural)

hp 53 (5 HD);

Fort +9, **Ref** +0, **Will** +2

Speed 5 ft.

Melee slam +10 (1d8+13)

Space 10 ft.; **Reach** 10 ft.

Base Atk +3; **Grp** +20

Special Actions Entangle (Su)

Abilities Str 28, Dex 8, Con 20, Int *, Wis 13, Cha 9

SQ Camouflage (Ex), Cold Resistance 10 (Ex), Constrict (Ex), Fire Resistance 10 (Ex), Immunity to Electricity (Ex), Improved Grab (Ex), Plant Traits

8: SIREN IN THE STORM

NEREID

CR 7

Female fey bard 3

**Stormwrack*, 155-156

CN Medium fey (aquatic, extraplanar)

Init +7; **Senses** Listen +10, Spot +10

Languages Aquan, Common

AC 16, touch 16, flat-footed 13

(+3 Dex, +3 deflection)

hp 26 (6 HD)

Resist cold 10, fire 10

Fort +3, **Ref** +9, **Will** +7

Speed 30 ft. (6 squares), base movement 30 ft., swim 40 ft.;

Melee touch +6 (drown) or

Melee dagger +6 (1d4-1/19-20)

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

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

Atk Options drown

Bard Spells Known (CL 3rd):

1st (2/day)—*charm person* (DC 14), *cure light wounds*, *sleep* (DC 14)

0 (3/day)—*dancing lights*, *daze* (DC 13), *detect magic*, *ghost sound* (DC 13), *message*, *read magic*

‡ Already cast

Spell-Like Abilities (CL 10th):

At Will—*air breathing* (DC 16)
 3/day—*control currents* †
 1/day—*control water* (DC 19), *wall of ice* (DC 17)

† Already cast

Abilities Str 9, Dex 17, Con 12, Int 13, Wis 12, Cha 17

SQ Bardic knowledge, bardic music, countersong, deflection, displacement, *fascinate*, inspire competence, inspire courage +1, low light vision, resistance to cold 10 and fire 10, shawl, speak with animals

Feats Ability Focus (Drown), Improved Initiative, Weapon Finesse

Skills Concentration +5, Escape Artist +9, Handle Animal +9, Hide +9 (+17 in water), Knowledge (the planes) +7, Listen +10, Perform +9, Ride +5, Spot +10, Survival +1 (+3 on other planes), Swim +12, Use Rope +3 (+5 involving bindings)

Possessions combat gear plus

Deflection (Ex): A nereid adds a deflection bonus to AC equal to its Charisma bonus.

Displacement (Su): A nereid's shimmering form makes its true location difficult to surmise. Any melee or ranged attack directed against it has a 50% miss chance unless the attacker can locate the nereid by some means other than sight. A *true seeing* effect allows the user to see the nereid's position, but see *invisibility* has no effect.

Drown (Su): A nereid can make a special touch attack to try to fill an opponent's lungs with water. The opponent can resist this effect with a DC 18 Fortitude save. On a failed save the opponent begins to drown (see Drowning on page 304 of the *Dungeon Master's Guide*). The save DC is Charisma-based and includes a +2 racial bonus.

Shawl (Su): Every nereid is wrapped in a delicate shawl of sea foam white, to which its essence is bound. A nereid whose shawl is destroyed quickly fades and dies within 1 hour. Cruel individuals coerce the service of nereids by stealing their shawls, and a nereid so deprived will do everything in its power to regain the item.

A nereid's shawl can be taken while it is worn by using the disarm action (see page 155 of the *Player's Handbook*), though this is a difficult task. Heat the shawl as a well-secured item, which means that you must first pin the nereid before you can use the disarm action (and even then, the nereid gains a +4 bonus on its roll to resist the attempt).

Speak with Animals (Su): Nereids can speak with animals, though only simple concepts can be communicated (as the *speak with animals* spell)

Spell-Like Abilities: At will—*air breathing** (DC 16); 3/day—*control currents**; 1/day—*control water* (DC 19), *wall of ice* (DC 17). Caster level 10th. The save DCs are Charisma-based. *New spell described in Appendix.

Summon Water Elemental (Sp): Once per day a nereid can attempt to summon 1d3 Small water elementals or a single Medium water elemental.

The summoned elementals remain for 1 hour or until slain. This ability is the equivalent of a 5th-level spell.

Skills Nereids have a +8 racial bonus on Hide checks underwater because of their near transparency while submerged,

A nereid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

9: HIDE OR SEEK AGAIN

FIRST ARCANIST USHYN

ADVANCED DEATHLOCK

CR 7

Male deathlock* sorcerer 4

*Libris Mortis 94

LE Medium undead

Init +8; **Senses** Listen +12, Spot +12; Darkvision 60ft.

Languages Common, Abyssal, Infernal

AC 22, touch 18, flat-footed 18

(+4 Dex, +4 *mage armor*, +4 *shield*)

hp 31 (7 HD)

Immune magic missile

Resist +2 turn resistance

Fort +2, **Ref** +6, **Will** +9

Speed 30 ft. (6 squares), base movement 30 ft.;

Melee dagger +3 (1d4)

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

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

Atk Options Spell-Like Abilities

Combat Gear ~~*scroll of shield*~~, *potion of inflict light wounds*

Sorcerer Spells Known (CL 7th):

2nd (4/day)—*glitterdust* (DC 17)

1st (6/day)—*grease* (DC 16), *mage armor* †, *magic missile*

0 (7/day)—*acid splash*, *detect magic*, *flare prestidigitation*, *ray of frost*, *read magic*

Spell-Like Abilities (CL 7th):

2nd (2/day)—*deathknell* (DC 17)

1st (3/day)—*cause fear* (DC 16), *magic missile*, *summon monster I*

† Already cast

Abilities Str 10, Dex 18, Con -, Int 17, Wis 14, Cha 20

Feats Alertness, Improved Initiative, Practiced Spellcaster

Skills Concentration +10, Hide +12, Knowledge (arcane) +13, Listen +12, Spellcraft +15, Spot +12

Possessions combat gear

Stats above include *mage armor* cast by Ushyn and *shield* cast from scroll

BORAN, KORVIN

CR 3

Male human fighter 1, barbarian 2

*list non core race or class source

LE Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +2

Languages Common

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

uncanny dodge

hp 31 (3 HD);**Fort** +7, **Ref** +1, **Will** +0

Speed 40 ft. in studded leather (8 squares), base movement 40 ft.;**Melee** Glaive +7 (1d10+3)**Ranged** Longbow +5 (1d8+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +5**Atk Options** Combat Expertise, Improved Trip, Curling Wave Strike**Special Actions** rage 1/day**Combat Gear** dagger, glaive, longbow, arrows (20), *potion of cure light wounds*, masterwork studded leather

Abilities Str 15, Dex 12, Con 14, Int 13, Wis 10, Cha 8**SQ** fast movement, rage 1/day**Feats** Combat Expertise, Improved Trip, Curling Wave Strike^b, Weapon Focus (Glaive)**Skills** Climb +8, Jump +12, Knowledge (religion) +2, Spot +2, Survival +4, Swim +8**Possessions** combat gear

11: MAELSTROM!

HUECUVA**CR 6**

Male Huecuva (Ex-priest of Procan – Cleric 4)

**Fiend Folio*, 94-95

CE Medium Undead

Init +4; **Senses** Listen +4, Spot +4**Aura** moderate evil**Languages** Common

AC 19, touch 9, flat-footed 19

(-1 Dex, +5 armor, +1 buckler, +4 natural)

hp 33 (4 HD); regeneration/fast healing; DR 15/silver**Resist** turn resistance (turns as a 6HD creature)**Fort** +7, **Ref** +2, **Will** +10

Speed 20 ft. in chitin armor (4 squares), base movement 30 ft.**Melee** cutlass +4 (1d6+1; 19-20/x2) or**Melee** slam +4 (1d6+1 plus Huecuva blight)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +4**Atk Options** death touch, Huecuva blight**Combat Gear** +1 *chitin armor***Cleric Spells Prepared** (CL 4th):2nd—*sound burst* (range 35 ft., 10-ft.-radius; 1d8 damage + stunned; Fort 16 partial), *spiritual weapon* (range 140 ft., 1d8+1 damage), *death knell*^P,1st—*blood wind*, *entropic shield*, *inflict light wounds* (1d8+4 negative energy damage; Wil 15 for half), *protection from good*^P,0—*guidance* (x5)**D:** Domain spell. Deity: Nil. Domains: Death, Evil

Abilities Str 12, Dex 8, Con 13, Int 6, Wis 18, Cha 16**SQ** divine conversion, turn resistance,**Feats** Improved Initiative, Sea Legs, Skill Focus [Concentration], Toughness^B**Skills** Balance -1, Concentration +11, Diplomacy +3, Heal +4, Hide -4, Knowledge (arcana) -1, Knowledge (history) -1, Knowledge (religion) +1, Knowledge (the planes) -1, Listen +4, Spellcraft -1, Spot +4,**Possessions** combat gear plus *vest of resistance* +2

Damage Reduction (Ex): A Huecuva has damage reduction 15/silver.**Turn Resistance (Ex):** A Huecuva is treated as an undead creature with two more hit die than it actually has for purposes of turn, rebuke, command, or bolster attempts.**Death Touch (Su):** Useable once a day, the Huecuva's death touch is a supernatural ability that produces a death effect. On a successful melee touch attack against a living creature, the Huecuva rolls 4d6. If the total equals the touched creature's total hit points, the creature dies (no save).**Divine Conversion (Su):** A cleric who becomes a Huecuva loses access to the domains he had in life and replaces them with the Death and Evil domains. A cleric who previously was able to turn undead loses that ability and gains the ability to rebuke or command undead, like evil clerics.**Huecuva Blight (Su):** Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to this disease. The incubation period is 1 day; at the end of that time, the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a *remove disease*)

APPENDIX 1: APL 8

1: BARFIGHT!

VERNO

CR 7

Male halfling monk 7
LE Small humanoid (Halfling)
Init +3; **Senses** Listen +5, Spot +3
Languages Common, Halfling,
AC 20, touch 19, flat-footed 17
(+1 size, +3 Dex, +1 class, +3 Wis, +1 armor, +1 deflection)
hp 42 (7 HD);
Immune disease, except supernatural and magical
Fort +9, **Ref** +11, **Will** +11 (+2 vs. enchantments)
Speed 40 ft. base movement 20 ft.
Melee Unarmed strike +9 (1d6+1) or Flurry of Blows +8/+8 (1d6+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +2
Atk Options Stunning Fist (DC 18), Weakening touch
Combat Reflexes
Combat Gear *Potion of mage armor*, *potion of bull's strength*, *potion of cure moderate wounds*
Abilities Str 12, Dex 14, Con 13, Int 10, Wis 16, Cha 8
SQ Evasion, Still mind, *Ki strike* (magic), Purity of body, Slowfall 30 ft., Wholeness of Body
Feats Ability focus (Stunning fist), Weapon Finesse, Weakening Touch, Stunning Fist^B, Combat Reflexes^B, Improved unarmed strike^B, Improved trip^B
Skills Balance +15, Escape Artist +13, Jump +19, Tumble +15
Possessions combat gear plus *cloak of resistance* +2, *bracers of armor* +1, *ring of protection* +1

SILVA

CR 7

Female halfling rogue 4/ fighter 2/ whisperknife 1
LE Small humanoid (Halfling)
Init +3; **Senses** Listen +1, Spot +7
Languages Common, Halfling, Oeridian
AC 17, touch 14, flat-footed 14
(+1 size, +3 Dex, +3 armor)
Improved uncanny dodge
hp 39 (7 HD);
Fort +6, **Ref** +10, **Will** +1
Speed 20 ft. in studded leather (4 squares), base movement 20 ft.
Melee Dagger +11/+5 (1d3+2) or Dagger +9/+9/+4 (1d3+2/1d3+1/1d3+2)
Ranged Dagger +11/+6 (1d3+2) or Dagger +9/+9/+4 (1d3+2/1d3+1/1d3+2) or Dagger +7/+7/+7/+2 (1d3+2/1d3+2/1d3+1/1d3+2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6/+1; **Grp** +4
Atk Options sneak attack +2d6
Special Actions

Combat Gear Daggers (6), masterwork studded leather, *potion of cure moderate wounds*, *potion of cat's grace*, blue whinnis poison (DC 14, 1 Con/Unconscious)

Abilities Str 14, Dex 16, Con 13, Int 12, Wis 8, Cha 10
SQ Trapfinding, evasion, trap sense +1, improved uncanny dodge, rapid shot
Feats Two weapon fighting, quickdraw, point blank shot^b, precise shot^b, weapon finesse
Skills Balance +12, Bluff +9, Climb +12, Hide +16, Jump +10, Move Silently +13, Sleight of hand +15, Spot +7, Tumble +13
Possessions combat gear

5: HEART OF THE JUNGLE

ASSASSIN VINE

CR 4

Assassin vine plant 5
N Huge plant
Init -1; **Senses** Listen +1, Spot +1
AC 16, touch 7, flat-footed 16
(-2 size, -1 Dex, +9 natural)
hp 53 (5 HD);
Fort +9, **Ref** +0, **Will** +2
Speed 5 ft.
Melee slam +10 (1d8+13)
Space 10 ft.; **Reach** 10 ft.
Base Atk +3; **Grp** +20
Special Actions Entangle (Su)
Abilities Str 28, Dex 8, Con 20, Int *, Wis 13, Cha 9
SQ Camouflage (Ex), Cold Resistance 10 (Ex), Constrict (Ex), Fire Resistance 10 (Ex), Immunity to Electricity (Ex), Improved Grab (Ex), Plant Traits

8: SIREN IN THE STORM

NEREID

CR 9

Female fey bard 5
**Stormwrack*, 155-156
CN Medium fey (aquatic, extraplanar)
Init +7; **Senses** Listen +12, Spot +12
Languages Aquan, Common
AC 17, touch 16, flat-footed 13
(+3 Dex, +4 deflection)
hp 35 (8 HD)
Resist cold 10, fire 10
Fort +3, **Ref** +10, **Will** +8
Speed 30 ft. (6 squares), base movement 30 ft., swim 40 ft.;
Melee touch +7 (drown) or
Melee dagger +7 (1d4-1/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +3
Atk Options drown
Bard Spells Known (CL 5th):

2nd (2/day)—*cure moderate wounds, enthrall* (DC 15), *whispering wind*

1st (4/day)—*charm person* (DC 15), *cure light wounds, hypnotism* (DC 15), *sleep* (DC 15)

0 (3/day)—*dancing lights, daze* (DC 14), *detect magic, ghost sound* (DC 14), *message, read magic*

‡ Already cast

Spell-Like Abilities (CL 10th):

At Will—*air breathing* (DC 17)

3/day—*control currents* ‡

1/day—*control water* (DC 20), *wall of ice* (DC 18)

‡ Already cast

Abilities Str 9, Dex 17, Con 12, Int 13, Wis 12, Cha 18

SQ Bardic knowledge, bardic music, countersong, deflection, displacement, *fascinate*, inspire competence, inspire courage +1, low light vision, resistance to cold 10 and fire 10, shawl, speak with animals

Feats Ability Focus (Drown), Improved Initiative, Skill Focus (Perform), Weapon Finesse

Skills Concentration +7, Escape Artist +9, Handle Animal +9, Hide +11 (+19 in water), Knowledge (the planes) +9, Listen +12, Perform +11, Ride +5, Spot +12, Survival +1 (+3 on other planes), Swim +14, Use Rope +3 (+5 involving bindings)

Possessions combat gear plus

Deflection (Ex): A nereid adds a deflection bonus to AC equal to its Charisma bonus.

Displacement (Su): A nereid's shimmering form makes its true location difficult to surmise. Any melee or ranged attack directed against it has a 50% miss chance unless the attacker can locate the nereid by some means other than sight. A *true seeing* effect allows the user to see the nereid's position, but see *invisibility* has no effect.

Drown (Su): A nereid can make a special touch attack to try to fill an opponent's lungs with water. The opponent can resist this effect with a DC 19 Fortitude save. On a failed save the opponent begins to drown (see Drowning on page 304 of the *Dungeon Master's Guide*). The save DC is Charisma-based and includes a +2 racial bonus.

Shawl (Su): Every nereid is wrapped in a delicate shawl of sea foam white, to which its essence is bound. A nereid whose shawl is destroyed quickly fades and dies within 1 hour. Cruel individuals coerce the service of nereids by stealing their shawls, and a nereid so deprived will do everything in its power to regain the item.

A nereid's shawl can be taken while it is worn by using the disarm action (see page 155 of the *Player's Handbook*), though this is a difficult task. Heat the shawl as a well-secured item, which means that you must first pin the nereid before you can use the disarm action (and even then, the nereid gains a +4 bonus on its roll to resist the attempt).

Speak with Animals (Su): Nereids can speak with animals, though only simple concepts can be communicated (as the *speak with animals spell*)

Spell-Like Abilities: At will—*air breathing** (DC 17); 3/day—*control currents**; 1/day—*control water* (DC 20), *wall of ice* (DC 18). Caster level 10th. The save DCs are Charisma-based. *New spell described in Appendix.

Summon Water Elemental (Sp): Once per day a nereid can attempt to summon 1d3 Small water elementals or a single Medium water elemental. The summoned elementals remain for 1 hour or until slain. This ability is the equivalent of a 5th-level spell.

Skills Nereids have a +8 racial bonus on Hide checks underwater because of their near transparency while submerged,

A nereid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

9: HIDE OR SEEK AGAIN

FIRST ARCANIST USHYN

ADVANCED DEATHLOCK

CR 9

Male deathlock* sorcerer 6

*Libris Mortis 94

LE Medium undead

Init +8; **Senses** Listen +13, Spot +13; Darkvision 60 ft.

Languages Common, Abyssal, Infernal

AC 22, touch 18, flat-footed 18

(+4 Dex, +4 *mage armor*, +4 *shield*)

hp 37 (9 HD)

Immune magic missile

Resist +2 turn resistance

Fort +3, **Ref** +7, **Will** +10

Speed 30 ft. (6 squares), base movement 30 ft.;

Melee dagger +4 (1d4)

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

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

Atk Options Spell-Like Abilities

Combat Gear ~~scroll of shield~~, *potion of inflict moderate wounds*

Sorcerer Spells Known (CL 9th):

3rd (4/day)—*fireball* (DC 18)

2nd (6/day)—*glitterdust* (DC 17), *false life*

1st (7/day)—*animate rope, grease* (DC 16), *mage armor* ‡, *magic missile*

0 (6/day)—*acid splash, detect magic, flare prestidigitation, ray of frost, read magic, resistance*

Spell-Like Abilities (CL 9th):

2nd (2/day)—*deathknell* (DC 17),

1st (3/day)—*cause fear* (DC 16), *magic missile, summon monster I*

‡ Already cast

Abilities Str 10, Dex 18, Con -, Int 17, Wis 14, Cha 21

Feats Alertness, Improved Initiative, Practiced Spellcaster, Energy Substitution (cold)

Skills Concentration +12, Hide +13, Knowledge (arcane) +15, Listen +13, Spellcraft +17, Spot +13

Possessions combat gear

Stats above include *mage armor* cast by Ushyn and *shield* cast from scroll

BORAN, KORVIN

CR 5

Male human fighter 3, barbarian 2

*list non core race or class source

LE Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +2

Languages Common

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

uncanny dodge

hp 47 (5 HD);

Fort +8, **Ref** +2, **Will** +1

Speed 40 ft. in studded leather (8 squares), base movement 40 ft.;

Melee Glaive +10 (1d10+4)

Ranged Longbow +7 (1d8+3)

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

Base Atk +5; **Grp** +8

Atk Options Combat Expertise, Improved Trip, Curling Wave Strike, Power Attack

Special Actions rage 1/day

Combat Gear dagger, glaive, longbow, arrows (20), *potion of cure moderate wounds*, masterwork studded leather

Abilities Str 16, Dex 12, Con 14, Int 13, Wis 10, Cha 8

SQ fast movement, rage 1/day

Feats Combat Expertise, Improved Trip, Curling Wave Strike^b, Weapon Focus (Glaive), Power Attack^b

Skills Climb +10, Jump +14, Knowledge (religion) +2, Spot +2, Survival +4, Swim +10

Possessions combat gear

11: MAELSTROM!

HUECUVA

CR 8

Male Huecuva (Ex-priest of Procan – Cleric 6)

**Fiend Folio*, 94-95

CE Medium Undead

Init +4; **Senses** Listen +6, Spot +6

Aura moderate evil

Languages Common

AC 19, touch 9, flat-footed 19

(-1 Dex, +5 armor, +1 buckler, +4 natural)

hp 48 (6 HD); regeneration/fast healing; DR 15/silver

Resist turn resistance (turns as a 6HD creature)

Fort +8, **Ref** +3, **Will** +11

Speed 20 ft. in chitin armor (4 squares), base movement 30 ft.

Melee cutlass +5 (1d6+1; 19-20/x2) or

Melee slam +5 (1d6+1 plus Huecuva blight)

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

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

Atk Options death touch, Huecuva blight

Combat Gear +1 *chitin armor*

Cleric Spells Prepared (CL 4th):

3rd—*magic circle against good*^P, *prayer*, *summon undead III*

2nd—*desecrate*, *hold person*, *sound burst* (range 35 ft., 10-ft.-radius; 1d8 damage + stunned; Fort 16 partial), *spiritual weapon* (range 140 ft., 1d8+1 damage), *death knell*^P,

1st—*blood wind*, *entropic shield*, *inflict light wounds* (1d8+4 negative energy damage; Wil 15 for half), *protection from good*^P, *updraft*

0—*guidance* (x5)

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

Abilities Str 12, Dex 8, Con 13, Int 6, Wis 18, Cha 16

SQ divine conversion, turn resistance,

Feats Alertness, Improved Initiative, Sea Legs, Skill Focus [Concentration], Toughness^B

Skills Balance -1, Concentration +13, Diplomacy +3, Heal +4, Hide -4, Knowledge (arcana) -1, Knowledge (history) -1, Knowledge (religion) +1, Knowledge (the planes) -1, Listen +6, Spellcraft -1, Spot +4,

Possessions combat gear plus *vest of resistance* +2

Damage Reduction (Ex): A Huecuva has damage reduction 15/silver.

Turn Resistance (Ex): A Huecuva is treated as an undead creature with two more hit die than it actually has for purposes of turn, rebuke, command, or bolster attempts.

Death Touch (Su): Useable once a day, the Huecuva's death touch is a supernatural ability that produces a death effect. On a successful melee touch attack against a living creature, the Huecuva rolls 4d6. If the total equals the touched creature's total hit points, the creature dies (no save).

Divine Conversion (Su): A cleric who becomes a Huecuva loses access to the domains he had in life and replaces them with the Death and Evil domains. A cleric who previously was able to turn undead loses that ability and gains the ability to rebuke or command undead, like evil clerics.

Huecuva Blight (Su): Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to this disease. The incubation period is 1 day; at the end of that time, the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a *remove disease*)

APPENDIX 1: APL 10

1: BARFIGHT!

VERNO

CR 9

Male halfling monk 9

LE Small humanoid (Halfling)

Init +3; **Senses** Listen +5, Spot +3

Languages Common, Halfling,

AC 20, touch 19, flat-footed 17

(+1 size, +3 Dex, +1 class, +3 Wis, +1 armor, +1 deflection)

hp 62 (9 HD);

Immune disease, except supernatural and magical

Fort +11, **Ref** +12, **Will** +12 (+2 vs. enchantments)

Speed 50 ft. base movement 20 ft.

Melee Unarmed strike +10 (1d8+1) or Flurry of Blows +10/+10/+5 (1d8+1)

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

Base Atk +6/+1; **Grp** +3

Atk Options Stunning Fist (DC 21), Weakening touch, Pain touch, Combat Reflexes

Combat Gear *Potion of mage armor*, *potion of bull's strength*, *potion of cure serious wounds*

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

SQ Improved evasion, Still mind, *Ki* strike (magic), Purity of body, Slowfall 40 ft., Wholeness of Body (18 hp)

Feats Ability focus (Stunning fist), Weapon Finesse, Weakening Touch, Pain touch, Stunning Fist^B, Combat Reflexes^B, Improved unarmed strike^B, Improved trip^B

Skills Balance +17, Escape Artist +15, Jump +25, Tumble +17

Possessions combat gear plus Cloak of resistance +2, Bracers of Armor +1, ring of protection +1, Ki straps [MIC]

Possessions combat gear plus *cloak of resistance* +2, *bracers of armor* +1, *ring of protection* +1, *ki straps*

SILVA

CR 9

Female halfling rogue 4/ fighter 2/ whisperknife 3

LE Small humanoid (Halfling)

Init +3; **Senses** Listen +1, Spot +9

Languages Common, Halfling, Oeridian

AC 17, touch 14, flat-footed 14

(+1 size, +3 Dex, +3 armor)
Improved uncanny dodge

hp 50 (9 HD);

Fort +7, **Ref** +11, **Will** +2

Speed 20 ft. in studded leather (4 squares), base movement 20 ft.

Melee Dagger +13/+8 (1d3+2) or Dagger +11/+11/+6 (1d3+2/1d3+1/1d3+2)

Ranged Dagger +13/+8 (1d3+2) or Dagger +11/+11/+6 (1d3+2/1d3+1/1d3+2) or Dagger +9/+9/+9/+4 (1d3+2/1d3+2/1d3+1/1d3+2)

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

Base Atk +8/+3; **Grp** +6

Atk Options sneak attack +3d6

Special Actions

Combat Gear Daggers (6), **masterwork** studded leather, *potion of cure serious wounds*, *potion of cat's grace*, blue whinnis poison (DC 14, 1 Con/Unconscious)

Abilities Str 14, Dex 17, Con 13, Int 12, Wis 8, Cha 10

SQ Trapfinding, evasion, trap sense +1, Improved uncanny dodge, rapid shot, Defensive throw, Improved catch

Feats Two weapon fighting, Quickdraw, Point blank shot^B, Precise shot^B, Weapon finesse, Far shot

Skills Balance +12, Bluff +11, Climb +12, Hide +18, Jump +10, Move Silently +15, Sleight of hand +17, Spot +9, Tumble +15

Possessions combat gear

Defensive throw (Ex): At 3rd level, you learn special defensive techniques with thrown weapons.

You no longer provoke attacks of opportunity for attacking with a thrown weapon (however, if you attack with a different sort of ranged weapon, such as a bow, you still provoke attacks of opportunity).

Improved Catch (Ex): Also at 3rd level, you become so skilled with thrown weapons that you can take better advantage of a weapon with the returning special ability. When you make a ranged attack with a returning weapon, you can move after the attack, and the weapon will still return to you as long as line of sight between you and the weapon exists at the beginning of your next turn.

5: HEART OF THE JUNGLE

ASSASSIN VINE

CR 7

Male assassin vine plant 16

N Huge plant

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

AC 16, touch 7, flat-footed 16

(-2 size, -1 Dex, +9 natural)

Miss Chance

hp 163 (16 HD);

Fort +15, **Ref** +4, **Will** +6

Speed 5 ft.

Melee slam +20 (1d8+15)

Space 10 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +30

Special Actions Entangle (Su)

Abilities Str 30, Dex 8, Con 21, Int *, Wis 13, Cha 9

SQ Camouflage (Ex), Cold Resistance 10 (Ex), Constrict (Ex): 1d8+15, Fire Resistance 10 (Ex), Immunity to Electricity (Ex), Improved Grab (Ex), Plant Traits

TENDRICULOS

CR 7

Tendriculos plant 13
 N Huge plant
Init -1; **Senses** Listen +1, Spot +1

AC 16, touch 7, flat-footed 16
 (-2 size, -1 Dex, +9 natural)
Miss Chance
hp 146 (13 HD); regeneration 10;
Fort +14, **Ref** +3, **Will** +5

Speed 20 ft.
Melee bite +16 (2d8+9) or
Melee tendril +14/+14 (1d6+4)
Base Atk +9; **Grp** +26
Special Actions Swallow whole (Ex)

Abilities Str 29, Dex 9, Con 22, Int 3, Wis 8, Cha 3
SQ Improved Grab (Ex), Paralysis (Ex), Plant Traits
Feats Alertness, Iron Will, Multiattack, Power Attack, Stealthy
Skills Hide +9

Paralysis (Ex): Grapple check to swallow whole, then DC 22 Fortitude save or be paralyzed for 3 rounds, taking 2d6 acid damage per round.

8: SIREN IN THE STORM

NEREID

CR 11

Female fey bard 7
 **Stormwrack*, 155-156
 CN Medium fey (aquatic, extraplanar)
Init +7; **Senses** Listen +14, Spot +14
Languages Aquan, Common

AC 17, touch 16, flat-footed 13
 (+3 Dex, +4 deflection)
hp 44 (10 HD)
Resist cold 10, fire 10
Fort +4, **Ref** +11, **Will** +9

Speed 30 ft. (6 squares), base movement 30 ft., swim 40 ft.;
Melee touch +9 (drown) or
Melee dagger +9 (1d4-1/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +5
Atk Options drown
Bard Spells Known (CL 7th):
 3rd (1/day)—*charm monster* (DC 17), *cure serious wounds*
 2nd (3/day)—*cure moderate wounds*, *enthrall* (DC 15), *hold person* (DC 15), *whispering wind*
 1st (4/day)—*charm person* (DC 15), *cure light wounds*, *hypnotism* (DC 15), *sleep* (DC 15)
 0 (3/day)—*dancing lights*, *daze* (DC 14), *detect magic*, *ghost sound* (DC 14), *message*, *read magic*
 † Already cast
Spell-Like Abilities (CL 10th):
 At Will—*air breathing* (DC 17)
 3/day—*control currents* †
 1/day—*control water* (DC 20), *wall of ice* (DC 18)
 † Already cast

Abilities Str 9, Dex 17, Con 12, Int 13, Wis 12, Cha 18

SQ Bardic knowledge, bardic music, countersong, deflection, displacement, *fascinate*, inspire competence, inspire courage +1, low light vision, resistance to cold 10 and fire 10, shawl, speak with animals, *suggestion*

Feats Ability Focus (Drown), Improved Initiative, Skill Focus (Perform), Weapon Finesse

Skills Concentration +9, Escape Artist +9, Handle Animal +9, Hide +13 (+21 in water), Knowledge (the planes) +9, Listen +14, Perform +16, Ride +5, Spot +14, Survival +3 (+5 on other planes), Swim +16, Use Rope +3 (+5 involving bindings)

Possessions combat gear plus

Deflection (Ex): A nereid adds a deflection bonus to AC equal to its Charisma bonus.

Displacement (Su): A nereid's shimmering form makes its true location difficult to surmise. Any melee or ranged attack directed against it has a 50% miss chance unless the attacker can locate the nereid by some means other than sight. A *true seeing* effect allows the user to see the nereid's position, but see *invisibility* has no effect.

Drown (Su): A nereid can make a special touch attack to try to fill an opponent's lungs with water. The opponent can resist this effect with a DC 19 Fortitude save. On a failed save the opponent begins to drown (see Drowning on page 304 of the *Dungeon Master's Guide*). The save DC is Charisma-based and includes a +2 racial bonus.

Shawl (Su): Every nereid is wrapped in a delicate shawl of sea foam white, to which its essence is bound. A nereid whose shawl is destroyed quickly fades and dies within 1 hour. Cruel individuals coerce the service of nereids by stealing their shawls, and a nereid so deprived will do everything in its power to regain the item.

A nereid's shawl can be taken while it is worn by using the disarm action (see page 155 of the *Player's Handbook*), though this is a difficult task. Heat the shawl as a well-secured item, which means that you must first pin the nereid before you can use the disarm action (and even then, the nereid gains a +4 bonus on its roll to resist the attempt).

Speak with Animals (Su): Nereids can speak with animals, though only simple concepts can be communicated (as the *speak with animals* spell)

Spell-Like Abilities: At will—*air breathing** (DC 17); 3/day—*control currents**; 1/day—*control water* (DC 20), *wall of ice* (DC 18). Caster level 10th. The save DCs are Charisma-based. *New spell described in Appendix.

Summon Water Elemental (Sp): Once per day a nereid can attempt to summon 1d3 Small water elementals or a single Medium water elemental. The summoned elementals remain for 1 hour or until slain. This ability is the equivalent of a 5th-level spell.

Skills Nereids have a +8 racial bonus on Hide checks underwater because of their near transparency while submerged,

A nereid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

9: HIDE OR SEEK AGAIN

FIRST ARCANIST USHYN

ADVANCED DEATHLOCK

CR 11

Male deathlock* sorcerer 8

*Libris Mortis 94

LE Medium undead

Init +8; **Senses** Listen +14, Spot +14; Darkvision 60 ft.

Languages Common, Abyssal, Infernal

AC 22, touch 18, flat-footed 18

(+4 Dex, +4 *mage armor*, +4 *shield*)

hp 43 (11 HD)

Immune magic missile

Resist +2 turn resistance

Fort +3, **Ref** +7, **Will** +11

Speed 30 ft. (6 squares), base movement 30 ft.;

Melee dagger +5 (1d4)

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

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

Atk Options Spell-Like Abilities

Combat Gear *scroll of shield*, *potion of inflict serious wounds*

Sorcerer Spells Known (CL 11th):

4th (4/day)—*evard's black tentacles*

3rd (6/day)—*fireball* (DC 18), *haste*

2nd (7/day)—*glitterdust* (DC 17), *false life*, *ice knife* (DC 17)

1st (7/day)—*animate rope*, *grease* (DC 16), *mage armor* †, *magic missile*, *ray of enfeeblement*

0 (6/day)—*acid splash*, *arcane mark*, *detect magic*, *flare prestidigitation*, *ray of frost*, *read magic*, *resistance*

Spell-Like Abilities (CL 11th):

2nd (2/day)—*deathknell* (DC 17))

1st (3/day)—*cause fear* (DC 16), *magic missile*, *summon monster I*

† Already cast

Abilities Str 10, Dex 18, Con -, Int 17, Wis 14, Cha 21

Feats Alertness, Improved Initiative, Practiced Spellcaster, Energy Substitution (cold)

Skills Concentration +14, Hide +14, Knowledge (arcane) +17, Listen +14, Spellcraft +19, Spot +14

Possessions combat gear plus

Stats above include *mage armor* cast by Ushyn and *shield* cast from scroll

BORAN, KORVIN

CR 7

Male human fighter 3, barbarian 2, death's chosen 2*

*Libris Mortis 41

LE Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +8

Languages Common

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

uncanny dodge

hp 70 (7 HD);

Fort +11 (+15 versus disease), **Ref** +2, **Will** +1(+3 when within 60 ft. of Ushyn)

Speed 40 ft. in studded leather (8 squares), base movement 40 ft.;

Melee Glaive +12 (1d10+4)

Ranged Longbow +9 (1d8+3)

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

Base Atk +7; **Grp** +10

Atk Options Combat Expertise, Improved Trip, Curling Wave Strike, Power Attack

Special Actions rage 1/day

Combat Gear dagger, glaive, longbow, arrows (20), *potion of cure serious wounds*, masterwork studded leather

Abilities Str 16, Dex 12, Con 14, Int 13, Wis 10, Cha 8

SQ fast movement, rage 1/day, shield of the master, vigor of chosen, will of the chosen

Feats Combat Expertise, Improved Trip, Curling Wave Strike^b, Weapon Focus (Glaive), Power Attack^b, Improved Toughness, Endurance^b

Skills Climb +10, Jump +14, Knowledge (religion) +2, Spot +8, Survival +4, Swim +10,

Possessions combat gear

Shield of the Master (Ex): Whenever the master of a death's chosen casts a spell or uses an extraordinary, supernatural, or spell-like ability, it can choose (as a free action) to exempt the death's chosen from its effect. The master must make this choice when it casts the spell or uses the ability. If the ability is always active, the master can choose to exempt its death's chosen from the effect; this immunity remains in effect until the master chooses otherwise.

Vigor of the Chosen (Ex): The physical needs of a death's chosen are greatly reduced. He needs to consume only one-tenth the normal amount of food and water each day. He can subsist on a mere 2 hours of sleep each night without becoming fatigued. He gains Endurance as a bonus feat. He also gains a +4 bonus on Fortitude saves to resist disease.

Will of the Chosen (Ex): Starting at 2nd level, a death's chosen serves his master with inhuman intensity. He gains a +2 morale bonus on Will saves as long as he is within 60 ft. of his master.

11: MAELSTROM!

HUECUVA

CR 10

Male Huecuva (Ex-priest of Procan – Cleric 6)

**Fiend Folio*, 94-95

CE Medium Undead

Init +4; **Senses** Listen +6, Spot +6

Aura moderate evil

Languages Common

AC 19, touch 9, flat-footed 19

(-1 Dex, +5 armor, +1 buckler, +4 natural)

hp 48 (6 HD); regeneration/fast healing; DR 15/silver
Resist turn resistance (turns as a 6HD creature)
Fort +8, **Ref** +3, **Will** +11

Speed 20 ft. in chitin armor (4 squares), base movement 30 ft.

Melee cutlass +5 (1d6+1; 19-20/x2) or

Melee slam +5 (1d6+1 plus Huecuva blight)

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

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

Atk Options death touch, Huecuva blight

Combat Gear +1 *chitin armor*

Cleric Spells Prepared (CL 4th):

3rd—*magic circle against good*^P, *prayer*, *summon undead III*

2nd—*desecrate*, *hold person*, *sound burst* (range 35 ft., 10-ft.-radius; 1d8 damage + stunned; Fort 16 partial), *spiritual weapon* (range 140 ft., 1d8+1 damage), *death knell*^P,

1st—*blood wind*, *entropic shield*, *inflict light wounds* (1d8+4 negative energy damage; Wil 15 for half), *protection from good*^P, *updraft*

0—*guidance* (x5)

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

Abilities Str 12, Dex 8, Con 13, Int 6, Wis 18, Cha 16

SQ divine conversion, turn resistance,

Feats Alertness, Improved Initiative, Sea Legs, Skill Focus [Concentration], Toughness^B

Skills Balance -1, Concentration +13, Diplomacy +3, Heal +4, Hide -4, Knowledge (arcana) -1, Knowledge (history) -1, Knowledge (religion) +1, Knowledge (the planes) -1, Listen +6, Spellcraft -1, Spot +4,

Possessions combat gear plus

Damage Reduction (Ex): A Huecuva has damage reduction 15/silver.

Turn Resistance (Ex): A Huecuva is treated as an undead creature with two more hit die than it actually has for purposes of turn, rebuke, command, or bolster attempts.

Death Touch (Su): Useable once a day, the Huecuva's death touch is a supernatural ability that produces a death effect. On a successful melee touch attack against a living creature, the Huecuva rolls 4d6. If the total equals the touched creature's total hit points, the creature dies (no save).

Divine Conversion (Su): A cleric who becomes a Huecuva loses access to the domains he had in life and replaces them with the Death and Evil domains. A cleric who previously was able to turn undead loses that ability and gains the ability to rebuke or command undead, like evil clerics.

Huecuva Blight (Su): Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to this disease. The incubation period is 1 day; at the end of that time, the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or

receives magical treatment (such as a *remove disease*)

ADMIRAL SHEVENYET

CR 12

Male lich wizard 5, stormcaster 5

*Stormwrack 72–76

LE Medium undead (augmented humanoid)

Init +6; **Senses** Listen +9, Spot +9

Aura strong evil

Languages Aquan, common, draconic, elven

AC 22, touch 18, flat-footed 21

(+1 Dex, +4 armor, +5 natural, +2 deflection)

hp 66 (10 HD); regeneration/fast healing; DR 15/bludgeoning and magic

Immune cold, electricity, polymorph effects, and mind-affecting attacks

Resist turn resistance +4 (turns as a 14 HD creature);

Fort +5, **Ref** +6, **Will** +7

Speed 30 ft. in sharkskin armor (6 squares), base movement 30 ft

Melee cutlass +4 (1d6) or

Melee touch +4 (1d8+5; DC 15 + Cha mod Wil halves and paralyzed; DC 15 + Cha mod Fort negates) or

Ranged crossbow +5 (1d8)

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

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

Atk Options fear aura, paralyzing touch, thunderclap

Special Actions *shield of winds*

Combat Gear *sharkskin armor* +1

Wizard Spells Prepared (CL 9th):

5th—*sonic rumble* (CL 12th; DC 19)

4th—*globe of invulnerability, lesser; invisibility, greater*

3rd—*anticipate teleportation* †; *lightning bolt* (x2; CL 12th; DC 17); *magic circle against good*;

2nd—*blur* (CL 10th), *electric loop* (CL 12th; DC 16

Reflex for half electrical damage; DC 16); *gust of wind* (CL 12th; DC 16), *spectral hand* (CL 10th),

ghoul touch (CL 10th; DC 15),

1st—*reduce person* (DC 14); *shocking grasp* (x3; CL 12th; DC 15); *true strike*

0—*electric jolt* (x2; CL 12th), *sonic snap* (x2; CL 12th; DC 14 Will)

† Already cast

Abilities Str 10, Dex 12, Con –, Int 17, Wis 13, Cha 14

SQ eye of the storm, familiar, storm spell power, thunderbolt

Feats Improved Initiative, Ship's Mage, Skill Focus (Concentration), Craft Wondrous Item, Scribe Scroll, Summon Familiar, Leadership, Spell Focus (Evocation),

Skills Bluff +7, Concentration+14, Decipher Script +5, Diplomacy +4, Disguise +2 (+4 to act in character), Hide +8, Intimidate +4, Knowledge (arcana) +13, Knowledge (nature) +13, Knowledge (religion) +7, Knowledge (the planes) +8, Listen +9, Move Silently +8, Profession (sailor) +11, Search +9, Sense Motive +9, Spellcraft +15, Spot +9, Survival +1 (+3 for above ground environments/other planes),

Possessions combat gear plus phylactery disguised as a magical ring (note that it has a more obvious 'phylactery' hidden in the frame of its bed), *ring of four winds*, spell component pouch

Spellbook spells prepared plus 0—all PHB plus *electric jolt*, *sonic snap*; 1—*color spray*, *orb of electricity*, *reduce person*, *shocking grasp*, *true strike*; 2—*blur*, *electric loop*, *gust of wind*, *spectral hand*, *ghoul touch*; 3—*anticipate teleportation*, *lightning bolt*, *magic circle against good*, *rainbow blast*; 4—*globe of invulnerability*, *lesser invisibility*, *greater orb of electricity*; 5—*sonic rumble*

Eye of the Storm (Ex): As a 4th-level stormcaster, the admiral is unaffected by the winds in a storm. He ignores the penalties associated with ranged attack rolls and Listen checks due to high winds (DMG 95). Actions that are impossible in high winds (such as using ranged attacks in winds above 50 mph) are still possible.

Immunities (Ex): A lich has immunity to cold, electricity, polymorph (though they can use polymorph effects on themselves), and mind-affecting attacks.

Resistance to Electricity (Ex): As a 2nd-level stormcaster, the admiral gained resistance to electricity 10

Storm Spell Power (Ex): The admiral is truly skilled in the use of spells that wield the power of the stormy seas. Any spell he casts that has the air, electricity, sonic, or water descriptor is cast at +2 caster level.

Thunderbolt (Ex): Beginning at 5th-level stormcaster, the admiral adds his knowledge of the storm to add the power of thunder to his lightning-based spells. Any spell he casts that deals electricity damage, also deals an extra 1 point of sonic damage per spell level and stuns any creature damaged by the spell for 1 round (DC [save DC of spell, even those not allowing saves] Fortitude save negates)

Turn Resistance (Ex): A lich has +4 turn resistance.

Shield of Winds (Sp): Starting at 3rd-level spellcaster, the admiral can call up high winds to cast aside the arrows of his foes. As an immediate action, he can surround his space with an effect equal to a *wind wall* (PH 302) for 1 round. He can use this ability 1/day.

Damage Reduction (Su): A lich's undead body is tough, giving the creature damage reduction 15/bludgeoning and magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fear Aura (Su): Liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60 ft. radius that look at the lich, must succeed on a Will save or be affected as though by a *fear* spell from a sorcerer of the lich's level (DC 17). A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

Paralyzing Touch (Su): Any living creature this lich hits with its touch attack must succeed on a DC Fort save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can

free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, although a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Thunderclap (Su): The admiral can channel stored spell energy into pure sonic energy. He can lose any prepared spell in order to generate a 30-foot-radius burst of sonic energy. The burst deals 1d4 points of sonic damage per level of the spell slot to all targets in the area; any creature damaged by this effect is stunned for 1 round. A Fortitude save halves this damage and negates the stun effect. He is immune to his own thunderclap power. This otherwise functions like the cleric's spontaneous casting class feature (see page 32 of the PH).

Skills Liches gain a +8 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as base creature.

APPENDIX 1: APL 12

1: BARFIGHT!

VERNO

CR 11

Male halfling monk 11

LE Small humanoid (Halfling)

Init +3; **Senses** Listen +5, Spot +3

Languages Common, Halfling,

AC 23, touch 21, flat-footed 20

(+1 size, +3 Dex, +2 class, +4 Wis, +2 armor, +1 deflection)

hp 75 (11 HD);

Immune Disease, except supernatural and magical; Poison

Fort +12, **Ref** +13, **Will** +14 (+2 vs. enchantments)

Speed 50 ft. base movement 20 ft.

Melee Unarmed strike +12 (1d8+1) or Flurry of Blows +12/+12/+12/+7 (1d8+1)

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

Base Atk +8/+3; **Grp** +5

Atk Options Stunning Fist (DC 23), Weakening touch, Pain touch, Combat Reflexes

Combat Gear *Potion of mage armor*, *potion of bull's strength*, *potion of cure serious wounds*

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

SQ Improved evasion, Still mind, *Ki* strike (magic & lawful), Purity of body, Slowfall 50 ft., Wholeness of Body (22 hp), Diamond body

Feats Ability focus (Stunning fist), Weapon Finesse, Weakening Touch, Pain touch, Stunning Fist^B, Combat Reflexes^B, Improved unarmed strike^B, Improved trip^B

Skills Balance +19, Escape Artist +17, Jump +25, Tumble +19

Possessions combat gear plus *cloak of resistance* +2, *bracers of armor* +1, *ring of protection* +1, *ki straps*, *periapt of wisdom* +2, *rock boots*

SILVA

CR 11

Female halfling rogue 4/ fighter 2/ whisperknife 5

LE Small humanoid (Halfling)

Init +3; **Senses** Listen +1, Spot +11

Languages Common, Halfling, Oeridian

AC 17, touch 14, flat-footed 14

(+1 size, +3 Dex, +3 armor)

Improved uncanny dodge

hp 61 (11 HD);

Fort +7, **Ref** +12, **Will** +2

Speed 20 ft. in studded leather (4 squares), base movement 20 ft.

Melee Dagger +15/+10 (1d3+2) or Dagger +13/+13/+8 (1d3+2/1d3+1/1d6+2)

Ranged Dagger +15/+10 (1d3+2) or Dagger +13/+13/+8 (1d3+2/1d3+1/1d3+2) or Dagger +11/+11/+11/+6 (1d3+2/1d3+2/1d3+1/1d3+2)

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

Base Atk +10; **Grp** +8

Atk Options sneak attack +4d6

Special Actions

Combat Gear Daggers (6), **masterwork** studded leather, *potion of cure serious wounds*, *potion of cat's grace*, blue whinnis poison (DC 14, 1 Con/Unconscious)

Abilities Str 14, Dex 17, Con 13, Int 12, Wis 8, Cha 10

SQ Trapfinding, evasion, trap sense +1, Improved uncanny dodge, rapid shot, Defensive throw, Improved catch, Close defense

Feats Two weapon fighting, Quickdraw, Point blank shot^b, Precise shot^b, Weapon finesse, Far shot

Skills Balance +12, Bluff +13, Climb +12, Hide +20, Jump +10, Move Silently +17, Sleight of hand +19, Spot +11, Tumble +17

Possessions combat gear

Close Defense (Ex): Beginning at 4th level, you know how to fight in a crowd of larger opponents. If you are adjacent to a Medium or larger foe, you gain a +2 dodge bonus to Armor Class against attacks from all foes adjacent to you. If the Medium or larger foe moves away or falls, you lose the benefit of close defense (although you might be able to move next to the same foe again on your next turn and reestablish it). Enemies making ranged attacks or attacks with reach weapons aren't affected by close defense.

Defensive throw (Ex): At 3rd level, you learn special defensive techniques with thrown weapons.

You no longer provoke attacks of opportunity for attacking with a thrown weapon (however, if you attack with a different sort of ranged weapon, such as a bow, you still provoke attacks of opportunity).

Improved Catch (Ex): Also at 3rd level, you become so skilled with thrown weapons that you can take better advantage of a weapon with the returning special ability. When you make a ranged attack with a returning weapon, you can move after the attack, and the weapon will still return to you as long as line of sight between you and the weapon exists at the beginning of your next turn.

5: HEART OF THE JUNGLE

ASSASSIN VINE

CR 9

Assassin vine plant 20

N Gargantuan plant

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

AC 18, touch 5, flat-footed 18

(-4 size, -1 Dex, +13 natural)

Miss Chance

hp 263 (20 HD);

Fort +20, **Ref** +5, **Will** +7

Speed 5 ft.

Melee slam +25 (2d6+21)

Space 10 ft.; **Reach** 10 ft.

Base Atk +15; **Grp** +41

Special Actions Entangle (Su)

Abilities Str 38, Dex 8, Con 26, Int *, Wis 13, Cha 9
SQ Camouflage (Ex), Cold Resistance 10 (Ex), Constrict (Ex): 2d6+21, Fire Resistance 10 (Ex), Immunity to Electricity (Ex), Improved Grab (Ex), Plant Traits

TENDRICULOS

CR 9

Tendriculos plant 17

N Gargantuan plant

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

AC 18, touch 5, flat-footed 18

(-4 size, -1 Dex, +13 natural)

hp 224 (17 HD); regeneration 10;

Fort +18, **Ref** +4, **Will** +6

Speed 20 ft.

Melee bite +23 (3d8+14) or

Melee tendril +20/+20 (1d8+7)

Base Atk +12; **Grp** +38

Special Actions Swallow whole (Ex)

Abilities Str 38, Dex 9, Con 26, Int 3, Wis 8, Cha 3

SQ Improved Grab (Ex), Paralysis (Ex), Plant Traits

Feats Alertness, Iron Will, Multiattack, Power Attack, Stealthy, Weapon Focus (Bite)

Skills Hide +9

Paralysis (Ex): Grapple check to swallow whole, then DC 26 Fortitude save or be paralyzed for 3 rounds, taking 2d6 acid damage per round.

8: SIREN IN THE STORM

NEREID

CR 13

Female fey bard 9

**Stormwrack*, 155-156

CN Medium fey (aquatic, extraplanar)

Init +7; **Senses** Listen +16, Spot +16

Languages Aquan, Common

AC 17, touch 16, flat-footed 13

(+3 Dex, +4 deflection)

hp 53 (12 HD)

Resist cold 10, fire 10

Fort +5, **Ref** +12, **Will** +10

Speed 30 ft. (6 squares), base movement 30 ft., swim 40 ft.;

Melee touch +10/+5 (drown) or

Melee dagger +10/+5 (1d4-1/19-20)

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

Base Atk +7; **Grp** +6

Atk Options drown

Bard Spells Known (CL 9th):

3rd (3/day)—*charm monster* (DC 17), *cure serious wounds*, *dispel magic*

2nd (4/day)—*cure moderate wounds*, *enthrall* (DC 15), *hold person* (DC 15), *whispering wind*

1st (4/day)—*charm person* (DC 15), *cure light wounds*, *hypnotism* (DC 15), *sleep* (DC 15)

0 (3/day)—*dancing lights*, *daze* (DC 14), *detect magic*, *ghost sound* (DC 14), *message*, *read magic*

† Already cast

Spell-Like Abilities (CL 10th):

At Will—*air breathing* (DC 17)

3/day—*control currents* †

1/day—*control water* (DC 20), *wall of ice* (DC 18)

† Already cast

Abilities Str 9, Dex 17, Con 12, Int 13, Wis 12, Cha 19

SQ Bardic knowledge, bardic music, countersong, deflection, displacement, *fascinate*, inspire competence, inspire courage +2, inspire greatness, low light vision, resistance to cold 10 and fire 10, shawl, speak with animals, *suggestion*

Feats Ability Focus (Drown), Empower Spell-like Ability (*control currents*), Improved Initiative, Skill Focus (Perform), Weapon Finesse

Skills Concentration +11, Escape Artist +9, Handle Animal +9, Hide +15 (+23 in water), Knowledge (the planes) +11, Listen +16, Perform +18, Ride +5, Spot +16, Survival +3 (+5 on other planes), Swim +18, Use Rope +3 (+5 involving bindings)

Possessions combat gear plus

Deflection (Ex): A nereid adds a deflection bonus to AC equal to its Charisma bonus.

Displacement (Su): A nereid's shimmering form makes its true location difficult to surmise. Any melee or ranged attack directed against it has a 50% miss chance unless the attacker can locate the nereid by some means other than sight. A *true* seeing effect allows the user to see the nereid's position, but see *invisibility* has no effect.

Drown (Su): A nereid can make a special touch attack to try to fill an opponent's lungs with water. The opponent can resist this effect with a DC 19 Fortitude save. On a failed save the opponent begins to drown (see Drowning on page 304 of the *Dungeon Master's Guide*). The save DC is Charisma-based and includes a +2 racial bonus.

Shawl (Su): Every nereid is wrapped in a delicate shawl of sea foam white, to which its essence is bound. A nereid whose shawl is destroyed quickly fades and dies within 1 hour. Cruel individuals coerce the service of nereids by stealing their shawls, and a nereid so deprived will do everything in its power to regain the item.

A nereid's shawl can be taken while it is worn by using the disarm action (see page 155 of the *Player's Handbook*), though this is a difficult task. Heat the shawl as a well-secured item, which means that you must first pin the nereid before you can use the disarm action (and even then, the nereid gains a +4 bonus on its roll to resist the attempt).

Speak with Animals (Su): Nereids can speak with animals, though only simple concepts can be communicated (as the *speak with animals* spell)

Spell-Like Abilities: At will—*air breathing** (DC 17); 3/day—*control currents**; 1/day—*control water* (DC 20), *wall of ice* (DC 18). Caster level 10th. The save DCs are Charisma-based. *New spell described in Appendix.

Summon Water Elemental (Sp): Once per day a nereid can attempt to summon 1d3 Small water

elementals or a single Medium water elemental. The summoned elementals remain for 1 hour or until slain. This ability is the equivalent of a 5th-level spell.

Skills Nereids have a +8 racial bonus on Hide checks underwater because of their near transparency while submerged,

A nereid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

9: HIDE OR SEEK AGAIN

FIRST ARCANIST USHYN

ADVANCED DEATHLOCK

CR 13

Male deathlock* sorcerer 10

*Libris Mortis 94

LE Medium undead

Init +8; **Senses** Listen +15, Spot +15; Darkvision 60 ft.

Languages Common, Abyssal, Infernal

AC 22, touch 18, flat-footed 18

(+4 Dex, +4 *mage armor*, +4 *shield*)

hp 49 (13 HD)

Immune magic missile

Resist +2 turn resistance

Fort +4, **Ref** +8, **Will** +12

Speed 30 ft. (6 squares), base movement 30 ft.;

Melee dagger +6/+1 (1d4)

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

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

Atk Options Spell-Like Abilities

Combat Gear ~~scroll of shield~~, *potion of inflict serious wounds*

Sorcerer Spells Known (CL 13th):

5th (4/day)—*cloud kill* (DC 21)

4th (4/day)—*evard's black tentacles*, *shout* (DC 20)

3rd (6/day)—*fireball* (DC 19), *haste*, *sleet storm*

2nd (7/day)—*glitterdust* (DC 18), *false life*, *ice knife* (DC 18), *scorching ray*

1st (7/day)—*animate rope*, *grease* (DC 17), *mage armor* †, *magic missile*, *ray of enfeeblement*

0 (6/day)—*acid splash*, *arcane mark*, *detect magic*, *flare prestidigitation*, *ray of frost*, *read magic*, *resistance*

Spell-Like Abilities (CL 13th):

2nd (2/day)—*deathknell* (DC 18)

1st (3/day)—*cause fear* (DC 17), *magic missile*, *summon monster I*

† Already cast

Abilities Str 10, Dex 18, Con -, Int 17, Wis 14, Cha 22

Feats Alertness, Improved Initiative, Practiced Spellcaster, Energy Substitution (cold) [CA], Fell Drain

Skills Concentration +16, Hide +15, Knowledge (arcane) +19, Listen +15, Spellcraft +21, Spot +15,

Possessions combat gear

Stats above include *mage armor* cast by Ushyn and *shield* cast from scroll

BORAN, KORVIN

CR 9

Male human fighter 4, barbarian 2, death's chosen 3*

*Libris Mortis 41

LE Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +11

Languages Common

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

uncanny dodge

hp 88 (9 HD);

Fort +12 (+16 versus disease), **Ref** +3, **Will** +2(+4 when within 60 ft. of Ushyn)

Speed 40 ft. in studded leather (8 squares), base movement 40 ft.;

Melee Glaive +15/+10 (1d10+8)

Ranged Longbow +11/+6 (1d8+3)

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

Base Atk +9; **Grp** +12

Atk Options Combat Expertise, Improved Trip, Curling Wave Strike, Power Attack

Special Actions rage 1/day

Combat Gear dagger, glaive, longbow, arrows (20), *potion of cure serious wounds*, masterwork studded leather

Abilities Str 16, Dex 12, Con 14, Int 13, Wis 10, Cha 8

SQ fast movement, rage 1/day, shield of the master, vigor of chosen, will of the chosen, bravery of the chosen, unnatural aura

Feats Combat Expertise, Improved Trip, Curling Wave Strike^b, Weapon Focus (Glaive), Power Attack^b, Improved Toughness, Endurance^b, Weapon Specialization (Glaive), Melee Weapon Mastery (slashing)

Skills Climb +11, Jump +15, Knowledge (religion) +2, Spot +11, Survival +4, Swim +11,

Possessions combat gear

Shield of the Master (Ex): Whenever the master of a death's chosen casts a spell or uses an extraordinary, supernatural, or spell-like ability, it can choose (as a free action) to exempt the death's chosen from its effect. The master must make this choice when it casts the spell or uses the ability. If the ability is always active, the master can choose to exempt its death's chosen from the effect; this immunity remains in effect until the master chooses otherwise.

Vigor of the Chosen (Ex): The physical needs of a death's chosen are greatly reduced. He needs to consume only one-tenth the normal amount of food and water each day. He can subsist on a mere 2 hours of sleep each night without becoming fatigued. He gains Endurance as a bonus feat. He also gains a +4 bonus on Fortitude saves to resist disease.

Will of the Chosen (Ex): Starting at 2nd level, a death's chosen serves his master with inhuman

intensity. He gains a +2 morale bonus on Will saves as long as he is within 60 ft. of his master.

Bravery of the Chosen (Ex): When within 30 ft. of his master, a death's chosen who has attained 3rd level gains a +1 morale bonus on melee damage rolls. If his master has been reduced to half or less of its full normal hit points, this bonus increases to +2. The bonus disappears if his master is destroyed.

11: MAELSTROM!

HUECUVA **CR 10**

Male Huecuva (Ex-priest of Procan – Cleric 8)

**Fiend Folio*, 94-95

CE Medium Undead

Init +4; **Senses** Listen +6, Spot +6

Aura moderate evil

Languages Common

AC 19, touch 9, flat-footed 19

(-1 Dex, +5 armor, +1 buckler, +4 natural)

hp 63 (8 HD); regeneration/fast healing; DR 15/silver

Resist turn resistance (turns as a 6HD creature)

Fort +9, **Ref** +3, **Will** +12

Speed 20 ft. in chitin armor (4 squares), base movement 30 ft.

Melee cutlass +7/+2 (1d6+1; 19-20/x2) or

Melee slam +7/+2 (1d6+1 plus Huecuva blight)

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

Base Atk +6; **Grp** +7

Atk Options death touch, Huecuva blight

Combat Gear +1 chitin armor

Cleric Spells Prepared (CL 4th):

4th—*divine power*, *inflict critical wounds* (touch attack, 4d8+8 damage, DC 18 for half), *summon undead IV*, *unholy blight*^P (20 ft. miasma up to 180 ft. away; 4d8 damage to good creatures or 8d6 to good outsider, plus all sickened for 1d4 rounds; neutral creatures take half damage; DC 19 Will half and not sickened)

3rd—*magic circle against good*^P, *prayer*, *summon undead III* (x2), *unholy storm* (20 ft. radius, 20 ft. high; 2d6 damage/round [double for good outsiders]; no save)

2nd—*desecrate*, *hold person* (paralyzed, DC 16 Will negates), *sound burst* (range 35 ft., 10-ft.-radius; 1d8 damage + stunned; Fort 16 partial), *spiritual weapon* (range 140 ft., 1d8+1 damage), *death knell*^P,

1st—*blood wind* (x2), *entropic shield*, *inflict light wounds* (1d8+4 negative energy damage; Will 15 for half), *protection from good*^P, *updraft*

0—*guidance* (x6)

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

Abilities Str 12, Dex 8, Con 13, Int 6, Wis 18, Cha 16

SQ divine conversion, turn resistance,

Feats Alertness, Improved Initiative, Sea Legs, Skill Focus [Concentration], Toughness^B

Skills Balance -1, Concentration +15, Diplomacy +3, Heal +5, Hide -4, Knowledge (arcana) +0, Knowledge (history) -1, Knowledge (religion) -1,

Knowledge (the planes) -1, Listen +6, Spellcraft -1, Spot +6,

Possessions combat gear plus

Damage Reduction (Ex): A Huecuva has damage reduction 15/silver.

Turn Resistance (Ex): A Huecuva is treated as an undead creature with two more hit die than it actually has for purposes of turn, rebuke, command, or bolster attempts.

Death Touch (Su): Useable once a day, the Huecuva's death touch is a supernatural ability that produces a death effect. On a successful melee touch attack against a living creature, the Huecuva rolls 4d6. If the total equals the touched creature's total hit points, the creature dies (no save).

Divine Conversion (Su): A cleric who becomes a Huecuva loses access to the domains he had in life and replaces them with the Death and Evil domains. A cleric who previously was able to turn undead loses that ability and gains the ability to rebuke or command undead, like evil clerics.

Huecuva Blight (Su): Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to this disease. The incubation period is 1 day; at the end of that time, the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a *remove disease*)

ADMIRAL SHEVENYET **CR 14**

Male lich wizard 5, stormcaster 7

**Stormwrack* 72-76

LE Medium undead (augmented humanoid)

Init +6; **Senses** Listen +11, Spot +9

Aura strong evil

Languages Aquan, auran, common, draconic, elven

AC 22, touch 18, flat-footed 21

(+1 Dex, +4 armor, +5 natural, +2 deflection)

hp 78 (12 HD); regeneration/fast healing; DR 15/bludgeoning and magic

Immune cold, electricity, polymorph effects, and mind-affecting attacks

Resist turn resistance +4 (turns as a 14 HD creature); **SR** 13

Fort +6, **Ref** +7, **Will** +7

Speed 30 ft. in sharkskin armor (6 squares), base movement 30 ft

Melee cutlass +5 (1d6) or

Melee touch +5 (1d8+5; DC 15 + Cha mod, Will halves and paralyzed; DC 15 + Cha mod, Fort negates) or

Ranged crossbow +6 (1d8)

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

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

Atk Options fear aura, paralyzing touch, thunderclap

Special Actions *shield of winds* 2/day

Combat Gear *sharkskin armor* +1 of spell resistance (13)

Wizard Spells Prepared (CL 11th):

6th—*chain lightning* (CL 14th; DC 21); *globe of invulnerability* (CL 12th)

5th—*sonic rumble* (x3; CL 14th; DC 19)

4th—*invisibility, greater* (CL 12th); *orb of electricity* (x3; CL 14th; DC 18)

3rd—*anticipate teleportation* (CL 12th) †; *lightning bolt* (x3; CL 14th; DC 17); *magic circle against good*;

2nd—*blur* (CL 12th), *electric loop* (CL 14th; DC 16); *gust of wind* (CL 14th; DC 16), *spectral hand* (CL 12th), *ghoul touch* (CL 12th; DC 15),

1st—*reduce person* (CL 12th; DC 14); *shocking grasp* (x3; CL 14th; DC 15); *true strike*

0—*electric jolt* (x2; CL 14th), *sonic snap* (x2; CL 14th; DC 14)

† Already cast

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

SQ eye of the storm, familiar, storm spell power, thunderbolt

Feats Improved Initiative, Ship's Mage, Skill Focus (Concentration), Craft Wondrous Item, Scribe Scroll, Summon Familiar, Leadership, Spell Focus (Evocation), Spell Focus (Conjuration)

Skills Bluff +7, Concentration +18, Decipher Script +5, Diplomacy +4, Disguise +2 (+4 to act in character), Hide +8, Intimidate +4, Knowledge (arcana) +15, Knowledge (nature) +15, Knowledge (religion) +8, Knowledge (the planes) +9, Listen +11, Move Silently +8, Profession (sailor) +16, Search +9, Sense Motive +9, Spellcraft +16, Spot +9, Survival +1 (+3 for above ground environments/other planes),

Possessions combat gear plus phylactery disguised as a magical ring (note that it has a more obvious 'phylactery' hidden in the frame of its bed), *ring of four winds*, spell component pouch

Spellbook spells prepared plus 0—all PHB plus *electric jolt*, *sonic snap*; 1—*color spray*, *orb of electricity, lesser*; *orb of sound, lesser*; *reduce person*, *shocking grasp*, *true strike*; 2—*blur*, *electric loop*, *gust of wind*, *spectral hand*, *ghoul touch*; 3—*anticipate teleportation*, *lightning bolt*, *magic circle against good*, *rainbow blast*; 4—*globe of invulnerability, lesser*, *invisibility, greater*, *orb of electricity*, *orb of sound*; 5—*sonic rumble*; 6—*chain lightning*, *globe of invulnerability*

Eye of the Storm (Ex): As a 4th-level stormcaster, the admiral is unaffected by the winds in a storm. He ignores the penalties associated with ranged attack rolls and Listen checks due to high winds (DMG 95). Actions that are impossible in high winds (such as using ranged attacks in winds above 50 mph) are still possible.

Immunities (Ex): A lich has immunity to cold, electricity, polymorph (though they can use polymorph effects on themselves), and mind-affecting attacks.

Resistance to Electricity (Ex): As a 2nd-level stormcaster, the admiral gained resistance to electricity 10

Resistance to Sonic (Ex): At 7th-level, the admiral became somewhat resistant to the power of thunder and gained resistance to sonic 10.

Storm Spell Power (Ex): The admiral is truly skilled in the use of spells that wield the power of the stormy seas. Any spell he casts that has the air, electricity, sonic, or water descriptor is cast at +2 caster level.

Thunderbolt (Ex): Beginning at 5th-level stormcaster, the admiral adds his knowledge of the storm to add the power of thunder to his lightning-based spells. Any spell he casts that deals electricity damage, also deals an extra 1 point of sonic damage per spell level and stuns any creature damaged by the spell for 1 round (DC [save DC of spell, even those not allowing saves] Fortitude save negates)

Turn Resistance (Ex): A lich has +4 turn resistance.

Shield of Winds (Sp): Starting at 3rd-level spellcaster, the admiral can call up high winds to cast aside the arrows of his foes. As an immediate action, he can surround his space with an effect equal to a *wind wall* (PH 302) for 1 round. He can use this ability 1/day.

Damage Reduction (Su): A lich's undead body is tough, giving the creature damage reduction 15/bludgeoning and magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fear Aura (Su): Liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60 ft. radius that look at the lich, must succeed on a Will save or be affected as though by a fear spell from a sorcerer of the lich's level (DC 18). A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

Paralyzing Touch (Su): Any living creature this lich hits with its touch attack must succeed on a DC Fort save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, although a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Thunderclap (Su): The admiral can channel stored spell energy into pure sonic energy. He can lose any prepared spell in order to generate a 30-foot-radius burst of sonic energy. The burst deals 1d4 points of sonic damage per level of the spell slot to all targets in the area; any creature damaged by this effect is stunned for 1 round. A Fortitude save halves this damage and negates the stun effect. He is immune to his own thunderclap power. This otherwise functions like the cleric's spontaneous casting class feature (see page 32 of the PH).

Skills Liches gain a +8 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as base creature.

APPENDIX 1: APL 14

1: BARFIGHT!

VERNO

CR 13

Male halfling monk 13

LE Small humanoid (Halfling)

Init +3; Senses Listen +5, Spot +3

Languages Common, Halfling,

AC 24, touch 22, flat-footed 21

(+1 size, +3 Dex, +3 class, +4 Wis, +2 armor, +1 deflection)

hp 88 (13 HD);

Immune Disease, except supernatural and magical; Poison

SR 23

Fort +13, Ref +14, Will +15 (+2 vs. enchantments)

Speed 60 ft. base movement 20 ft.

Melee Unarmed strike +13 (2d6+1) or Flurry of Blows +13/+13/+13/+8 (2d6+1)

Space 5 ft.; Reach 5 ft.

Base Atk +9/+4; Grp +6

Atk Options Stunning Fist (DC 24), Weakening touch, Pain touch, Combat Reflexes

Combat Gear *Potion of mage armor*, *potion of bull's strength*, *potion of cure serious wounds*

Abilities Str 12, Dex 14, Con 14, Int 10, Wis 19, Cha 8

SQ Improved evasion, Still mind, Ki strike (magic & lawful), Purity of body, Slowfall 50 ft., Wholeness of Body (22 hp), Diamond body, Abundant step, Diamond soul

Feats Ability focus (Stunning fist), Weapon Finesse, Weakening Touch, Pain touch, Blind-Fight, Stunning Fist^B, Combat Reflexes^B, Improved unarmed strike^B, Improved trip^B

Skills Balance +21, Escape Artist +19, Jump +33, Tumble +21

Possessions combat gear plus *cloak of resistance* +2, *bracers of armor* +2, *ring of protection* +1, *ki straps*, *periapt of wisdom* +2, *rock boots*, *monk's belt*

SILVA

CR 13

Female halfling rogue 4/ fighter 2/ whisperknife 7

LE Small humanoid (Halfling)

Init +3; Senses Listen +1, Spot +13

Languages Common, Halfling, Oeridian

AC 18, touch 15, flat-footed 14

(+1 size, +4 Dex, +3 armor)

Improved uncanny dodge

hp 72 (13 HD);

Fort +8, Ref +14, Will +3

Speed 30 ft. in studded leather (6 squares), base movement 30 ft.

Melee Dagger +18/+13/+8 (1d3+2) or Dagger +16/+16/+11/+9 (1d3+2/1d3+1/1d6+2)

Ranged Dagger +18/+13/+8 (1d3+2) or Dagger +16/+16/+11/+6 (1d3+2/1d3+1/1d3+2/1d3+2) or

Dagger +14/+14/+14/+9/+4 (1d3+2/1d3+2/1d3+1/1d3+2/1d3+2)

Space 5 ft.; Reach 5 ft.

Base Atk +12/+7/+2; Grp +10

Atk Options sneak attack +4d6, Vengeful strike 1/day

Special Actions

Combat Gear Daggers (6), masterwork studded leather, *potion of cure serious wounds*, *potion of cat's grace*, blue whinnis poison (DC 14, 1 Con/Unconscious)

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

SQ Trapfinding, evasion, trap sense +1, Improved uncanny dodge, rapid shot, Defensive throw, Improved catch, Close defense, Fast movement, Poison use, vengeful strike

Feats Two weapon fighting, Quickdraw, Point blank shot^B, Precise shot^B, Weapon finesse, Far shot, Improved precise shot

Skills Balance +13, Bluff +15, Climb +12, Hide +23, Jump +14, Move Silently +20, Sleight of hand +22, Spot +13, Tumble +20

Possessions combat gear

Close Defense (Ex): Beginning at 4th level, you know how to fight in a crowd of larger opponents. If you are adjacent to a Medium or larger foe, you gain a +2 dodge bonus to Armor Class against attacks from all foes adjacent to you. If the Medium or larger foe moves away or falls, you lose the benefit of close defense (although you might be able to move next to the same foe again on your next turn and reestablish it). Enemies making ranged attacks or attacks with reach weapons aren't affected by close defense.

Defensive throw (Ex): At 3rd level, you learn special defensive techniques with thrown weapons.

You no longer provoke attacks of opportunity for attacking with a thrown weapon (however, if you attack with a different sort of ranged weapon, such as a bow, you still provoke attacks of opportunity).

Improved Catch (Ex): Also at 3rd level, you become so skilled with thrown weapons that you can take better advantage of a weapon with the returning special ability. When you make a ranged attack with a returning weapon, you can move after the attack, and the weapon will still return to you as long as line of sight between you and the weapon exists at the beginning of your next turn.

Vengeful Strike (Su): Beginning at 7th level, as a standard action you can execute a single vengeful strike in place of a sneak attack. You coldly whisper the name of your intended victim to your weapon, and then you make a single melee or ranged attack. You gain a +2 morale bonus on the attack roll. If you hit, your foe must make a Fortitude save (DC 10 + your class level + your Dex modifier) or be stunned for 1d4 rounds.

You must know the victim's name in order to make a vengeful strike; "that ore over there" is not good enough. Creatures without names (most creatures of Intelligence 2 or lower) are not subject to a vengeful strike. You usually use this ability against a person or creature you know to have harmed halflings.

You can use this ability once per day at 7th level and three times per day at 10th level.

5: HEART OF THE JUNGLE

ASSASSIN VINE

CR 11

Assassin vine plant 28

N Gargantuan plant

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

AC 18, touch 5, flat-footed 18

(-4 size, -1 Dex, +13 natural)

Miss Chance

hp 367 (28 HD);

Fort +24, **Ref** +8, **Will** +10

Speed 5 ft.

Melee slam +32 (2d6+22)

Space 10 ft.; **Reach** 10 ft.

Base Atk +21; **Grp** +48

Special Actions Entangle (Su)

Abilities Str 40, Dex 8, Con 26, Int *, Wis 13, Cha 9

SQ Camouflage (Ex), Cold Resistance 10 (Ex),

Constrict (Ex): 2d6+22, Fire Resistance 10 (Ex),

Immunity to Electricity (Ex), Improved Grab (Ex),

Plant Traits

TENDRICULOS

CR 11

Male tendriculos plant 25

N Gargantuan plant

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

Aura

Languages

AC 18, touch 5, flat-footed 18

(-4 size, -1 Dex, +13 natural)

Miss Chance

hp 328 (25 HD); regeneration 10;

Fort +22, **Ref** +7, **Will** +9

Speed 20 ft.

Melee bite +30 (4d8+15/19-20) or

Melee tendril +27/+27 (1d8+7)

Base Atk +18; **Grp** +45

Special Actions Swallow whole (Ex)

Abilities Str 40, Dex 9, Con 26, Int 3, Wis 8, Cha 3

SQ Improved Grab (Ex), Paralysis (Ex), Plant Traits

Feats Alertness, Improved Critical (Bite), Improved

Multiattack, Improved Natural Attack (Bite), Iron

Will, Multiattack, Power Attack, Stealthy, Weapon

Focus (Bite)

Skills Hide +17

Paralysis (Ex): Grapple check to swallow whole,

then DC 30 Fortitude save or be paralyzed for 3

rounds, taking 2d6 acid damage per round.

8: SIREN IN THE STORM

NEREID

CR 15

Female fey bard 11

**Stormwrack*, 155-156

CN Medium fey (aquatic, extraplanar)

Init +7; **Senses** Listen +18, Spot +18

Languages Aquan, Common

AC 17, touch 16, flat-footed 13

(+3 Dex, +4 deflection)

hp 62 (14 HD)

Resist cold 10, fire 10

Fort +5, **Ref** +13, **Will** +11

Speed 30 ft. (6 squares), base movement 30 ft., swim 40 ft.;

Melee touch +12/+7 (drown) or

Melee dagger +12/+7 (1d4-1/19-20)

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

Base Atk +9; **Grp** +8

Atk Options drown

Bard Spells Known (CL 11th):

4th (2/day)—*cure critical wounds*, *dominate person* (DC 18), *rainbow pattern* (DC 18)

3rd (3/day)—*charm monster* (DC 17), *confusion* (DC 17), *cure serious wounds*, *dispel magic*

2nd (4/day)—*cure moderate wounds*, *enthrall* (DC 15), *hold person* (DC 15), *whispering wind*

1st (4/day)—*charm person* (DC 15), *cure light wounds*, *hypnotism* (DC 15), *sleep* (DC 15)

0 (3/day)—*dancing lights*, *daze* (DC 14), *detect magic*, *ghost sound* (DC 14), *message*, *read magic*

‡ Already cast

Spell-Like Abilities (CL 10th):

At Will—*air breathing* (DC 17)

3/day—*control currents* ‡

1/day—*control water* (DC 20), *wall of ice* (DC 18)

‡ Already cast

Abilities Str 9, Dex 17, Con 12, Int 13, Wis 12, Cha 19

SQ Bardic knowledge, bardic music, countersong, deflection, displacement, *fascinate*, inspire competence, inspire courage +2, inspire greatness, low light vision, resistance to cold 10 and fire 10, shawl, speak with animals, *suggestion*

Feats Ability Focus (Drown), Empower Spell-like Ability (*control currents*), Improved Initiative, Skill Focus (Perform), Weapon Finesse

Skills Concentration +13, Escape Artist +9, Handle Animal +9, Hide +17 (+25 in water), Knowledge (the planes) +13, Listen +18, Perform +20, Ride +5, Spot +18, Survival +3 (+5 on other planes), Swim +20, Use Rope +3 (+5 involving bindings)

Possessions combat gear plus

Deflection (Ex): A nereid adds a deflection bonus to AC equal to its Charisma bonus.

Displacement (Su): A nereid's shimmering form makes its true location difficult to surmise. Any melee or ranged attack directed against it has a 50% miss chance unless the attacker can locate the nereid by some means other than sight. A true

seeing effect allows the user to see the nereid's position, but see *invisibility* has no effect.

Drown (Su): A nereid can make a special touch attack to try to fill an opponent's lungs with water. The opponent can resist this effect with a DC 19 Fortitude save. On a failed save the opponent begins to drown (see Drowning on page 304 of the *Dungeon Master's Guide*). The save DC is Charisma-based and includes a +2 racial bonus.

Shawl (Su): Every nereid is wrapped in a delicate shawl of sea foam white, to which its essence is bound. A nereid whose shawl is destroyed quickly fades and dies within 1 hour. Cruel individuals coerce the service of nereids by stealing their shawls, and a nereid so deprived will do everything in its power to regain the item.

A nereid's shawl can be taken while it is worn by using the disarm action (see page 155 of the *Player's Handbook*), though this is a difficult task. Heat the shawl as a well-secured item, which means that you must first pin the nereid before you can use the disarm action (and even then, the nereid gains a +4 bonus on its roll to resist the attempt).

Speak with Animals (Su): Nereids can speak with animals, though only simple concepts can be communicated (as the *Speak with Animals* spell)

Spell-Like Abilities: At will—*air breathing** (DC 17); 3/day—*control currents**; 1/day—*control water* (DC 20), *wall of ice* (DC 18). Caster level 10th. The save DCs are Charisma-based. *New spell described in Appendix.

Summon Water Elemental (Sp): Once per day a nereid can attempt to summon 1d3 Small water elementals or a single Medium water elemental. The summoned elementals remain for 1 hour or until slain. This ability is the equivalent of a 5th-level spell.

Skills Nereids have a +8 racial bonus on Hide checks underwater because of their near transparency while submerged,

A nereid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

9: HIDE OR SEEK AGAIN

FIRST ARCANIST USHYN

ADVANCED DEATHLOCK

CR 15

Male deathlock* sorcerer 12

*Libris Mortis 94

LE Medium undead

Init +8; **Senses** Listen +16, Spot +16; Darkvision 60 ft.

Languages Common, Abyssal, Infernal

AC 22, touch 18, flat-footed 18

(+4 Dex, +4 *mage armor*, +4 *shield*)

hp 55 (15 HD)

Immune magic missile

Resist +2 turn resistance

Fort +5, **Ref** +9, **Will** +13

Speed 30 ft. (6 squares), base movement 30 ft.;

Melee dagger +7/+2 (1d4)

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

Base Atk +7/+2; **Grp** +7

Atk Options Spell-Like Abilities

Combat Gear ~~scroll of shield~~, *potion of inflict light wounds*

Sorcerer Spells Known (CL 15th):

6th (4/day)—*chain lightning* (DC 22)

5th (4/day)—*cloud kill* (DC 21), *wall of force*

4th (4/day)—*evard's black tentacles*, *ice storm* (DC 20) *shout* (DC 20)

3rd (6/day)—*fireball* (DC 19), *fly*, *haste*, *sleetstorm*

2nd (7/day)—*glitterdust* (DC 18), *false life*, *flaming*

sphere (DC 18), *ice knife* (DC 18), *scorching ray*,

1st (7/day)—*animate rope*, *grease* (DC 17), *mage*

armor †, *magic missile*, *ray of enfeeblement*

0 (6/day)—*acid splash*, *arcane mark*, *detect magic*, *flare prestidigitation*, *ray of frost*, *read magic*, *resistance*

Spell-Like Abilities (CL 15th):

2nd (2/day)—*deathknell* (DC 18)

1st (3/day)—*cause fear* (DC 17), *magic missile*, *summon monster I*

† Already cast

Abilities Str 10, Dex 18, Con -, Int 17, Wis 14, Cha 22

SQ

Feats Alertness, Improved Initiative, Practiced Spellcaster, Energy Substitution (cold) [CA], Fell Drain

Skills Concentration +18, Hide +16, Knowledge (arcane) +21, Listen +16, Spellcraft +23, Spot +16

Possessions combat gear

Stats above include *mage armor* cast by Ushyn and *shield* cast from scroll

BORAN, KORVIN

CR 11

Male human fighter 6, barbarian 2, death's chosen 3*

*Libris Mortis 41

LE Medium humanoid (human)

Init +5; **Senses** Listen +0, Spot +11

Languages Common

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

uncanny dodge

hp 108 (11 HD);

Fort +13 (+17 versus disease), **Ref** +4, **Will** +3(+5 when within 60 ft. of Ushyn)

Speed 40 ft. in studded leather (8 squares), base movement 40 ft.;

Melee Glaive +17/+12 (1d10+8)

Ranged Longbow +13/+8 (1d8+3)

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

Base Atk +11; **Grp** +14

Atk Options Combat Expertise, Improved Trip, Curling Wave Strike, Power Attack

Special Actions rage 1/day

Combat Gear dagger, glaive, longbow, arrows (20), *potion of cure light wounds*, masterwork studded leather

Abilities Str 17, Dex 12, Con 14, Int 13, Wis 10, Cha 8

SQ fast movement, rage 1/day, shield of the master, vigor of chosen, will of the chosen, bravery of the chosen, unnatural aura

Feats Combat Expertise, Improved Trip, Curling Wave Strike^b, Weapon Focus (Glaive), Power Attack^b, Improved Toughness, Endurance^b, Weapon Specialization (Glaive), Melee Weapon Mastery (slashing), Improved Initiative

Skills Climb +11, Jump +15, Knowledge (religion) +2, Spot +11, Survival +4, Swim +11

Possessions combat gear

Shield of the Master (Ex): Whenever the master of a death's chosen casts a spell or uses an extraordinary, supernatural, or spell-like ability, it can choose (as a free action) to exempt the death's chosen from its effect. The master must make this choice when it casts the spell or uses the ability. If the ability is always active, the master can choose to exempt its death's chosen from the effect; this immunity remains in effect until the master chooses otherwise.

Vigor of the Chosen (Ex): The physical needs of a death's chosen are greatly reduced. He needs to consume only one-tenth the normal amount of food and water each day. He can subsist on a mere 2 hours of sleep each night without becoming fatigued. He gains Endurance as a bonus feat. He also gains a +4 bonus on Fortitude saves to resist disease.

Will of the Chosen (Ex): Starting at 2nd level, a death's chosen serves his master with inhuman intensity. He gains a +2 morale bonus on Will saves as long as he is within 60 ft. of his master.

Bravery of the Chosen (Ex): When within 30 ft. of his master, a death's chosen who has attained 3rd level gains a +1 morale bonus on melee damage rolls. If his master has been reduced to half or less of its full normal hit points, this bonus increases to +2. The bonus disappears if his master is destroyed.

11: MAELSTROM!

HUECUVA

CR 12

Male Huecuva (Ex-priest of Procan – Cleric 10)

**Fiend Folio*, 94–95

CE Medium Undead

Init +4; **Senses** Listen +6, Spot +6

Aura strong evil

Languages Common

AC 19, touch 9, flat-footed 19

(-1 Dex, +5 armor, +1 buckler, +4 natural)

hp 78 (10 HD); regeneration/fast healing; DR 15/silver

Resist turn resistance +4; **SR** 15

Fort +10, **Ref** +6, **Will** +13

Speed 20 ft. in chitin armor (4 squares), base movement 30 ft.

Melee cutlass +8/+3 (1d6+1; 19-20/x2) or

Melee slam +8/+3 (1d6+1 plus Huecuva blight)

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

Base Atk +7/+2; **Grp** +8

Atk Options death touch, Huecuva blight

Combat Gear +1 *chitin armor*

Cleric Spells Prepared (CL 4th):

4th—*divine power*, *inflict critical wounds* (touch attack, 4d8+8 damage, DC 18 for half), *summon undead IV*, *unholy blight*^P (20 ft. miasma up to 180 ft. away; 4d8 damage to good creatures or 8d6 to good outsider, plus all sickened for 1d4 rounds; neutral creatures take half damage; DC 19 Will half and not sickened)

3rd—*magic circle against good*^P, *prayer*, *summon undead III* (x2), *unholy storm* (20 ft. radius, 20 ft. high; 2d6 damage/round [double for good outsiders]; no save)

2nd—*desecrate*, *hold person* (paralyzed, DC 16 Will negates), *sound burst* (range 35 ft., 10-ft.-radius; 1d8 damage + stunned; Fort 16 partial), *spiritual weapon* (range 140 ft., 1d8+1 damage), *death knell*^P,

1st—*blood wind* (x2), *entropic shield*, *inflict light wounds* (1d8+4 negative energy damage; Will 15 for half), *protection from good*^P, *updraft*

0—*guidance* (x6)

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

Abilities Str 12, Dex 8, Con 13, Int 6, Wis 18, Cha 16

SQ divine conversion, turn resistance

Feats Alertness, Improved Initiative, Lightning Reflexes, Sea Legs, Skill Focus [Concentration], Toughness^B

Skills Balance -1, Concentration +17, Diplomacy +3, Heal +5, Hide -4, Knowledge (arcana) +0, Knowledge (history) -1, Knowledge (religion) +3, Knowledge (the planes) -1, Listen +6, Spellcraft +0, Spot +6,

Possessions combat gear plus

Damage Reduction (Ex): A Huecuva has damage reduction 15/silver.

Turn Resistance (Ex): A Huecuva is treated as an undead creature with two more hit die than it actually has for purposes of turn, rebuke, command, or bolster attempts.

Death Touch (Su): Useable once a day, the Huecuva's death touch is a supernatural ability that produces a death effect. On a successful melee touch attack against a living creature, the Huecuva rolls 4d6. If the total equals the touched creature's total hit points, the creature dies (no save).

Divine Conversion (Su): A cleric who becomes a Huecuva loses access to the domains he had in life and replaces them with the Death and Evil domains. A cleric who previously was able to turn undead loses that ability and gains the ability to rebuke or command undead, like evil clerics.

Huecuva Blight (Su): Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to this disease. The incubation period is 1 day; at the end of that time, the disease deals 1d2 points of Strength and Constitution

damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a *remove disease*)

ADMIRAL SHEVENYET CR 16

Male lich wizard 5, stormcaster 9*

*Stormwrack 72–76

LE Medium undead (augmented humanoid)

Init +6; **Senses** Listen +11, Spot +9

Aura strong evil

Languages Aquan, auran, common, draconic, elven

AC 22, touch 18, flat-footed 21

(+1 Dex, +4 armor, +5 natural, +2 deflection)

hp 90 (14 HD); regeneration/fast healing; DR 15/bludgeoning and magic

Immune cold, electricity, polymorph effects, and mind-affecting attacks

Resist turn resistance +4 (turns as a 14 HD creature);

Fort +7, **Ref** +8, **Will** +8

Speed 30 ft. in sharkskin armor (6 squares), base movement 30 ft

Melee cutlass +6/+1 (1d6) or

Melee touch +6/+1 (1d8+5; DC 15 + Cha mod Wil halves and paralyzed; DC 15 + Cha mod Fort negates) or

Ranged crossbow +7/+2 (1d8)

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

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

Atk Options fear aura, paralyzing touch, thunderclap

Special Actions *call storm* 1/week, *shield of winds* 3/day

Combat Gear +1 sharkskin armor of spell resistance (15)

Wizard Spells Prepared (CL 13th):

7th—*hold person*, *mass* (CL 14th; DC 21), *prismatic spray* (CL 14th; DC 22)

6th—*chain lightning* (CL 16th; DC 21); *globe of invulnerability* (CL 14th)

5th—*sonic rumble* (x2; CL 17th; DC 19)

4th—*invisibility*, *greater* (CL 14th); *orb of electricity* (x3; CL 16th; DC 18)

3rd—*anticipate teleportation* (CL 16th) †; *lightning bolt* (x3; CL 16th; DC 17); *magic circle against good*;

2nd—*blur* (CL 14th), *electric loop* (CL 16th; DC); *gust of wind* (CL 16th; DC 16), *spectral hand* (CL 14th), *ghoul touch* (CL 14th; DC 15)

1st—*reduce person* (CL 14th; DC 14); *shocking grasp* (x3; CL 16th; DC 15); *true strike* (CL 14th)

0—*electric jolt* (x2; CL 16th), *sonic snap* (x2; CL 16th; DC 14)

† Already cast

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

SQ eye of the storm 30 ft., familiar, storm spell power, thunderbolt

Feats Improved Initiative, Ship's Mage, Skill Focus (Concentration), Craft Wondrous Item, Scribe Scroll, Summon Familiar, Leadership, Spell Focus (Conjuration), Spell Focus (Evocation),

Skills Bluff +7, Concentration +20, Decipher Script +5, Diplomacy +4, Disguise +2 (+4 to act in character), Hide +8, Intimidate +4, Knowledge (arcana) +17, Knowledge (nature) +17, Knowledge (religion) +8, Knowledge (the planes) +9, Listen +13, Move Silently +8, Profession (sailor) +17, Search +9, Sense Motive +9, Spellcraft +20, Spot +9, Survival +1 (+3 for above ground environments/other planes),

Possessions combat gear plus phylactery disguised as a magical ring (note that it has a more obvious 'phylactery' hidden in the frame of its bed), *ring of four winds*, spell component pouch

Spellbook spells prepared plus 0—all PHB plus *electric jolt*, *sonic snap*; 1—*color spray*, *orb of electricity*, *lesser*; *orb of sound*, *lesser*; *reduce person*, *shocking grasp*, *true strike*; 2—*blur*, *electric loop*, *gust of wind*, *spectral hand*, *ghoul touch*; 3—*anticipate teleportation*, *lightning bolt*, *magic circle against good*, *rainbow blast*; 4—*globe of invulnerability*, *lesser*, *ice storm*, *invisibility*, *greater*, *orb of electricity*, *orb of sound*; 5—*sonic rumble*, *sending*; 6—*chain lightning*, *globe of invulnerability*; 7—*hold person*, *mass*, *prismatic spray*

Eye of the Storm (Ex): As a 4th-level stormcaster, the admiral is unaffected by the winds in a storm. He ignores the penalties associated with ranged attack rolls and Listen checks due to high winds (DMG 95). Actions that are impossible in high winds (such as using ranged attacks in winds above 50 mph) are still possible.

Immunities (Ex): A lich has immunity to cold, electricity, polymorph (though they can use polymorph effects on themselves), and mind-affecting attacks.

Resistance to Electricity (Ex): As a 2nd-level stormcaster, the admiral gained resistance to electricity 10

Resistance to Sonic (Ex): At 7th-level, the admiral became somewhat resistant to the power of thunder and gained resistance to sonic 10.

Storm Spell Power (Ex): The admiral is truly skilled in the use of spells that wield the power of the stormy seas. Any spell he casts that has the air, electricity, sonic, or water descriptor is cast at +2 caster level.

Thunderbolt (Ex): Beginning at 5th-level stormcaster, the admiral adds his knowledge of the storm to add the power of thunder to his lightning-based spells. Any spell he casts that deals electricity damage, also deals an extra 1 point of sonic damage per spell level and stuns any creature damaged by the spell for 1 round (DC [save DC of spell, even those not allowing saves] Fortitude save negates)

Turn Resistance (Ex): A lich has +4 turn resistance.

Call Storm (Sp): The admiral feels fully at home within the confines of a storm. At 8th level

stormcaster, he gains the ability to use *control weather* effect once per week but can only create a windstorm, thunderstorm, or hurricane-force winds (see PH 214 and DMG 94–95). He is treated as a druid when using this ability (or when casting *control weather* through his own powers) for the purpose of duration and area of the spell.

Shield of Winds (Sp): Starting at 3rd-level spellcaster, the admiral can call up high winds to cast aside the arrows of his foes. As an immediate action, he can surround his space with an effect equal to a *wind wall* (PH 302) for 1 round. He can use this ability 1/day.

Damage Reduction (Su): A lich's undead body is tough, giving the creature damage reduction 15/bludgeoning and magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fear Aura (Su): Liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60 ft. radius that look at the lich, must succeed on a Will save or be affected as though by a fear spell from a sorcerer of the lich's level (DC 19). A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

Paralyzing Touch (Su): Any living creature this lich hits with its touch attack must succeed on a DC Fort save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, although a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Thunderclap (Su): The admiral can channel stored spell energy into pure sonic energy. He can lose any prepared spell in order to generate a 30-foot-radius burst of sonic energy. The burst deals 1d4 points of sonic damage per level of the spell slot to all targets in the area; any creature damaged by this effect is stunned for 1 round. A Fortitude save halves this damage and negates the stun effect. He is immune to his own thunderclap power. This otherwise functions like the cleric's spontaneous casting class feature (see page 32 of the PH).

Skills Liches gain a +8 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as base creature.

APPENDIX 2: NEW RULES ITEMS

FEATS

Curling Wave Strike

Mimicking the forceful power of the wave, you can trip multiple foes as part of the same strike.

Prerequisites: Dex 13, Improved Trip

Benefit: If you trip an opponent in melee combat, you can immediately make another trip attempt against another foe in reach at the same total attack bonus as the first trip attack. This replaces the free attack you would normally get against the tripped opponent (from the Improved Trip feat). If you successfully trip a second opponent, you do not get a free attack against that opponent. You can use this feat only once per round.

Source: *Stormwrack*, 92

Energy Substitution (cold) [Metamagic]

You can modify an energy-based spell to use another type of energy instead.

Benefit: You can modify any spell with an energy descriptor to use cold instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to [cold]

Source: *Complete Arcane*, 79

Fell Drain [Metamagic]

Living foes damaged by your spell also gain a negative level.

Benefit: You can alter a spell that deals damage to foes so that any living creature that is dealt damage also gains a negative level. If the subject has at least as many negative levels as Hit Dice, it dies. Assuming the subject survives, the negative level disappears (without requiring a Fortitude save) after a number of hours equal to your caster level (maximum 15). A fell draining spell uses up a spell slot two higher than the spell's actual level.

Source: *Libris Mortis*, 27

Improved Toughness [General]: You are significantly tougher than normal.

Prerequisite: Base Fortitude Save bonus +2

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Source: *Complete Warrior*, 101

Melee Weapon Mastery

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

Benefit: When you select this feat, choose bludgeoning, piercing or slashing. You must have Weapon Focus and Weapon Specialization with a melee weapon that deals this type of damage. When using any melee weapon that has the damage type you selected, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

Special: You can select this feat more than once. Each time, you can select a new damage type. A fighter may select Melee Weapon Mastery as one of his fighter bonus feats.

Source: *Players Handbook II*, 81

Pain Touch

You cause intense pain in an opponent with a successful stunning attack.

Prerequisites: Wis 15, Stunning Fist, base attack bonus +2.

Benefit: Victims of a successful stunning attack are subject to such debilitating pain that they are nauseated for 1 round following the round they are stunned. Creatures that are immune to stunning attacks are also immune to the effect of this feat, as are any creatures that are more than one size category larger than the feat user.

Source: *Complete Warrior*, 103

Practiced Spellcaster

Benefit: Your caster level for your chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice.

Source: *Complete Arcane*, 82

Sea Legs

You form a potent supernatural bond with a ship. Your spells have a more potent effect when cast aboard this ship. Those spellcasters who possess this feat are greatly favored as ship crew.

Prerequisites: Profession (sailor) 2 ranks, Spellcraft 4 ranks

Benefit: Add +1 to the caster level of all spells cast while you are aboard a ship that is familiar to you. In addition, spells you cast while aboard a ship that is familiar to you deal no damage to that ship.

It takes one week of living and working aboard a ship to become familiar with it. You can only be familiar with one ship at a time; the familiarity with a particular ship fades should you become familiar with another ship.

Additionally, should you remain away from the ship you are familiar with for more than a month, that familiarity fades as well.

Source: *Stormwrack*, 93

Ship's Mage

You are accustomed to the rolling motion on board a ship and can use this motion to your advantage.

Benefit: As long as you are on board a ship, you get a +2 bonus on Balance and Tumble checks, and a +1 bonus in initiative checks.

Source: *Stormwrack*, 93

Weakening Touch

You can temporarily weaken an opponent with your unarmed strike.

Prerequisites: Wis 17, Improved Unarmed Strike, Stunning Fist, base attack bonus +2.

Benefit: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You can make an unarmed attack that deals no damage, but instead applies a -6 penalty to the target's Strength score for 1 minute. Multiple weakening touches delivered on the same target are not cumulative. Each attempt to deliver a weakening touch counts as one of your Stunning Fist attacks for the day. Creatures with immunity to stun effects cannot be affected by this feat.

Special: A fighter may select Weakening Touch as one of his fighter bonus feats.

Source: *Complete Warrior*, 106

MAGIC ITEMS

Ki Straps

These straps grant a +2 enhancement bonus to the DC of your Stunning Fist attack.

Source: *Magic Item Compendium*, 113

Magnificent Captain's Coat

This heavy woolen coat prevents the wearer from becoming wet in rain and sea spray. The wearer also gains the benefit of an *endure elements* spell against cold (but not hot) extremes of weather.

Additionally, the effects from powerful winds (see page 95 of the *Dungeon Master's Guide*) are reduced by one step on the wearer. Thus, when the wearer of this coat is standing in windstorm-speed winds, she receives only the penalties associated with severe winds; if the wearer is standing in a strong wind, she receives only moderate wind penalties.

Finally, this coat grants its wearer a +5 competence bonus on both Profession (sailor) and Balance checks. Treat the coat as a shirt or vestment for determining whether it can be worn with other magic items.

Moderate abjuration, transmutation [air]; CL 5th; Feat, *control winds*, *endure elements*, other requirements; Price 11,000gp; Weight 4 lb.

Source: *Stormwrack*, 133

Oars of Speed

Carved of lightweight yet durable wood, this pair of oars can be fitted on a rowboat or used to paddle a canoe or other small watercraft. They grant an enhancement bonus of +10 feet to the vessel's speed. This bonus does not improve with the addition of more *oars of speed*. Boats requiring more than

two oars can benefit from *oars of speed*, but all the vessel's oars must be *oars of speed* to gain the speed bonus.

Faint transmutation; CL 5th; Craft Wondrous Item, *quick-swim*, creator must have 5 ranks in the Craft (boatbuilding) skill; Price 2,500gp per pair; Weight 15 lb. each.

Source: *Stormwrack*, 133

Ring of Four Winds

The *ring of four winds* is favored and coveted by mariners and sea-going adventurers for its ability to harness the four winds to do the ring-bearer's will.

The ring creates small gusts of wind when the wearer is attacked, granting a +2 deflection bonus to the wearer's AC. Additionally, the character can use feather fall upon herself as an immediate action at any time, even when it isn't her turn. Finally, with a command word the wearer can use the ring to bring about a *stormrunner's ward* effect three times per day.

Moderate abjuration, evocation [air], transmutation; CL 3 rd; Forge Ring; *feather fall*, *mage armor*, *stormrunner's ward*; Price 20,000gp.

Source: *Magic Item Compendium*, 124

Rock Boots

These sturdy boots grant you a +4 bonus on Strength checks made to resist being bull rushed or tripped when standing on the ground. 5/day ignore extra movement for difficult terrain for 1 round.

Source: *Magic Item Compendium*, 130

MUNDANE EQUIPMENT

Chitin Armor

Constructed from the shells of giant vermin or similar creatures. Chitin is treated for flexibility and often cut and reshaped in long strips bound together by tightly woven cord where necessary.

Cost: 75gp; Bonus: +4; Max. Dex.: +4; Check Penalty: -3; Arcane Spell Failure: 30%; Speed: (30 ft.) 20 ft., (20 ft.) 15 ft.; Wt.: 20 lb.

Source: *Stormwrack*, 106

Cutlass

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 to any checks to resist being disarmed.

Source: *Stormwrack*, 107

Sharkskin Armor

Similar to leather armor in appearance, sharkskin is treated so that the sharp, toothlike 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.

Cost: 85gp; Bonus: +3; Max. Dex.: +6; Check Penalty: -1; Arcane Spell Failure: 10%; Speed: (30 ft.) 30 ft., (20 ft.) 20 ft.; Wt.: 15 lb.

Source: *Stormwrack*, 106

SPELLS

Air Breathing

Transmutation [Air]

Level: Cleric 3, druid 3, sorcerer/wizard 3

Components: S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Living creatures touched

Duration: 2 hours/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature can breathe air freely. Divide the duration evenly among all the creatures you touch.

The spell does not make creatures unable to breathe water.

Air breathing counters and dispels *water breathing*.

Arcane Material Component: A tiny vial of water.

Source: *Stormwrack*, 113

Anticipate Teleportation

Abjuration

Level: Sorcerer/wizard 3

Components: V, S, F

Casting Time: 10 minutes

Range: One willing creature touched

Area: 5-ft./level radius emanation from touched creature

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

The arcane words that activate this spell linger in the air for a moment. As they fade from your hearing, you become more aware of both your surroundings and the possibility of intrusion.

The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor such as *benign transposition*) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleporting creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative

count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions. The teleporting creature does not perceive this delay.

Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness of the actual location of its imminent arrival.

The spell has no effect on creatures attempting to teleport away from the spell's area, although if their destination is within the area, the spell would affect their re-entry as normal.

Focus: A tiny hourglass of platinum and crystal costing at least 500gp, which must be carried or worn by the spell's recipient while the spell is still in effect.

Source: *Spell Compendium*, 33-34

Blood Wind

Evocation

Level: Cleric 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: A single creature with Intelligence 4 or greater

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

After you complete the spell, the subject's limbs ripple with power and grow slightly in length.

The subject can take a full attack action to use all of its natural weapons or unarmed strikes as if they were thrown weapons with a 20-foot-range increment. The subject gestures as if making a melee attack, but the result of the attack affects a target within range. This spell does not actually grant reach, and so does not help provide a flanking bonus or allow the subject to make attacks of opportunity at any range greater than normal. The subject uses its normal melee attack bonuses and deals damage normally if it hits, though the target of the attacks can benefit from cover or concealment.

Source: *Spell Compendium*, 13

Control Currents

Transmutation [Water]

Level: Druid 4

Components: V, S

Casting Time: 1 standard action

Range: 20 ft./level

Area: 20-ft./level radius emanation centered on you

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

You alter the flow of water in the area surrounding you. You can change the direction of an existing current, boost its strength, or cause still water to flow at a desired rate. The new current speed and direction persist until the spell ends or you decide to alter the effect, which requires concentration. You can choose to create an area of calm water up to 80 feet in diameter at the center of the affected area if you so desire, and you can create a limited effect in a smaller circular area within the spell's range.

Current Direction: You can choose one of two basic current patterns to function over the spell's area.

- You can direct the current to flow in one direction across the entire area from one side to the other.
- You can create a rotation, causing the water to swirl around the center in a clockwise or counterclockwise direction.

Current Strength: For every three caster levels, you can increase or decrease the current's speed by 10 feet. For example, a 9th level druid could increase the speed of a vigorous current (20 feet per round) to a dangerous current (50 feet per round) or reduce it to calm, placid water. See *Currents and Streams*, page 10, for more information about current strength and Swim checks.

Source: *Stormwrack*, 114

Electric Jolt

Evocation [Electricity]

Level: Sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A white-hot electric spark dances on your fingertip and then bolts toward your target.

You release a small stroke of electrical energy. You must succeed on a ranged touch attack with the ray to strike a target. The spell deals 1d3 points of electricity damage.

Source: *Spell Compendium*, 78

Electric Loop

Evocation [Electricity]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/3 levels, each of which is adjacent to another target

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Spitting a harsh-sounding arcane word, you snap your fingers, and lightning leaps among your foes.

You create one small stroke of lightning that targets one creature per three caster levels you possess (maximum four creatures). Each target must be in a square adjacent to another target. The spell deals 1d6 points of electricity damage per two caster levels (maximum 5d6) to each target. A creature that fails its Reflex save must make a successful Will save or be stunned for 1 round.

Material Component: A loop of copper wire and a magnet.

Source: *Spell Compendium*, 78

Ice Knife

Conjuration (Creation) [Cold]

Level: Assassin 2, Sorcerer/Wizard 2

Components: S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: One icy missile

Duration: Instantaneous

Saving Throw: Fortitude partial or Reflex half; see text

Spell Resistance: Yes

You must succeed on a normal ranged attack to hit (with a +2 bonus on the attack roll for every two caster levels). If it hits, an ice knife deals 2d8 points of cold damage and 2 points of Dexterity damage (a successful Fortitude save negates the Dexterity damage). Creatures that have immunity to cold also take no Dexterity damage automatically. A knife that misses creates a shower of ice crystals in a 10-foot radius burst (see *Missing with a Thrown Weapon*, PH 158, to determine where the shard hits). The icy burst deals 1d8 points of cold damage to all creatures within the area (Reflex half).

Material component: A drop of water or a piece of ice.

Source: *Spell Compendium*, 119

Orb of Electricity

Evocation [Electricity]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of electricity

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: no

An orb of electricity about 3 inches across shoots from your palm at its target, dealing 1d6 points of electrical damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target. In addition, a creature wearing metal armor struck by an orb of electricity must make a Fortitude save or be entangled for 1 round.

Source: *Spell Compendium*, 151

Sonic Rumble

Evocation [Sonic]

Level: Sorcerer/wizard 5

Components: V, S, F

Casting Time: 1 standard action

Range: 30 ft.

Area: cone-shaped burst

Duration: Concentration, up to 1 round/level

Saving Throw: Reflex half

Spell Resistance: Yes

Your final words of the spell become a deep, rumbling hum, as loud as the din of a battlefield, and they blast outward from you in a cone.

You create a cone of powerful sound. If used to attack, the cone deals 1d6 points of sonic damage per two levels (maximum of 10d6) each round a creature is within the area; a successful Reflex save reduces this damage by half. Targets within the area of a *silence* spell are immune.

Focus: A hollow cone of brass and gold worth 50gp.

Source: *Spell Compendium*, 195

Sonic Snap

Evocation [Sonic]

Level: Sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

You bark the last word of the spell, and that word takes life, streaking toward your target and exploding in a shout.

You create a brief but loud noise adjacent to the target. The subject takes 1 point of sonic damage and must succeed on a Will saving throw or be deafened for 1 round. This spell has no effect if cast into the area of a *silence* spell.

Source: *Spell Compendium*, 195

Stormrunner's Ward

Abjuration

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: One ship

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You ward a single ship against foundering and storm damage, making it easier to sail in dangerous weather. You add a +4 bonus on any checks made to sail in severe winds, windstorms, or gales. You also add this bonus to foundering checks and capsizing checks for that ship. This bonus improves by +1 per 4 caster levels, to a maximum of +8.

The *stormrunner's ward* does nothing to protect the crew from the winds and green water that might roll over the side of the ship.

Material Component: Handful of copper powder.

Source: *Stormwrack*, 122

Summon Undead III

Conjuration (Summoning) [Evil]

Level: Blackguard 3, cleric 3, sorcerer/wizard 3

Components: V, S, F/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more summoned creatures, no two of which are more than 30 ft. apart.

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The undead you summon appear in a burst of smoke and fog. The vapor swiftly dissipates, but you can't shake the impression of screaming faces in the cloud's tendrils.

This spell functions like *summon monster I* (PH 285), except that you summon an undead creature.

Summon undead III summons one undead creature from the 3rd-level list, two undead of the same kind from the 2nd-level list, or four undead of the same kind from the 1st-level list.

Summon Undead Lists:

1st Level: Human warrior skeleton (MM 226), kobold zombie (MM 266)

2nd Level: Owlbear skeleton (MM 226), bugbear zombie (MM 267)

3rd Level: Ghoul (MM 118), troll skeleton (MM 227), ogre zombie (MM 266)

Source: *Spell Compendium*, 215

Summon Undead IV

Conjuration (Summoning) [Evil]

Level: Blackguard 4, cleric 4, sorcerer/wizard 4

Components: V, S, F/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more summoned creatures, no two of which are more than 30 ft. apart.

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The undead you summon appear in a burst of smoke and fog. The vapor swiftly dissipates, but you can't shake the impression of screaming faces in the cloud's tendrils

This spell functions like *summon undead III* (above), except that you summon one undead creature from the 4th-level list, two undead of the same kind from the 3rd-level list, or four undead of the same kind from lower level lists.

Summon Undead Lists:

1st Level: Human warrior skeleton (MM 226), kobold zombie (MM 266)

2nd Level: Owlbear skeleton (MM 226), bugbear zombie (MM 267)

3rd Level: Ghoul (MM 118), troll skeleton (MM 227), ogre zombie (MM 266)

4th Level: Allip (MM 10), ghast (MM 119), wyvern zombie (MM 267)

Source: *Spell Compendium*, 215

Unholy Storm

Evocation (Creation) [Evil, Water]

Level: Blackguard 3, cleric 3

Components: V, S, M, DF

Casting Time: 1 standard action

Area: Cylinder (20 ft.-radius, 20 ft. high)

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You call upon the forces of evil, and a heavy rain begins to fall in the area you indicate, its raindrops foul and steaming.

A driving rain falls around you. It falls in a fixed area once created. The storm reduces hearing and visibility, resulting in a -4 penalty on Listen, Spot, and Search checks. It also applies a -4 penalty on ranged attacks made into, out of, or through the storm. Finally, it automatically extinguishes any unprotected flames and has a 50% chance to extinguish protected flames (such as those of lanterns).

The rain damages good creatures, dealing 2d6 points of damage per round (good outsiders take double damage)

Material Component: a flask of unholy water

Source: *Spell Compendium*, 227

Updraft

Conjuration (Creation) [Air]

Level: Cleric 1, druid 1

Components: V, S, M

Casting Time: 1 swift action

Range: Personal

Duration: Instantaneous

Detritus and loose debris on the ground beneath you begins to spin about, caught in a small vortex. The vortex quickly

coalesces into a column of dirty gray-brown air thick enough to hold you aloft.

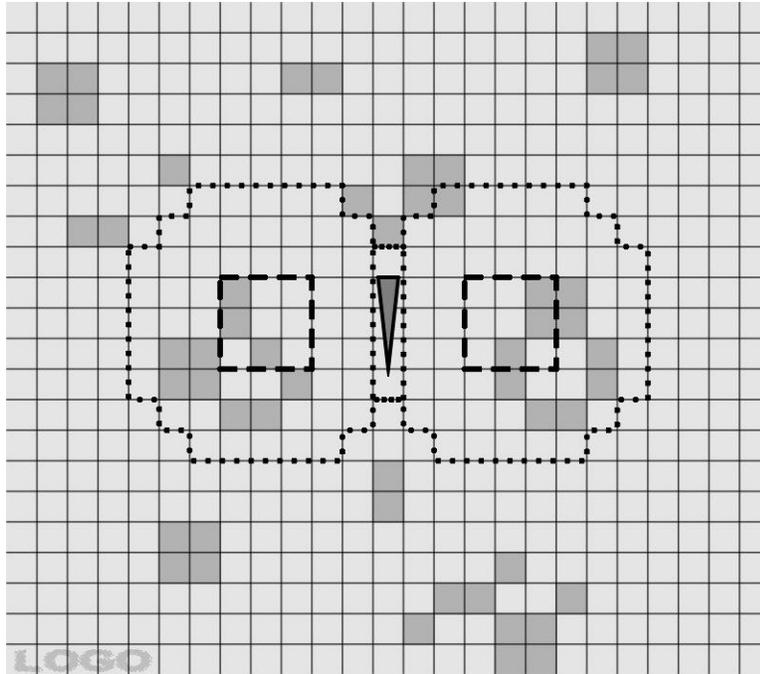
Updraft conjures forth rushing air that propels you upward. You gain 10 feet per level of altitude, and then gently float back down to the ground. At any point during your descent, you can move up to five feet laterally.

Material Component: A miniature propeller or windmill.

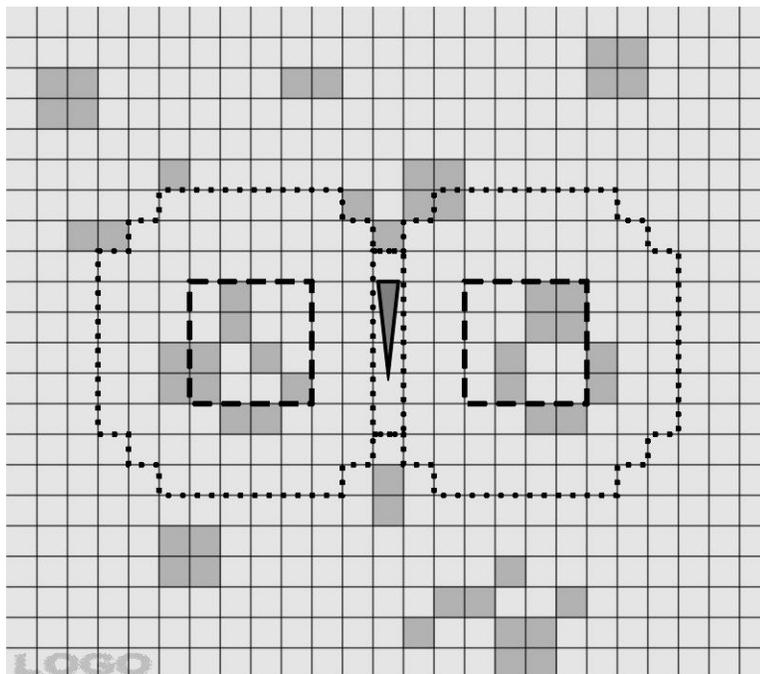
Source: *Spell Compendium*, 228

DM MAP – 5: HEART OF THE JUNGLE

Darker squares: Deep bog
Dashed lines: Locations of assassin vines
Dotted lines: Reaches of assassin vines

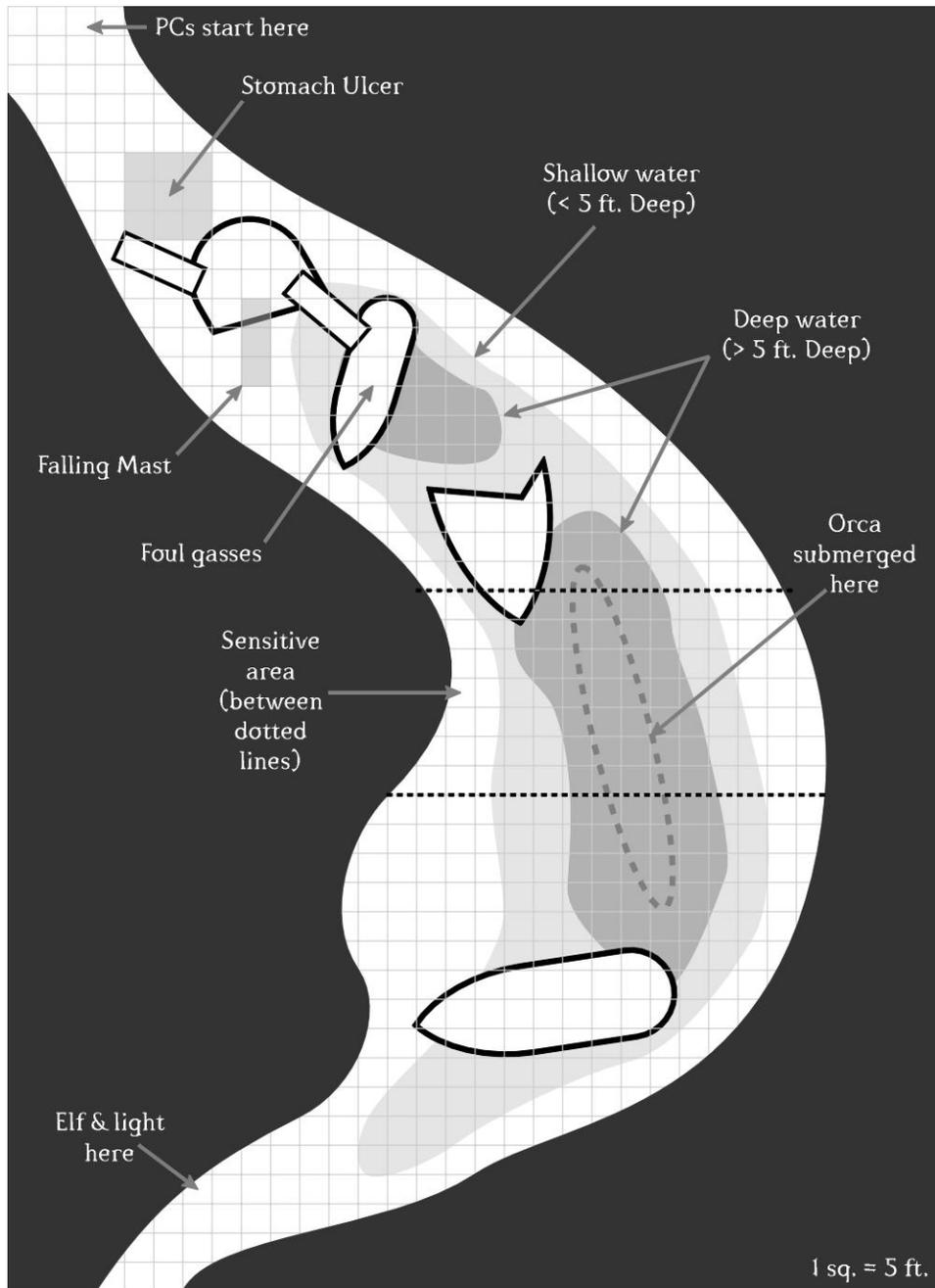


APL 6-10

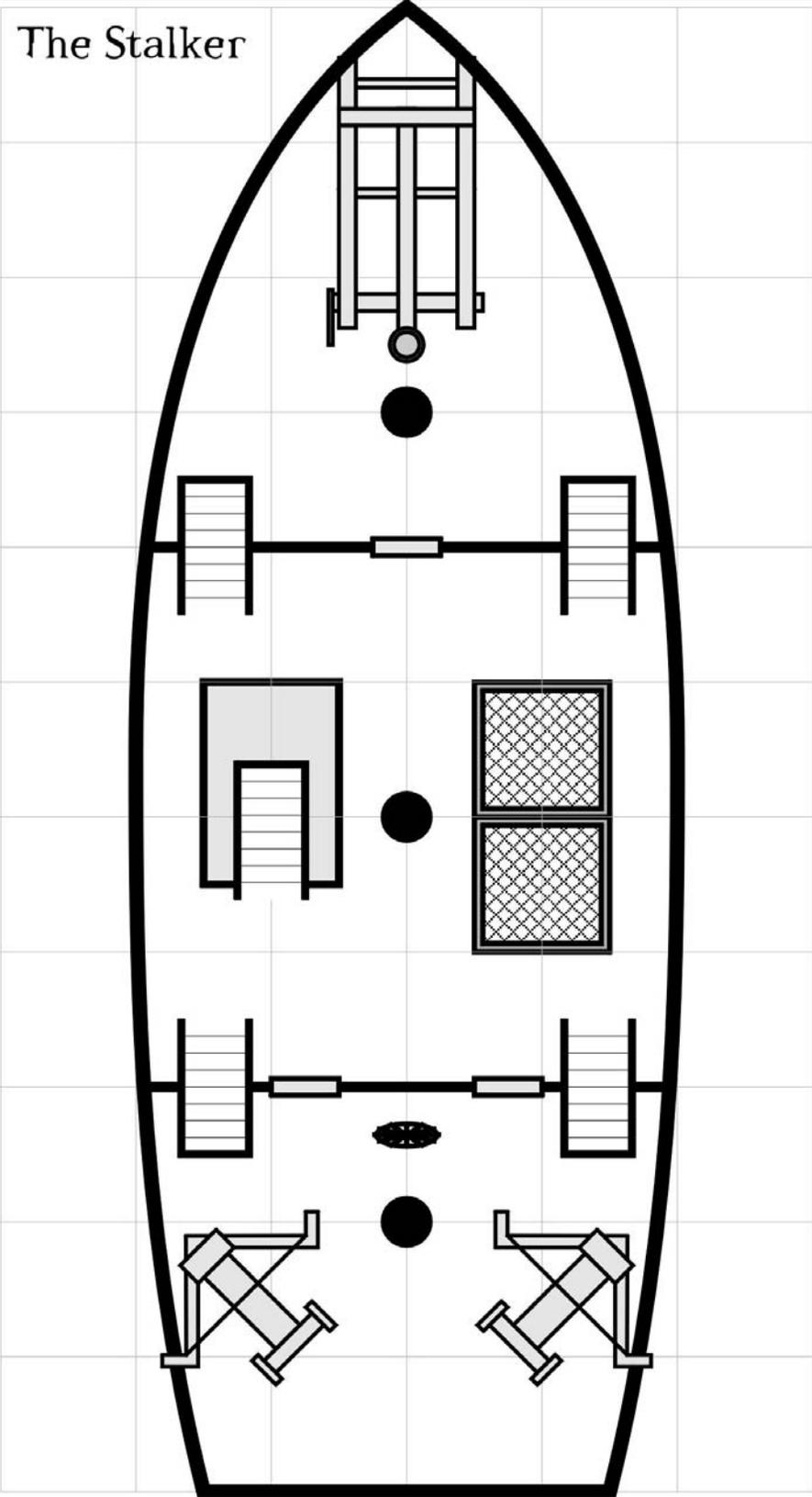


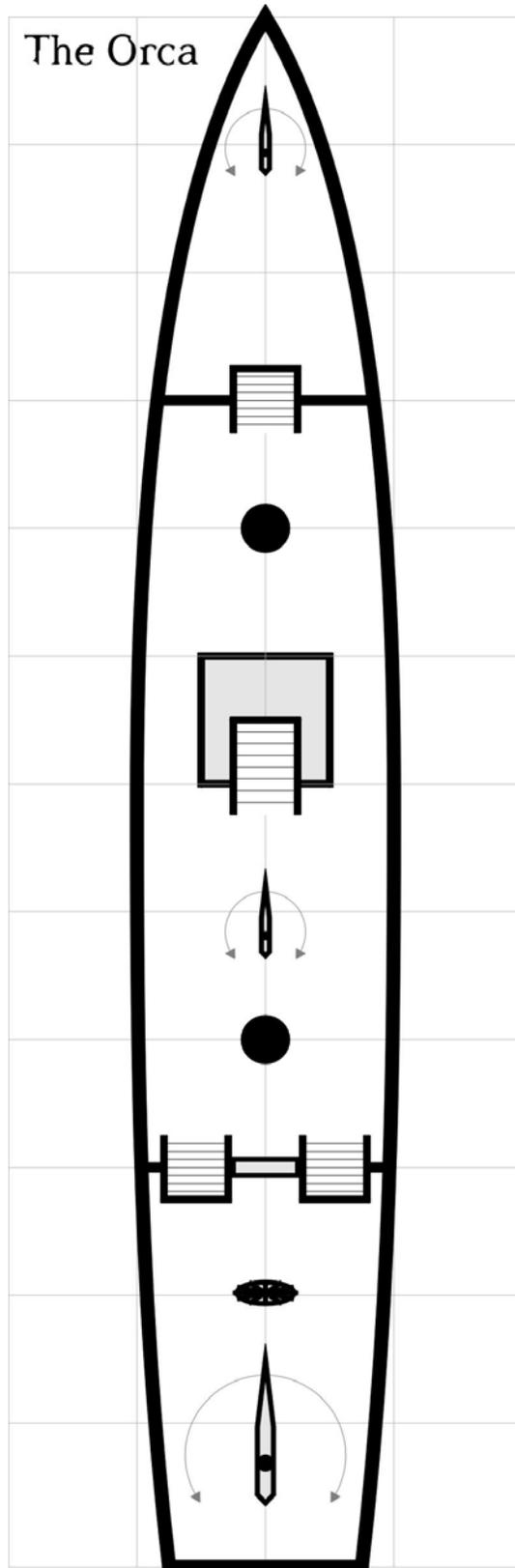
APL 12-14

DM MAP – 6: THE BELLY OF THE BEAST

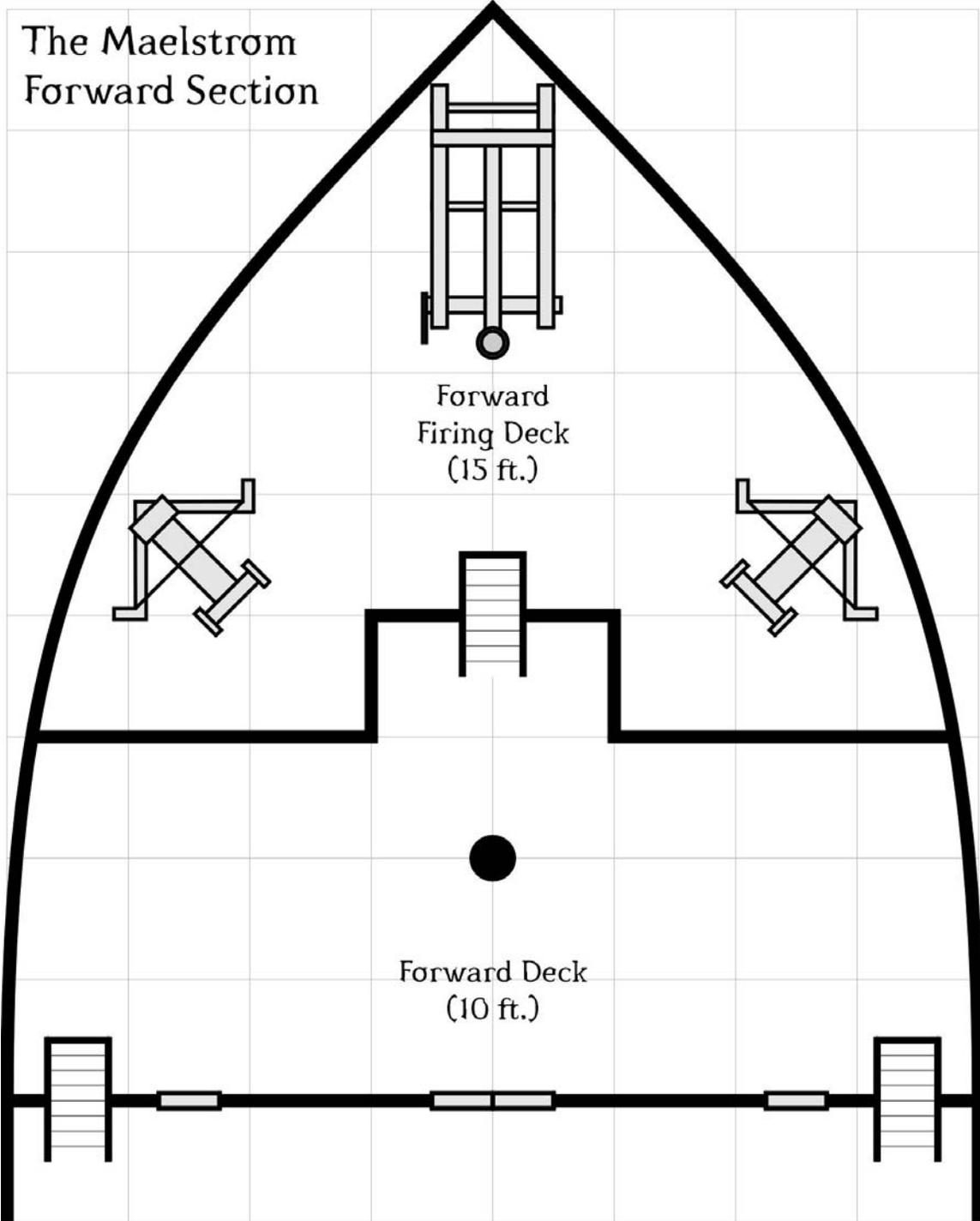


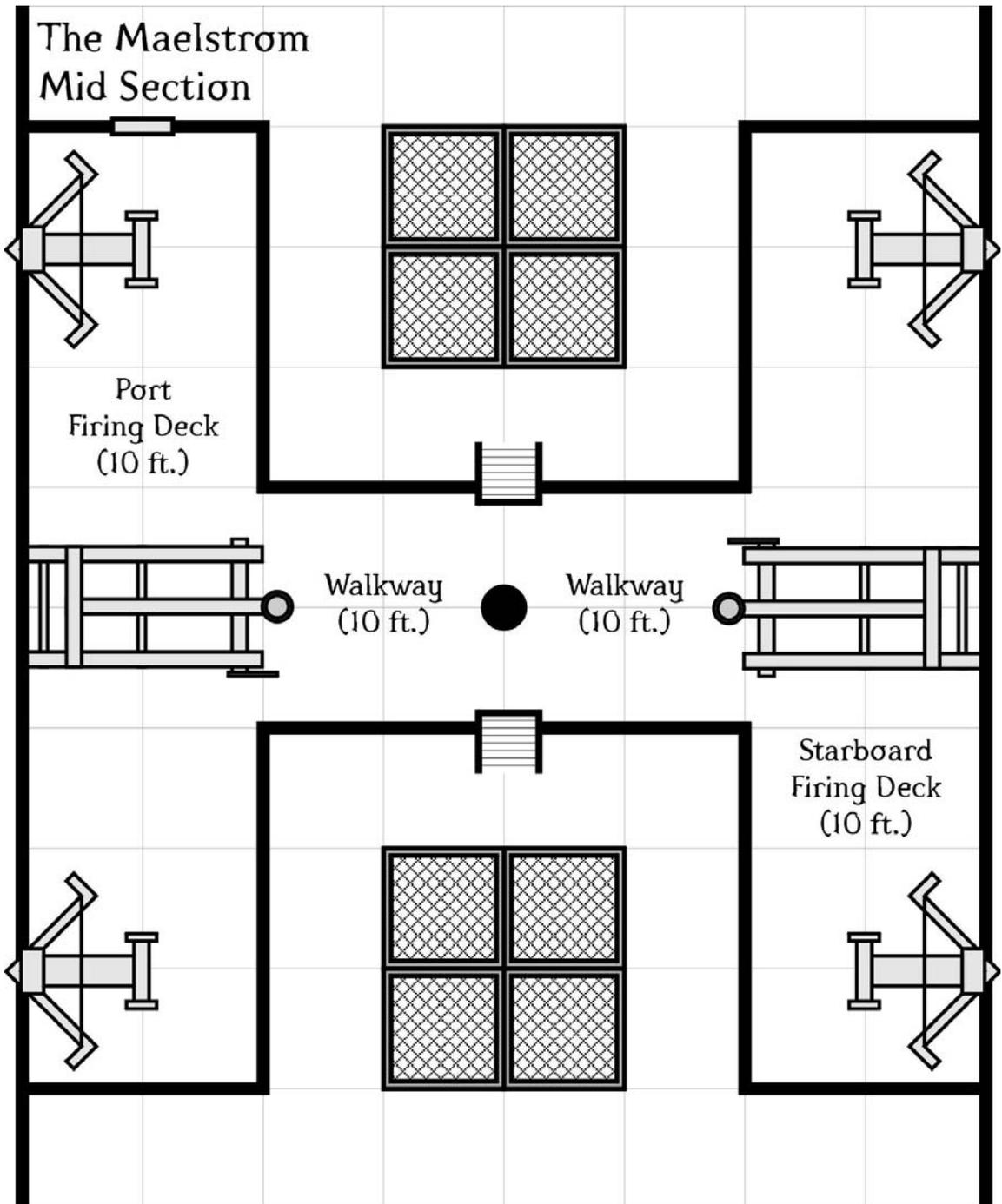
The Stalker



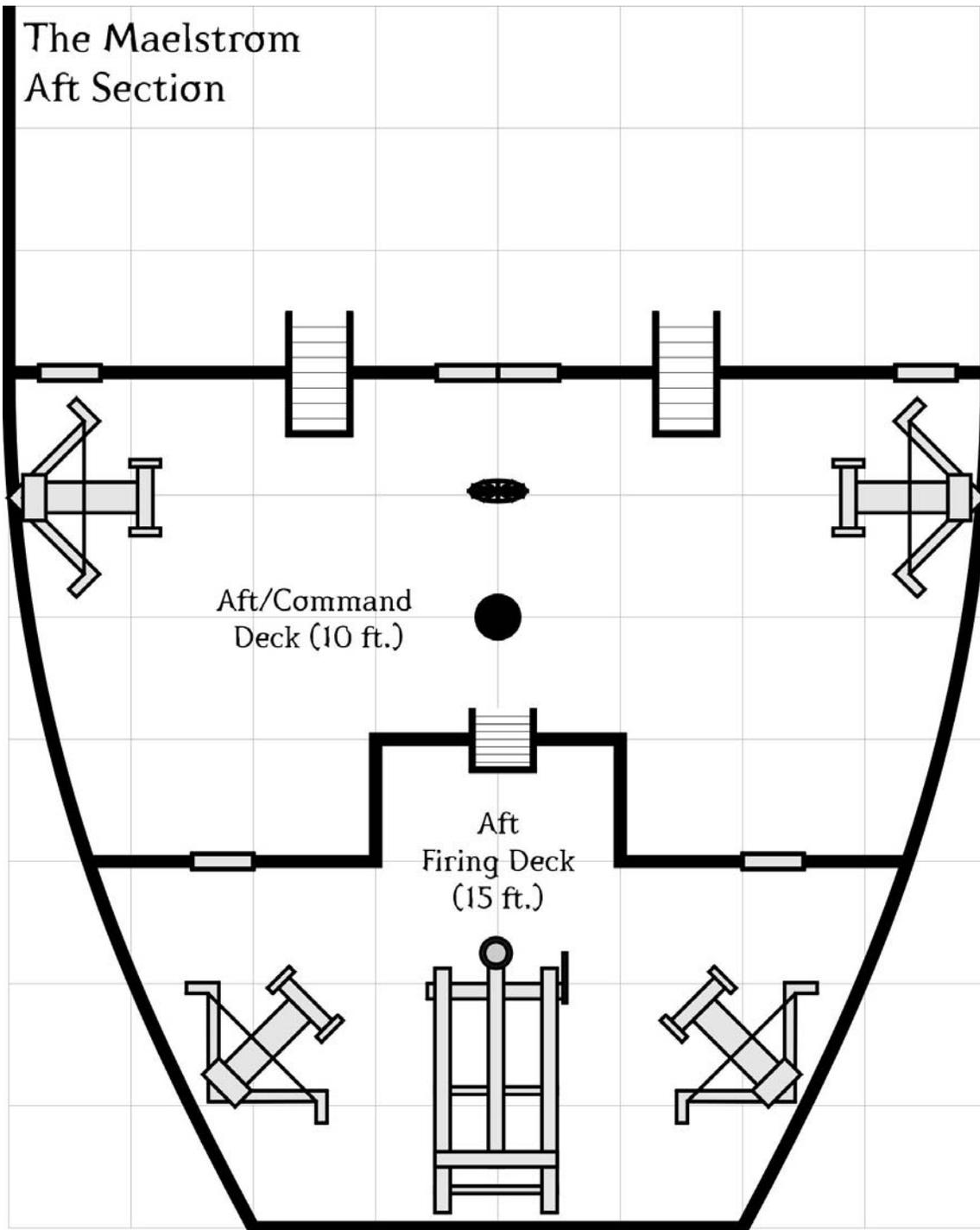


DM MAP – THE MAELSTROM





The Maelström Aft Section



DM AID: VESSELS

ALLIED VESSELS

Alva's Legacy, Caravel: Colossal vehicle; Seaworthiness +4; Shiphandling +2; Speed wind x 30 ft. (average); Overall AC -3; Hull sections 24 (sink 6 sections); Section hp 80 (hardness 5); Section AC 3; Rigging Sections 3; Rigging hp 80 (hardness 0), AC 1; Ram 4d6; Mounts 2 light and 1 heavy; Space 60 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); Complement 30; Watch 7; Cargo 120 tons (Speed wind x 15 ft. if 60 tons or more).

Light Mount: Light Ballista (Damage 3d8/19-20, range increment 120 ft.)

The Orca, Elf Wingship: Colossal vehicle; Seaworthiness +4; Shiphandling +8; Speed wind x 40 ft. (good); Overall AC -3; Hull sections 12 (sink 3 sections); Section hp 150 (hardness 6); Section AC 3; Rigging Sections 2; Rigging hp 80 (hardness 0), AC 1; Ram 4d6; Mounts 2 light and 1 heavy; Space 60 ft. by 10 ft.; Height 10 ft. (draft 10 ft.); Complement 30; Watch 2*; Cargo 30 tons (Speed wind x 30 ft. if 15 tons or more).

Light Mounts (2): Mid-deck: *Wand of Magic Missile* (CL 13th), Bow: *Wand of Enlarged Warp Wood* (CL 13th, DC 15)

Heavy Mount: Stern: *Wand of Chain Lightning* (CL 13th, DC 19)

Additional Items: *Everfull Sails* x 2

*: As an enchanted vessel, the Orca can sail itself, requiring no watch.

ENEMY VESSELS

The Stalker, Caravel: Colossal vehicle; Seaworthiness +4; Shiphandling +2; Speed wind x 30 ft. (average); Overall AC -3; Hull sections 24 (sink 6 sections); Section hp 80 (hardness 5); Section AC 3; Rigging Sections 3; Rigging hp 80 (hardness 0), AC 1; Ram 4d6; Mounts 2 light and 1 heavy; Space 55 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); Complement 30; Watch 7; Cargo 120 tons (Speed wind x 15 ft. if 60 tons or more).

Light Mounts (2): Light Ballistae (Damage 3d8/19-20, range increment 120 ft.)

Heavy Mounts (1): Catapult (Damage 4d6, range increment 150 ft. (100 ft. min))

Additional Items: *Sails of Displacement* (20% miss chance for ship-to-ship attacks)

The Maelstrom, Greatship: Colossal vehicle; Seaworthiness +6; Shiphandling -4; Speed wind x 25 ft. (poor); Overall AC -3; Hull sections 240 (sink 60 sections); Section hp 80 (hardness 5); Section AC 3; Rigging Sections 4; Rigging hp 80 (hardness 0), AC 1; Ram 6d6; Mounts 12 light and 4 heavy; Space 150 ft. by 40 ft.; Height 20 ft. (draft 20 ft.); Complement 500; Watch 20; Cargo 500 tons (Speed wind x 15 ft. if 250 tons or more).

Light Mounts (10): Light Ballistae (Damage 3d8/19-20, range increment 120 ft.)

Heavy Mounts (4): Catapults (Damage 4d6, range increment 150 ft. (100 ft. min))

PLAYER HANDOUT 1

A letter from a VIP known to you:

Loyal friend,

It has come to my notice that you have recently taken possession of a most interesting item, a pitcher fashioned from brass inscribed with some form of map. Coincidentally, investigations on my, and those of a variety of colleagues, have revealed the existence of an important artifact whose description is uncannily like that of the item in your keeping.

I dare not disclose much more lest prying eyes become aware of our correspondence. Instead let me say that you have in your hands an item of extreme importance. I beseech you; bring yourself and the pitcher, and whichever comrades you would trust to support you on a venture of considerable danger and importance.

I would consider it an act of great trust and courtesy if you could make your way to the free city of Dekspoint at your earliest convenience. I implore you to be hasty; events of great import loom on the horizon. I have taken the liberty of assuming you will agree to my request, and accompanying this letter you should receive funds appropriate to the cost of travel to Dekspoint.

Upon arrival at the city, may you present yourself at the Moon and Dolphin Inn at the Mess Deck, and inform the establishment's first mate – they enjoy a quaint turn of phrase within the city – that you are to crew upon the “Alva’s Legacy”. Your arrival will be noted and further instructions given to you.

In advance, I thank you and any attendant companions for your discretion and assistance.

*My warmest regards,
“Someone of importance”*

PLAYER HANDOUT 2

A letter from a VIP known to you:

Brave adventurer,

Storm clouds are gathering on the horizon and a danger looms that threatens the realms of the eastern Flanaess coast, be they friend or foe. There are those amongst us aware of your exploits and those of your friends who recognize the talents you possess. I and my associates find ourselves in need of the assistance of brave and skilled heroes.

I dare not disclose much more lest prying eyes become aware of our correspondence. I beseech you; bring yourself and whichever comrades you would trust to support you on a venture of considerable danger and importance.

I would consider it an act of great trust and courtesy if you could make your way to the free city of Dekspoint at your earliest convenience. I implore you to be hasty; events of great import are almost upon us. I have taken the liberty of assuming you will agree to my request, and accompanying this letter you should receive funds appropriate to the cost of travel to Dekspoint.

Upon arrival at the city, may you present yourself at the Moon and Dolphin Inn at the Mess Deck, and inform the establishment's first mate – they enjoy a quaint turn of phrase within the city – that you are to crew upon the “Alva’s Legacy”. Your arrival will be noted and further instructions given to you.

In advance, I thank you and any attendant companions for your discretion and assistance.

*My warmest regards,
“Someone of importance”*
