

ISL6-01

The Luminous Cloud

A One-Round D&D LIVING GREYHAWK[®] Lordship of the Isles Regional Adventure

Version 1.1

Round 1

by **Sampo Haarlaa**

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A ship beaches near Sulward and a local pickpocket brings the news into town. Several groups want to investigate it but who will get there first? One-round regional module for APL2-6

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Website, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to

be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

LIVING GREYHAWK Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. 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.
- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
 - If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

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

- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a DC 10 Handle Animal or Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round regional adventure, set in Lordship of the Isles. Characters native to Lordship of the Isles pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Adventure Background

Ever since Lordship of the Isles allied with Scarlet Brotherhood, nations across the Flanaess have seen it as nothing more than a puppet to the Scarlet Sign. Many ships, including those from Ahlissa and Keoland attack their ships on sight. Same goes for Lendorean Isles. Ever since 591CY when a crew of an elven ship was captured by Duxchaners and summarily executed, the elves have increased their activity against them.

One ship patrolling the waters for Duxchaner activity was *The Luminous Cloud* (so named after Seahine moonbow). However, Scarlet Brotherhood has also increased their activities against Lendorean elves. Recently they have magically bound several aquatic beasts and even undead creatures into their service and sent them to hunt elves. One such creature met with *The Luminous Cloud*. Fierce battle combined with an unfortunate storm that blew on their way, left the ship as a damaged hulk, which eventually drifted into Lordship of the Isles. As a final woe, a group of Sahuagin nearby killed the rest of the crew, except for ships navigator who fled to rearmost cargo hold by the help of *potion of gaseous form*. A day later, Hammadh Van came across the hulk and investigated parts of it. However, he was scared by shadows in the water (actually the snake living in the swamp) and fled. He made his way to Sulward where he tells the story to his friend Reynaldo and to player characters as well.

Adventure Summary

As this module is location based, rather than event based, this summary is quite short.

Introduction: PCs are waiting for a storm to pass when they overhear a rumor about a beached ship, somewhere north of Sulward. Few questions will soon send PCs on their way.

Encounter 1: Traveling to the ship

PCs make all final preparations they need to. On their way to the ship, they might be hit by a mudslide.

Encounter 2: The Beach

The beach is swampy and PCs can investigate the immediate surroundings. A constrictor snake might lurk here.

Encounter 3 The Luminous Cloud: PCs reach their goal, a beached ship. They must deal with hazards outside and inside the ship. A lone survivor is hiding in the cargo hold, his escape blocked by rat swarms

Encounter 4 Scarlet Brotherhood A Scarlet Brotherhood patrol arrives and wants to take the elf away.

Encounter 5 Rebels: PCs meet with a group of rebels who are either friendly or hostile.

Conclusion: Elf has been handed over to one side or the other and PCs can proceed with dividing up the loot in Seashell tavern.

Notes:

It's raining most of the time in this module and high winds blow from the sea. Whenever PCs (or NPCs) are not indoors (or otherwise noted in module), they suffer –2 penalty to ranged missile attacks, spot & listen checks. Note that spears, javelins, daggers and other thrown weapons are not affected. Only bows, crossbows, slings, etc.

Introduction

“Winds from Oljatt Sea have brought rain over the Duxchan isles and so far it has continued for two days. In times like this, wise soul seeks shelter and this has brought you to Seashell tavern in a city of Sulward. The building itself is made from the shell of a massive dragon turtle. There are tables on raised stone patios where each of the beast’s four feet once protruded from its massive shell. The ceiling swoops up to a dome high overhead, lit by goutts of magical fire where there was once the spine of the great dragonturtle. The floor is well carpeted in a rich red weave and two dozen tables dot the floor.

Here and there, other people have followed your example and are sheltering from the rain. In fact the inn is so full that a few other adventurers are sharing the table with you.”

Ask for character introductions at this point.

The inn has few other interesting features. Its kitchen is accessible through the hole where dragon turtle’s tail went. The actual head of the dragon is made of stone. Some PCs might have visited this place in introduction module *Worse Than a Theft* and talked to innkeeper Reynaldo.

Once character introductions have been done, read the following.

“Earlier today, a soaked man entered the bar and went to talk to the bar owner. For some time now they have been passing a well crafted blade to each other and obviously having a heated discussion about it.”

The man showing the blade is Hammadh Van, a low ranking fence in Sulward. Successful Knowledge-Splintered Suns (DC 10) knows this as well as any PC whose backstory makes him a resident of Sulward. The Innkeeper is Reynaldo, who has owned this bar since previous owner disappeared shortly after Lordship of the Isles left the Iron League.

Hammadh Van: Hp 24, see appendix 4

Reynaldo: Hp 28, see appendix 4

Hopefully characters are interested about the blade and go to talk to Hammadh. He can tell the following things.

- He was riding with his horse when he saw ship that had been washed ashore. It is near Diren Swamp, approximately 20 miles north of Sulward. It was a strange design, likes which he has never seen before.
- The area around the ship is a bit swampy but can be crossed without much risk.
- He climbed to the deck and saw the ship was badly damaged. An entire aft castle was missing.
- Stuck on few ‘life lines’, was a nice looking scabbard so he took it. Inside was an elven lightblade, he can sell it to characters for a normal price with a successful DC 10 Diplomacy check. (Though he does not mention this himself). Any elf character can identify the blade immediately.

- He would have gone further into the ship but strange humanoid shapes appeared in the water so he fled (these were actually regular sea serpents, Hammadh just saw wrong), as the sword was quite enough loot for him anyway.

Knowledge nature or geography (DC 15) allows PC to know that Diren Swamp was formed because of small stream running up the Barracuda Volcano that brings decaying vegetation with it. There is also a slight depression on the way which slows the water down and soaks into surrounding lands. The ground near the beach has turned into swampland and many fresh and saltwater creatures can be found in the vicinity, including leeches, sea snakes and other such creatures.

Sometime after PCs have talked to Hammadh, read the following:

“A tall suloise man strides into the tavern, flanked by two hochebis. Most of the patrons suddenly display sudden interest to their feet or empty corners of the tavern.”

Any character with Lordship of the Isles as their home region identifies this man as Kesh Tenho Soron (Kesh is a title for a rank within Brotherhood, roughly translated into regional leader) who is tasked in keeping the population of Sulward under control. Otherwise Knowledge (Splintered Suns) DC10 tells this. Knowledge (Splintered Suns or History) tells that he came to Sulward around 10 years ago when Obedient State of Idee was overrun by Ahlissan forces. Succeeding by 5 tells that he is one of the best swordsmen in whole of Duxchan-Asperdi. Succeeding by 10 or more tells that he was wounded by Graf Reydrich's (leader of South Province) spells and hates magic users with a passion.

After any knowledge checks have been taken and appropriate reaction done, read or phrase the following. Note that Kesh speaks Ancient Suel here so if PCs don't understand it, you need to change the box text.

“Kesh looks at Hammadh and then gives a sign to two hochebis. He does not resist as Hochebi come and drag him over to Kesh. ‘So, you say you have seen strange ships near our lands. I’m quite sure you won’t mind coming over to the temple and telling us all about it.’ Kesh does not wait for an answer and walks out of the tavern, followed by two hochebis who drag Hammadh with them.”

APL 2-6 (EL 11)

Kesh Tenho Soron: Hp 75, see appendix 4

Hobgoblin Warriors (10): Hp 18, see appendix 3

Fighting here should not be something players should do but there is always a chance for that. Feel free to decimate the PCs in melee but rather than killing them, they are imprisoned for 26TU. Only Kesh and two hochebis are in the bar at the start, rest will join the combat one round later. Nobody in the bar is going to assist them, not even Hammadh.

It should be clear to PCs that Scarlet Sign will soon get the same information from Hammadh as they did and if they wish to get to the ship, they better do it fast.

Gathering information

As PCs have been in the tavern for some time, they may make Gather Information rolls. In addition to these, you could visit RPGA website and get some core module rumors located under 'Diplomacy Check' and given them to PCs as well.

4 or less: Been quite rainy, hasn't it?

5: The rains have caused some mudslides along the banks of Barracuda Volcano and several plantations have been damaged.

10: Ships of the northern barbarians have been spotted near the islands of the Sea Barons.

15: The number of Scarlet Brotherhood troops in Lordship of the Isles has increased recently.

20: The boost in strenght is because Scarlet Sign needs to re-deploy its troops after it lost the control of Scant in Onnwal. Many troops were evacuated from the place.

25: Ahlissan fleet won a naval engagement against Scarlet Brotherhood and their Pomarji allies during the closing stages of 595CY. Overking Xavener has threatened to finish the work started by Graf Reydrich and destroy the Scarlet Sign utterly.

30: It's not widely discussed but few years ago a crew of an elven ship was captured, tried in mock court and then hung, drawn and quartered. Ships from Lendorian isles have intensified attacks against Scarlet Sign and Duxchaner ships after that.

Troubleshooting: It is entirely possible that PCs might ignore Hammadh. In that case Reynaldo asks

them to check the ship so the 'authorities' don't walk away with all the valuable items it may have. If PCs try to rob the sword from Hammadh, Kesh should arrive and cause the situation to defuse. If they insist on fighting, feel free to throw them into prison.

Development: PCs should have received the information that leads to the beached ship. Move to encounter 1.

Encounter 1: Getting to the ship

After the PCs have decided to investigate the ship, they need to get there. Directions are easy enough and it does not require any special skill to find the location.

When Hammadh is taken away, time is 6pm. Scarlet Brotherhood will send its troopers 9pm and they rest from 11pm to 7am. This means Scarlet Brotherhood will arrive to the ship 11am. Majority of the trip counts as being in forest trail and as such imposes no penalties to overland movement. PCs must reach the ship before them and this should not be too hard as they have three hour headstart and they can reduce this by getting horses. Sulward offers anything which appears in PHB, LGCS or PCs have access to for sale, as long it's within Sulwards gold limit of 15.000gp.

You should roll 1d6 when PCs are walking to their destination. On a roll of 1-3 a mudslide happens. On a roll of 4-6 it does not. If mudslide does happen, then constrictor snake is not encountered near the ship.

Mudslide: CR 2; mechanical; location trigger; no reset; Atk +10 melee (2d6, rock); (strikes two random targets);

The mudslide is not trap as such. You should ask each PC to roll Knowledge (nature) or Survival check, whichever is higher. (Rogues get their trapfinding bonus to this roll). The DC for this roll is 20. If any PC makes the roll, he or she notices possible trouble ahead and danger zone can be avoided by wasting 1 hour of travel time. If nobody makes the save, the trail PCs are walking collapses and earth, rocks and wood slide down along with them. Ask for Reflex save for each PC. Those who score the lowest two scores might be hit by rocks carried along the mudslide, roll to hit against them. Others will get dirty but are otherwise unharmed.

Troubleshooting: PCs might meet the Scarlet Brotherhood patrol here already, though it's highly unlikely. In this case they are not hostile but neither are they friendly. It is also possible that PCs might want to ambush the group deliberately. That is ok but exact details will be up to you. In both cases LOTI rebellion will come to the ship later and take Ersanor with them.

Development: From here the module moves to encounter 2.

Encounter 2: The Beach

When PCs finally reach the shore, they can see a beached ship. Any elf character immediately recognises it as elven caravel, while others can take knowledge (history). It's a long ship with a very thin lower section. It is obvious to anyone that it has been greatly damaged. A hole is in the bottom, main masts are gone and there is lots of other battering and battle damage. PCs with *Track* feat may investigate the area. On DC15 they find several webbed footprints in the soft ground which were here a day or two ago but exact time is hard to determine because it's been raining heavily DC 12 Knowledge (nature) check identifies the footprints as Sahuagin.

Successful Spot Check (DC 15) allows PCs to see that there are pieces of paper floating in the water, all are completely soaked and unvaluable (this is a ships logs, thrown overboard by Jarwarre).

Creature: If the mudslide did not occur, then a constrictor snake is lurking in the stream which is marked in brown to the map. Anyone going into the stream will get attacked by the snake. Stream is 4ft deep.

If characters bypass the river entirely (the narrowest gap is 20ft and marked with X to the map), then snake won't come out of the water and attack.

APL 2 (EL 2)

Constrictor Snake: hp 19; see *Monster Manual* page 279

APL 4 (EL 2)

Constrictor Snake: hp 19; see *Monster Manual* page 279

APL 6 (EL 2)

Constrictor Snake: hp 19; see *Monster Manual* page 279

Tactics: The snake is lurking in the water, gaining +2 circumstance modifiers to its hide check (for a total +12). Snake will attack one target, trying to bite and grapple, and then drag the victim into the river with him. If snake loses 12 hitpoints, it flees into the river and tries to hide.

Development: Once past the river and beach, the PCs may move into the ship itself, either through hole in the bottom or rope ladder left behind by Hammadh. Note that there is a sahuagin ranger aboard the ship who might already be aware of PCs. Move to encounter 3.

Encounter 3: The Ship

Note: Occasionally a wind or wave might rock the ship slightly. During each combat round, you should a D6 at the top of the initiative round. Results are as follows:

1-4: No effect.

5: Ship rocks slightly. All spellcasters must make DC 5+spell level concentration check if they wish to cast spells. Tumble & Jump checks suffer -2 penalty this round.

6: Ship rocks heavily. Everyone on board, except rat swarms must make a DC10 reflex save or fall prone. Spellcasters wishing to cast this round must make DC10+spell level concentration check.

Treasure: For easier reference, all treasure that can be found within the ship is indicated below. See the area descriptions on what can be found in each room. Note that there is other stuff to be found in the ship as well but for the sake of keeping things simple, these items don't have value or are impossible to turn into gold in Sulward and as such are not counted to this treasure. Note that you may decorate the insides of the ship with any number of boxes, tables and other furniture you wish. Details have been left to bare minimum in most locations.

APL 2-6: Loot (101 gp); Coin: (52 gp); Magic (37gp)

Specific items and AR access:

Masterwork Elven Courtblade

Masterwork Elven Thinblade

Masterwork Elven Lightblade

Serpentstongue Arrows (20)

Swiftwing Arrows (20)

Wand of Cure Light Wounds (30 charges)

1. Quarterdeck: The ship's wheel is here, along with small davit for a ship's boat. The boat is not here, currently floating few miles east of the ship. Decapitated elven body is here,

dressed in badly damaged clothing. Successful search check (DC20) uncovers a small key within the clothing. This key opens to chest in area 9.

2. Foc's'le Deck: This is a raised, open deck atop the forecastle. A ballista is here along with 5 bolts for it. It can be operated as normal (See DMG) and it turns full 360 so it could be used in fight against Scarlet Brotherhood if necessary. On the starboard side is the hawse pipe and tackle for ship's anchor.
3. Master's Cabin: The largest and most comfortable cabin on the ship. A high quality bed is here but sheets are wet and room has been slightly ransacked. Search check DC15 uncovers a long box underneath which holds captain's personal weapon, masterwork elven courtblade.
4. Wardroom: the captain, officers and passenger took their meals here. A table has been overturned. Small window by the side is broken. A body of a shark-like humanoid creature (DC 12 Knowledge Nature identifies as Sahuagin) lies here, with a masterwork elven lightblade stuck at its gut.
5. Main deck. This open deck is empty, save for Hammadh's ropeladder which enables one to get in and out of ship. Masterwork elven thinblade can be seen in the middle of the deck.
6. Fore/Aftcastle. Most of the ship's crew slept here. Remains of beautifully sewn elven hammocks and 'tree-tents' are here. Successful search check (DC15) uncovers two purses with gold coins minted with the twin moons of Lendore Isles (total of 16gp to the cold gap)
7. Kitchen. The food was cooked here. This room has a small stove and shelving for all kinds of foodstuffs. Nothing of value can be found here.
8. Lower deck. This space served as first of the caravel's cargo holds, as well as the crew's mess deck. A sturdy chest is here, marked with an image of a Bronze Dragon (HP20, Hardness 5, Break DC25). It is locked with average lock (DC25 Open Lock

to open) or with a key found in area 1. Opening it without proper key triggers a trap.

Poison Dart Trap: CR 1; mechanical; location trigger; manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot, DC 12 Fortitude save resists, 0/1d4 Con plus 1d3 Wis); Search DC 20; Disable Device DC 18.

The chest has a stack of Dragonsbreath arrows.

9. Officer's cabin. This is the room where ships first mate and navigator lived. A partially charged *wand of cure light wounds* is on the bed.
10. Ships officer: All the ships paperwork is kept here, including cargo manifests, pay records and the ships pay chest (usually in sturdy, locked chest). When PCs arrive to ship, Jarwarre is here. If he hears PCs making a noise, he will try to get into favorable position to ambush them. Jarwarre is ready to listen to reason though, and anyone talking to him in Sahuagin may make a diplomacy check. Jarwarre counts as unfriendly, unless elves are present in which case he is hostile. If Diplomacy check is successful, Jarwarre agrees to leave the ship with any treasure he has so far found.

APL 2 (EL 3)

Jarwarre: Hp 23, see appendix 1

APL 4 (EL 5)

Jarwarre: Hp 48, see appendix 2

APL 6 (EL 7)

Jarwarre: Hp 68, see appendix 3

Tactics: Jarwarre will seek to fight in favourable position, where only one or two PCs may get to him at one time. Af he loses 2/3 of his hitpoints, he will try to do a fighting retreat into the sea and flee.

Treasure: Jarwarre has quite a lot of valuable equipment that he has found from the ship. In addition, this room has hidden compartment (DC 20 Search check to find) where the ships payroll is. This is worth 36gp of ships loot.

APL 2: Loot (30 gp); Coin: (11 gp); Magic: *Potion of cure light wounds (faint conjuration) 4gp, potion of bull strength (faint transmutation) 25gp*

APL 4: Loot (58 gp) Coin: (11 gp); Magic: *Potion of cure light wounds (faint conjuration) 4gp, potion of*

bull strength (faint transmutation) 25gp Ring of protection +1 (faint abjuration) 83gp.

APL 6: Loot (58 gp); Coin: (20 gp); Magic: *Potion of cure light wounds (faint conjuration) 4gp, potion of bull strength (faint transmutation) 25gp Ring of protection +1 (faint abjuration) 83gp; Brooch of Shielding (faint abjuration) 125gp, potion of invisibility 25gp.*

11. Sail locker. Spare sails, canvas and sewing gear is stored here, as well as plenty of lines, hawsers, firewood and heavy tools. The door is slightly barred (but gives in to first decent push). An elf named Ersanor is here, being safe from rat swarms in other room. He fled here during the attack with *potion of gaseous form* and since door was kept locked on the other side, Sahuagins never checked the place. However, when he finally came out of his hiding hole the rats from surrounding swamp had infiltrated into kitchen. They attacked and forced him to flee back here, but he managed to seal the door so they did not come through.

Ersanor can tell following things:

- He is from Ro Lertama and that he was the ships navigator.
- He will urge 'Brotherhood scum' to get it over with quickly and kill him if they must. He will not say this if an elf is present however.
- He would not mind getting to Sulward, perhaps he can find some way home.
- He does not talk about the situation in Lendore Isles, even under pain of death.

PCs can kill Ersanor as well, which will be easy enough to do. This increases the amount of loot recovered from the ship by 28 gold coins.

APL 2-6

Ersanor: Hp 25 (currently at 0hp) see appendix 4

12. Lower hold. Most of ships cargo is stowed here as well as provisions (including as many casks of fresh water as will fit). Stacks of Serpentstongue arrows can be found here. Attracted by fresh spoil, a pack of rats has made this place it's home.

APL 2 (EL 2)

Rat Swarm: Hp 13, see *monster manual* page 239

APL 4 (EL 4)

Rat Swarm (2): Hp 13, see *monster manual* page 239

APL 6 (EL 4)

Rat Swarm (2): Hp 13, see *monster manual* page 239

Tactics: Attack mindlessly until their target or they are dead.

Treasure: The rats have no treasure.

Encounter 4: Scarlet Brotherhood

At some stage, Scarlet Brotherhood will arrive to the beach (avoiding the constrictor snake if it's still here). They will want to secure the ship for Scarlet Sign and take any prisoners to captivity.

If PCs are cooperative and are not wanted by authorities as a result of intro module *Worse Than a Theft*, then they can get away from the situation easily enough by handing Ersanor over to them. If they have yet to actually find him, Scarlet Sign tells them to leave the ship as it's their property now. Any resistance will be met in force.

APL 2 (EL 4)

Hobgoblins (3): hp 6 each; see *Monster Manual* page X

Selaanin: Hp 15, see appendix 1

APL 4 (EL 6)

Hobgoblins (6): hp 6 each; see *Monster Manual* page X

Selaanin: Hp 31, see appendix 2

APL 6 (EL 8)

Elite Hobgoblins (6): hp 18 each; see *Monster Manual* page 100

Selaanin: Hp 38, see appendix 3

Tactics: Hobgoblins will rush into combat while Seelanin will stay back and support hobgoblins with his *wand of magic missile* and spells. She will first cast buff spells like *Bless* before resorting to magic missiles.

Treasure: Brotherhoods equipment can be looted.

APL 2: Loot (21 gp); Coin: (13 gp); Magic: Wand of Magic Missiles (*faint evocation* 62gp)
Potion of cure Light Wounds (2) (value 4 gp/each, *faint conjuration*).

APL 4: Loot (70 gp); Coin: (13 gp); Magic: Wand of Magic Missiles (*faint evocation* 62gp)
Potion of cure Light Wounds (2) (value 4 gp/each, *faint conjuration*).

APL 6: Loot (302 gp); Coin: (20 gp); Magic: Wand of Magic Missiles (*faint evocation* 62gp)
Potion of cure Light Wounds (8) (value 4 gp/each, *faint conjuration*).

Ring of Protection +1 (83gp, *moderate abjuration*)

Development: Move to encounter 5.

Encounter 5: Rebels

If PCs hand Ersanor over to Scarlet Brotherhood, they will be ambushed by members of Lordship of the Isles rebellion, which is led by Duke Wölfbart and other exiles that currently live in Dullstrand.

If PCs fight the Scarlet Sign, then the rebels will arrive to the scene shortly afterwards. Their leader will present himself Orenh Zan and tell the following things:

- They resist Scarlet Sign's rule over the Duxchan.
- They want the elf so they can keep him safe and see if they can get some kind of negotiations going with Lendorian elves
- PCs will be on their good side if they do this. In addition they are given 100gp for a good measure.

APL2 (EL 4)

Rebels (6): Hp 8, see appendix 1

APL4 (EL 6)

Rebels (6): Hp 14, see appendix 2

APL6 (EL 8)

Rebels (6): Hp 24, see appendix 3

Treasure (APL 2)

Loot: 48 gp; Coin: 112 gp; Magic: 24 gp
6 x *Potion of cure light wounds* (*faint conjuration*)

Treasure (APL 4)

Loot: 48 gp; Coin: 112 gp; Magic: 24 gp
6 x *Potion of cure light wounds* (*faint conjuration*)

Treasure (APL 6)

Loot: 48 gp; Coin: 112 gp; Magic: 24 gp
6 x *Potion of cure light wounds* (*faint conjuration*)

Note: If PCs refuse to hand over the elf, rebels will attack them.

Tactics: If PCs are to be ambushed, the rebels are hiding (assume taking 10 for a total of 15+their hide bonus) in a heavy undergrowth on both sides of a 10ft wide forest trail. They will seek to surprise PCs and kill them all. Under no circumstances will they

surrender. They will start combat by throwing tanglefoot bags and seek to flank their enemies.

Heavy undergrowth costs 4 squares of movement to move into, and it provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Tumble and Move Silently checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Hide checks. Running and charging are impossible. Squares with undergrowth are often clustered together. Undergrowth and trees aren't mutually exclusive; it's common for a 5-foot square to have both a tree and undergrowth.

Troubleshooting: So PCs killed both Scarlet Sign and rebels? In this case, the Ersanor will be captured one way or the other, most likely when PCs return to Sulward. They will earn disfavor with both factions. If they decide to kill Ersanor and dump his body somewhere, then PCs can pretend that nothing ever happened. They receive neither favors nor disfavours with either faction.

Development: Go to conclusion.

Conclusion

Trip back to Sulward will be uneventful. PCs may return to Seashell tavern and talk to Reynaldo. They might not know it but whichever side they allied with, might have long ranging repercussions to the future of Duxchan.

Campaign Consequences

1. Was Ersanor handed over to Scarlet Brotherhood or Lordship of the Isles rebellion?
2. What happened to the ship? Was it left as it was or somehow destroyed?

Please send answers to Alfonso Perez at trovador_caido@yahoo.es Comments about the module can be sent to shaarlaa@hotmail.com with subject line 'Greyhawk: LOTI module'.

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 1: Getting To the Ship

Surviving or avoiding the mudslide

APL2	30 XP
APL4	30 XP
APL6	30 XP

Encounter 2: The Beach

Surviving or avoiding the snake

APL2	30 XP
APL4	30 XP
APL6	30 XP

Encounter 3: The Ship

A) Disarming the trap. Award half if trap is triggered but survived.

APL2	30 XP
APL4	30 XP
APL6	30 XP

B) Destroying the rat swarm

APL2	30 XP
APL4	60 XP
APL6	60 XP

C) Surviving meeting with Jarwarre

APL2	90 XP
APL4	150 XP
APL6	210 XP

Encounter 4: Scarlet Brotherhood

Killing the Brotherhood or giving Ersanor over to them.

APL2	120 XP
APL4	180 XP
APL6	240 XP

Encounter 5: The Rebels

Killing the rebels (only if Brotherhood was dealt peacefully)

APL2	120 XP
APL4	180 XP
APL6	240 XP

Discretionary Role-playing Award

APL2	90 XP
APL4	135 XP
APL6	180 XP

Total Possible Experience:

APL2	450 XP
APL4	674 XP
APL6	900 XP

Treasure Summary

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

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

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

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

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

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

Encounter 2: Loot in the ship

APL 2-6: Loot (101 gp); Coin: (52 gp);

Wand of Cure Light Wounds (37gp, faint conjuration)

Encounter 3b: Jarwarre

APL 2: Loot (30 gp); Coin: (11 gp); Magic: *Potion of cure light wounds* (faint conjuration) 4gp, *potion of bull strength* (faint transmutation) 25gp

APL 4: Loot (58 gp) Coin: (11 gp); Magic: *Potion of cure light wounds* (faint conjuration) 4gp, *potion of bull strength* (faint transmutation) 25gp *Ring of protection +1* (faint abjuration) 83gp.

APL 6: Loot (58 gp); Coin: (20 gp); Magic: *Potion of cure light wounds* (faint conjuration) 4gp, *potion of bull strength* (faint transmutation) 25gp *Ring of protection +1* (faint abjuration) 83gp; *Brooch of Shielding* (faint abjuration) 125gp, *potion of invisibility* 25gp.

Encounter 4: Scarlet Brotherhood

APL 2: Loot (21 gp); Coin: (13 gp); Magic: *Wand of Magic Missiles* (faint evocation 62gp) *Potion of cure Light Wounds* (2) (value 4 gp/each, faint conjuration).

APL 4: Loot (70 gp); Coin: (13 gp); Magic: *Wand of Magic Missiles* (faint evocation 62gp) *Potion of cure Light Wounds* (2) (value 4 gp/each, faint conjuration).

APL 6: Loot (302 gp); Coin: (20 gp); Magic: *Wand of Magic Missiles* (faint evocation 62gp) *Potion of cure Light Wounds* (8) (value 4 gp/each, faint conjuration).
Ring of Protection +1 (83gp, moderate abjuration)

Encounter 5: Rebels

APL2: Loot: 48 gp; Coin: 112 gp; Magic: 24 gp
Potion of cure light wounds (6) (faint conjuration, 4gp each)

APL4: Loot: 48 gp; Coin: 112 gp; Magic: 24 gp
Potion of cure light wounds (6) (faint conjuration 4gp each)

APL6: Loot: 48 gp; Coin: 112 gp; Magic: 24 gp
Potion of cure light wounds (faint conjuration, 4gp each)

Note: Only 100gp of loot comes from the rebels if reward is accepted.

Total Possible Treasure

APL 2: Loot: 200 gp; Coin: 188 gp; Magic: 160 gp -
Total: 548 gp

APL 4: Loot: 277 gp; Coin: 188 gp; Magic: 243 gp -
Total: 708 gp

APL 6: Loot: 509 gp; Coin: 202 gp; Magic: 476 gp -
Total: 1187 gp

Special

Favor of the Scarlet Brotherhood: For giving the elf Ersanor over to members of the Scarlet Brotherhood, you gain one of the following:

☞ Influence point with the Scarlet Brotherhood. Further use is to be determined by Lordship of the Isles Triad in the future.

☞ Access to one of the following: *flaming* weapon enchantment; *spell resistance* (13) armor enchantment; Any wondrous item in *Dungeon Masters Guide* costing 4000gp or less.

☞ Access to *Suel Arcanamach* prestige class.
Cross off this favor once used.

Favor of the Rebellion: For giving the elf Nihtessine over to members of the rebellion, you gain access: regional to all items marked with * You also gain one of the following:

☞ Influence point with the rebellion. Further use is to be determined by Lordship of the Isles Triad in the future.

☞ Access to one of the following: *keen* weapon enchantment; *Light fortification* armor enchantment; Any arcane/divine scroll costing 1500gp or less (except *Reincarnate*).

☞ Access to *Ruathar* prestige class.
Cross off this favor once used.

Disfavor of the Rebellion: You have earned a disfavor with the rebellion. This will have repercussions in future modules.

Wanted by Scarlet Brotherhood: Brotherhood wants to talk to you. You do trust the Brotherhood, don't you? This will have repercussions in future modules.

Items for the Adventure Record

Favor of the Scarlet Brotherhood: For giving the elf Ersanor over to members of the Scarlet Brotherhood, you gain one of the following:
 ☞ Influence point with the Scarlet Brotherhood. Further use is to be determined by Lordship of the Isles Triad in the future.
 ☞ Access to one of the following: *flaming* weapon enchantment; *spell resistance (13)* armor enchantment; Any wondrous item in Dungeon Masters Guide costing 4000gp or less.
 ☞ Access to *Suel Arcanamach* prestige class.
 Cross off this favor once used.

Wanted by Scarlet Brotherhood: Brotherhood wants to talk to you. You do trust the Brotherhood, don't you? This will have repercussions in future modules.

Favor of the Rebellion: For giving the elf Nihtessine over to members of the rebellion, you gain access: regional to all items marked with *
 You also gain one of the following:
 ☞ Influence point with the rebellion. Further use is to be determined by Lordship of the Isles Triad in the future.
 ☞ Access to one of the following: *keen* weapon enchantment; *Light fortification* armor enchantment; Any arcane/divine scroll costing 1500gp or less (except *Reincarnate*).
 ☞ Access to *Ruathar* prestige class.
 Cross off this favor once used.

Disfavor of the Rebellion: You have earned a disfavor with the rebellion. This will have repercussions in future modules.

Item Access

APL 2

- ❖ *Wand of Magic Missiles* (Adventure 750gp, CL1, DMG)
- ❖ *Masterwork Elven Courtblade* (Adventure 450gp, RotW)
- ❖ *Masterwork Elven Thinblade* (Adventure, 400gp, RotW)
- ❖ *Masterwork Elven Lightblade* (Adventure, 350gp, RotW)
- ❖ *Wand of Cure Light Wounds (30 charges)* (Adventure 450gp, DMG)
- ❖ *Serpentstongue Arrows (20) (Adventure 3gp, RotW)
- ❖ *Swiftwing Arrows (20) (Adventure 20gp, RotW)

APL 4 (All of APL 2 plus the following)

- ❖ Wildwood Chainshirt (Adventure 500gp, RotW)

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

- ❖ *Mithral Chainshirt* (Regional 1100gp, DMG)

Appendix 1: APL 2

Selaanin: human female (Sueloise) Clr2 of Wee Jas; CR2; Medium humanoid (human); HD 2d8+2; hp 15; Init +2; Spd 30 ft; AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +3; Atk +3 melee (1d4+2/19-20, dagger); Full Atk +3 melee (1d4+2/19-20, dagger); SA; spells, Rebuke undead SQ aura of evil; AL LE; SV Fort +3, Ref +0, Will +5; Str 14, Dex 10, Con 12, Int 10, Wis 15, Cha 14.

Skills and Feats: Concentration +10, Diplomacy +5, Knowledge (Religion) +5, Listen +4, Spot +4; Alertness, Combat Casting.

Languages: Ancient Suloise, Common.

Spells Prepared (4/3+1; base DC = 12 + spell level): 0—[*cure minor wounds*, *create water*, *detect magic*, *guidance*]; 1st— *Bless*, *cure light wounds*, *deathwatch**, *shield of faith*];

*Domain spell. Deity: Wee Jas **Domains:** Magic: Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack; **Repose:** You may use a death touch once per day. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save). The death touch is a supernatural ability that produces a death effect.

Possessions: chainshirt, dagger, wooden holy symbol of Wee Jas, backpack, traveler's outfit, smokestick, spell component pouch, *potion of cure light wounds (2)*, *Wand of Magic Missiles CL 1st*. **Appearance:** Beautiful Suloise woman with long, flowing blond hair and blue eyes. She is 29 years old and quite a nasty bitch when you get to know her.

Jarwarre: male sahuagin Rng1; CR 3; Medium Humanoid (Aquatic); HD 3d8+9; Hp 23; Init +2; Spd 30 ft, swim 60ft; AC 17 (Dex+2, natural armor +5), touch 12, flat-footed 15; Base Atk +3; Grp +7; Atk: +9 melee (1d8+6, mwk trident used two-handed) or +5 ranged (1d10/19-20, heavy crossbow); Full Atk +9 melee (1d8+6, mwk trident used two-handed) and +5 melee (1d4+2, bite) or +5ranged (1d10/19-20, heavy crossbow); Space/Reach 5ft./5ft.; SA blood frenzy, favorite enemy (Elf+2), rake; SQ Blindsight 30ft, Darkvision 60ft, freshwater sensitivity, light

blindness, speak with sharks, water dependent, Wild Empathy; AL LE; SV Fort +7, Ref +7, Will +5; Str 18, Dex 15, Con 17; Int 14, Wis 14, Cha 6.

Skills and Feats: Handle animal +4*, Hide +8*, Listen +8*, Profession (Hunter) +2*, Ride +8, Spot +8, Survival +5, Swim +12; Great Fortitude, Multiattack, Track, Weapon Focus (Trident)

Possessions: heavy crossbow, 10 bolts, masterwork trident, *potion of cure light wounds*, *potion of bull strength*.

Languages spoken: Aquatic, Common, Sahuagin.

Blindsight (Ex): A Sahuagin can locate creatures underwater on a 30ft radius. This ability functions only when Sahuagin is underwater.

Blood Frenzy: Once per day, Sahuagin that takes damage in combat, can fly into a frenzy next round, clawing madly until it or it's opponent is dead. It gains +2 strength, +2 constitution and takes -2 penalty to armor class. Sahuagin cannot end it's frenzy voluntarily.

Rake (Ex): Attack bonus +2 damage 1d4+1. Sahuagin also gains two rake attacks while swimming.

Freshwater Sensitivity (Ex): A Sahuagin that is fully immersed into freshwater must take a take a DC15 fortitude save or become fatigued. Even if save is successful, Sahuagin must take test again every 10 minutes it remains immersed in freshwater.

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

Speak with sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150ft away. This communication is limited to fairly simple concepts such as "food", "enemy" or "friend". Sahuagin can use Handle Animal skill to befriend and train sharks.

Water dependent (Ex): Sahuagin can survive out of water for 1 hour per 2 point of constitution (after that, refer to drowning rules on page 304 of the Dungeon Masters guide)

Skills (Ex): Sahuagins receive +8 racial bonus (already included above) on any swim check to perform some special action or avoid hazard. Sahuagin can always take 10 on swim checks, even when distracted or endangered. Sahuagin

can use run action while swimming, provided it swims in straight line. *Underwater Sahuagin has +4 racial bonus to Hide, Listen & Spot checks.

Rebels (6): Male/Female human War1; CR 1/2; Medium humanoid (Human); HD 1d8+1 plus 3; hp 8; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Base At +1; Grp +2; Atk +3 melee (1d8+1/19-20, longsword) or +2 melee (1d6+1 subdual, sap) or +1 ranged (1d6/x3, shortbow); Full Atk +3 melee (1d8+1/19-20, longsword) or +2 melee (1d6+1 subdual, sap) or +1 ranged (1d6/x3, shortbow); SA; SQ; AL CG/CN; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +3, Intimidate +3, Spot +1; Toughness, Weapon focus (longsword)

Possessions: Studded leather armor, longsword, sap, dagger, small wooden shield, lantern, shortbow, 20 arrows, tanglefoot bag.

Appearance: A mixed group of Sueloise men and women.

Appendix 2: APL 4

Selaanin: human female (Sueloise) Clr4 of Wee Jas; CR4; Medium humanoid (human); HD 4d8+4 plus 4; hp 31; Init +2; Spd 30 ft; AC 17, touch 12, flat-footed 15; Base Atk +3; Grp +5; Atk +5 melee (1d4+2/19-20, dagger); Full Atk +5 melee (1d4+2/19-20, dagger); SA; spells, Rebuke undead SQ aura of evil; AL LE; SV Fort +4, Ref +1, Will +7; Str 14, Dex 10, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +11, Diplomacy +7, Knowledge (History) +3, Knowledge (Religion) +5, Listen +4, Spot +4; Alertness, Combat Casting, Improved Toughness.

Languages: Ancient Suloise, Common.

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0—[*cure minor wounds*, *create water*, *detect magic*, *guidance*]; 1st— *bless*, *cure light wounds*, *deathwatch**, *shield of faith*] 2nd- [*cure moderate wounds*, *hold person*, *Identify**, *spiritual weapon*]

*Domain spell. Deity: Wee Jas **Domains:** Magic: Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack; **Repose:** You may use a death touch once per day. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save). The death touch is a supernatural ability that produces a death effect.

Possessions: masterwork chainshirt, masterwork dagger, wooden holy symbol of Wee Jas, backpack, traveler's outfit, smokestick, spell component pouch, *potion of cure light wounds* (2), *Wand of Magic Missiles* CL 1st. **Appearance:** Beautiful Suloise woman with long, flowing blond hair and blue eyes. She is 29 years old and quite a nasty bitch when you get to know her.

Jarwarre: Male sahuagin Rng2/Ftr1; CR 5; Medium Humanoid (Aquatic); HD 4d8+1c10+20; Hp 48; Init +2; Spd 30 ft, swim 60ft; AC 22 (Dex+2, natural armor +5, armor +4, deflection+1), touch 13, flat-footed 20; Base Atk +5; Grp +9; Atk: +11 melee (1d8+6, mwk trident used two-handed) or +7 ranged (1d10/19-20, heavy crossbow); Full Atk +11 melee (1d8+6, mwk trident used two-handed) and +7 melee

(1d4+2, bite) or +7 ranged (1d10/19-20, heavy crossbow); Space/Reach 5ft./5ft.; SA blood frenzy, favorite enemy (Elf+2), rake; SQ Blindsense 30ft, Darkvision 60ft, freshwater sensitivity, light blindness, speak with sharks, water dependent, Wild Empathy; AL LE; SV Fort +11, Ref +8, Will +5; Str 18, Dex 15, Con 18; Int 14, Wis 14, Cha 6.

Skills and Feats: Handle animal +6*, Hide +9*, Listen +9*, Profession (Hunter) +3*, Ride +10, Spot +9, Survival +5, Swim +15 (+11 in armor); Dodge, Great Fortitude, Multiattack, Track, Two-Weapon Fighting (style), Weapon Focus (Trident)

Possessions: Wildwood chainshirt, heavy crossbow, 10 bolts, masterwork trident, *ring of protection*+1, *potion of cure light wounds*, *potion of bull strength*.

Languages spoken: Aquatic, Common, Sahuagin.

Blindsense (Ex): A Sahuagin can locate creatures underwater on a 30ft radius. This ability functions only when Sahuagin is underwater.

Blood Frenzy: Once per day, Sahuagin that takes damage in combat, can fly into a frenzy next round, clawing madly until it or it's opponent is dead. It gains +2 strength, +2 constitution and takes -2 penalty to armor class. Sahuagin cannot end it's frenzy voluntarily.

Rake (Ex): Attack bonus +2 damage 1d4+1. Sahuagin also gains two rake attacks while swimming.

Freshwater sensitivity (Ex): A Sahuagin that is fully immersed into freshwater must take a take a DC15 fortitude save or become fatigued. Even if save is succesful, Sahuagin must take test again every 10 minutes it remains immersed in freshwater.

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

Speak with sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150ft away. This communication is limited to fairly simple concepts such as "food", "enemy" or "friend". Sahuagin can use Handle Animal skill to befriend and train sharks.

Water dependent (Ex): Sahuagin can survive out of water for 1 hour per 2 point of

constitution (after that, refer to drowning rules on page 304 of the Dungeon Masters guide)

Skills (Ex): Sahuagins receive +8 racial bonus (already included above) on any swim check to perform some special action or avoid hazard. Sahuagin can always take 10 on swim checks, even when distracted or endangered. Sahuagin can use run action while swimming, provided it swims in straight line. *Underwater Sahuagin has +4 racial bonus to Hide, Listen & Spot checks.

Rebels (6): Male/Female human Ftr1; CR 1; Medium humanoid (Human); HD 1d10+1 plus 3; hp 14; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +1; Grp +3; Atk +4 melee (1d8+2/19-20, longsword) or +3 melee (1d6+2 subdual, sap) or +3 ranged (1d6/x3, shortbow); Full Atk +4 melee (1d8+2/19-20, longsword) or +3 melee (1d6+2 subdual, sap) or +2 ranged (1d6/x3, shortbow); SA; SQ; AL CG/CN; SV Fort +3, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Intimidate +3, Spot +2; Dodge, Toughness, Weapon focus (longsword).

Possessions: Studded leather armor, longsword, sap, dagger, small wooden shield, lantern, shortbow, 20 arrows, tanglefoot bag.

Appearance: A mixed group of Sueloise men and women.

Appendix 3: APL 6

Selaanin: human female (Sueloise) Clr5 of Wee Jas; CR5; Medium humanoid (human); HD 5d8+5 plus 5; hp 38; Init +2; Spd 30 ft; AC 17, touch 12, flat-footed 15; Base Atk +3; Grp +5; Atk +5 melee (1d4+2/19-20, dagger); Full Atk +5 melee (1d4+2/19-20, dagger); SA; spells, Rebuke undead SQ aura of evil; AL LE; SV Fort +6, Ref +2, Will +8; Str 14, Dex 10, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +13, Diplomacy +10, Knowledge (history) +3, Knowledge (Religion) +5, Listen +5, Spot +5; Alertness, Combat Casting, Improved Toughness.

Languages: Ancient Suloise, Common.

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—[*cure minor wounds, create water, detect magic, guidance, read magic*]; 1st— *bless, cure light wounds, deathwatch*, protection from good, shield of faith*]; 2nd— [*cure moderate wounds, hold person, Identify*, spiritual weapon*]; 3rd —[*insignia of healing (new spell, see appendix 4), dispel magic*, Ring of Blades (new spell, see appendix 4)*]

*Domain spell. Deity: Wee Jas *Domains:* Magic: Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack; *Repose:* You may use a death touch once per day. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save). The death touch is a supernatural ability that produces a death effect.

Possessions: Mithral chainshirt, masterwork dagger, wooden holy symbol of Wee Jas, backpack, traveler's outfit, smokestick, spell component pouch, *potion of cure light wounds (2)*, *Wand of Magic Missiles CL 1st*. Appearance: Beautiful Suloise woman with long, flowing blond hair and blue eyes. She is 29 years old and quite a nasty bitch when you get to know her.

Hobgoblin warriors (6): male hobgoblin war3; CR2; Medium Humanoid (Goblinoid); HD 3d8+6; hp 18; Init +1; Spd 30 ft; AC 15, touch 11, flat-footed 14; Base Atk +3; Grp +4; Atk +6 melee

(1d8+1/19-20, longsword) or +4 ranged (1d6+1, javelin); Full Atk +6 melee (1d8+1/19-20, longsword) or +4 ranged; SA -; SQ Darkvision 60ft; AL LE; SV Fort +5, Ref +2, Will +0; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Hide +3, Listen +2, Move Silently +4, Spot+2; Alertness, weapon focus (longsword)

Languages: Common, ancient suel, goblin.

Possessions: Masterwork studded leather, heavy wooden wooden shield, masterwork longsword, javelin (2), dagger, *potion of cure light wounds (faint conjuration)*, focus for insignia of healing.

Jarwarre: Male sahuagin Rng2/Ftr3; CR 7; Medium Humanoid (Aquatic); HD 4d8+3d10+28; Hp 68; Init +6; Spd 30 ft, swim 60ft; AC 22 (Dex+2, natural armor +5, armor +4,deflection+1), touch 13, flat-footed 20; Base Atk +7; Grp +11; Atk: +13 melee (1d8+6, mwk trident used two-handed) or +9 ranged (1d10/19-20, heavy crossbow); Full Atk +13/+8 melee (1d8+6, mwk trident used two-handed) and +9 melee (1d4+2, bite) or +9 ranged (1d10/19-20, heavy crossbow); Space/Reach 5ft./5ft.; SA blood frenzy, favorite enemy (Elf+2), rake; SQ Blindsense 30ft, Darkvision 60ft, freshwater sensitivity, light blindness, speak with sharks, water dependent, Wild Empathy; AL LE; SV Fort +12, Ref +9, Will +8; Str 18, Dex 15, Con 18; Int 14, Wis 14, Cha 6.

Skills and Feats: Handle animal +7*, Hide +9*, Listen +9*, Profession (Hunter) +3*, Ride +11, Spot +9, Survival +5, Swim +17 (+15 in armor); Dodge, Great Fortitude, Iron Will, Improved Initiative, Multiattack, Track, Two-Weapon Fighting (style), Weapon Focus (Trident)

Possessions: masterwork chainshirt, heavy crossbow, 10 bolts, masterwork trident, *ring of protection+1, potion of cure light wounds, potion of bull strength, potion of invisibility, brooch of shielding.*

Languages spoken: Aquatic, Common, Sahuagin.

Blindsense (Ex): A Sahuagin can locate creatures underwater on a 30ft radius. This ability functions only when Sahuagin is underwater.

Blood Frenzy: Once per day, Sahuagin that takes damage in combat, can fly into a frenzy next round, clawing madly until it or it's

opponent is dead. It gains +2 strength, +2 constitution and takes -2 penalty to armor class. Sahuagin cannot end its frenzy voluntarily.

Rake (Ex): Attack bonus +2 damage 1d4+1. Sahuagin also gains two rake attacks while swimming.

Freshwater sensitivity (Ex): A Sahuagin that is fully immersed into freshwater must take a DC15 fortitude save or become fatigued. Even if save is successful, Sahuagin must take test again every 10 minutes it remains immersed in freshwater.

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

Speak with sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150ft away. This communication is limited to fairly simple concepts such as "food", "enemy" or "friend". Sahuagin can use Handle Animal skill to befriend and train sharks.

Water dependent (Ex): Sahuagin can survive out of water for 1 hour per 2 point of constitution (after that, refer to drowning rules on page 304 of the Dungeon Masters guide)

Skills (Ex): Sahuagins receive +8 racial bonus (already included above) on any swim check to perform some special action or avoid hazard. Sahuagin can always take 10 on swim checks, even when distracted or endangered. Sahuagin can use run action while swimming, provided it swims in straight line. *Underwater Sahuagin has +4 racial bonus to Hide, Listen & Spot checks.

Rebels (6): Male/Female human Ftr1/Rog2; CR 3; Medium humanoid (Human); HD 1d10+1 + 2d6+2 plus 3; hp 24; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, longsword) or +4 melee (1d6+2 subdual, sap) or +4 ranged (1d6/x3, shortbow); Full Atk +5 melee (1d8+2/19-20, longsword) or +4 melee (1d6+2 subdual, sap) or +4 ranged (1d6/x3, shortbow); SA Sneak attack +1d6; SQ Evasion; AL CG/CN; SV Fort +3, Ref +5, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8, Gather Information +3, Intimidate +3, Listen +5, Spot +5, Tumble +11; Dodge, Skill Focus (Tumble), Toughness, Weapon focus (longsword).

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack

that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Possessions: Studded leather armor, longsword, sap, dagger, small wooden shield, lantern, shortbow, 20 arrows, tanglefoot bag.
Appearance: A mixed group of Sueloise men and women.

Appendix 4 NPCs & New Rules Items

Hammadh Van: male human (Suel) Rng2/Rog1; CR3; Medium Humanoid (Human); HD 2d8+1d6+6; hp 24; Init +2; Spd 30 ft; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +4; Atk +5 melee (1d6+2/18-20, scimitar) or +3 ranged (1d8+2/x3, longbow); Full Atk +5 melee (1d6+2/18-20, scimitar) or +3 melee (1d6+2/18-20, scimitar) and +3 melee (1d4+1 /18-20, kukri) or +3 ranged (1d8+2/x3, composite longbow); SA Sneak attack +1d6, favored enemy (humans) +2; SQ trapfinding, wild empathy +1; AL CN; SV Fort +6, Ref +6, Will +2; Str 14, Dex 12, Con 15, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +3, Bluff +4, Gather Information +3, Hide +6, Knowledge (nature) +3, Listen +6, Move Silently +6, Open Lock +4, Search +5, Spot +4, Survival +4, Tumble +7; Badge of Bondage, skill focus (tumble), two-weapon fighting (style), track.

Languages: Ancient Suel, Common.

Possessions: chainshirt, masterwork scimitar, masterwork kukri, dagger, composite longbow (+2 str), thieves tools, 20 arrows, backpack, flint and steel, lantern, smokestick, *potion of cure light wounds*, *potion of expeditious retreat*,

Appearance/personality: A tall Suel man with light brown hair and green eyes. Has an ugly scarring on his neck as a result of being whipped by Scarlet Brotherhood. 30 years old.

Reynaldo: male human Ftr1/Exp4; CR 4; Medium humanoid (human); HD 1d10+4d6+5; hp 28; Init +3; Spd 30 ft; AC 12, touch 9, flat-footed 12; Base Atk +4; Grp +5; Atk: +6 melee (1d8+3, trident) or +3 ranged (1d4+2/19-20, dagger); Atk: +6 melee (1d8+3, trident) or +3 ranged (1d4+2/19-20, dagger); Space/Reach 5ft./5ft.; SQ -; AL N; SV Fort +5, Ref +0, Will +6; Str 12, Dex 9, Con 15; Int 10, Wis 14, Cha 12.

Skills and Feats: Bluff +11, Climb +6, Diplomacy +11, Intimidate +9, Profession +14, Swim +6; Improved Initiative, Pureblooded Suel, Skill Focus (Profession), Weapon Focus (Trident)

Languages: Ancient Suel, Common.

Possessions: Masterwork Trident, +1 *leather armor*, holy symbol of Xerbo, dagger (2), tanglefoot bag (2), various small items (tindertwigs, lantern, backpack, etc).

Appearance: Medium height Suel man, dresses as inkeeper (leather armor underneath). Worshipper of Xerbo. Occasionally gives aid to Lordship of the Isles rebellion.

Kesh Tenho Soron: male human Ftr10; CR 10; Medium humanoid (human); HD 10d10+10; hp 75; Init +4; Spd 30 ft; AC 20, touch 14, flat-footed 16; Base Atk +10; Grp +12; Atk: +17 melee (1d6+2 plus 1d6 fire/17-19, shortsword) or +14 ranged (1d4+2/19-20, dagger); Atk: +17/+12 melee (1d6+2 plus 1d6 fire, shortsword) or +14 ranged (1d4+2/19-20, dagger); Space/Reach 5ft./5ft.; SQ -; AL NE; SV Fort +8, Ref +7, Will +6; Str 14, Dex 18, Con 12; Int 10, Wis 13, Cha 11.

Skills and Feats: Gather Information +3, Handle Animal +5, Intimidate +12, Listen +4, Ride +10, Spot +4, Swim +7; Alertness, Greater Weapon Focus (shortsword), Improved Critical, Improved Initiative, Iron Will, Leadership, Mobility, Pureblooded Suel, Weapon Finesse, Weapon Focus (shortsword), Weapon Specialisation (shortsword)

Languages: Ancient Suel, Common.

Possessions: *Gauntlets of Dexterity* +2, +1 *flaming shortsword*, locked gauntlet, spiked gauntlet, +1, masterwork light steel shield, +1 *chainshirt*, *cloak of charisma* +2, dagger (3), *potion of gaseous form*, *potion of invisibility*, *potion of expeditious retreat*.

Appearance: Tall Suel man with short blond hair and blue eyes. Pureblood stock.

Ersanor: Human Ftr3; CR 3; Medium humanoid (elf); HD 3d10+3; hp 25; Init +3; Spd 30 ft; AC 17 (touch 13, flat-footed 14); Base Atk +3, Grp +4; Atk +4 melee (1d8+1/19-20, longsword) or +7 ranged (1d8+1/x3, longbow); Full Atk Atk +4 melee (1d8+1/19-20, longsword) or +7 ranged (1d8+1/x3, longbow); SQ Elven traits, low-light vision; AL CG; SV Fort +4, Ref +4, Will +2; Str 13, Dex 17, Con 12, Int 12, Wis 8, Cha 10.

Skills and Feats: Balance +4, Handle Animal +1, Intimidate +1, Climb +6, Jump +6, Swim +6; Iron Will, Point Blank Shot, Rapid Shot, Weapon Focus (longbow)

Languages: Common, Elven, Lendorian Elven.

Chainshirt, composite longbow (+1 str), 10 arrows, longsword, dagger, smokestick.

Arrow, serpentstongue: Arrows aren't very useful for attacking objects so elves developed the serpentstongue arrow which has forked point with sharp edges on tips and inside the prongs. A skilled archer can neatly sever a rope or a

leather strap with a serpentstongue arrow. A serpentstongue arrows deals both piercing and slashing damage and deals full damage (rather than usual half damage) to objects with hardness 5 or less. Price: 20gp for 20 arrows.

Source: Races of the Wild, page 165.

Arrow, swiftwing: These arrows are made slightly longer than normal with a small, aerodynamic head and enlarged fletching for extra stability and accuracy on long shots. A swiftwing arrows incurs only half the usual penalty for range increments (-1 instead of usual -2). Price: 3gp for 20 arrows.

Source: Races of the Wild, page 165.

Elven Courtblade: These exotic blades seem impossibly long and thin, tapering to a needlelike point. One edge of the blade is sharpened along its entire length while other edge is sharpened only for the final quarter near the tip. A courtblade has basketlike has basked shaped hilt (usually made to resemble leaves or vines), a long grip and heavy pommel. The weapon is intended for piercing attacks but can used for slashing as well.

A character with exotic weapon proficiency (elven courtblade) feat find the weapon well suited for quick feints and thrusts. A character can use elven courtblade in conjunction with weapon finesse feat, applying her dexterity bonus (if any) to weapons hit rolls, though it remains two handed weapon and not a light weapon. Characters proficient with elven courtblade may treat is as greatsword for purposes of any of the following feats: Greater Weapon Focus, Greater Weapon Specialisation, Improved Critical, Weapon Focus and Weapon Specialisation. Light exotic weapon, damage 1d8 (s) 1d10 (m), critical 18-20/x2, weight 6 lbs, piercing, price 150gp.

Elven Lightblade: This rapier-like exotic weapon is a size of a shortsword but weight only as much as dagger. Dexterous elf fighters and rogues favor it. It's thin, flexible blade slips easily enough into seams of armor or between ribs. Some elf nobles carry a lightblade – often decorated with tiny gemstones – as sign of their station, even if they are not proficient in its use. Characters proficient with elven lightblade may treat is as rapier or shortsword for purposes of any of the following feats: Greater Weapon Focus, Greater Weapon Specialisation, Improved Critical, Weapon Focus and Weapon Specialisation. Light exotic weapon, damage

1d4 (s) 1d6 (m), critical 18-20/x2, weight 1 lbs, piercing, price 50gp.

Elven Thinblade: This rapier-like weapon is size of a longsword but much lighter. Like lightblade, it's favored by dexterous fighters and rogues. Characters proficient with elven courtblade may treat is as longsword or rapier for purposes of any of the following feats: Greater Weapon Focus, Greater Weapon Specialisation, Improved Critical, Weapon Focus and Weapon Specialisation. Light exotic weapon, damage 1d6 (s) 1d8 (m), critical 18-20/x2, weight 3 lbs, piercing, price 100gp.

Wildwood Chainshirt: The rare *saelas* tree (the elven word *saelas* means wildwood in Common tongue) produces wood with peculiar set of qualities. Not only it's flexible for days after harvesting but items crafted of wildwood regrow after being damaged. At the hands of an armorsmith also skilled in woodworking, wildwood can be crafted into lightweight armor nearly strong as steel. It is prized by druids who can wear it without losing access to their spells. Wildwood provides one point less AC than ordinary armor of sort. However, the armors maximum dexterity bonus and armor check penalty are reduced by -1 (minimum 0), and it's arcane spell failure by 5%. In addition the wearer of a suit of wildwood armor can ignore it's armor check penalty on hide checks when hiding in areas of undergrowth or heavy undergrowth. Armor made of wildwood weights three-quarters as much as same armor made from metal. Armor not primarily made of metal is not meaningfully affected by making it out of wildwood. As long as it's exposed to sunlight for at least 1 hour per day, wildwood armor 'heals' 1 point of damage every 24 hours. If it's left to soak in at least a gallon of water and left exposed to sunlight for 8 hours, it heals 5 points of damage. Armor made of wildwood is always of masterwork quality. Wildwood costs twice as much as regular armor but takes no longer to make than regular masterwork armor of the type. Wildwood has 10 hitpoint per inch of thickness and hardness of 6. Wildwood chainshirt has following statistics. AC bonus +3, Max Dex Bonus +5, Armor Check Penalty -1, Arcane Spell failure change 15%, Max speed: 30ft, weight 19lbs. Price 500gp.

Source: Races of the Wild, page 169

Badge of Bondage (General)

Your experiences as a slave have made you more resistant to torture and mental manipulation.

Prerequisite: Your body must bear some obvious sign of your former bondage – whip scars on your back, an owner's brand on the neck, etc.

Benefit: You receive a +1 insight bonus on all Fortitude and Will saves. You also receive a +2 competence bonus on Bluff checks.

Pureblooded Suel (General)

Undiluted Suloise blood flows through your veins, hearkening back to ancient empires and making you an attractive potential associate for pro-Suel Scarlet Brotherhood racists.

Benefit: Your notoriously short temper grants you a +1 bonus on Intimidate checks, while the resolve and magical aptitude of your ancestors grants you a +1 bonus on all saving throws against spells and spell-like effects. You also gain a +2 bonus on Charisma-based skills against members of the Scarlet Brotherhood.

Special: You may only select this feat at 1st level.

Availability: Human (Pure Suel).

Encounter map 1: The Luminous Cloud



Encounter map 2: The Beach

