



STORM EBB

A ONE -ROUND DUNGEONS & DRAGONS® LIVING GREYHAWK™ CORE ADVENTURE

Version 1

by David LoTempio

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A natural disaster has struck the small fishing villages sprinkled along Woolly Bay. Refugees need heroes adept at building as well as battling or else something sinister may choose to nest in their submerged homes. A one-round Core adventure set in Hardby and its environs for characters level 1-11 (APLs 2-8).

Resources for this adventure [and the authors of those works] include *Monster Manual II* [Jeff Grubb, Rich Redman, Steve Winter, and Edward Bonny], "Hardby: City of Scorn" from *Dungeon* #109 [Paul Looby], and *Stormwrack* [Richard Baker, Joseph D. Carriker, and Jennifer Clarke-Wilkes].

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

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You 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.

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PLAYERS READ NO FARTHER

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

Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. 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 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:

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

TIME UNITS AND UPKEEP

This is a standard one-round, core adventure, set near the City of GREYHAWK. All characters pay 1 time unit 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

Inhuman things are borne in the fetid Amedio Jungle. Woe to those civilized cultures, when that humid clime spurts out monstrous spawn to seek new nests. One such menace is the depraved aquatic tyrants known as the kopru. Like the mysterious Amedio Jungle, little is known about these abhorrent creatures. Relics recovered in the Azure Sea hint these creatures ruled a vast undersea empire by dominating the will of other creatures, an ability bequeathed to them by their god, Panzuriel. Also known as the Lord of the Sunless Depths or The Many-Tentacled One, Panzuriel delights in corrupting other races. The kopru lost their rulership when they turned their depravities upon each other. Their empire crumbled and sunk back into its own sinful waste. They have been left with a pervasive envy of all races that thrive and prosper; this envy has long since gestated into depraved fantasies. Their hate is bottomless; their cruelty casual.

Fealty is unknown among the kopru and members of the race must often abandon their home waters to escape the malice of their peers. One of the aquatic tyrants has followed the currents north. In the temperate waters of Woolly Bay, it has decided to place its seed in the isolated hills and waters south of Hardby. The area is prone to ferocious storms that play havoc among the fishing villages, much to the delight of the kopru. A particularly fierce tempest has caused chaos along the coast, sweeping many villages into the bay. The vile creature has set its malevolent desires upon one of the few surviving villages.

Several small fishing villages dot the hilly coast between Hardby and the Abbor-Alz. Most of these are ancient villages settled long ago by the Flan. They are cousins to the Flan barbarians who maraud through the western hills of the Abbor-Alz. The two peoples share no love despite their common ancestry. At some point in the past, the two groups diverged one choosing the peaks of the sea instead of those of the Abbor-Alz. These villagers are known for enjoying the isolation provided by the hills, which protect them from attacks by their cousins or the occasional giant. They are also known for their resolute spirit (some would say stubbornness), a trait likely needed to survive the severe storms which seasonally hit the coast. The resolve of these hardy people may have helped them endure the recent storm, but the monster and PCs find a village threatening to pull itself

apart. Disease, bad water, and lack of shelter has pushed these people past civility.

The kopru hates all prosperous life. It views humanoid as either threats or pawns for its sadistic amusements. While laying its lair, the kopru found a small tribe of meenlocks who also survived the tempest. The aquatic tyrant has allied itself with the creatures, promising to aid them in kidnapping the Flan so they can transform them into degenerate meenlocks. The surviving villagers need heroes if they are to escape the barbaric ruin envisioned by the kopru.

Fortunately, the dire circumstances of the coastal villages have been noted by the valiant Hardby Marines patrolling Woolly Bay. Wilbrm Carister, Military Governor of Hardby and commander of the Marines, has requested that the Greyhawk Mountaineers coordinate relief efforts with the Temple of Pelor. Political tension between Greyhawk and Hardby has strained relations so the Mountaineers have issued a proclamation looking for courageous souls to bring supplies to the stricken communities.

ADVENTURE SUMMARY

Introduction: The PCs have heeded the call for heroes and joined the relief efforts being organized in Hardby. The Temple of Pelor is outfitting adventurers with wagons full of supplies, and they direct the PCs to the village of Zohlryn, located on the coast of Woolly Bay, among the foothills of the Abbor-Alz. This region absorbed the full brunt of the storm's fury; whole villages were washed into the bay; miles of land are flooded rendering bridges useless. It is up to the PCs to help the village to begin reconstruction.

Encounter 1—An Unfortunate Incident: An early encounter with shipwrecked Pomarj slavers give PCs a hint of the trouble to come. (The kopru found a group of Pomarj slavers who are busy repairing their vessel wrecked by the storm. They are located too close to the kopru's lair for the monster's comfort. It dominated the orc leader and forced him to kill his own sailors.) The lone surviving orc can only hint at the cause: a big fish. Players can obtain valuable supplies from the camp.

Encounter 2—The Village: Arriving in Zohlryn, PCs need to use roleplaying and skills to defuse angry villagers who expected more help. Disease is rampant, shelter is unavailable, the village's Mayaheine acolyte is dead, and one of the Flan fishermen has gone crazy. Three separate mini-missions must be successfully completed if the village is to fully recover. Each of these encounters provides various clues regarding the nature of the threat and its home. PCs use the information to find the lair of the kopru, located in a partially submerged cavern.

Encounter 2A—Treating Disease: PCs help the afflicted villagers overcome an outbreak of Sea Sores. Treating the disease allows villagers to help in reconstruction. PCs participating in encounter 2A identify the local well as the source of the infections. Delving into the well provides an opportunity to eliminate the pollutant. In addition, they find the corpses of several meenlocks and a tunnel leading to their lair.

Encounter 2B—Construction: PCs lead the villagers in physically rebuilding their village. Without the shelter, a new storm decimates the survivors.

Encounter 2C—Repairs: Fishing boats and nets are the livelihood for these villagers. PCs who participate in this task help the village to resume their previous lives. Observant PCs may find treasure that can aid them later.

Encounter 3—Chopping Wood: The kopru dominates a villager while the PCs and Flan folk chop wood, leading to an encounter with monstrous crabs.

Encounter 4—Rotting Fish: If that's not enough, the unquiet dead of Zohlryn's dead rise from Woolly Bay to plague their former families.

Encounter 5—Storm Redux: Another vicious storm lashes the coast. If PCs have not been successful with reconstruction, the storm may result in the final doom for many survivors.

Encounter 6—By Crawling, Climbing or Swimming: PCs attempt to enter the lair of the monsters.

Encounter 7—Lair of the Ratties: PCs confront the degenerate meenlocks in their festering lair.

Encounter 8—The Bottom Drops Out: Natural erosion combined with the recent storms has weakened the structural integrity of the meenlock caverns. Unwary PCs may find themselves flushed into the bay.

Encounter 9—The Big Fish: The kopru is building a home in partially submerged caverns below the lair of the meenlocks. By the time PCs arrive, it has kidnapped a Zohlryn villager to draw heroes into the water.

Encounter 10—Submerged Prayers: A ramshackle shrine to Panzuriel holds the final threat: a kopru egg. Removing the egg ends the potential threat of any further deprivations. The shrine also contains coins and treasure left from the kopru's victims.

TIMETABLE OF EVENTS

This adventure takes place during Wealsun. The course of events is listed below.

- **8th (Waterday):** Storm from Azure Sea ravages the coast.
- **9th (Earthday):** Hardby Marines survey damage, alert Greyhawk Mountaineers to areas worst hit.
- **10th (Freeday):** Mountaineers and the Church of Pelor plan aid response, proclamations sent out.

- **11th (Starday):** PCs respond and receive direction from Church of Pelor.
- **12th (Sunday):** PCs arrive in Zohllyn
- **13th (Moonday):** PCs start reconstruction; address well problem.
- **14th (Godsday):** PCs confront monstrous crabs.
- **15th (Waterday):** Lacedon ghouls attack (APL 2 - 4).
- **16th (Earthday):** Second storm strikes.

KEY VILLAGERS IN ZOHLNYN

Janiss is the daughter of the village's matriarch, and wife to Rhoman. She has tried to assume leadership of the village after her mother died in the storm. Janiss is a know-it-all who is never satisfied with anything. She gripes about even the slightest faults in others. Her irritating nature has earned her the nickname "Anise," in reference to the pungent root. She is quick to point out her house is the only one left standing, and praises her husband's education over the ignorance of the Flan villagers. Janiss helps her husband monitor any seditious gossip against the Hardby Gynarchs (which she eventually reports to Gynarch Rotanna). She is currently expecting her first child, a condition that does not deter her from participating in the village's reconstruction.

Rhoman is husband to Janiss. Rhoman is a Hardby scholar and informant of Oeridan descent. He fell in love with Janiss a few years ago while ostensibly studying the flora along Woolly Bay, looking for plants to compliment the menagerie of the Hardby Gynarch Rotanna Maynem. While he is a botanist, he also reports on the activities of merchants coming to Zohllyn to buy fish. The tongues of merchants are a little bit freer this far from Hardby. Janiss married him for his connections with Gynarch Rotanna, which she feels makes her family just a little bit more important than the others. He is a nice enough fellow, albeit submissive to his wife. Rhoman is still employed by Gynarch Rotanna as a botanist and has surveyed the surrounding foothills. He is not a tracker or accomplished survivalist. His knowledge of creatures is academic not practical.

Bergus is the unwilling murderer of Gusanna (an acolyte of Mayaheine) is a young, stocky fisherman following in the tradition of his forefathers. He is poorly educated but good of heart. The meenlocks used their *rend mind* ability to weaken his mind, which in turn left him particularly susceptible to the kopru's domination. A DC 15 Sense Motive check reveals he is under the influence of an enchantment effect. Bergus remains *dominated* by the kopru for four days. PCs able to break or interrupt the domination (perhaps using *dispel magic*

or *protection from evil*) are able to obtain hints as to the cause of Bergus' condition.

Gusanna is the now deceased acolyte of Mayaheine, goddess of protection, justice, and valor. Gusanna acted as both the local adjudicator and healer. The kokru ordered her murder because she was the most obvious threat to his plans.

Simionce is a middle-aged Flan fisherman who feels uneasy stuck on land. He would rather place his trust in Woolly Bay, even if she is a cruel mistress. Simionce is more interested in rebuilding boats and fishing nets than shelter. He is the husband to Lala. He bares two tattoos on each arm of a green disk with a stout, curvy woman (DC 14 Knowledge [religion] check to determine they represent Beory). Simionce openly wonders if the village could receive better assistance if they had a charter with Greyhawk. He has disdain for the Hardby Gynarchy.

Lala is an older woman and wife to Simionce. She is wise in the history of her Flan ancestors. Simionce tends to leave her for stretches of time, which has resulted in Lala being emotionally starved. She is attracted to any comely PCs and openly flirts with them despite being married.

PREPARATION FOR PLAY

Secretly make four Sense Motive checks for each PC before the start of play. This adventure contains instances where the PCs may be alerted to danger or spell effects through Sense Motive. The DM may also desire players to make several Spot and Listen checks.

PCs confront at least one underwater encounter. (Appendix 3 presents rules to deal with this).

On Kopru: The kopru is an aquatic monstrous humanoid creature with the ability to dominate the mind of humans. Koprus despise all prosperous creatures and enjoy nothing more than leading them into depravation. In addition to its domination ability, the kopru can use its eel-like tails to crush its opponents. *Monster Manual II* has more information about Kopru.

On Meenlocks: Meenlocks are dwarves, humans, elves, gnomes, and halflings transformed by indescribable tortures into tiny, evil aberrations. Meenlocks seek to increase their numbers by kidnapping other hapless victims and submitting them to the same nightmarish metamorphosis. Their body is a parody of their former form but meenlocks are empowered with the ability to paralyze their victims with fear or even shred their mind with paranoia. *Monster Manual II* presents more about Meelocks.

Finding the Lair: Clues as to the location of the meenlocks' and kopru's lair as well as means of ingress have been left for PCs to find. PCs have two approaches they can choose: water or tunnel.

It is possible for PCs to investigate the clues before another lethal storm hits on Earthday the 16th (encounter 5) but it is recommended that PCs take stock of the village's situation before fighting the kopru or meelocks. PCs can enter the lair before the third storm hits but they lose at least a day's worth of work; the NPCs do not work without strong leadership. This may have dire consequences for villagers. A PC who explores the meenlock tunnels around the well for four hours or more loses of at least a half-day's worth of labor in their assigned sub-encounter task.

If PCs are having a particularly difficult time figuring out the clues, the DM can have the storm on Earthday erode part of the hills along the coast; thereby partially exposing the submerged caves. This exposure could be particularly evident during noontide if the DM uses this option.

INTRODUCTION

Proclamations from the Greyhawk Mountaineer garrison in Hardby request adventurers and skilled laborers. Woolly Bay has unleashed one of its powerful seasonal storms and outlying villages between the city and the Abbor-Alz are in dire need. Hardby Marines are to focused on guarding the seaways to render assistance and the Mountaineers are busy dealing with the threats of the Bright Desert. Coordination of relief efforts has fallen to the Temple of Pelor in Hardby. Now is the time for valiant heroes to test their resolve against uncommon tides.

PCs can discuss joining the relief operation with Noranae Longland deputy of the Temple in Hardby. She has championed the burgeoning church of Mayaheine in Hardby and is eager to aid the acolyte Gusanna of Zohllyn.

◆ **Noranae Longland:** LG female human cleric 7 – Pelor.

Questions for Noranae

(Q)How can we (the PCs) help?

“The Temple of Pelor is looking for a team of able men and women to take a wagon of supplies to the village of Zohllyn, located in the worst hit region of the Abbor-Alz foothills. The village is home to Gusanna, an acolyte of Mayaheine who acts as the local constable. Gusanna needs the supplies to stabilize the village.”

(Q)What kind of supplies or equipment are provided?

The wagon contains:

- 2 healing kits

- Nails, 2 axes, carpentry tools
- Sheets and clothes
- 2 lengths of 50 ft. rope
- 20 days worth of trail rations
- 3 two-person tents
- No extra water is provided as any acolyte can make sufficient water thanks to the grace of the Pure Light.

If charity compels you, you may purchase more supplies from local vendors but we have acquired all the Temple can afford or have donated.

(Q)What kind of place is Zohllyn? Does it have any special importance?

“Zohllyn is a simple fishing village. It was chosen to receive assistance because Gusanna is a representative of the Shield Maiden. She has proved to be an able leader among the local people; therefore, helping her may lead to greater stability in the area. (and more converts)”

(Q)What about others in need?

The heroes are likely to find many people in distress along the way; adventurers may be tempted to disburse their supplies during these encounters. The Temple of Pelor asks the heroes to balance their charity with their duty to deliver the supplies. Render what assistance you can provide but ensure these goods reach Zohllyn.

(Q)Do we get paid?

Heroes who return from the mission and successfully report delivery of the supplies receive a modest reward of 25 gp each.

Gathering Information: A Gather Information check obtains the following information about Zohllyn and Woolly Bay. A successful check also reveals all information gained by a lesser check.

- **DC 10:** The yellow sails of Pomarj slavers have been seen on Woolly Bay. Zohllyn may be ripe prey.
- **DC 15:** Gynarch Rotanna has animals in her menagerie from around Zohllyn area. Some people think those grubby fisher folk belong there too.
- **DC 20:** Strange things have been known to wash up after one of the Bay's storms. Men without memories, unearthly fish, and even lost treasure chests have been found among the debris. A lucky hero might find some nice loot.

A DC 20 bardic knowledge check unveils a legend of a whole family from Zohllyn disappearing in one night, swallowed by Woolly Bay. Similar stories have circulated

among the bards in the Hardby area. Some of them mention children who escaped from small rat folk.

ENCOUNTER 1: AN UNFORTUNATE ACCIDENT

The journey to Zohlnyn takes three days of treacherous travel and staccato excursions by ferry and road. While the worst of the fallen trees have been removed, water and effluence slow the journey. Dead bodies hang perched in trees like curious birds; homes are reduced to cordwood. You even come across the corpse of a hill giant. Judging by the cuts and bites, its body has provided sustenance to some desperate creatures.

As you traverse a flooded creek in the afternoon, you can make out what appears to be a shipwreck along a creek bank that leads further inland. A pile of finished wood sits expectantly next to large timbers waiting to be trimmed and tooled. The only thing missing are workers and their sounds of hard labor.

A Pomarji slave ship ran aground here during the tempest. The orc slavers established a camp to fix their ship before the Hardby Marines could discover them. Unfortunately, the camp is near the kopru's lair, and the monster does not like hostile neighbors. The kopru dominated the leader, Daimokk, forcing him to slaughter his crew. A DC 10 Spot check notices six bodies lying scattered about the site. Any PC coming within 50 feet of the site can clearly see a terrible battle was fought here.

A DC 10 Spot check notices a yellow flag listlessly hanging from a broken mast.

A DC 15 Heal check reveals all of the bodies, except one, bare axe wounds. The body of their leader, Daimokk, a stout orc with ritual scarring, bares piercing and bludgeoning wounds. Near his body is an axe red with blood. The battle occurred with the past few hours.

A DC 10 Listen or Spot check notices a presence located in a nearby tree.

Your keen senses detect the fearful shudder of someone hiding in a nearby tree. As you look up, you see an orc. His eyes dart nervously between your group and the creek. He grasps a crude, bloody club.

This is Slobvak, a sailor and slaver of the Pomarj. He witnessed his leader Daimok slaying his shipmates. Slobvak is the only survivor.

All APLs

☛ **Slobvak** male orc; hp 7 (currently 4); Appendix 1

In all likelihood the PCs can quickly kill Slobvak if they so wish, but those doing so miss useful information. Slobvak is not inclined to fight and surrenders if given the chance. A PC succeeding on a DC 25 Diplomacy or an opposed Intimidate check can coax him down from the tree.

Slobvak does speak Common, but he is not very fluent and has terrible pronunciation; thus he prefers to speak Orc. PCs able to speak Orc gain a +2 circumstance bonus to Intimidate or Diplomacy checks made against him.

Slobvak does not willingly admit to being a slaver. Instead, he claims to be a simple sailor who kept uninvolved with Daimok's business. The recent storm ruined their ship so Daimok established a camp away from the shore to hide from the Hardby Marines. (They also hoped to capture any survivors in the village of Zohlnyn once their ship was worthy, but Slobvak only admits this under duress.)

Slobvak tells how his shipmates met their doom. Daimok had them toil ceaselessly (even during daylight!) During a respite, Daimok went to the creek edge to cool off. He was startled by something large under the water; something tentacled. He organized several sailors to try and catch it. Daimok cried out in exultation when he saw the beast. He raised his axe to strike, but when the blade came down, he struck one of the crew. He proceeded to attack the crew. Slobvak was finally able to kill his former leader.

Slobvak refuses to journey with the party and wants nothing to do with the water. Consider him hostile about leaving. PCs must restrain him if they intend to bring him along. Zohlnyn villagers are not excited about the presence of the orc.

The PCs technical have no authority to adjudicate law here. It is reasonable for them to take prisoners, though. If they determine Slobvak is a slaver, Hardby would certainly be interested in questioning him. In addition, A DC 15 Knowledge (local) check reveals that low-level Pomarj slavers are typically executed in Hardby for their crimes. PCs find no clues near the creek regarding the kopru. It is long gone and left no tracks along the shore.

Treasure: 15 gp worth of lumber, as well as tools sufficient for carpentry and ship-building are available to the PCs. In addition, they are two barrels of fresh water. Each barrel contains approximately 20 gallons of water. This may prove useful in Zohlnyn.

The ship's crew had leather armor, light wooden shields, and cutlasses. PCs searching among the Pomarj

camp who succeed on a DC 20 Search check find some potion.

APL 2: Loot: 12 gp; Magic: 8 gp – 2 *potions of cure light wounds* (4 gp each)

APL 4: Loot: 12 gp; Magic: 16 gp – 4 *potions of cure light wounds* (4 gp each)

APL 6: Loot: 12 gp; Magic: 24 gp – 2 *potions of cure moderate wounds* (12 gp each)

APL 8: Loot: 12 gp; Magic: 24gp – 2 *potions of cure moderate wounds* (12 gp each)

Detect Magic Results: *potion of cure light wounds* (faint conjuration), *potion of cure moderate wounds* (faint conjuration).

ENCOUNTER 2: THE VILLAGE

You arrive at the village of Zohlryn late in the afternoon. As approach over the forested hills, you see the village has been nearly washed into Woolly Bay by the recent tempest. Thatching from roofs and broken timbers bob amidst the dirty surf in the bay. A single home still stands surrounded by hastily constructed tents. Two groups of people are yelling at each other near one of the destroyed homes. A figure seems to be bound. A pregnant woman and her husband stand out from the group by virtue of their cleanliness, some of the people wear brass and bone headdresses favored by the Flan.

Zohlryn had over 100 residents up until a few days ago; the tempest cut that number down to 30. Survival has been no comfort. The villagers are living either in crude mud dens or beneath fragile lean-tos made of ruined timber or sheets. The ground is slightly slippery (for the duration of the adventure) and any accelerated movement requires a DC 10 Balance check (*Player's Handbook* 67). All the refugees are infected with disease caused by the squalid conditions. A DC 10 Spot check notices open sores on the villagers, which the villagers constantly itch. They are hungry, sick, and depressed. Worse, they believe a murderer is in their midst.

While the acolyte Gusanna was ministering to villagers yesterday, Bergus the fisherman bludgeoned her to death. The village is divided over what to do with him. No enmity existed between Bergus and Gusanna. Any of the villagers can tell PCs what happened:

Bergus was busy retrieving fishing nets and rigs out of the bay. Suddenly, he stopped working, picked up a broken timber, and clubbed Gusanna to death. We buried Gusanna beneath some stones in a washed out foundation.

If the PCs exhume Gusanna's body a DC 10 Heal check confirms that she was beaten to death. She was also infected with sea sores.

The last command telepathically given to Bergus by the kopru was to **kill the acolyte**. With Gusanna dead and buried, Bergus is left in a catatonic state in which he can only fulfill necessary functions like eating, drinking, sleeping, and so on. (*Player's Handbook* 224 for details on *dominate person*). He is unresponsive to questioning unless the *dominate* effect can be interrupted or removed. *Protection from evil* temporarily interrupts outside control and *dispel magic* or *break enchantment* can remove it.

The village easily restrained Bergus and bound him. One faction of the village led by Simionce and Lala demands Bergus execution; they believe Bergus' state is an omen related to legends of mysterious bogymen that haunt the region. These stories tell of people going mad before completely disappearing. Visions of "wee rat folk" accompany these stories.

The following important members of the community are embroiled in the argument.

☞ **Bergus:** male human (Flan) commoner 2; hp 7; Appendix 1.

☞ **Janiss:** female human (Flan) commoner 2; hp 7.

☞ **Lala:** female human (Flan) commoner 4; hp 14 (Heal + 6).

☞ **Rhoman:** male human (Oeridian) expert 2; hp 10.

☞ **Simionce:** male human (Flan) commoner 6; hp 21.

Simionce and Lala think it necessary to eliminate Bergus before the curse spreads.

The other faction espoused by Janiss and Rhoman believe Bergus is not in his right mind and should remain bound until the proper authorities arrive. Rhoman has seen no evidence of bogymen and thinks the elders are just superstitious. Janiss agrees if only out of spite. She flaunts her lineage as the daughter of the previous village leaders, as well as her husband's link with the Hardby Gynarchy. As far as she is concerned, everyone should listen to her.

The argument allows every petty jealousy to burn into hatred between the opposing factions. Consider both groups unfriendly towards each other and the PCs. The PCs need to quell the squabbling so that the villagers can focus on rebuilding. The fate of Bergus is a tipping point for community. Until the PCs make a decision, both sides of the conflict are unfriendly towards them.

PCs can try to modify dissenting opinion through Diplomacy checks or quiet it through Intimidation checks. Alternatively, they can simply ignore it. The DM should pay careful attention to the attitudes of the two factions. A DC 25 Diplomacy check changes the attitude

of the villagers to friendly. A DC 15 Intimidate check is sufficient to get villagers to comply with the PCs. (See *Player's Handbook* 71 – 72 for Diplomacy and influencing NPC attitudes).

The PCs can gain circumstance bonuses to these checks by doing one or more of the following:

- PCs successfully treat disease-stricken villagers: +2 bonus.
- PCs prove that Bergus is enchanted: +2 bonus.
- PCs worship primarily Pelor or Mayaheine: +2 bonus.
- PCs execute Bergus: +4 bonus among those who wanted swift justice.
- PCs keep Bergus imprisoned: +4 bonus among those who desired imprisonment.

Circumstance bonuses stack unless the conditions for them are obviously exclusive.

If PCs ask why the village has not or cannot start reconstruction on their own, the villagers respond: “That’s easy for you to say. Woolly Bay is about as forgiving as the Stern Lady. Most mornings we can barely open our eyes much less lift logs. These scabs constantly itch. None of us can agree on anything. Gusanna was the one to whom we all listened.”

PCs may want to investigate a number of things after they arrive in the village. It is recommended that PCs focus on quelling the discord and camp for the night before running off to do other tasks. This allows the PCs to experience a night in the camp and appreciate the necessity of addressing the squalid conditions. PCs can actively pursue leads like the meenlock tunnel in sub-encounter 2A once they have better understanding of what is expected of them.

Development: Hardby’s authorities have not invested the PCs with any legal authority in this matter. A DC 15 Knowledge (local-core) check indicates Zohlryn is probably like other villages in the area and under Hardby’s control. Such villages have an appointed constable to handle common civil issues; serious offenders are sent to Hardby for judgement. Gusanna was the locally appointed constable, and the remaining villagers do not have the authority to appoint a new one.

The question of what to do with Bergus is a dilemma the PCs cannot abdicate. Unless some decision is made, the factions polarize and cannot be focused on reconstruction.

Another DC 15 Knowledge (local) check notes that murder is punishable by death. PCs who decide to execute Bergus are favored in the eyes of Simionce’s

faction. The PCs embody the law and authority necessary to lead them out of this situation.

PCs who decide to keep Bergus imprisoned for extradition to Hardby are viewed as having the necessary mercy to preserve the village’s conscience by Rhoman (if not Janiss). Freeing Bergus without removing the domination effect provides an opportunity for the kopru to undermine reconstruction. He commands Bergus to destroy any rebuilt building or shelters.

If freed from domination, Bergus is able to talk about the murder, albeit displaying mental distress and paranoia caused by his actions. He recalls murdering Gusanna but claims he did not want to do it. He does not have the words or experience to describe how it felt to have his body disobey his own mind. He does not want to admit it but, until he was freed, his only thought was to kill Gusanna, even after she was already dead. He was commanded by a voice in his head. It seemed to speak Common but with an accent, as if the voice came from someone drowned. The voice also told him strangers would come to rebuild the village, but they were really in league with Pomarj slavers. Naturally, he considers the PCs part of the plot if he sees the Pomarj orc Slobvak with them. Bergus admonishes the villagers for not killing the PCs immediately.

PCs get a laugh from the Zohlryn fishermen if they ask whether anyone has seen a “big fish.”

“Aye, the one which always gets away that is! We all blame some big fish for eating our catch. Don’t you know better than to believe in fish stories!”

No one has seen any unusual fish, although their nets have caught strange artifacts or creatures from time to time. Nothing like that has happened in some time, however. Strangely, a brass symbol denoting Pelor on one side and Mayaheine on the other, survived the storm but has gone missing. It once adorned the steeple of Gusanna’s home, which sticks out of the floodwaters. It disappeared from the steeple sometime in the past day.

The Lurker in the Waves: The kopru keeps an eye on the village from the safety of the water (at lower APLs it gets closer to the village). The waters are murky, making it difficult see submerged objects. PCs watching the floodwaters get one chance a day of glimpsing the kopru. Success on a DC 20 + APL Spot check indicates that the character has spotted the creature and is able to determine its relative size, that it had a tentacled maw, and that it was shaped like an eel. A subsequent DC 13 Knowledge (nature) check, identifies the creature as a kopru.

PCs can find meenlock tracks in the outlying marshes surrounding Zohlryn with a DC 7 Search check or Survival check; the ground is considered very soft. The

tracks are tiny and from vaguely deformed humanoids. Characters with the Track feat can follow the tracks (which erratically stop and start every 100 ft. or so) with a DC 17 Survival check. The trail is erratic because the meenlocks used their *dimension door* ability to teleport out of sight when necessary. A DC 14 Knowledge (dungeoneering) check identifies the tracks as belonging to a meenlock (see Appendix 1 for further details).

Janiss and Rhoman's House

Janiss' and Rhoman's house is the only one left standing. It survived because Rhoman was able to procure stronger building materials from his patron Gynarch Rotanna (so that he could establish a botany station in the village). Janiss does not let anyone enter the home as a matter of pride. The PCs, however, could persuade Rhoman to show them his notes and surveys of the area. If the PCs manage this they all get an earful from Janiss who does not want dirty adventurers traipsing through her home. Janiss considers herself smarter and better than anyone in the village. Keeping her house clean and unsullied is just one more way for her to lord over the other villagers.

Still, enterprising PCs may want to search the building. They must either force their way in or sneak in if Rhoman doesn't invite them. PCs earn the unwavering ire of Janiss if they push their way into the house. Janiss goes out of her way to undermine the PCs' authority for the rest of the adventure. Sneaking into the house is possible since Janiss and Rhoman are busy participating in reconstruction. The doors and windows all have simple locks. Thus, a DC 20 Open Locks check is enough to gain entry.

Rhoman's botany station is located in a room on the southside of the first floor. The door is not locked. The room is normally well lit as it has many windows, but many were broken by the storm. All of the windows are shuttered; treat the room as having shadowy illumination. The room contains a small desk and bookshelf. A Search check of the desk and bookcase yields the following possible items:

- **DC 10:** An unsent letter to the Gynarch Rotanna's discussing Simonie's complaints against the Hardby Gynarchy. The merchants from Fishtown told him that Greyhawk would pay a fair rate for trade.
- **DC 15:** A letter from a friend at the University of Greyhawk. He spends a lot of time reminiscing about drunken escapades while they were apprentices. He urges Rhoman to abandon his shrewish wife and the bland Woolly Bay. He also mentions the university has identified the symbol Rhoman found washed up on the shore. It represents Panzuriel, an aquatic deity worshipped by

sahuagin, kraken, and other evils from the depths. His followers are known for subverting law and prosperity.

- **DC 20:** Rhoman made a map of the region noting places where he found unique flora. A note in the margin mentions peculiar burrows, but not their location. The map provides a +2 circumstantial bonus to Knowledge (geography) when determining locations in the area.

A long table covered with potted plants runs along the south wall of the room. A sheet covers a vaguely fetal-shaped lump in the middle of the table surrounded by the other plants.

The grey rag has curious rusty-colored splotches. Something smooth and white - like bone - peeks out from the edges. The lump is about as big as a newborn baby or a small head.

The object is nothing more than a piece of driftwood upon which Rhoman dropped a towel, but the DM can feel free to play with player expectations. The splotches are fungus spores cleaned by Rhoman. They are non-poisonous.

Rhoman, if around, does not want the PCs disturbing his specimens and gets quite agitated if they start to mess with the plants or their potting.

Weather and Environment

A Survival check can predict weather up to 24 hours in advance. For every 5 points by which the check result exceeds 15, the PC can predict the weather for on additional day in advance.

A moderate rainstorm drenches the village on the night of the PCs arrival (Sunday the 12th). Unprotected fires are quenched and the temperature drops below 40 degrees for two hours during the night. The cold brings the risk of hypothermia and any character outside must succeed on a Constitution check (DC 12, +1 per previous check) every hour to avoid 1d6 points of nonlethal damage from exposure. Warmth from body contact reduces the DC by 1 per body.

Any character who takes nonlethal damage from cold or exposure has mild hypothermia and is thereafter treated as fatigued. A successful DC 15 Heal check removes the hypothermia. Heat from a fire lowers the DC by 5. Warmth from body contact gives the same bonus as listed above.

After that, the weather remains clear until Earthday the 16th (see encounter 5: Storm Redux).

The tide fluctuates about every 6 hours with low tide occurring around midnight and noon, and high tide occurring around 6 AM and 6 PM. The map displays

water at high tide. The tide drops approximately 10 ft. at low tide.

SUB-ENCOUNTERS

After the PCs have quelled the civil discord, they can focus their attention on the real work of leading the village into rebuilding. This work has been divided into three sub-encounters. The PCs are expected to participate in at least one of the sub-encounters. See Appendix 5 for a worksheet to aid charting the amount of work completed.

ENCOUNTER 2A: TREATING DISEASE

The tempest has left the village and surrounding area septic, leaving the ever-present threat of disease. The most common affliction is sea sores, acquired through the ingestion of infected food and water. No food and water from Zohnyn is free of infection by the time PCs arrive, and all villagers are infected to varying degrees. Typical precautions like boiling water from the well are undermined by the lack of sufficient cooking pots and pans. The infection has left the villagers so weak they either cannot or will not participate in physically rebuilding (but it does not stop them from arguing!) The PCs need to cure at least 15 diseased villagers and eliminate the treat of infection the cause to accomplish this sub-encounter.

The villagers unanimously comment on the foul taste of water from the only surviving well.

"The taste is awful but the stench in the well is worse. My mother smelled something better even after she had scaled the day's catch. Most of us have more important things to worry about than a smelly well. By the way, when are you going to start putting a roof over my family?"

Any PC who ingests food or water from Zohnyn must succeed on a DC 14 Fortitude save or contract sea sores (*Stormwrack* 12). Sea sores incubate for 1d4 days and inflicts 1d4 Strength points of damage and 1d2 Charisma points of damage.

The Flan villagers can treat it but, unfortunately, do not have the resources to do so. PCs can use the healing kits they brought in the wagon to adequately treat the disease in 20 of the villagers. (Each kit has 10 uses before being exhausted). The DM can assign a villager, like Lala, to perform the Heal checks if the PCs do not have sufficient ranks in the skill. Lala has 6 ranks in Heal. Spells like *purify food and water* are particularly helpful

but PCs may need to utilize several such spells to purify enough food for the village.

Each villager needs one pound of food and one gallon of water a day. Two barrels of uncontaminated water are located at the Pomarj slaver camp. The barrels may be more important than their contents since the barrels are not fouled.

Any uninfected food and water should be protected or separated from exposure, otherwise it becomes contaminated. Fouling occurs if the foodstuff are kept out in the open or placed in a container retrieved from the muck. Anything brought in by the PCs is free of contamination. The Pomarj camp has several sealed casks that could be used for this.

PCs can forage for fresh, uninfected food. A DC 10 Survival check is able to provide enough food for one character. A PC is able to feed one additional character for every 2 points by which the check exceeds 10. The first character to exceed 18 on their Survival check catches a large catfish. This grey catfish has an elongated eel-like tail and four barbels protruding around its mouth. The fish is five feet in length and weighs 100 lbs. It is an uncommon game fish. Simionce praises the PCs for catching that *"big fish they were so worried about."*

Long-term care (successful DC 15 Heal checks) are possible but the squalid conditions are not conducive to rest. A full eight hours rest only counts as four hours of rest until shelters are built.

PCs who visit the well find the following:

The lone well that survived the storm is located a short distance away from the village. An acerbic odor wafts up from its depths, drawing a persistent band of flies. The stone sides of the well have withstood the tempest's fury. The glint of water can be seen but appear below normal levels, based upon watermarks on the walls.

The bodies of dead meenlocks have fouled the well water. The aberrations have tunnels throughout the area, including one entering the well. The storm flushed some of these bodies from their nest and into the well. A mound of refuse has formed around the bodies. PCs need to remove the blockage so that free-flowing water can cleanse the well.

The well is 5 feet in diameter. The walls of the well are uneven stone with narrow handholds. PCs need to make a DC 20 Climb check to climb down the well. The well shaft is 40 feet deep and it ends in a 20-foot diameter chamber. (See Appendix 4, map 2).

PCs reaching the bottom easily find the blockage of debris, which can be cleared with an hour's work and a DC 20 Strength check. PCs can also knock out the

blockage if they cannot make the Strength check. The blockage has 30 hit points and a hardness of 5.

Freeing the blockage allows water to rapidly refill the well basin. It also unveils the small tunnel used by the meenlocks. Small or Medium PCs can squeeze through it. The diameter is 2 1/2 feet. Larger PCs cannot squeeze through. The tunnel is pitch-black and circuitous. Damp pools and more corpses collect at low points. Any PC who crawls through more than 100 feet of tunnel must make a DC 14 Fortitude save to avoid contracting the sea core infection. After 1d4+5 hours of crawling, diligent PCs discover the meenlock lair (see encounter 6). It is recommended that PCs are asked every hour whether they want to continue exploring the tunnels.

A DC 10 Search check uncovers the remains of three tiny humanoids among the leaves, offal, stones, and wood in the well. The monsters are partially consumed by vermin. The bones in their hands have fused to form crude claws; several bone spurs jut from the skeleton indicating the creature probably lived in pain. PCs succeeding on a DC 14 Knowledge (dungeoneering) check identify the creature. They can uncover additional information:

- **DC 14:** Identify remains as meenlock, an aberrant race that fears the light. They typically live in burrows and caves.
- **DC 19:** The meenlocks are rumored to abduct victims and transform them into monsters.
- **DC 24:** The meenlocks have strange mental powers allowing them to teleport and attack the mind's of others.

Lala claims the body is one of the Ratties, diminutive creatures rumored to live in burrows and caves around Woolly Bay coast, if she is allowed to view the corpse. The villagers know virtually nothing about the meenlock's habits or abilities.

A DC 10 Heal check or DC 20 Search check on the body discovers faded tattoos on the skin. The tattoo design appears to be a dark-haired woman holding a bird. A DC 15 Knowledge (religion) check determines it represents Myhriss, Flan goddess of love. Any villager recognizes it as belonging to a missing villager. A DC 15 Gather Information check reveals the villager disappeared two months ago after arguing with Hardby merchants about the cost of shipping his fish inland. The Flan believed the merchants was responsible for the disappearance since the merchants are considered in league with the imperialistic City of Greyhawk. If proof of the man's fate is brought before the Flan villagers, PCs receive a +2 modifier to Diplomacy and Intimidate checks among the Flan for the rest of the adventure since they have proved their ability to uncover the truth.

Treasure: A DC 20 Search check also reveals two potions of *protection from elements (cold)*.

All APLs: Magic: 124 gp – *potion of protection from energy (cold)* (62 gp each).

Detect Magic Results: *potion of protection from energy* (faint abjuration).

Development: Access to fresh water eventually allows the Flan villagers to prevent exposure to the sea sore disease.

ENCOUNTER 2B: RECONSTRUCTION

Another violent storm hits the area within four days, and any villagers without shelter are likely to die in it. Shelter needs to be built quickly.

The villagers suggest constructing shelters to accommodate the refugees until they sufficiently recover to handle the task of rebuilding the whole village. A simple, wooden cabin is 20 ft. by 20 ft. x 10 ft., has hardness 5, 30 hit points, and can comfortably sleep up to six individuals. Approximately seven shelters are need to house all the survivors and the PCs. Each cabin costs approximately 200 sp (2000 cp) in labor and supplies to construct. Building a shelter requires a DC 15 Craft check.

Building a shelter requires the PCs to lead the villagers in cutting timber, draining the foundations, and constructing each cabin. Each PC and NPC makes a Craft skill (carpentry) check and multiples it by DC 15 to determine the amount of work completed as valued in copper pieces each day. To build the shelter, PCs do not need Craft skill (carpentry), but (obviously) a PC with the skill is at an advantage, here. PCs and the refugees can accomplish more work by choosing to add 10 to the DC, as well as adding any conditional modifiers to their skill check. (See *Player's Handbook* pages 70-71 for details on the Craft skill). The village needs to complete 14,000 cp worth of labor before the storm arrives. PCs can subtract 1,500 cp from the total if they use the wood from the Pomarj camp.

PCs rally refugees if they can change the attitude of the survivors to friendly. PCs then make a Diplomacy check to determine the number of workers they assemble for a day. On the other hand, PCs need not be diplomatic to accomplish this task. They can pressgang dissenters into service if they make an Intimidate check. They could effectively combine both tactics to maximize productivity. It is up to the DM whether the PCs can use the orc Slobvak in reconstruction. Villagers balk at working with the slaver, requiring another Diplomacy or Intimidate check.

Diplomacy/ Intimidate check	Number of workers	Conditional modifiers to the Craft (carpentry) check
1-14	0	
15-19	5	+10
20-24	10	+20
25-29	15	+30
30 or above	20	+40
<i>Warp wood</i> spell		+2
PC (Aid Another)		+2 per PC who works
Craft (carpentry) modifier for average Zohlryn villager		+5

NPCs who do not participate in reconstruction are either too sick to do anything or trying to build primitive shelters on their own. These villagers are not very successful. They get into frequent shouting matches over how to properly pitch a lean-to or who really owns the flimsy sheet being used as a roof.

Rhoman does not participate in rebuilding. He is not skilled as a laborer and he knows it. Instead, he quite sincerely offers to act as a village watch. If anything happens, he will ring a loud bell to signal trouble. The other villagers look askance at him but Janiss defends his idea:

"That's just like Rhoman, always concerned about safety. He's a bit sharper than all the rest of you combined. That's why our house survived the tempest, y'know."

ENCOUNTER 2C: CLEANUP AND REPAIR

Boats and nets need to be retrieved from the muck and repaired. It's not exciting work but it is equally important to getting the village on its feet. PCs who choose this task work with at least five of the weakest villagers to retrieve nets from the shore and repair them.

Fishing Net: made of reed, wood and rope; cost 5 sp; repair cost 2sp for high quality; 1sp for typical quality.

PCs repair nets by making a Craft check and multiplying the result by the DC (10 for typical quality or 15 for high quality). The result equals the amount of repairs completed in copper pieces for that day. Zohlryn villagers are used to high quality nets and chide PCs satisfied with lesser work.

PCs who participate in repairing nets can take 20 on searching and one individual finds a scroll tube stuck in a

net. The tube contains three spell scrolls. A note written in Common is attached (see Player Handout 1). The author claims to be a wizard named Eliop. His vessel was attacked by Pomarj slavers in Woolly Bay. He asks whoever finds this note to say a prayer for him and to not let the spells fall into the hands of the Pomarj.

PCs also need to repair two watercrafts. Several fishing rafts litter the coast and PCs can use a repaired vessel to explore the coast.

Raft: Huge vehicle; Seaworthiness-4; Shiphandling +0; Speed oars 5ft. (poor); Overall AC 3; Hull hp 30 (hardness 5); Ram 2d6; Mounts -; Space 15ft wide x 10ft. long; Height 2-1/2ft.; complement 8; Watch 1 plus 2 rowers; Cargo 2 tons; Cost 100 gp.

All of the rafts were severely damaged. Their hulls are at hp 10. The PC and a crew of five villagers makes a DC 19 Craft (carpentry) check once per day. For every point by which the check exceeds 19, 1 hit point is restored to the damaged section. Only the PC leading the repairs on the section makes a skill check; any other villagers or characters assisting use the aid another action to increase the Craft check result. A PC without ranks can attempt to aid the effort of the village fishermen. See Appendix 5 for worksheet.

Treasure: The tube contains three scrolls. Each scroll has one spell scribed onto it.

All APLs: Magic: 26 gp – scroll of *fins to feet* (12 gp), scroll of *pressure sphere* (12 gp), scroll of *wave blessing* (2 gp).

Detect Magic Results: *scroll of fins to feet* (faint transmutation), *scroll of pressure sphere* (faint evocation [water]) *scroll of wave blessing* (faint transmutation [water]).

ENCOUNTER 3: CHOPPING WOOD

This encounter takes place on the second day.

The woods around the village contain good timber felled by the storm. The collection work is strenuous but exhilarating. A cooling, if rank-smelling, wind blows up from the nearby shore.

The bodies of several sea elves have washed ashore not far up the shore from the village. These elves were sent after the kopru but were killed by lacedon ghouls. The kopru is worried whether the elves have materials that could aid the humans find or kill him.

The kopru decides to dominate a villager to remove the bodies. From the relative safety of the bay (DC 15 Hide check), it dominates Rhoman as he keeps watch

around the village. The kopru commands Rhoman to go down the beach and remove the bodies. Unfortunately, the kopru hasn't noticed the crabs, which attack Rhoman.

"By the Sun Father, what is Rhoman doing," you hear asked. "Rhoman! Slow those turtle feet! Did ye finally realize the type of the monster ye married?" Sure enough, Rhoman rushes along the shoreline about 200 feet from your position. He does not acknowledge any of the curses or cries from the other villagers. Rhoman careens around debris, heedless to any danger. Finally, you lose sight of him as he rounds a crest.

A Listen check hears Rhoman fearfully cry for help. PCs treating disease hear Rhoman with a DC 20 Listen check, PCs repairing nets and boats hear him with a DC 15 Listen check and PCs rebuilding hear him with a DC 10 Listen check. Sub-encounter 2A is approximately 200 feet away from Rhoman, sub-encounter 2C is 150 feet away, and sub-encounter 2B is only 50 feet away but loudly working.

APL 2 (EL 2)

➔ **Small Monstrous Crabs (4):** hp 8 each; Appendix 1.

APL 4 (EL 4)

➔ **Medium Monstrous Crabs (2):** hp 19 each; Appendix 1.

APL 6 (EL 6)

➔ **Medium Monstrous Crabs (4):** hp 19 each; Appendix 1.

APL 8 (EL 8)

➔ **Large Monstrous Crabs (4):** hp 36 each; Appendix 1.

Tactics: The crabs lack any strategy. Hunger has made them reckless and ornery. They attack Rhoman first but quickly recognize any new threat.

Treasure: One of the Flan villagers indicates he knows how to fashion the shell of these monstrous crabs into shell or chitin armor. The process requires chemically treating the shell to soften it. Fortunately, the villagers are able to acquire the necessary materials from flora in the surrounding marshes and from mineral deposits from the hills. The process consists of bathing the shells in a weak acidic solution that draws out the calcium in the chitin. (see the treasure summary and *Stormwrack* 106)

After the encounter, PCs succeeding on a DC 15 Spot check notice a partially-buried chest sitting in the swamp tooled in the shape of a sea turtle. It was once owned by aquatic elves from Woolly Bay, and was deposited here by

the storm. The battle has dislodged it from the muck. A DC 20 Decipher Script check reveals the chest is inscribed with a name: Suswanna or "beautiful current" in Common.

The chest is ornately covered with turquoise and quartz gems set in silver wave motifs. It has a simple lock (DC 20 Open Lock check). Inside are pieces of jewelry - bejeweled webbed gloves, silver armlets and a comb.

PCs also discover several dead aquatic elves. They were sent to kill the kopru, but the wily monster got the better of them. Their bodies have washed ashore to become fodder for the crabs. The vermin has cleaned most of the exposed body parts but their cord armor is relatively intact. The PCs also find a +1 trident.

PCs who search the bodies find a report written in Elven that provides a vague description of a monster terrorizing the local waters, including a vague picture made of glued sea shells. The creature has the body of an eel but the arms of a man. Its face is a mass of tentacles. The monster used its tail to crush victims. The report suggests hunters search the submerged caves located along this section of Woolly Bay.

One of the bodies also has a scroll tube containing maps written in Elven and Aquan. The maps detail the underwater features of the southern portion of Woolly Bay. A set of underwater caves are noted but the Zohlryn folk are unfamiliar with them. The old Flan woman Lala believes any caves must be related to the Ratfolk legends (actually meenlocks but she does not know that). The map could be quite valuable to the fishermen since it notes good fishing spots but, since its reference is beneath the water, it is difficult to associate the map with the land. A DC 15 Knowledge (geography) check can use the map to determine the rough location of the underwater caves. The fisherman Simionce has 6 ranks in Knowledge (geography) and can make the check if PCs befriend him.

Treasure: The chest contains jewelry, cord armor, and a trident.

APL 2: Loot: 204 gp; Magic: 193 gp – +1 trident (193 gp).

APL 4: Loot: 554 gp; Magic: 193 gp – +1 trident (193 gp).

APL 6: Loot: 654 gp; Magic: 193 gp – +1 trident (193 gp).

APL 8: Loot: 929 gp; Magic: 193 gp – +1 trident (193 gp).

Detect Magic Results: +1 trident (faint evocation).

Development: Rhoman offers the following information if he survives the encounter. He was keeping watch with his trusty bell when a voice told him to find sea elves. He looked around the shore and did not see any elves along

the shore, although he thinks he caught a glimpse of an unusually large fish. Rhoman tried to get a closer look to identify it when he felt an overwhelming compulsion to run down the beach. The compulsion vanished after he saw the dead elves along the shore, but then the crabs attacked.

If Rhoman views the underwater map, he offers his botany survey map as an additional guide if the PCs have not acquired it already. The guide provides a +2 circumstantial bonus only on Knowledge (geography) checks to understand geography around the village area.

If Rhoman perishes, PCs can only obtain Rhoman's survey map by searching his home office.

ENCOUNTER 4: ROTTING FISH

This encounter happens on the third day that the PCs are in the village. On run this encounter for APLs 2 and 4.

The waters of Woolly Bay continue to recede. The morning sun slightly peeks through the clouds with a paternal warmth that helps to dispel the night cold.

Flan children are running to their parents and calling for their elders. "The beach! Come quickly!" One of the older girls runs directly to Janiss and Rhoman. "Your mother is alive down on the beach, Janiss. She swam in. She's trying to eat us!"

Some of the drowned dead of the village have risen as lacedon ghouls and zombies. They are compelled to enter the village and spread death and disease. One of the undead is Janiss's mother. The rest are recognizable as other villagers killed in the storm despite their bloated and battered appearance.

APL 2 (EL 2)

☛ **Lacedon Ghoul** (1): hp 13; *Monster Manual* 119.

☛ **Human Commoner Zombie** (1): hp 16; *Monster Manual* 266.

APL 4 (EL 4)

☛ **Lacedon Ghouls** (3); hp 13; *Monster Manual* 119.

Tactics: The undead desire to sow fear and dread among the survivors, and maybe have a snack. They attack the nearest living creature.

ENCOUNTER 5: STORM REDUX

This encounter takes place on the 4th day.

The sky has held a bruised hue all day but a swift cold front has brought angry clouds to cover the bleak firmament. Unfortunately, this has brought more rain and lightning. The people of Zohlryn look to you for direction as fear grips them.

A strong thunderstorm hits the coast on the fourth night after the PCs arrive. Anyone living outdoors must fight hypothermia. Wind speeds range between 21-30 mph, which are strong enough to extinguish unprotected flames (candles, torches, and the like). Any Tiny or smaller character outside during the storm must make a DC 10 Fortitude save or be knocked prone by the winds. Wind gusts impose a -2 penalty to ranged attacks and to Listen checks.

After two hours of exposure to the thunderstorm, any character outside makes a Constitution check (DC 12, +1 per previous check) every 1 minute to avoid 1d6 points of nonlethal damage from exposure. Any villagers left outside are found dead the next morning. The cover provided by the longhouses is sufficient to endure the storm.

ENCOUNTER 6: BY CRAWLING, CLIMBING, OR SWIMMING

PCs can enter the underground lair of the meenlock and kopru either through the tunnel leading from the well in sub-encounter 2A or by the partially submerged cave entrances in Woolly Bay. (See sub-encounter 2A for details regarding the challenges of crawling through the meenlock tunnels).

PCs who find the cavern entrance in Woolly Bay can access the two entrances by raft or by climbing down from the hill above. PCs can repair a raft in sub-encounter 2C and sail it to the cave. The entrance is completely submerged in 15 feet of water at high tide but only submerged in approximately 5 feet of water at low tide (see Map 5 for further details).

The water around the coast is rough meaning swimmers must make a DC 15 Swim check to successfully swim there. The water inside the cave is considered calm (DC 10 Swim check). At low tide, Medium PCs can stand and move about the lip of the entrance without making a Swim check. (See *Player's Handbook* 84 for more details).

The entrance is 50 feet below the cliff-face and PCs must make DC 20 Climb checks to descend the cliffs.

ENCOUNTER 7: LAIR OF THE RAT FOLK

The small passage grasps you like a hungry mouth. Fortunately, you are able to squirm through the greedy grasp of the stone and dirt until you find a larger chamber. The cavern stinks of dead fish. A cold, damp aura slips into your clothes making the smell almost palpable.

The entrance to the cave is no more than 3-4 ft. in diameter, large enough to accommodate the meenlocks but not much else. PCs must squeeze through these tunnels to reach the inner chambers (Squeezing—*Player's Handbook* 148). Foul water left over from the recent storm has collected in a stretch of the tunnel.

The PCs have entered the home of the meenlock(s) whose ranks were severely depleted by the recent storm. Water rose high enough to drown or wash out most of the monsters. Only a few remain and they are eager to bolster their ranks with the PCs and refugees. PCs with light or darkvision see the following:

The chamber is about 15 ft. tall and 10 ft. wide. The bloated bodies of small creatures litter the floor. Their inner humors leak out into foul pools. Small 2 ft. wide tunnels riddled the walls. They also contain corpses. The main chamber curves away for 30 ft.

A DC 10 Search check finds pieces of Zohlryn headdresses and jewelry cast off by the meenlocks after their transformations. A DC 20 Search check reveals a pair of *lens of detection*.

PCs succeeding on a DC 18 Listen check hear the chattering of the surviving meenlock(s). The creature(s) are hiding around the corners of the smaller tunnels, which provide cover. The 2 ft. tunnels twist between 10-15 ft. into the walls to form a connected system.

When the PCs first encounter meelocks read the following:

The tiny creature is covered in prickly black hairs and bone spurs. The barest hint of fingers and toes are seen on its misshapen limbs.

APL 2 (EL 2)

☛ Meenlock (3): hp 18; Appendix 1.

APL 4 (EL 4)

☛ Meenlock (2): hp 18; Appendix 1.

☛ Rat Swarm (1): hp 13; *Monster Manual* 239.

APL 6 (EL 6)

☛ Meenlock (3): hp 18; Appendix 1.

APL 8 (EL 8)

☛ Meenlock (6): hp 18; Appendix 1.

Tactics: The meenlock(s) waits until the PCs enter the main chamber and then block the entrance. The meenlock(s) *dimension door* in front of the exit and then attacks in the next round with *fear aura*.

At APL 4 a rat swarm that also survived the recent flood aids the meenlock.

At APLs 6 - 8, one meenlock uses *dimension door* to block an exit and then activates its *fear aura* in the following round. The others attempt to *rend mind*.

A meenlock flees when it is reduced to less than 9 hit points. It runs down to the kopru lair for assistance and uses its *dimension door* ability if necessary.

Treasure: The chamber contains the discarded remnants and treasure of hundreds of victims who were transformed into meenlocks. These remains have accrued over the decades and include unfortunate Greyhawk Mountaineers, other Flan hillfolk, and other travelers.

APL 2: Coin 31 gp; Magic: 229 gp – *lens of detection* (229 gp)

APL 4: Coin 161 gp; Magic: 229 gp – *lens of detection* (229 gp)

APL 6: Coin 181 gp; Magic: 521 gp – *gloves of swimming and climbing* (521 gp).

APL 8: Coin 286 gp; Magic: 521 gp – *gloves of swimming and climbing* (521 gp).

Detect Magic Results: *lens of detection* (moderate divination), *gloves of swimming and climbing* (faint transmutation).

ENCOUNTER 8: THE BOTTOM DROPS OUT

The main tunnel snakes further into the hill. The chamber's walls are gritty and contain traces of trapped shellfish. Sunlight leaks out of holes carved by last night's storm. It illuminates illegible text scratched into the porous stones.

A DC 18 Listen check detects the faint lapping of water from the tunnel's end. PCs with Stonecunning receive an automatic chance to notice the unsafe surface with a Search check. In addition, a DC 20 Search check on the other side of the trap floor finds a javelin lodged within a crumbling wall crevice.

A DC 20 Decipher Script check on the text reveals them to be the piteous scribbling of meenlocks trying to remember their true identities. They repeat their names

over and over, but the transformation eventually eliminates any remnant of their former selves.

Trap: The walls and floors in the cavern are quite weak in some spots, eaten away by erosion. The meenlocks are diminutive enough they can cross these sections without worry. Any Small or larger PCs who step on the weak floor (about 30 ft. from the meenlock's lair) must make a Reflex save or fall into a shallow pool of water.

APL 2 (EL 2)

☞**Camouflaged Pit Trap:** CR 2; mechanical; location trigger; no reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 23; Disable Device DC 17.

APL 4 (EL 2)

☞**Camouflaged Pit Trap:** CR 2; mechanical; location trigger; no reset; DC 22 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 23; Disable Device DC 17.

APL 6 (EL 6)

☞**Camouflaged Pit Trap:** CR 6; mechanical; location trigger; no reset; DC 26 Reflex save avoids; 60 ft. deep (6d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 24; Disable Device DC 19.

APL 8 (EL 8)

☞**Camouflaged Pit Trap:** CR 6; mechanical; location trigger; no reset; DC 28 Reflex save avoids; 60 ft. deep (6d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 24; Disable Device DC 19.

Treasure: At APL 2-6 there is a rusty old javalin in the wall. It breaks if anyone touches it. At APL 8 the javalin is of exceptional quality. It is another item discarded by an adventurer transformed into a meenlock. Upon command, the javalin exudes an acidic slime. The command word is "Skur", the name of its previous owner (which is etched in Oeridian on the surface of the javalin).

APL 8: Magic: 692 gp – +1 *corrosive javalin* (692 gp each)

Detect Magic Results: +1 *corrosive javalin* (faint transmutation, moderate evocation).

Development: PCs that do not trigger the trap or avoid it are able to continue through the tunnel towards an opening that leads directly into the kopru's lair.

PCs that fall into the water pit face an additional challenge; the pressure of debris falling into the water creates a suction effect one round after PCs fall into the chamber. PCs must make a DC 10 Swim check before suction and a DC 15 Swim check after suction to reach the chamber's side and then a DC 15 Strength check to hold on. Otherwise, they take 1d3 points of nonlethal damage per round as they are swept along 100 feet of submerged canal (this takes three rounds) before they are emptied out into Woolly Bay. PCs thrown a rope must make DC 15 Strength check to hold on. Success results in them being violently spun around the walls for 2d6 points of damage.

PCs find themselves near the entrance to the underground cavern home of the kopru. The water is 20 ft. deep at low tide around noon and midnight or 30 ft. during high tide around 6 AM and 6 PM.

Comrades can choose to follow their evacuated fellows. The water refills halfway up its length 5 rounds after the suction effect starts. It then slowly refills an additionally 5 ft. every round thereafter. See DM Map 3.

ENCOUNTER 9: THE BIG FISH

The tunnel opens into a chamber that is the upper pocket of a partially submerged cave. Stalactites drip a steady beat of tears upon the bodies of dead Flan and aquatic elves arranged around the walls of the cave. Waves gently lap over them like a funeral shroud.

The top of a stalagmite rises from the middle of the submerged cave to which is lashed a Flan woman. she groans quietly.

When the PCs first see the kopru read the following:

The reddish scales of this creature taper down into three flexible, barbed tails. Its torso and hands are humanoid but the mass of tentacles on its bilbous head bares no hint of humanity, and no sympathy either.

The kopru has captured Janiss (or other female Zohllyn villager) for torture while the PCs have been exploring the caves. It decides to use her as a lure so that the PCs enter the water to save her. At APL 8, the kopru has also captured Rhoman or another villager and the three meenlocks are in the process of transforming him. The kopru attacks the first character to reach Janiss on the stalagmite. The kopru is not adverse to nibbling Janiss or crushing her feet if it draws PCs into the water. Janiss begs for the life of her child and admonished the PCs until she is saved.

The kopru hides in the murky water, which reduces illumination in the water. All sight, including darkvision, is obscured beyond 1d8x10 feet. Illumination provided by light sources is cut by 50%. PCs who succeed on a Listen check can detect the position of the kopru by its swimming.

PCs deposited outside the caves by the trap are unnoticed by the kopru. It does not expect anyone to approach from that way.

The bottom of the cave has accumulated two feet of muck. Creatures on foot pay four squares of movement to move through it. The DC for Tumble increases by 5 points. (*Stormwrack* 22)

APL 2 (EL 2)

🐙 **Kopru (immature)**: hp 10; see Appendix 1.

APL 4 (EL 4)

🐙 **Kopru (immature)**: hp 10; see Appendix 1.

🐙 **Meenlock (1)**: hp 18; see Appendix 1.

APL 6 (EL 6)

🐙 **Kopru**: hp 36; see Appendix 1.

APL 8 (EL 8)

🐙 **Kopru**: hp 36; see Appendix 1.

🐙 **Meenlock (3)**: hp 18; see Appendix 1.

Tactics: At APLs 2 - 4, the immature kopru uses *dominate person* to control one of the PCs to fight for it. It prefers to dominate a character who has not entered the water so it can attack from the shore and possible flank opponents. On subsequent rounds, the kopru attempts to constrict PCs of Small size or smaller. It lurches onto land after it eliminates any PCs in the water. The kopru refuses to abandon the egg in the prayer chamber although it might swim out into the bay after PCs if they try to escape.

The kopru's tactics at APLs 6 & 8 are identical as for APLs 2 & 4, except the adult can constrict PCs of Medium size or smaller.

At APL 8, the meenlocks use *rend mind* to soften up the PCs for the kopru's *dominate person*. The kopru waits to use *dominate person* until after the meenlocks attack. The meenlocks attempt to paralyze PCs. They push paralyzed PCs into pools of water, where the PCs eventually drown.

Treasure: Rhoman's patron, the Gynarch Rotanna of Hardby, is interested in exotic animals. PCs receive a reward from the Gynarch if they deliver the kopru's body to her.

APL 2: Loot: 100 gp.

APL 4: Loot: 200 gp.

APL 6: Loot: 400 gp.

APL 8: Loot: 800 gp.

Development: A PC succeeding on a DC 15 Spot check notices the underwater entrance to a cave concealed by the slime and weeds.

ENCOUNTER 10: SUBMERGED PRAYERS

The submerged entrance leads into a cyst about 15 ft. long, 7 ft. wide, and 15 ft. deep. A crude stone altar is set along the farthest wall. The sigil of a kraken is set on the wall above the altar; all of the monster's tentacles encircle a sun on its left. A large crab shell sits atop the altar. Its claws interlock in a curious fashion.

Two crevices cut off from this chamber. The right one contains a tower of neatly stacked skulls. Each cavity on the skulls have been plugged with clay, including the spaces between teeth. The leftmost crevice contains a curious structure. A net is slung between indeterminate skeletal remains. Within the cords sits a greasy black globe. Its surface has the rough hewn appearance of fresh pitch. The throb of life can be seen within the globe when brought into the light.

A DC 20 Knowledge (religion) check attributes the kraken sigil to Panzuriel, god of evil aquatic creatures.

Treasure: PCs succeeding on a DC 10 Spot check notice the eclipsed sun is the holy symbol of Pelor and Mayaheine stolen from the village. The villagers appreciate its recovery and pledge to place it atop a new chapel after recovery is completed.

The crab shell contains an effigy to Panzuriel; a DC 20 Knowledge (religion) check identifies this. Human eyes have never before seen this blasphemous object. It is not magical but is of interest to scholars and individuals interested in obscure art.

The skulls are the kopru's ersatz treasure chests. They each contain an assortment of coins, precious gems, and jewelry retrieved from its victims. A tube containing two scrolls is also contained in one of the skulls.

The greasy orb is a kopru egg, which would have eventually birthed another monster to plague Woolly Bay. Without a caretaker, the gestating creature withers and dies, ending the threat of the kopru forever. If the PCs recover the egg, Rhoman indicates his patron might be interested in purchasing it as a curiosity.

Due to its innate philology, the egg radiates a faint aura of evil if detected.

Treasure: The PCs can recover the following items:

APL 2: Loot: 250 gp – Panzuriel effigy (100 gp), live kopru egg (150 gp) or dead kopru egg (75 gp); Coin: 280 gp; Magic: 2 scrolls of *lesser restoration* (12 gp each).

APL 4: Loot: 600 gp – Panzuriel effigy (300 gp), live kopru egg (300 gp) or dead kopru egg (150 gp); Coin: 500 gp; Magic: 2 scrolls of *lesser restoration* (12 gp each).

APL 6: Loot: 600 gp – Panzuriel effigy (400 gp), live kopru egg (600 gp) or dead kopru egg (300 gp); Coin: 780 gp; Magic: 2 scrolls of *lesser restoration* (12 gp each).

APL 8: Loot: 2,000 gp – Panzuriel effigy (800 gp), live kopru egg (1,200 gp) or dead kopru egg (600 gp); Coin: 1,700 gp; Magic: 2 scrolls of *lesser restoration* (12 gp each).

Detect Magic Results: scroll of *lesser restoration* (faint conjuration).

CONCLUSION

Neither storm, disease, nor monster was able to dim your courage. Your heroism has removed a terrible monster from Woolly Bay and put Zohlnyn on the path to recovery. Perhaps it is your imagination, but the waters of Woolly Bay already appear to have freshened. The people of Zohlnyn have rewoven the sails of their own destiny. No longer do they live in fear. The future prosperity of their children is free to be charted by their own hands.

PCs receive a reward of 25 gp per character from the Temple of Pelor when they report the success of their mission.

The Village Survived

The villages living along Woolly Bay welcome the PC as members of their community for eliminating the kopru. They are willing to teach them the ways of water. This association allows the PCs to learn the following feats: Aquatic Shot, Clever Wrestling, Curling Wave Strike, Expert Swimmer, and Sanctify Water. See *Stormwrack* Chapter 4 for details. This is represented by the AR reward 'Fraternity of Woolly Bay'.

The Village Met Tragedy

If any Zohlnyn villagers die from the storm in encounter 5, or fail to accomplish any of the required rebuilding efforts, then PCs lose access to 'the Fraternity of Woolly Bay' AR special.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 2

Successfully treat the villagers' disease and build enough shelters for the survivors

APL 2 60 XP

Encounter 3

Eliminate the vermin

APL 2 60 XP
APL 4 120 XP
APL 6 180 XP
APL 8 240 XP

Encounter 4

Eliminate the undead

APL 2 60 XP
APL 4 120 XP

Encounter 7

Eliminate the meenlock(s)

APL 2 60 XP
APL 4 120 XP
APL 6 180 XP
APL 8 240 XP

Encounter 8

Avoid or survive the trap

APL 2 60 XP
APL 4 60 XP
APL 6 180 XP
APL 8 180 XP

Encounter 9

Eliminate the kopru

APL 2 90 XP
APL 4 120 XP
APL 6 180 XP
APL 8 240 XP

Story Award

PCs build sufficient shelter for villagers to survive the storm in encounter 5

APL 2 30 XP
APL 4 40 XP
APL 6 50 XP
APL 8 65 XP

Discretionary Roleplaying Award

APL 2 60 XP
APL 4 95 XP
APL 6 130 XP
APL 8 160 XP

Total Possible Experience:

APL 2 450 XP
APL 4 675 XP
APL 6 900 XP
APL 8 1,125 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 1

APL 2: Loot: 140 gp; Magic: 50 gp – 2 *potions of cure light wounds* (25 gp each)

APL 4: Loot: 140 gp; Magic: 100 gp – 4 *potions of cure light wounds* (25 gp each)

APL 6: Loot: 140 gp; Magic: 300 gp – 2 *potions of cure moderate wounds* (150 gp each)

APL 8: Loot: 140 gp; Magic: 300 gp – 2 *potions of cure moderate wounds* (150 gp each)

Encounter 2A

All APLs: Magic: 124 gp – *potion of protection from energy (cold)* (62 gp each).

Encounter 2C

All APLs: Magic: 26 gp – scroll of *fins to feet* (12 gp), scroll of *pressure sphere* (12gp), scroll of *wave blessing* (2gp).

Encounter 3

APL 2: Loot: 204 gp; Magic: 193 gp – *+I trident* (193 gp).

APL 4: Loot: 554 gp; Magic: 193 gp – *+I trident* (193 gp).

APL 6: Loot: 654 gp; Magic: 193 gp – *+I trident* (193 gp).

APL 8: Loot: 929 gp; Magic: 193 gp – *+I trident* (193 gp).

Encounter 7

APL 2: Coin 31 gp; Magic: 229 gp – *lens of detection* (229 gp)

APL 4: Coin 161 gp; Magic: 229 gp – *lens of detection* (229 gp)

APL 6: Coin 181 gp; Magic: 521 gp – *gloves of swimming and climbing* (521 gp each).

APL 8: Coin 286 gp; Magic: 521 gp – *gloves of swimming and climbing* (521 gp each).

Encounter 8

All APLs: Magic: 692 gp – *javelin +1 (corrosive ability)* (692 gp each).

Encounter 9

APL 2: Loot: 100 gp.

APL 4: Loot: 200 gp.

APL 6: Loot: 400 gp.

APL 8: Loot: 800 gp.

Encounter 10

APL 2: Loot: 250 gp – Panzuriel effigy (100 gp), live kopru egg (150 gp) or dead kopru egg (75 gp); Coin: 280 gp; Magic: 2 scrolls of *lesser restoration* (12 gp each).

APL 4: Loot: 600 gp – Panzuriel effigy (300 gp), live kopru egg (300 gp) or dead kopru egg (150 gp); Coin: 500 gp; Magic: 2 scrolls of *lesser restoration* (12 gp each).

APL 6: Loot: 600 gp – Panzuriel effigy (400 gp), live kopru egg (600 gp) or dead kopru egg (300 gp); Coin: 780 gp; Magic: 2 scrolls of *lesser restoration* (12 gp each).

APL 8: Loot: 2,000 gp – Panzuriel effigy (800 gp), live kopru egg (1,200 gp) or dead kopru egg (600 gp); Coin: 1,700 gp; Magic: 2 scrolls of *lesser restoration* (12 gp each).

Conclusion

ALL APLs: Coin: 25 gp

Total Possible Treasure

APL 2: Loot: 694 gp; Coin: 336 gp; Magic: 1,359 gp; Total: 2,389 gp.

APL 4: Loot: 1,494 gp; Coin: 686 gp; Magic: 1,367 gp; Total: 3,547 gp.

APL 6: Loot: 2,194 gp; Coin: 976 gp; Magic: 1,630 gp; Total: 4,800 gp.

APL 8: Loot: 3,869 gp; Coin: 2,001 gp; Magic: 1,630 gp; Total: 7,500 gp.

Special

☛ **Fraternity of Woolly Bay:** The villages living along Woolly Bay welcome you as a member of their community and are willing to teach you the ways of water. This association gives you core access to the following feats: Aquatic Shot, Clever Wrestling, Curling Wave Strike, Expert Swimmer, and Sanctify Water. (*Stormwrack* Chapter 4).

In addition, you can purchase (at normal prices) suits of cord, shell, or chitin armor. You may purchase as many of these as you desire.

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

Cost 15 gp; Dmg (S) 1d4 (19-20/x2); Dmg (M) 1d6 (19-20/x2); weight 3 lb.; slashing; *Stormwrack* 107.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- Masterwork *cord armor* (Adventure; *Stormwrack*)
- Masterwork *shell armor* (Adventure; *Stormwrack*)
- *Quaal's feather token (anchor)* (Adventure; DMG)
- *Lens of detection* (Adventure; DMG)
- *Gloves of swimming and climbing* (Adventure; DMG)
- Scroll of *fins to feet* (Adventure; *Stormwrack*)
- *Scroll of pressure sphere* (Adventure; *Stormwrack*)
- *Scroll of wave blessing* (Adventure; *Stormwrack*)

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

- *Wand of wave blessing* (Adventure; *Stormwrack*; 750 gp)

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

- *Quaal's feather token (boat)* (Adventure; DMG)
- *+1 cord armor* (Adventure; *Stormwrack*)
- *+1 shell armor* (Adventure; *Stormwrack*)

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

- *+1 corrosive javelin* (Adventure; *Stormwrack*)

Appendix 1: ALL APLS

ENCOUNTER 1: AN UNFORTUNATE ACCIDENT

☛ **Slobvak:** male orc fighter 1; CR 1 Medium humanoid (orc); HD 1d10; hp 7 (currently 4); Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +1; Grp +5; Atk +5 melee (1d6+4; club); Full Atk +5 melee (1d6+4; club); SQ darkvision 60 ft., light sensitivity; AL CN; SV Fort +4, Ref +1, Will -1; Str 19, Dex 13, Con 14, Int 10, Wis 8, Cha 6.

Skills and Feats: Climb +8, Craft (carpentry) +5, Profession (sailor) +1, Swim +8; Athletic, Dodge.

Languages: Common, Orc.

Possessions: studded leather armor, club.

Encounter 2: THE VILLAGE

☛ **Bergus:** male human (Flan) commoner 2; CR 2; Medium humanoid (human); HD 2d4+2; hp 7; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +2 melee (1d4+1/19-20, dagger); Full Atk +2 melee (1d4+1/19-20, dagger); AL NG; SV Fort +1, Ref +0, Will -1 (currently -4); Str 13, Dex 11, Con 12, Int 10, Wis 8, Cha 9.

Skills and Feats: Craft (shipbuilding) +5, Profession (fisherman) +7, Swim +5, Use Rope +1; Endurance, Skill Focus (profession [fisherman]).

Possessions: normal clothes, dagger.

APL 2

Encounter 3: Chopping Wood

☛ **Small Monstrous Crab:** CR 1/2; Small vermin (aquatic); HD 1d8+4; hp 8; Int +0; Spd 20 ft.; AC 15, touch 11, flat-footed 15; Base Atk +0; Grp +0; Atk +1 melee (1d4, claw); Full Atk +1 melee (1d4, 2 claws); SA constrict 2d4, improved grab; SQ amphibious, low-light vision, scent, vermin traits; AL N; SV Fort +3, Ref +0, Will +0; Str 10, Dex 11, Con 12, Int -, Wis 11, Cha 2.

Skills and Feats: Hide +8, Spot +4; Toughness.

Amphibious (Ex): Monstrous crabs can survive indefinitely on land and in the water.

Constrict (Ex): A monstrous crab deals damage equal to twice its normal claw damage plus its Strength bonus on a successful grapple check.

Improved Grab (Ex): A monstrous crab may attempt a grapple as a free action when it successfully hits with a claw. This action does not provoke an attack of opportunity. The crab establishes a hold and can constrict if it wins the grapple check.

Encounter 7: Lair of the Ratties

☛ **Meenlock:** CR 3; Tiny aberration; HD 4d8; hp 18; Int +1; Spd 20 ft.; AC 13, touch 13, flat-footed 12; Base Atk +3; Grp -3; Atk +3 melee (1d2-2, claws); Full Atk +3 melee (1d2-2, 2 claws); SA fear aura, meenlock transformation, paralysis, rend mind; SQ darkvision 60 ft., dimension door, telepathy; Space/Reach 2-1/2 ft./0 ft.; AL LE; SV Fort +1, Ref +2, Will +5; Str 6, Dex 13, Con 10, Int 11, Wis 12, Cha 15.

Skills and Feats: Hide +12, Listen +5, Move Silently +5, Spot +4, Survival +5; Alertness, Track^B.

Fear Aura (Su): As a free action, a meenlock can produce a fear effect in a 30-foot radius burst, centered on itself. Any creature within the area that fails a DC 14 Will save becomes catatonic from fear for 1d4+4 rounds. During this time, it rolls into a ball, hugs its knees, or simply stands in place, shivering and staring. Any creature that makes a saving throw against the effect cannot be affected again by that meenlock's fear aura for 24 hours.

Meenlock Transformation (Su): Three or more meenlocks can transform a creature into a meenlock by touching it for 1d6 hours. All of the subject's ability scores fall to 1 (except for any already at 0), reducing him or her to a drooling, helpless state (no saving throw). A *heal* or *greater restoration* spell can restore a creature to normal. In another 1d6 hours, the transformation becomes a meenlock; only a *wish* or *miracle* can restore the victim.

Paralysis (Ex): Any creature hit by a meenlock's claw must make a DC 14 Fortitude save or be paralyzed for 3d6 rounds.

Rend Mind (Su): A meenlock can project thoughts and suggestions into the mind of single creature within 300 feet. These thoughts cause paranoia. The target must make a successful DC 14 Will save or take 1d4 points of Wisdom damage. A meenlock must wait 1d4 rounds between uses of this ability.

Dimension Door (Su): Once every 2 rounds, a meenlock can produce an effect like that of a *dimension door* spell, with a range of 60 feet and no additional weight can be transported.

Telepathy (Ex): A meenlock can communicate through telepathy with any other creature that has a language (range 300 feet).

Encounter 9: The Big Fish

☛ **Kopru (immature):** CR 2; Small monstrous humanoid (aquatic); HD 3d8; hp 10; Int +3; Spd 5 ft.; 30 ft. swim; AC 17, touch 14, flat-footed 14; Base Atk +3; Grp +6; Atk +4 melee (1d4, tail slap); Full Atk +4 melee (1d4, tail slap), +2 melee (1d4, bite) and +2 melee (1d3, 2 claws); SA dominate person, improved grab; AL CE; SQ darkvision 60 ft.; SV Fort +0, Ref +6, Will +6; Str 11, Dex 16, Con 9, Int 11, Wis 12, Cha 10.

Skills and Feats: Concentration +5, Escape Artist +5, Move Silently +3, Search +1, Swim +10; Iron Will, Multiattack.

Languages: Aquan, Common.

Dominate Person (Su): Once per day, a kopru can produce an effect like that of a *dominate person* spell (caster level 10th, Will save DC 11).

Improved Grab (Ex): If a kopru hits an opponent of its own size or smaller with a tail attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (+7 racial bonus on grapple checks). It constricts in the same round if it gets a hold. Thereafter, the kopru has the option to conduct the grapple normally, or simply use its tails to hold the opponent (-20 on grapple check, but the kopru is not considered grappled). Each successful grapple check it makes during successive rounds automatically deals tail and constrict damage.

Encounter 3: Chopping Wood

👉 **Medium Monstrous Crab:** CR 2; Medium vermin (aquatic); HD 3d8+6; hp 19; Int +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16; Base Atk +2; Grp +8; Atk +4 melee (1d6+2, claw); Full Atk +4 melee (1d6+2, 2 claws); SA constrict 2d6+2, improved grab; SQ amphibious, low-light vision, scent, vermin traits; AL N; SV Fort +4, Ref +1, Will +1; ; Str 15, Dex 11, Con 12, Int -, Wis 11, Cha 2.

Skills and Feats: Hide +4, Spot +4; Toughness^B.

Amphibious (Ex): Monstrous crabs can survive indefinitely on land and in the water.

Constrict (Ex): A monstrous crab deals damage equal to twice its normal claw damage plus its Strength bonus on a successful grapple check.

Improved Grab (Ex): A monstrous crab may attempt a grapple as a free action when it successfully hits with a claw. This action does not provoke an attack of opportunity. The crab establishes a hold and can constrict if it wins the grapple check.

Encounter 7: Lair of the Ratties

👉 **Meenlock:** CR 3; Tiny aberration; HD 4d8; hp 18; Int +1; Spd 20 ft.; AC 13, touch 13, flat-footed 12; Base Atk +3; Grp -3; Atk +3 melee (1d2-2, claws); Full Atk +3 melee (1d2-2, 2 claws); SA fear aura, meenlock transformation, paralysis, rend mind; SQ darkvision 60 ft., dimension door, telepathy; Space/Reach 2-1/2 ft./0 ft.; AL LE; SV Fort +1, Ref +2, Will +5; Str 6, Dex 13, Con 10, Int 11, Wis 12, Cha 15.

Skills and Feats: Hide +12, Listen +5, Move Silently +5, Spot +4, Survival +5; Alertness, Track^B.

Fear Aura (Su): As a free action, a meenlock can produce a fear effect in a 30-foot radius burst, centered on itself. Any creature within the area that fails a DC 14 Will save becomes catatonic from fear for 1d4+4 rounds. During this time, it rolls into a ball, hugs its knees, or simply stands in place, shivering and staring. Any creature that makes a saving throw against the effect cannot be affected again by that meenlock's fear aura for 24 hours.

Meenlock Transformation (Su): Three or more meenlocks can transform a creature into a meenlock by touching it for 1d6 hours. All of the subject's ability scores fall to 1 (except for any already at 0), reducing him or her to a drooling, helpless state (no saving throw). A *heal* or *greater restoration* spell can restore a creature to normal. In another 1d6 hours, the

transformation becomes a meenlock; only a *wish* or *miracle* can restore the victim.

Paralysis (Ex): Any creature hit by a meenlock's claw must make a DC 14 Fortitude save or be paralyzed for 3d6 rounds.

Rend Mind (Su): A meenlock can project thoughts and suggestions into the mind of single creature within 300 feet. These thoughts cause paranoia. The target must make a successful DC 14 Will save or take 1d4 points of Wisdom damage. A meenlock must wait 1d4 rounds between uses of this ability.

Dimension Door (Su): Once every 2 rounds, a meenlock can produce an effect like that of a *dimension door* spell, with a range of 60 feet and no additional weight can be transported.

Telepathy (Ex): A meenlock can communicate through telepathy with any other creature that has a language (range 300 feet).

Encounter 9: The Big Fish

👉 **Kopru (immature):** CR 2; Small monstrous humanoid (aquatic); HD 3d8; hp 10; Int +3; Spd 5 ft.; 30 ft. swim; AC 17, touch 14, flat-footed 14; Base Atk +3; Grp +6; Atk +4 melee (1d4, tail slap); Full Atk +4 melee (1d4, tail slap), +2 melee (1d4, bite) and +2 melee (1d3, 2 claws); SA dominate person, improved grab; AL CE; SQ darkvision 60 ft.; SV Fort +0, Ref +6, Will +6; Str 11, Dex 16, Con 9, Int 11, Wis 12, Cha 10.

Skills and Feats: Concentration +5, Escape Artist +5, Move Silently +3, Search +1, Swim +10; Iron Will, Multiattack.

Languages: Aquan, Common.

Dominate Person (Su): Once per day, a kopru can produce an effect like that of a *dominate person* spell (caster level 10th, Will save DC 11).

Improved Grab (Ex): If a kopru hits an opponent of its own size or smaller with a tail attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (+7 racial bonus on grapple checks). It constricts in the same round if it gets a hold. Thereafter, the kopru has the option to conduct the grapple normally, or simply use its tails to hold the opponent (-20 on grapple check, but the kopru is not considered grappled). Each successful grapple check it makes during successive rounds automatically deals tail and constrict damage.

👉 **Meenlock:** CR 3; Tiny aberration; HD 4d8; hp 18; Int +1; Spd 20 ft.; AC 13, touch 13, flat-footed 12; Base Atk +3; Grp -3; Atk +3 melee (1d2-2, claws); Full Atk +3

melee (1d2-2, 2 claws); SA fear aura, meenlock transformation, paralysis, rend mind; SQ darkvision 60 ft., dimension door, telepathy; Space/Reach 2-1/2 ft./0 ft.; AL LE; SV Fort +1, Ref +2, Will +5; Str 6, Dex 13, Con 10, Int 11, Wis 12, Cha 15.

Skills and Feats. Hide +12, Listen +5, Move Silently +5, Spot +4, Survival +5; Alertness, Track^B.

Fear Aura (Su): As a free action, a meenlock can produce a fear effect in a 30-foot radius burst, centered on itself. Any creature within the area that fails a DC 14 Will save becomes catatonic from fear for 1d4+4 rounds. During this time, it rolls into a ball, hugs its knees, or simply stands in place, shivering and staring. Any creature that makes a saving throw against the effect cannot be affected again by that meenlock's fear aura for 24 hours.

Meenlock Transformation (Su): Three or more meenlocks can transform a creature into a meenlock by touching it for 1d6 hours. All of the subject's ability scores fall to 1 (except for any already at 0), reducing him or her to a drooling, helpless state (no saving throw). A *heal* or *greater restoration* spell can restore a creature to normal. In another 1d6 hours, the transformation becomes a meenlock; only a *wish* or *miracle* can restore the victim.

Paralysis (Ex): Any creature hit by a meenlock's claw must make a DC 14 Fortitude save or be paralyzed for 3d6 rounds.

Rend Mind (Su): A meenlock can project thoughts and suggestions into the mind of single creature within 300 feet. These thoughts cause paranoia. The target must make a successful DC 14 Will save or take 1d4 points of Wisdom damage. A meenlock must wait 1d4 rounds between uses of this ability.

Dimension Door (Su): Once every 2 rounds, a meenlock can produce an effect like that of a *dimension door* spell, with a range of 60 feet and no additional weight can be transported.

Telepathy (Ex): A meenlock can communicate through telepathy with any other creature that has a language (range 300 feet).

APL 6

Encounter 3: Chopping Wood

👉 **Medium Monstrous Crab:** CR 2; Medium vermin (aquatic); HD 3d8+6; hp 19; Int +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16; Base Atk +2; Grp +8; Atk +4 melee (1d6+2, claw); Full Atk +4 melee (1d6+2, 2 claws); SA constrict 2d6+2, improved grab; SQ amphibious, low-light vision, scent, vermin traits; AL N; SV Fort +4, Ref +1, Will +1; ; Str 15, Dex 11, Con 12, Int -, Wis 11, Cha 2.

Skills and Feats: Hide +4, Spot +4; Toughness^B.

Amphibious (Ex): Monstrous crabs can survive indefinitely on land and in the water.

Constrict (Ex): A monstrous crab deals damage equal to twice its normal claw damage plus its Strength bonus on a successful grapple check.

Improved Grab (Ex): A monstrous crab may attempt a grapple as a free action when it successfully hits with a claw. This action does not provoke an attack of opportunity. The crab establishes a hold and can constrict if it wins the grapple check.

Encounter 7: Lair of the Ratties

👉 **Meenlock:** CR 3; Tiny aberration; HD 4d8; hp 18; Int +1; Spd 20 ft.; AC 13, touch 13, flat-footed 12; Base Atk +3; Grp -3; Atk +3 melee (1d2-2, claws); Full Atk +3 melee (1d2-2, 2 claws); SA fear aura, meenlock transformation, paralysis, rend mind; SQ darkvision 60 ft., dimension door, telepathy; Space/Reach 2-1/2 ft./0 ft.; AL LE; SV Fort +1, Ref +2, Will +5; Str 6, Dex 13, Con 10, Int 11, Wis 12, Cha 15.

Skills and Feats: Hide +12, Listen +5, Move Silently +5, Spot +4, Survival +5; Alertness, Track^B.

Fear Aura (Su): As a free action, a meenlock can produce a fear effect in a 30-foot radius burst, centered on itself. Any creature within the area that fails a DC 14 Will save becomes catatonic from fear for 1d4+4 rounds. During this time, it rolls into a ball, hugs its knees, or simply stands in place, shivering and staring. Any creature that makes a saving throw against the effect cannot be affected again by that meenlock's fear aura for 24 hours.

Meenlock Transformation (Su): Three or more meenlocks can transform a creature into a meenlock by touching it for 1d6 hours. All of the subject's ability scores fall to 1 (except for any already at 0), reducing him or her to a drooling, helpless state (no saving throw). A *heal* or *greater restoration* spell can restore a creature to normal. In another 1d6 hours, the

transformation becomes a meenlock; only a *wish* or *miracle* can restore the victim.

Paralysis (Ex): Any creature hit by a meenlock's claw must make a DC 14 Fortitude save or be paralyzed for 3d6 rounds.

Rend Mind (Su): A meenlock can project thoughts and suggestions into the mind of single creature within 300 feet. These thoughts cause paranoia. The target must make a successful DC 14 Will save or take 1d4 points of Wisdom damage. A meenlock must wait 1d4 rounds between uses of this ability.

Dimension Door (Su): Once every 2 rounds, a meenlock can produce an effect like that of a *dimension door* spell, with a range of 60 feet and no additional weight can be transported.

Telepathy (Ex): A meenlock can communicate through telepathy with any other creature that has a language (range 300 feet).

Encounter 9: The Big Fish

👉 **Kopru:** CR 6; Medium monstrous humanoid (aquatic); HD 8d8; hp 36; Int +2; Spd 5 ft.; swim 40 ft.; AC 15, touch 12, flat-footed 13; Base Atk +8; Grp +17; Atk +10 melee (1d6+2, tail slap); Full Atk +10 melee (1d6+2, tail slap) and +8 melee (1d4+1, 2 claws) and +8 melee (1d4+1, bite); SA constrict 3d6+3, dominate person, improved grab; SQ darkvision 60 ft.; AL CE; SV Fort +2, Ref +8, Will +9; ; Str 15, Dex 14, Con 11, Int 11, Wis 12, Cha 10.

Skills and Feats: Concentration +8, Escape Artist +11, Move Silently +6, Search +4, Swim +10; Iron Will, Multiattack, Skill Focus (Escape Artist).

Languages: Aquan, Common.

Constrict (Ex): With a successful grapple check, a kopru can constrict a grabbed opponent, dealing 3d6+3 points of bludgeoning damage.

Dominate Person (Su): Once per day, a kopru can produce an effect like that of a *dominate person* spell (caster level 10th; DC 14 Will save), except that the range is 180 feet and the duration is eight days.

Improved Grab (Ex): If a kopru hits an opponent that is Medium or smaller with a tail attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +17, including +7 racial bonus to grapple checks). If it gets a hold, it also constricts in the same round. Thereafter, the kopru has the option to conduct the grapple normally, or simply use its tails to hold the opponent (-20 penalty on grapple check, but the kopru is not considered grappled). In either case,

each successful grapple check it makes during successive rounds automatically deals tail and constrict damage.

Encounter 3: Chopping Wood

👉 **Large Monstrous Crab:** CR 4; Large vermin (aquatic); HD 6d8+9; hp 36; Int +0; Spd 20 ft.; AC 18, touch 9, flat-footed 18; Base Atk +4; Grp +17; Atk +8 melee (1d8+5, claw); Full Atk +8 melee (1d8+5, 2 claws); SA constrict 2d8+5, improved grab; SQ amphibious, low-light vision, scent, vermin traits; AL N; SV Fort +6, Ref +2, Will +2; ; Str 21, Dex 11, Con 12, Int -, Wis 11, Cha 2.

Skills and Feats: Hide +0, Spot +4; Toughness^B.

Amphibious (Ex): Monstrous crabs can survive indefinitely on land and in the water.

Constrict (Ex): A monstrous crab deals damage equal to twice its normal claw damage plus its Strength bonus on a successful grapple check.

Improved Grab (Ex): A monstrous crab may attempt a grapple as a free action when it successfully hits with a claw. This action does not provoke an attack of opportunity. The crab establishes a hold and can constrict if it wins the grapple check.

Encounter 7: Lair of the Ratties

👉 **Meenlock:** CR 3; Tiny aberration; HD 4d8; hp 18; Int +1; Spd 20 ft.; AC 13, touch 13, flat-footed 12; Base Atk +3; Grp -3; Atk +3 melee (1d2-2, claws); Full Atk +3 melee (1d2-2, 2 claws); SA fear aura, meenlock transformation, paralysis, rend mind; SQ darkvision 60 ft., dimension door, telepathy; Space/Reach 2-1/2 ft./0 ft.; AL LE; SV Fort +1, Ref +2, Will +5; Str 6, Dex 13, Con 10, Int 11, Wis 12, Cha 15.

Skills and Feats: Hide +12, Listen +5, Move Silently +5, Spot +4, Survival +5; Alertness, Track^B.

Fear Aura (Su): As a free action, a meenlock can produce a fear effect in a 30-foot radius burst, centered on itself. Any creature within the area that fails a DC 14 Will save becomes catatonic from fear for 1d4+4 rounds. During this time, it rolls into a ball, hugs its knees, or simply stands in place, shivering and staring. Any creature that makes a saving throw against the effect cannot be affected again by that meenlock's fear aura for 24 hours.

Meenlock Transformation (Su): Three or more meenlocks can transform a creature into a meenlock by touching it for 1d6 hours. All of the subject's ability scores fall to 1 (except for any already at 0), reducing him or her to a drooling, helpless state (no saving throw). A *heal* or *greater restoration* spell can restore a creature to normal. In another 1d6 hours, the

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Paralysis (Ex): Any creature hit by a meenlock's claw must make a DC 14 Fortitude save or be paralyzed for 3d6 rounds.

Rend Mind (Su): A meenlock can project thoughts and suggestions into the mind of single creature within 300 feet. These thoughts cause paranoia. The target must make a successful DC 14 Will save or take 1d4 points of Wisdom damage. A meenlock must wait 1d4 rounds between uses of this ability.

Dimension Door (Su): Once every 2 rounds, a meenlock can produce an effect like that of a *dimension door* spell, with a range of 60 feet and no additional weight can be transported.

Telepathy (Ex): A meenlock can communicate through telepathy with any other creature that has a language (range 300 feet).

Encounter 9: The Big Fish

👉 **Kopru:** CR 6; Medium monstrous humanoid (aquatic); HD 8d8; hp 36; Int +2; Spd 5 ft.; swim 40 ft.; AC 15, touch 12, flat-footed 13; Base Atk +8; Grp +17; Atk +10 melee (1d6+2, tail slap); Full Atk +10 melee (1d6+2, tail slap) and +8 melee (1d4+1, 2 claws) and +8 melee (1d4+1, bite); SA constrict 3d6+3, dominate person, improved grab; SQ darkvision 60 ft.; AL CE; SV Fort +2, Ref +8, Will +9; ; Str 15, Dex 14, Con 11, Int 11, Wis 12, Cha 10.

Skills and Feats: Concentration +8, Escape Artist +11, Move Silently +6, Search +4, Swim +10; Iron Will, Multiattack, Skill Focus (Escape Artist).

Languages: Aquan, Common.

Constrict (Ex): With a successful grapple check, a kopru can constrict a grabbed opponent, dealing 3d6+3 points of bludgeoning damage.

Dominate Person (Su): Once per day, a kopru can produce an effect like that of a *dominate person* spell (caster level 10th; DC 14 Will save), except that the range is 180 feet and the duration is eight days.

Improved Grab (Ex): If a kopru hits an opponent that is Medium or smaller with a tail attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +17, including +7 racial bonus to grapple checks). If it gets a hold, it also constricts in the same round. Thereafter, the kopru has the option to conduct the grapple normally, or simply use its tails to hold the opponent (-20 penalty on grapple check, but the kopru is not considered grappled). In either case,

each successful grapple check it makes during successive rounds automatically deals tail and constrict damage.

APPENDIX 2: NEW RULES

New Disease

Sea Sores: Contracted from eating or drinking food or water of poor quality, such as that found in the stores of poorly provisioned ships.

Ingested; Dc 14 Fort save; 1d4 days incubation; 1d4 Str and 1d2 Con.

New Feats

Aquatic Shot

Prerequisite: Point Blank Shot

Benefit: You can employ ranged weapons underwater at a reduced range increment. You do not take the normal penalty for making a ranged attack through water.

Thrown Weapons: You can use thrown piercing weapons underwater with a –2 penalty for every 5 feet of water passed through, in addition to any range increment penalties.

Missile Weapons: You can use bows and crossbows underwater with a –2 penalty for every 10 feet of water passed through, in addition to any range increment penalties.

In addition, water does not provide any cover against ranged attacks if you are out of water and firing at a target in the water. If your weapon's range increment is different underwater than it is above the water, count the water surface as the beginning of a new range increment, and use your underwater range increment after the point at which your weapon strikes the water.

Clever Wrestling

Prerequisite: Small or Medium-size, Improved Unarmed Strike

Benefit: When your opponent is Large or larger, you gain a circumstance bonuses on your grapple check to escape a grapple or pin. The size of the bonus depends on your opponent's size.

Opponent Size	Bonus
Large	+2
Huge	+4
Gargantuan	+6
Colossal	+8

Curling Wave Strike

Prerequisite: Dex 13, Improved Trip

Benefit: If you trip an opponent in melee combat, you can immediately make another trip attempt against another foe within reach at the same total attack bonus as the first trip attack. This replaces the free attack you would normally get against the tripped opponent (from the Improved Trip feat). If you successfully trip a second

opponent, you do not get a free attack against the opponent. You can use this feat only once per round.

Expert Swimmer

Prerequisite: Swim 4 ranks, Endurance

Benefit: You can hold your breath for 3 rounds per point of Constitution. You gain a +4 bonus on Constitution checks made to continue holding your breath. On a successful Swim check, you swim you land speed (as a full-round action) or half your land speed (as a move action).

You natural swim speed increases by 10 feet, if you have a swim speed.

Sanctify Water (Divine)

Prerequisite: Cha 13, ability to channel positive energy

Benefit: By expending a daily turn undead attempt, you can infuse the water around you with positive energy, which has the same effect as holy water. All creatures in a 20-foot radius around you immediately take damage as through they had been struck directly by a flask of holy water. The water retains positive energy for a number of rounds equal to 1+ your Charisma modifier, and deals damage each round.

Creatures unaffected by holy water are similarly unaffected by this ability.

New Spells

Wave Blessing

Stormwrack 125

Transmutation [Water]

Level: 1

Components: V

Casting Time: 1 immediate action

Range: Medium (100ft. + 10ft. level)

Target: One Medium or smaller subject or creature/level, no two of which can be more than 60ft. apart.

Duration: 10 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

Affected targets do not go under the water if they fail a Swim check for any reason, including being tied up, unconscious, or heavily burdened. However, targets can still be dragged under by the actions of other creatures.

You can cast this spell with an instant utterance. Casting this spell is an immediate action. You can even cast this spell when it isn't your turn.

Wave blessing counters and dispels *sink*.

Fins to Feet

Stormwrack 117

Transmutation

Level: 2

Components: V, S

Casting Time: 1 standard action

Range: touch

Target: Willing creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell transforms tails, tentacles, and finned extremities into humanoid legs and feet. Creatures so affected lose any natural swim speed they possess but gain a land speed instead. Transmuted Medium creatures have a base land speed of 30 feet, Small and smaller creatures have a base land speed of 20 feet, and Large or larger creatures have a base land speed of 40 feet. The creature loses any natural attacks based on its tail or tentacles.

Pressure Sphere

Stormwrack 120

Evocation [Water]

Level: 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100ft. + 10ft. level)

Target: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell suddenly causes the water around a target to take on the terrible, bone-crushing pressure of the deepest ocean trenches. This pressure deals 4d6 points of damage (Fortitude save for half).

The area of the spell can be constrained by the available water; it has no effect on creatures or objects that are within the radius but not in the water, or on squares of water that are not at least 5 feet deep. The spell must be centered at or below the surface of the water.

Mundane Items

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

Cost 15 gp; Dmg(S) 1d4 (19-20/x2); Dmg(M) 1d6 (19-20/x2); weight 3 lb.; slashing; *Stormwrack* 107.

Cord Armor (light armor): Made from hemp fibers or similarly tough seaweed woven and knotted into a thick, tough covering, cord armor is common in places where metalworking and leatherworking are not practiced.

Armor/Shield bonus +2; Maximum Dex Bonus +5; Armor Check Penalty -1; Arcane Spell Failure Chance 15%; Speed 30ft./20ft. Weight 15lb. (Adventure, *Stormwrack* page 106; price 15 gp)

Shell Armor (medium armor): This armor is created from specially treated tortoise or monstrous crab shells. The armormaking process softens the shells, making them far more pliable and likely to bend instead of shatter when struck. Shell armor includes a breastplate, shoulder guards, and even gauntlets created from smaller and smaller shells. The main difference between shell and chitin armor is the degree of coverage as shell armor usually leaves the legs bare.

Armor/Shield bonus +3; Maximum Dex Bonus +3; Armor Check Penalty -2; Arcane Spell Failure Chance 20%; Speed 20ft./15ft. Weight 20lb. (Adventure, *Stormwrack* page 106; price 25 gp)

Chitin armor (medium armor): This armor is constructed from the shells of giant vermin or similar creatures. For aquatic races, monstrous crabs are the most popular source for chitin armor. The chitin is treated for flexibility and often cut and reshaped in long strips bound together by tightly woven cord where necessary.

Armor/Shield bonus +4; Max. Dex. Bonus +4; Armor Check Penalty -3; Arcane Spell Failure Chance 30%; Speed 20ft./15ft.; Weight 20lb. (Adventure, *Stormwrack* page 106; price 75 gp)

Magic Weapon Special Ability

Corrosive: Upon command, a corrosive weapon becomes slick with a thick layer of acidic slime. The acid does not harm the wielder and does not wash away in water. The effect remains until a counter command is given. A corrosive weapon deals an extra 1d6 points of acid damage per hit. Bows, crossbows, and slings so crafted bestow the acid energy upon their ammunition.

Moderate evocation; CL 10th; Craft Magic Arms and Armor and *acid fog* or *Melf's acid arrow*; Price +1 bonus. See *Stormwrack* page 129.

APPENDIX 3: UNDERWATER COMBAT

Land-based creatures can have considerable difficulty when fighting in water. Water affects a creature's Armor Class, attack rolls, damage, and movement. In some cases a creature's opponents may get a bonus on attacks. The effects are summarized in the table below. They apply whenever a character is swimming, walking in chest deep water, or walking along the bottom.

Holding Breath: Characters can hold their breath for a number of rounds equal to their Constitution score, but only if they do nothing other than take move actions or free actions. A standard action or full-round action (such as making an attack) reduces the duration of holding breath by 1 round. After that period, PCs must make a DC 10 Constitution check every round to continue holding breath. The DC check increases by 1 on each consecutive round. Failure means the PC begins to drown. In the first round, the PC falls unconscious (0 hp). In the following round, the PC drops to -1 hp and is dying. In the third round the PC suffocates.

Movement: Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have improved cover (+8 bonus to AC, +4 bonus on Reflex saves) from opponents on land. Landbound opponents who have *freedom of movement* effects ignore this cover when making melee attacks against targets in the water. A completely submerged creature has total cover against opponents on land unless those opponents have freedom of movement effects. Magical effects are unaffected except for those that require attack rolls (which are treated like any other effects) and fire effects.

Thrown weapons are ineffective underwater, even when launched from land. Attacks with other ranged weapons take a -2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range.

Nonmagical fire (including alchemist's fire) does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a Spellcraft check (DC 20 + spell level). If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described. A supernatural fire effect is ineffective underwater unless its description states otherwise.

The surface of a body of water blocks line of effect for any fire spell. If the caster has made a Spellcraft check to make the fire spell usable underwater, the surface still blocks the spell's line of effect.

Stealth and Detection Underwater: How far you can see underwater depends on the water's clarity. As a guideline, creatures can see 4d8+10 feet if the water is clear, and 1d8+10 feet if it's murky. Moving water is always murky, unless it's in a particularly large, slow-moving river.

Invisibility: An invisible creature displaces water and leaves a visible, body-shaped "bubble" where the water was displaced. The creature still has concealment (20% miss chance), but not total concealment (50% miss chance).

Combat Adjustments Underwater

Condition	Attack/Damage		Movement	Off Balance? ⁴
	Slashing or Bludgeoning Tail	normal/nor mal		
Freedom of movement	normal/normal	normal/nor mal	normal	No
Has a swim speed	-2/half	normal	normal	No
Successful Swim check	-2/half ²	-2/half	quarter or half ²	No
Firm footing ³	-2/half	-2/half	half	No
None of the above	-2/half	-2/half	normal	Yes

¹ A creature without a freedom of movement effects or a swim speed makes grapple checks underwater at a -2 penalty, but deals damage normally when grappling.

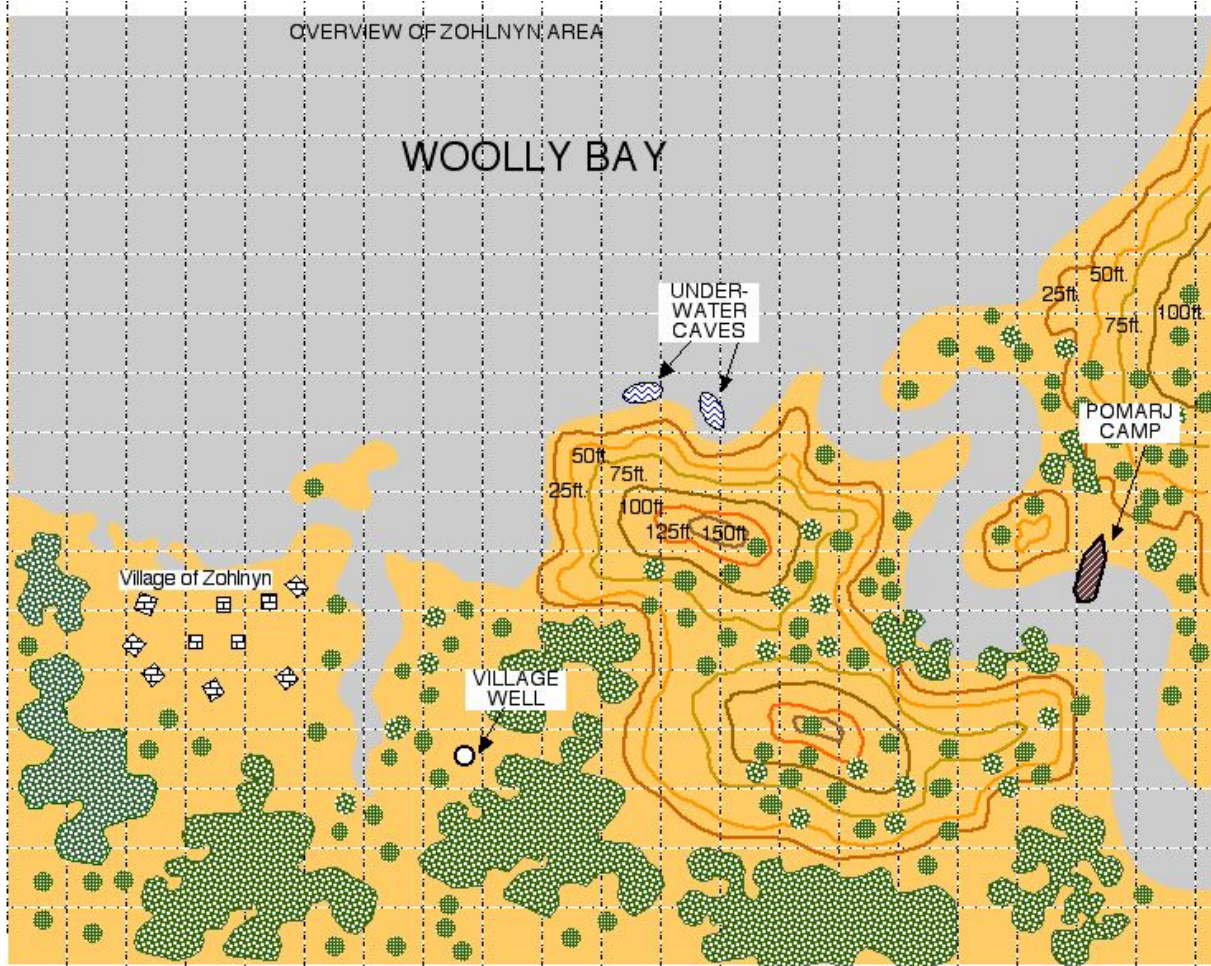
² A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.

³ Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down—at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.

⁴ Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armor Class, and opponents gain a +2 bonus on attacks against it.

APPENDIX 4: MAPS

MAP 1: ZOHLNYN AREA



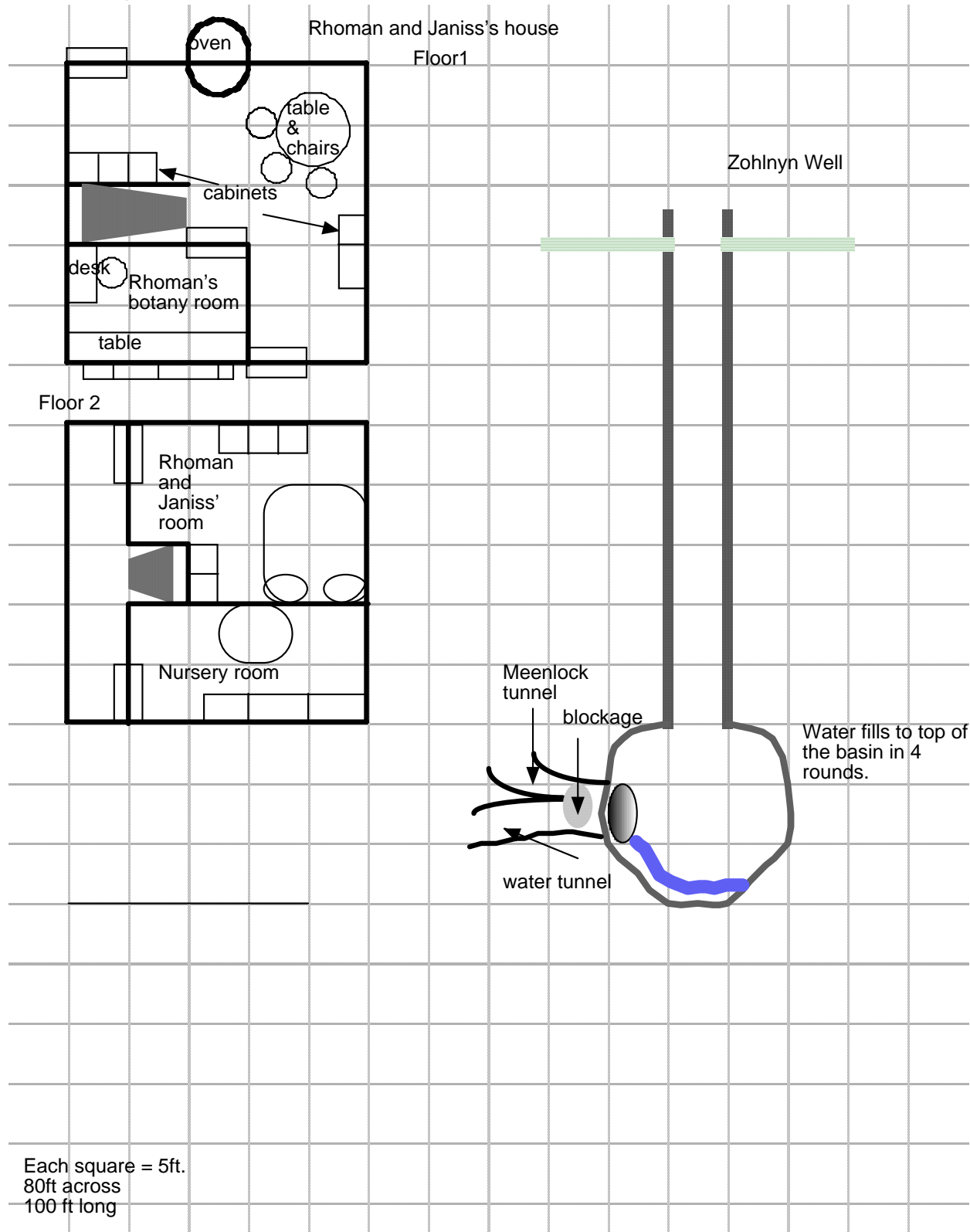
Legend

● or ● = tree

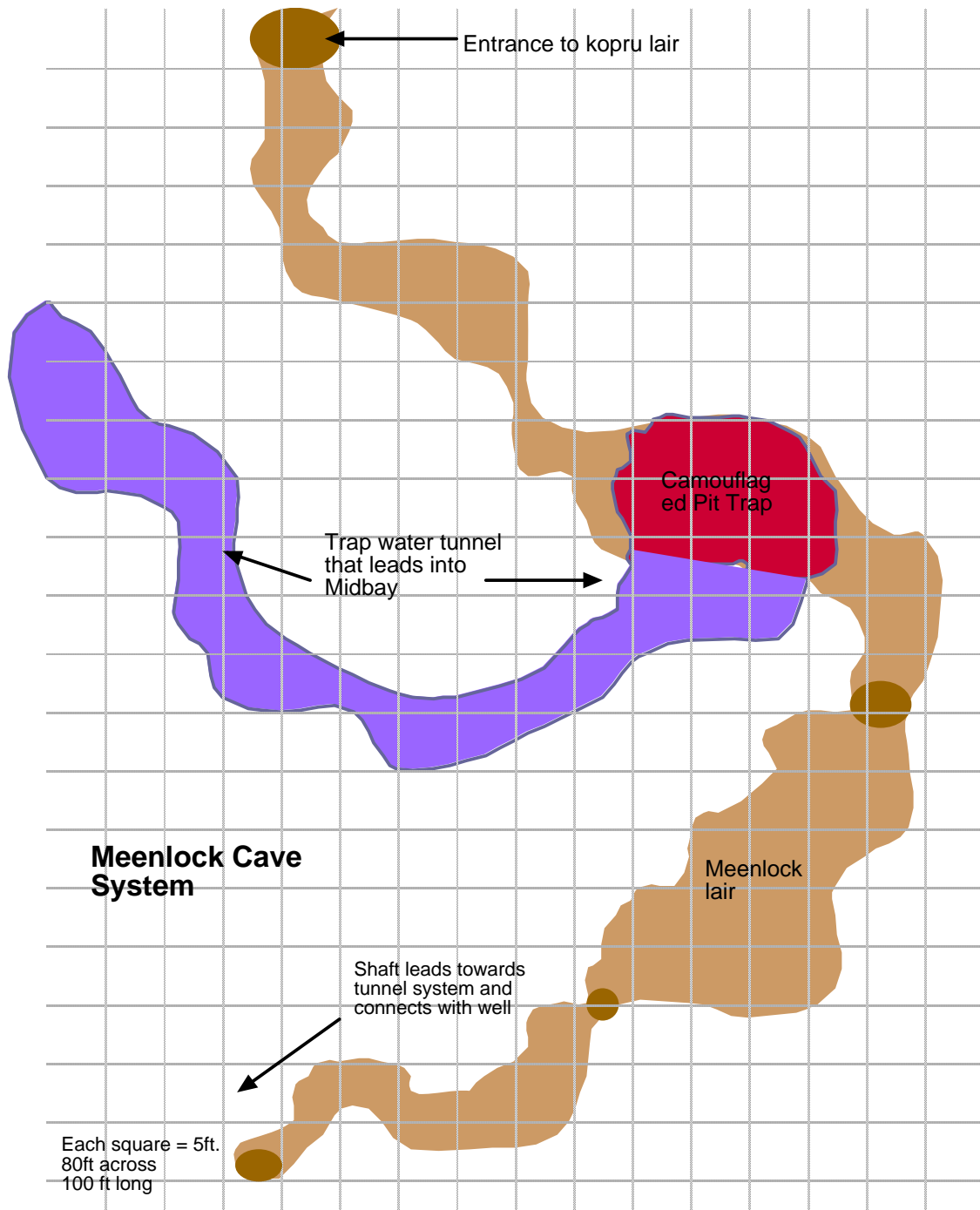
■ = heavily forested area

□ = remnant of homes

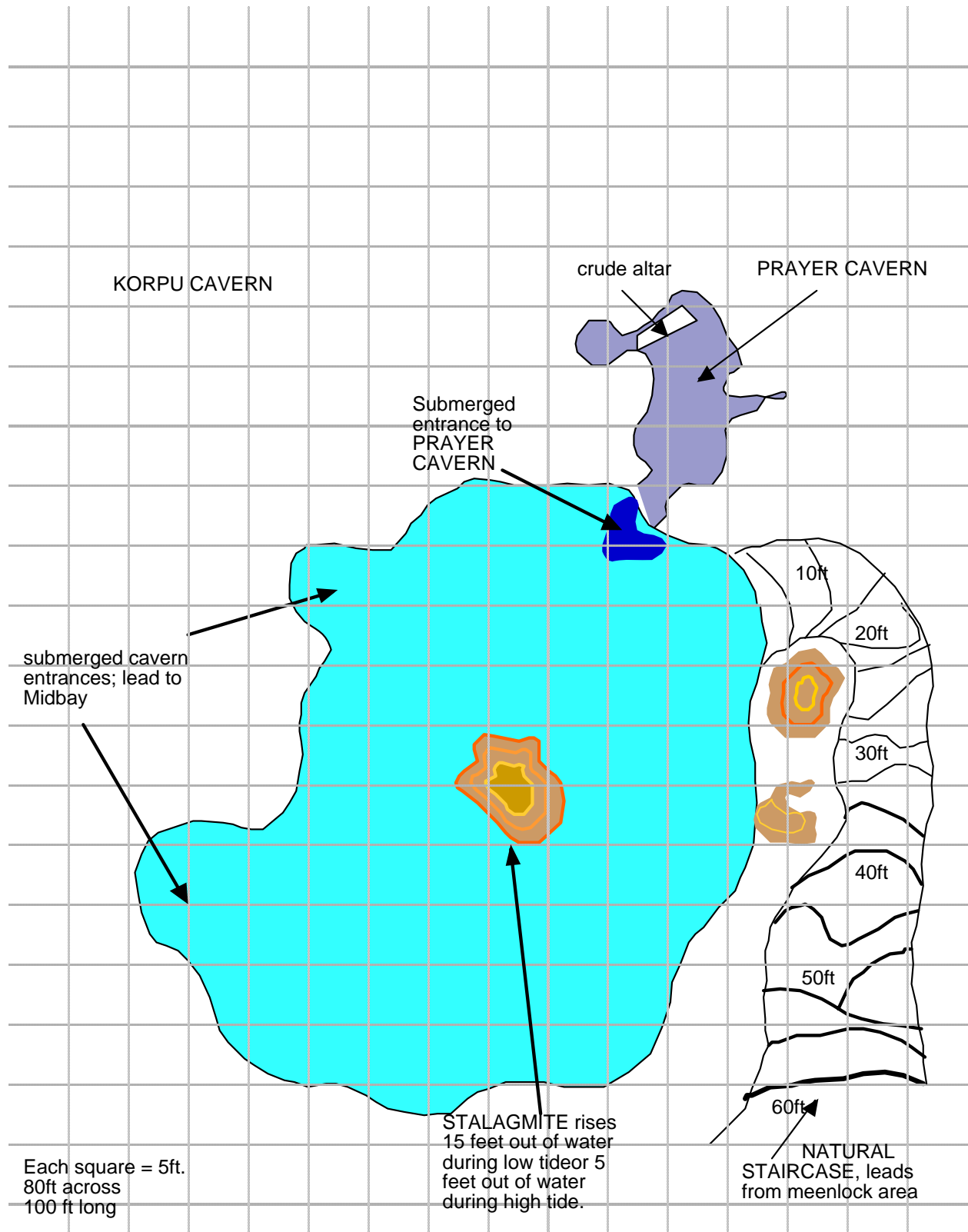
MAP 2: JANISS AND RHOMAN'S HOUSE & VILLAGE WELL



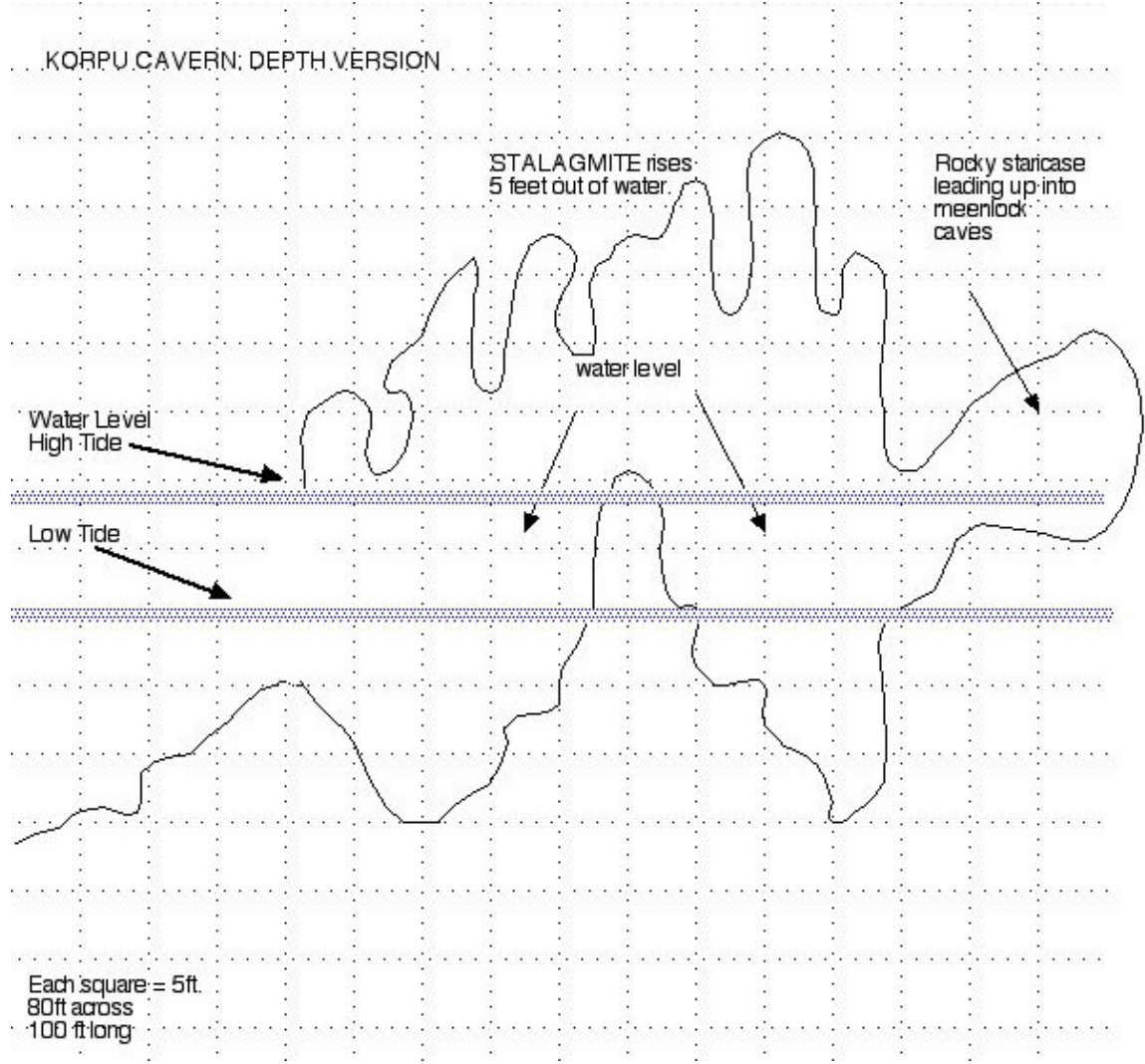
MAP 3: MEENLOCK TUNNELS AND LAIR



MAP 4: KOPRU LAIR



MAP 5: ALTERNATE VIEW OF KOPRU LAIR



APPENDIX 5: SUB-ENCOUNTERS WORKSHEET

Encounter 2A: Treating Disease	Encounter 2B: Reconstruction	Encounter 2C: Cleanup and Repair
<p><u>Goal:</u> Remove disease vector and heal at least 15 villagers.</p> <p>Healing kits provide a maximum of 10 treatments.</p> <p>DC 14 Heal check to successfully treat sea sores in one NPC.</p>	<p><u>Goal:</u> Build 6 shelters to house 30 villagers (7 shelters including PCs)</p> <p><u>Total cost in cp of labor:</u> 12,000 cp (6 shelters) or 14,000 cp (7 shelters)</p> <p>Subtract 1,500 cp from total cost if PCs recover timber from Encounter 1.</p> <p>1st day - Moonday 13th DC 15 x _ (total Craft modifiers) = ____ value of labor in cp for day.</p> <p>2nd day - Godsdays 14th DC 15 x _ (total Craft modifiers) = ____ value of labor in cp for day.</p> <p>3rd day - Waterday 15th DC 15 x _ (total Craft modifiers) = ____ value of labor in cp for day.</p> <p>Three day total: ____ cp</p>	<p><u>Goal:</u> Repair 2 rafts and either 15 high quality fishing nets or 30 typical quality nets.</p> <p><u>Total cost in cp of labor:</u> 120 cp to repair the nets.</p> <p>1st day - Moonday 13th DC 15 x _ (total Craft modifiers) = ____ value of labor in cp for day.</p> <p>2nd day - Godsdays 14th DC 15 x _ (total Craft modifiers) = ____ value of labor in cp for day.</p> <p>3rd day - Waterday 15th DC 15 x _ (total Craft modifiers) = ____ value of labor in cp for day.</p> <p>Three day total: ____ cp</p> <p>Total hp repaired on rafts: 40 hp (20 hp per raft).</p> <p>1st day - Moonday 13th Craft check ____ - DC 19 = ____ total hp repaired.</p> <p>2nd day - Godsdays 14th Craft check ____ - DC 19 = ____ total hp repaired.</p> <p>3rd day - Waterday 15th Craft check ____ - DC 19 = ____ total hp repaired.</p>

Conditional modifiers to the Craft (carpentry) check
+10 if 5 refugees aid
+20 if 10 refugees aid
+30 if 15 refugees aid
+40 if 20 refugees aid
+2 per Warp Wood spell
+2 per PC who successfully aids another
+5 Craft (carpentry) modifier for average Zohlryn villager

PLAYER HANDOUT 1

CAPTURED BY POMARJ ORCS!

Encountered yellow sails somewhere off Barren Point. Onnwal trading ship "Unction" bound for Hardby. My group Svengoord's Seven planned to investigate sunken ruins along Bright Desert coast.

Allies put to death. Crew enslaved. Too many orcs!

Peculiar wizard among the slavers. More interested in securing the crew than me. She's looking for something magical.

Can't allow her to obtain my new found water magic and have placed scrolls within this tube.

To whoever finds this note, say a prayer for me and do not let the Pomarj orcs obtain these spells!

Eliop