

# Those At Sea

## A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure set in Ratik

Version 1.1

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Over the years the relationship between Ratik and the Schnai has fluctuated between a chilly peace and open warfare. Lexnol originally brokered the peace, and the Schnai would only deal with him. Since he has been incapacitated no dialogue has been able to take place. But now one Schnai chieftain seems open to dealings with other Raticans. The negotiations will begin with a journey on the sea... A one round nautical adventure (that means at least one character should be able to handle a boat) set in the waters off the Archbarony of Ratik for characters levelled 1-7 (APLs 2-6).

Resources for this adventure [and the authors of those works] include *Stormwrack* [Richard Baker, Joseph D. Carriker, Jr., Jennifer Clarke Wilkes], RTK6-01 *The Fate of Alain* [Greg Dreher & Mark Somers], and RTK6-S01 *Plain Sailing* [Jeff Richardson & David Monk Fraser Adams].

## RPGA® SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at [www.rpga.com](http://www.rpga.com).

### 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. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix 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).

## LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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

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

adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

## TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Ratik. Characters from Ratik pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

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

## ADVENTURE BACKGROUND

The history of Ratik is littered with periods of peace and war with the Snow barbarians, better known as the Schnai. Currently the situation is peaceful, if only because Lexnol established a good rapport with the Schnai. Once Lexnol was struck down with grief and

became unavailable, they have refused to deal with any others.

Until now. One single Schnai jarl (chief), Ukral of the Skythunder tribe, is willing to deal with other folk from Ratik. A wise and forward thinking leader, Ukral recognizes that a lasting peace with Ratik will bring a great deal of prosperity to his clan and help his tribe to come to greater power in the region.

Recently, Ukral has been liaising with Lord Ultheke in Ratik. As a sign of good faith Ukral is sending his son Arridan to Ultheke as a political hostage. This practice is customary for the Skythunder tribe when making peace deals. Further, Arridan is a troublemaker and Ukral wants him out of his hair for a bit.

There is, of course, more going on. Lord Ultheke has been working on a deal with the Fadric Shipwright's Guild to commence small scale shipbuilding operations in Ultheke's harbour. These ships would be sold at fair prices to the Skythunder tribe, who will also send skilled shipwrights of their own for cross-training. The first step, though, is to establish a basic relationship of trust, which is why Ukral is prepared to send his son.

Thus a delegation from Ratik is taking to the sea to rendezvous with a Schnai vessel, where Arridan will be welcomed aboard and returned to Ultheke's care.

## ADVENTURE SUMMARY

### Introduction

The PCs are hired by agents of Lord Ultheke or the Fadric Shipwright's Guild to act as guards for the lord's delegate, Sir Kurdell. They are informed of their task – essentially to form an impressive looking honour guard, and to troubleshoot if strange things happen (which they often do).

Essentially, the encounter is designed to get the PCs onto the ship and begin the adventure.

### Encounter 1: The Sea Beckons

The PCs board the Plover's Egg, the ship carrying them, and meet the officers and crew. They experience the thrill of sailing in Grendep Bay in the winter, and make their way to the rendezvous point. There they meet with the Schnai vessel and the hostage, Arridan, is transferred. They make the acquaintance of this charming but troublesome scoundrel, and have to keep up with him as he proves to be curious and hyperactive.

### Encounter 2: Act of Sacrilege

After the initial excitement of Arridan's explorations, the general tedium of sea travel sets in, and Arridan becomes a bit annoying. Late on one afternoon, as the sun is setting, the tedium is broken by the appearance of a pod of dolphins bathed in golden light. Should the PCs investigate they must resist the effects of a *fascinate* spell. Then the interlude is interrupted by two cries – one of exultation and one of dismay, for on the other side of the ship, Arridan has shot dead a lone dolphin.

From deep in the depths, a low groan is heard, as if something colossal has been wounded. Horrified, the crew turn on Arridan, as he has slain one of Procan's chosen. They are hell bent on throwing him overboard, and his escorts with him. The PC must find a way to defuse a potentially nasty situation. It doesn't help that Arridan can't understand all the fuss, and is annoyed that no one seems to appreciate his masterful archery.

At the end of this encounter there is a chance the PCs have been cast off in the ship's long boat.

### **Encounter 3: Daughters of Procan**

Soon after things have settled down, one way or the other, the sounds of haunting singing can be heard. One or more Daughters of Procan (aka Rusalkas) have come to claim Arridan using their beguiling song(s). At higher APLs they will, if unsuccessful, summon a swarm of sea birds to harry the unhappy PCs.

### **Encounter 4: Furious Seas**

A dark and stormy night. Need we say more? Our seemingly doomed sailors must deal with a nasty squall that threatens sinking, freezing, drowning and hypothermia. However, offerings made to Procan (apart from Arridan) might well placate the sea god a little and lessen the fury of the storm.

### **Encounter 5: Spears from the Deep**

After the storm settles it seems our heroes are safe, but there's more to come as dawn is some hours away. Stirred up by Procan's anger, and attracted to the PCs by the 'stench' of the sea god's curse, a band of anguillians (evil eel humanoids) rise from the depths to come a'raiding.

### **Conclusion**

With a bit of luck the PCs make it to shore and present Arridan and Sir Kurdell safely to Lord Ulthek. There they are well rewarded for their efforts, assuming they succeeded in keeping their annoying charge alive. They are given the opportunity to make their way to a shrine of Procan where they can make offerings to appease the sea god and remove the curse laid upon them.

## **PREPARATION FOR PLAY**

There are some non-standard rules presented in this adventure, especially if the PCs engage in combat when on the ship's launch. The DM should familiarise themselves with those rules especially.

The early encounters have a large amount of read aloud text. Rather than reading verbatim, the DM is encouraged to paraphrase and play through these sections, involving the PCs as much as possible. Since this is an early adventure in the re-established region of Ratik, it would benefit players to develop a feel for the nature of the region.

In general, this is a rather linear game, since it involves a series of challenges being thrown at the PCs. A more experienced DM might play along with choices and decisions made by the party, making it seem as if their actions are dictating the nature of events. Encourage the players to try to pre-empt events, and certainly reward innovative play.

During play, the DM should note if any PCs act in a wild and independent manner, without heed for the story or other characters. Provide suitable warnings to such disruptive PCs, but if the behaviour continues, then feel free to assign the *Unreliable* adventure record item.

Finally, it is recommended that the DM have the players pre-roll Spot, Listen and Search rolls on a reference sheet that can be used throughout play, to maintain some degree of secrecy for any surprise encounters.

## **INTRODUCTION**

*It is Ready'reat, in the year 596 CY, and Telchur's grasp is not so tight in northern Ratik as it has been in other years. Many of the elders, with white in their hair, nod sagely and state that the deep cold will come soon enough. But by local standards it is a kind winter so far.*

*With any luck the milder weather will hold, for it seems you will soon be on the sea. Word reached you through friends and acquaintances that your skills are needed in Ulthek. Some of you are new to adventuring in Ratik, yet it seems already your reputations are beginning to be established.*

*Sir Kurdell is the man you are meant to see, and it is at his bidding that you find yourself in Ulthek. All you know is that the knight is beholden to Lord Phelgar Ulthek, and that he requires an escort on a seaborne journey. More will be learned when you meet the man himself at an afternoon meeting in The Unbroken Axe inn.*

Let the PCs briefly introduce themselves and explain where it is they were when they were called to Ulthek.

For PCs who have the Fjirin's Friendship AR item from RTK6-01 *The Fate of Alain*, they should know that Sir Kurdell was recommended to talk to them by the young barbarian scout Fjirin Snerev.

For PCs who have (or had) the *Favour of the Fadric Shipwright's Guild* from RTK6-So1 *Plain Sailing*, they will know they were mentioned to Sir Kurdell by Albrecht Holm.

The Unbroken Axe is a modest sized inn on top of a hill overlooking Ulthek's harbour. When the PCs approach, read the following:

*The Unbroken Axe sits atop one of the coastal hills that lie along the harbour shore. The wooden building looks like a well constructed long house in the Suel barbarian style. Two crossed axes are nailed above the main doorway, and smoke rises lazily*

*through the thatch of the roof. Inside it is warm and rather dark, and it takes a few moments for eyes to adjust to the dim light. Conversation barely changes as you enter and note the two long tables sitting parallel with a long narrow fire pit between them. Patrons of the inn are jammed shoulder to shoulder along the benches by the tables. Various animals, from wolves to cats, lie sprawled on the floor, adding to the wild feel of the place.*

*The innkeep, a burly fellow with long greying hair in two braids and a beard almost down to his knees, approaches and hails you. "Greetings, strangers. We're busy enough on this winter evening, but space will be found, I'm sure. I'll just get some of this lot to shuffle along."*

The innkeeper, Drajin, doesn't know the PCs from a bar of soap at this stage, but he has been asked by Sir Kurdell that the knight is expecting visitors. If any PC asks after Sir Kurdell then Drajin nods, winks and directs them to a doorway at the other end of the hall.

Through the doorway is the large kitchen, where people are working busily in the heat. Sitting at the corner in the table is Sir Kurdell himself.

*Sitting at a small corner table, seemingly unbothered by the activity, is a small man, probably no more than five feet tall should he stand. His fine blonde hair is thinning and starting to grey, and there is a touch of grey too in his neatly trimmed beard. His clothing is that of a man who spends time outdoors, but the various items of jewellery about his person – a sinuous torc and a number of armbands are most prominent – indicate that he is a man of wealth. He looks you over steadily with intelligent blue eyes, takes a sip from his tankard, and smiles. Indicating a few spare stools, he speaks in a surprisingly deep voice, "Welcome, adventurers. Your timing is excellent, as good lady Astya is about to serve some hearty fare. Sit, and we shall eat and talk."*

☛ **Sir Kurdell:** hp 22; Appendix 1.

Sir Kurdell is indeed a very small man, yet his personality makes up for his stature. His air of competence and calm tends to make people instinctively trust him, and he is rarely flustered. He has been known to face up to raging, drunken barbarians without batting an eyelid, and this steady nature has earned him the respect of the local Fruztii and Schnai.

Sir Kurdell will make introductions and ensure the PCs are settled and given food and drink. It is obvious the common folk who work in the inn feel a strong affection for the small knight. Sir Kurdell knows a little of PCs with the favours mentioned above and will note that Fjirin Snerev or Albrecht Holm had good things to say about them.

Once people are settled and comfortable, he will get down to business. Sir Kurdell reveals the following:

- He is a knight in the service of Lord Phelgar Ultheke.
- A forward thinking man, Lord Ultheke is looking to expand the prospects of his holdings. As such, he has recently come to an agreement with the Fadric Shipwrights' Guild to start a small shipbuilding industry in Ultheke.
- At the same time, Lord Ultheke has been in communication with a Schnai jarl, or chief. Most of the Schnai, who can be a prideful people, will only talk with Archbaron Lexnol, who is of course indisposed. But Jarl Ukral of the Skythunder tribe seems to be a forward thinking man. Ukral is willing to look towards a peace agreement with Ratik, liaising through House Ultheke.
- Should a loose treaty be arranged, then Ukral has agreed to send some skilled Schnai shipwrights to Ultheke to work in the new enterprise. This skill exchange would benefit both parties.
- The final agreement is a little way off yet, of course, and there are still some formalities to be observed.
- As a sign of good faith, Jarl Ukral is sending his son Arridan, a lad in his late teens, to Lord Ultheke as a hostage. This is an important show of trust and honour by the Jarl.
- Sir Kurdell has been tasked with bringing Arridan back to Ultheke and ensuring his ongoing health and general happiness. A rendezvous has been arranged to meet on the open sea with a Schnai vessel, where Arridan will be handed over.
- The PCs are required to act as a form of honour guard for Sir Kurdell, as well as to take the role of trouble-shooters should things go awry. (That's not expected, but Sir Kurdell is aware of how things can happen unexpectedly.)
- Sir Kurdell has arranged passage on The Plover's Egg, a sturdy caravel captained by a sensible man called Dolar.
- The ship is to set sail in two days time, and it is expected to take three days to sail to the rendezvous point, weather permitting. The Schnai vessel will be at that point some time within a day or so, and after the handover they will sail back. The return leg, which should be running before the wind, should only take a little over two days.
- If the PCs ask about pay, Sir Kurdell won't seem slighted, and will offer a payment of APL x 100gp per PC.

Sir Kurdell will answer questions from the PCs to the best of his ability. He is polite and respectful, despite his noble rank, and should appear to have nothing to hide (which is true). Coming as he does from a fairly wild frontier area, Sir Kurdell has a good regard for adventurers, and is happy to admit as much.

The DM should refer to the general adventure background to fill in the blanks. Sir Kurdell has met Jarl

Ukral a few times but has only briefly met Arridan, and hardly knows the young man.

**DM's Note:** If anyone asks why Lord Ulthek is hiring adventurers for this task, Sir Kurdell admits that the local worthies are tied up in the hunt for a troublesome outlaw, which is keeping locals a bit busy. No other details will be provided, since it is a 'sensitive matter'.

The PCs have a couple of days to pass in Ulthek. Sir Kurdell suggests they call in at the ship, the Plover's Egg, and make themselves known to the captain. He suggests they might also want to provision themselves with appropriate gear if they seem unprepared for being on a ship.

Ulthek classifies as a large town, for the purposes of buying equipment, with a 3,000gp limit on individual item purchases. The DM might hint that the PCs acquire scrolls and potions which will assist in a cold aquatic environment (*endure elements, freedom of movement, water breathing, etc.*).

## ENCOUNTER 1: THE SEA BECKONS

It is up to the PCs when they first approach the Plover's Egg, but it would be best if they do so early on in the piece. Upon their first approach, read the following:

*The only large ship currently docked in Ulthek harbour is a stout caravel, some fifty feet long and twenty feet wide and sporting three prominent masts. The ship is crafted out of solid timber and appears to have been recently constructed. A bronze nameplate on the side of the ship bears the title 'The Plover's Egg'. A heavy gangplank leads up on board.*

*A work of beauty this ship is not, a heavy workhorse of the sea with little room for luxury. However, the ship's hardwood hull appears well maintained and her rigging is neatly tied, giving the impression of a ship run with discipline and dedication. As you ascend the gangplank a tall Oeridian man with a completely shaved head approaches and bows a greeting. At the end of a silver chain around his neck a small symbol, a trident over a cresting wave, is clearly visible. "I'm Captain Dolar and welcome aboard the Plover's Egg. I assume you're here from Sir Kurdell?"*

Captain Dolar is an intelligent man and a devout worshipper of Procan, the sea god. A DC 5 Knowledge (Religion) check will identify the silver symbol as a holy symbol of Procan. A few crew members are looking after the ship, but the majority are on shore leave. A DC 12 Spot check reveals that most of the crew wear similar religious symbols to the captain.

☛ **Captain Dolar:** hp 48; Appendix 1.

A devout man, Captain Dolar is nonetheless quite happy to carry those who profess to worshipping other sea deities such as Xerbo, however he will not bear any disrespecting Procan on board his vessel.

**DM's Note:** No Large animals will be allowed on board the Plover's Egg, and Captain Dolar will be dubious about allowing Medium animals on board. However, Medium creatures will be allowed on board if they remain supervised at all times and do not get in the way. If they cause trouble, then they will be confined to the hold for the duration of the journey. The captain is not rude or angry in stating these shipboard rules – he explains this in a reasonable way. It's just that in his experience animals underfoot are detrimental to the smooth running of a vessel.

Sir Kurdell has been assigned one of the officers' cabins, as will PCs of obviously gentle birth. Rough and ready types, regardless of gender, are expected to bunk down with the crew. Special items can be held in a lockbox in the wardroom, if required.

Once PCs have stowed their gear and sorted out where they will be sleeping, they are left to their own devices until the ship departs. Captain Dolar will repeat Sir Kurdell's instruction that the ship leaves two days after their meeting with the knight, with the morning tide. He suggests they sleep the night before departure on the ship at the very least, though they are welcome to bunk down beforehand.

At some point before departure the PCs will have the opportunity to meet the ship's officers, as well as the crew. There are three officers beside the captain, and eighteen crew members. The crew is mostly male (there are a few women) and human. They range from a couple of green novice sailors up to salty old coves.

☛ **Plover's Egg Officers (Thaeron, Selka & Hellyr)**  
(3): hp 35, 35, 35; Appendix 1.

Thaeron is the senior officer, a human of mixed Oeridian and Suel blood in his late twenties, and has sailed with Captain Dolar for years. He is also married to the captain's niece. Like Dolar he is a devout follower of Procan, but he has a generally hidden dislike of Xerbo. Sometimes his temper can get the better of him, but he is normally a calm and friendly fellow.

Selka is a red-headed attractive half-elven woman from southern Ratik who recently joined the crew as an officer. She left her previous ship because the captain's wife had (unwarranted) suspicions of his relationship with Selka. Selka is determined to prove herself a reliable and efficient officer, and so she tends to overcompensate. She is a harsh disciplinarian, more than the crew are used to, but Dolar understands where she is coming from and is giving her some time to settle into her new position.

Hellyr, the third officer is a full-blooded Suel and a looming scarecrow of a man, with wild white hair and large blue bug eyes. Hellyr is a bundle of nervous energy but he is a skilled sailor. Not an overly religious man, Hellyr nevertheless pays due respect to all of the sea

gods, and is smart enough to show most deference to Procan whilst on the ship.

♣ **Sailors (18):** hp 13, 13, 12, 12, 12, 11, 11, 11, 11, 10, 10, 10, 10, 9, 9, 8, 8; Appendix 1.

Almost all of the crew are fervent Procanites, in one fashion or another. On shore they like to live it up a bit, but when on the ship they are a disciplined group.

Some sample names if PCs wish to speak to individual sailors:

Men: Elberd, Ladri, Sennen, Yuul.

Women: Cassae, Ithra, Nieri.

When the PCs are all done with their two day break and are on the Plover's Egg and ready to go, read or paraphrase the following:

*The morning is grey as clouds gather around the harbour, threatening rain and snow without delivering any precipitation. By the time the first real light of the sun can be seen, the Plover's Egg is already leaving Ulthek harbour. The crew go about their business with efficiency, and the captain stands on the quarterdeck with his officer of the watch and overlooks proceedings.*

*Sir Kurdell ensconces himself in the wardroom, out of the cold wind, and makes himself comfortable. With three days of sailing ahead of you there seems to be some wisdom in his choice.*

Let the PCs sort out what they're going to do for the next three days. Anyone who wants to help the crew can do so if they have at least a rank of Profession (sailor). PCs without the skill showing an interest in learning will be assigned to an old salt, who will teach them and give them basic chores.

Once a general routine is established, move on and read or paraphrase the following:

*The waters of Grendep Bay are dark and rough, and moody grey clouds are ever present on the horizon. The chill wind from the Solnor never seems to let up, doing its best to pierce you with its frigid claws.*

*The ship is constantly in motion, rocking on the waves and creaking all the time. It quickly becomes apparent that a sense of balance is a desirable skill on the high seas, especially with icy water washing regularly on the deck.*

*You sail in a north-easterly direction for several days, with little of note happening. Routine and tedium seems to be the way of a nautical life. Eventually the cloud enshrouded mountains of the Schnai lands appear on the northern horizon. The captain consults with his officers about your position, and it seems they have a fair idea as where you may be. Captain Dolar takes his bearings from a pair of towering jagged peaks and nods in satisfaction.*

*"Sir Kurdell," he calls, "we'll hold here and look out for the other ship." Raising his voice, he booms, "All hands! Have your wits about you and pay heed to sails on the horizon!"*

The Plover's Egg arrives in the rendezvous zone late in the afternoon. The Schnai vessel does not arrive until the following day. The captain and crew appear relaxed, but the Schnai are not above piracy, so they will be on the lookout. The DM might use this sense of wariness to good effect and have the players reveal any changes to their normal activities now that they are in 'hostile' waters.

**DM's Note:** Some intuitive PCs may wonder why the exchange is happening out on open water instead of in the holdings of one of the two parties. The answer (which can be provided by Sir Kurdell if anyone asks) is that there are still those in both Ratik and the Schnai tribes who harbour enmity and would try to scupper the plan. Since this is neutral water, no one on either side can reasonably be affronted, and it also keeps most prying eyes at a distance.

The Schnai ship, a thirty oar longship, appears two hours after dawn on the next day. The person with the highest Spot check sees the ship first and earns a nod of approval from the captain (assume the most attentive crew member gets an 18).

*Emerging out of the mist in the horizon is a low sleek ship with a high prow and stern, and a single squared rigged sail sporting a dark cloud and lightning bolts. Over two dozen oars stroke the water in unison as the long ship approaches. "That's the Skythunder ship, no doubt," calls the captain, but nonetheless they crew arm themselves and maintain a wary demeanour.*

*Soon enough the Schnai ship slides aside the Plover's Egg, and its rough looking crew grin wolfishly. Standing near the ship's mast is a young man with long flaxen hair and the beginnings of a beard. Before the two ships are even tied together he nimbly scampers onto his ship's gunwhale and leaps aboard the Plover's Egg. Given the stern look on the bearded face of the burly old warrior next to him, this seems not to have been discussed amongst the Schnai.*

*As the athletic lad looks around the deck of the Plover's Egg eagerly, Sir Kurdell gives you all a quick nod and then approaches the young man.*

Little can go wrong here unless the PCs provoke it. The man in charge of the Schnai vessel, Kjurj Redfist, is a famed warrior with a cool head. He has his crew under tight discipline and isn't going to be put out by a few high jinks. If any of the PCs appear to be prepared to be troublesome, then Sir Kurdell or Captain Dolar will attempt to shut them down. In short, the Schnai came to trade, not to fight.

Sir Kurdell will greet the lad, Arridan, formally. His words seem to barely sink in, as the young man nods in acknowledgement and then proceeds to look about the Plover's Egg. Any attractive female characters will immediately draw his attention, as will impressive weapons on display.

☛ **Arridan:** hp 25; Appendix 1.

If any PC has a Diplomacy skill bonus of 5 or higher, Sir Kurdell will quickly designate that PC as Arridan's immediate escort whilst he himself deals with Kjur.

The grizzled Schnai warrior follows ritual and offers Arridan into Sir Kurdell's keeping as a sign of faith from the Skythunder tribe, noting the lad's life is forfeit should the tribe engage in any oath-breaking. Arridan seems unconcerned about this statement, or blithely ignorant. In turn, Sir Kurdell formally presents Kjur with an impressive looking battleaxe as a gift from Lord Ulthek to Jarl Ukral. Kjur appears highly impressed with the quality of the axe (and so he should be – it is a +2 *keen battleaxe of frost*).

Reading between the lines, PCs who pay attention to the speech can make a DC 15 Knowledge (Nobility & Royalty) or Bardic Knowledge, or a DC 18 Knowledge (Local, NMR) or Diplomacy check to determine that the ritual means that the Skythunder tribe swear to a peace treaty with House Ulthek and Arridan's life is forfeit if that oath is broken. On the other hand, House Ulthek swears to treat Arridan as an honoured guest and that should harm come to him then they have broken the oath and shown hostile intent to the tribe. Taking a hostage, it seems, is a double-edged sword.

Any PC who succeeds at both a DC 12 Spot check and a DC 12 Sense Motive check can see that some of the Schnai crew seem relieved to be rid of Arridan.

Once the formalities are observed – with the ritual sharing of a drink this will take about half an hour – a pair of hulking Schnai sailors will hand over Arridan's sea chest, and the long ship prepares to leave.

*Despite the fact that its owner seemingly couldn't care less, Arridan's sea chest is taken away to his assigned cabin by a pair of sailors. The young man seems happy to continue his immediate exploration of the ship, leaving Kjur and Sir Kurdell to complete the formal matters of the deal.*

*Once that is done, the two older men share a brief nod and then the two vessels are untethered. The lean long ship is pushed away and its oars lowered, and the two ships separate. Captain Dolar calls out his order, "Set course for the south-west," and soon enough you are on the return course.*

*Arridan runs a hand over the bow he has been carrying and looks over your group appraisingly. "Any of you lot fancy yourselves as archers then? Up for a challenge?"*

The scene is now set for the return trip home...

## ENCOUNTER 2: ACT OF SACRILEGE

*The weather is grey and windy as you make your return leg to Ratik. The brooding clouds lie low on the horizon, indicating that Telchur's white shroud will soon blanket the lands. With the icy wind at your tail, the return should be swifter than the outward journey.*

*Your ward is quite a handful – an energetic young man full of energy and questions. He also has a tendency, it seems, towards bravado and bragging, but this is not so uncommon a trait amongst the Schnai. Arridan, most likely, is someone best encountered in small doses, if the annoyed glances of the crew are anything to go by.*

The return leg will take just over two days, starting in the late morning and continuing over two nights. They should arrive in Ulthek in the early afternoon of the second day following the rendezvous. Little will happen throughout the first night and most of the next day.

If time permits, allow the players to interact with Arridan and the crew. The young Schnai will cheerfully challenge PCs and NPCs alike to various competitions – arm-wrestling, climbing the rigging, throwing at targets, balancing on rails, and so on. He crows cheerfully if he wins, but is as effusive in congratulating those who beat him, promising to win some other time.

The main purpose of this interaction is to try to endear Arridan to the PCs, but also leave them slightly exasperated. They should want a little space from him, but still not be so annoyed that they abandon him at the first hint of trouble.

At this stage the DM should have the players detail their general activities, watch pattern (if any) and where they generally will be throughout the journey. This doesn't need to be detailed – break the day down into roughly four hour segments.

### TROUBLE BEGINS

On the afternoon of the day following the rendezvous, events start to happen. Try and subtly arrange matters so that Arridan is with as few PCs as possible, preferably none. Sir Kurdell has been keeping a watchful eye on the lad, but from a distance.

Any PC in Arridan's company will have been subjected to a lengthy explanation of Arridan's perceived prowess at archery and the wonderful bow his father gave him before he left (a +1 *thundering composite longbow*).

*It is late in the afternoon on the day following the rendezvous. There is a light swell that results in a faint rocking on the deck. As you watch, there is a brief parting of the clouds and a rare ray of sunlight pierces the gloom and shines on the grey-green water. Arcing out of the waves is a silvery agile form,*



*a dolphin. Then another follows, and another. The watchman atop the main mast calls out. "By Procan's trident, it's the Dolphin's Dance! Truly we are blessed! Everyone, come! Come and receive The Storm Lord's highest blessing!" The ship bursts into motion as the crew scramble to the upper decks.*

These are no ordinary dolphins. They shine as though their skins were made of silver. Any PC who makes a DC 12 Knowledge (religion) or DC 15 Knowledge (local, NMR), Knowledge (nature) or Profession (sailor) knows that these silver dolphins are said to be favoured by Procan. They also know that that the Dolphin's Dance is a rarely seen manifestation of Procan's will, said to grant whoever views it his highest boon – an infusion of his divine power. Even the most devout Procanites only witness this event once in a lifetime and it is said to confer great power.

Once all the PCs are watching (or ignoring) the event, read or paraphrase the following.

*The sight is breathtaking. Just ahead of the ship, the lead dolphin, bathed in golden light breaks the surface, leaving a spray of water trailing it as it leaps high into the air. Its companions follow in a dance of light and colour. Sunlight streams through every drop of water and bathes your ship in every colour of the rainbow. As the light touches your skin a feeling of absolute tranquillity rushes over you like a gentle wave on a sandy beach. You feel strength growing within you, and a new appreciation of the world and those around you. The crew and your companions alike seem to be almost glowing with a radiant inner light, as though each had been personally infused by a little of the deity's power, strength and wisdom.*

As they dive and dance across the waves, the sunlight plays on their forms and the water, and this creates an effect as if a hypnotic pattern spell had been cast (DC 12+APL/2, caster level APL+2). Additionally, the PCs feel a thrill of divine power wash through them.

**DM's Note:** The DM should ask the players if they want to make a saving throw against the effect. Tell them that if they save and succeed then they do not receive the effect of the blessing. Allow the PCs a few moments to let what has occurred to them sink in. If they ask in game terms what is occurring, inform them that they have a +4 Sacred bonus to Strength, Wisdom and Charisma and two bonus hit points per level. But before they get too excited, move on to the next stage...

Arridan has been on the other side of the ship, and he comes to investigate what is going on. As soon as he sees the dolphins he lets out a cry of glee and, since he has his bow in hand, shoots one of the silvery mammals, killing it instantly.

**DM's Note:** It is important that this happens, so the situation should be set up so that no PC is suspicious of Arridan in any way. Play this up as a mystical encounter, with any potential threat coming from the water.

*The lead dolphin disappears beneath the waves again, leaving behind it a multicoloured, rainbow stain on the water instead of a splash. "Here comes the end!" shouts a crewman nearby, his voice ecstatic and his arms raised high above his head. "The climax of the ritual; all praise to The Storm Lord!"*

*The dolphin breaks the water again. Once again, the rapture sweeps over you; once again comes the feeling of utter peace... you feel your eyes drifting close as you embrace the end of the ritual, embrace the feeling of utter joy... a feeling which is suddenly disrupted by a cry from the fo'c'sle deck. "Hey, watch this!"*

*You open your eyes. A single arrow flies down from above, catching the lead dolphin directly in the torso just as it reaches the height of its jump. The multicoloured light immediately disappears. With an agonised squeal the aquatic mammal flops down onto the surface of the water in spasms of pain before becoming still. A thick stream of blood pours out of the wound, painting the ocean a sinister crimson. The body of the dolphin sinks below the waves.*

Allow the PCs to react to the sight. It's quite clear that Arridan has shot the dolphin, so there should be no doubt about that. What occurs next should be flexible depending on the reactions of the party, however some sample boxed text is provided. This can be broken up into chunks and read as appropriate or completely disregarded.

*The crew stands in total shock for several moments, unable to contemplate what has just occurred. To a man they stand still, mouths agape, staring at the area of the ocean where the dolphin sank below the waves. The glow around their features is gone.*

*With a roar of pure rage, Captain Dolar slams his fist into the railing of his vessel, smashing the wooden railing into splinters and no doubt causing severe damage to his hand. "YOU FOOL!" he bellows, the features of the usually composed man twisted in a fury, "What have you DONE?!"*

*Arridan shrugs, peeking over the edge of the fo'c'sle and grinning. "Did you see that? A bullseye from just over eighty feet – what a shot!"*

*All at once, the crew burst into motion. "Throw him overboard! To the deep with him!" comes the cry. More than a few of the crew start gathering makeshift weapons. Captain Dolar draws his sword, snarling up at the young man who, judging by his suddenly frightened expression, is just beginning to comprehend the gravity of his actions.*

The crew are all followers of Procan, and they are horrified by Arridan's action. Furious at the young man and fearful of Procan's wrath, they are intent on throwing Arridan overboard immediately.

Should the PCs intervene then they must use Diplomacy checks to resolve the matter. Sir Kurdell will automatically provide an assist to a Diplomacy test. If any PC is a cleric of Procan then add a +2 bonus to the check. The initial attitude of the crew towards the PCs themselves depends upon the APL (they are automatically Hostile towards Arridan):

- **APL 2 (EL 2):** The crew are Indifferent.
- **APL 4 (EL 3):** The crew are Unfriendly.
- **APL 6 (EL 4):** The crew are Hostile.

The PCs must raise the crew's attitude towards themselves to Friendly. They may do this stage by stage. So long as they succeed at each advancing stage (by improving the attitude, not merely maintaining it) they may keep trying.

The DM should feel free to allow certain bonuses to the Diplomacy test if Arridan is seen to be immediately punished in some way (clapped in irons, given twenty lashes, etc.)

If the PCs do not improve the crew's attitude by at least one stage then they have failed – there are no rerolls – which means the crew are determined to get rid of Arridan. Sir Kurdell recognises which way the wind is blowing, so to speak, and urges the PCs to join himself and Arridan.

If the PCs choose not to intervene, the crew will overcome Arridan and set him adrift on the boat's launch. Sir Kurdell, honour bound to his mission, will accompany him. Give the PCs a last chance to accompany them, otherwise the adventure will be over for the PCs, as the Plover's Egg sails safely back to port. The PCs only receive roleplaying XP, no gp, and also receive the Unreliable item on the AR.

If any PC resorts to the use of the Intimidate skill then regardless of the result against whichever NPC chosen, the rest of the crew are infuriated and immediately assume a Hostile attitude. The PCs, Arridan and Sir Kurdell will be cast off the ship onto the launch and set adrift.

**DM's Note:** At no stage will any of the crew resort to lethal combat against the PCs unless the characters themselves initiate a lethal attack. The crew are generally good people driven to desperation. Thus any PC who engages in lethal combat should receive the Unreliable item on the AR.

## **LET'S DO THAT AGAIN**

Should the PCs negotiate to remain on the Plover's Egg then they may again need to go through the process of appeasing the crew once more.

After each of the following encounters, the crew's attitude deteriorates one stage. If this results in their attitude dropping to Indifferent or worse, then the crew once more wish to cast off Arridan and the PCs must use Diplomacy once more or it's off on the launch for them...

## **SAILING THE LAUNCH**

The launch is sailed by a primary sailor, who controls the tiller. This requires a DC 10 Profession (sailor) check, with a +2 bonus due to the launch's shiphandling rating. In addition, the oars may be manned by no more than two people, who may assist the primary sailor with DC 10 Strength or Profession (sailor) checks.

Navigating back to Ulthek requires a DC 10 Knowledge (geography) check. Failure results in an additional 1 TU for the adventure as the PCs are lost for a time.

Later encounters may have differing DCs; these will be noted.

## **ENCOUNTER 3: DAUGHTERS OF PROCAN**

If the PCs managed to placate the crew and remained on board the ship, read the following:

*The mood aboard the Plover's Egg is tense. Regardless of their opinion of you, there is no doubt the crew are ill-disposed towards Arridan; the angry looks directed his way leave no room for misinterpretation. For his part Arridan is assuming an injured and resentful demeanour. It is quite obviously that he has little understanding of the crew's anger.*

*As the late afternoon sun spreads a hazy glow along the cloudy horizon, the wind seems to drop and the water smooths. From below the water you hear faint musical sounds, which are soon recognisable as the sweet voices of women singing underwater...*

If the PCs were cast off on the launch, read the following:

*It is cramped aboard the launch, and the air of tension is almost palpable. Sir Kurdell has seemingly accepted the situation with a calm manner, though it is obvious he is unhappy at the turn of events. Thankfully he appears happy to help out however he can, taking a turn at the oars despite his small stature.*

*Arridan, on the other hand, is sullen and resentful, and has muttered a few curses at the 'craven' crew of the Plover's Egg.*

*Though there is time to dwell on the situation, someone needs to keep control of the launch, and that may prove to be a welcome distraction from the current state of affairs.*

*As the late afternoon sun spreads a hazy glow along the cloudy horizon, the wind seems to drop and the water smooths. From below the water you hear faint musical sounds, which are soon recognisable as the sweet voices of women singing underwater...*

The singing comes from a trio of water spirits, known to locals as Daughters of Procan. They are ocean-bound rusalkas, whose home is a deep sea grotto. They have come to claim Arridan for their father, as well as anyone who tries to get in the way.

The rusalkas appear as slender young women, naked but for long green hair that swirls about their bodies. Their pale skin has a greenish hue, and their large wide eyes are deep green as well. They are quite beautiful, of course.

**DM's Note:** The ELs of this encounter have been reduced to reflect that Sir Kurdell and Arridan will be assisting the PCs (being a target counts as assisting).

#### APL 2 (EL 2)

🔥 **Rusalka (3):** hp 7, 7, 7; Appendix 2.

#### APL 4 (EL 3)

🔥 **Rusalka (Advanced) (3):** hp 27, 27, 27; Appendix 1.

#### APL 6 (EL 4)

🔥 **Rusalka (Advanced) (3):** hp 27, 27, 27; Appendix 1.

🔥 **Bird Swarm:** hp 13; Appendix 1.

**Tactics:** At all APLs one rusalka targets Arridan with her beguiling song ability, and he automatically fails unless the PCs find a way to substitute a save for him. The other two rusalkas target males with the highest Charisma scores.

At APL 2 and 4 their intent is to beguile and keep males other than Arridan, if they have a Charisma score of 14 or higher. Arridan they intend on taking to their grotto and then drowning.

At APL 6 the rusalkas are intent on drowning anyone they can ensnare with their songs, unless they are males with a Charisma of 16 or higher. Additionally, they call up a bird swarm to keep those on deck occupied whilst they claim their victims.

If there are no males in the party then the rusalkas will target crew members if the group are still on the ship. Otherwise they will target females with the highest Charisma scores and try to drown them.

The rusalkas will not engage in physical combat with anyone on board a vessel, instead remaining 15 ft. from the vessel and using their beguiling song power, trying to draw the PCs overboard and into the water. They will make good use of their underwater abilities to dive down and pop up elsewhere if targeted by ranged combat or spells.

The rusalkas spread out and do not bunch during the combat. They try to draw characters to different quarters of the ship/launch, thus dividing the group.

## NEGOTIATING

It is possible to resolve this matter without resorting to combat. The PCs can use Diplomacy if they wish, with

the rusalkas' initial attitude being Hostile towards Arridan, and Unfriendly towards other characters.

For the purposes of Intimidate checks, each rusalka has a +4 bonus for each of her sisters still present.

Finally, a suitable Bluff is acceptable, though the players had best come up with a suitable story.

Using social skills to defuse the situation should see the PCs awarded full xp.

The rusalkas are as follows:

🔥 **Ekumi** (AL: CG) is the friendliest of the three, with a basically cheerful nature, and usually she is given to mirth.

🔥 **Timpé** (AL: CN) is the most aggressive of the trio, and is very forceful.

🔥 **Sila** (AL: N) is the calm one, who maintains a cool and reserved manner.

If the PCs can establish some sort of parley with the rusalkas then answers to some potential questions are listed below:

### Who are you?

We are the Daughters of Procan.

### You're really Procan's daughters?

Yes. Why should we lie?

### Who is your mother?

The dark depths gave birth to us.

### What do you want?

We have come for the defiler, to take him to the depths.

### Who is the defiler?

The murderous archer. <points at Arridan>

### What are you going to do with him?

Give him to our father as payment for the silver swimmer.

### Who/What is the silver swimmer?

The singer. The finned arrow. The favoured of our father.

### What do you want from the rest of us?

(If there are suitable males) Company, perhaps, since some of you seem suitable. It can be lonely in the depths.  
(If there are no suitable males) Nothing, except to ensure you give us the defiler.

### Can we offer something in exchange for Arridan's life?

Perhaps. We would take one of you for a time, to be our companion in the depths.

### Wouldn't that kill us?

We can keep you safe, if you please us.

### How long for?

For a full dance of a moon. (One month)

### Do we have to come straight away?

You must come before a dance has been completed (one month) and then spend the time of another dance (again, one month) with us.

### Will that appease Procan?

No, he is still angry, but he will forgive us. You he will continue to challenge, probably throughout the night.

In short, if a male PC of at least Charisma 14 offers to accompany the rusalkas, then they will stop their assault. The PC need not go with them immediately, but must swear an oath to come back as soon as he can (within a month) and spend 4 TUs of time with the rusalkas. Any male PC who does so (and more than one may choose to do so) receives *The Daughters' Companion* item on the adventure record. Any PC who claims he will do so and reneges on his word automatically receives the *Procan's Wrath* item on the adventure record, regardless of any sacrifices made later.

**Fighting on the launch:** Since the launch only has three squares, it presents a challenge if 8 or so characters are aboard.

To simplify things, more than one character may occupy a square during the fight. However, only one of those characters may act in any given round. Other characters are assumed to be crouched down out of the way, effectively part of the boat. These characters cannot act, but nor can they be acted against.

It is recommended that the DM keep track of the start of each round, and which characters are in which square. If a PC acts in the round then any PC also in the square cannot act unless they leave the launch, or move to a square in which no character has acted in the round.

To keep the EL balance, if the PCs are on the launch, then Sir Kurdell has brought along a *potion of waterbreathing* and a *potion of fly*, which he will give to the PCs. He will not have these items on him if the fight occurs on the Plover's Egg.

## THE CREW'S MORALE

Remember, if the PCs are still on the Plover's Egg, then after this encounter the crew's attitude will deteriorate one stage. If the rusalkas took one of the crew (the two male officers and the captain are likely candidates) then their attitude deteriorates two stages.

## ENCOUNTER 4: FURIOUS SEAS

If the PCs managed to placate the crew and remained on board the ship, read the following:

*Night has fallen and with it a deeper chill. Whether the shivers of those on watch are due to the evening cold, or a reflection of grim thoughts, who can tell?*

*Suddenly the night awakens with a rumble of thunder and a flash of lightning, and the wind picks up quickly. One of the sailors on watch, a grizzled veteran by the look of him, gives the dark sky a sour look. "Ill weather on the way," he growls. "And I'll wager it's not natural."*

If the PCs were cast off on the launch, read the following:

*Night has fallen and with it a deeper chill. It's hard to resist a brief shiver, but is it due to the evening cold, or a reflection of grim thoughts?*

*Suddenly the night awakens with a rumble of thunder and a flash of lightning, and the wind picks up quickly. It seems a storm is coming in, a storm that seems confined to the area in which you find yourself...*

A storm is indeed coming in, and it is far from natural. Once again the characters have to face the anger of the sea god. Apart from heavy winds, the storm is carrying icy sleet straight at the PCs' vessel.

PCs who make a DC 15 Survival or Knowledge (nature) check can tell that the storm is not entirely natural. Characters with the Old Salt feat can instead use Profession (sailor) for this test.

Despite this, use of the *detect magic* spell does not reveal anything inherently enchanted about the elements of the storm.

As the APL increases, so does Procan's anger, and thus the severity and duration of the storm. The effects are listed below, including what happens if someone lashes themselves to the vessel in some form.

**DM's Note:** Any PC who is tied firmly to a vessel (as opposed to a safety line) cannot take part in any tests involving the control of that vessel (such as foundering tests). If the PCs are on the launch, the person at the tiller is the one in control. No more than two other PCs may assist at the oars, using either Strength or Profession (sailor) checks.

### APL 2 (EL 4)

↗ **Severe Winds (duration 2 hours):** Each character must make a DC 15 Fort save or suffer the following effects: Tiny or smaller creatures are blown away, Small creatures are knocked down, Medium creatures are checked, and there is no effect on Large or larger creatures.

Reduce visibility ranges by three quarters, imposing a -8 penalty on Spot, Search and Listen checks. Ranged weapon attacks are impossible.

If the PCs were cast off on the launch, then they must make a DC 12 foundering check each hour (2 checks in all) using Profession (sailor). Failure results in the effects of Green Water: a light surge with DC 6 (see below).

If the PCs stayed on the ship then they must deal once with the effects of Green Water: a medium surge with DC 6 (see below).

#### APL 4 (EL 6)

↗ **Thunderstorm (duration 4 hours):** Each character must make a DC 18 Fort save or suffer the following effects: Small or smaller creatures are blown away, Medium creatures are knocked down, Large or Huge creatures are checked, and there is no effect on Gargantuan or larger creatures.

Reduce visibility ranges by three quarters, imposing a –8 penalty on Spot, Search and Listen checks. Ranged weapon attacks are impossible.

If the PCs were cast off on the launch, then they must make a DC 15 foundering check each hour (4 checks in all) using Profession (sailor). Failure results in the effects of Green Water: a light surge with DC 8 (see below).

If the PCs stayed on the ship then they must deal once with the effects of Green Water: a medium surge with DC 8 (see below).

Finally, any characters above deck wearing metal armour have a 5% chance of being struck by lightning for 4d8 damage and 1d8 rounds of stun. Any adjacent characters must make a DC18 Fort save or be stunned for 1d6 rounds.

#### APL 6 (EL 8)

↗ **Hurricane (duration 6 hours):** Each character must make a DC 20 Fort save or suffer the following effects: Small or smaller creatures are blown away, Medium creatures are knocked down, Large or Huge creatures are checked, and there is no effect on Gargantuan or larger creatures.

If the PCs were cast off on the launch, then they must make a DC 20 foundering check each hour (6 checks in all) using Profession (sailor). Each failure results in the effects of Green Water: a medium surge with DC 10 (see below).

If the PCs stayed on the ship then they must deal once with the effects of Green Water: a medium surge with DC 10 (see below).

Finally, any characters above deck wearing metal armour have a 5% chance of being struck by lightning for 6d8 damage and 1d10 rounds of stun. Any adjacent characters must make a DC18 Fort save or be stunned for 1d6 rounds.

**DM's Note:** Some players may wish for their PCs to be struck by lightning to meet certain requirements for some prestige classes. If this is the case allow the PC to be automatically hit, but the damage done at all APLs is 1d10 eight-sided dice worth of damage, as per the standard rules for electrical storms. Make sure this damage is rolled openly.

#### Summary of Effects

↗ **Checked:** Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6x5 ft.

↗ **Knocked Down:** Creatures are knocked prone by the force of the wind. If the PCs are on the launch then they must make a DC 11 Reflex save or are washed overboard. Flying creatures are instead blown back 1d6x10 ft.

↗ **Blown Away:** Creatures on the ground are knocked prone and rolled 1d4 x 10 ft., taking 1d4 points of nonlethal damage per 10 ft. Flying creatures are blown back 2d6 x 10 ft. and take 2d6 points of nonlethal damage due to battering and buffeting.

PCs who have lashed themselves to the vessel in some fashion take half of any damage they might have taken were they untethered. Safety lines merely limit the maximum amount of distance a person can move, and don't count as being lashed down.

↗ **Green Water:** A light surge (direction randomly determined by the DM) will hit the boat, requiring a Strength check or Balance check to avoid falling prone. Characters who fall prone are washed 1d4 squares in the direction of the surge. If this would wash them over the side, they need to make a DC 11 Reflex save to avoid going overboard. If it washes them into something solid (eg. the quarterdeck) then they take 1d3 nonlethal damage per square of movement (or part thereof).

Characters below deck are instead affected by heavy listing, and are thrown prone, taking 1d3 points of nonlethal damage per square of movement.

↗ **Overboard:** PCs washed overboard have to make a DC 15 Swim check at APL 2 (rough water) or a DC 20 Swim check at APL 4 or 6 (stormy water) to return to the boat. See page 84 of the *Player's Handbook* for consequences of failure. Other team members using ropes or diving in may assist the check. A DC 8+APL Climb check is needed to get back into the boat (the check increasing due to the heavier waves at higher APLs).

**DM's Note:** For APL 4 and 6, PC's can't take 10 on their Swim checks.

### THE CREW'S MORALE

Remember, if the PCs are still on the Plover's Egg, then after this encounter the crew's attitude will deteriorate one stage.

## ENCOUNTER 5: SPEARS FROM THE DEEP

*It is an ominously dark night, and thankfully the howling storm has passed. There is only an hour or so left until dawn. Perhaps in the light of a new day things won't seem quite so dire. At the very least you will be that much closer to land and may just escape Procan's attention.*

Unluckily for the PCs, their troubles are not over. The activity has drawn the attention of a patrol of anguillians, evil eel-like humanoids from the darkest depths. They are annoyed by what is going on, and mystical divine whisperings are attracting them to the PCs – and Arridan in particular.

They approach from the depths and launch immediately into an attack. Since the anguillians have no way of knowing exactly which character is where, so they are not guaranteed a surprise round.

Make opposed Hide and Move Silently checks the anguillians against Spot and Listen checks for the PCs.

Unless the PCs have taken steps to counter the darkness beyond the ship's lights (or a provided lantern on the launch) then the conditions are assumed to be shadowy. Anyone underwater without a light source is in full darkness. See page 164 of the Player's Handbook for details on vision and light.

**DM's Note:** The ELs of this encounter have been reduced to reflect that Sir Kurdell, Arridan and crew members will be assisting the PCs.

If the PCs are on the launch then remove two of the normal anguillians to balance the ELs.

#### APL 2 (EL 4)

🔱 **Anguillian (2 or 4):** hp 28, 28, 28, 28; Appendix 2.

One of the anguillian raiders is armed with an aquatic crossbow with 20 bolts: Atk +4 ranged (1d8/19-20/x2, crossbow). Another is armed with a +1 spear.

#### APL 4 (EL 6)

🔱 **Anguillian (2 or 4):** hp 28, 28, 28, 28; Appendix 2.

🔱 **Anguillian Subchief:** hp 44; Appendix 1.

One of the anguillian raiders is armed with the chief's aquatic crossbow with 20 bolts: Atk +4 ranged (1d8/19-20/x2, crossbow).

#### APL 6 (EL 8)

🔱 **Anguillian (3 or 5):** hp 29, 28, 28, 28, 27; Appendix 2.

One of the anguillian raiders is armed with the chief's masterwork aquatic crossbow with 20 bolts: Atk +5 ranged (1d8/19-20/x2, crossbow).

🔱 **Anguillian Subchief:** hp 52; Appendix 1.

**Tactics:** The anguillian with the crossbow remains in the water, using ranged combat until it exhausts its ammunition.

If the PCs are on the ship then the other anguillians jump on board as a full-round action, led by either the subchief or the one armed with the +1 spear. They attempt to grapple or bull rush characters off the deck into the water. If they succeed in doing this to at least one character then they will jump back into the water and gang up on those in the water. Their intent is to kill at least one character for food. Once one character is

killed they will try to flee, taking the body with them. Arridan will be the main focus of their attacks.

If the PCs are on the launch then the other anguillians swim into the squares adjacent to characters and attack to kill. Their intent is to kill at least one character for food. Once one character is killed they will drag away the body and try to flee, taking the body with them. Again, Arridan is the main focus of their attacks.

Assume that dead anguillians float, so as to allow the PCs a chance to grab some treasure.

**Fighting on the launch:** Since the launch only has three squares, it presents a challenge if 8 or so characters are aboard.

To simplify things, more than one character may occupy a square during the fight. However, only one of those characters may act in any given round. Other characters are assumed to be crouched down out of the way, effectively part of the boat. These characters cannot act, but nor can they be acted against.

It is recommended that the DM keep track of the start of each round, and which characters are in which square. If a PC acts in the round then any PC also in the square cannot act unless they leave the launch, or move to a square in which no character has acted in the round.

To keep the EL balance, if the PCs are on the launch, then Sir Kurdell has brought along a *potion of waterbreathing* and a *potion of fly*, which he will give to the PCs. He will not have these items on him if the fight occurs on the Plover's Egg. If they were used in Encounter 2 then they are not available.

#### Treasure:

🔱 **APL 2:** Loot – 22gp, Coin – ogp, Magic – +1 spear (191gp).

🔱 **APL 4:** Loot – 22gp, Coin – ogp, Magic – +1 nacreous leather armor (346gp), +1 spear (191gp).

🔱 **APL 6:** Loot – 47gp; Coin – ogp; Magic – +1 nacreous leather armor (346gp), +1 aquatic spear (692gp).

#### THE CREW'S MORALE

Remember, if the PCs are still on the Plover's Egg, then after this encounter the crew's attitude will deteriorate one stage.

## CONCLUSION

If the PCs remained on the Plover's Egg for the whole journey:

*The dawn brings another gray day, as thunder rumbles around you and heavy dark clouds brood low over the water. There is a pensive mood upon the Plover's Egg as the crew obviously ponder what other challenges Procan might cast your way. But the morning passes without incident; could it be that the sea god's anger has faded as quickly as it was aroused?*

*There is a palpable sense of relief when the ship passes into the bay that holds Ultheke's harbour, and it is early afternoon when you finally dock. Captain Dolar nods grimly at you and makes no secret of his desire for you to be off his ship.*

*Despite the wrath of Procan, it seems you have made it safely back to shore.*

If the PCs ended up on the launch:

*The dawn brings another gray day, as thunder rumbles around you and heavy dark clouds brood low over the water. Conditions are cramped and cold on the launch, with little room to move about. Privacy is certainly not something you could claim on the small boat. None would blame you for pondering what other challenges Procan might cast your way. But the morning passes without incident; could it be that the sea god's anger has faded as quickly as it was aroused?*

*You have every right to be relieved when the launch passes into the bay that holds Ultheke's harbour, and it is early afternoon when you finally reach the town. The Plover's Egg is docked at the pier, and the captain and crew gaze grimly in your direction when you sail into the harbour.*

*Despite the wrath of Procan, it seems you have made it safely back to shore.*

There are several possible conclusions to this adventure, which are detailed in the following sections.

## **CONCLUSION A**

The PCs left Arridan and Sir Kurdell to their fate:

*Days pass, and there is no sign of Sir Kurdell or Arridan. Local sailors talk of a great storm that raged off the coast only a few days beforehand. It seems that neither the knight nor the Jarl's son will be returning safely to Ultheke. They are just two more amongst many claimed by the sea. But would their fate have been different had you stuck by them? Perhaps only Procan knows the answer to that.*

The PCs only get roleplaying xp, and whatever treasure reward they may have managed to haggle out of Sir Kurdell at the adventure's start. All PCs gain the *Unreliable* item on the adventure record.

## **CONCLUSION B**

The PCs brought Arridan and Sir Kurdell safely back to Ultheke:

*Despite the torments thrown at you by Procan you have made it safely back to shore with both the men in your care alive and well. Sir Kurdell is most impressed by your diligence and skills, and is not shy in congratulating you. It seems you have been*

*instrumental in ensuring that the tenuous peace between House Ultheke and the Skythunder tribe will go ahead. Perhaps in time this will lead to greater peace and prosperity for the nation.*

If the PCs succeed in safely escorting Arridan and Sir Kurdell back to Ultheke, then Sir Kurdell rewards their heroism by gifting them each a piece of valuable jewellery (a torc, an armband, a bracelet, etc).

For those PCs who do not have either the *Fjirin's Friendship* AR item from RTK6-01 *The Fate of Alain* or the *Favour of the Fadric Shipwright's Guild* AR item from RTK6-So1 *Plain Sailing*, the value is APLx100gp.

For those PCs who do have the *Fjirin's Friendship* AR item from RTK6-01 *The Fate of Alain* or the *Favour of the Fadric Shipwright's Guild* AR item from RTK6-So1 *Plain Sailing*, the value is APLx125gp.

### **Treasure:**

☛ **APL 2:** Loot – ogp, Coin – 200gp or 250gp, Magic – ogp.

☛ **APL 4:** Loot – ogp, Coin – 400gp or 500gp, Magic – ogp.

☛ **APL 6:** Loot – ogp; Coin – 600gp or 750gp; Magic – ogp.

If the PCs returned upon the ship then they receive the *Influence from the Waters* item on the adventure record, and may select either House Ultheke or the Fadric Shipwright's Guild.

If the PCs returned on the launch then they too receive the *Influence from the Waters* item on the adventure record, but may select only House Ultheke.

## **CONCLUSION C**

The PCs only brought Arridan back safely to Ultheke:

*Perhaps the sea god will be pleased with the sacrifice of a life, but some would see the irony in the choice. Sir Kurdell was a brave man and a loyal knight. Whether his loss was deserved or not is a matter of perception, but in the brief time you met the man you could tell he was someone who served something greater than himself. And in bringing Arridan to safety, despite his failings, perhaps you have helped Sir Kurdell achieve some sort of legacy. If a peace can be forged from these uneasy beginnings, then the brave knight's sacrifice may well have been worthwhile. For now, however, it is up to you to deliver Arridan safely into the custody of Lord Ultheke and see that Sir Kurdell's deed is done.*

If the PCs succeed in safely escorting Arridan back to Ultheke, then Lord Ultheke rewards their heroism by gifting them each a piece of valuable jewellery (a torc, an armband, a bracelet, etc) worth APLx100gp.

#### Treasure:

- **APL 2:** Loot – ogp; Coin – 200gp; Magic – ogp.
- **APL 4:** Loot – ogp; Coin – 400gp; Magic – ogp.
- **APL 6:** Loot – ogp; Coin – 600gp; Magic – ogp.

If the PCs returned upon the ship then they receive the *Influence from the Waters* item on the adventure record, and may select either House Ulthek or the Fadric Shipwright's Guild.

If the PCs returned on the launch then they too receive the *Influence from the Waters* item on the adventure record, but may select only House Ulthek.

### CONCLUSION D

If the PCs only brought Sir Kurdell back safely to Ulthek:

*Angering a god in his element can only be seen as folly, and there is little doubt young Arridan was foolish in the extreme. Sir Kurdell is grim and unhappy at the loss of the lad. "This bodes badly for my House," he murmurs, "for the Skythunder tribe will see this as an oathbreaking." He turns a sad glance upon you all. "But this is my failing, not yours. You did what you could and I appreciate your efforts. I'll not have anyone say ill of your labours this last day." With quiet words of thanks, the knight parts company from you, intent on reporting the dark news to his lord. Before he goes, he makes sure you are rewarded for your assistance.*

If the PCs succeed in safely escorting Sir Kurdell back to Ulthek, then Sir Kurdell rewards their heroism by gifting them each a piece of valuable jewellery (a torc, an armband, a bracelet, etc).

For those PCs who do not have either the *Fjirin's Friendship* AR item from RTK6-01 *The Fate of Alain* or the *Favour of the Fadric Shipwright's Guild* AR item from RTK6-S01 *Plain Sailing*, the value is APLx100gp.

For those PCs who do have the *Fjirin's Friendship* AR item from RTK6-01 *The Fate of Alain* or the *Favour of the Fadric Shipwright's Guild* AR item from RTK6-S01 *Plain Sailing*, the value is APLx125gp.

#### Treasure:

- **APL 2:** Loot – ogp, Coin – 200gp or 250gp, Magic – ogp.
- **APL 4:** Loot – ogp, Coin – 400gp or 500gp, Magic – ogp.
- **APL 6:** Loot – ogp; Coin – 600gp or 750gp; Magic – ogp.

### CONCLUSION E

If the PCs could not manage to save either Sir Kurdell or Arridan:

*You tried your best, but it is nearly impossible to triumph over the challenges of a god, especially one*

*in his own environment. None can fault you for your efforts, but sadly Sir Kurdell and Arridan have been claimed by Procan. All you can do is report their passing to Lord Ulthek and hope that this sorry episode won't have too many repercussions. One thing is certain, the chances of establishing a rapport between House Ulthek and the Skythunder tribe have been well and truly scuppered.*

So long as the PCs tried their best to protect Sir Kurdell and Arridan then Lord Ulthek recognises that they gave it a shot, and he rewards their heroism by gifting them each a piece of valuable jewellery (a torc, an armband, a bracelet, etc) worth APLx50gp.

#### Treasure:

- **APL 2:** Loot – ogp; Coin – 100gp; Magic – ogp.
- **APL 4:** Loot – ogp; Coin – 200gp; Magic – ogp.
- **APL 6:** Loot – ogp; Coin – 300gp; Magic – ogp.

### EPILOGUE: APPEASING PROCAN

Should PCs somehow survive this adventure, they still have the small matter of any angry sea god to deal with. A DC 15 Knowledge (Local, NMR) or DC 10 Knowledge (religion) check reveals the need for this, and what is required. Clerics of Procan automatically know this information.

What is required is a sacrifice to Procan of at least 50gp worth of goods acceptable to the god (fine sails, a small boat, good food and drink, etc.) and a cleric of Procan to lead a small ritual. If this is done, Procan will harbour no ill will.

Anyone who does not perform this appeasement receives the *Procan's Wrath* item on the adventure record.

Any PC who makes a greater than normal sacrifice (eg. at least APLx50gp or at least 1 TU in some form of service to Procan) gains the *Procan's Respect* item on the adventure record.

— FINIS —



## EXPERIENCE POINT SUMMARY

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

### Encounter 2

Facing the Plover's Egg's crew:

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP

### Encounter 3

Defeating the rusalkas and bird swarm:

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP

### Encounter 4

Experiencing Procan's storm:

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP

### Encounter 5

Defeating the anguillian raiders:

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP

### Story Award

Bringing Arridan safely to Ulthek:

APL 2	40 XP
APL 4	60 XP
APL 6	80 XP

### Discretionary roleplaying award

APL 2	50 XP
APL 4	75 XP
APL 6	100 XP

### Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP

## TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their

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

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

### Encounter 5:

**APL 2:** Loot: 22gp; Coin: 0gp; Magic: 191gp – +1 spear (191gp).

**APL 4:** Loot: 22gp; Coin: 0gp; Magic: 538gp – +1 nacreous leather (347gp), +1 spear (191gp).

**APL 6:** Loot: 47gp; Coin: 0gp; Magic: 538gp – +1 nacreous leather (346gp), +1 spear (191gp).

### Conclusion:

**APL 2:** Loot: 0gp; Coin: 250gp; Magic: 0gp.

**APL 4:** Loot: 0gp; Coin: 500gp; Magic: 0gp.

**APL 6:** Loot: 0gp; Coin: 750gp; Magic: 0gp.

### Total Possible Treasure

**APL 2:** Loot: 22gp; Coin: 250gp; Magic: 191gp; Total: 463gp (Max 450gp).

**APL 4:** Loot: 22gp; Coin: 500gp; Magic: 538gp; Total: 1,060gp (Max 650gp).

**APL 6:** Loot: 47gp; Coin: 750gp; Magic: 538gp; Total: 1,335gp (Max 900gp).

### Special

**Influence from the Waters:** You have earned 1 point of Influence with either House Ulthek or the Fadric Shipwright's Guild (circle one).

**Sea Bounty:** You receive Regional access to the following items from *Stormwrack*: bicorne hat, oilskin suit, sextant and tricorne hat. You may also choose one of the following from *Stormwrack*:

- ☐ Access to Buoyant armour enhancement
- ☐ Access to Aquatic weapon enhancement
- ☐ Access to the spells *Quicks swim* and *Wave Blessed*

**Procan's Respect:** You have faced the challenges of the sea god and then shown due respect. For the next calendar year, when playing regional Archbarony of Ratik adventures, any sea going vessel (rivers and lakes do not count) upon which you are on receives a +2 circumstance bonus to Profession (sailor) checks, even if someone else is in control. If another PC also has *Procan's Respect*, the bonuses do not stack.

**Procan's Wrath:** You have brought the sea god's anger upon yourself and have not properly appeased him. When playing regional Archbarony of Ratik adventures, any sea going vessel (rivers and lakes do not count) upon which you are on receives a –2 circumstance penalty to Profession (sailor) checks, even if someone else is in control. If another PC also has *Procan's Wrath*, the penalties do not stack. This item may be removed by spending 1 TU and 100gp, representing sacrifices and ceremonies of appeasement.

**The Daughters' Companion:** You have spent 4 TU as the companion of a rusalka. From now on you have a wistful, melancholic longing for the depths of the sea.

**Unreliable:** Your actions have shown you to be too unreliable to be trusted, even in a place as individualistic as Ratik. For a period of one calendar year from the date the Adventure Record was issued, all items purchased in Ratik regional adventures by the PC incur a 10% increase in price. This increase is cumulative with any other such penalties. This includes items purchased specifically for the PC by other characters.

## ITEMS FOR THE ADVENTURE RECORD

### Item Access

APL 2:

- Aquatic crossbow (Adventure; Stormwrack; 250gp)

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

- +1 nacreous leather armor (Adventure; Stormwrack; 4,160gp)

## APPENDIX 1: ALL APLS

**Sir Kurdell:** Male Human Ari1/Ftr1/Exp2; CR 3 Medium Humanoid (Human); HD 1d8+1d10+2d6; hp 22; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12 (+1 Dex, +2 leather); Base Atk +2; Grp+1;

Atk: +5 Melee (1d6/15-20/x2, Rapier);

Full Atk: +5 Melee (1d6/15-20/x2, Rapier);

AL: NG; SV Fort +2, Ref +1, Will +7; Str 8, Dex 12, Con 10, Int 13, Wis 14, Cha 16.

*Skills and Feats:* Appraise +5, Climb +2, Diplomacy +12, Gather Information +5, Intimidate +7, Jump +0, Listen +4, Profession (Hunter) +7, Search +2, Sense Motive +7, Spot +4, Survival +6, Use Rope +3; Combat Reflexes, Endurance, Weapon Finesse, Weapon Focus (Rapier).

*Possessions:* +1 keen rapier, cold weather outfit, dagger, leather armor, masterwork, *potion of bull's strength*, *potion of cure light wounds*.

**Arridan:** Male Human Ari1/War3; CR 3; Medium Humanoid (Human); HD 4d8+4; hp 28; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +3 leather); Base Atk +3; Grp +5;

Atk: +6 melee (1d6+2/x3, handaxe) or +7 ranged (1d8 + 1d8 (sonic) + 3/x3, composite longbow);

Full Atk: +6 melee (1d6+2/x3, handaxe) or +7 ranged (1d8 + 1d8 (sonic) + 3/x3, composite longbow);

AL: CN; SV Fort +4, Ref +4, Will +2; Str 14, Dex 16, Con 13, Int 11, Wis 8, Cha 12.

*Skills and Feats:* Balance +4, Climb +6, Jump +6, Profession (Hunter) +2, Spot +3, Survival +1, Swim +5, Use Rope +5; Far Shot, Point Blank Shot, Rapid Shot.

*Possessions:* +1 buoyant leather armor, +1 thundering composite longbow (+2 Str), cold weather outfit, dagger, handaxe, masterwork.

**Plover's Egg Sailor:** Male Human Com1/War1; CR 1; Medium Humanoid (Human); HD 1d4+1d8+2; hp 11; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12 (+1 Dex, +2 leather); Base Atk +1; Grp+1;

Atk: +1 Melee (1d6, Club) or +2 ranged (1d4/19-20/x2, dagger);

Full Atk: +1 Melee (1d6, Club) or +2 ranged (1d4/19-20/x2, dagger);

AL: NG; SV Fort +3, Ref +1, Will +0; Str 11, Dex 12, Con 12, Int 10, Wis 10, Cha 8.

*Skills and Feats:* Balance +3, Climb +6, Jump +1, Profession (Sailor) +6, Spot +1, Swim +4, Use Rope +5; Athletic, Old Salt.

*Possessions:* Club, dagger, oilskin suit.

**Plover's Egg Officer:** Male Human Exp3/War2; CR 4; Medium Humanoid (Human); HD 3d6+2d8+10; hp 35; Init +0 (+1 on ship); Spd 30 ft.; AC 12, touch 10, flat-footed 12 (+2 leather), Base Atk +4; Grp +6;

Atk: +7 melee (1d6+2/18-20/x2, Scimitar);

Full Atk: +7 melee (1d6+2/18-20/x2, Scimitar);

AL: NG; SV Fort +6, Ref +1, Will +4; Str 14, Dex 10, Con 14, Int 10, Wis 12, Cha 12.

*Skills and Feats:* Balance +7 (+14 on ship), Climb +8, Gather Information +3, Intimidate +4, Jump +4, Knowledge (geography) +7, Profession (sailor) +8, Spot +7, Survival +3, Swim +5, Tumble +0 (+2 on ship), Use Rope +7; Old Salt, Sailor's Balance, Sea Legs.

*Possessions:* Dagger, leather armor, oilskin suit, scimitar, masterwork, tricorne hat.

**Captain Dolar:** Male Human Exp3/War2/Rog2; CR 7; Medium Humanoid (Human); HD 5d6+2d8+14; hp 48; Init +0 (+1 on ship); Spd 30 ft.; AC 14, touch 11, flat-footed 14 (+3 leather, +1 misc.); Base Atk +5; Grp +7;

Atk: +8 melee (1d8+3/19-20/x2, longsword);

Full Atk: +8 melee (1d8+3/19-20/x2, longsword);

SA Sneak Attack +1d6, Trapfinding; SQ Evasion, Trapfinding;

AL: NG; SV Fort +6, Ref +4, Will +4; Str 14, Dex 10, Con 14, Int 10, Wis 12, Cha 12.

*Skills and Feats:* Appraise +2, Balance +7 (+14 on ship), Bluff +3, Climb +7, Diplomacy +4, Gather Information +3, Intimidate +4, Jump +5, Knowledge (geography) +9, Listen +3, Profession (sailor) +11, Sense Motive +3, Spot +7, Survival +3, Swim +5, Tumble (+2 on ship), Use Rope +9; Leadership, Old Salt, Sailor's Balance, Sea Legs.

*Possessions:* +1 buoyant leather armor, ring of protection +1, longsword +1, *potion of cure light wounds*, oilskin suit, sextant, bicorne hat.

## APPENDIX 1: APL 4

### ENCOUNTER 3

**Rusalka (Advanced):** CR 2; Medium fey (aquatic); HD 6d6; hp 27; Init +8; Spd 30 ft., swim 30ft.; AC 16, touch 14, flat-footed 12 (+4 Dex, +2 natural); Base Atk +3; Grp: +3;

Atk +7 melee (1d4, dagger);

Full Atk: +7 melee (1d4, dagger);

SA Beguiling song; SQ Low-light vision, *water breathing*, water symbiosis;

AL CN; SV Fort +2, Ref +9, Will +7; Str 10, Dex 18, Con 10, Int 12, Wis 14, Cha 19.

**Skills and Feats:** Diplomacy +8, Escape Artist +11\*, Hide +13\*, Listen +11, Move Silently +13, Perform (sing) +13, Spot +11, Swim +12, Use Rope +4 (+6 with bindings); Alertness, Improved Initiative, Weapon Finesse.

**Beguiling Song (Su):** A rusalka can attempt to beguile creatures with her song. The rusalka sings, targeting a single creature it can see within 300 feet of her body of water (see *Water Symbiosis*, below). This is a sonic, mind-affecting ability, and the creature must be able to hear the rusalka for it to take effect. The targeted creature must make a DC 17 Will saving throw. If the save is successful, that creature cannot be affected by that rusalka's song for 24 hours.

Failure indicates the creature is utterly beguiled and moves toward the rusalka, taking the most direct route available. If that path leads into a dangerous area (such as very deep or fast-moving water), the beguiled creature is entitled to a second saving throw. A rusalka who desires a companion often moves out of the water and bestows *water breathing* on its beguiled victim so that she can take him underwater. a beguiled creature may take no actions other than defending himself. A beguiled victim who moves within 5 feet of the rusalka must make a DC 18 Will saving throw or be charmed as per *charm monster* cast by an 8th-level sorcerer. Success means that the character is freed from the beguilement and is immune to that rusalka's beguiling song for 24 hours. The beguiling effect continues as long as the rusalka sings. A rusalka need not continue to sing to keep a victim charmed.

A rusalka can use her beguiling song both above and below the water. Good rusalkas cast *water breathing* on their charmed companions to keep them alive below the waves. Evil rusalkas move into deeper water, forcing a beguiled victim to move toward them but never allowing the victim to get within 5 feet. If these unlucky creatures fail their second saving throw, they usually drown see page 304 of the *Dungeon Master's Guide*).

**Water Breathing (Sp):** Four times per day, a rusalka can use *water breathing* as a 12th-level sorcerer.

**Water Symbiosis (Su):** Each rusalka is mystically bound to a body of water or waterway as small as a pond or as large as a lake or river. Although aquatic, a rusalka can move as far as 300 yards from the body of water to which she is bound and breathe normally. If she strays farther than that, she must hold her breath or immediately start to drown. Once a rusalka has moved

beyond the boundary of her connection, she cannot breathe normally until she has immersed herself in her body of water.

**Skills:** \*A rusalka gains a +4 circumstance bonus on Escape Artist and Hide checks when in contact with the body of water in which she lives. A rusalka gains a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

The rusalka speaks Aquan, Common and Sylvan.

### ENCOUNTER 5

**Anguillian Subchief:** Male Anguillian Rgr2; CR 4; Medium Aberration (Aquatic); HD 5d8+10; hp 44; Init +6; Spd 20 ft., Swim 40 ft.; AC 19, touch 12, flat-footed 17 (+2 Dex, +4 natural, +3 leather); Base Atk +4; Grp +7;

Atk: +7 melee (1d4+3, pincer) or +8 melee (1d8+4/x3, spear) or +6 ranged (1d8/19-20/x2, crossbow);

Full Atk: +7 melee (1d4+3, pincer) and +5 melee (1d4+1, bite) or +8 melee (1d8+4/x3, spear) and +5 melee (1d4+1, bite) or +6 ranged (1d8/19-20/x2, crossbow);

SA: Combat style (archery), favored enemy (animals); SQ Track, wild empathy;

AL: LE; SV Fort +8, Ref +6, Will +3; Str 16, Dex 14, Con 15, Int 10, Wis 14, Cha 6.

**Skills and Feats:** Handle Animal +2, Hide +10 (+14 in coral, rock, or kelp), Knowledge (Nature) +3, Listen +2, Move Silently +7, Spot +10, Survival +6, Swim +10; Combat Reflexes, Improved Initiative, Multiattack, Rapid Shot, Track.

**Possessions:** +1 nacreous leather armor, +1 spear, aquatic crossbow (20 bolts).

**Attach (Ex):** If an anguillian hits with its bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached anguillian loses its Dexterity bonus to AC and has an AC of 14.

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

**Blood Drain (Ex):** An anguillian that begins its turn attached to an opponent bores into its opponents body and begins to drain fluids. It deals 1d4 points of Constitution damage each round it remains attached.

**Landwalking (Ex):** Anguillians can survive out of water for 1 hour per 3 points of Constitution (after that, refer to the drowning rules on page 204 of the *Dungeon Master's Guide*).

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds anguillians for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

**Speak With Eels (Ex):** Anguillians can communicate with eels and dire eels up to 150 feet away.

The communication is limited to fairly simple concepts such as “food”, “danger”, and “enemy”. Anguillians can use the Handle Animal skill to befriend and train eels, even if untrained.

**Skills:** Anguillians have a +4 racial bonus on Hide and Spot checks. The bonus on Hide checks improves to +8 in areas of coral, rock, or heavy kelp.

An anguillian 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.

## APPENDIX 1: APL 6

### ENCOUNTER 3

**Rusalka (Advanced):** CR 2; Medium fey (aquatic); HD 6d6; hp 27; Init +8; Spd 30 ft., swim 30ft.; AC 16, touch 14, flat-footed 12 (+4 Dex, +2 natural); Base Atk +3; Grp: +3;

Atk +7 melee (1d4, dagger);

Full Atk: +7 melee (1d4, dagger);

SA Beguiling song; SQ Low-light vision, *water breathing*, water symbiosis;

AL CN; SV Fort +2, Ref +9, Will +7; Str 10, Dex 18, Con 10, Int 12, Wis 14, Cha 19.

**Skills and Feats:** Diplomacy +8, Escape Artist +11\*, Hide +13\*, Listen +11, Move Silently +13, Perform (sing) +13, Spot +11, Swim +12, Use Rope +4 (+6 with bindings); Alertness, Improved Initiative, Weapon Finesse.

**Beguiling Song (Su):** A rusalka can attempt to beguile creatures with her song. The rusalka sings, targeting a single creature it can see within 300 feet of her body of water (see *Water Symbiosis*, below). This is a sonic, mind-affecting ability, and the creature must be able to hear the rusalka for it to take effect. The targeted creature must make a DC 17 Will saving throw. If the save is successful, that creature cannot be affected by that rusalka's song for 24 hours.

Failure indicates the creature is utterly beguiled and moves toward the rusalka, taking the most direct route available. If that path leads into a dangerous area (such as very deep or fast-moving water), the beguiled creature is entitled to a second saving throw. A rusalka who desires a companion often moves out of the water and bestows *water breathing* on its beguiled victim so that she can take him underwater. a beguiled creature may take no actions other than defending himself. A beguiled victim who moves within 5 feet of the rusalka must make a DC 18 Will saving throw or be charmed as per *charm monster* cast by an 8th-level sorcerer. Success means that the character is freed from the beguilement and is immune to that rusalka's beguiling song for 24 hours. The beguiling effect continues as long as the rusalka sings. A rusalka need not continue to sing to keep a victim charmed.

A rusalka can use her beguiling song both above and below the water. Good rusalkas cast *water breathing* on their charmed companions to keep them alive below the waves. Evil rusalkas move into deeper water, forcing a beguiled victim to move toward them but never allowing the victim to get within 5 feet. If these unlucky creatures fail their second saving throw, they usually drown see page 304 of the *Dungeon Master's Guide*).

**Water Breathing (Sp):** Four times per day, a rusalka can use *water breathing* as a 12th-level sorcerer.

**Water Symbiosis (Su):** Each rusalka is mystically bound to a body of water or waterway as small as a pond or as large as a lake or river. Although aquatic, a rusalka can move as far as 300 yards from the body of water to which she is bound and breathe normally. If she strays farther than that, she must hold her breath or immediately start to drown. Once a rusalka has moved

beyond the boundary of her connection, she cannot breathe normally until she has immersed herself in her body of water.

**Skills:** \*A rusalka gains a +4 circumstance bonus on Escape Artist and Hide checks when in contact with the body of water in which she lives. A rusalka gains a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

The rusalka speaks Aquan, Common and Sylvan.

**Bird Swarm:** CR 2; Diminutive animal (swarm); HD 3d8; hp 13; Init +2; Spd 5 ft., fly 50 ft. (good); AC 16, touch 14, flat-footed 12 (+2 Dex, +4 size); Base Atk +2; Grp: -;

Atk (1d6, swarm);

Full Atk: (1d6, swarm);

Space/Reach: 10 ft./0 ft.; SA Distraction; SQ Half damage from slashing and piercing, swarm traits;

AL N; SV Fort +3, Ref +7, Will +3; Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 4.

**Skills and Feats:** Listen +7, Spot +7; Alertness, Lightning Reflexes.

**Distraction (Ex):** Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

### ENCOUNTER 5

**Anguillian Subchief:** Male Anguillian Rgr3; CR 5; Medium Aberration (Aquatic); HD 6d8+12; hp 52; Init +6; Spd 20 ft., Swim 40 ft.; AC 19, touch 12, flat-footed 17 (+2 Dex, +4 natural, +2 leather); Base Atk +5; Grp +8;

Atk: +8 melee (1d4+3, pincer) or +9 melee (1d8+4/x3, spear) or +7 ranged (1d8/19-20/x2, crossbow);

Full Atk: +8 melee (1d4+3, pincer) and +6 melee (1d4+1, bite) or +9 melee (1d8+4/x3, spear) and +6 melee (1d4+1, bite) or +7 ranged (1d8/19-20/x2, crossbow);

SA: Combat style (archery), favored enemy (animals); SQ Track, wild empathy;

AL: LE; SV Fort +8, Ref +6, Will +4; Str 16, Dex 14, Con 15, Int 10, Wis 14, Cha 6.

**Skills and Feats:** Handle Animal +4, Hide +10 (+14 in coral, rock, or kelp), Knowledge (Nature) +5, Listen +2, Move Silently +7, Spot +10, Survival +8, Swim +10; Combat Reflexes, Improved Initiative, Multiattack, Rapid Shot, Track, Point blank shot.

**Possessions:** +1 nacreous leather armor, +1 spear, aquatic crossbow, masterwork (20 bolts).

**Attach (Ex):** If an anguillian hits with its bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached anguillian loses its Dexterity bonus to AC and has an AC of 14.

An attached anguillian can be struck with a weapon or grappled itself. To remove an attached anguillian

through grappling, the opponent must achieve a pin against the anguillian.

**Blood Drain (Ex):** An anguillian that begins its turn attached to an opponent bores into its opponents body and begins to drain fluids. It deals 1d4 points of Constitution damage each round it remains attached.

**Landwalking (Ex):** Anguillians can survive out of water for 1 hour per 3 points of Constitution (after that, refer to the drowning rules on page 204 of the *Dungeon Master's Guide*).

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds anguillians for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

**Speak With Eels (Ex):** Anguillians can communicate with eels and dire eels up to 150 feet away. The communication is limited to fairly simple concepts such as “food”, “danger”, and “enemy”. Anguillians can use the Handle Animal skill to befriend and train eels, even if untrained.

**Skills:** Anguillians have a +4 racial bonus on Hide and Spot checks. The bonus on Hide checks improves to +8 in areas of coral, rock, or heavy kelp.

An anguillian 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.

## APPENDIX 2: NEW CREATURES

### ANGUILLIAN (SW PAGES 136-137)

#### Medium Aberration (Aquatic)

**Hit Dice:** 3d8+6 (28 hp)

**Initiative:** +6

**Speed:** 20 ft. (4 squares), swim 40 ft.

**Armor Class:** 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

**Base Attack/Grapple:** +2/+4

**Attack:** Pincer +4 melee (1d4+2) or spear +4 melee (1d8+3/x3)

**Full Attack:** Pincer +4 melee (1d4+2) and bite +2 melee (1d4+1) or spear +4 melee (1d8+3/x3) and bite +2 melee (1d4+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Attach, blood drain

**Special Qualities:** Darkvision 90 ft., landwalking, light blindness, speak with eels, vulnerability to fire

**Saves:** Fort +5, Ref +3, Will +3

**Abilities:** Str 15, Dex 14, Con 15, Int 10, Wis 14, Cha 6

**Skills:** Hide +10 (+14 in coral, rock, or kelp), Listen +2, Spot +10, Survival +6, Swim +10

**Feats:** Improved Initiative, Multiattack

**Environment:** Cold aquatic

**Organization:** Solitary, team (2–6 plus 1 dire eel), patrol (5–10 plus 1 2nd-level subchief plus 1–2 dire eels), band (20–40 plus 1 2nd-level subchief per 20 adults and 1 5th-level chieftain plus 2–5 dire eels), or tribe (60–100 plus 100% non-combatants plus 1 2nd-level subchief per 20 adults, and 1 5th-level chieftain per 40 adults, and 1 high chief of 6th–8th level plus 2–5 dire eels)

**Challenge Rating:** 2

**Treasure:** Standard

**Alignment:** Usually lawful evil

**Advancement:** By character class

**Level Adjustment:** +2

*This creature resembles a cross between a humanoid and an eel, with two fleshy appendages tipped with bony pincers, two stubby hind legs, and a hideous circular mouth filled with rings of teeth.*

Anguillians are aquatic hunters that inhabit the blackwater abysses of cold seas.

Their favourite prey is whales and giant squid, which they hunt down in large parties. They are scavengers too when need be, willing to eat any kind of flesh – even that of their own dead. They can't tolerate bright light and dare the surface only on moonless nights, to raid island shores or passing ships. During such brief sojourns out of the water, they wield crude spears of bone and coral in their pincers.

An adult anguillians is about 6 feet long and weighs 180 pounds. Anguillians speak a dialect of Sahuagin. More intelligent individuals also speak Aquan and languages of other undersea races.

#### COMBAT

A group of anguillians surround the opponent in all dimensions, darting in and attacking, then withdrawing as others move in.

**Attach (Ex):** If an anguillian hits with its bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached anguillian loses its Dexterity bonus to AC and has an AC of 14.

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

**Blood Drain (Ex):** An anguillian that begins its turn attached to an opponent bores into its opponents body and begins to drain fluids. It deals 1d4 points of Constitution damage each round it remains attached.

**Landwalking (Ex):** Anguillians can survive out of water for 1 hour per 3 points of Constitution (after that, refer to the drowning rules on page 204 of the *Dungeon Master's Guide*).

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds anguillians for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

**Speak With Eels (Ex):** Anguillians can communicate with eels and dire eels up to 150 feet away. The communication is limited to fairly simple concepts such as "food", "danger", and "enemy". Anguillians can use the Handle Animal skill to befriend and train eels, even if untrained.

**Skills:** Anguillians have a +4 racial bonus on Hide and Spot checks. The bonus on Hide checks improves to +8 in areas of coral, rock, or heavy kelp.

An anguillian 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.

#### ANGUILLIAN SOCIETY

A community of anguillians is a patriarchal hierarchy. A high chief rules and is served by numerous chieftains, who hold administrative positions, and subchiefs, who lead small hunting or battle groups. A leader faces frequent challenges from young males, for strength is the only measure of leadership anguillians recognize.

#### ANGUILLIAN CHARACTERS

An anguillian's favored class is ranger. Most anguillian leaders are rangers or fighters. Anguillian rangers usually choose animals as their favored enemy. Anguillian clerics worship Umberlee or The Mockery, and typically choose the domains of Destruction and Water.



## RUSALKA (FB PAGES 150-151)

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### Medium Fey (Aquatic)

**Hit Dice:** 2d6 (7 hp)

**Initiative:** +4

**Speed:** 30 ft. (6 squares), swim 30 ft.

**Armor Class:** 16 (+4 Dex, +2 natural), touch 14, flat-footed 12

**Base Attack/Grapple:** +1/+1

**Attack:** Dagger +5 melee (1d4)

**Full Attack:** Dagger +5 melee (1d4)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Beguiling song

**Special Qualities:** Low-light vision, *water breathing*, *water symbiosis*

**Saves:** Fort +0, Ref +7, Will +5

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

**Skills:** Diplomacy +6, Escape Artist +9\*, Hide +9\*, Listen +7, Move Silently +9, Perform (sing) +9, Spot +7, Swim +8, Use rope +4 (+6 with bindings)

**Feats:** Weapon Finesse

**Environment:** Cold aquatic

**Organization:** Solitary or covey (3–6)

**Challenge Rating:** 1

**Treasure:** Standard

**Alignment:** Usually chaotic neutral

**Advancement:** 3–6 HD (Medium)

**Level Adjustment:** —

*This beautiful girl sits by the riverbank. Her skin is pale white, and her hair is a strange shade of gold and green. She wears nothing but a slim diaphanous shawl.*

Rusalkas are female spirits who dwell in lakes, rivers, and streams. Their beguiling song is known to lure men to watery graves. Their clothing is usually nothing more than a gown or a shawl, and some rusalkas go bare skinned.

Some believe rusalkas to be the restless spirits of drowned maidens, tied to the place of their deaths. However, they are in fact water spirits.

Most of the time, just one rusalka inhabits a body of water, but sometimes a small covey lives in an area. Rusalkas generally lead lonely lives, but some tales indicate that vodyanoi take rusalka wives. To ease their loneliness, these fey often use their song to entice men to join them. Some evil or neutral rusalkas might confer *water breathing* upon enamored mortals. Relationships between willing mortals and rusalkas are doomed to end in sadness. The rusalka inevitably frees her paramour or forces him to leave by refusing to give him the ability to breathe water when she realizes he is not truly content to live in her world beneath the water's surface.

Rusalkas speak Aquan, Common and Sylvan.

### COMBAT

A rusalka does not look for martial conflict, only lovers or victims. If threatened, she will often flee, using her natural hiding skills and knowledge of waterways to evade pursuers.

**Beguiling Song (Su):** A rusalka can attempt to beguile creatures with her song. The rusalka sings, targeting a single creature it can see within 300 feet of her body of water (see *Water Symbiosis*, below). This is a sonic, mind-affecting ability, and the creature must be able to hear the rusalka for it to take effect. The targeted creature must make a DC 17 Will saving throw. If the save is successful, that creature cannot be affected by that rusalka's song for 24 hours.

Failure indicates the creature is utterly beguiled and moves toward the rusalka, taking the most direct route available. If that path leads into a dangerous area (such as very deep or fast-moving water), the beguiled creature is entitled to a second saving throw. A rusalka who desires a companion often moves out of the water and bestows *water breathing* on its beguiled victim so that she can take him underwater. A beguiled creature may take no actions other than defending himself. A beguiled victim who moves within 5 feet of the rusalka must make a DC 18 Will saving throw or be charmed as per *charm monster* cast by an 8th-level sorcerer. Success means that the character is freed from the beguilement and is immune to that rusalka's beguiling song for 24 hours. The beguiling effect continues as long as the rusalka sings. A rusalka need not continue to sing to keep a victim charmed.

A rusalka can use her beguiling song both above and below the water. Good rusalkas cast *water breathing* on their charmed companions to keep them alive below the waves. Evil rusalkas move into deeper water, forcing a beguiled victim to move toward them but never allowing the victim to get within 5 feet. If these unlucky creatures fail their second saving throw, they usually drown see page 304 of the *Dungeon Master's Guide*.

**Water Breathing (Sp):** Four times per day, a rusalka can use *water breathing* as a 12th-level sorcerer.

**Water Symbiosis (Su):** Each rusalka is mystically bound to a body of water or waterway as small as a pond or as large as a lake or river. Although aquatic, a rusalka can move as far as 300 yards from the body of water to which she is bound and breathe normally. If she strays farther than that, she must hold her breath or immediately start to drown. Once a rusalka has moved beyond the boundary of her connection, she cannot breathe normally until she has immersed herself in her body of water.

**Skills:** \*A rusalka gains a +4 circumstance bonus on Escape Artist and Hide checks when in contact with the body of water in which she lives. A rusalka gains a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

## APPENDIX 3: NEW RULES

### NEW ITEMS

#### **Aquatic Crossbow (SW page 107)**

This special version of a light crossbow is strung specially tautly with thicker wire and reinforced so as not to snap under the increased tension. The aquatic crossbow is not subject to the normal –2 penalty on ranged attack rolls for every five feet of distance (see Ranged Attacks Underwater, page 93 of the *Dungeon Master's Guide*), and uses its normal range increment of 40 feet both in and out of the water. Aquatic crossbows are favored by aventi, merfolk, and tritons.

#### **Buoyant Armor (SW page 128)**

This special ability can be placed only on a suit of armor. Buoyant armor looks no different from a normal suit, but it is much lighter. It weighs only half as much as normal, and its armor check penalty is not doubled for Swim checks. The armor is no less awkward to wear, however, so medium and heavy armors still slow the wearer.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *freedom of movement*; Price +1 bonus.

#### **Nacreous Armor (SW page 129)**

A shield or suit of nacreous armor has a pearlescent sheen. The wearer has improved protection from piercing weapons, gaining an additional +2 bonus to AC against such attacks.

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *mage armor*; Price +1 bonus.

### NEW FEATS

#### **Old Salt (SW page 93)**

You are an old hand at shipboard life, having mastered the myriad skills that are required of the experienced sailor. Additionally, you have an eye for the weather.

**Prerequisites:** Profession (sailor) 5 ranks.

**Benefit:** You gain a +1 bonus on Balance, Profession (sailor) and Use Rope checks.

Additionally, you can use a Profession (sailor) check to predict the weather (as described in the Survival skill on page 83 of the Player's Handbook).

**Normal:** Survival is normally used to predict the weather.

#### **Sailor's Balance (SW page 93)**

You are experienced with the rolling decks of the ship and maintain strong footing, even in a terrible storm.

**Prerequisites:** Profession (sailor) 4 ranks.

**Benefit:** You gain a +5 competence bonus on Balance checks made while on the deck or in the rigging of a ship.

You can move across a slippery deck (see page 20) at your normal speed.

**Normal:** Without this feat, each square of movement across a slippery deck costs 2 squares of movement.

#### **Sea Legs (SW page 93)**

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 + bonus on Balance and Tumble checks, and a +1 bonus on initiative checks.

## APPENDIX 4 – THE PLOVER’S EGG

**The Plover’s Egg, 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; Space 55 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); Complement 28; Watch 6; Cargo 110 tons (Speed wind x 15 ft. if 55 tons or more); Cost 10,000 gp.

**1. Quarterdeck:** The quarterdeck is a raised, open deck at the stern. The ship’s wheel is here, along with a davit for the ship’s longboat.

**2. Fo’c’sle Deck:** This is a raised, open deck atop the forecastle. The Plover’s Egg mounts a ballista here; the weapon can’t fire straight ahead because of the foremast. On the starboard side is the hawsepipe and tackle for the ship’s anchor.

**3. Master’s Cabin:** The largest and most comfortable cabin on the ship is still quite cramped by most standards.

**4. Wardroom:** The captain, officers, and passengers take their meals here. The room also serves as a drawing room or parlor for the officers and passengers.

**5. Main Deck:** The open deck has a companionway and two hatches leading to the lower deck.

**6. Forecastle:** Most of the ship’s crew sleeps here. The forecastle holds eight cramped bunks.

**7. Galley:** The ship’s galley is in the forward part of the lower deck. It has a small stove (with a chimney leading to the fo’c’sle deck) and shelving for all kinds of foodstuffs. The ship’s cook and her assistant sleep here.

**8. Chain Locker:** The ship’s anchor chain is stored here. It passes through the hawsepipe in the forecastle up to the fo’c’sle deck.

**9. Lower Deck:** This space serves as the first of the Plover’s Egg’s cargo holds, as well as the crew’s mess deck. Crewmembers take their meals sitting on whatever cargo is convenient. If the ship is heavily laden, this deck might be covered to within a foot of the overhead, leaving only a single fore-and-aft passage between the crates, casks and bundles.

**10. Officer’s Cabins:** These tiny cabins are the private rooms of the ship’s officers. Paying passengers usually bump an officer from his or her cabin to the forecastle.

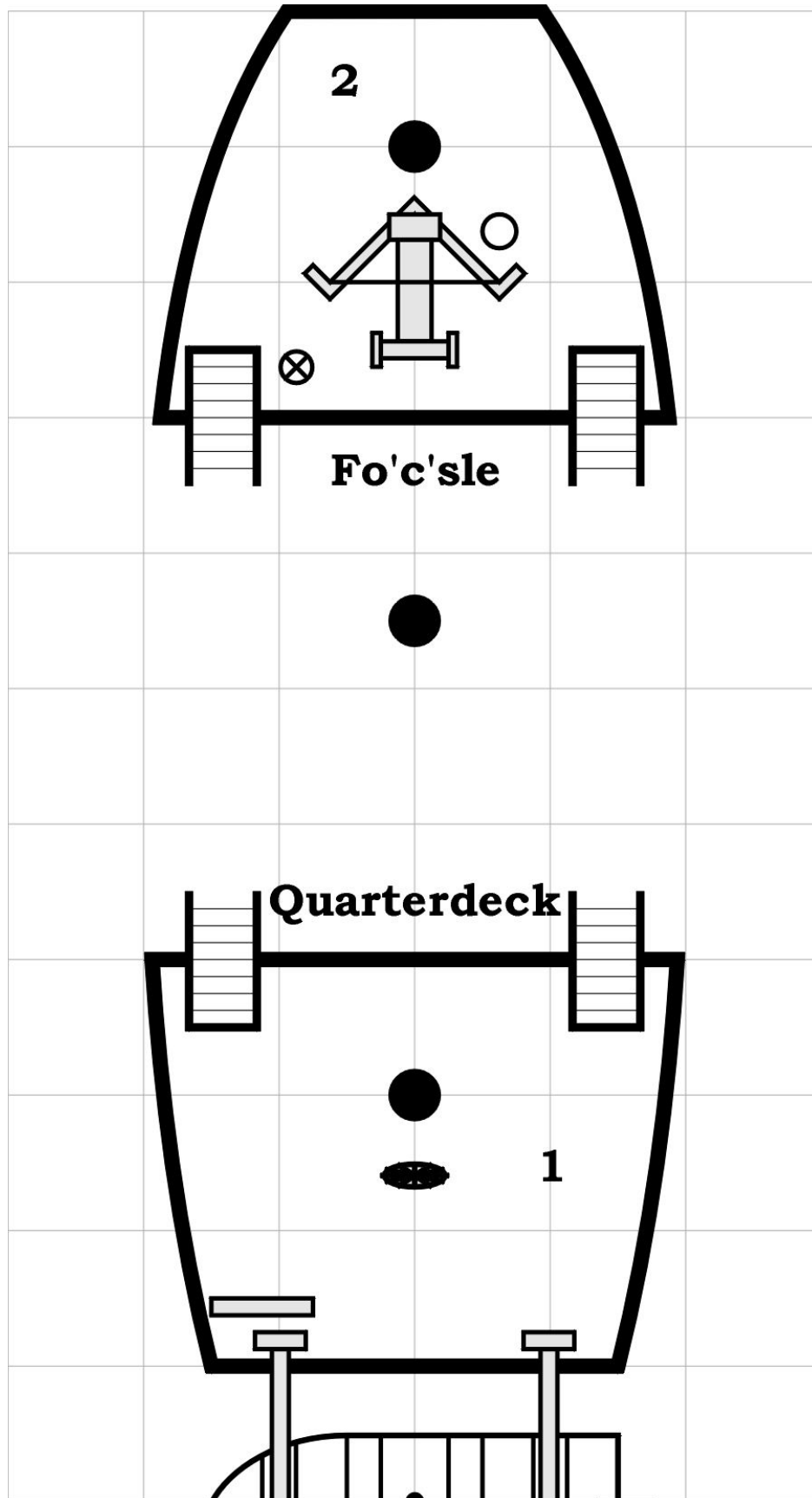
**11. Ship’s Office:** All the ship’s paperwork is kept here, including cargo manifests, pay records, and the ship’s paychest (usually in a sturdy, locked chest).

**12. Sail Locker:** Spare sails, canvas, and sewing gear is stored here, as well as plenty of lines, hawsers, firewood, and heavy tools.

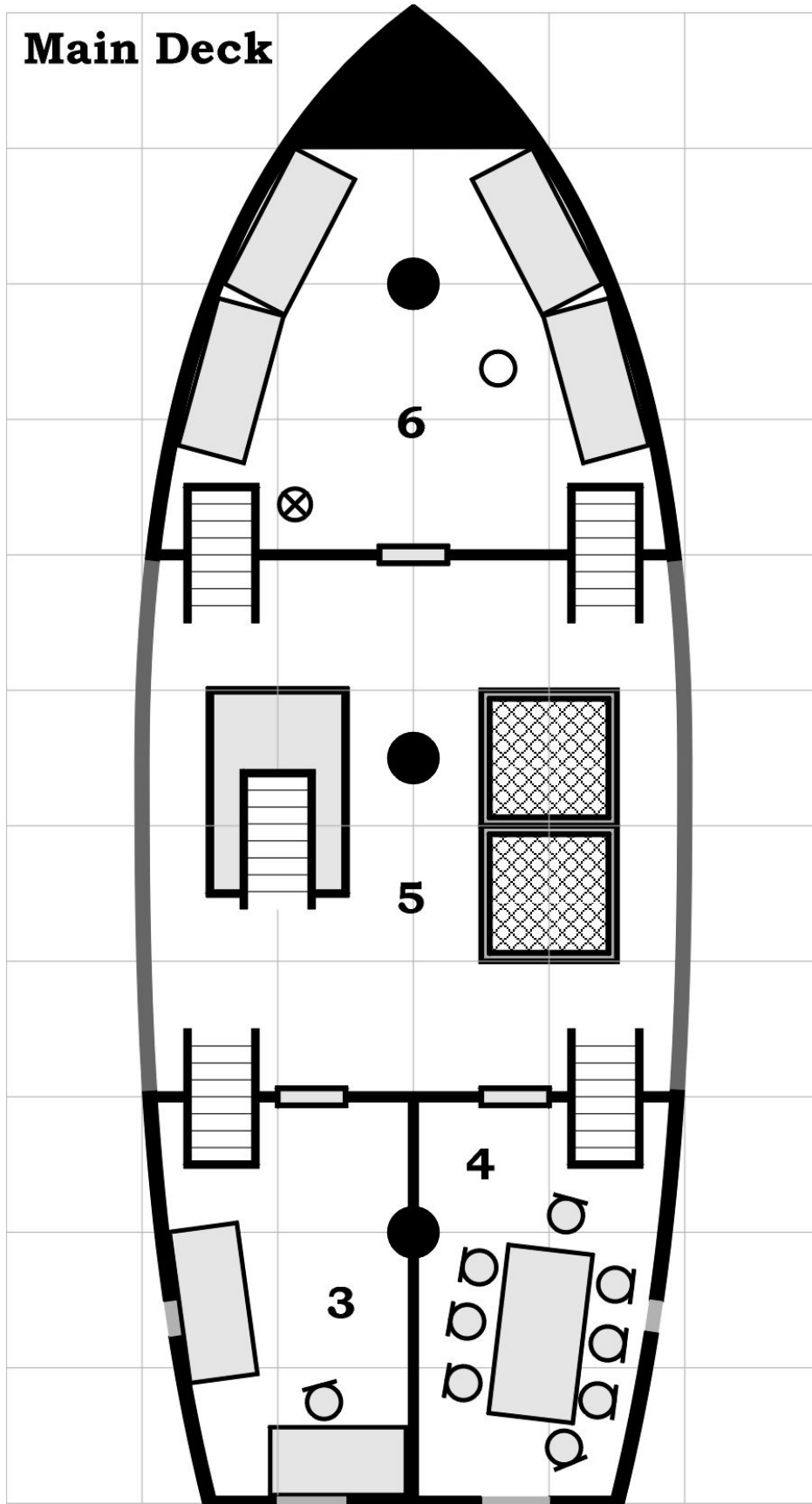
**13. Lower Holds:** Most of the ship’s cargo is stowed here, as well as provisions (including as many

casks of fresh water as will fit). Beneath this lower hold lies a small crawlspace where heavy ballast stones help to stabilize the ship.

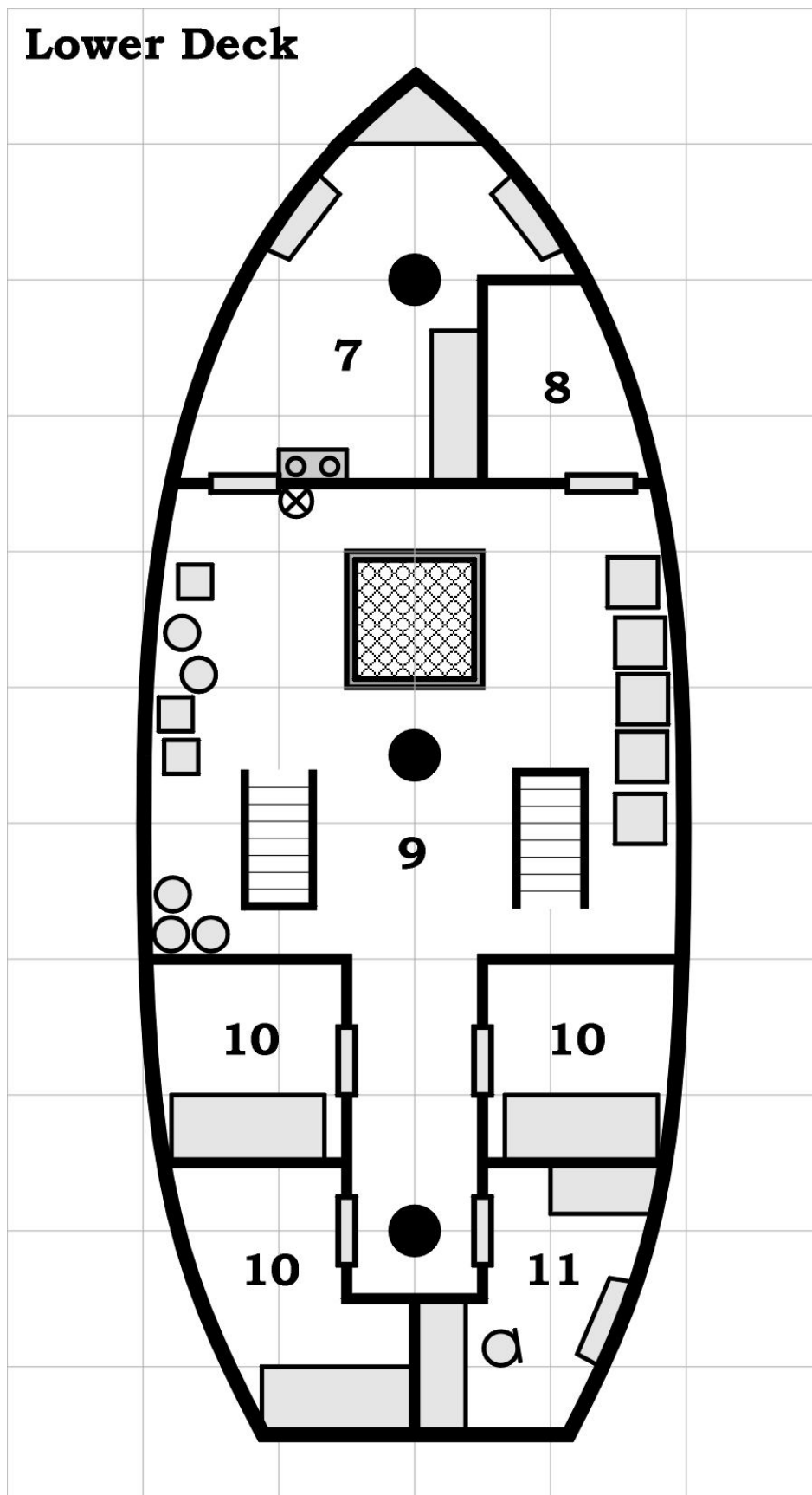
**Ship’s Launch:** Huge vehicle; Seaworthiness +0; Shiphandling +2; Speed oars 15 ft. (good) or wind x 10 ft. (average); Overall AC 3; Hull hp 50 (hardness 5); Ram 2d6; Mounts —; Space 15 ft. by 5 ft.; Height 5 ft. (draft 2-1/2 ft.); Complement 8; Watch 2 or 1 plus rowers; Cargo 4 tons (Speed oars 10 ft. or wind x 5 ft. if 2 tons or more); Cost 500 gp.



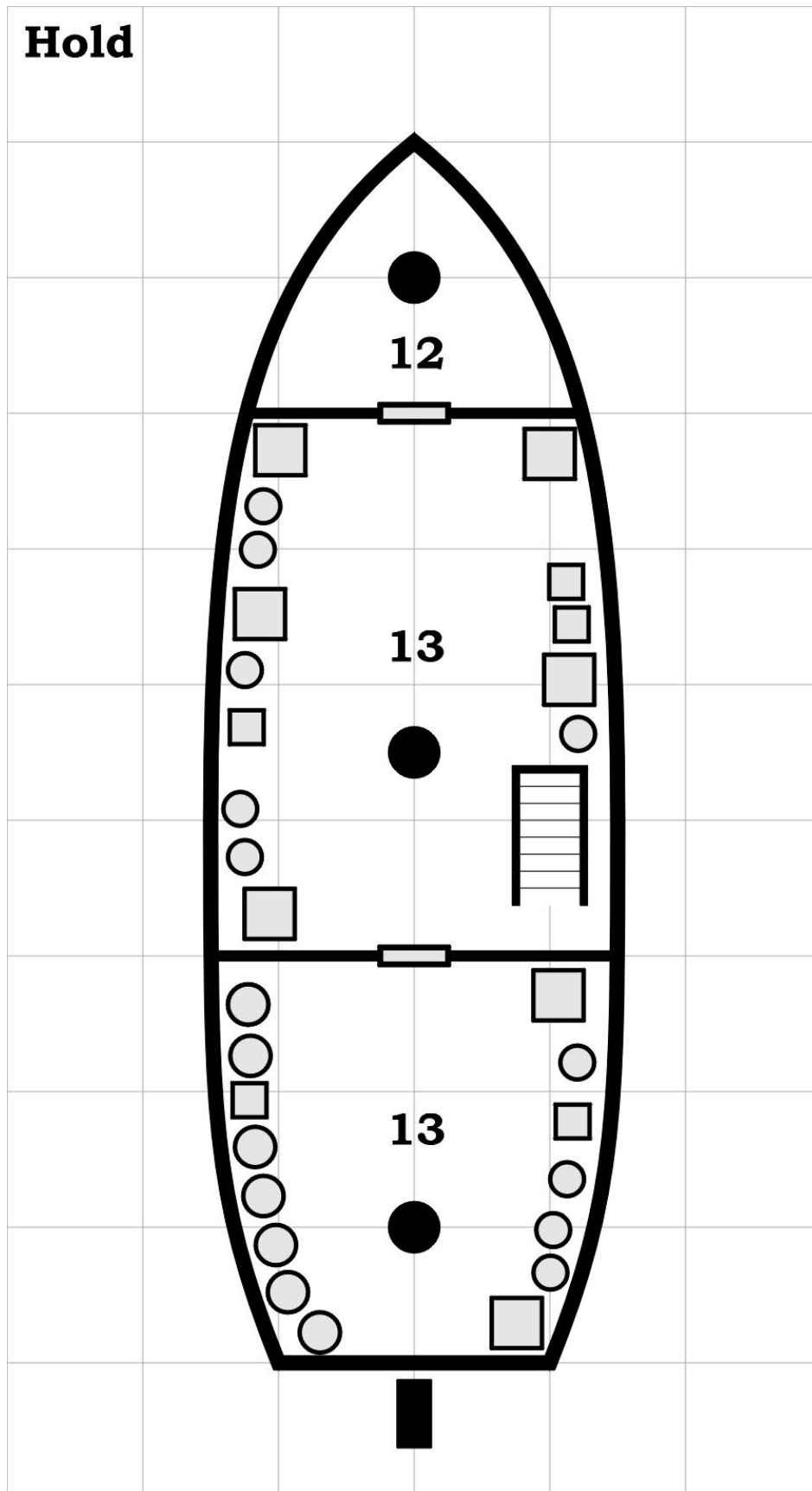
# Main Deck



## Lower Deck



# Hold



## CRITICAL EVENTS SUMMARY

With which conclusion did the adventure end?	A	B	C	D	E
Did the PCs return to Ulthek on the Plover's Egg?			YES		NO
Did any PC receive <i>Procan's Wrath</i> ?			YES		NO

Please send these results to the Archbarony of Ratik triad at [ratik-triad@rpga-apac.com](mailto:ratik-triad@rpga-apac.com).