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A FAMILY AFFAIR

by Carla Harker and Bill Webb

A d20 adventure for 4 to 6 characters 8th level or higher



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A Family Affair

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To Joe, for introducing me to this wonderful game and for being the best GM a girl could ask for

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A Family Affair



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Chapter 1: Introduction

A *Family Affair* is a mid-level, site-based adventure designed for four to six PCs of 8th level or higher. Two simultaneous but unrelated events occur, setting in motion the events that involve the PCs.

To adapt the adventure to an existing campaign, set the events around a coastal city and a secluded island approximately four hundred miles away from that city.

The party visits the home of a wealthy merchant, Tomos Althere, only to find the inhabitants dead and his children missing. While looking around the house, strange things begin to happen to the PCs: chandeliers fall on their heads; once-steady floorboards send the heroes plummeting through the floor; mundane items coated with poison threaten their lives.

In the house, the party finds a ransom note demanding the other half of a magic item called a gem of location that Tomos Althere apparently discovered. The item was to be delivered to an island several days from the nearest town, but Tomos died before he was even aware of the kidnapping. Should the PCs choose to travel to the island in order to rescue the children, they learn the island is renowned for its dangers, and the only captain willing to take them there is the captain of a pirate vessel. Soon after they've left sight of shore, the crew mutinies against the captain and mates and the heroes are forced to choose sides in the battle.

Upon reaching the island, the party discovers that the kidnapper's guards are desperate to leave the island and the kidnapper is barricaded in a cavern, fearing both his guards and the island's various inhabitants. The kidnapper, Tomos Althere's younger brother, Brevel, tries to coerce the heroes into recovering the treasure for him, which is hidden in an underwater lair near the island and guarded by a kraken.

Adventure Background

Tomos Althere spent his youth with an adventuring company, but the group found less wealth in their adventures than they expected and eventually separated. Tomos soon settled in the small coastal city of Martyn's Nest along with his adventuring partner and brother, Brevel. Tomos began a career as a gem merchant, while Brevel fell into the life of a trader of high-quality furniture. Both men's wealth grew; Tomos met his wife, Shaya, and they had twins, Ardrur and Talara. Tomos and Shaya moved to a mansion 30 miles from Martyn's Nest, but Tomos never

gave up his dream of adventuring, occasionally slipping away for days or weeks at a time to explore nearby caves and ruins, sometimes with his brother.

His last solo exploration netted him an unexpected boon: a sleeping dragon. Aureensaadar, an adult green dragon, foolishly attacked an older red dragon, almost died as a result, and was sleeping off the damage when Tomos stumbled upon her cave. Fearing she might awake if he tried to kill her, Tomos took what treasure he could carry and made his escape. Shortly thereafter, rumors spread in Martyn's Nest that a green dragon was rampaging in the surrounding forests, screaming that her treasure had been stolen and threatening to tear the thief limb from limb. Fearing the dragon would find him and harm his family, he traveled to an island known as The Gallows and hid the treasure in an underwater cave off the island that he and his companions had once cleared of monsters. He barely escaped with his life when he discovered the lair was no longer vacant; it was home to a kraken sorcerer and her minions.

When he returned home, Tomos told Brevel about his find, confiding that he had hidden the location of the treasure in a gem of location. Brevel, in desperate need of money after a soured business deal, stole the gem, but soon realized the object wouldn't work without the ring in which the gem must be set. He concocted a plan to gain a share of the treasure.

In an unrelated event, two gifts arrived for the Althere children four weeks before the adventure: a detailed and intricate dollhouse for Talara, and a set of toy soldiers for Ardrur. The gifts came from Elion Manathar, a rival gem merchant in Martyn's Nest. Tomos and Elion recently bid for sole trading rights with the Green Mountain Clan dwarves for their superior emeralds —trading rights worth hundreds of thousands of gold pieces in profit — and Elion lost the bid. Elion, a psychotic elf who plots revenge for every slight, believed Tomos stole the trading rights from him and constructed an elaborate plan to avenge Tomos' "treachery."

On the same evening that the gifts arrived, Tomos and Shaya attended a ball at the home of Lord and Lady Danfric, four miles from the Althere mansion. While they were gone, Brevel slipped into his niece and nephew's rooms and convinced them to leave with him. He also left a ransom note demanding the other half of the gem of location, then spirited the children away to a secret location — a country house some 15 miles west of Martyn's Nest. The Altheres

returned from the ball that night, but went straight to bed without bothering to check in on their children, and so did not discover the kidnapping or the ransom note. Soon after they fell asleep, the toy soldiers Elion gave Arddru animated and attacked the servants and family members, either killing them or causing fatal accidents. The children escaped this grisly fate only because Brevel chose that night to kidnap them.

Brevel left the children at his country home, returned to Martyn's Nest and took his private ship to The Gallows where he waited, expecting Tomos to soon deliver the ring for the gem of location. Just days after landing on the island, the kraken sorcerer, Flirriaxan, sank his ship, trapping him and his men on the island.

Because the Altheres lived a quiet life away from the city, and because Tomos and Brevel are known for leaving on adventures for weeks on end, no one in Martyn's Nest grew especially worried about their disappearance.

Adventure Organization

The adventure is organized into several chapters. This chapter provides background information and character hooks designed to get the PCs involved in the adventure. The second chapter offers information about Martyn's Nest, several NPCs found there, and clues the PCs can discover while gathering information. Chapter 3 details the Althere mansion and events as they occur there. Thorough PCs should discover enough clues in chapters 2 and 3 to lead them to both Elion Manathar and to The Gallows and Brevel, while less methodical PCs should still find the clues to The Gallows. In Chapter 4, the PCs have the opportunity to confront Elion Manathar if they found the clues to lead them to the person who sent the constructs and murdered the family. Chapter 5 describes the pirate vessel, *Shark Bait*, the crew, and the mutiny that occurs several days into the voyage. Chapter 6 details the dangerous island called The Gallows, while Chapter 7 describes the cave complex known as Dead Man's Head where Brevel hides. Chapter 8 carries the PCs into the underwater cave of the kraken sorcerer, Flirriaxan, to defeat her and recover the treasure. Finally, the adventure closes with a concluding chapter and an appendix describing new monsters and two new magic items.

Adventure Hooks

The PCs can become involved in investigating the missing Althere children any number of ways:

- A lord to whom Tomos Althere owes money asks the PCs to deliver a letter to the merchant requesting payment for goods delivered a few weeks ago. He explains that he's never known Tomos to miss a payment, so something may have happened to him.

- The PCs happen upon the apparently abandoned Althere mansion on their way to another quest and choose to investigate after discovering the bodies of the guards near the gate.

- The sister of Tomos's wife, Shaya Althere, contacts the PCs and asks them to find out why Shaya did not bring the children for a promised visit.

- Elion Manathar asks the PCs to visit the Althere mansion and negotiate with Tomos to purchase the trading rights with the Green Mountain Clan. Elion wishes to know if his plan is successful, but he won't allow the PCs to live if they accept his offer. See Chapter 9: Conclusions for information on the mercenary band Elion hires to attack the PCs.

- The PCs are in Martyn's Nest when a rogue approaches them asking for help. He heard the Althere family disappeared and wants their help looting the place. He offers them an equal share of the treasure in exchange for protecting him.

GM Notes

If the party is missing a rogue, the events in Chapter 3 can be exceptionally difficult due to the number of traps in the house. If you feel the characters may not be able to handle them, consider adding an NPC rogue to the party for this section of the adventure. A significant portion of A Family Affair also takes place in an underwater cave that could easily kill an unprepared party. If the PCs discover the location of the treasure, they should be given an opportunity to purchase spells and items to survive in an underwater setting. When the players learn of the kidnapping, they might consider using divination spells to determine the children's location. Scrying shows the children to be happy, healthy and living comfortably in a large country house. Discern location pinpoints them 15 miles west of Martyn's Nest.

Running the Adventure

Because the Altheres kept to themselves, very few people in Martyn's Nest are aware of their disappearance. Even close friends at the Gem Cutters Guild believe them to be on holiday.

The PCs find most of the clues leading them to Brevel and The Gallows in the Althere mansion. They might also make the erroneous assumption that he was responsible for the constructs and the deaths of the Altheres and their servants, especially if they don't find the note Elion sent with his gifts. If the party became involved in the adventure at Elion's request, he reinforces that belief and tries to convince the adventurers to find Brevel and punish him for his treachery. He wants the entire Althere family eliminated, both because he believes Tomos stole the Green Mountain Clan trading rights from him and

because he wants to make sure no heirs exist to take over the rights.

When the PCs attempt to hire a ship to The Gallows, they find none of the ship captains are willing to take them to the island except Brory One Leg, captain of the pirate vessel, *Shark Bait*. Several days from shore, Brory's crew learns of their destination, and a dwarven sailor, Gaven Beerforge, leads a mutiny against the captain and his mates. Both sides try to convince the PCs to back them. If they choose the captain and win the fight, he offers them a place among his new crew once they have completed their quest and offers his assistance with their current adventures. Choosing the crew earns them a betrayal and another fight as soon as the initial battle ends since Gaven Beerforge has no intention of going to The Gallows.

When the PCs finally arrive on The Gallows, they find that the guards Brevel hired are determined to leave the island. The men have witnessed the sinking of their ship and the deaths of their companions at the hands of various monsters lurking around the island. They offer all their worldly possessions in exchange for safe passage off the island. If the PCs refuse or tell them they need to wait, they attack, fearful of spending another moment in the area.

When they reach Brevel, they find him barricaded in a cavern room with only two loyal guards. He denies having any hand in his brother's death, and if they haven't already done so, asks them to first go to Flirriaxan's cave to retrieve the treasure and then to find the killer. He resolves to use some of the treasure to have Tomos resurrected.

Although selfish and greedy, Brevel never intended any harm to the children and if sufficiently pressed, he eventually offers up their location.

Flirriaxan's cave represents the final difficult challenge for the heroes, and they discover not only the dragon treasure hidden there by Tomos, but also a cache of treasure the kraken has collected from passing ships. The PCs might also have to contend with an angry green dragon on the lookout for her stolen treasure.



Chapter 2:

Martyn's Nest

The nearest town to the Althere mansion is Martyn's Nest, a small coastal city nestled in a bay. A saltwater lake separates the two districts of the city, Dockside and Eastlake, and serves to keep the smell of the fisheries away from Eastlake. Most of the townsfolk are fishermen, but Martyn's Nest is along an important coastal trade route, so many high-quality goods are available for purchase.

Martyn's Nest (Small City): Conventional; AL NG; 15,000 gp limit; Assets 4,252,500 gp; Population 5,672; Mixed (human 68%, elf 12%, half-elf 10%, halfling 6%, dwarf 2%, gnome 1%, half-orc 1%).

Authority Figures: Minister Vennelitia Shiningtide, Female Elf Adp9; Minister Augusthir Megson, Male Human Exp7; Minister Athlindra Penabi, Female Human Exp5.

Important Characters: Captain Brant Viobie, Male Half-Elf Sor1/Ftr4 (captain of the guard); Cain Berant, Male Halfling Ftr2 (dockside captain); Obslyn, Male Gnome Clr9 (healing, water); Elion Manathar, Male Elf Rog8/Wiz1 (gem merchant); Durgon Flameboulder, Male Dwarf Exp8 (gem cutters guild master); Carrana Blic, Female Human Clr1/Wiz5 (Carrana's Elixirs); Llacie "Smashheart" Ulfeside, Male Half-Orc Exp4 (owner of Smashheart Smithy); Driara, Female Half-Elf Exp5 (innkeeper of The Velvet Rooster); Kurg the Ugly, Male Half-Orc Exp2 (owner of The Dusty Swill).

Others: War1 (x40) (town guards); Adp 1 (x20) (town spellguards); Black Swords (War3, x20); Nobles, Ari1-5 (x30); Exp1-5 (x25); Rog4 (x2); Clr5 (x2); Clr3 (x4); Clr1 (x10); Rog2 (x5); Rog1 (x10); Wiz5 (x2); Wiz2 (x5); the rest are Com1-5.

Because Martyn's Nest is on the coast, it's not uncommon for caravans to arrive from inland to trade, and in the Dockside District sailors from different ships are a frequent sight. Sailors are usually Exp1-3, while caravan guards are usually Ftr1-2. The other members of the caravans are either Com1 (servants) or Exp3-5 (merchants).

Specific Locations in Martyn's Nest

Dockside District

Warehouses, fisheries, cheap inns, taverns and the poorest commoners make up most of the dockside district. The odor of rotting fish dominates the senses. Small skirmishes among local gangs are common at night, but the daytime is relatively safe so long as a person stays away from the more remote locations.

Private guards known as Black Swords are available to accompany travelers around this district. They wear white tabards embroidered with a stylized black sword. The Black Swords cost 5 sp per guard during the day, and 1 gp per guard for escort at night. Although the Black Swords are mercenaries, they have a good relationship with the Martyn's Nest government. Someone wishing to join the mercenary group needs only to ask a member for directions to the Sword's headquarters (Area 6), but anyone caught wearing a Black Sword tabard without permission is dealt with harshly by other Sword members. The leader of the Black Swords is an elderly half-orc named Rikken.

Black Swords (War3): CR 2; SZ M (human); HD 3d8+6; hp 23; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +1 shield, +3 studded leather), touch 11, flat-footed 14; BAB +3; Grap +5; Atk +5 (1d8+2/19-20, longsword); Full Atk +5 (1d8+2/19-20, longsword); AL N; SV Fort +5, Ref +2, Will +0; Str 15, Dex 12, Con 14, Int 10, Wis 8, Cha 13.

Skills: Intimidate +10, Ride +6, Swim +8. Feats: Diehard, Endurance, Skill Focus (Intimidate).

Languages: Common.

Possessions: Studded leather armor, longsword, light wooden shield, Black Sword tabard, pouch with 1d6 gp, 2d12 sp.

Tactics: Most of the townsfolk know the reputation of the Black Swords, and they rarely have to engage anyone in battle. When they do, they first use their Intimidate skill to demoralize an opponent (see the Intimidate skill description in Chapter 4: Skills in the PHB.) Once they've attempted to demoralize their opponents, they coordinate their attacks and use flanking to their advantage.

Dockside Encounters

Roll 1d20 for every four hours the PCs spend in this district during the day, and every hour they wander the streets at night. Use each encounter only once. If any Black Swords escort the PCs, treat any roll above a 5 as no encounter.

Table 2–1: Dockside District Random Encounters

d20	Result
1	The PCs pass a house of ill repute, and the workers call out to them.
2–3	A beggar asks the PCs for a few coins. As long as the beggar refrains from touching the characters, the Black Swords don't interfere unless asked.
4	Two drunken sailors are fighting each other in the streets ahead of the PCs. A crowd has gathered to watch and bet on the fight.
5	A cluster of 2d4 giant hornets swarm in from a nearby forest after their nest was disturbed. After a peasant throws a rock at one they attack. People panic and try to run away, getting in the way of any one trying to fight the vermin. Two guards arrive every 1d4 rounds to join in the fight or help the townsfolk. Use the Typical Guard from Area 14. Captain Brant Viobie (Area 14) arrives in 10 rounds and joins the combat.
6	A female street urchin attempts to pick the pockets of one of the PCs. A Spot check reveals the urchin, Mathrin, is a halfling in disguise.
7–8	A thug sitting on a low wall throws a bottle at a PC, trying to start a fight. If the PCs respond, he calls them cowards for ganging up on him. If they select one of their party to fight him, he tries to goad them into using the weakest member of the party.
9	The PCs pass an alleyway and see an unescorted merchant pulling a cart attacked by six thugs. If the PCs assist the merchant, he runs away at the first opportunity, leaving the PCs alone with his attackers. His cart contains 15 barrels of cheap ale.
10	Gang members from the Red Bucklers surround the PCs and attempt to extort money or other treasure from them. See Area 5 (Red Buckler Hideout) for information on Red Buckler gang members.
11–20	No encounter.

Giant Hornet: CR 5; SZ L (vermin); HD 7d8+14; hp 45; Init +1; Spd 20 ft., fly 60 ft. (good); AC 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14; BAB +5; Grap +14; Atk +9 melee (1d3+5, bite) or +9 melee (1d4+5 plus poison, sting); Full Atk +9 melee (1d3+5, bite) or +9 melee (1d4+5 plus poison, sting); SA poison; SQ darkvision 60 ft., pheromone, vermin traits; SV Fort +7, Ref +3, Will +3; Str 20, Dex 12, Con 15, Int —, Wis 13, Cha 11.

Skills: Spot +9*, Survival +1*. *+8 racial bonus on Spot checks and a +4 racial bonus on Survival checks to orient themselves.

Poison (Ex): Injury; Fortitude DC 21; 1d8 Dex/1d8 Dex; The save DC is Constitution-based and includes a +2 racial bonus.

Pheromone (Ex): The first time a creature successfully hits a giant hornet, it releases a pheromone that heightens the aggressiveness of all giant hornets within 50 feet. They gain a +1 morale bonus on attack rolls for the remainder of the encounter and fight without penalty even while disabled or dying.

Mathrin, Female Halfling Rog2: CR 2; SZ S; HD 2d6+2; hp 11; Init +3; Spd 20 ft.; AC 14 (+3 Dex, +1 size), touch 14, flat-footed 11; BAB +1; Grap -5; Atk +4 melee (1d3-2 plus poison/19–20, dagger) or +4 ranged (1d3-2 plus poison/19–20, dagger); Full Atk +4 melee (1d3-2 plus poison/19–20, dagger) or +4 ranged (1d3-2 plus poison/19–20, dagger); SA sneak attack +1d6; SQ halfling traits; AL CG; SV Fort +2, Ref +7, Will +1; Str 6, Dex 17, Con 13, Int 14, Wis 10, Cha 12.

Skills: Appraise +6, Balance +4, Bluff +6, Climb +0, Diplomacy +3, Disable Device +7, Disguise +6, Gather Information +4, Hide +12, Jump +0, Listen +2, Move Silently +10, Open Lock +8, Search +7, Sleight of Hand +8, Spot +0. Feats: Weapon Finesse.

Languages: Common, Halfling, Gnome, Elven.

Possession: Poisoned dagger (drow poison, Fort save DC 13, unconsciousness/unconsciousness 2d4 hours), hat of disguise, 3 doses of drow poison, 6d6 gp.

Personality: Mathrin spends most of her time in the guise of a dirty human child, begging for coin or slipping belt pouches off the more fortunate. She's friendly but sly, and she has little concept of personal ownership, at least anyone else's. She prefers to avoid fights and runs away if she can, but if cornered, she tries to nick her attackers with her poisoned dagger in the hopes of leaving them unconscious so she can make her escape. If her unconscious attacker is alone, she takes everything of worth before she escapes. Mathrin rarely sleeps in the same place twice, and finding her requires a DC 30 Gather Information check each time.

Thugs, War2: CR 1; SZ M (human); HD 2d8+4; hp 16; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor), touch 10, flat-footed 13; BAB +2; Grap +4; Atk +4 melee (1d6+3/x2, club); Full Atk +4 melee (1d6+3/x2, club); AL NE; SV Fort +5, Ref +0; Will +1; Str 15, Dex 10, Con 14, Int 8, Wis 12, Cha 13.

Skills: Intimidate +6, Swim +7. Feat: Cleave, Power Attack.

Languages: Common.

Possessions: Studded leather armor, club, 1d6 gp, 2d10 sp.

1. The Dusty Swill

Kurg the Ugly owns The Dusty Swill, the worst tavern in the Dockside District. Built of planks of gray wood permeated with the smell of rotting fish, it's a good place to find information if the PCs are willing to pay for it, so long as they don't turn their backs on anyone in the place. Fights are frequent, and even the guards overlook most goings-on inside, preferring to let Kurg handle things on his own. The inside of the tavern consists of splintery benches loosely surrounding cheap plank tables. Kurg serves drinks out of clay mugs from behind a dirty bar, and the tavern's name aptly describes the taste of the ale. A fireplace behind the bar holds a constantly simmering cauldron of fish stew, Kurg's specialty.

Kurg the Ugly, Male Half-Orc Exp2: CR 1; SZ M; HD 2d6+4; hp 13; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB +1; Grap +4; Atk +4 melee (1d6+4/x2, club); Full Atk +4 melee (1d6+4/x2, club); SQ darkvision 60 ft., half-orc traits; AL N; SV Fort +2, Ref +1, Will +4; Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6.

Skills: Bluff +5, Intimidate +5, Profession (tavern owner) +6, Sense Motive +6, Swim +8. **Feat:** Persuasive.

Languages: Common, Orc.

Possessions: Club, 59 sp.

Personality: Kurg's method of keeping control in his rowdy tavern usually involves his club and a lot of foul language. Despite his abrasive personality and often foul odor, his tavern stays packed because his ale is cheap and he makes a delicious fish stew.

2. Port Taxation Office

Cain Berant, the dockside captain, spends most of his time here when he's not on the docks. He has

modest living quarters in a room behind the office. Cain's main job is enforcing the port taxes on any ships docking at Martyn's Nest. Taxes are five to 20 gold pieces per ship at Cain's discretion and depending on the size of the vessel. Two guards are on duty at all times inside the main office. If a PC manages to access Cain's living quarters and search beneath his bed (DC 20 Search check), they discover several old journals written in a dated but readable form of Common. Spending a week studying the journals gives the reader all the information on the history of The Gallows. See Chapter 6 for more information.

Cain is a good source of information on what is happening around the docks, and he usually knows what ships are in port within minutes of their arrival. Like many other dockside captains along this coastline, Cain suspects *Shark Bait* is a pirate vessel, but no one's ever been able to prove it. When Brory One Leg is in port, Cain has the ship watched at all times.

With a successful Diplomacy check, Cain can also provide the most correct information about the island known as The Gallows, since he's one of the few to visit the island and return to tell the tale. Since most people consider the island to be cursed, and any who return from the island to also be cursed, treat the dockside captain as Unfriendly for purposes of initial Diplomacy checks regarding The Gallows and the hill on the island known as the Dead Man's Head. If the PC succeeds in a DC 40 Diplomacy check, he offers to let them borrow the journals in his living quarters, which grants them access to all the information in the "History of The Gallows" section of Chapter 6.

If Cain finds out the PCs plan to head to The Gallows on *Shark Bait*, he offers them a job. He believes the ship is a pirate vessel, and would love proof. If the PCs find this proof and return to Martyn's Nest with it, he promises them a reward of 1,000 gp.

Gathering Information

If the PCs Gather Information directly related to the Althere family, they can learn various clues and rumors.

Table 2–2: Gathering Information

Check Result	Information Gathered
10	Brevel and Tomos were adventurers when they were younger. (True.)
12	Brevel hates his brother for being more successful. (False, though he is jealous.)
14	Neither Brevel nor Tomos have been seen in four weeks. (True.)
18	Tomos stole trading rights with the Green Mountain Clan from Elion Manathar in Glondarr. (False. Tomos outbid Elion in an auction for rights.)
22	Tomos stole a treasure horde from a great red wyrm and hid it in his house. (False, it was an adult green dragon, and he hid the treasure beneath the sea.)
24	Elion hates Tomos Althere, because he was going to marry Shaya until Tomos came along. (Partially true. He does hate Tomos, but it has nothing to do with Shaya.)
25	The dragon from whom Tomos stole the treasure is after him, and all of Martyn's Nest is in danger. (Possibly true, except the dragon is very little danger to the entire city.)
28	Brevel owes a lot of money to the thieves' guild in the neighboring town of Glondarr. (True.)



He explains that acceptable proof includes any notes the captain might have in his cabin, as well as any activity the PCs observe first hand. He warns them not to be fooled by the halfling captain's innocent appearance.

Cain Berant, Male Halfling, Ftr2: SZ S; HD 2d10+2; hp 17; Init +3; Spd 20 ft.; AC 17 (+3 Dex, +1 size, +3 studded leather), touch 14, flat-footed 14; BAB +2; Grap -1; Atk +4 melee (1d6+1/x3, warhammer) or +7 ranged (1d6+1/x3, composite longbow (Str +1)); Full Atk +4 melee (1d6+1/x3, warhammer) or +7 ranged (1d6+1/x3, composite longbow (Str +1)); SQ halfling traits; AL CG; SV Fort +5, Ref +6, Will +0; Str 13, Dex, 16, Con 13, Int 10, Wis 8, Cha 12.

Skills: Climb +6, Gather Information +2, Hide +3, Jump +3, Listen +1, Move Silently +5, Ride +6. **Feats:** Combat Reflexes, Lightning Reflexes, Weapon Focus (composite longbow).

Languages: Common, Halfling.

Possessions: Studded leather armor, warhammer, composite longbow (Str +1), 20 arrows, 2 *potions of cure light wounds*, belt pouch containing 1d10 pp, 6d10 gp, 6d10 sp.

Personality: Cain Berant is an affable halfling, well-liked by most people who know him. He collects the dock taxes fairly and without any apparent prejudices, but he's not afraid to draw a weapon if someone is recalcitrant about paying what he considers a fair amount. He usually walks the docks with one or two

guards, but if trouble breaks out, any number of people would come to his aid.

Guards, War3: CR 2; SZ M (human); HD 3d8+6; hp 23; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +1 shield, +3 studded leather), touch 11, flat-footed 14; BAB +3; Grap +5; Atk +6 (1d6+2/19-20, short sword); Full Atk +6 (1d6+2/19-20, short sword); AL N; SV Fort +5, Ref +2, Will +0; Str 15, Dex 12, Con 14, Int 10, Wis 8, Cha 13.

Skills: Climb +3, Intimidate +7, Ride +2, Swim +8. **Feats:** Dodge, Endurance, Weapon Focus (short sword).

Languages: Common.

Possessions: Studded leather armor, short sword, light wooden shield, keys for the building, pouch with 1d6 gp, 2d12 sp.

Treasure: Cain stores the port taxes in a locked chest (Open Lock check DC 40) he keeps in the main office. He wears the key on a chain around his neck that he tucks under his clothes. Every third evening, he turns over the contents of the chest to the Ministers' guards. The chest holds 1d10 pp and 5d10 x 10 gp on any given day.

3. Smashheart Smithy

Very few people are foolish enough to make fun of Llacie Ulfeside's given name, and those who do soon figure out why the locals call him Smashheart. The huge half-orc isn't very smart, but he's the best blacksmith in the city and despite his short temper and

surly attitude, he has no shortage of work available. He carries a wide assortment of weapons and armor, many of them magical, and he takes special requests if given enough time. He keeps to himself and isn't fond of answering questions, especially if it relates to anything outside of his work. Smashheart hires several half-orc guards (War2) to protect his shop against theft, and he keeps all magical items in a locked chest (Open Lock check DC 40) beneath the counter. He carries the key with him at all times.

Llacie "Smashheart" Ulfeside, Male Half-Orc Exp4: CR 3; SZ M; HD 4d6+12; hp 31; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB +3; Grap +6; Atk +6 melee (1d6+4/x2, blacksmith hammer); Full Atk +6 melee (1d6+4/x2, blacksmith hammer); SQ half-orc traits; AL N; SV Fort +4, Ref +1, Will +3; Str 16, Dex 10, Con 16, Int 10, Wis 8, Cha 11.

Skills: Appraise +7, Craft (armorsmithing) +7, Craft (weaponsmithing) +7, Craft (blacksmithing) +10, Profession (blacksmithing) +6, Swim +10. **Feats:** Skill Focus (Craft [blacksmithing]), Toughness.

Languages: Common, Orc.

Possessions: Blacksmith hammer (treat as a club), key to smithy chest, 50 gp.

Personality: Smashheart finds smithing soothes the rage simmering inside him. An adventurer who watched Smashheart work commented once that the half-orc has the soul of a barbarian, but the half-orc took offense to that and the adventurer barely escaped with his life. The blacksmith prefers customers who do as little talking as possible, and questioning him on anything but his work usually results in no response. Smashheart carries his blacksmith hammer with him wherever he goes.

Guards, War2: CR 1; SZ M (half-orc); HD 2d8+4; hp 16; Init +1; Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather), touch 11, flat-footed 13; BAB +2; Grap +5; Atk +5 (1d10+4, great club); Full Atk +5 (1d10+4, great club); SQ darkvision 60 ft., half-orc traits; AL N; SV Fort +5, Ref +1, Will -1; Str 17, Dex 12, Con 14, Int 8, Wis 8, Cha 11.

Skills: Intimidate +4. **Feats:** Weapon Focus (great club).

Languages: Common, Orc.

Possessions: Studded leather armor, great club, pouch with 1d6 gp, 2d12 sp.

4. Temple of the Sea God

Martyn's Nest has many temples and churches dedicated to various gods, but the majority of townsfolk pay at least token homage to the Sea God. Obslyn, a dour elderly gnome, runs the temple. He spends much of his time on the docks, blessing ships as they depart or healing sick or injured sailors. The temple is formed from flotsam washed on shore and resembles the bow

of a sinking ship, complete with a mast lying parallel to the ground. The temple's interior contains various relics from famous sailors: a wooden goblet carried by the great adventurer Galdor Hendin; the long sword worn by Sir Zareth of The Crystal Lands; and a fishing net used by the peasant hero, Atassa. Desecrating the temple or stealing the holy relics is considered bad luck by the townspeople of Martyn's Nest.

Obslyn, Male Gnome Clr9: CR 9; SZ S; HD 9d8+9; hp 53; Init -3; Spd 20 ft.; AC 8 (-3 Dex, +1 size), touch 8, flat-footed 8; BAB +6/+1; Grap +0; Atk +4 melee (1d2-2 nonlethal, unarmed); Full Atk +4/-1 melee (1d2-2 nonlethal, unarmed); SQ gnome traits, turn undead; AL LG; SV Fort +7, Ref +0, Will +9; Str 7, Dex 5, Con 12, Int 16, Wis 17, Cha 13.

Skills: Concentration +12, Craft (alchemy) +13, Heal +18, Hide +1, Knowledge (religion) +14, Listen +5, Speak Language (Aquan), Spellcraft +7, Spot +3. **Feats:** Combat Casting, Skill Focus (Heal), Scribe Scroll.

Languages: Common, Gnome, Elven, Aquan.

Typical Cleric Spells (base DC 13 + spell level): 0—*create water, detect magic, light, mending, purify food and drink, read magic*; 1st—*bless water* [x3], *endure elements, obscuring mist**, *sanctuary*; 2nd—*calm emotions, fog cloud**, *owl's wisdom, remove paralysis, shield other* [x2]; 3rd—*create food and water, remove curse, remove blindness/deafness, remove disease, water breathing**; 4th—*control water**, *restoration, spell immunity*; 5th—*mass cure light wounds**, *raise dead*. *Domain spells cannot be channeled into healing spells.

Water Domain: Obslyn can turn or destroy fire creatures as a good cleric turns undead and rebuke, command, or bolster water creatures as an evil cleric rebukes undead. He may use these abilities 4 times per day. This granted power is a supernatural ability. **Healing Domain:** Obslyn casts healing spells at +1 caster level.

Possessions: Healer's kit, 5 *potions of cure light wounds*, *ring of water walking*, 3 *scrolls of water breathing* (CL 9), 61 gp.

Personality: After close to 200 years, Obslyn's opinion of humanity has changed very little. He believes most people are selfish and greedy and that it's his duty to suffer their presence. While most of the people of Martyn's Nest respect the gnome, very few enjoy being around him due to his unceasing complaints about how people are ruining the sea. He's full of dour predictions that the townsfolk will bring the anger of the Sea God down on them. He is up at dawn every morning to offer a sacrifice of bread crumbs to the fish of the sea before he sees to any sick or wounded.

Tactics: Since he's physically weak, Obslyn makes every effort to avoid a fight. He first casts *fog cloud* followed by *sanctuary*, at which point he attempts to escape. If he is being attacked by spells, he casts *spell*

immunity on himself. If his attackers pursue, he tries to reach the sea, where he can use his *ring of water walking* to move quickly where few can travel. Anyone attacking the elderly gnome will find themselves surrounded by 10 guards within 2d4 rounds. More guards arrive at a rate of 1d10 per round for 4 rounds.

5. Red Buckler Hideout

This building appears to be an abandoned warehouse, but anyone spending enough time watching it notices many of the weaker inhabitants of the district go far out of their way to avoid it, and those who do enter have the mean, hard-bitten look of thugs (Sense Motive check DC 20). The door to the building is locked (Open Lock check DC 30) and two guards stand watch inside the building at all times. Red Bucklers use a code to enter, and anyone trying to enter without the code is attacked immediately. There are 1d10 Red Bucklers within shouting distance of the building at any time.

Less a thieves' guild than a group of ruffians, the Red Bucklers spend most of their time drinking, stealing from beggars and anyone else too weak to fight back, and extorting money from many of the shop owners.

Martyn's Nest has no official thieves' guild, and anyone wishing to use the Red Bucklers as a means of buying or selling contraband finds the group has no organization or loyalties. While no one person truly leads the Red Bucklers, the toughest member and de facto leader of the group at the moment is a man known only as Crow.

Crow, Male Human Ftr4: CR 4; SZ M; HD 4d10+8; hp 34; Init +0; Spd 30 ft.; AC 15 (+4 chain shirt, +1 buckler), touch 10, flat-footed 15; BAB +4; Grap +7; Atk +9 melee (1d8+5/x3, masterwork warhammer); Full Atk +9 melee (1d8+5/x3, masterwork warhammer); AL NE; SV Fort +6, Ref +1, Will +2; Str 16, Dex 10, Con 14, Int 13, Wis 12, Cha 8.

Skills: Climb +10, Intimidate +6, Jump +10, Swim +10. **Feats:** Combat Expertise, Improved Disarm, Power Attack, Quick Draw, Weapon Focus (warhammer), Weapon Specialization (warhammer).

Languages: Common, Orc.

Possessions: Chain shirt, red-painted buckler, masterwork warhammer, potion of cure moderate wounds, 3d10 gp, 3d6 sp.

Personality: No one outside of the Red Buckler gang knows anything about Crow. Most aren't entirely positive he's even human or male. The captain-of-the-guard, Brant Viobie, has a standing reward of 200 gp for the capture of this enigmatic gang leader, but so far not even the thugs over whom Crow rules have been tempted to betray him. Whether this speaks of loyalty or fear no one knows, since none of gang members caught by the guard has ever spoken, no matter the

enticements dangled before them. Crow has ambitions of becoming the true leader of a thieves' guild, but he's finding it very difficult to organize the other thugs into a coherent group.

Red Buckler Gang Member, Ftr1: CR 1; SZ M (human); HD 1d10+5; hp 15; Init +1; Spd 30 ft.; AC 14 (+1 Dex, +2 leather armor, +1 shield), touch 11, flat-footed 13; BAB +1; Grap +3; Atk +3 melee (1d6+2/19–20, short sword) or +2 ranged (1d6/x3, short bow); Full Atk +3 melee (1d6+2/19–20, short sword) or +2 ranged (1d6/x3, short bow); AL NE; SV Fort +4, Ref +1, Will +0; Str 15, Dex 13, Con 14, Int 8, Wis 10, Cha 12.

Skills: Climb +3, Intimidate +3, Jump +3, Swim +6. **Feats:** Power Attack, Quick Draw, Toughness.

Possessions: Short sword, short bow, 20 arrows, leather armor, red-painted buckler shield, 1d10 gp, 2d6 sp.

6. Black Sword Headquarters

This is an unassuming building of red stone, nestled between a soapmaker's shop and a stable. The back of the building hosts a large training yard where Black Swords often come to practice, watch new recruits, and just hang around and chat with their fellow mercenaries. Anyone wishing to become a Black Sword must meet with the head of the company, an elderly half-orc named Rikken. The Black Swords have a reputation for honesty in their dealings, and Rikken doesn't accept anyone into their ranks until he believes the person can be trusted.

Rikken, Male Half-Orc Ftr4: CR 4; SZ M; HD 4d10; hp 26; Init +1; Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather), touch 11, flat-footed 13; BAB +4; Grap +6; Atk +8 (1d8+6/19–20, +1 longsword); Full Atk +8 (1d8+6/19–20, +1 longsword); SQ darkvision 60 ft., half-orc traits; AL NG; SV Fort +4, Ref +2, Will +2; Str 14, Dex 12, Con 10, Int 12, Wis 12, Cha 8.

Skills: Climb +6, Intimidate +2, Jump +7, Listen +3, Ride +2, Spot +3. **Feats:** Alertness, Blind-Fight, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword).

Languages: Common, Orc.

Possessions: Studded leather armor, +1 longsword, ring of jumping, 250 gp.

Personality: Rikken has all the charm one would expect from an elderly half-orc mercenary. Despite his grating personality and gratuitous use of insults as a form of endearment, he's well-liked by his subordinates for his honesty and forthright nature. He dislikes thieves and murderers, and he's merciless if he catches any of his Swords dealing with customers unfairly and giving the Black Swords a bad reputation. Since the Black Swords keep the Dockside District relatively civil, the local guards allow Rikken a lot of leeway when dealing with his own people.

Table 2–3: Eastlake District Random Encounters

d20	Result
1	A group of drunken noble youths pass the PCs singing lewd songs.
2–3	Several guards are carting an unconscious and severely-beaten thug toward the guard headquarters.
4	A thief runs past the PCs after grabbing a necklace from a merchant's stall. The merchant chases him, calling for help. If the PCs catch the thief, whose name is Yorsal, and return the necklace, the merchant rewards them with a 50 gp platinum bracelet.
5	A merchant's cart has broken an axle and stopped in the center of the street. Drivers of wagons and carts unable to go around the disabled vehicle call out insults to the merchant.
6–7	A comely young elven woman named Sitha approaches the PCs and offers to sell them a fine collection of gold rings. She explains that each of the five rings is worth 100 gp, but she's selling them for 90 gp. If pressed for a reason, she explains that her child is ill, and she must sell her jewelry to pay for his treatment. A DC 15 Diplomacy check reduces the price she's willing to go to as low as 50 gp. In truth, the rings are gold-plated copper and worth 5 sp each. If the PCs discover her duplicity and try to find Sitha later, they find no one knows of anyone with that name.
8	A young nobleman named Arkallan challenges one of the male PCs to a duel. He selects whomever he feels is the least dangerous opponent (unarmored and of low strength). His reasoning is that the PC in question looked at him with "arrogance unbecoming of one of your class." If the PC refuses, Arkallan spreads unpleasant rumors about the PC, resulting in a -1 penalty to all Charisma-based checks for that PC for one week. Since the nobleman challenged the PC in full view of all, if he kills Arkallan in a fair duel, no charges are brought against him.
9–11	The PCs overhear a group of scholars discussing a missing half-elf named Annara Leafbow. The scholars disagree about the reason she's missing, with some believing she left to take her services to a larger town and others believe she was murdered because of something she discovered in one of the documents she was scribing. See Area 15 for more information on Annara Leafbow's circumstances.
12–20	No encounter.

Arkallan, Male Human Ari3: CR 2; SZ M; HD 3d8+3; hp 20; Init +6; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB +2; Grap +3; Atk +5 melee (1d6+2/18–20, +1 rapier); Full Atk +5 melee (1d6+2/18–20, +1 rapier); AL NE; SV Fort +2, Ref +3, Will +2; Str 13, Dex 15, Con 12, Int 10, Wis 8, Cha 14.

Skills: Bluff +8, Diplomacy +6, Gather Information +6, Intimidate +10, Perform (dance) +4, Ride +6, Speak Language (Elven, Dwarven, Gnome), Swim +4. **Feats:** Improved Initiative, Quick Draw, Weapon Finesse.

Languages: Common, Elven, Dwarven, Gnome.

Possessions: +1 rapier, rapier, belt pouch containing 20 pp, 30 gp, 15 sp.

Personality: Arrogant, selfish and cruel, Arkallan is disliked even by his peers. Those of lower social classes shy away from him, since he often enjoys making cruel sport of those unable to defend themselves. Still, he can be persuasive when he chooses, and his words carry the weight of the wealthy and privileged.

Tactics: Arkallan never fights fair unless someone is watching. If the PC agrees to a duel, he demands the fight begin immediately, and insists the PC use his rapier. He hands over his non-magical weapon, believing he'll have an edge against any PC who fights him. His preferred tactic is to first use his Bluff skill to feint (see the Bluff skill description in Chapter 4: Skills of the PHB) before each attack.

Sitha, Female Elven Rog4: CR 4; SZ M; HD 4d6-4; hp 12; Init +2; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 11; BAB +3; Grap +2; Atk +2 melee (1d4-1, dagger); Full Atk +2 melee (1d4-1, dagger); SA sneak attack +2d6; SQ elf traits, evasion, low-light vision, trap sense +1, trapfinding, uncanny dodge; AL NE; SV Fort +0, Ref +6, Will +2; Str 8, Dex 15, Con 8, Int 14, Wis 12, Cha 16.

Skills: Appraise +7, Bluff +12, Diplomacy +12, Disguise +10, Forgery +7, Gather Information +10, Hide +9, Intimidate +14, Listen +6, Move Silently +9, Open Lock +5, Search +7, Sleight of Hand +5, Spot +6. **Feats:** Persuasive, Run.

Languages: Common, Elven, Gnome, Sylvan.

Possessions: Dagger, 5 gold-plated copper rings (5 sp each), 155 gp.

Personality: Sitha is beautiful, charming and flirtatious, and people rarely see the (figurative or literal) dagger she slips into their backs before it's too late. She usually keeps a few different scams going at all times, and she rarely stays in the same town more than two days. Her latest scam involves passing off gold-plated copper rings as real.

Tactics: Sitha isn't a very effective fighter, and she rarely involves herself in situations out of which she cannot talk herself. If someone insists on trying to fight her, she runs, trusting in her speed to outrun most opponents. Later, if she feels she can handle the situation, she finds the person or persons who attacked her and tries to kill them in their sleep. If they are too powerful, she leaves town.

Yorsal, Male Human Com3: CR 2; SZ M; HD 3d4; hp 9; Init +4; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB +0; Grap +0; Atk +0 melee (1d4, dagger); Full Atk +0 melee (1d4, dagger); AL N; SV Fort +0, Ref +2, Will +0; Str 10, Dex 11, Con 11, Int 10, Wis 11, Cha 10.

Skills: Listen +8, Spot +8, Swim +3, Use Rope +3. **Feats:** Alertness, Improved Initiative, Lightning Reflexes.

Languages: Common.

Possessions: Dagger, diamond necklace (300 gp), pouch containing 1d6 sp, 2d4 cp.

Tactics: The thief only wants to get away with his stolen treasure, and if he's caught he gives up quickly, begging for his life.

Riggen sleeps on a cot in a room at the back of the Black Sword Headquarters, but he takes all his meals and the rare bath at nearby taverns and inns.

Martyn's Lake

Martyn's Lake, or simply, The Lake as it's called by the people of Martyn's Nest, is often dotted by small pleasure boats, most of which are owned by the children of the wealthier inhabitants of Eastlake. Informal and formal sailboat races are a popular form of entertainment, and even the poorer townsfolk usually find a copper or two to bet on race days. Guarded ferries run day and night between districts, carrying goods and people more quickly than they can travel around the lake. The ferries cost 3 cp per trip.

Eastlake

Small shops, aristocrats, wealthy merchants, and all but the poorest commoners live east of The Lake. The district is also home to the Ministers' Home, a small keep where the town's leaders meet and discuss matters of interest to the city.

Roll 1d20 for every two hours the PCs spend in this district (consult **Table 2-3 Eastlake Random Encounters** on the previous page). Use each encounter only once.

7. Ministers' Home

Although not actually a place of residence, the townsfolk of Martyn's Nest have called this two-story stone building the Ministers' Home for as long as anyone can remember. The estate houses a courtyard, public assembly room, document storage, three private offices for the current ministers, and the vault where all taxes are stored. The assembly room is always open to the public. Four guards are on duty at all times to make sure no one enters the second floor offices without permission from the ministers, and to ensure vagrants avoid using the building as a place to sleep. Six guards on the second floor protect the vault from thieves. Copies of deeds, trading writs, and other legal documents are available for viewing here during the day, though it takes 1d4+1 hours to find any such documents. Use the statistics for the Port Taxation Office guards (Area 2) for the guards in this building.

Athlindra Penabi, Female Human Exp5: CR 4; SZ M; HD 5d6+5; hp 25; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB +3; Grap +2; Atk +2 melee (1d3-1 nonlethal, unarmed); Full Atk +2 melee (1d3-1 nonlethal, unarmed); AL NG; SV Fort +2, Ref +1, Will +8; Str 8, Dex 10, Con 12, Int 15, Wis 14, Cha 14.

Skills: Appraise +10, Craft (sailmaking) +10, Craft (weaving) +13, Diplomacy +14, Gather Information +11, Knowledge (local) +7, Knowledge (architec-

ture and engineering) +7, Profession (sailmaker) +10, Sense Motive +9, Swim +4, Use Rope +5. **Feats:** Skill Focus (Craft [weaving]), Iron Will, Negotiator.

Languages: Common, Elven, Aquan.

Possessions: Belt pouch with 3 gems (worth 84 gp, 21 gp and 11 gp) and coins totaling 25 gp.

Personality: At 23 years of age, Athlindra is young for a Minister, but she was chosen for the position two years ago after successfully negotiating a peace treaty between two feuding merchant ships that started battling on the Martyn's Nest docks. Ambitious, she's also seen as one of the best sailmakers in the city. All her sails bear her personal mark in the bottom right corner: an embroidered pink heart surrounding a blue rose. Athlindra is betrothed to Brant Viobie, the captain of the guard.

Augusthir Megson, Male Human Exp7: CR 6; SZ M; HD 7d6+10; hp 37; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB +5; Grap +8; Atk +8 melee (1d6+3/x2, club); Full Atk +8 melee (1d6+3/x2, club); AL N; SV Fort +3, Ref +4, Will +5; Str 16, Dex 14, Con 13, Int 12, Wis 10, Cha 8.

Skills: Balance +10, Climb +9, Craft (woodcarving) +10, Diplomacy +8, Escape Artist +10, Gather Information +5, Jump +9, Knowledge (local) +7, Profession (shipbuilder) +10, Swim +8, Tumble +7, Use Rope +12. **Feats:** Toughness, Skill Focus (Profession [shipbuilder]), Agile, Skill Focus (Craft [woodcarving]).

Languages: Common, Dwarven.

Possessions: Club, 3 gp, 29 sp.

Personality: Augusthir became Minister five years ago at the age of 32, despite his gruff and short-tempered personality. The years have taught him a bit more about diplomacy and cooled his temper, but he still gets easily annoyed by the slow-witted and lazy. When not taking care of business for Martyn's Nest, Augusthir spends most of his time at the docks or the shipyard, repairing ships or helping to craft new ones.

Vennelitia Shiningtide, Female Elf Adp9: CR 8; SZ M; HD 9d6-9; hp 25; Init +4; Spd 30 ft.; AC 11 (+1 ring of protection +1), touch 11, flat-footed 11; BAB +4; Grap +2; SQ elf traits, summon familiar; AL CG; SV Fort +2, Ref +3, Will +10; Str 7, Dex 11, Con 9, Int 14, Wis 18, Cha 15.

Skills: Concentration +11, Diplomacy +4, Gather Information +4, Knowledge (history) +8, Knowledge (local) +8, Heal +16, Listen +8, Profession (herbalist) +8, Search +4, Sense Motive +6, Spot +8. **Feats:** Alertness, Brew Potion, Improved Initiative, Negotiator.

Languages: Common, Elven, Aquan.

Typical adept spells: (base DC 14 + spell level): 0—*cure minor wounds*, *purify food and drink*, *read magic*; 1st—*bless*, *comprehend languages*, *protection from evil*,

sleep; 2nd—invisibility, see invisibility, web; 3rd—neutralize poison, remove disease.

Possessions: Ring of protection +1, Sea God holy symbol, 24 gp, 41 sp.

Personality: Vennilitia Shiningtide never had the discipline to become a wizard, nor the piety of heart to become a cleric. Nevertheless, she still managed to accumulate a bit of magical ability over the course of the last two centuries. As the oldest of the Ministers, she's the putative leader, but both of the other Ministers are more diplomatic. Vennilitia prefers to spend her time researching, and her love of books and knowledge often gets in the way of her administrative duties. She intends to step down soon and has already selected Driara, owner of the Velvet Rooster, to take her place.

Treasure: The vault holds the majority of the city's taxes. The single door is six inches of solid steel. The walls are also lined with six inches of steel. Both have hardness 10, 180 hp and a Break DC of 35. Two locks bar the way (Open Lock check DC 40), though both locks take the same key. Inside the vault are four chests containing 10,000 pp, 25,000 gp, 48,000 sp and 100,000 cp respectively.

8. Brevel Althere's Home

This stone and brick mansion rests atop a hill. Brevel has made a comfortable living for himself as a trader of fine furniture and filled his house with evidence of his eye for quality workmanship. Gates bar entrance to the grounds of Brevel's home, and four guards stand at various points around the outer wall to protect against burglars. Guard dogs roam the grounds during the night but are confined during the day. Brevel employs a butler, two cooks, four housekeepers, ten guards and a carriage driver, all of whom live in residence.

If the PCs try to speak with Brevel, they find he has been missing for four weeks. His employees believe him to be visiting Tomos, though even they admit the visit has gone longer than normal. They're loyal to Brevel and won't deliberately betray him, and none of them believes him capable of killing his own brother. They are aware that Brevel and Tomos both had past adventuring careers, but they are reluctant to admit Brevel's skills lie more along the path of the thief. See **Chapter 7: Dead Man's Head** for more information on Brevel Althere.

9. Shaya's Fine Gems and Jewels

Although named after Shaya, she had little to do with Tomos Althere's business. This is a well-guarded brick building, with magically protected doors and windows. Guards capable of both magic (Wiz3) and fighting (Ftr3) protect this store, and are paid well. Customers entering the store are seated at a table cov-

ered in black velvet, and a journeyman brings the gems and jewelry from a locked vault beneath the building. Tomos keeps his gem cutting tools in the vault, along with 4,500 gp worth of uncut gems and 6,000 gp worth of cut gems and jewelry. Tomos' two journeymen sleep in a room off the vault, which contains a bunk bed, two footlockers containing their personal possessions and a writing desk. Tomos also kept a similar room in the vault, since he spent much of his time in town.

The two journeymen, Dyara Rockslinger (female dwarf Exp2) and Thad Beck (male human Exp2) have been running the shop since Tomos disappeared. They are mildly worried about his disappearance, since he didn't give any notice, but they admit he's been gone on longer expeditions in the past. If pressed for details, they mention his last excursion was three months ago and he was out for six weeks. This was the excursion that led to Tomos's dragon horde, though the journeymen don't know this.

Dyara Rockslinger, Female Dwarf Exp2: CR 1; SZ M; HD 2d6+4; hp 13; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; BAB +1; Grap +2; SQ dwarf traits; AL NG; SV Fort +2, Ref +0, Will +5; Str 12, Dex 10, Con 15, Int 15, Wis 14, Cha 6.

Skills: Appraise +7, Craft (gem cutting) +10, Craft (jewelrymaking) +7, Diplomacy +2, Knowledge (geography) +6, Knowledge (local) +6, Listen +6, Profession (jewelrymaker) +6, Spot +7. **Feats:** Skill Focus (Craft [gem cutting]).

Languages: Common, Dwarven, Elven, Gnome.

Possessions: Masterwork gem cutting tools, diamond ring (173 gp), 3d6 gp worth of uncut gems, 20 sp.

Personality: Dyara typifies the grumpy dwarf obsessed with gems and minerals. Although she's nearly as good with her craft as her master, she prefers to spend most of her time with her tools cutting gems and has little desire to interact with customers. She has a lot of respect for Tomos and in her own way worries about him. She also respects her fellow journeyman, Thad Beck, even though the two of them bicker like siblings much of the time. Dyara is happy as a journeyman gemcutter, and she expects to work for Tomos for another ten years.

Thad Beck, Male Human Exp2: CR 1; SZ M; HD 2d6+2; hp 11; Init -1; Spd 30 ft.; AC 9 (-1 Dex), touch 9, flat-footed 9; BAB +1; Grap +1; Atk +1 melee (1d4/19–20, dagger); Full Atk +1 melee (1d4/19–20, dagger); AL NG; SV Fort +1, Ref -1, Will +5; Str 10, Dex 8, Con 12, Int 13, Wis 14, Cha 15.

Skills: Appraise +6, Craft (gem cutting) +5, Craft (jewelrymaking) +5, Diplomacy +10, Knowledge (history) +5, Knowledge (local) +5, Perform (comedy) +6, Profession (jeweler) +5, Sense Motive +12,

Speak Language (Gnome, Halfling, Elven). Feats: Negotiator, Skill Focus (Sense Motive).

Languages: Common, Dwarven, Gnome, Halfling, Elven.

Possessions: Dagger, diamond bracelet (50 gp), diamond earrings (28 gp for the set), 30 gp.

Personality: Thad loves making jokes, gossiping about people and generally being sociable. People enjoy being around him, and he usually makes friends wherever he goes. While he's a competent jeweler, his real strengths lie in selling the final product to the customer, and he usually deals with customers since Dyara would rather not. He respects his employer and his fellow journeyman, but he plans to leave within a few years and start his own jewelry store somewhere.

Guards, Ftr3: CR 3; SZ M; HD 3d10+3; hp 24; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 chain shirt), touch 11, flat-footed 14; BAB +3; Grap +5; Atk +5 melee (1d8+3/19–20, longsword); Full Atk +5 melee (1d8/19–20, longsword); AL NG; SV Fort +4, Ref +2, Will +3; Str 15, Dex 13, Con 12, Int 10, Wis 14, Cha 8.

Skills: Climb +5, Jump +5, Listen +2, Ride +7, Spot +2, Swim +8. *Feats:* Blind-Fight, Cleave, Combat Reflexes, Dodge, Power Attack,

Languages: Common.

Possessions: Chain shirt, longsword, *potion of cure light wounds*, 20 gp.

Spellguards, Wiz3: CR 3; SZ M; HD 3d4+3; hp 12; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB +1; Grap +1; Atk +1 melee (1d6, shortspear) or +2 ranged (1d6, shortspear); Full Atk +1 melee (1d6, shortspear) or +2 ranged (1d6, shortspear); AL NG; SV Fort +2, Ref +2, Will +5; Str 10, Dex 13, Con 12, Int 15, Wis 14, Cha 8.

Skills: Concentration +, Decipher Script +8, Knowledge (arcana) +8, Knowledge (the planes) +8, Spellcraft +8. *Feats:* Combat Casting, Eschew Materials, Scribe Scroll, Spell Focus (Enchantment).

Languages: Common, Elven, Draconic.

Possessions: Shortspear, *potion of cure light wounds*, 20 gp.

Spells Memorized (base DC 12 + spell level; base DC 13 + spell level (enchantment)): 0—*daze*, *detect magic* [x3]; 1st—*hypnotism*, *mage armor*, *sleep*; 2nd—*detect thoughts*, *see invisibility*.

10. The Velvet Rooster

Driara, a quiet and elegant half-elf, runs this fine brick establishment, providing rooms, food and fine wines and ales to her customers. She considers her inn to be a place of tranquility, and she won't allow PCs to bother the other patrons with questions. Any attempts to Gather Information here are likely to fail if she or her workers catch the PCs bothering customers.

The dining area consists of curtained booths, a wandering minstrel, and discreet serving staff, and the food and drink is above average in quality. The rooms, located at the back of the building, are clean and well maintained, and the inn provides a bath for each guest upon request. Discreet guards protect against any minor disturbances. Use the statistics for the Port Taxation Office guards (Area 2) for the guards in this building.

Driara, Female Half-Elf Exp5: CR 4; SZ M; HD 5d6-5; hp 15; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB +3; Grap +3; Atk +3 melee (1d4/19–20, dagger) or +4 ranged (1d4/19–20,); Full Atk +3 melee (1d4/19–20, dagger) or +4 ranged (1d4/19–20,); SQ half-elf traits; AL NG; SV Fort +0, Ref +1, Will +6; Str 10, Dex 12, Con 8, Int 13, Wis 14, Cha 16.

Skills: Appraise +5, Bluff +9, Diplomacy +14, Gather Information +12, Knowledge (local) +6, Listen +5, Perform (sing) +7, Profession (innkeeper) +11, Search +4, Sense Motive +14, Spot +9, Swim +3. *Feats:* Skill Focus (Profession [innkeeper]), Negotiator.

Possessions: Dagger, 2d10 gp.

Personality: Driara runs the Velvet Rooster with a firm but kind hand. She tolerates no laziness from her staff, and she expects her customers to uphold to the highest standards of behavior. She doesn't hesitate to remove a customer who might cause even the slightest disturbance to another customer. As such, her establishment is known by the upper class of Martyn's Nest as a place of tranquility. Driara herself is a slim, young half-elf who came to Martyn's Nest a decade ago with little more than the clothes on her back. Her diplomatic skills and knowledge of the area makes her highly regarded by the Ministers, who often ask her to mediate disputes. Most people of Martyn's Nest believe she will become the next Minister when Vennelitia Shiningtide steps down next year.

11. Gem Cutters Guild

Durgon Flameboulder, a thin, almost gaunt dwarf, runs the guild of gem cutters, which mostly consists of dwarves and a few humans. Carved and cut from a large formation of purple crystal growing at that spot, this twenty-foot square building is a wonder of creation. The interior is a single room with tables arranged around the walls for the gem cutters to work and meet. A small bookcase on the north wall contains tomes discussing various gem cutting and jewelry setting techniques. Guards protect the building day and night, but the gem cutters do not leave gems inside overnight. Use the statistics for the guards from the Port Taxation Office (Area 2) for the guards in this building.

Durgon knows both Tomos Althere and Elion Manathar very well, since both belong to the guild. He is aware Tomos won the Green Mountain Clan trading rights and that it angered Elion to lose. He believes Elion's mind is unhinged and counsels the PCs against confronting the elf, warning them he's a very dangerous person when angered.

Durgon Flameboulder, Male Dwarf Exp8: CR 7; SZ M; HD 8d6+24; hp 57; Init +2; Spd 20 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB +6/+1; Grap +5; Atk +5 melee (1d4-1/19-20, dagger) or +8 ranged (1d4-1/19-20, dagger); Full Atk +5/+0 melee (1d4-1/19-20, dagger) or +8/+3 ranged (1d4-1/19-20, dagger); SQ dwarf traits; AL NG; SV Fort +5, Ref +4, Will +7; Str 8, Dex 14, Con 17, Int 12, Wis 12, Cha 11.

Skills: Appraise +15, Craft (gemcutting) +15, Craft (jewelrymaking) +12, Diplomacy +8, Gather Information +10, Knowledge (local) +12, Knowledge (nature) +9, Profession (jewelrymaker) +12. **Feats:** Skill Focus (Appraise), Skill Focus (Craft [gemcutting]), Toughness.

Languages: Common, Dwarven.

Possessions: 3 daggers, magnifying glass, satchel containing masterwork gemcutting tools and masterwork jeweler's tools, uncut gems worth 724 gp, cut gems worth 814 gp.

Personality: Durgon maintains a low profile despite being guildmaster of the gem cutters guild. He takes care of the administrative tasks of running the guild reluctantly, preferring to spend as much time as he can cutting gems and jewels into exquisite pieces of art. Durgon's jewelry is known far and wide, though only the wealthiest merchants and nobles can afford his prices. Any gem or piece of jewelry cut by Durgon bears his mark, a flame atop a boulder, though a magnifying glass is usually needed to view the mark.

12. Elion Manathar's House

Elion has had fewer successes in his career than Tomos, though the red stone house he lives in is still rather elegant. He currently employs neither servants nor guards, not because he can't afford them but rather because his poor treatment of employees means no one works for him any longer than necessary. He relies on guard dogs on the grounds and magical means inside to protect his assets and person.

Rather than keeping a shop, Elion works out of his home and rents a booth when he has goods to sell. He is usually found in his home or eating at The Velvet Rooster.

For more on this building and its inhabitant, see **Chapter 4: A Killer Unmasked**.

13. Carrana's Elixirs

Carrana's Elixirs is the best-known place in town to buy potions. Carrana Blic, an attractive, middle-aged human woman, left the adventuring life 20 years ago and set up shop in Martyn's Nest. She also carries a wide assortment of spell scrolls of any spell she has in her spellbook and can be persuaded to make additional scrolls and potions if she's given enough time. The first floor of the building houses the shop and Carrana's alchemy lab; the second floor has a living area, kitchen, bedroom for Carrana, and a bedroom for her twin 15-year-old daughters.

Carrana Blic, Female Human Clr1/Wiz5: CR 6; SZ M; HD 1d8-1 plus 5d4-5; hp 14; Init +1; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB +2; Grap +0; Atk +0 melee (1d3-2 nonlethal, unarmed); Full Atk +0 melee (1d3-2 nonlethal, unarmed); SQ turn undead; AL LG; SV Fort +4, Ref +3, Will +12; Str 7, Dex 11, Con 9, Int 17, Wis 15, Cha 14.

Skills: Concentration +8 (+12), Craft (alchemy) +15, Gather Information +4, Knowledge (arcana) +12, Knowledge (local) +12, Knowledge (religion) +12, Spellcraft +14. **Feats:** Brew Potion, Combat Casting, Craft Wondrous Item, Iron Will, Scribe Scroll, Skill Focus (Craft [alchemy]).

Languages: Common, Gnome, Dwarf.

Typical cleric spells (base DC 12 + spell level): 0—*create water, detect magic, detect poison*; 1st—*bless, obscuring mist, sanctuary*.

Water domain: Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead. Carrana can use these abilities 5 times per day. This granted power is a supernatural ability. **Magic domain:** Carrana adds one-half her cleric levels to use scrolls, wands, and other devices with spell completion or spell trigger activation.

Typical memorized spells (base DC 13 + spell level): 0—*detect magic, detect poison, read magic, resistance*; 1st—*endure elements, identify [x2], mage armor*; 2nd—*invisibility, resist energy, see invisibility*; 3rd—*fly, water breathing*.

Spellbook: 0—all; 1st—*comprehend languages, endure elements, enlarge person, expeditious retreat, feather fall, identify, mage armor, shield*; 2nd—*bull's strength, cat's grace, invisibility, levitation, resist energy, see invisibility, whispering wind*; 3rd—*dispel magic, fly, water breathing*.

Possessions: *Cloak of resistance* +2, *handy haversack*, scroll of *bless* (CL 1), scroll of *sanctuary* (CL 1), 3 *potions of cure light wounds*, 231 gp. In addition to these items, Carrana also carries 1d4 scrolls of each spell in her spellbook and 1d3 random potions in her handy haversack.

Personality: Carrana is a 40-year-old woman who spent a few years adventuring before she settled into life as a merchant. She's always quiet, polite and often has a smile on her face, and even when she's angry the smile remains. After she closes the shop, she trains her two daughters in her craft.

14. Guard Headquarters

The tallest building in town at six stories, the guard headquarters tower serves as a recruiting station, strategy room in times of war, and lookout post. A ten-foot high wall surrounds a courtyard that includes a private smithy, training yard, stables, jail and a food silo. The first floor of the round tower contains a dining hall, which also serves as the recruitment station. All citizens of Martyn's Nest are required to serve in the guard for a period of one year upon reaching their age of majority.

The second and third floors are barracks each capable of holding eighty guards. Each barrack contains bunk beds and padlocked footlockers (Open Lock check DC 20). The fourth floor holds offices, a well-stocked and well-guarded armory, and a locked vault that holds the headquarters' magic items. The fifth floor is the personal living quarters of the captain of the guard. At the time, the captain of the guard is a half-elf named Brant Viobie. The sixth floor has arrow slits spaced every five feet. Eight guards keep watch from the arrow slits. A ladder leads to the roof where more guards man two catapults that are kept ready at all times. Four more guards serve as additional watchers.

Brant Viobie often has several jobs available for capable adventurers. This would be a good place to branch off additional adventures.

Brant Viobie, Male Half-elf, Sor1/Ftr4: CR 5; SZ M; HD 1d4+1 plus 4d10-4; hp 21; Init +0; Spd 20 ft.; AC 15 (+5 breastplate), touch 10, flat-footed 15; BAB +4; Grap +6; Atk +8 melee (2d4+5/x2, masterwork spiked chain); Full Atk +8 melee (2d4+5/x2, masterwork spiked chain); SQ half-elf traits; AL NG; SV Fort +3, Ref +1, Will 5; Str 14, Dex 10, Con 8, Int 12, Wis 14, Cha 15.

Skills: Bluff +8, Concentration +3, Diplomacy +4, Gather Information +4, Intimidate +10, Listen +3, Search +2, Sense Motive +4, Spellcraft +3, Spot +3. *Feats:* Dodge, Exotic Weapon Proficiency (spiked chain), Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Languages: Common, Elven.

Possessions: Breastplate, masterwork spiked chain, *potion of cat's grace*, *potion of bull's strength*, *boots of levitation*, keys to the guard headquarters, 400 gp.

Spells (5/4; base DC 12 + spell level): 0—*detect poison*, *mage hand*, *message*, *touch of fatigue*; 1st—*compre-*

hend languages, *sleep*. Brant has a 25% chance of arcane spell failure because of his armor.

Personality: Anyone who spends time in Martyn's Nest knows of Captain Brant Viobie, captain of the guard for the city. His skill with his weapon is renowned, and he's often called upon to show off his talents whenever he enters a tavern, something he's happy to do. He's an arrogant half-elf and a bit of a braggart, but he truly tries to do what's best for the city. He rarely has to draw his weapon, since he's capable of intimidating people with a sharp word or a quick-witted retort. When Brant discovered he had magical powers, he rejected them initially, feeling that spellcasters were weak. He eventually accepted his powers, but he rarely uses them, and he never uses them to harm people. Even his *sleep* spell is only used as a means of disabling an opponent, at which point he manacles the person and takes them to the jail. Brant is betrothed to Minister Athlindra Penobi.

Tactics: Brant prefers to avoid a fight, but if attempts at intimidating the enemy into backing down doesn't work, he uses his weapon to its best effect. Brant uses Power Attack whenever possible, unless he's finding it difficult to hit his enemy.

Typical Guard, War1: CR 1/2; SZ M (human); HD 1d8+2; hp 10; Init +1; Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather), touch 11, flat-footed 13; BAB +1; Grap +3; Atk +3 melee (2d4+3/x3, guisarme) or +4 melee (1d6+2/19-20, short sword) or +2 ranged (1d6/x3, shortbow); Full Atk +3 melee (2d4+3/x3, guisarme) or +4 melee (1d6+2/19-20, short sword) or +2 ranged (1d6/x3, shortbow); AL N; SV Fort +4, Ref +1, Will +0; Str 15, Dex 12, Con 14, Int 8, Wis 10, Cha 13.

Skills: Climb +3, Handle Animal +2, Intimidate +4, Jump +3, Listen +2, Spot +2, Swim +4. *Feats:* Alertness, Weapon Focus (short sword).

Languages: Common.

Possessions: Studded leather armor, guisarme, short sword, short bow, 20 arrows, 1d10 sp, 1d10 cp.

Typical Spellguard, Adp1: CR 1/2; SZ M (human); HD 1d6; hp 6; Init +5; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB +0; Grap -1; Atk -1 melee (1d8/x2, morningstar) or +1 ranged (1d8/19-20, light crossbow); Full Atk -1 melee (1d8/x2, morningstar) or +1 ranged (1d8/19-20, light crossbow); AL N; SV Fort +0, Ref +1, Will +4; Str 8, Dex 13, Con 10, Int 15, Wis 14, Cha 13.

Skills: Concentration +4, Handle Animal +3, Heal +6, Knowledge (local) +5, Knowledge (religion) +5, Listen +4, Spellcraft +6, Spot +4. *Feats:* Alertness, Improved Initiative.

Languages: Common, Elven, Aquan.

Typical Spells Known (3/2; base DC 12 + spell level): 0—*cure minor wounds*, *mending*, *touch of fatigue*; 1st—*cure light wounds*, *obscuring mist*.

Possessions: Morningstar, light crossbow, 10 bolts, *potion of cure light wounds*, 1d6 gp, 1d10 sp.

Treasure: The armory, which is locked (Open Lock check DC 30; the key is normally held by Brant Viobie) and guarded (2 guards and 2 spellguards at all times) contains 80 each of the following: daggers, morningstars, guisarmes, shortbows, light crossbows, and sets of studded leather armor. The armory also contains hundreds of bolts and arrows. The vault, which is locked (Open Lock check DC 40; the key is normally held by Brant Viobie), trapped, and guarded (2 guards and 2 spellguards at all times), contains 2d4 *potions of cure light wounds*, 1d6 *potions of cure moderate wounds*, *wand of magic missiles* (CL 7, 39 charges), a *horn of blasting*, and a locked chest (Open Lock check DC 40 or Brant Viobie's key) containing 2,000 pp, 5,000 gp, and 10,000 sp. The footlockers in the barracks hold the guards' personal possessions, but nothing of value to others.

Opening the armory door without the key sets off a *lightning bolt* trap, which affects anyone standing before the door. The guards are not aware of the existence of the trap.

Lightning Bolt Trap: CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

15. Annara's Bookbinding and Scribing

The PCs might hear of this place while they're gathering information around town on the Altheres or Elion Manathar. Annara Leafbow was a quiet half-elf who was an expert in all things related to books. Her ability to read nearly any document, no matter how obscure the language, and her scribing skills were so renowned that even famous sages were known to engage her services. Then a few weeks ago Annara disappeared. Most people believe she must have returned to the elven village where she grew up, or moved to a bigger city to ply her trade, but a few people remember seeing her with an elf the night before she disappeared. A DC 30 Gather Information check determines that the elf was Elion Manathar.

If asked, Elion claims he's already talked with the captain of the guard. He claims he left her outside her home after they enjoyed dinner at the Velvet Rooster, and the two of them were supposed to attend a picnic the next day. In truth, Elion kidnapped Annara that night and is keeping her in a prison in his house. See **Chapter 4: A Killer Unmasked** for more details on both characters.

Annara's building is locked tight (Open Lock DC 25). The building smells of inks, parchment and glues. The front of the building is Annara's place of business, and the back is her living quarters. Books are stacked

everywhere, along with half-finished scribing projects and other assorted tools of her trade. Although some people think her disappearance might be related to something she learned in one of her books or scrolls, none of the books or writing projects are damaging to anyone.

Additional Shops and Information

Danfric Estate

Although not actually in town, the PCs might decide to speak with the Danfrics when they find the ball invitation in the Althere dressing room (Chapter 3, Area 18). The Danfric Estate is located four miles east of the Althere home, and a DC 10 Gather Information check in Martyn's Nest provides the PCs with directions. The estate is actually a small keep surrounded by a 20-foot-high curtain wall and a moat. The PCs need to convince first the guards at the drawbridge and then the castle steward (two separate DC 15 Diplomacy checks) of their intentions before the steward escorts them to either Lord Chisope or Lady Jessa Danfric.

Though neither aristocrat has any information about the Altheres' current situation, they can provide the PCs a few clues. They tell the PCs the gem merchant and his wife left the ball a couple hours after midnight to return home. They are able to tell the PCs that Tomos has a brother in Martyn's Nest named Brevel, but he declined their invitation to the ball. The only information they know about Elion is that his gems and jewels are inferior to what Tomos sells.

Lady Jessa Danfric, Female Human Ari3: CR 2; SZ M; HD 3d8+3; hp 20; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 *ring of protection* +2), touch 14, flat-footed 12; BAB +2; Grap +1; Atk +5 melee (1d4/19–20, +1 dagger) or +5 melee (1d6-1/18–20, masterwork rapier) or +5 ranged (1d4/19–20, +1 dagger); Full Atk +5 melee (1d4-1/19–20, +1 dagger) or +5 melee (1d6-1/18–20, masterwork rapier) or +5 ranged (1d4-1/19–20, +1 dagger); AL LG; SV Fort +2, Ref +5, Will +3; Str 8, Dex 14, Con 12, Int 13, Wis 10, Cha 15.

Skills: Appraise +6, Bluff +7, Diplomacy +13, Gather Information +6, Ride +8, Sense Motive +9, Speak Language (Gnome, Halfling, Dwarven, Celestial, Aquan). **Feats:** Lightning Reflexes, Negotiator, Weapon Finesse.

Languages: Common, Elven, Gnome, Halfling, Dwarven, Celestial, Aquan.

Possessions: Masterwork rapier, +1 dagger, *ring of protection* +2, 250 gp, 100 sp.

Personality: Before her marriage, Lady Danfric spent a few years training in swordplay, and though she rarely goes anywhere without her bodyguards (2 or 3 Ftr1), she also carries her weapons in the event she finds herself in trouble. Her gregarious nature and

quick wit make her quite popular at parties and other social occasions, and she's quite fond of mocking the more boorish and pompous members of her social peers. Lady Danfric adores her husband, and the two are often found in each other's company, either practicing their swordplay, reading books of poetry aloud to each other, or riding through the countryside.

Lord Chisope Danfric, Male Human Ari3: CR 2; SZ M; HD 3d8; hp 17; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 *ring of protection* +2), touch 14, flat-footed 12; BAB +2; Grap +3; Atk +5 melee (1d6+1/18–20, masterwork rapier) or +4 melee (1d4+2/19–20, +1 *dagger*) or +4 ranged (1d4+2/19–20, +1 *dagger*); Full Atk +5 melee (1d6+1/18–20, masterwork rapier) or +4 melee (1d4+2/19–20, +1 *dagger*) or +4 ranged (1d4+2/19–20, +1 *dagger*); AL LG; SV Fort +1, Ref +3, Will +4; Str 12, Dex 14, Con 10, Int 13, Wis 8, Cha 15.

Skills: Appraise +6, Bluff +7, Diplomacy +14, Gather Information +8, Ride +8, Sense Motive +7, Speak Language (Gnome, Dwarven). *Feats:* Negotiator, Iron Will, Weapon Focus (rapier).

Languages: Common, Elven, Gnome, Dwarven.

Possessions: Masterwork rapier, +1 *dagger*, *ring of protection* +2, 250 gp, 100 sp.

Personality: More aloof than his outgoing wife, Lord Danfric nonetheless exudes an air of charm that sets people at ease within moments of meeting him. He enjoys practicing with his rapier, a weapon of which he's been fond since he was a child. Lord Danfric adores his wife, and the two are rarely separated.

Other

Because of its location, Martyn's Nest is an important trading city. Most items under the 15,000 gp limit, both magical and mundane, should be available within the city proper. One exception to the gold piece limit is the ready availability of *pearls of the sirines*. At any particular moment, 1d4 of these valuable magic items are available for sale, as they are especially popular among the upper class locals. If the PCs buy all of these valuable magic items, it takes 2d4 weeks for more to become available.

Chapter 3:

The Althere Mansion

Travel to the Althere mansion is usually uneventful. The Martyn's Nest guards regularly patrol the route, and caravans travel through the area; PCs are unlikely to encounter monsters or bandits. If the DM wishes to include random encounters, roll once for every four hours of travel and once during the night. Use results 11–15 no more than once.

Travel to the Althere Mansion Random Encounters

d20	Result
1–5	A merchant caravan of 1d4–1 merchants (minimum 1, Exp3), 2d4 guards (Ftr2) and 1d4 servants (Com1).
6–10	A guard patrol of 2d4 guards (War1) and 1 captain (Ftr2).
11	A group of 2d6 wandering bandits (Rog1) and their leader, Festus (Rog3), attempt to ambush the party.
12	2d4+2 grigs. The grigs play practical jokes on the PCs and won't fight unless forced to. See the MM.
13	2 temporal crawlers wander out of the woods looking for food.
14	An avoral named Sorian. He's hunting a succubus and has no intention of fighting the PCs. See the MM.
15	1d4+1 owlbeats. See the MM.
16–20	No encounter

Temporal Crawlers (2): CR 6; SZ M (magical beast); HD 6d10+12; hp 45; Init +8; Spd 40 ft., climb 20 ft.; AC 17 (+4 Dex, +2 natural, +1 insight), touch 15, flat-footed — (foresight ability); BAB +6; Grap +8; Atk +8 melee (1d6+3 plus paralysis, bite); Full Atk +8 melee (1d6+3 plus paralysis, bite); SA paralysis, slowing webs; SQ DR 10/cold iron, darkvision 60 ft.; foresight, low-light vision; AL N; SV Fort +7, Ref +9, Will +3; Str 15, Dex 19, Con 15, Int 6, Wis 13, Cha 10.

Skills: Climb +11*, Hide +9, Listen +4, Move Silently +9, Spot +4. **Feats:** Alertness, Improved Initiative, Stealthy. *Has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

This creature is a man-sized hairy, gray spider with an hourglass-shaped patch of silver on its back.

Paralysis (Ex): A creature bitten by a temporal crawler must succeed at a DC 15 Fortitude save or be paralyzed for 1 minute. The save DC is Constitution-based.

Slowing Webs (Ex): The web of a temporal crawler emanates a slow effect (as the slow spell, caster level 6th) that affects all creatures within 10 feet of the web. Affected creatures can make a successful Fortitude save (DC 15) the round they are affected to negate the effects. Creatures are slowed as long as they stay within 10 feet of the web. The slow effects can be counterspelled with a successful casting of a haste spell if the caster first makes a successful DC 16 caster level check. The save DC is Constitution-based.

A temporal crawler can shoot its web up to four times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the temporal crawler. An entangled creature can make an Escape Artist check (DC 15) or burst it with a Strength check (DC 19). Both are standard actions. The check DCs are both Constitution-based and the Strength

check DC includes a +4 racial bonus. Temporal crawlers often create sticky sheets of webbing up to 20 feet square. Approaching creatures must make a successful DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 10 hit points, and sheet webs have damage reduction 5/magic.

Foresight (Su): A temporal crawler cannot be surprised, caught flat-footed, or flanked. It also grants an insight bonus to AC equal to its Wisdom bonus. This ability can be negated, but the temporal crawler can restart it as a free action on its next turn.

Festus, Male Elf Rog3: CR 3; SZ M; HD 3d6; hp 13; Init +7; Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather), touch 13, flat-footed 13; BAB +2; Grap +3; Atk +3 melee (1d8+1/19–20, longsword) or +5 ranged (1d8/x3, composite longbow); Full Atk +3 melee (1d8+1/19–20, longsword) or +5 ranged (1d8/x3, composite longbow); SA sneak attack +2d6; SQ elf traits, evasion, trap sense, trapfinding +1; AL CE; SV Fort +1, Ref +6, Will +0; Str 12, Dex 17, Con 11, Int 10, Wis 8, Cha 14.

Skills: Balance +9, Bluff +6, Climb +5, Escape Artist +9, Hide +7, Intimidate +6, Listen +5, Move Silently +7, Search +8, Sense Motive +3, Sleight of Hand +7, Spot +5, Tumble +7. **Feats:** Agile, Improved Initiative.

Languages: Common, Elven.

Possessions: Studded leather armor, longsword, composite longbow (Str +0), 30 arrows, *potion of cure light wounds*, *elixir of hiding*, *elixir of sneaking*, 241 gp.

Personality: Festus maintains control of his bandits through intimidation and brute force. His unpredictable nature frightens even those who know him, and many of his bandits find his methods even too violent for them to stomach.

The Althere house is located 40 miles from Martyn's Nest, off a well-traveled caravan route. Light forest surrounds the house and the nearest neighbor is four miles away. The house stands half a mile from the road, through a copse of oak trees. A ten-foot-high stone wall surrounds the twenty-acre property, and cast-iron gates bar the entrance. The constructs killed all the guards so the grounds are no longer patrolled. In addition to the main house, the property also consists of a stable, caretaker's house, and a barracks. The grounds are unkempt, with weeds overtaking the grass and a small flower garden on the east side of the main house.

Unless otherwise indicated, all doors are strong wooden doors, which have hardness 5, 20 hp and a Break DC of 23.



Raising The Dead

The characters might decide to bring some of the members of the household back from the dead. Shaya, Tomos and the butler are the only NPCs willing to return, and a *resurrect* spell is necessary due to the amount of time that has passed (at least four weeks.)

Speaking With The Dead

Most of the inhabitants died in their sleep, completely unaware of what killed them. The only bodies able to provide any information include the guard by the door in the barracks (Area 4), the cook on the portico (Area 5), Tomos Althere (Area 7), the maid who died fighting in her bedroom (Area 41), and the guard in Area 45. The bodies can answer the following questions relating to their deaths:

Who killed you? **The toys.**

What toys? **The little ones.**

What do they look like? **Soldiers.**

Why did they kill you? **I don't know.**

In addition, Tomos Althere's body can answer the following questions relating to his treasure:

Where is the map to the treasure? **In my safe.**

What does the map look like? **A ring and a gem.**

Is the safe trapped? **Yes.**

Where are your children? **In their rooms.**

(He believed this to be so at the time of his death.)

Where did the treasure come from? **A cave.**

Who does it belong to? **Me.**

1. Entrance

The gate is locked (Open Lock check DC 30), and climbing the walls is a DC 25 Climb check, though PCs can boost one another over with little difficulty (Strength check DC 10 for the one doing the lifting and a DC 15 Balance check for the one being lifted).

Two guards lie dead on the ground near the gate. A DC 20 Search check allows the PCs to find four tiny needle-like darts on the ground near the bodies. The toy soldiers attacked the guards with poisoned darts, and a PC who examines the body (Heal check DC 13) determines the guard was poisoned, but a DC 20 Knowledge (nature) check concludes the actual poison used is black adder poison.

Treasure: The two guards are wearing leather armor and carrying longswords. One of the guards is also carrying a light crossbow and 10 bolts, and both guards wear the livery with the Althere family crest on it (a teardrop-shaped ruby on a white shield.)

2. Stable

This is a 30-foot-by-60-foot building. The main doors are barred on the outside but not locked, and a smaller side door for the stable hand's use is unlocked. Two more guards lie outside the doors, dead of the same poison that killed the guards near the gate (Area 1). The same DC 20 Search check finds the four darts used to deliver the poison that killed them.

Inside, the stench of rotting corpses nearly overwhelms the senses. Five stalls each hold a dead horse, starved after being trapped in the stables for weeks without food. Several of the stalls show signs the horses attempted to escape before succumbing to their hunger. Tack hangs on pegs on the walls and a 15-foot wooden freestanding ladder used to access the ceiling inside the main house rests against the back wall. Parked in the center of the stable is a dusty carriage.

Near the back of the building, a stable hand lies dead beneath a pile of horseshoes, an empty crate resting beside the body. Although the body is badly decomposed, the PCs can easily see the wounds on his head where the crate of horseshoes landed on him. The stable hand was one of the last humans to die at the hands of the toy soldiers.

Treasure: The two guards outside the building are wearing leather armor and carrying longswords. One of the guards is also carrying a light crossbow and 10 bolts, and both men wear the livery with the Althere family crest on it (a teardrop-shaped ruby on a white shield.) A thorough search (Search check DC 25) of the carriage turns up an emerald earring (50 gp) Shaya lost the night of the ball. The stable hand keeps a small sack of coins hidden in the hay of the upstairs loft. The sack contains 21 sp and 14 cp.

3. Groundskeeper's House

The 20-by-30-foot building features shuttered windows (hardness 5, 10 hp, Break DC 13) on the north and south sides and an eastern-facing door that is barred from the inside (Break DC 25). Inside the entrance of this thatched-roof brick cottage are a number of gardening tools while an archway on the other side of the foyer provides a view of a cozy living area with a sofa, simple wooden table and two chairs. Shelves around the room hold unlabeled clay jars and pots filled with powders, unguents, and other substances. A door on the far side of the room is ajar, and the air faintly reeks of something dead. The door leads to a bedroom, which contains a single bed, washstand, and footlocker, all sized for a Small creature. The footlocker holds the groundskeeper's clothes, a sanded wooden box holding a pair of plain copper rings, a wooden comb, and a bottle of cheap wine.

A gnome lies dead beneath a heavy quilt, apparently smothered. In truth, the toy soldiers killed him with the sassone leaf residue poison they found in a pot on a shelf. If the PCs peer closely at the groundskeeper's face, they'll notice two dark red splotches on his cheeks. A PC who examines the body (Heal check DC 13) determines the groundskeeper was poisoned, but only a DC 20 Knowledge (nature) check can determine the actual poison used.

Treasure: Beneath a false bottom (Search check DC 20) in the footlocker is the groundskeeper's wealth: 38 gp, 25 sp, 56 cp. A DC 15 Knowledge (nature) check also allows the PCs to identify the contents of the jars. Most are basic herbal remedies used by many for common ailments, but one of the jars contains three doses of sassone leaf residue (Fortitude save; Contact DC 13; 2d12 hp/1d6 Con).

4. Barracks

Just inside the door of this 30-by-60-foot brick building lies the body of a man, his head resting on a bloody cast-iron boot scraper. Six bunk beds line the walls of the barracks, with footlockers at the fore and aft of each bunk. Blood-soaked sheets cover three guards with their throats cut, and two sets of beds have collapsed on themselves, a sock-clad foot peeking out from beneath one of them. The body of the second crushed guard is hidden by the mattress.

Six guards were asleep when the toy soldiers attacked. Two died when the constructs removed the supports from the bunks and the top beds collapsed on them. Three more had their throats cut. The guard nearest the door woke when the beds collapsed and tried to run for help, but the toy soldiers tripped him and he fell, hitting his head on the boot scraper. When he didn't immediately die, they stabbed him with their swords. Any PC who takes the time to examine the body notices numerous tiny stab wounds on his back, some of which pierced vital organs.

Treasure: The footlockers are locked (Open Lock check DC 20) and the keys hang on thongs around the necks of each guard. The footlockers mostly contain clothes and personal possessions (cheap jewelry, wooden decks of cards, bone dice, a book of poetry, etc.), but the PCs can gather a total of 52 gp, 87 sp, and 25 cp from them. Armor stands hold six suits of leather armor. Ten longswords in scabbards and three light crossbows in baldrics hang from pegs on the wall. The PCs can also find 80 crossbow bolts. All weapons and armor are for Medium creatures.

The last guard on duty when the toy soldiers attacked can be found lying against the north side of the house (the sixth guard snuck away to meet with a maid in Area 45). He, too, died from the poisoned needle darts (Search check DC 20 to locate).

Notes On The House

The outer walls are one-foot thick stone (hardness 8, hp 90, Break DC 35). The inner walls are wood and have hardness 5, 10 hit points, and a Break DC of 23. Six inches of space separates the walls between rooms. All the windows on the first floor are one-inch sheets of steel with permanent *invisibility* cast on them and have hardness 10, 30 hp and a Break DC of 28; the curtains are closed unless otherwise indicated. Each floor is ten feet high, except for the ballroom (Area 12), which descends ten feet to give that room a twenty-foot ceiling.

The furniture inside the house, except for that used in the servants' quarters, is exceptional in its quality. The total value of all furniture is 75,000 gp, though most of it is marked with the rune of Brevel's trading company (a beaver's head). If the PCs try to sell more



than a few pieces of furniture in Martyn's Nest, they attract the attentions of the town guard, who begin wondering where the PCs came across so much furniture. The PCs will be held for questioning, and if the guards discover the murders at the Althere house, the characters are charged with the murders and must prove their innocence in a trial.

The toy soldiers have had weeks to set traps and concoct poisons in anticipation of someone entering the house. After they killed the family, they used

When the characters begin finding or setting off the traps, the players are likely to become very paranoid and cautious. Play up their suspicions and paranoia by emphasizing the stench of corpses permeating the house, the creaking of the floors and stairs, and various sounds on the floors above or below them. Allow them Listen checks to hear the toy soldiers moving through the floor spaces and walls. Other sounds they might hear during the course of their investigation include tree branches scraping against the side of the house, the squeak of a mouse, a crash of broken glass on a level above them (a mirror, window or goblet), or thunder in the distance.

braided ropes made of yarn inside the chimneys to move about the house. The PCs can find these pieces of braided yarn, blackened with soot, inside the chimney. A DC 5 Strength check breaks the yarn rope. If a PC examines any of the constructs, they find traces of soot on their bodies and clothes with a successful DC 30 Search check. During the intervening time, they also cut small holes in the floors to move about through the floor space between levels and nailed simple ladders inside the walls. Most of these holes are in the southeastern corner of the room, four inches on a side. A toy soldier maneuvering through the hole is considered squeezing. A DC 20 Search check allows the PCs to find the opening and recognize the neatly sawed opening as a means of egress for a creature. The floor space is one foot in height, and the constructs move at full speed through these gaps.

Encountering The Toy Soldiers

These constructs wear the livery of the Althere family and are carved to look like male and female human guards. They are armed but not armored. The carver made ten of the toy soldiers with longswords (damage 1d4-1/19-20) and six carry greataxes (damage 1d8-1/x3). Each also carries 3 poisoned darts

(damage 1 plus poison). Two of the constructs were destroyed in accidents, leaving fourteen to harass the inhabitants of the house.

Black adder venom: Fortitude save; Injury DC 11; 1d6 Con/1d6 Con.

Tactics: Because these creatures prefer not to attack openly, the PCs won't encounter them in any particular room. They move about in the spaces between the walls, floors and ceiling, trying to cause as much damage as possible without giving up their location. If the PCs decide to sleep anywhere on the grounds, whether in the main house, one of the outbuildings, or even on the grounds, the constructs attempt to kill them in their sleep. They begin by throwing their poison-tipped darts at any characters still awake before they use their weapons to deliver coup de grace anyone asleep. If caught and unable to escape, they attempt to fight with their melee weapons.

Toy Soldiers (14): CR 1; hp 5 each; see the **New Monster Appendix**.

Treasure: Toy soldiers rarely carry any personal wealth, but they often have 1d3 doses of poison on them at any particular time (usually nitharit, arsenic, or black adder venom).

First Floor

The toy soldiers keep watch at all times and become aware of the PCs the moment they come within sight of the house unless they use some means of concealment. The toys are patient, conniving and do their best to separate the party to attack lone PCs.

5. Portico

Wide bay windows flank this ornate portico, and columns of white marble carved to resemble stately maidens support the upper levels. The body of an elderly woman wearing a long nightgown lies in a pool of dried blood beside a column.

The doors are locked (Open Lock check DC 30), though if a PC breaks a windowpane (see above about the first floor windows), he can reach in and unlock the doors. The woman was the Altheres' cook. On the night of the attack, she was awakened by the sound of one of the servants screaming. When she saw the toy soldiers attacking the household, she tried to run for help, but they caught her at the doorway, severing her Achilles' tendons and ending her life with a single sword thrust through the heart (Heal check DC 15 to determine the cause of death). She has two keys on a thong around her neck. One provides access to the servant's entrance on the east side of the first floor (Area 10), and the other opens the chest hidden in her fireplace (Area 43).

6. Entrance Hall (EL 2)

A thin layer of dust covers this grand room. Parquet oak floorboards run the length of the room and extend through the wide archway to the east and into the dining room beyond. Several cushioned benches and side tables are situated along the walls, and dignified portraits of stern-faced men and women line the hallway. A newer painting near the north end of the room shows a handsome family: a dark-haired man in his 30s, an attractive blonde woman several years his junior, and two children, a boy and a girl, of about eight years of age. The portrait is of the Althere family. A crystal chandelier glitters dully above, and a single child's sock rests in the center of the floor. The sock fell from Talara's satchel when Brevel kidnapped the children.

The toy soldiers need only a single round to remove the remaining fasteners from the chandelier's anchors, which they can do from inside the ceiling space. In addition, any weight greater than twenty pounds pulling on the chandelier causes it to fall.

Falling Chandelier Trap: CR 2; mechanical; location trigger; manual reset; Atk +15 melee (2d6, bludgeoning); multiple targets (all targets in a 10-ft. square); Search DC 20; Disable Device DC 15.

If the PCs are out of this room for at least three rounds, two toy soldiers enter and attempt to lock the door and jam the lock. Though locking the door requires no check, one toy soldier boosts the second (Strength check DC 10 for the one doing the lifting) and a Balance check (DC 15) for the one being lifted). Jamming the lock is a DC 10 Disable Device check. If any of the PCs walk through this room while the toy soldiers are attempting to bar their escape, the Spot check to notice them is a DC 10 unless the PCs are heading toward the door (at which point they notice them immediately). If the toy soldiers notice the PCs first, they fall to the floor and use their freeze ability if they don't feel they can make it to a safe hiding place undetected.

7. Study (EL 9)

More paintings of dour ancestors hang in this study. Over the fireplace hangs a smaller version of the Althere family portrait found in the entrance hall (Area 6). A heavy oak desk and a table covered in jeweler's tools stand before the bay windows, and a layer of gem dust covers the two pieces of furniture. Slumped over the table is the body of a well-dressed man whose visage matches the one on the painting. Several partially cut gems rest near his head, and he clutches a magnifying glass in one hand.

Bills of sale, invoices and other documents are scattered atop the desk and in the drawers. Brevel's ransom note fell to the floor beneath the chair and Tomos didn't see it, but any PC standing near the desk sees the note on the floor. Brevel paid someone to

write the note for him so his brother wouldn't know who was behind the kidnapping, so the handwriting on the ransom note is in a rough, uneducated hand.

Ransom Note:

Tomos Althere. We know about the treasure and we know how much you got from that dragon. If you want to see your children again, bring the ring for the gem of location to the Dead Man's Head in The Gallows.

A DC 20 Search check of the desk also reveals a simple handwritten note amid a jumble of papers:

Tomos,

My congratulations to you. I saw these in Glondarr and thought of your family. I tried to get the livery design correct, and I hope the children find them to their liking.

E

The letter accompanied the toys Elion had delivered to the Altheres' mansion, Talara's dollhouse and Ardrur's toy soldiers.

When they returned from the ball, Shaya went to bed while Tomos decided to do some work in his study. Both assumed that their children were fine and did not check on them, nor did they discover the ransom note. When Tomos fell asleep at his table, the toy soldier waiting in the room attacked, killing him instantly. Tomos became aware of his death the moment it happened, and the pain and shock transformed him into a ghost. When the PCs enter the room, the ghostly form floats up from the body and addresses them, asking them what they're doing in his house. He retains none of the knowledge of what led to his death, and in fact doesn't believe the PCs when they try to convince him of it. He doesn't appear to notice his body sprawled over the jeweler's table. Tomos the ghost is wearing chainmail and carrying a longsword at his side in addition to the silk ballroom clothes he had on when he died. The +1 *longsword* has only a 50% chance of harming corporeal creatures.

Ghost of Tomos Althere, Male Human Ftr7: CR 9; SZ M (incorporeal undead); HD 7d12; hp 45; Init +2; Spd fly 30 ft.(perfect); AC 17 (+2 Dex, +5 deflection), touch 17, flat footed 15; BAB +7/+2; Grap +10; Atk +11 melee (1d8+5/19–20, +1 *longsword*) or +9 melee (draining touch); Full Atk +11/+6 melee (1d8+5/19–20, +1 *longsword*) or +9/+4 melee (draining touch); SA corrupting gaze, draining touch, manifestation; SQ rejuvenation, turn resistance (+4), undead; AL LN; SV Fort +5, Ref +6, Will +2; Str 16, Dex 14, Con —, Int 12, Wis 10, Cha 20.

Skills: Appraise +5, Climb +10, Craft (jewelry making) +8, Craft (gem cutting) +9, Decipher Script +4, Diplomacy +5, Hide +10, Jump +8, Listen +12, Profession (jeweler) +4, Ride +4, Search +9, Spot +10. **Feats:** Alertness, Cleave, Combat Reflexes, Diligent, Lightning Reflexes, Power Attack, Skill Focus (Craft [jewelry making]), Skill Focus (Profession [jeweler]).

Languages: Common, Dwarven.

Personality: Tomos is friendly and agreeable, but he becomes a fearsome protector if he believes someone he cares about is being hurt. He is 37 years old, has brown hair and blue eyes, and whenever he is at home, he spends a couple of hours every day practicing swordplay with his guards to stay in shape. Tomos worries for the safety of his children and can become irrational if he fears something has happened to them.

Tactics: Tomos is not aware he's a ghost and only uses his corrupting gaze if he is surprised. If the PCs speak with him, they find him to be polite but guarded and still believing himself alive, but a successful DC 25 Diplomacy check convinces Tomos he's a ghost. If the PCs know or have their suspicions about the murders and explain them to Tomos, he asks them to help avenge his family. If the PCs promise not to loot his house and to find out what happened to his children, he offers to tell them where the keys to his safe are and offers 2,000 gp from his safe and the location of the green dragon's lair. See **Chapter 9: Conclusions** for details on Aureensaadar's lair. If he notices the PCs have any items of value from his home, he calls them out as looters and attacks.

If the PCs attack Tomos, he draws his sword and responds in turn, calling for the servants to bring the guard and yelling for Shaya to protect the children. He doesn't notice some of his attacks pass through the PCs.

Tomos can explain any of the notes the PCs find in his house, along with giving them information about The Gallows and Dead Man's Head. See Chapter 6: The Gallows for information about these areas. If the PCs inform him that his brother was responsible for the kidnapping, he tells them Brevel will never harm the children and asks them to first find his family's murderer before finding his brother and children. He's hesitant about handing over the *gem of location*, but he can be convinced.

In order for Tomos' soul to rest, the PCs must first destroy all of the toy soldiers and then inter his body in hallowed ground (any cemetery of a good-aligned god is sufficient).

If the PCs bring Tomos back from the dead, he offers to join them on the trip to The Gallows in order to confront his brother and find his children. Use the following statistics for the resurrected Tomos.

Tomos Althere, Male Human Ftr6: CR 6; SZ M; HD 6d10+6; hp 43; Init +2; Spd 30 ft.; AC 17 (+2 Dex, +5 chain shirt), touch 12, flat-footed 15; BAB +6/+1; Grap +9; Atk +10 melee (1d8+5/19–20, +1 *longsword*); Full Atk +10/+5 melee (1d8+5/19–20, +1 *longsword*); AL LN; SV Fort +7, Ref +7, Will +3; Str 16, Dex 14, Con 13, Int 12, Wis 10, Cha 16.

Skills: Appraise +5, Climb +10, Craft (jewelry making) +8, Craft (gem cutting) +5, Decipher Script +4,

Diplomacy +5, Jump +8, Listen +4, Profession (jeweler) +4, Ride +4, Search +1, Spot +2. *Feats*: Alertness, Cleave, Combat Reflexes, Diligent, Lightning Reflexes, Power Attack, Skill Focus (Craft [jewelry making]), Skill Focus (Profession [jeweler]).

Languages: Common, Dwarven.

Possessions: +1 chain shirt and +1 longsword (both from Area 20), divine scroll of *raise dead* (CL 9), *cloak of resistance* +1, 4 *potions of cure light wounds* and 2 *potions of water breathing* (from the safe in Area 18).

Treasure: Strewn around the table are masterwork gem cutting tools, masterwork jeweler's tools, a magnifying glass, and 500 gp worth of uncut or partially cut gems. Searching the body also turns up two metal keys. One unlocks Tomos' bedroom (Area 20), and the other opens the wine cellar door (Area 11).

8. Dining Room

Wilting plants along the windowsills add a cloying odor to this otherwise dusty dining room. A 20-foot long table made of fine oak dominates this room, surrounded by sixteen chairs. A wide tapestry along the east wall depicts a clan of dwarves mining emeralds from beneath the earth. The tapestry was a gift from the Green Mountain Clan when Tomos secured trading rights with them. It weighs 50 pounds and could fetch 300 gp, but it's immediately recognizable in Martyn's Nest and brings the PCs to the attention of the town guard (see *Notes On The House* earlier in this chapter).

9. Library (EL 8)

Wide leather chairs are scattered about this library. Four large and very heavy freestanding bookshelves stand around the center of the room and hold a variety of tomes, most of which concern gem cutting and jewelry making. The toy soldiers rigged the bookshelves to fall over if someone triggers one of the tripwires in the ten-foot square section in the center of the room. The bookshelves fall into the center of the room, crushing anyone within a 10-by- 10-ft. area.

Falling Bookshelves Trap: CR 8; mechanical; location trigger; manual reset; Reflex DC 20 half, (12d6, crush); multiple targets (all targets in a 10-ft. by- 10-ft. area); Search DC 24; Disable Device DC 25.

Treasure: Hidden behind a set of books on a top shelf (Search check DC 20) is a *circlet of persuasion*. If the trap is sprung, the circlet falls under a bookshelf and breaks (see "Repairing Magic Items" in Chapter 7: Magic Items of the DMG.)

10. Kitchen

The door to the outside is locked (Open Lock check DC 30 to unlock from the outside). The kitchen is in disarray after one of the digesters in the

ballroom (Area 12) pushed its way in here while trying to find a way out and sprayed acid everywhere.

Cooking utensils are strewn on the floor, many half-melted, and the countertops are pocked and etched as if something burned them. A heavy iron pot hanging from hooks inside the fireplace appears to have seen recent use, and a butcher-block table lies on its side near a padlocked iron trap door. Narrow stairs rise to the second floor, and the iron trap door opens to the wine cellar. Only Shaya and Tomos carry keys to the cellar. If a character examines the iron pot, a DC 25 Search check detects a faint residue inside it. A DC 20 Knowledge (nature) check identifies the substance as black adder venom. A DC 20 Search check reveals the usual hole cut by the toy soldiers, but this hole also leads to the wine cellar (Area 11).

Five rounds after the PCs stepped foot inside the building (whether through the side entrance or the main entrance,) two toy soldiers attempt to jam the lock to prevent them from leaving. Though locking the door requires no check, one toy soldier boosts the second (Strength check DC 10 for the one lifting) and a DC 15 Balance check for the one being lifted.) Jamming the lock is a DC 10 Disable Device check. If any of the PCs walk through this room while the toy soldiers are attempting to bar their escape, a DC 10 Spot check allows them to notice the constructs unless the PCs are heading toward the door (at which point they notice them immediately) If the toy soldiers notice the PCs first, they fall to the floor and use their freeze ability if they don't feel they can make it to a safe hiding place undetected.

11. Wine Cellar (EL 8)

The trapdoor to this room is locked (Open Lock check DC 30, or the key from either Tomos' (Area 7) or Shaya's (Area 17) bodies.) The door has hardness 10, 30 hit points and a Break DC of 28.

A ladder attached to the side of the wall descends ten feet to the floor below where racks of wine and kegs of ale are arrayed around this cool, brick-walled room. A broken wine bottle lies beneath the ladder, and a red stain mars the tiled floor beneath it.

The toy soldiers have concocted a very devious trap in this room. When they discovered a *decanter of endless water* in the butler's room, they attached a string to the cork and hid it in the floorspace nearest the hole. Two rounds after the characters enter the cellar, the toy soldiers attempt to shut the trapdoor and lock it. If the PCs take the padlock with them, they still close the door and pull a 200 pound butcher table over on top of it. Either method requires three rounds to complete (the constructs work in concert and keep the gear they need in the floor space near their hole.) Only if some of the PCs remain in the kitchen will they abandon this trap.

The moment the trapdoor shuts, another toy soldier lowers the *decanter* through a hole in the ceiling above the wine rack, and pulls the string to remove the stopper, and speaks the command word to create a geyser. Water fills the room at a rate of 30 gallons per round, and the room fills completely in one hour. After a quarter of an hour, Small creatures are neck-deep in the water. Medium creatures are neck-deep after half an hour.

Allow the PCs a DC 15 Listen check (DC 20 for distracted characters) to hear the toy soldier speak the command word for the geyser. If any character beats the DC by 10, they make out the word spoken ("koysol") and can use it to stop the flask from spewing water.

Water-filled Room Trap: CR 8; mechanical; location trigger; manual reset; Search check DC 25; Disable Device (special; see below.)

Because of the nature of this trap, the only way to disable it is to find the *decanter* and speak the command word to stop the flow of water. The characters can find the command words for the *decanter* on a piece of paper in the butler's room (Area 39).

A foot of space separates the ceiling of this room with the floor of the room above it. To exit the room by this manner, the PCs must break through both the ceiling and floor. Each one-foot square has hardness 5, 10 hit points, and a Break DC of 23. A Medium creature needs to break at least two one-foot square sections to squeeze through (half that for a Small creature.) A DC 30 Escape Artist check allows a character to squeeze through half that space.

Treasure: 282 bottles of wine worth 2,330 gp, 16 kegs of ale worth 85 gp, *decanter of endless water*. The stopper for the decanter hangs from a string inside the floorspace.

12. Ballroom (EL 8)

A set of wide stairs descend ten feet before opening up to this ballroom. Something tore the green velvet drapes, leaving shreds of fine cloth scattered around this ballroom, and a breeze blows through the tattered drapes of one of the windows. The parquet oak floor is pocked and etched with burns, and deep scratches mar the floor's finish. Square columns of polished oak support the 20-foot high ceiling.

The toy soldiers planned to remove all the first floor windows in order to trap the openings. They abandoned the plan after removing only one window when two digesters jumped the outer wall and wandered in through the gap a couple of days ago. The drapes fell to cover much of the window, and the beasts can't figure out how to leave. They are frustrated and hungry and attack anyone who enters the room.

If the PCs search the room (Search check DC 15), they find the half-burned body of a toy soldier

beneath a pile of shredded cloth on the stage. In death, it appears to be simply a child's toy, though one of unusually fine quality. The constructs avoid this room since a digester destroyed one of them.

If the PCs walk over toward the window opening, they notice a change in the flooring. A 10-by-15-foot sheet of steel with permanent *invisibility* cast on it lies beneath the window. It weighs four hundred pounds. Allow a DC 20 Spot check or DC 15 Search check to find tiny chisel marks around the window frame.

Digesters: CR 6; hp 68 each; see the MM.

Tactics: The digesters use their acid spray cone effect first, in an attempt to kill as many creatures as possible. If it doesn't work, the beasts use their claw attacks until they can spray again, this time producing a concentrated stream of acid at a single target. The creatures are more concerned with eating than escaping, and they fight to the death.

13. Garderobes

These garderobes are exceptionally nice, with marble-tiled countertops and floor length mirrors, but are otherwise unremarkable. The toy soldiers haven't figured out a way to trap the toilets... yet.

Second Floor

14. Talara's Bedroom (EL 4)

This girl's room is decorated with a pink canopy bed, rose-covered wallpaper, shelves of porcelain dolls and other various knick-knacks. A wardrobe on the south wall holds shoes and clothes for a small girl, and a jewelry box rests on the bedside table next to an empty silver candlestick. A rug covers the western half of the room.

The toy soldiers have loosened several floorboards beneath the rug and strewn poison-tipped spikes formed from rusty nails in the floor cavity beneath these floorboards. Squares marked with an "X" on the map indicate which floorboards are trapped.

A DC 20 Search check of the wardrobe determines someone removed several articles of clothing and a satchel from a matched set of luggage at the bottom of the wardrobe.

Loosened Floorboards Trap: CR 1; mechanical; touch trigger; no reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20.

Spike Trap: CR 4; mechanical; touch trigger; manual reset; Atk +10 melee (1d4 spikes per target for 1d4+4 dmg plus disease plus poison, spike); disease (filth fever, DC 12 Fortitude save; Incubation 1d3 days; 1d3 Dex, 1d3 Con); poison (black adder venom, Injury DC 11 Fortitude save; 1d6 Con/1d6 Con) Search (see below); Disable Device (see below).



Because the constructs hid the spikes beneath the loosened floorboards, a PC can roll a DC 10 Spot check or Search check to find them only if they remove the floorboards. Removing the spikes is a simple matter of pushing them aside, but on a roll of 1 on a 1d20, the character pricks herself, taking both the disease and poison damage.

Treasure: Although knick-knacks fill the room, most of it has no real worth. The silver candlestick is worth 25 gp. The PCs can find 3 rings, 2 necklaces and 4 bracelets in the jewelry box, but while most of it is well-cut, it's worthless. If they cast *detect magic*, they discover a ring of inlaid pink diamonds in the jewelry box detects as magical. Tomos worried for his children's safety, so he commissioned a wizard to create *rings of feather falling* for them. Talara forgot to take her ring with her when she left with her uncle.

15. Ardrru's Bedroom

The plain blue curtains surrounding the bed are drawn closed. Wooden swords adorn walls papered in scenes of valiant knights fighting dragons. A child's bow and quiver of arrows lie beside the bedside table, atop which are a silver candlestick along with a peacock feather, the skin from a rattlesnake, a perfectly round rock, and two bags. A wardrobe on the north wall holds clothes and shoes for a young boy.

A DC 20 Search check of the wardrobe determines someone removed several articles of clothing and a satchel from a matched set of luggage at the bottom of the wardrobe.

Treasure: One of the bags on the table holds 3 gp, 12 sp and 18 cp and the other contains marbles. The silver candlestick is worth 25 gp.

16. Playroom (EL variable)

This playroom doubles as a classroom. Two child-sized desks face an adult-sized table and chair on the north side of the room. Slates, chalk, parchment, ink and quill pens are stacked on the table alongside books covering the history of the region, mathematics and reading. Every conceivable toy fills the southwest corner of the room: wooden blocks, porcelain dolls, toy soldiers, an exquisitely detailed dollhouse, wooden weapons, and several musical instruments.

The toy soldiers still use this room as a base of operations, since this is where they were initially delivered. When not attacking the characters, they return here, but they use their freeze ability if they hear or see the PCs entering this room. Any time the PCs return to this room, allow them a DC 20 Spot check to realize the toys are not in the same place as they were before.

The toy soldiers trapped the area around the doorways (marked with an X on the map.) Anyone who steps on one of these squares causes the floorboards to break away.

Loosened Floorboards Trap: CR 1; mechanical; touch trigger; no reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20.

Spike Trap: CR 4; mechanical; touch trigger; manual reset; Atk +10 melee (1d4 spikes per target for 1d4+4 dmg plus disease plus poison, spike); disease (filth fever, DC 12 Fortitude save; Incubation 1d3 days; 1d3 Dex, 1d3 Con); poison (black adder venom, Injury DC 11 Fortitude save; 1d6 Con/1d6 Con) Search (see below); Disable Device (see below).

Because the constructs hid the spikes beneath the loosened floorboards, a PC can roll a DC 10 Spot check or Search check to find them only if they remove the floorboards. Removing the spikes is a simple matter of pushing them aside, but on a roll of 1 on a 1d20, the character pricks herself, taking both the disease and poison damage.

17. Shaya's Bedroom

The door to this room (from Area 21) is locked (Open Lock check DC 25), and the key hangs on a peg just inside the door alongside the two keys to the house. A pool of dried blood soaked into a silk rug beneath a curtained bed overshadows this otherwise luxurious bedroom. A book rests on a leather chair near the fireplace, its spine cracked from frequent readings. Ferns on the balcony have wilted from lack of care.

The body on the bed was once an attractive woman in her early 30s. She has blonde hair and slender, almost elven features. An ugly red gash mars her slim throat. Her nightgown, caked in dried blood, is nonetheless of exceptional quality.

The toy soldiers cut Shaya's throat while she slept and she never knew what happened. The book's title is "Of An Autumn", and contains poetry by a bard, Candric the Bold. If the PCs choose to resurrect Shaya, she is an Ari3 after resurrection (Ari4 if they choose to cast *true resurrect*.)

Treasure: Five silver candlesticks (25 gp each) are placed on side tables around the room. On Shaya's finger is a gold and emerald *ring of protection +1*. A DC 30 Search check turns up a small, well-hidden niche in the fireplace mantle containing two keys. One of the keys (one of two needed) opens the safe in the dressing room (Area 18) where the family keeps its wealth, including Shaya's jewelry. The second key unlocks the wine cellar.

18. Dressing Room (EL 9)

This room contains a safe, a dressing table, a wall mirror and two wardrobes. On the dressing table are crystal perfume bottles, a silver-handled brush, pots of makeup, an expensive sheet of vellum and a jewelry box. One wardrobe contains fine clothes for a woman; the other holds men's clothing. A ball gown has been tossed over the chair of the dressing table, and a pair of silk slippers rest beside the table.

The sheet of vellum is an invitation to the Danfric ball. Dated approximately four weeks ago, it invites the Altheres to a ball in honor of the betrothal of Lord and Lady Danfric's daughter, Giselda.

Unlocking this safe requires two keys (or two DC 35 Open Lock checks). Both locks are also magically trapped, so any attempts to pick the lock or force the door set off both traps. The *power word stun* trap goes off first, to increase the potency of the second trap.

Power Word Stun Trap: CR 8; magic device; touch trigger; no reset; spell effect (*power word stun*, 13th-level wizard), Search DC 32; Disable Device DC 32.

Lightning Bolt Trap: CR 6; magic device; touch trigger; automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Treasure: In the safe, the PCs find 267 pp, 329 gp, a diamond necklace (780 gp), pair of diamond teardrop earrings (600 gp for the pair), a gold and diamond ring (550 gp), a single emerald earring (the match to the one in the carriage (Area 1)) (50 gp, or 160 gp as a set), ruby choker (250 gp), an unset ring (see the *gem of location* in the **New Magic Items Appendix** for details,) documents (see below), divine scroll of *raise dead* (CL 9), *cloak of resistance +1*, 4 *potions of cure light wounds* and 2 *potions of water breathing*.

Shaya stored her good jewelry in the safe when she wasn't wearing it, but she also kept an assortment of cheaper pieces in the jewelry box on the dressing table for daily wear. Inside the box the PCs can find a pair of pearl earrings (35 gp for the pair), a plain gold ring (30 gp), and a gold locket (40 gp) containing miniature paintings of Talara and Ardrur.

Some of the documents the PCs find include the deed granting Tomos trading rights with the Green Mountain Clan, the deed to the house, and a note from Tomos to Shaya explaining how to use the scroll of *raise dead* should something happen to him or one of the children. The note tells Shaya to take the body and the scroll to Obslyn in Martyn's Nest and provides information on the spell's limitations. See the spell description in the *PHB* for details.

19. Sitting Room

Three sofas form a comfortable arrangement around a fine oak cocktail table in the center of this room. A sideboard on the west wall holds a silver tea set, and a painting over the sideboard depicts centaur foals frolicking in the forest.

Treasure: The silver tea set is worth 100 gp and the painting will fetch 50 gp.

20. Tomos' Bedroom

The door to this room (from Area 21) is locked (Open Lock check DC 25 or the key from Area 7). A massive bed dominates the room, and a cluttered writing desk faces the balcony windows. An armor stand next to the fireplace holds a gleaming chain shirt, and a pair of hooks suspend a longsword point down over the mantelpiece.

There's a letter from Brevel to Tomos on the desk.

Tomos,

You're being unreasonable. Remember the succubus? I saved you that day, and I didn't tell Shaya about her either. Then there was that lich-queen. What was her name? Joarina or something like that. You'd be eating porridge in a sanitarium for the rest of your life if it weren't for me. I'm not asking for much, just a bit to pay off some debts. Think about it. I think you'll see reason.

Your loving brother, Brevel

A partially completed response rests beside it.

Brevel,

Of course I remember. You don't forget the times your brother saves your life. Just as I'm sure you remember the hill giant. Gods help me, I know I do. There wasn't even anything in the bag worth taking.

But this is different. I found it myself, and I took it alone. You didn't want to go with me, remember? I did ask, after all.

The letter stops at that point and is unsigned. The PCs can compare the note Tomos started to other writings in his study (Area 7) to find similarities in the handwriting.

Treasure: Gold filigree adorns the hilt and pommel of the +1 longsword above the fireplace. The armor is a +1 chain shirt. A DC 30 Search check turns up a key in a well-hidden niche in the armor stand. The key (one of two needed) opens the safe in the dressing room (Area 18) where the family keeps its wealth, including Shaya's jewelry.

21. Solarium (EL 8)

Three dozen dead or dying potted plants are scattered about this room, and a basket of embroidery work rests beside one of several wicker chairs.

A few hellwasps flew into this room several weeks ago and bred prodigiously since no one was around to

kill them. A hellwasp swarm now controls the room, so the toy soldiers closed the flue in the chimney and their hole in the southeast corner. The hellwasps want to escape and find a plane more suited to their alignment, but they won't give up the opportunity to attack anyone who enters the room.

Hellwasp swarm: CR 8; hp 93; see the MM.

Tactics: The hellwasp swarm's intelligence makes it a cunning adversary. The swarm attempts to maximize its damage by moving into the spaces occupied by the greatest number of creatures. When the swarm is reduced to between 12 and 20 hit points, it attempts to escape the house.

22. Hallway (EL variable)

The toy soldiers loosened many of the floorboards along this hallway and propped them up so someone walking across them doesn't fall before the constructs are ready to set off the trap. When the PCs pass a spot, the constructs remove the board holding the trap in place, so the character falls through on the return trip. The squares are marked with an X on the map. Anyone who steps on one of these squares after the toy soldiers removed the prop causes the floorboards to break away. Any loosened floorboard trap over the ballroom (Area 12) is a CR 2 trap that does 2d6 points of damage.

Loosened Floorboards Trap: CR 1; mechanical; touch trigger; no reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20.

Spike Trap: CR 4; mechanical; touch trigger; manual reset; Atk +10 melee (1d4 spikes per target for 1d4+4 dmg plus disease plus poison, spike); disease (filth fever, DC 12 Fortitude save; Incubation 1d3 days; 1d3 Dex, 1d3 Con); poison (black adder venom, Injury DC 11 Fortitude save; 1d6 Con/1d6 Con) Search (see below); Disable Device (see below).

Because the constructs hid the spikes beneath the loosened floorboards, a PC can roll a DC 10 Spot check or Search check to find them only if they remove the floorboards. Removing the spikes is a simple matter of pushing them aside, but on a roll of 1 on a 1d20, the character pricks herself, taking both the disease and poison damage.

23. Governess Bedroom

Beds on either side of the room hold the bodies of two women, both in advanced stages of decomposition. Footlockers stand at the base of each bed, and pegs on the south wall secure a pair of cloaks.

The Althere children's governess and nanny shared this room. Both women died in their sleep, the governess stabbed through the heart and the nanny poisoned with the sassone leaf residue the toy soldiers found in the groundskeeper's cottage. A PC who

examines the body (Heal check DC 13) determines the woman was poisoned, but only a DC 20 Knowledge (nature) check determines the actual poison used.

Treasure: The footlockers are locked (Open Lock check DC 20), but each woman wears her key on a thong around her neck. Inside the governess' locker are clothes, a silver-plated necklace on which dangles a red crystal pendant (1 gp), a packet of love letters dated two years previous addressed to Jalysra from someone named Thelmeth, two books of poetry by Veshira Selith, and a sack containing 25 gp, 31 sp, and 9 cp. The nanny's footlocker contains clothes, a set of ivory hair combs (2 gp), a set of four ceramic plates (4 gp), and a bag with 12 gp, 2 sp, and 39 cp inside.

24. Linen Closets (EL o or 6)

The doorknob to one of these two rooms has been trapped with a poisoned needle (roll randomly.) Using the doorknob to open the door sets off the trap. Shelves of linens, slightly musty from disuse, line the walls of both rooms. One shelf holds six plump feather pillows, and another shelf contains pots of ground herbs used to freshen bed linens.

Poison Needle Trap: CR 6; mechanical; touch trigger; repair reset; Atk +17 melee (1 plus poison, needle); poison (purple worm, DC 24 Fortitude save resists (poison only), 1d6 Str/2d6 Str); Search DC 25; Disable Device DC 22.

25. Servants Hall

Crates are stacked against the east wall, and a mop and bucket lay in the middle of the floor beneath a water stain. The crates contain food and cleaning supplies.

26. Pantries (EL o or 6)

The doorknob to one of these two rooms has been trapped with a poisoned needle (roll randomly.) Bags of dried goods, jars of preserved vegetables and other various foodstuffs are strewn about the room, and in one of the pantries the toy soldiers ripped open several bags of flour and spilled them on the floor.

A DC 15 Search check shows Tiny boot-clad footprints in the flour. Someone with the Track feat who makes a DC 15 Survival check can follow the tracks to the hole in the southeastern corner of the room.

Poison Needle Trap: CR 6; mechanical; touch trigger; repair reset; Atk +17 melee (1 plus poison, needle); poison (purple worm, DC 24 Fortitude save resists (poison only), 1d6 Str/2d6 Str); Search DC 25; Disable Device DC 22.

27. Guest Room

Although the curtained bed, leather sofa and claw-footed chairs are of the highest quality, no clothes hang in the wide-open wardrobe, and the candlewicks are fresh. Brevel uses this room when he visits the family.

Treasure: Three silver candlesticks worth 25 gp each decorate the mantle.

Third Floor

This floor is devoted solely to any guests the Althere family has. Because they rarely have any, it doesn't see much use.

28. Third Floor Hallway (EL variable)

Rugs, side tables and other pieces of furniture decorate the wide-open hall. A ten-foot-diameter Rosetta window on the north wall provides light during daylight hours, and oil lamps and candlesticks rest on the tables for moving about at night. The toy soldiers limited their traps here to loosened floorboards and spikes in the floor space. As with the traps on the first and second floors, the floorboards are propped in place until the toy soldiers are ready to remove them. Someone crashing through falls all the way to the first floor, and any traps directly over the ballroom (Area 12) are considered CR 3 traps and cause 3d6 points of damage.

Loosened Floorboards Trap (two story fall): CR 2; mechanical; touch trigger; no reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); Search DC 24; Disable Device DC 20.

Spike Trap: CR 4; mechanical; touch trigger; manual reset; Atk +10 melee (1d4 spikes per target for 1d4+4 dmg plus disease plus poison, spike); disease (filth fever, DC 12 Fortitude save; Incubation 1d3 days; 1d3 Dex, 1d3 Con); poison (black adder venom, Injury DC 11 Fortitude save; 1d6 Con/1d6 Con) Search (see below); Disable Device (see below).

Because the constructs hid the spikes beneath the loosened floorboards, a PC can roll a DC 10 Spot check or Search check to find them only if they remove the floorboards. Removing the spikes is a simple matter of pushing them aside, but on a roll of 1 on a 1d20, the character pricks herself, taking both the disease and poison damage.

29. Guest Room

Simple but elegant, this bedroom smells faintly sweet, as if someone left a freshly baked pastry sitting on the window sill. A bed and writing desk of varnished oak, and three silver candlesticks are placed around the room. The odor comes from a handful of unlit incense cones on the mantelpiece.

Treasure: The three candlesticks are worth 25 gp each.

30. Dressing Rooms (EL 0 or 5 each)

The toy soldiers trapped various objects in these five dressing rooms. Each of these five rooms contains the same high-quality furniture: an empty varnished oak wardrobe, dressing table, full-length mirror, ladder-back chair and a stool. A silver-handled brush and matching hand mirror rest on the dressing tables.

Roll 1d8 and consult the chart below to determine which object the constructs trapped.

Table 3–2: Poisoned Furniture

d8	Result
1	Oak wardrobe
2	Dressing table
3	Mirror frame
4	Ladder-back chair
5	Stool
6	Inner doorknob
7–8	No trap

Contact Poison Trap: CR 5; mechanical; touch trigger (attached); manual reset; poison (nitharit, DC 13 Fortitude save resists, 0/3d6 Con); Search DC 25; Disable Device DC 19.

31. Servants' Rooms

Two cots covered in thin sheets are the only furnishings in these two small rooms. A peg to hold a cloak or dress hangs above each bed. These are the rooms for any personal servants guests might bring with them.

32. Guest Room (EL 8)

The layout and decorations of this room is identical to Area 29. When Tomos Althere moved into his home, he hired a wizard to create a shield guardian for him. The guardian usually wandered the grounds at night with instructions to attack anyone not wearing the Althere livery. After the toy soldiers killed Tomos, they took the amulet used to control the shield guardian and moved it into this bedroom with instructions to attack anyone who enters through either of the bedroom doors. They keep the amulet in the floor space in the center of this room.

Shield Guardian: CR 8; hp 112; see the MM.

Tactics: This particular guardian has the *confusion* spell cast into it. The first time the shield guardian takes damage, it releases the spell (CL 15; Will save DC 16 negates.) If the PCs enter the room by means other than the doors (the windows, through the walls, etc.) they guardian doesn't attack since its specific command was to attack anyone entering through the doors.

Treasure: *Shield guardian amulet.* PCs must remove the floorboard in order to recover the amulet. The three candlesticks are worth 25 gp each.

33. Servants' Rooms

Two bunk beds covered in thin sheets, and small footlockers fore and aft of each bed are the only furnishings in these rooms. Pegs for holding cloaks or dresses hang on the walls. These are larger servants' quarters for guests bringing more help. The footlockers are empty.

34. Guest Room

Three claw-legged red chairs huddle around the fireplace. A heavy oak bed against the west wall lies on the floor, the legs snapped in half. A candlestick rests in the center of the bed, atop a green quilt. One of the toy soldiers tried to set a trap with the bed, but the legs broke before it could complete the task and crushed it beneath the heavy furniture. If a PC moves the bed out of the way, they can find the broken body of the construct beneath it. If a PC specifically looks at the bed legs and makes a DC 15 Intelligence check, he notices someone partially sawed the legs before they snapped.

Treasure: Three silver candlesticks worth 25 gp each and a silver candelabrum worth 50 gp.

35. Guest Room (EL 6)

Wide drapes are pulled aside from the bay windows surrounding this bedroom. Three cream-colored satin chairs face the southernmost window, with oil lamps positioned on side tables beside them. A great four-poster canopy bed stands in the center of the room, violet-colored silk curtains tied back to reveal a matching quilt. A gold ring peeks out from beneath the edge of the quilt.

The trap the toy soldiers set here is almost as dangerous for them as for anyone who falls prey to it, so they avoid this part of the building. The bed legs have been sawn until any amount of pressure causes the bed to fall. Additionally, the flooring around the bed is loose so when the bed falls, it breaks through the floor, crashing to the second level (Area 21). If the party has not destroyed the hellwasp swarm, the swarm has a 15% chance of being beneath that spot when the bed crashes through. Any PC standing beneath the bed in Area 21 or anyone who sets the trap off is at risk from it. Additionally, any PC standing in the squares adjacent to the bed risks falling through (Reflex save DC 15 or fall through the hole, taking 1d6 points of falling damage.)

Falling Bed Trap: CR 6; mechanical; location trigger; no reset; Atk +15 melee (6d6); multiple targets (can affect all targets in a ten-foot cube); Search DC 20; Disable Device DC 20.

Treasure: Three silver candlesticks worth 25 gp each. The gold ring under the bed is fake; the toy soldiers left it as a lure.

36. Yellow Guest Room

Yellow silk wallpaper, a yellow room-length rug, and yellow bed curtains brighten this large bedroom. A pair of leather chairs face each other beside the eastern window, and white velvet drapes are pulled back to reveal wide bay windows.

Treasure: Four silver candlesticks worth 25 gp each. PCs also find a gem-encrusted snuffbox worth 500 gp hidden beneath the mattresses of the bed with a successful DC 30 Search check.

37. Servants' Hall

A small crate stands in the northwest corner of this otherwise empty room. Beneath the crate is a bottle of cheap wine and two equally cheap clay mugs.

38. Linen Closet

Fine linens and cleaning supplies comprise the contents of this large closet. In addition, clean and freshly-pressed servants' livery hangs from pegs on the walls. When the Althere family hosts a ball, servants hired to help out are attired in the Althere clothes.

Treasure: A DC 30 Search check reveals a well-hidden alcove cut into the wall behind a pile of bed linens. Inside the alcove is a sack containing a fine gold herringbone necklace (150 gp). One of the maids stole the necklace from Shaya's jewelry box (Area 18) and hid it here with the hope of selling it when she had a chance to visit Martyn's Nest. The necklace contains the livery mark of the Althere family along the length of it.

Attic

The roof rises to twenty feet in the center of this floor, but the last ten feet on the east and west walls are too narrow for Medium or larger creatures to stand comfortably.

39. Butler's Room

The body of a halfling blocks the door from the inside, but with a hard push on the door the characters can move it out of the way. The halfling's head is twisted at an unnatural angle. The constructs pushed a small chest into the center of the room. When the halfling woke to the sound of one of the maids screaming, he tried to run to help her but tripped over the chest and hit his head on the wall, snapping his neck and killing him instantly. The room contains a thin bed and a footlocker sized for a Small creature, and a hooded lantern.

A DC 20 Search check produces a slip of paper fallen beneath the bed. Written on the paper are the words "chloaxam," "beunkaxain," and "koysol." The words are Aquan for "stream," "fountain," and "geyser" respectively. These are the command words for the Althere family's *decanter of endless water* for which the butler was responsible.

Treasure: The butler's chest is locked (Open Lock check DC 20) and contains clothes, a journal detailing the day-to-day workings of the household, a wooden flute, and a rabbit's foot on a ring. Additionally, the PCs can also find a locked box containing 52 gp, 231 sp, 165 cp. The keys to both the chest and the box hang from a leather thong around the butler's neck. The thong also holds keys to both household entrances (Areas 6 and 10).

40. Upstairs Maids' Room

Three thin beds, unadorned footlockers and a set of four wooden candlesticks over the fireplace are all the decorations of this room. If not for the blood pooled beneath the beds, the women lying on them would appear to be sleeping peacefully, but all three maids had their throats slashed while they slept.

Treasure: One of the maids was stealing from her employer, and beneath a false bottom of her footlocker (Search check DC 20,) the PCs can find 2 pp, 28 gp, 94 sp, 95 cp. The other contents of her chest include clothes, a gold-plated ring (2 gp), a gold-plated necklace with a cut-glass pendant (1 gp), a pair of cut-glass earrings, and a pressed rose between the pages of a religious book. The second maid's chest holds clothes, a wooden mug with a picture of a sparrow in flight branded onto the outside, and a sack with 2 gp, 39 sp, 82 cp inside. The third maid's chest contains clothes, a set of bone dice, a small box filled with cinnamon, a box of tea-leaves, and 189 cp.

41. Downstairs Maids' Room

Dried blood is spattered over the walls, floor and ceiling of this simple bedroom. One of the dead women in here appears to be sleeping peacefully, but the other lies slumped against the wall, a look of horror on her face. Thin stab wounds covering her face and neck attest to a violent death, and her fingernails are torn and ragged as if she fought her attacker before death took her. The first maid died from a single stab wound through the heart, but the second maid awoke when the toy soldiers attacked her and fought back. If a PC examines the body (Search check DC 30), she finds slivers of wood around the maid's nightgown. A DC 20 Intelligence check identifies the wood as ash wood.

Treasure: One of the chest contains clothes, blocks on which are carved the letters of the Elven alphabet, and a box of coins: 4 gp, 21 sp, 16 cp. The other chest

also contains clothes, along with a piece of smooth glass about the size of a man's closed fist, a dozen pieces of rough-cut crystals in various sizes and colors, and a loose pile of coins: 2 gp, 34 sp, 32 cp.

42. Scullery Servants' Room

At first glance, the bodies on the beds of this austere bedroom seem to be children, but a closer look reveals them as two gnomes. A pillow half covers one, his face blue as if he suffocated. A blood-soaked brick lies near the other gnome's shattered skull.

The bedroom is identical to Areas 40 and 41, except the beds are sized for Small creatures.

Treasure: Each chest contains clothes for Small creatures. One also holds a dozen sheets of used parchment, the writing faded, along with a dried-out ink pen and a bag of coins: 42 sp, and 12 cp. The second chest holds a sling, a dozen sling bullets, a dagger, and a piece of incomplete chainmail. The PCs can collect a total of 29 sp, and 51 cp from that chest.

43. Cook's Room

Although still a simple bedroom, these living quarters are slightly larger than most of the other servants' quarters. A few small paintings depicting flowers decorate the walls. Whoever occupied this room tossed the bedclothes to the floor before leaving.

The cook's body is on the portico (Area 5).

Treasure: The cook was nearing retirement, so she had accumulated a small measure of wealth in a locked chest (Open Lock check DC 25) hidden in her fireplace (Search check DC 30). The key to the chest is on her body. The chest holds 3 diamonds (45 gp each), 173 gp, 721 sp, 245 cp.

44. Spare Servants' Quarters (EL 0 or 6 each)

Roll a 40% chance for each doorknob to see if the constructs trapped it with their poison needles. Each room contains two cots, a nightstand with a few candles, and pegs to hang clothes. When the Althere's hold a ball or other large event, they hire outside help and put them up in these small rooms.

Poison Needle Trap: CR 6; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (purple worm, DC 24 Fortitude save resists (poison only), 1d6 Str/2d6 Str); Search DC 25; Disable Device DC 22.

45. Storage Space (EL variable)

The air is thick with dust, and ghostly shapes manifest as cloth-covered pieces of furniture, rows of clothing, old paintings, footlockers, chests and more. The body of a guard is slumped against a wooden chest, a sword on the floor beside him. The cause of his death is not immediately apparent.

The guard had slipped away from his duties to meet with one of the maids in this room, but she died before she could meet him. If the PCs move the corpse, they see a single thin puncture wound in the back of his armor. A sword pierced his lung, killing him within moments. The agonizing death led to his transformation into a spectre, which rises up from the body and attacks anyone it sees, preferring those holding any type of light source first. It stays away from the north and south windows during daylight hours.

The toy soldiers loosened floorboards at various spots around this room (marked with X's) and placed poisoned spikes in the floor space beneath. Any PC who falls through falls to the first floor, and any trap situated over the ballroom causes 4d6 points of damage and is a CR 4.

Treasure: Although this room would seem to be a veritable trove of treasure, there's very little here worth anything to adventurers. Most of the furniture is worn and in need of repair, and the clothes are outdated. A DC 35 Search check can uncover a few small statues and knick knacks that might hold worth, but the PCs would need to make a DC 20 Appraise check to determine that one of the knickknacks, a wooden statuette of a dragon holding a terrified maiden in one claw, is worth 200 gp.

Spectre: CR 7; hp 45; see the MM.

Tactics: The spectre concentrates on one character at a time when possible in order to create spawn. He prefers to attack unarmored characters first, a remnant of his memories as a guard. Although he doesn't wander the house initially, he chases PCs through the house once combat has been initiated, using his incorporeal abilities to the fullest. He is unaware of the traps, so he doesn't use them to his advantage.

Loosened Floorboards Trap (three story fall): CR 3; mechanical; touch trigger; no reset; DC 20 Reflex save avoids; 10 ft. deep (3d6, fall); Search DC 24; Disable Device DC 20.

Spike Trap: CR 4; mechanical; touch trigger; manual reset; Atk +10 melee (1d4 spikes per target for 1d4+4 dmg plus disease plus poison, spike); disease (filth fever, DC 12 Fortitude save; Incubation 1d3 days; 1d3 Dex, 1d3 Con); poison (black adder venom, Injury DC 11 Fortitude save; 1d6 Con/1d6 Con) Search (see below); Disable Device (see below).

Because the constructs hid the spikes beneath the loosened floorboards, a PC can roll a DC 10 Spot check or Search check to find them only if they remove the floorboards. Removing the spikes is a simple matter of pushing them aside, but on a roll of 1 on a 1d20, the character pricks herself, taking both the disease and poison damage.

Chapter 4:

A Killer Unmasked

If the PCs find the notes in the Althere house, and either ask questions in town or speak with Tomos Althere, they should come to the conclusion that Elion had something to do with the Althere family deaths. However, confronting him with their accusations nets them only fervent denials and as they soon learn, revenge. Elion is patient and methodical, and he has sufficient resources to trouble them for a long time. See **Chapter 9: Conclusions**, for information on the Bloody Knives, Elion's first attempt to kill the PCs.

Finding Elion's home requires a DC 10 Gather Information check. If they attack him at home, he fights initially, but as soon as he begins to lose he tries

to escape and go for the town guards, claiming the PCs are burglars who broke in and tried to kill him. The characters must present proof that Elion killed the Althere family, or the guards arrest them for attempted murder. Acceptable proof includes the notes in either the Althere house or Elion's home and the toy soldiers from either home along with their story. The Ministers still ask the PCs and Elion to undergo questioning in a *zone of truth*. Elion readily agrees, believing he can withstand the questioning and evade the truth.

If the PCs have also rescued Annara Leafbow from Elion's prison (Area 11), she verifies that Elion kidnapped her weeks ago. The PCs are hailed as heroes, and if Elion is still alive he's taken into custody.

Killing Elion

The PCs could very likely kill Elion and make a clean escape. Should this happen, four days pass before the town becomes aware of his death. Once his body is discovered, the town is abuzz with rumors of his murder and what Obslyn learned when he spoke with the body. Some of the rumors the characters might overhear include:

- The Ministers are considering having Elion raised. (False.)
- A group of assassins came in the night and slaughtered Elion. (False.)
- Thieves broke in and stole thousands of gold pieces worth of gems. (False, though it might be true if the PCs looted the place.)
- The Ministers are on the lookout for a group of adventurers. (True.)
- Tomos and Brevel Althere killed Elion and escaped. (False.)
- Elion turned into a vampire and now haunts his home. (False, though the PCs overhear children daring each other to touch the "vampire's" house.)

If the characters have made their presence known, either through questioning the locals, getting involved in fights, or otherwise attracting attention, and they are still in town when someone discovers the body, they find the townsfolk watching them suspiciously as rumors quickly spread. Unless they actively avoid the guards, they are challenged within hours of entering the town, or if they slept there, they awaken to find the inn surrounded and a guard captain ordering them out of the building.

Elion Manathar, Male Elf Rog10/Wiz1: CR 11; SZ M; HD 10d6 plus 1d4; hp 40; Init +4; Spd 30 ft.; AC 15 (+4 Dex, +1 *amulet of natural armor* +1); touch 14, flat-footed 15; BAB +7/+2; Grap +6; Atk +6 melee (1d4, +1 *dagger of returning*), or +12 ranged (1d4, +1 *dagger of returning*) or +11 ranged (1d4 plus poison, hand crossbow); Full Atk +6/+1 melee (1d4, +1 *dagger of returning*) or +11 ranged (1d4 plus poison, hand crossbow) or +12 ranged (1d4, +1 *dagger of returning*); SA sneak attack +5d6; SQ crippling strike, elf traits, evasion, improved uncanny dodge, low-light vision, summon familiar, trap sense +3, trapfinding; AL NE; SV Fort +4, Ref +12, Will +7; Str 8, Dex 18, Con 10, Int 15, Wis 13, Cha 10.

Skills: Appraise +11, Bluff +11, Concentration +3, Craft (gem cutting) +6, Craft (jewelry making) +4, Diplomacy +8, Disable Device +10, Disguise +10, Escape Artist +10, Gather Information +13, Hide +8, Intimidate +2, Knowledge (arcana) +3, Listen +5, Move Silently +14, Open Lock +17, Profession (jeweler) +5, Search +4, Sense Motive +14, Sleight of Hand +19, Spellcraft +3, Spot +7. **Feats:** Combat Reflexes, Dodge, Point Blank Shot, Precise Shot, Scribe Scroll.

Arcane Spells Prepared (base DC 12 + spell level): 0— *detect magic*, *read magic* [x2]; 1st— *expeditious retreat*, *mage armor*.

Languages: Common, Elven, Draconic, Dwarven.

Possessions: *Cloak of resistance* +1, *amulet of natural armor* +1, +1 *dagger of returning*, hand crossbow, 10 bolts coated with shadow essence poison (Fortitude save Injury DC 17; 1 Str*/2d6 Str), arcane scrolls of *charm person* (CL 1), *true strike* (CL 1), 3 *potions of cure moderate wounds*, 5 *potions of invisibility*, 5 diamonds (295 gp, 191 gp, 87 gp, 56 gp, 19 gp), 52 gp, 29

sp, 3 keys (house, workroom, and prison).
*Permanent drain.

Spellbook: All 0-level spells; *charm person*, *mage armor*, *alarm*, *expeditious retreat*, *true strike*.

Personality: Elion is a craven, paranoid, easily offended and short-tempered elf – rather unusual traits for his race. Whenever someone angers him, which is often, he plots elaborate acts of revenge, though he only rarely goes through with them. Elion firmly believes Tomos stole the trading rights with the Green Mountain Clan from him, and his anger was such that the plot he concocted took weeks of planning and thousands in gold pieces to implement. Although very few people in Martyn's Nest like him, most think he's harmless, referring to him as the "dwarven elf" behind his back. Elion wears his white blonde hair in a topknot held by a leather thong. His face is gaunt and his closed-set eyes give him a shady appearance. He dresses in the finest of clothes, though he prefers dark colors. His attitude and appearance lead some to wonder how he's managed to be so successful, and Brant Viobie has a mild suspicion that a string of burglaries a few years ago was Elion's work, but he never found any proof to back up his suspicions.

Tactics: If Elion hears the PCs breaking into his home, his first act is to take a *potion of invisibility* followed by casting *mage armor* on himself (AC increases to 19.) He tries to avoid combat, but if the PCs begin looting the chest in the workroom (Area 7) or attacking Mae, he attacks, first attempting to disable any spellcasters with a well-timed sneak attack. He'll continue using *potions of invisibility* and sneak attacks on PCs as long as possible. If the PCs bring him to fewer than 10 hit points, he uses one last *potion of invisibility*, casts *expeditious retreat* and attempts to escape.

Should the PCs first knock on the door with the intention of speaking with him, he still casts *mage armor* on himself before he opens the door. Nothing short of intimidation or spells can convince him to reveal his crime, and even then he attempts to lie if possible. Even when presented with the proof, whether in the form of the toy soldiers or notes in his handwriting, he still denies having anything to do with the Althere family deaths and claims the PCs are misunderstanding the clues.

Elion Manathar's Home

Grounds (EL 7)

A six-foot-high stone wall surrounds two acres of landscaped property. The gate is locked (Open Lock check DC 30). The Manathar house is a two-story stone building in the shape of an "H" that sits in the center of the estate. Eight guard dogs trained to attack

on sight roam the property whenever Elion is in residence and not expecting company, which is most of the time. The kennels and an outhouse stand at the back of the house.

Walled houses adjoin Elion's home on the east and west sides. Both homes are nicer than his, and human and elven guards roam their grounds in addition to dogs. The wall surrounding Elion's estate secludes the house enough that the PCs are unlikely to be seen once they enter the grounds, but any attempts to scale the walls or bypass the gate's lock has a chance to be noticed (Spot check DC 20) by the neighboring guards. If the guards take notice of the PCs and any suspicious activities they're engaged in, one of them goes for the local guards (Chapter 2, Area 13, Guard Headquarters). For Elion's neighbor's guards, use the Port Taxation guards from Chapter 2, Port Taxation Office (Area 2). The Martyn's Nest guards arrive in 1d4 minutes.

Guard dogs (8): CR 1; hp 13 each; use the statistics for "Wolf" in the MM.

Tactics: The dogs concentrate on a single target as much as possible, using their trip attacks and flanking to cause maximum damage. Unless commanded otherwise by Elion, the dogs fight to the death.

First Floor

1. Elion's Bedroom

A layer of dust covers the knick-knacks, tables and other small furnishings in this bedroom, as if no one has dusted in several weeks. A thick, comfortable sofa faces the fireplace, with a stack of books piled next to it on an end table. Two lanterns hang from chains on the ceiling, providing a nice glow to the room. Elion recently decided to become a wizard, and the six books on the end table discuss magical theories. The two lanterns have *continual flame* cast inside them and each produces light equal to a hooded lantern. A wardrobe holds several sets of nice clothes and shoes, and a small locked (Open Lock check DC 30) drawer on the front of the wardrobe contains some jewelry and a crystal decanter of musky cologne. Elion keeps the key beneath his mattress (Search check DC 20).

Treasure: The jewelry in the wardrobe includes a pair of gold and ruby earrings (75 gp for the pair), a pair of gold earrings on which dangle mermaid charms (60 gp for the pair) and a silver armband in the shape of a braided rope (40 gp). The crystal decanter is worth 30 gp, but the cologne is worth 250 gp.

2. Sitting Room

Three paintings on the walls depict clear glass bowls filled to overflowing with diamonds, emeralds and rubies on velvet-covered tables. Several overstuffed sofas, leather chairs and end tables are casual-

ly arranged around this sitting room but maneuvering through the room is difficult due to the quantity of furniture placed here. Moving at more than half speed requires a DC 10 Balance check. Failure by 5 or more means the PC trips over a piece of furniture and falls. Four lanterns with continual flame cast inside them hang from the ceiling, each producing light equal to a hooded lantern.

Treasure: The paintings on the walls are the works of the dwarven painter, Borun Silverkeg. Individually, the paintings are worth 50 gp, but as a set, they're worth 200 gp. A DC 20 Bardic Knowledge or Appraise check identifies the artist.

3. Entryway

Two red carpets run the length and breadth of this entryway. Mud smears the carpets, ruining what were probably expensive and beautiful pieces of work. On the walls, a dozen paintings by various artists show armies of elves winning battles against hordes of undead. A glass bowl hangs from a chain in the ceiling, flames licking over the edge. Inside the bowl are three clear glass rocks on which *continual flames* have been cast. A spiral staircase in the western hallway leads to the second floor.

One of the paintings is an early original artwork by famed elven painter, Enoven (Bardic Knowledge or Appraise check DC 20 to recognize the painting,) worth 3,500 gp. Elion affixed a *stone of alarm* (command word "apalax") to the frame of the painting.

4. Kitchen

Dirty dishes piled on the countertops, in the washbasin, and even on the floor reek of rotten food. Vegetables hanging from the ceiling have long rotted, and the fireplace doesn't appear to have seen use in a long while. Despite the mess, a pathway has been cleared from the door to an ironbound trapdoor positioned in the center of the room, and the trapdoor's handle is worn smooth from use. Elion eats most of his meals at The Velvet Rooster, and since his last housekeeper quit on him, he hasn't found the time to hire another one.

5. Workroom (EL variable)

If Elion isn't in this room, the trapdoor is padlocked (Open Lock check DC 35.) Narrow stairs end twenty feet below the earth to a thirty-foot-wide room. Five lanterns hanging from the ceiling cast a brilliant glow around the room, which sparkles with gem dust. A tapestry on the wall depicts a group of human nobles sitting at a great feast, while beside it a shelf holds a pair of bookends — a gold lion and a platinum tiger, both crouched as if about to spring — and two books. Gem cutting tools cover several tables, and what looks to be a rather complicated alchemical laborato-

ry takes up much of the southern half of the room. Two large chests lie beneath a table on the north side of the room. One of the chests is Mae, a mimic with whom Elion made an agreement in exchange for a steady supply of food. The mimic keeps him company, and Elion considers it a friend whom he will defend with his life. The real chest is locked (Open Lock check DC 30) and trapped.

Elion Manathar, Male Elf Rog10/Wiz1: CR 11; hp 40; see the beginning of this chapter for statistics.

Mimic: CR 4; hp 52; see the MM.

Acid Arrow Trap: CR 8; magic device; touch trigger (*alarm*); automatic reset; multiple traps (two simultaneous *acid arrow* traps); Atk +9 ranged touch and +9 ranged touch; spell effect (*acid arrow*, 18th-level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27.

This is the most likely place to encounter Elion, if the PCs haven't announced their presence. The elf spends most of his afternoons and evenings down here, working, studying his magic, or spending time with Mae.

Treasure: A *stone of alarm* is affixed to the door when Elion is in the room. Elion carries the stone with him and affixes it to a door of whatever room he's in at the time. The command word is "apalax." Additional treasure in the room includes the alchemist's lab, and the five lanterns with *continual flame* cast inside them. Elion stole them from a neighboring mansion a few years ago; they're worth 450 gp. The bookends were stolen from another of Elion's neighbors and are worth 600 gp for the pair (250 gp individually). Sketches of the tapestry and bookends were circulated after the thefts, so any legitimate merchant in Martyn's Nest has a 30% of recognizing either item as stolen. If either of these items are brought to Brant Viobie's attention, he recognizes them and has the PCs brought in for questioning. If they explain the items came from Elion's house, he believes them, though he confiscates the items.

The contents of the chest include a bag of 87 pp and 390 gp, uncut gems worth 1,040 gp and cut gems worth 3,250 gp. A DC 30 Search check of the chest also reveals a false bottom. Inside are a set of masterwork thieves' tools, a single toy soldier designed exactly as those delivered to the Althere home and a slip of paper. The toy soldier is inanimate, merely the toy it appears to be. The slip of paper has three words on it: "Arnick Black" and "Thuin." Arnick Black is the necromancer responsible for animating the toy soldiers, and Thuin is the woodcarver commissioned to carve the toys. Both men are from the neighboring town of Glondarr, but Elion killed Thuin to keep him from telling anyone of the work he did.

6. Dining Room

Books and sheets of parchment are scattered around the large dining room table in this room. Six of the twelve chairs have been pushed into a corner, out of the way. A china cabinet holds a matched set of dinnerware rimmed in gold and a complete set of silverware for twelve. Since he rarely has guests, Elion uses the dining room to study magical incantations as often as he uses the study. A thorough search of the papers on the table (Search check DC 30) turns up a sheet of parchment Elion wasn't aware he still had: a note from Arnick Black, the necromancer he commissioned to create the toy soldiers.

Elion,

I believe these will suit quite nicely. The carver did an excellent job, as you can see. Be sure to thank him properly.

The note is unsigned, and if asked about it Elion claims he had a set of candlesticks carved in the neighboring town of Glondarr as a gift for a friend. If pressed, he spins a story about a married lover in a neighboring city and begs the PCs not to search for his lover for fear that her husband will kill her. The carver of the toy soldiers, Thuin, is dead at Elion's hand, assassinated in his sleep.

Treasure: The dinnerware set is worth 200 gp, and the silverware is worth 100 gp as a complete set.

7. Study

Dozens of books line the bookshelves of this room on topics ranging from gem cutting, jewelry making and geology, to magical theories and applications, to epic poems and stories of heroic elven adventurers. Two comfortable chairs face the fireplace, and more books are stacked on the floor beside them. Three lanterns hang from chains on the ceiling, providing a steady light to the room. The lanterns have *continual flame* cast inside them, each supplying the same light as a hooded lantern.

Second Floor

8. Second Floor Hallway

This hallway accesses the guest bedrooms and servants' quarters of Elion's house. Tan rugs cover the polished wood floor and cloth-covered end tables hold unlit candles in candelabras. The domed ceiling portrays a mural of an elven wedding party. A mop bucket, mop, and a dirty rag rest on one of the padded benches decorating the hallway. Elion's last housekeeper quit and left her cleaning equipment here. The mop water has evaporated, leaving nothing but dirt in the bucket, and the furniture in the room bears a layer of dust. Finding the door to Area 11 requires a DC 30 Search check.

9. Guest Bedroom

Crates are stacked around the thin, uncomfortable bed in the center of this room, and black mold has grown along the baseboards and started to creep up the walls. Clothes ten years out of style have been piled on the comforter, and the skeletal remains of a rat is just visible from beneath a wardrobe. The wardrobe contains more clothes, three sets of ballroom slippers, a lusterless painting of the countryside, and a pair of rusty short swords. Everything smells musty. Since Elion never has guests, he uses his spare guest bedroom for storage. The crates contain broken knickknacks and china, old clothes, a series of journals written by someone named Xar Devlin, and some of Elion's old adventuring gear.

Treasure: A DC 20 Search check uncovers a masterwork longsword, a set of masterwork thieves' tools, and a small velvet bag in which a single diamond is caught in the seam (260 gp). PCs can also find a climber's kit and 4 tanglefoot bags among the junk.

10. Prison (EL 5)

The door to this room is hidden and requires a DC 30 Search check to find. The door is also locked (Open Lock check DC 30). A small panel near the bottom of the door provides a way to pass food through but requires a DC 35 Search check to discover and a DC 30 Open Lock check to open. This ten-foot square room is Elion's deepest secret. He originally built the room with the intention of keeping difficult creatures he studied in it, but lately his uses have had a more sinister purpose. The room is soundproof and contains a small cot, an *everburning torch* and a chamberpot.

A few months ago, Elion fell in love with a beautiful merchant, a half-elf named Annara Leafbow, but she did not return his affections. When she finally gave in to his repeated requests for a night out, he kidnapped her and locked her in this room. She's been imprisoned for weeks, and Elion refuses to let her leave until he believes her to be in love with him. She's underfed and ill from the imprisonment and has only a few weeks at most to live. A pile of parchment sheets in the corner, many of which have been shredded, are love letters written by Elion to Annara. The letters become increasingly rage-driven and contain threats both veiled and not.

Annara Leafbow, Female Half-Elf Exp6: CR 5; SZ M; HD 6d6+6; hp 29; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB +4; Grap +3; Atk +3 melee (1d3-1 nonlethal, unarmed); Full Atk +3 melee (1d3-1 nonlethal, unarmed); SQ half-elf traits, low-light vision; AL LG; SV Fort +3, Ref +2, Will +7; Str 8, Dex 10, Con 12, Int 13, Wis 14, Cha 16.

Skills: Appraise +14, Craft (bookbinding) +10, Craft (paper-making) +10, Decipher Script +15,



Diplomacy +5, Forgery +6*, Gather Information +7, Knowledge (arcana) +4, Knowledge (local) +6, Knowledge (nature) +4, Listen +5, Profession (scribe) +11, Search +2, Speak Language (Draconic, Infernal), Spot +5. *Feats:* Alertness, Diligent, Skill Focus (Decipher Script). *Although Annara has some knowledge of forging documents, it came about as a natural extension of her scribing skills, and she cannot be convinced to use the skill if it might be illegal or put someone in harm's way.

Languages: Common, Elven, Aquan, Draconic, Infernal.

Personality: Annara is a sweet-tempered, shy bookseller and scribe. She prefers to spend her time in her shop, quietly creating books, scribing documents or reading. Since her kidnapping she's tried to be strong, but her defiance is slowly waning in the face of her impending death. When the PCs open the door, she's sitting in the corner, wearing the tattered remnants of the beautiful gown she wore the night Elion kidnapped her. She's dirty and her face is streaked with tears, and she looks up in fright, fearing Elion is there to hurt or kill her. She doesn't seem to recognize the PCs at first and fights back if they approach, referring to them as Elion. When she becomes aware of her situation she throws herself at the first PC to show her sympathy, choosing female PCs over males, and refuses to let go until she's safely away from Elion's house.

If the PCs rescue her, Annara thanks them and offers them a reward when she returns to her home. She offers the PCs 300 gp and a discount on her services for life.

II. Solarium

The glass window panes of this solarium are streaked with dirt and grime. A single empty ceramic planter lies on its side in the center of the room, but no other plants are visible. A few settees and sofas of varying designs decorate the room, but the dust covering them is evidence that the room is rarely used.

Treasure: Someone taking the time to appraise the furniture finds that several of the settees are valuable. Three of them are worth 700 gp each.

12. Guest Bedroom

Other than a single unmade bed, this guest room is empty and hasn't been used in months. A family of mice has made a nest in mattress.

13. Servants' Quarters (EL 2)

A pair of cots compete for space with a table full of folded linens and a pair of plain wooden footlockers. Crudely carved into the wood paneling beside one of the beds is the phrase, "Manathar is a worm-riddled piece of hobgoblin excrement." One of the footlockers is empty, but the other contains a peasant's dress, a pair of worn boots, and a locked box with the word "trapped" carved in the top as if by the point of a knife. A servant found the box in Elion's guest bedroom (Area 9), but he nearly died when he set off the trap trying to pick the lock. Opening the box requires a DC 20 Open Lock check.

Treasure: The box contains a matched set of six snifters. The tiny goblets are made of fine crystal with gold stems and are worth 200 gp each.

Burning Hands Trap: CR 2; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 1st-level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

14. Servants' Quarters

The two cots in this room are stacked atop each other, and a pair of plain wooden footlockers have been tossed haphazardly into the center of the room. Crates line the east wall and contain provisions and extra household cleaning supplies, but most of them are souring or spoiling. The footlockers are empty.

Chapter 5: Mutiny

The PCs can find themselves in need of a ship to The Gallows either at Tomos Althere's request or because they discover the ransom note in his study (Chapter 3, Area 7). They soon learn, however, that no respectable ship captain in Martyn's Nest will even consider taking them to the island once they announce their destination. It's only when they speak with the captain of the last ship in port, Captain Brory One Leg — a halfling whom many in Martyn's Nest (correctly) believe to be a pirate — commands *Shark Bait*, a three-masted sailing ship known for its speed, do they find someone willing to carry them to their destination.

Shark Bait is in port resupplying when the PCs approach Brory. He offers to take them to the island for the price of 100 gp per character, and if they promise not to reveal the destination to his crew until they are away from shore. Neither condition is negotiable. He explains that his sailors are a superstitious lot, and many people believe The Gallows is haunted, something the PCs discover if they ask questions about the area. He tells the PCs the ship leaves the next morning and to be on board before dawn. If asked about The Gallows, he knows only that people believe the island to be haunted, that it belonged to some pirates centuries ago, and that a baron who once ran Martyn's Nest destroyed the pirates there.

The characters have free run of the ship, so long as they leave the sailors to do their jobs and stay out of the private cabins. If they enter any cabins without permission, they will be attacked and, unless they can talk their way out of the situation, killed. The crew also treats the PCs harshly if they are caught in the secret cargo room (Area 9), though Brory gives them a chance to explain themselves. The PCs are not allowed to have open flames on the deck. They must use lanterns, sunrods, or everburning torches. Anyone caught with open flames after being warned of the dangers risks an attack by the entire crew.

Captain Brory One Leg, Male Halfling Rog1/Ftr5: CR 6; SZ S; HD 1d6-1 plus 5d10-5; hp 27; Init +3; Spd 20 ft.; AC 16 (+3 Dex, +1 size, +2 *bracers of armor* +2); touch 14, flat-footed 13; BAB +5; Grap +3; Atk +9 melee (1d6+4, 19–20, +1 *longsword*), or +9 ranged (1d6+2/x3, composite shortbow (Str +2)); Full Atk +9 melee (1d6+4, 19–20, +1 *longsword*), or +9 ranged (1d6+2/x3, composite shortbow (Str +2)) or +7/+7 ranged (1d6+2/x3, composite shortbow (Str +2)); SA sneak attack +1d6; SQ trapfinding, +2 save vs. fear effects; AL NE; SV Fort

+5, Ref +6, Will +4; Str 14, Dex 16, Con 8, Int 10, Wis 12, Cha 13.

Skills: Appraise +2, Balance +5, Bluff +5, Climb +8, Escape Artist +7, Gather Information +5, Hide +7, Intimidate +10, Jump +6, Listen +3, Move Silently +5, Open Lock +5, Sense Motive +3, Spot +1, Swim +5, Use Rope +7. **Feats:** Athletic, Combat Reflexes, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot.

Languages: Common, Halfling.

Possessions: +1 *longsword*, composite longbow (Str +2), 20 arrows, 20 +1 arrows, 5 +2 arrows, *cloak of resistance* +1, *bracers of armor* +2, *eyes of the eagle*, 3 *potions of cure light wounds*, 2 *potions of cat's grace*. Brory also carries keys to his room and footlocker (Area 4), and the storage compartment (Area 7). All weapons are sized for Small creatures.

Personality: Despite his name, Brory One Leg has both of his legs. No one has ever been able to get out of him the reason for the odd nickname, though many crewmembers have wild guesses, most of which are rather crude. At 3'6", Brory One Leg is tall for a halfling. His cheerful demeanor — cherubic, dimpled cheeks and always-tousled hair — leads many to underestimate him, but he is in fact a cold, dangerous and callous pirate. Legends surrounding the halfling pirate are few, because it's very rare for anyone who crosses his path to survive the encounter. Even his own crew fears talking about him, and does so only in nervous whispers.

Brory holds particular enmity toward cowards, and although he has been known to give quarter to particularly brave foes if they agree to join his crew, he never leaves the captain or mates of the other ships alive, and would hold in contempt any captain who tried to afford him the same honor. Brory honors all his agreements, and he expects others to do the same. On *Shark Bait*, Brory's word is law, followed by the orders of his two mates, Iriah and Hestan. Disobedience is dealt with swiftly, even lethally.

Tactics: In ship-to-ship combat, Brory climbs the rigging and fires arrows at the enemy, concentrating on the helmsman, captain or anyone giving orders. When combat turns to melee, he draws his longsword and fights fearlessly, usually protecting Iriah so she can use her spells to their fullest.

Shark Bait

1. Main Deck

Shark Bait is a three-masted, square-rigged, ocean-worthy ship, 100 feet long and 30 feet wide. The figurehead portrays an elven woman, her hands held away from her body in a beseeching gesture, and a foot that points down to skim the water when the ship is fully laden. Four ballistae —two on the foredeck, two aft —point starboard and port. Brory keeps at least two of the ballistae manned at all times in case the ship encounters any dangerous aquatic creatures.

The main deck holds four 15-foot-long dinghies in the rigging, each capable of carrying ten people. *Shark Bait* usually runs with a crew of 20, plus Brory and his mates, but it can handle many more in the hold. Two companionways lead to the 'tween deck, one near the captain and mates' quarters and one in the crew and cargo area.

Shark Bait's hull has hardness 5 and 700 hit points. If the hull takes one-fourth of its hit points in damage, she's considered sinking (amount of time is 2d6 hours). If she takes one-half of her hit points in damage, she sinks within 1d6 hours. Her masts have hardness 5 and 120 hit points per five foot section of mast.

'Tween Deck

2. First Mate's Quarters (EL 7 or 8)

The door to this room is locked (Open Lock check DC 25), and Iriah carries the key in her pocket when she's outside the room. Bolted to the floor of this small room are a narrow cot, small writing desk and swiveling chair. A footlocker is lashed to hooks in the floor by thin ropes. Books and papers cover the desk, held in place against the rocking of the ship by straps of leather wrapped around the desk.

Iriah spends most of her free time here, studying, or enjoying time away from the bustle of the busy ship. Because she is both the ship's wizard and first mate, she has very little time to herself. As such, bothering her during her free time for anything but an emergency earns the intruder her ire for a very long time.

Most of the papers on the desk relate to cargo, crew difficulties and watches. One of the books on the desk is Iriah's spellbook (see her description for details,) and the other two are books of poetry by various elven bards. The footlocker is locked and trapped. Iriah keeps the key in a pouch she wears beneath her clothes.

Iriah, Female Human Wiz5: CR 5; SZ M; HD 5d4; hp 14; Init +6 (+2 Dex, +4 Improved Init); Spd 30 ft.; AC 13 (+2 Dex, +1 *amulet of natural armor* +1), touch 12, flat-footed 11; BAB +2; Grap +3; Atk +3 melee (1d4+1/19–20, dagger) or +4 ranged (1d4+1/19–20,

dagger) or +4 ranged (1d8/19–20, light crossbow); Full Atk +3 melee (1d4+1/19–20, dagger) or +4 ranged (1d4+1/19–20, dagger) or +4 ranged (1d8/19–20, light crossbow); SQ spells, summon familiar; AL N; SV Fort +3, Ref +3, Will +6; Str 12, Dex 14, Con 10, Int 15, Wis 14, Cha 8.

Skills: Concentration +8 (+12), Knowledge (arcana) +8, Knowledge (geography) +7, Knowledge (nature) +7, Knowledge (the planes) +7, Listen +2, Profession (sailor) +7, Spellcraft +10, Spot +2. **Feats:** Combat Casting, Enlarge Spell, Eschew Materials, Improved Initiative, Scribe Scroll.

Languages: Common, Halfling, Dwarven.

Possessions: 2 daggers, light crossbow, 20 bolts, *amulet of natural armor* +1, 2 scrolls of *flame arrow* (CL 5), scroll of *fly* (CL 5), 2 scrolls of *magic missile* (CL 5), scroll of *lightning bolt* (CL 5), *potion of water breathing*, 2 *potions of cure light wounds*. Iriah also carries keys to her room and footlocker, and the storage compartment (Area 7).

Spells Prepared (4/4/3/1; base DC 12 + spell level): 0—*daze*, *detect magic*, *message* [x2]; 1st—*feather fall*, *mage armor*, *magic missile*, *shield*; 2nd—*blur*, *invisibility* [x2]; 3rd—*lightning bolt*.

Spellbook: 0—*daze*, *detect magic*, *ghost sound*, *message*, *resistance*; 1st—*alarm*, *animate rope*, *feather fall*, *grease*, *mage armor*, *magic missile*, *shield*; 2nd—*blur*, *gust of wind*, *invisibility*, *spider climb*; 3rd—*flame arrows*, *fly*, *lightning bolt*, *water breathing*.

Personality: Iriah remains aloof from everyone except Brory. She finds Hestan to be too simple-minded for any extended conversation, though she respects his abilities. Any wizard or sorcerer in the party attracts her attention, and she'll try to them in conversations relating to the magical arts, claiming to be starved for "intelligent discussion." Iriah is loyal to Brory and *Shark Bait*, and she loves being a pirate. She can be completely ruthless whenever someone angers her, and she's slow to forgive. Iriah has black hair, mahogany-colored skin, and deep brown eyes, and would be considered quite attractive if she didn't glare at everyone all the time.

Tactics: Iriah first casts *mage armor* on herself, followed by *shield*, which brings her AC to 21. In ship-to-ship combat, she casts *flame arrow* on Brory's arrows, but she won't do that for any combat in which *Shark Bait* might be in danger from the flames. As soon as the enemy ship is in range, she casts *fly* and flies to the top of the mainmast, where she can loop a foot in the rigging and use her crossbow while gaining some cover from the sails. She saves her *lightning bolt* spell until the enemy ship is in range, then flies into the best position to take out the greatest number of combatants. She won't use her *lightning bolt* spell on her own ship. If combat starts to turn, she casts *invisibility*

on herself and either Brory or Hestan, and tries to figure out what steps to take next.

Danya (Iriah's rat familiar): SZ T (animal); HD 5d8; hp 7; Init +2 (+2 Dex); Spd 15 ft., climb 15 ft., swim 15 ft.; AC 17 (+2 Dex, +3 natural, +2 size), touch 14, flat-footed 15; BAB +2; Grap -10; Atk +4 melee (1d3-4, bite); Full Atk +4 melee (1d3-4, bite); SQ alertness, deliver touch spells, empathic link, improved evasion, low-light vision, scent, share spells, speak with master; AL N; SV Fort +3, Ref +4, Will +4; Str 2, Dex 15, Con 10, Int 8, Wis 12, Cha 2.

Skills: Use Iriah's skills except Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10*. **Feats:** Weapon finesse. *Danya can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

Personality: Danya loves to spend her time climbing the rigging of the ship, when she's not teasing Hestan's animal companion, Warrior. She has a special hatred of Gaven Beerforge, and she loves to chew holes in his clothes, bedding and any other possessions he leaves laying around, though she refrains from causing any damage to the ship.

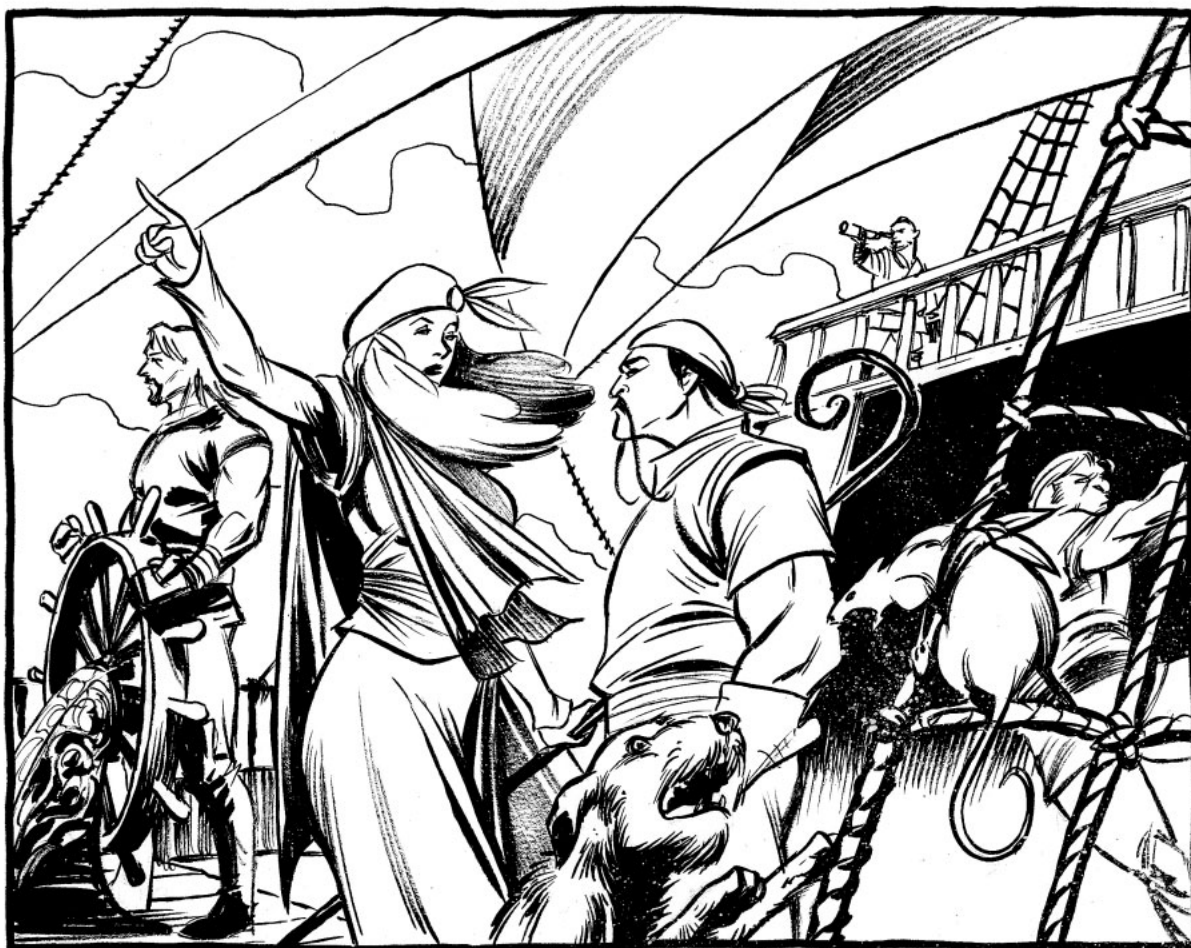
Blade Barrier Trap: CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*blade barrier*, 11th-level cleric, 11d6 slashing, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

Treasure: In addition to a few changes of clothes, the footlocker contains the following items: 2 *elixirs of truth*, arcane scrolls of *hold person*, *displacement*, *gaseous form*, *invisibility*, and *gust of wind* (all at 5th caster level), 3 *potions of cure light wounds*, filigreed gold ring (311 gp), 500 gp worth of materials for scribing scrolls, 692 gp, 824 sp.

3. Second Mate's Quarters (EL 5)

The door to this room is locked (Open Lock check DC 25), and Hestan carries the key in his belt pouch when he's outside the room. This room is laid out exactly as Iriah's room (Area 2), except the only contents of the desk are a few notes detailing the crew's responsibilities, a ragged deck of cards in a thin wooden case and a pair of bone dice. The footlocker is locked (Open Lock check DC 30) but not trapped, and Hestan keeps the key in his belt pouch.

Hestan spends most of his time on the main deck, even when he's not on watch. He's an affable man,



but he keeps his distance from the crew, believing it necessary to maintain discipline.

Hestan, Male Human Rgr5: CR 5; SZ M; HD 5d8+5; hp 31; Init +2 (+2 Dex); Spd 30 ft.; AC 15 (+2 Dex, +2 armor, +1 *amulet of natural armor* +1), touch 12, flat-footed 13; BAB +5; Grap +8; Atk +9 melee (1d8+3/x3, masterwork battleaxe) or +9 melee (1d6+3/19–20, masterwork shortsword) or +8 melee (1d4+3/19–20, dagger); Full Atk +7 melee (1d8+3/x3, masterwork battleaxe) and +7 melee (1d6+3/19–20, masterwork shortsword) or +9 melee (1d8+3/x3, masterwork battleaxe) or +9 melee (1d6+3/19–20, masterwork shortsword) or +8 melee (1d4+3/19–20, dagger); SQ 1st favored enemy (humanoid [aquatic]), 2nd favored enemy (undead), animal companion, wild empathy; AL N; SV Fort +6, Ref +7, Will +3; Str 16, Dex 14, Con 13, Int 8, Wis 12, Cha 10.

Skills: Climb +8, Concentration +2, Handle Animal +3, Heal +11, Knowledge (nature) +6, Knowledge (geography) +4, Listen +1, Profession (sailor) +6, Spot +2, Survival +8, Swim +8, Use Rope +6. **Feats:** Cleave, Endurance, Power Attack, Self-Sufficient, Track, Two-weapon Fighting.

Languages: Common.

Spells (1/day): *speak with animals*.

Possessions: leather armor, masterwork battleaxe, masterwork short sword, dagger, *amulet of natural armor* +1, *cloak of resistance* +1, *potion of cure moderate wounds*, *potion of waterbreathing*. Hestan also carries keys to his room and footlocker, and the key to the storage compartment (Area 7).

Animal companion (dog): Warrior is a white rat terrier with black markings on his nose and back. Warrior knows the following commands: come, fetch, guard, heel, seek, stay, track. The dog spends most of his time at his master's side or trying to catch Danya, Iriah's rat familiar, but if Hestan leaves him in his room, he's trained to bark if anyone opens the door. See the MM for details.

Personality: Hestan is a quiet man, slow to anger and always with a smile on his face. He enjoys the life of a pirate and living on *Shark Bait*, and he rarely goes ashore when the ship docks. He is fiercely loyal to Brory, but the only thing that earns his immediate retribution is harming his animal companion, Warrior. Hestan wears light-colored clothing, and he's the only person on board who wears armor. He keeps his long blonde hair tied in a queue at the base of his neck, which also serves to hide a knife he keeps in a sheath in the neck of his clothes.

Tactics: Hestan draws his battleaxe in the first round of combat and makes a single attack. The second round he draws his short sword and makes another single attack with his battleaxe. From that point on, he uses a full attack action to use both weapons when-

ever possible. His orders are to protect Iriah primarily, so he works his way toward her as soon as possible.

Treasure: In addition to a change of clothes, Hestan keeps the following in his footlocker: 3 *potions of cure light wounds*, scroll of *longstrider* (CL 1), healer's kit (8 uses remaining), dragon's tooth dice set (100 gp), 376 gp, 126 sp.

4. Captain's Quarters (EL 5 or 7)

The door to this room is locked (Open Lock check DC 30), and Brory keeps the key on him at all times. The wide bed, writing desk, chairs and table in this room are sized for a Small creature, but the footlocker lashed to the bed posts with ropes is almost as large as the bed itself. The mizzenmast runs through the captain's quarters, and a small painting of a pod of whales hangs from a peg in the mast. A key hangs from one of the handles of a cabinet on the wall, and resting beneath the cabinet are bundles of arrows for a Small-sized bow. Brory keeps a few valuables in his footlocker to fool thieves into thinking they found his treasures, but a secret compartment in the flooring of his room holds his most valuable possessions (Search check DC 30).

The papers on the desk detail cargo, various ports-of-call, and other bits of innocuous information. Brory keeps any information that might lead to proof of his piracy, including his smuggling and fencing contacts and ships he's plundered and sunk, in the secret compartment in the flooring of his room.

Brory spends much of his time here, leaving his mates to handle the crew and watches. He gladly chats with PCs on the main deck, but he only rarely allows anyone besides the mates in his room.

The footlocker is locked (Open Lock check DC 30) and trapped. Brory keeps the key in his belt pouch.

Captain Brory One Leg, Male Halfling Rog1/Ftr5: CR 6; hp 27; See the beginning of this chapter for Brory's statistics.

Fusillade of Darts: CR 5; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1, dart); multiple targets (1d8 darts per target in a 10-ft. by-10-ft. area); Search DC 19; Disable Device DC 25.

Treasure: 60 arrows for a Small-sized bow lay on the floor. Inside the footlocker are 3 *potions of cure light wounds*, *gray bag of tricks*, and a bag of 12 pp, 52 gp, 43 sp. The cabinet, which unlocks with the key hanging from the handle, contains a silver tea set (50 gp), fine porcelain dinnerware (45 gp for the set), and gold-inlaid silverware (75 gp). The secret compartment beneath the flooring holds the treasures Brory considers most valuable: a journal, a *bottle of air*, diamond bracelet (2,530 gp), gold earrings (350 gp), black opal (300 gp), and 500 gp. The compartment also contains the gold he collected from the PCs. The journal is written in Brory's own code and details var-

ious records relating to his pirate activities. A DC 30 Decipher Script check is needed to decipher the code and understand the writing.

5. Cargo Area/Crew Quarters

This room is a jumble of hammocks, footlockers, barrels, crates and other assorted goods, though everything is stowed as neatly as possible. The mainmast and foremast run through the room, and companionways provide access to the main deck and lower deck. The Brory expects the PCs to share this room with the rest of the crew. Many of the *Shark Bait's* pirates are little more than thugs and petty thieves, and the PCs need to keep careful watch in order to prevent their gear from being stolen.

Gaven Beerforge, Male Dwarf Ftr4: CR 4; SZ M; HD 4d10+12; hp 38; Init +1; Spd 20 ft.; AC 13 (+1 Dex, +2 *bracers of armor* +2), touch 11, flat-footed 12; BAB +4; Grap +7; Atk +7 melee (1d10+4/x3, dwarven waraxe) or +6 ranged (1d6+2/x3, composite shortbow (Str +3)); Full Atk +7 melee (1d10+4/x3, dwarven waraxe) or +6 ranged (1d6+2/x3, composite shortbow (Str +3)); SQ darkvision 60 ft., dwarf traits; AL CE; SV Fort +7, Ref +2, Will +2; Str 16, Dex 12, Con 16, Int 8, Wis 13, Cha 8.

Skills: Climb +3, Intimidate +9, Listen +1, Profession (sailor) +2, Spot +1. **Feats:** Die Hard, Endurance, Improved Bull Rush, Power Attack, Skill Focus (Intimidate).

Languages: Common, Dwarven.

Possessions: dwarven waraxe, composite shortbow (Str +3), 20 arrows, *bracers of armor* +2, 2 *potions of cure light wounds*, 32 gp, 71 sp.

Personality: Gaven hates being under the command of a halfling, but he knows he'd never stand a chance against Brory, Iriah and Hestan. His lack of skills means he spends much of his time doing more of the menial tasks on the ship, but his intimidating demeanor also means he stays near the top of the ship's social ladder. The only reason Brory hasn't killed him is that he's the most effective fighter on the ship after the three leaders. Gaven watches the PCs to see how they react to Brory, and if he feels they will be receptive to the idea, he approaches them about helping him take over the ship. Gaven is eighty years old, but despite his young age, his black hair and beard are heavily peppered with gray. He wears his beard trimmed short, since a long beard presents a hazard on the ship.

Shark Bait Pirates, Exp3 (18): CR 2; SZ M; HD 3d6+6; hp 22; Init +6; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB +2; Grap +3; Atk +4 melee (1d8+1/x2, morningstar) or +4 ranged (1d8/19–20, light crossbow); Full Atk +4 melee (1d8+1/x2, morningstar) or +4 ranged (1d8/19–20,

light crossbow); AL CN; SV Fort +3, Ref +3, Will +3; Str 13, Dex 15, Con 14, Int 8, Wis 10, Cha 12.

Skills: Balance +5, Climb +7, Jump +4, Profession (sailor) +6, Sleight of Hand +3, Survival +5, Swim +7, Use Rope 8. **Feats:** Improved Initiative, Toughness, Weapon Focus (morningstar).

Possessions (each): Morningstar, light crossbow, 20 bolts, *potion of cure light wounds*, belpouch with 2d10 gp and 3d10 sp inside.

Tactics: The pirates follow their leader's orders, but their usual tactics are to shoot a few crossbow bolts at the combatants on enemy ships until the ship is in range to board. When they board, half of the pirates drop their crossbows and draw their morningstars and the other half stay on *Shark Bait* and continue to pepper enemies with their bolts. Some of the pirates use combat as a way to eliminate fellow pirates with whom they have problems, but they realize that Brory would become suspicious and angry if they did that too often.

6. Galley

The stores of food kept here are unappetizing enough that the galley cook has little need to protect them. Even the watered ale in kegs against the bulkheads looks unsavory. The galley cook, a half-elf named Blue Hat (for the dyed blue silk cap he is never seen without,) calls for help if the PCs attempt to steal or destroy the barrels of water he is charged to protect, but he cares little for the food stocks, which consist mostly of dried rations. He only protects the food if the captain calls for rationing. Blue Hat sleeps here and is rarely seen outside of meal times.

Blue Hat, Male Half-Elf Ftr2: CR 2; SZ M; HD 2d10+2; hp 17; Init +2; Spd 30 ft.; AC 12 (+2 Dex, +2 *bracers of armor* +2), touch 12, flat-footed 12; BAB +2; Grap +4; Atk +4 melee (1d6+3/x2, club) or +5 melee (1d4+2/19–20, +1 dagger) or +5 ranged (1d4+2/19–20, +1 dagger); Full Atk +4 melee (1d6+3/x2, club) or +5 melee (1d4+2/19–20, +1 dagger) or +5 ranged (1d4+2/19–20, +1 dagger); SQ half-elf traits; AL NE; SV Fort +4, Ref +2, Will +0; Str 15, Dex 14, Con 13, Int 8, Wis 10, Cha 12.

Skills: Climb +5, Diplomacy +3, Gather Information +4, Listen +1, Spot +1. **Feats:** Blind-Fight, Power Attack, Quick Draw.

Languages: Common, Elven.

Possessions: Club, +1 dagger, *bracers of armor* +2, dyed blue silk cap (10 gp), 3d6 sp.

Personality: No one knows much about Blue Hat, including his real name. He convinced Brory to let him cook for the ship, and though his food is only barely palatable, he still does a better job than anyone else on ship. He swears he can't fight, and doesn't join in any of the ship's battles, but when Gaven Beerforge approaches him about taking over the ship, he agrees

to fight for his side. He secretly detests the halfling captain, though no one would know it by his attitude. Blue Hat rarely leaves the galley, but he's willing to chat with anyone as long as they help him with the next meal. Blue Hat has a drinking problem and is rarely sober whenever he's in port, though he keeps himself relatively sober when the ship is at sea. His eyes are perpetually bloodshot, and his light brown hair is stringy and unkempt. Only the blue silk cap he wears on his head stays clean and in good condition.

Tactics: Blue Hat tries to negotiate a diplomatic end to any combat he might find himself in, but if that doesn't work, he draws his club and attacks, preferring to use Power Attack unless his combatant proves especially difficult to hit.

7. Storage

The door to this room is locked (Open Lock check DC 20), and Brory, Iriah and Hestan carry keys. Spare rigging, canvas, and tools for repairing the ship are stored here. Spare weapons and other gear are also stored here.

Treasure: 4 crossbows, 4 morningstars, 100 crossbow bolts, 50 feet of chain, 4 25-square-foot fishing nets, 5 pounds of soap, 2 healer's kits (10 uses each).

Lower Deck

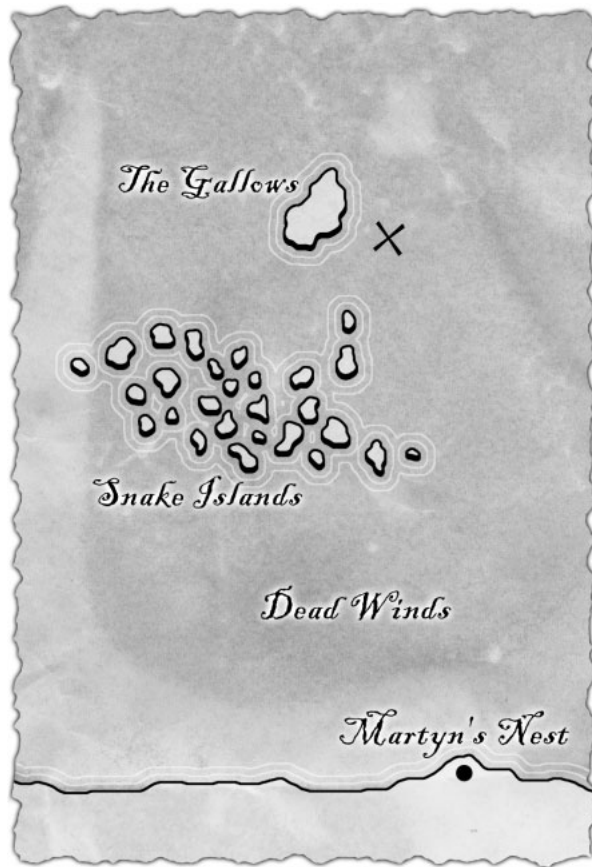
8. Cargo Hold

This room is a cavernous storage area capable of holding thousands of pounds of cargo. Extra spars are stored here in case a storm damages one, and a few barrels of food are lashed to the mainmast. When the characters first board *Shark Bait*, the ship has no cargo, having already sold their last plunder. A DC 30 Search check turns up the secret door to Area 9.

9. Secret Storage Area

PCs need a DC 30 Search check to find this room. The room is plain, completely undecorated, and contains only a single large crate beneath a dirty canvas sheet. Particularly sensitive goods are stored here, either for smuggling or because they might be recognized by any authority searching the ship.

Treasure: *Shark Bait's* latest haul included a crate of handcrafted musical instruments inscribed with the mark of the master carver, Kandra Daell. A DC 20 Bardic Knowledge check allows a bard to recognize the mark. The instruments include a flute, lyre, lute, dulcimer, and viol. Each instrument is considered masterwork, but someone recognizing the carver's name also gains a +1 morale bonus to his Perform checks when using the instrument.



The Journey

Encounters at Sea

The captain warns the PCs that the distance is 430 miles and the trip takes six days under ideal conditions, but many monsters live beneath the sea near The Gallows and the actual time varies. *Shark Bait* travels at a speed of 3 mph and usually travels 72 miles per day. In addition to the events which occur on the days of the journey, the random encounters listed on Table 5-1 (following page) may also take place. Roll a d20 once during the day and once at night for the first 250 miles. After 250 miles, roll once every six hours. Treat duplicate encounters as no encounters.

The Journey Begins (1–72 miles)

The skies are clear when the PCs begin their journey. *Shark Bait* leaves at dawn, and the PCs are expected to be on the ship at least an hour before. The first day's journey is uneventful, but the characters overhear the crew talking about how the captain won't name their destination. The PCs receive speculative looks, but only Gaven Beerforge speaks with them. The dwarf approaches a character and tries to feel out his attitude about the captain. He prefers to talk first with dwarves, then humans, and he ignores any obvious clerics or paladins of any race.

Table 5-1: Random Sea Encounters

d20	Result
1-2	4 dire sharks circle the ship, following it for miles before breaking off. The pirates (except the captain and mates) have a -1 morale penalty to attack rolls, saving throws, skill checks and ability checks for the rest of the day. See the MM.
3	A dragon turtle surfaces 50 feet from the ship. It only attacks if provoked, and Brory is adamant about not antagonizing the beast once he realizes it's not attacking. Anyone who disobeys his orders is tossed overboard at the first opportunity. See the MM.
4-5	A squall from the east blows over the ship and the captain orders the PCs below decks. PCs make Fortitude saves (DC 10) or suffer seasickness. Until the storm is over, all seasick characters make attack rolls, damage rolls, skill checks and ability checks at a -1 penalty. The storm lasts for one hour. When they alight on deck, they learn a sailor was washed overboard.
6	The <i>Shark Bait</i> sails into the middle of a battle between aquatic elves and sahuagin. 50 porpoise-riding elves and 35 sahuagin with trained sharks are fighting each other. Neither side is interested in the ship, but they won't avoid it either. See the MM for details on the sahuagin, sharks and porpoises.
7-9	<i>Shark Bait</i> spots a fully laden merchant ship on its way to Martyn's Nest. If Brory feels the party would not object, he runs the ship down, but he doesn't want to attract attention to his pirating activities from people who might tell the authorities. The merchant ship, <i>The Lady's Slipper</i> , carries a crew of 15 including the captain and mate, and two ballistae. She travels at a speed of two knots. Cargo includes 250 square yards of silk (2,500 gp), 20 pounds of various spices (300 gp), and 2,000 pounds of raw silver (10,000 gp). Use the <i>Shark Bait</i> pirates' statistics for <i>The Lady's Slipper</i> crew.
10	10 water mephits surface around the ship and engage the occupants in conversation. See the MM.
11	Two giant squid attack the ship, attempting to pull anyone on the main deck into the water. See the MM.
12-20	No encounter

Aquatic Elves, Ftr2: CR 2; SZ M (aquatic); HD 2d10+2; hp 17; Init +3; Spd 30 ft., swim 40 ft.; AC 15 (+3 Dex, +2 shark leather armor), touch 13, flat-footed 12; BAB +2; Grap +4; Atk +4 melee (1d8+3/x2, trident) or +5 ranged (1d8+2/x2, trident); Full Atk +4 melee (1d8+3/x2, trident) or +5 ranged (1d8+2/x2, trident); SQ elf traits, gills, superior low-light vision; AL N; SV Fort +4, Ref +3, Will +0; Str 15, Dex 16, Con 12, Int 11, Wis 10, Cha 8.

Skills: Handle Animal +0, Listen +2, Ride +7, Spot +2, Swim +7; **Feats:** Combat Reflexes, Mounted Combat, Point-Blank Shot, Rapid Shot, Ride-By Attack.

Languages: Common, Elven.

Possessions: Shark leather armor, trident.

Arain (captain of *The Lady's Slipper*), Female Human Sor8: CR 8; SZ M; HD 8d4; hp 21; Init +1; Spd 30 ft.; AC 17 (+1 Dex, *mage armor*, *amulet of natural armor* +2), touch 11, flat-footed 16; BAB +4; Grap +3; Atk +4 melee (1d4/19-20, +1 dagger) or Atk +5 ranged (1d4/19-20, +1 dagger); Full Atk +4 melee (1d4/19-20, +1 dagger) or +5 ranged (1d4/19-20, +1 dagger); SQ summon familiar; AL CG; SV Fort +3, Ref +3, Will +8; Str 8, Dex 12, Con 10, Int 13, Wis 14, Cha 17

Skills: Bluff +9, Climb +1, Concentration +10 (+14), Diplomacy +5, Disguise +5, Intimidate +5, Knowledge (arcana) +3, Listen +4, Profession (merchant) +8, Spellcraft +9, Spot +4, Swim +1, Use Rope +3. **Feats:** Alertness, Combat Casting, Heightened Spell, Spell Focus.

Languages: Common, Elven.

Possessions: *Amulet of natural armor* +2, +1 dagger, scroll of fly (CL 5), scroll of lightning bolt (CL 7), scroll of confusion (CL 7), 2 potions of cure light wounds, 40 pp.

Spells (6/7(4)/7/6/3; base DC 14 + spell level): 0—*detect magic*, *disrupt undead*, *mage hand*, *open/close*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*; 1st—*animate rope*, *color spray*, *comprehend languages*, *hold portal*, *mage armor*; 2nd—*acid arrow*, *eagle's splendor*, *invisibility*; 3rd—*dispel magic*, *flame arrow*; 4th—*summon monster IV*.

Personality: Arain has lived aboard *The Lady's Slipper* for most of her 32 years, starting as a cabin girl and working her way through the ranks before buying the ship for herself. Her crew loves her and would do anything for her, and she always has a handful of people waiting on the docks in the hopes that she has openings on her ship for new crewmembers.

Tactics: Arain always casts *mage armor* on herself three times a day, at eight hour intervals. In combat, her first step is to cast *eagle's splendor* on herself, increasing her charisma to 21 and increasing the save DCs for her spells by +2. She then casts *flame arrow* on a few of her crew's ranged weapons and orders them to attack the enemy ship's sails. If combat goes against her crew, she begs for their lives, but not her own.

Cersa (The Lady's Slipper first mate), Female Human Ftr6: CR 6; SZ M; HD6d10+12; hp 49; Init +1; Spd 30 ft.; AC 13 (+1 Dex, +2 bracers of armor +2), touch 11, flat-footed 12; BAB +6/+1; Grap +9; Atk +11 melee (1d8+6/19-20, +1 longsword) or +7 ranged (1d8+3/x3, composite longbow (Str +3)); Full

Atk +11/+6 melee (1d8+6/19–20, +1 *longsword*) or +7/+2 ranged (1d8+3/x3, composite *longbow* (Str +3)); AL CG; SV Fort +7, Ref +3, Will +1; Str 16, Dex 12, Con 14, Int 10, Wis 8, Cha 13.

Skills: Climb +12, Jump +12, Listen -1, Spot -1, Swim +12. **Feats:** Cleave, Endurance, Point-Blank Shot, Power Attack, Precise Shot, Weapon Focus (*longsword*), Weapon Specialization (*longsword*).

Languages: Common.

Possessions: *Bracers of armor* +2, +1 *longsword*, composite *longbow* (Str +3), 40 arrows, 2 *potions of cure moderate wounds*, 25 pp.

Personality: Cersa has been Arain's best friend and companion for ten years, ever since she first boarded *The Lady's Slipper*. She's a cheerful woman who enjoys sharing the dirty jokes she hears in port with the crew, but she can be a stern taskmaster when she needs to. The crew likes and respects her.

Tactics: As long as Arain is safe from attack, Cersa uses her *longbow* to take out targets at a distance. When her captain starts to take damage, Cersa places herself between Arain and the enemy.

That night a pirate tries to steal an item from one of the sleeping PCs. Treat the PC as taking 0 on her Spot check. The sailor's Sleight of Hand skill check is +3. If the PCs keep their own watch in the sleeping area, use either the Spot check result of the PC on watch or the sleeping PC's check result, whichever is higher. If the characters catch the thief, none of the other pirates interfere, though they fight if they are attacked. Brory won't care if the PCs kill a thief, but he warns them of the difficulty of piloting a ship with a small crew.

Disgruntled Crew (73–144 miles)

The PCs overhear the crew muttering about their direction of travel. Several speak of the Dead Winds just a day away, and many of them worry that they might be heading too close to The Gallows. When Brory climbs on deck at first light, Gaven Beerforge and a few other crew members confront him, asking him about their destination. Brory tells them they head to The Gallows, and the word spreads quickly around the ship. The look of worry on the faces of the crew members is obvious. The PCs see the pirates speaking to each other in whispered tones, and on a successful DC 25 Listen check (-1 per ten feet of distance), overhear them discussing whether to kill the PCs or mutiny against the captain. A DC 20 Sense Motive check allows the PCs to discern the general mood of the crew (angry and frightened.) This continues throughout the day, and Gaven Beerforge is seen talking with most of the pirates at various times of the day.

Gaven sees this as his opportunity to overthrow the captain and take control of the ship, but he fears he won't be able to do it without gaining the support of the entire crew. Although he's not a charismatic person, he plays upon the fears the pirates have of The Gallows, and he persuades or intimidates most of the crew into mutiny. He won't do anything on this day, however, since he's aware of the dangers of the Dead Winds and the sahuagin colony in that area.

The Dead Winds (145–216 miles)

The ship enters an area known as the Dead Winds. Intermittent dead winds means the ship moves at half speed through this area. It takes two days for *Shark Bait* to exit the area. A large sahuagin tribe lives beneath the seas here and attacks passing ships. As dusk falls each evening, Brory keeps the four ballistae manned at all times and doubles the watch. Every hour, roll a 25% chance of the sahuagin attacking.

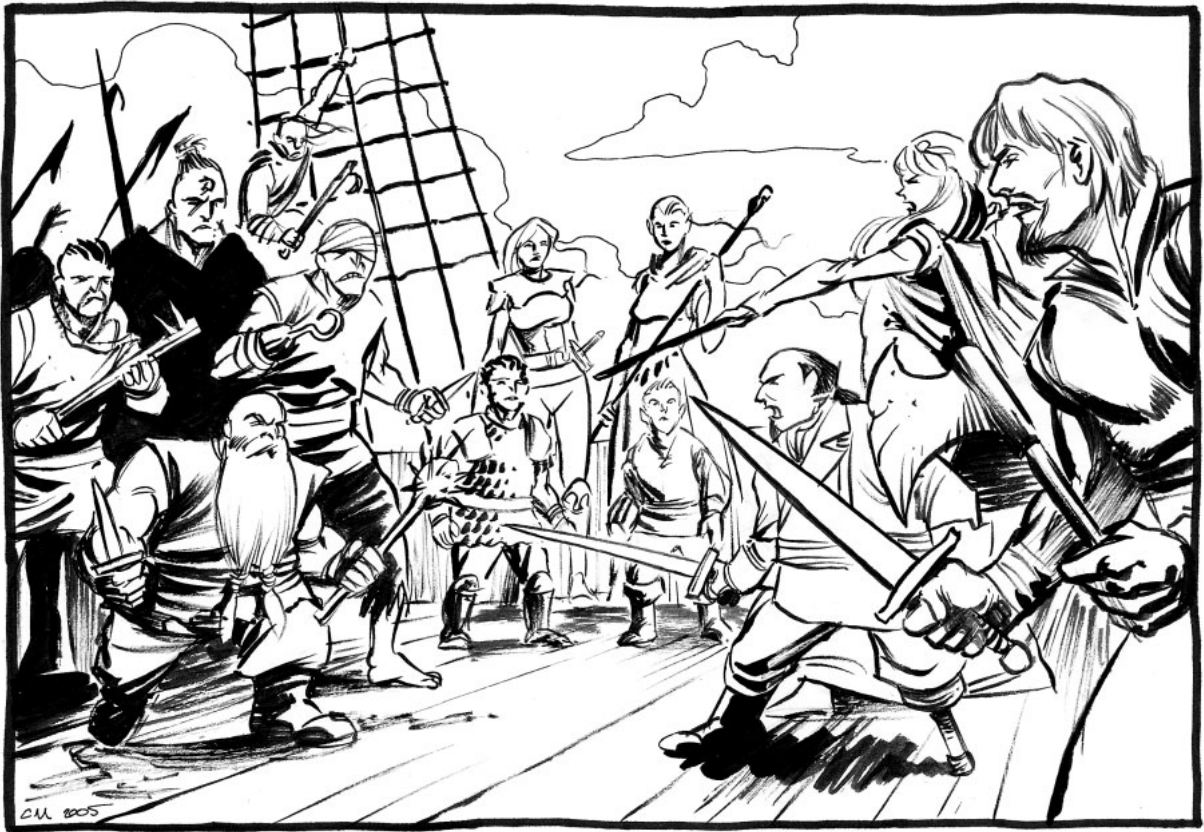
Sahuagin (22): CR 2; hp 11; see the MM.

Large Sharks (10): CR 2; hp 38; see the MM.

Tactics: Ten sahuagin stay in the water with the sharks, using their heavy crossbows to keep attackers away from those climbing onto the ship. The remaining sahuagin throw grappling hooks over the railing (ranged touch attack DC 10) and climb aboard (Climb check DC 5). They attack with their tridents, and anyone they kill or knock unconscious is stripped of obvious valuables and tossed overboard to the waiting sharks. The sahuagin in the water continue to circle the ship and pick off targets with their crossbows. If 75% of their numbers are killed, the survivors break off the attack and leave, ordering the sharks to follow them.

Ship Tactics: Brory orders all hands to attack. The pirates use their crossbows until they're in melee, at which point they switch to their morningstars. Brory and Hestan protect Iriah while she attacks with her spells. See each NPC's statistics earlier for their individual tactics. Brory leaves the PCs to fight as they prefer, but he and Gaven both take note of their skills and abilities. The crew won't allow the PCs to take all the treasure they find off the sahuagin, but they are offered a fair share. Assuming they killed most of the creatures themselves, Brory offers one quarter of the treasure for them, while he takes a quarter. The rest is split among the crew, with the mates getting one fifth each.

If some of the sahuagin escape the attack the first evening, the second evening 10 more join the battle plus five more sharks. Their tactics are the same. If the



ship repels that assault, the sahaugin cease their attacks.

Mutiny (217–288 miles)

The mutiny begins in the morning when Gaven, Blue Hat and ten other pirates confront Brory. Iriah is in her room finishing up her spell preparation and Hestan is on the deck speaking with the captain. When Gaven orders Brory to hand over the ship, the yelling between the two is heard on all decks, so the PCs become aware of the impending battle no matter where they happen to be. Assuming the PCs join the others on the deck, Brory and Gaven both try to convince them to join their side. Both sides promise to take the PCs to their destination, and Gaven promises them all of Brory's gear if they join him. Gaven has no intention of going to The Gallows, so if the PCs choose to help him, they find themselves fighting the pirates as soon as the mutiny ends.

Pirate Tactics: As soon as the PCs choose which side they're on, the battle begins. A few pirates climb the rigging and rain bolts down on their targets. The rest use their morningstars. If Gaven and at least half of the pirates die or are knocked unconscious, the rest throw down arms and plead for mercy.

Brory will not allow any of the pirates to live, even if they plead for quarter, unless the PCs can convince him to do so. Reminding him of the difficulty of piloting the ship with no crew will convince him to keep the pirates alive at least until they return to a port

where he can hire on more crew. Regardless of anything the PCs say, he kills Gaven Beerforge. Brory offers the PCs one-fourth of the pirates' personal gear, but he insists that all of their weapons remain with the ship. He won't allow the PCs to loot either Iriah's or Hestan's bodies.

Assuming the PCs side with Brory, he continues toward The Gallows. If some of the crew still live, they continue to operate the ship under the strict eye of Brory, Iriah and Hestan. If the only people left on the ship are the captain, mates and PCs, Brory tells them they have to help on the ship. As long as at least six people remain, one of whom has some experience on the ship, *Shark Bait* retains her normal speed, though she may only be able to travel during daylight hours. Any fewer and the ship moves at one-half speed for the remainder of the journey. Refusing to help with the ship causes the halfling pirate to turn the ship around and return to Martyn's Nest.

If Brory, Iriah and Hestan die, and the PCs sided with Gaven, he orders a direct change of course. If the PCs agree to give up on their intended course of action, he'll let them live and drop them off at the next port (skip the remainder of this chapter; they'll have to find another way to get to The Gallows). If not, he orders his new crew to attack. They are hesitant, since the characters likely caused most of their companions' deaths, but they fight anyway until Gaven is dead, at which point they plead for quarter. Should this happen, it has the possibility of wiping

out the entire crew of the *Shark Bait*. If the PCs have no ranks in Profession (sailor), they could find themselves adrift at sea with no way of piloting the ship. PCs can make a DC 20 Intelligence check to figure out how to operate the ship enough to move at one-quarter speed, but a DC 15 Survival check is necessary to go in their intended direction.

The ship has enough food and water to last 30 people 50 days, and every day the PCs are adrift at sea, they have a 1% cumulative chance of coming in contact with another ship. Each day also brings a 5% non-cumulative chance of drifting into a storm severe enough to sink the ship if the PCs are inexperienced. Allow another DC 20 Intelligence check to determine the proper actions necessary for the ship to survive intact. Any character on deck during the storm (which lasts 1d6 hours) who are not tied to the ship must make DC 15 Balance checks every 5 minutes or be washed overboard. PCs also make Fortitude saves (DC 10) or suffer seasickness. Until the storm is over, seasick characters make all attack rolls, damage rolls, skill checks and ability checks at a -1 penalty.

Snake Islands (289–360 miles)

Tiny islands, little more than jutting rocks, start to dot the sea. This area is known by pirates and sailors as the Snake Islands because of the large colonies of sea snakes living here. Because of the rocks, it requires care and finesse to maneuver safely through the area. The ship moves at half speed (1 1/2 knots) through the Snake Islands, which is 15 miles long. If the PCs are controlling the ship themselves, a DC 15 Survival check every hour allows a character to figure out how to maneuver through the area. Failure means the ship takes 4d6 points of damage as the ship scrapes the rocks.

While the ship navigates these islands, a colony of Medium, Large and Huge sea snakes circles. The Huge snakes occasionally rear up and try to pull someone into the water, but the Medium and Large snakes circle in the hopes of getting a meal.

Snake, Medium viper (30): CR 1; hp 9; see the MM.

Snake, Large viper (20): CR 2; hp 13; see the MM

Snake, Huge viper (12): CR 3; hp 33; see the MM.

Tactics: The snakes are only looking for food, so as soon as a creature has successfully pulled someone into the water it breaks off its attack and begins to feed. The creatures can only reach someone standing along the railing. If a snake loses half its hit points, it leaves.

The Journey Ends (361–430 miles)

The Gallows comes into view late in the afternoon. Similar to the Snake Islands, tiny islands jut from the ocean bottom, making navigation hazardous.

Sandbars also become a problem, especially during the morning when the tide is low. Beneath the sea, the faint outlines of sunken ships are just visible, a reminder of the dangers to inexperienced sailors trying to navigate these waters. The ship moves at half speed (1 1/2 miles per hour) and the hazards extend for eight miles. If none of the sailors are aboard, a successful DC 15 Survival check allows the PCs to successfully navigate the dangers for one hour. Failure means the ship either scrapes a rocky outcropping and takes 4d6 points of damage or becomes stuck on a sandbar (50% chance of either.) Once the ship becomes stuck on a sandbar, the PCs must wait until the incoming tide frees them at dusk.

Decades ago, two pirate ships fought near The Gallows. The battle was fierce, and foul magic tainted the air, so that when the pirates died, they rose soon after as lacedons. If the ship becomes stuck on a sandbar, the lacedons living beneath the sea take note of them and attack as dusk begins to fall. The lacedons wear the clothes of pirates and sailors, but they use their natural attacks and carry no weapons or armor. If the ship avoids any sandbars, the lacedons still attack that first night. If the PCs are not on the ship when the attack comes, the lacedons kill half of any remaining crew and nearly kill Iriah.

Ghouls [lacedons] (16): CR 1; hp 13; see the MM.

Ghosts [lacedons] (8): CR 3; hp 29; see the MM.

Tactics: The lacedons remain hidden beneath the ship until they can all climb aboard at once (DC 5 Climb check). They attack with their claw and bite attacks, attempting to paralyze PCs. Any paralyzed PC becomes the victim of a *coup de grace* by the first ghoul able to do so. The creatures are quite intelligent, and they use flanking and other tactics to their best effect, including bull rushing opponents into the ocean and attempting to drown them. The ghosts concentrate on any elves they see, since elves are immune to the ghouls' paralyzation but not to the ghosts'.

Treasure: Each ghost carries a pouch made of sharkskin that holds 100–300 (1d3 x 100) gold coins and gems totaling 100–400 gp.

The ship cannot get any closer than one mile from the island, so the PCs must swim or use a dinghy to row to shore. Sandy beaches surround three of the four sides of the island, and any of those spots are good for a landing. Rocky cliffs on the north side make it less desirable as a landing place. If Brory still controls the ship, he tells the PCs he'll wait for four days before he leaves with the assumption they're dead. If they need longer, they'll have to return before the four days are up and negotiate a longer wait. He's willing to wait a total of eight days before his worry about the dangers presented by anchoring too close to the island gets the better of him. Neither he nor Iriah nor Hestan leave the ship without a very good reason. They are unlikely to be convinced to accompany the PCs on their quest, even if they are promised great wealth.

Chapter 6:

The Gallows

More stories surround The Gallows than any other island in the area, and most of them bear little resemblance to reality. Many have a kernel of truth, however, telling of ships that disappeared, never to be seen nor heard from again. Other rumors mention the island itself, and the terrible monsters that inhabit it. The general consensus is that The Gallows is cursed, haunted by bands of roving undead. Only the most foolhardy brag of visiting the island, because people who return from the island are often shunned, even attacked. People fear the curse over the island extends to any who visit it, and to return from the island is to bring the curse home.

The Gallows is a teardrop-shaped island, with an extension on the northern end that gives it the vague resemblance of a hangman's noose. The island runs 20 miles north to south and eight miles east to west. Light pine forest dots the entire island, except for the center, where a craggy hill known as Dead Man's Head resides. The eastern beach holds the remnants of a village and cemetery of unknown origin.

The History of The Gallows

Two centuries ago, The Gallows was known as the God's Tear island, and it became an important trading port. The islanders worked hard to help the merchant ships navigate the dangerous waterways leading to their island even at risk to their own lives, and their reputations grew. The people living on the island found the land provided for most of their needs, and the rest they traded. For over a century the God's Tear islanders prospered.

The islanders fiercely protected a secret — that the God's Tear island was the home to the families of pirates. A fleet of pirate ships under the command of a half-orc named Bone Dust found the island one day and brought their families to live there to protect them from the law. The families grew in numbers, and the island prospered. Sons and daughters replaced their elders on the pirate ships and older pirates retired to live a quiet life on the beach. Merchant captains found the islanders to be polite, accommodating, and tough but honest negotiators, and they were unaware they were dealing with the same people whom they rightly feared on the open seas.

As the island's population grew, the pirates worried someone would discover their secret. They decided to use the natural caves beneath a rocky crag in the center of the island as a fortress, shoring up the walls with

strong magic, hiding many of the tunnels and expanding the caverns. They stored food and water and brought in creatures to guard many of the passageways. Their thought was that if an enemy attacked, they would seal themselves in the cave and wait until the soldiers left.

A century passed with the islanders' worst fears unrealized, but one day a merchant captain unhappy with the outcome of a trading deal discovered their secret. When he returned to Martyn's Nest, the merchant went straight to the local baron and announced his discovery. The ambitious baron saw an opportunity to finally destroy Bone Dust's fleet, which had grown almost legendary in people's minds, even though most people knew Bone Dust himself had died in battle decades earlier. The baron mobilized a large fleet and headed to the island.

The islanders had only minimal warning, but they made it to the cave, abandoning everything they owned and barricading themselves inside. To their dismay, the islanders discovered that dire rats had found their food stores and eaten almost everything they had. They killed the rats and, recognizing how dire their circumstances were, smoked the meat. They had food and water for only a month and could only hope Bone Dust's fleet would return soon. But events conspired to make most of the ships late, and those that did return were quickly cut down by the military ships patrolling the area. By the time the rest of Bone Dust's pirates became aware of the danger and mobilized into a sizeable force, four months had passed. The islanders rationed their food and water, but they slowly starved to death. Weary and dying, many tried to surrender to the soldiers on the island, but they were killed the moment they showed themselves. The rest eventually resorted to cannibalism.

A fierce battle ensued between the pirate fleet and the baron's military, both on land and sea. By the time it ended, Bone Dust's Fleet was no more, and his ships were either sunk or taken to join the baron's fleet. The soldiers spent weeks looting the town. They also attempted to enter the cave, but they never discovered the actual hideout where the pirates lived, and the monsters in the caverns caused too many casualties, so they abandoned the idea. Many soldiers reported seeing strange shapes lurking in the shadows and hearing disturbing noises. At first, these reports were dismissed, but then soldiers began to disappear in the night. Their bodies would eventually be found



with fearful expressions on their faces, but no marks on them to indicate of what they'd died.

By the time the baron's soldiers left the island, rumors had spread that it was haunted by the ghosts of the dead pirates. The baron's soldiers returned to tell the tales to their families and the name of the island became known as The Gallows. People became convinced the island was cursed, as was anyone unfortunate enough to go there.

In the intervening century, many people tried to learn the mysteries of The Gallows. Rumors of secret pirate treasure led to adventurers, pirates, and others to risk its dangers. None have penetrated the pirate's true hideout and few even survive a search of the island.

The Gallows Today

Only a handful of adventurers has ever been to the Gallows and lived to tell of it. Its creatures — living and undead — the dangerous rocks and sandbars surrounding the island all work together to make the island uninhabitable and unfriendly to those without experience and a good dose of bravery.

Cain Berant, dockside captain of Martyn's Nest, visited the island 15 years ago with a band of adventurers. He knows much of the history of the island, having found journals in the village from various leaders written during the time when the island was known as God's Tear. Two members of Cain's team disappeared during their investigations and their

untouched bodies turned up later. Cain never saw anything, so he's unable to say what might have caused their deaths, though he does know of other dangers on the island. He tells the PCs the cemetery and village are haunted by a mohrg (Areas B and C), and warns them of a dangerous spirit naga living on the southwest edge of the island (Area E). He explains that he visited the hill in the center of the island known as Dead Man's Head (Area D), which was known as Bone Dust's Chest when the original inhabitants lived there. His companions did not find the entrance to the secret cave hideout the pirates supposedly built, and he believes it may be a rumor started by curiosity-seekers.

Brevel and Tomos Althere also visited the island a few years ago, but they spent little time investigating the island, since they were mostly concerned with a small cavern just offshore said to hold vast wealth. They did find the pirate cave, but only the visible sections, and they left after encountering monsters they found too difficult to defeat. They, too, encountered the spirit naga and know of the haunted village. They also know of the *Emerald Shield* wreck (Area F), but they were unable to penetrate the interior due to the ochre jellies lairing there.

The Island

The Gallows is a large island, full of life. If you wish to include random encounters, roll 1d20 once each day and night.

Table 6–1: Random Encounters

d20	Result
1	Night hag (from Area H). She is only encountered at night.
2–3	1d2 dire bears. See the MM.
4–5	4 phase spiders. See the MM.
6	2 griffons. See the MM. The griffons are mostly concerned with food, and if they can grab a horse or pony, they'll leave.
7–8	A colony of 5 Large monstrous scorpions. See the MM.
9	3d4 krenshars. The krenshars are wandering, looking for a new lair, and ignore the PCs unless provoked.
10–11	3 Large earth elementals. The earth elementals attack anything on sight. They were left on the island by a group of wizards who tried to explore the island and were attacked by the undead. See the MM.
12–20	nothing

A. Brevel's Guards (EL 11)

A dozen tents are arranged in a circle on the beach. The tent flaps face inward toward a ten-foot-diameter firepit. The men and women standing around the campsite look haggard and frightened, and many have dark circles under their eyes, as if they haven't slept in days. A few dozen feet away from the campsite are ten graves. These are the guards killed by the various creatures of the island, including three by the night hag (Area H). The guards discovered the bodies, their faces frozen in a mask of fear, but no other mark on them. If the PCs question the guards, they explain that their friends complained of nightmares in the days before their death and seemed to grow weaker by the day. One of the guards is currently having those same nightmares, and looks to be in worse condition than the rest. His Constitution score has been reduced to a 10 (Fort save +3, hp 21).

Night hags only haunt the dreams of chaotic or evil individuals. If the PCs recognize the creature that caused their deaths and inform the guards of that facet of its attack, they turn on the one currently having the nightmares. Suspicions reign among the group, and each begins to watch the others carefully, looking for any sign of evil or nightmares.

Since Brevel has been on the island for over four weeks, and so many of his guards have died, the rest want nothing more than to leave. If the PCs agree to take them to the ship, the guards demand they leave immediately, and almost no amount of reasoning can change their minds. A PC who makes a successful DC 35 Diplomacy check convinces them to wait until their return, but they won't wait more than one day. If the PCs leave a dinghy for them, they row to the ship as soon as the PCs are out of sight. Once on the ship, they willingly follow Brory's orders, but they warn him that a giant sea monster destroyed their ship

and that they should leave soon. If Brory waits more than a week, the guards try to take over the ship, though any pirates left alive after the mutiny side with Brory, hoping to gain his favor so he doesn't kill them.

Any of the guards can point the way to Dead Man's Head and explain how to find the entrance to the cave system (+2 bonus to Search checks for finding the entrance,) but they first try to negotiate passage from the island in exchange for the information. Under no circumstances will the guards accompany the PCs anywhere else on the island unless under duress.

Brevel's Guards, Ftr3 (16): CR 3; SZ M; HD 3d10+3; hp 24; Init +2 (+2 Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 chainshirt), touch 12, flat-footed 14; BAB +3; Grap +5; Atk +7 melee (1d8+2/19–20, x2, longsword) or +5 ranged (1d8/x3, longbow); Full Atk +7 melee (1d8+2/19–20, x2, longsword) or +5 ranged (1d8/x3, longbow); AL N; SV Fort +4, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 8, Wis 12, Cha 10.

Skills: Climb +6, Jump +6, Listen +3, Ride +4, Spot +3, Swim +8 **Feats:** Alertness, Athletic, Blind-Fight, Combat Reflexes, Weapon Focus (longsword).

Possessions (each): Chain shirt, longsword, longbow, 20 arrows, *potion of bull's strength*, *potion of cat's grace*, 100 gp.

Tactics: The guards quaff their *potions of bull's strength* and *cat's grace* before drawing their longswords and moving into melee. If half of their number are killed, the rest surrender.

B. God's Tear Village Ruins (EL 9)

Stone buildings lay in ruins along this eastern beach. Remnants of an ancient fire still show on the interior walls and slate roofs, and pieces of furniture are strewn around the area. In the center of the town, a 20-foot-long statue made of stone and carved in the form of a ship stands as a testament of the people who once lived here. The statue is worn by decades of wind and water, and it looks as if someone tried to chop down the mainmast with an axe, but a figurehead in the shape of a giant octopus latched to the front of the ship remains in almost perfect condition. Characters entering the buildings find tables set with place settings, but any food is long gone. Other objects remaining in the buildings include rotting bedding, simple clothes, a few musical instruments (warped and unusable), gardening and farming tools, and rotting fishing nets. The remains of the docks used for smaller boats still jut into the sea, but the weather and salt water has eroded them, and they're not safe to walk on.

An allip and a mohrg hide in these ruins. The allip is a former soldier driven to suicide by the atrocities he witnessed when his fellow comrades murdered the surrendering islanders. Before he killed himself, he killed a fellow soldier, a man who enjoyed the car-

nage, who became the mohrg. Zombies created by the mohrg also wander the ruins. The clothes the zombies wear vary in style from a century ago to only a few years. The zombies are in similar condition, with some nearly skeletal from age while others are almost entirely intact.

Allip: CR 4; hp 26; see the MM.

Mohrg: CR 8; hp 91; see the MM.

Zombies (8): CR 1/2; hp 16; see the MM.

Tactics: The creatures wander around the ruins, though they don't wander to any other parts of the island. The PCs have a 20% chance for every 15 minutes they spend in the area of attracting the attention of the allip and mohrg if they haven't yet engaged the zombies in combat. The zombies wander in a group, endlessly circling the outside of the village at the command of the mohrg. They attack any living creature they meet before they resume their walk around the village. The mohrg waits until the allip has hypnotized several targets before it shows itself. It selects the most heavily armored hypnotized target to attack, using both its paralyzing tongue and its slam attacks to quickly dispatch foes. It prefers to concentrate on one target at a time in order to create more zombies. If three rounds have passed with no one hypnotized, it attacks anyway using the same methods.

Treasure: For every hour spent searching (Search check DC 25), for up to twelve hours, the PCs find several hidden caches of coins not found by previous scavengers. The PCs find 1d6 pp, 2d10 gp, 3d10 sp, and 3d10 cp each hour.

C. God's Tear Village Cemetery (EL 10)

Just outside the God's Tear village, an eight-foot tall iron fence surrounds a broad cemetery. The view through the cemetery fence is difficult to see as rust has formed between the slats. The gate is not locked, but the latch has rusted closed (Break DC 18). Four dozen plots, most with simple headstones, rest here, and the cemetery has room for another three dozen graves. A few of the graves look as if they've been dug up, and rotting, worm-riddled corpses standing near the opened graves turn their heads when the gate opens. The creatures appear to be zombies, but their movements are fast and a keen intelligence seems to radiate from their empty eye sockets.

Grave Risen (8): CR 4 each; SZ M (undead); HD 5d12+3; hp 35; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; BAB +2; Grap +4; Atk +5 melee (1d4+2 plus blood poisoning, claw); Full Atk +5 melee (1d4+2 plus blood poisoning, 2 claws); SA *animate dead*, blood poisoning; SQ darkvision 60 ft., +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +6; Str 14, Dex 15, Con —, Int 13, Wis 14, Cha 16.

Skills: Climb +7, Escape Artist +5, Hide +8, Jump +5, Listen +8, Move Silently +8, Search +6, Spot +8. **Feats:** Toughness, Weapon Focus (claw).

Animate Dead (Sp): Once per day, a grave risen can animate dead, as the spell (CL 5th).

Blood Poisoning (Ex): A creature hit by a claw attack must succeed on a DC 15 Fortitude save or contract blood poisoning. This deals 1 point of Constitution damage to the victim per minute until the victim dies or the blood poisoning is healed. A neutralize poison or remove disease spell rids the victim of blood poisoning, as does a DC 15 Heal check. Multiple wounds do not result in multiple instances of blood poisoning. The save DC and check DC are both Charisma-based.

See *Sword & Sorcery's Tome of Horrors II* for more details.

Tactics: If anyone dies from a grave risen's attacks, the creature uses its next standard action to cast *animate dead* on the dead PC if it hasn't already done so. The grave risen fight to the death.

Treasure: Anyone choosing to rob the graves finds a few items buried with the coffins' inhabitants. Roll 1d20 to determine which item is found.

Each of the forty unopened graves takes one hour to reach the coffin.

Table 6–2: God's Tear Cemetery Treasure

d20	Result
1	a piece of jewelry, such as a gold necklace, diamond bracelet, ruby earrings (2d6 gp x 100)
2–3	a masterwork weapon
4	a +1 <i>light wooden shield</i>
5	a set of masterwork light armor
6	2d10 pp
7–8	6d10 gp
9–11	6d10 sp
12–19	nothing
20	roll twice, ignoring rolls of 12–20

D. Dead Man's Head/Bone Dust's Chest

Originally named Bone Dust's Chest because the hill vaguely resembles an iron-bound chest, this hill holds the entrance to the warren of caves the God's Tear islanders carved to protect themselves in the event they were attacked. When the island was renamed The Gallows, the hill became known as Dead Man's Head, as it resembles a man's head through a noose. An overgrowth of brush and trees covers the entrance, but a DC 10 Search check uncovers it. See **Chapter 7: Dead Man's Head** for details on the cave.

E. Krombarden's Lair (EL 11)

Krombarden is the last descendent of a pair of spirit nagas the God's Tear islanders brought to the cave. After he killed his siblings, he escaped the magics put in place to keep the creatures inside the cave rooms. He is malicious, destructive and evil, and he attacks without mercy, usually forgoing his charming gaze in favor of his destructive spells and melee attacks. The other creatures on the island leave Krombarden alone, because any who have tried to attack him have quickly learned he cares little for his own safety if it means causing more damage to his foes.

Krombarden built his lair beneath a sheltering outcropping of rocks. The lair is situated so that he has partial cover and concealment from all sides. He sleeps atop a rotting, festering mound of fish parts beneath which he hides many of his treasures. Anyone within 20 feet of the lair begins to notice the smell of rotting fish.

Krombarden, Male Spirit Naga Ftr2: CR 11; SZ L (aberration); HD 9d8+36 plus 2d10+8; hp 95; Init +1; Spd 40 ft.; AC 16 (–1 size, +1 Dex, +6 natural), touch 10, flat-footed 15; BAB +8; Grap +16; Atk +12 melee (2d6+6 plus poison/19–20, bite); Full Atk +12 melee (2d6+6 plus poison/19–20, bite); SA charming gaze, poison, spells; SQ darkvision 60 ft., regeneration; AL CE; SV Fort +10, Ref +6, Will +9; Str 18, Dex 13, Con 18, Int 12, Wis 17, Cha 17.

Skills: Concentration +13, Listen +14, Spellcraft +10, Spot +14, Swim +10. **Feats:** Ability Focus (charming gaze), Alertness, Combat Casting, Eschew Materials, Improved Critical (bite), Lightning Reflexes, Weapon Focus (bite).

Languages: Abyssal, Common.

Charming Gaze (Su): As charm person, 30 feet, Will DC 19 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Spells Known (6/7/7/5; base DC 13 + spell level): 0—*cure minor wounds, daze, detect magic, mage hand, open/close, ray of frost, read magic*; 1st—*charm person, cure light wounds, divine favor, magic missile, shield of faith*; 2nd—*cat's grace, invisibility, resist energy*; 3rd—*displacement, fireball*.

Possessions: Pearly white ioun stone. Krombarden regenerates one point of damage per hour.

Personality: Krombarden enjoys destroying things for the sake of destroying them. He often catches fish simply for the pleasure of ripping them apart. He considers destruction to be almost an art form, and he often keeps the things he destroys so he can go back and admire the damage he's done. His lair is littered with the bones of fish, birds, and small mammals he's

torn apart. Even the undead creatures in the God's Tear village and cemetery leave Krombarden alone.

Tactics: If Krombarden is aware of someone coming toward his lair, he casts *invisibility* on himself, followed by *cat's grace*, *shield of faith*, *resist energy (fire)* and *divine favor*. His AC becomes a 19, his Reflex save, attack rolls and damage rolls improve by +2. If a large group of combatants appears, Krombarden uses a *fireball* to weaken the group, then casts another *invisibility* before moving into melee. Unless he's badly damaged, if he gets surrounded, he casts *fireballs* directed on himself in the hopes of killing his enemies before he kills himself. Despite his suicidal actions, he retreats if reduced to 10 hp or fewer. He knows he can fully heal in a day and plans to track the PCs down if they allow him to live.

Treasure: Anyone digging around in the filthy bedding of the lair finds a total of 249 gp, 346 sp and 99 cp. Neatly placed on rock ledges around the lair are broken pieces of fine pottery, shards of glass and torn pieces of jewelry. The jewelry can be repaired with a DC 15 Craft check. The PCs can repair three necklaces (200 gp, 182 gp and 57 gp, respectively) and two bracelets (89 gp and 31 gp).

F. The Emerald Shield Wreck (EL 10)

A partially submerged ship of elven design rests on this beach. Flecks of green paint still cling to the masts and railings, and the remnants of a flag, an emerald-green shield on a white background, flutters lazily in the wind. One of the stranger stories told about The Gallows is about the *Emerald Shield*. During the time Bone Dust's pirates ruled the island, she was a merchant ship from a small village of elves that wrecked after successfully negotiating the dangerous rocks and shoals surrounding the island. The stories state that another passing merchant ship hailed the *Emerald Shield* only hours before the storm, but when the elven ship reached the island, it simply floated up on the beach with no one aboard. Some claim the hold of the ship still contains a vast treasure of gold, silver and platinum bars, but others swear everything on the ship disappeared along with its occupants. Rumors abound of people being eaten alive for even daring to climb aboard. The one thing everyone agrees on is that the ship was transporting something extremely rare and valuable, something no one has seen before or since.

Anyone inspecting the hull notices no obvious damage to the ship except that caused by decades of harsh weather and sea water. If the PCs wish to examine the ship, they'll need some way of breathing underwater inspect the aft compartments, since the aft bulkheads are partially submerged. Use the layout of the *Shark Bait* for the *Emerald Shield*, but the PCs find the ship entirely empty, with neither furniture,

clothing nor supplies. A thorough search of the wreck turns up nothing of value, not even a copper piece.

Small sharks, eels and fish swim in the submerged half of the ship, but none of them are of any danger to the PCs. However, living in the cargo hold are 5 ochre jellies.

Ochre jellies (5): CR 5; hp 69; see the MM.

Tactics: The creatures usually find plenty of food from the fish that swim into the aft section of the hold, but they won't resist the urge to attack larger prey. Each creature attempts to grapple an individual target in order to use its constrict ability to kill it. The creatures fight to the death and are unaware if the other jellies are being killed. Characters find that combat on a listing ship is perilous. Every round, a PC needs to make a DC 10 Balance check or fall prone. PCs are also unable to use the run action while aboard the ship.

G. Centipede Nest (EL 9)

A 30-foot wide hole in the ground drops fifteen feet to a sixty-foot-wide nest of giant centipedes. Thousands of Diminutive centipedes, five Huge centipedes and one Gargantuan centipede all make their homes here. Beneath the pile of vermin lies the bones of a dwarven adventurer.

Centipede swarm (2): CR 4; hp 31; see the MM.

Huge centipede (5): CR 2; hp 33; see the MM.

Gargantuan centipede: CR 6; hp 66; see the MM.

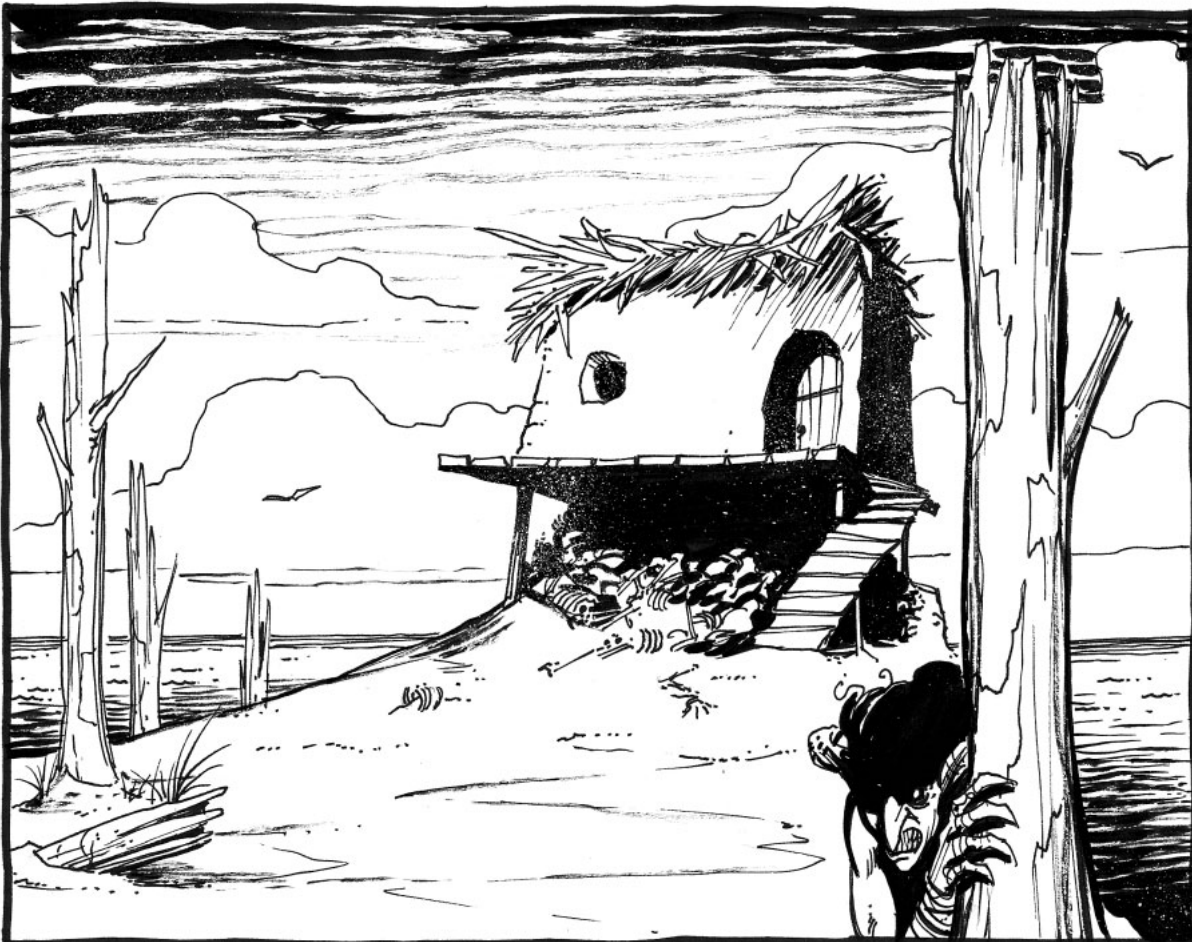
Tactics: The creatures attack anyone entering the nest, but they don't follow anyone running away. They aren't especially hungry, but they begin to eat anyone they kill or knock unconscious without regard for the continuing battle.

Treasure: The dwarf bones cover a pair of *gauntlets of ogre power* and a rotting sack holding 60 pp, 56 gp and 83 sp. The characters also find the hilt of a longsword and the remains of a set of leather armor in the nest.

H. The Hermit's Hut (EL 9)

A rickety, 20-foot-wide hut stands precariously on six-foot stilts on The Gallow's northern peninsula. Bones, animal skins and assorted debris has been carelessly tossed beneath the hut. An equally unsound wooden staircase leads to a single door facing inland. Inside are the barest of furnishings — a cot, table, and benches — tossed together from flotsam.

Most people, upon hearing about The Gallow's Hermit, scoff at the idea of anyone living here and surviving. Since no one has ever seen the hermit and returned to tell the tale, many stories about him exist.



Some believe he is really a powerful dragon, though no one can decide what color he is. Others believe he's an undead creature, possibly a lich.

The truth is neither. The Gallow's Hermit is a night hag, an evil, extraplanar creature banished to this island for reasons she's never explained to anyone. Until Brevel and his guards arrived on the island, she had almost gone insane from boredom. Since then she's been haunting the dreams of the guards until they die from fright.

Night hag: CR 9; hp 68; see the MM.

Tactics: If the hag becomes aware of anyone approaching, she becomes ethereal and waits until they enter the hut. If no one can see her in her ethereal state she waits until they begin to leave then materializes to attack with her bite on the last person

out the door. She continues to alternate between going ethereal and becoming visible to attack. If she is reduced to fewer than 15 hit points, she becomes ethereal and tries to escape to hide in the woods surrounding her hut. As soon as she's out of sight of the characters, she materializes, *polymorphs* into a bird (and heals 8 hp) and flies onto a tree branch hoping to elude the PCs.

Treasure: In addition to her *heartstone*, the night hag also carries a *ring of swimming*, a cursed *bead of force*, and a pouch holding 623 gp. The cursed *bead of force* is designed so that when the user throws it, no matter how far away he intends it to land, it drops at his feet. All other effects of the item work as intended.

Chapter 7: Dead Man's Head

First Level

1. Cave Entrance

The rocky hill known long ago as Bone Dust's Chest but now called Dead Man's Head rises 20 feet to resemble either an iron-bound chest or a man's head in a noose, depending on who you ask. The sides of the hill are nearly perpendicular to the ground, and the top forms a flat table covered in moss and sparse grass. Although the entrance to the cave system is covered by brush, it's easily found with a DC 10 Search check. The entrance is a five-foot-wide tunnel that winds 20 feet steadily downward before opening to a natural cave forty feet across and forty feet high. This natural cave is 15 feet below sea level. Stalactites and stalagmites dot the area, and moisture pools around the room.

The entrance to the man-made part of the cavern is protected by a secret door, which would normally require a DC 20 Search check to find. However, Brevel has propped the door open slightly and eliminated the need for a Search check. A DC 14 Survival check finds tracks that seem to disappear into the wall and reduces the Search DC to 18.

The man-made sections of the cave have smooth walls made of stone that glow with a faint, magical light. The walls between rooms and levels are five feet thick, have hardness 8, 1800 hp and a Break DC of

75. The outer walls extend the length of the island. The ceilings in this area are twenty feet high. The doors are made of stone and are unlocked unless otherwise indicated. They have hardness 8, 15 hp and a Break DC of 26.

2. Hallway

The door to the north is designed to fool anyone who finds the caves into thinking the pirates are hiding beyond. The secret door that hides the real living areas can only be found with a DC 30 Search check, but another secret door on the southern end of the hallway only requires a DC 15 Search check to uncover. Anyone opening the door to the real living quarters (Areas 27–61) notices the temperature beyond the door is comfortable, and the damp that pervades the rest of the cave is non-existent. The magical enchantments that helped form the cave also kept the temperature comfortable for the inhabitants.

3. Prismatic Spray Trap (EL 8)

The 10-by-10-ft. floor section on the south side of the secret door is trapped in order to convince people that something dangerous or valuable lives beyond.

Prismatic Spray Trap: CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*prismatic spray*, 13th-level wizard, DC 20 Reflex,

Fortitude, or Will save, depending on effect); Search DC 32; Disable Device DC 32.

4. Sitting Room

Three cheap but comfortable chairs, warped by the damp air, lean against the walls, and a pile of moldy books rests beside one of the chairs. A table holds three wooden goblets and a corked glass decanter. A dark brown liquid inside the decanter sloshes against the glass walls when the decanter is moved.

Bugs have eaten most of the parchment pages of the books, but a quick scan of the titles shows them to be on varied subjects. One discusses the eating habits of the frost worm; another explains the dangers of various plants. These books were considered worthless by the pirates so they were used as props to make it appear as if someone lived beyond the door. The liquid inside the decanter is a cheap wine gone to vinegar.

5. Black Pudding Room (EL 9)

The glow on the walls and ceiling of this room does nothing to dispel the inky black blobs in the center of the room, which seems to suck the light into them. They quiver faintly when the door opens.

Black puddings (2): CR 7; hp 115; see the MM for details.

Tactics: Before Brevel arrived, the single black pudding here had almost died of starvation, but several of his guards began exploring and stumbled across the room. When they attacked the pudding with their longswords, it split in two. The puddings killed one of the guards, so the men retreated. Both black puddings have had time to grow to full size, and are very hungry, attacking whatever is closest and concentrating all their attacks on that creature until it's dead.

Treasure: *Potion of bull's strength, potion of cat's grace.* The guard's remaining gear, including his weapons, armor and coins, dissolved from the black pudding's acid.

6. Bedroom

A moldy bed, warped desk and chair, and a pile of clothes are all that's left in this room. The clothes fall apart if they're picked up, and it's obvious they were worthless even when they were new. A DC 10 Knowledge (history) check identifies the style of clothes as being at least a century old.

7. False Treasure Room

Glowing runes cover the door to this room, but though the runes are designed to make invaders believe the door is trapped, they are meaningless. The door is locked (Open Lock check DC 30). Piles of gold coins are scattered around this room, and the faint sparkle of gems peeks out from beneath the

mounds of coins. The gems are cut glass, and the coins are gold-painted steel chits as anyone handling the coins for one minute can tell. The PCs can collect 15,000 "coins" and 25 "gems."

8. Dead Vargouilles/Spirit Naga Room

The bodies of six hideous, human-like heads attached to leathery wings lie next to pools of dried blood. The vargouilles were trapped in Area 9 by the pirates until Brevel's guards opened the door and released them. One guard died in the battle before the creatures were killed. This was also the room where the spirit nagas lived until Krombarden escaped. The naga took everything of value from the room before he left, and Brevel and his men took everything else. A thief examining the southern door can make a DC 20 Search check to recognize the remains of a *glyph of warding* trap on the door.

9. Vargouille Nest

A rafter runs the north-south length of this room about head height for a Medium creature. Piles of bones, including several humanoid skulls, are scattered around the floor along with shredded bits of cloth. Instead of executing murderers and traitors by traditional means, the God's Tear islanders often tossed the perpetrators into this room and let the vargouilles destroy them. A search of the bones (DC 15 Search check) turns up 35 humanoid skulls.

10. Wight Room

Five bodies on the floor at first appear to be human, but the clawed hands and skin stretched tightly over twisted faces quickly disabuse the viewer of that notion. Until Brevel came along, this room was locked and contained five wights that the pirates trapped in here. The room contains nothing of value.

11. Entrance Hall

This room contains doors on each of three walls, plus a secret door on the east wall (Search check DC 15). Embossed on the visible doors are the words, "Death awaits beyond these doors," written in both Infernal and Celestial. Two of the doors are locked: north (Open Lock check DC 25) and west (Open Lock check DC 30). Brevel relocked the door to the north after barricading himself in Area 16.

12. Blue Tile Room (EL 8)

Brilliant blue porcelain tiles decorate the walls, floor and ceiling of this room. The door in the center of the west wall is smooth and white, with nothing to mar the surface. Anyone approaching within five feet of the western side of the room feels intense heat radiating from the wall, but it's merely hot to the touch.

The handle to open the door can only be found with a DC 20 Search check. The door is locked (Open Lock check DC 25) and trapped.

Acid Arrow Trap: CR 8; magic device; visual trigger (*true seeing*); no reset; multiple traps (two simultaneous *acid arrow* traps); Atk +9 ranged touch and +9 ranged touch; spell effect (*acid arrow*, 18th-level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27.

13. Magmin Room (EL 11)

One of the first traps the pirates set up was a series of porcelain rooms designed to hold several types of creatures from the planes of fire. One of the creatures summoned into the room was a powerful magmin sorcerer. It summoned a brass man to help fight the pirates, but then it touched the door and was killed by the *cone of cold* spell trap, leaving the brass man behind with the other magmin. The intervening years have led the others to a semblance of control over the construct.

Just opening the door to this room envelops the PCs in heat. Any PC standing within five feet of the doorway when the door is opened takes 1d6 points of fire damage from the rush of heat. PCs also take 1d6 point of fire damage every round they stay in the room, and for two minutes after the magmin and brass man are dead. This room is covered in rune-inscribed white porcelain tiles that glow with the heat of the fire creatures. Eight human-shaped creatures wreathed in searing flames and a tall brass construct turn to face the door when it opens. The magmin attack immediately, ordering the brass man to attack the most lightly armored opponent.

Touching the door on the inside sets off a *cone of cold* trap the pirates used to prevent the magmin, brass man, steam mephits (Area 14) and fire mephits (Area 15) from leaving. The trap also cools the room and eliminates the fire damage for 1d6 rounds.

Magmin (8): CR 3; hp 11; see the MM.

Brass Man: CR 7; SZ L (construct); HD 10d10+30; hp 85; Init +0; Spd 30 ft.; AC 23 (-1 size, +14 natural), touch 9, flat-footed 23; BAB +7; Grap +17; Atk +12 melee (3d6+9/19–20, greatsword) or +12 melee (2d8+6, slam); Full Atk +12/+7 melee (3d6+9/19–20, greatsword) or +12 melee (2d8+6, 2 slams); SA spit molten brass; SQ construct traits, damage reduction 10/adamantine, darkvision 60 ft., fire subtype, immunity to magic, low-light vision; AL N; SV Fort +3, Ref +3, Will +3; Str 23, Dex 10, Con —, Int —, Wis 11, Cha 1.

Spit Molten Brass (Su): Once every 1d4 rounds (up to 5 times per day), a brass man can spit a stream of molten brass in a 30-foot line; damage 6d6 fire, Reflex DC 15 for half. The save DC is Constitution-based.

Immunity to Magic (Ex): Immune to any spell or spell-like ability that allows spell resistance. Electricity damage slows a brass man (as the slow spell) for 3 rounds, with no saving throw. Fire damage breaks any slow effect on the brass man and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary points. A brass man gets no saving throw against fire effects.

Tactics: The magmin focus their attacks on anyone doing cold damage to them first, followed by anyone else causing the most damage. If at least half of them are destroyed, the rest try to escape if the door is open. The brass man follows the orders of the magmin, who order it to spew molten brass whenever possible. If none are still alive, it continues to attack anyone attacking it; otherwise, it moves to stand in a corner and awaits further orders.

Cone of Cold Trap: CR 9; magic device; touch trigger; automatic reset; multiple targets (60 ft. cone-shaped burst); spell effect (*cone of cold*, 9th-level wizard, 9d6 cold damage, DC 17 Reflex save half damage); Search DC 28; Disable Device DC 30.

14. Steam Mephit Room (EL 10)

Steam fills the room, making it difficult to breathe and to see what, if anything, might be in the room. The effect is as an *obscuring mist* spell, except the steam mephits are not affected. The magmin in Area 13 dislike the bossy steam mephits and their fights usually result in one or more deaths, so the two sides leave each other alone and stay in their respective rooms. If the PCs can see the room, they find it to be completely covered in dull green porcelain tiles. A square, ten-foot-wide deep pool in the center of the room boils with the heat. Once the steam mephits are gone, the room clears of steam in one hour.

Steam Mephit (10): CR 3; hp 13; see the MM.

Tactics: If the steam mephits become aware of the battle in Area 13, they stand near the back of the room and ready actions to use their rainstorm of boiling water effect as soon as at least four PCs are in the room, trying to get as many people with the effect as possible. After that, they cloak themselves in a plume of vapor before they move in to attack with their breath weapons and claws. The steam mephits eagerly fight to the death.

15. Fire Mephit Room (EL 10)

Red porcelain tiles on the floor, walls and ceiling radiate heat and give the impression that the room is on fire. The ten fire mephits that live here spend nearly as much time in Area 13 with the magmin as they do in this room.

Fire Mephit (10): CR 3; hp 13; see the MM.

Tactics: The fire mephits join the battle in Area 13 after the first round of combat. They stand or fly near the magmin in order to maintain contact with them and benefit from their fast healing abilities. Five of the mephits use their *heat metal* ability first if any of the PCs use metal armor or weapons, while the rest use their *scorching ray* spells. They prefer to use their breath weapons over their claw attacks. If the magmin try to escape, the fire mephits follow.

16. Rast Room

The door to this room is locked (Open Lock check DC 30). The three dead creatures in this room each have twelve wickedly-sharp claws and heads bigger than their bodies. Brevel's guards killed the three rasts trapped here shortly after they arrived. The room is otherwise empty.

17. Trapped Room (EL 9)

The door to this plain stone room is locked (Open Lock check DC 30) and the floor trapped by Brevel so he'd have warning in case anyone tried to enter his hideout. A fusillade of darts shoots from the north and south walls if anyone steps on the square directly in front of the door leading to Area 18. The dart trap covers the entire room.

Fusillade of Darts Trap: CR 9; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1, dart); multiple targets (2d4 darts per target in a 20-ft.-by-30-ft. area); Search DC 25; Disable Device DC 30.

18. Brevel Althere's Hideout (EL 6)

The door to this room is locked (Open Lock check DC 30). Three bedrolls, blankets, piles of folded clothes, crates of food, barrels of water, and various tools are neatly laid out in this otherwise unremarkable room.

When Brevel discovered this area of the pirate hideout, he set up camp and waited with his two most loyal guards. He sent the rest of the guards to watch the ocean and report any ships they sighted. When the kraken sank their ship and the night hag started killing the guards, they became frightened. Their fear turned to anger at Brevel for bringing them to the island, and they nearly killed him before he and his two guards pushed them back. Brevel locked the door between Areas 11 and Area 16 and set the trap in Area 17 and waited.

After some time, they began venturing outside occasionally, but return to the safety of this room most of the time. Now Brevel waits in this room in the hopes that his brother arrives soon. He still hopes to recover the dragon's treasure, but now he's equally concerned with escaping the island.

Unless the PCs surprise the men, they have their weapons drawn and ready as soon as the door opens,

but Brevel holds off the attack until he learns of their motives. When he learns they have the other half of the *gem of location*, he asks to see his brother. When Brevel learns his brother is dead, he's devastated, and he asks the PCs if they've discovered the murderer. If they have, he thanks them and promises them a reward once he recovers the treasure. If they have not, he asks them to find the murderer when they return. He'll give them 2,000 gp when they return to Martyn's Nest for rescuing him and avenging his brother's murder (1,000 gp if they only rescue him). Before giving up the location of the children, Brevel asks for the magic item. If the PCs hesitate to hand it over, perhaps out of fear that he'll *teleport* away, he offers to take whatever steps are necessary to ensure his trustworthiness, such as allowing them to cast *detect magic* on his possessions.

Once Brevel learns the treasure is in the offshore cave, he asks for the PCs' help in recovering it. He explains that his ship was destroyed by a giant sea monster, possibly a kraken, and he has his suspicions that it may be laired in the cave. He initially offers 20% of the treasure as a reward for their help, but he can be negotiated to 50%, since he doesn't have the strength or power to get it himself.

He knows of the tunnel to Flirriaxan's cave (Area 61), but he doesn't know how to find it since he and Tomos discovered it from the underwater side. When they saw the dozens of ghouls and ghosts in the area they turned back and have no idea of the layout on that side of the cave complex. Still, he suggests trying to find that entrance instead of going in through the sea, reasoning that the PCs could possibly sneak past the kraken and take the treasure without a fight. Brevel won't give the PCs the *gem of location*, since it's the only leverage he has with them. He insists on going along with them, because he fears they may take the treasure and run.

Brevel is aware of the secret door leading to the pirates' true hideout (Area 2), but he didn't find the secret door to Area 36, and he left as soon as he saw the dread wraith in Area 29. If the PCs are hesitant to approach the cave because they don't have access to water-breathing spells, he suggests they search the hideout in case the pirates kept something around to allow them to breathe underwater.

If asked why he kidnapped his niece and nephew, he explains that he owes money (15,000 gp) to some dangerous people, and his brother wouldn't share the treasure with him. He reassures the PCs the children are safe and promises they will be well cared for since he is now their legal guardian. If the PCs refuse to continue without proof the children are safe, he offers to take the characters to them if they can *teleport*. If either Tomos or Shaya have been raised from the dead, he promises he will return the children promptly upon his return.

Brevel Althere, Male, Human Rog4/Ftr2: CR 6; SZ M; HD 4d6 plus 2d10; hp 27; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+3 Dex, +4 *studded leather* +1), touch 13, flat-footed 14; BAB +5; Grap +7; Atk +9 (1d8+4/19–20, +1 *longsword*); Full Atk +9 (1d8+4/19–20, +1 *longsword*); SA +2d6 sneak attack; SQ evasion, trap sense +1, trapfinding, uncanny dodge; AL CN; SV Fort +5, Ref +8, Will +3; Str 14, Dex 16, Con 10, Int 12, Wis 8, Cha 13.

Skills: Appraise +8, Balance +7, Bluff +3, Climb +5, Disable Device +5, Forgery +5, Gather Information +7, Hide +7, Intimidate +5, Listen +3, Move Silently +9, Open Lock +9, Profession (trader) +4, Ride +7, Search +7, Sense Motive +3, Sleight of Hand +7, Spot +3. **Feats:** Combat Reflexes, Weapon Focus (longsword), Improved Initiative, Investigator, Iron Will, Leadership.

Languages: Common, Elven.

Possessions: +1 *longsword*, +1 *studded leather*, 3 *potions of cure moderate wounds*, *cloak of resistance* +1, *brooch of shielding* (96 charges remaining), 74 gp, 195 sp.

Personality: Brevel tends to do things without thinking them through completely. He's impulsive, self-centered and vain, but he's not evil. He's jealous of his brother's success, and while he has a profitable business due to his knack of identifying good furniture makers, many of his financial decisions are short term. He's been in trouble many times in the past because of poor financial choices he's made, but he's always been able to pull himself out of it until recently. His most

recent problems stem from borrowing money from some men who show little patience with delinquent loans. Part of the reason he chose The Gallows as his ransom drop-off was to avoid their thugs. He's good to his employees, and he loves his niece and nephew as if they were his own children.

Brevel's Guards (Ftr3): CR 3; SZ M; HD 3d10+3; hp 24; Init +2 (+2 Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 chainshirt), touch 12, flat-footed 14; BAB +3; Grap +5; Atk +7 melee (1d8+2/19–20, longsword) or +5 ranged (1d8/x3, longbow); Full Atk +7 melee (1d8+2/19–20, longsword) or +5 ranged (1d8/x3, longbow); AL N; SV Fort +4, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 8, Wis 12, Cha 10.

Skills: Climb +8, Jump +6, Listen +3, Spot +3, Swim +8. **Feats:** Alertness, Athletic, Blind-Fight, Combat Reflexes, Weapon Focus (longsword).

Possessions (each): Chain shirt, longsword, longbow, 20 arrows, *potion of bull's strength*, *potion of cat's grace*, 125 gp.

Tactics: If the PCs insist on fighting, Brevel works with his guards so he can use his sneak attack ability to its best effect. The guards are loyal to Brevel, but if he falls they surrender.

Treasure: In addition to the possessions each person has on him, a DC 35 Search check uncovers a loosened stone behind which Brevel hid a few valuable possessions. The PCs can find a *sustaining spoon*, a *potion of invisibility*, and 500 gp in a velvet sack.



19. Dining Hall

The secret door to this room has been made deliberately easy to find (DC 15 Search check). Several plank tables and benches mark this as a dining hall, and a shelf holds 50 cheap wooden plates, goblets and rusty eating knives. Candelabras rest on the dust-covered tables and a loaf of bread, also covered in dust, is positioned on a wooden serving plate. The loaf of bread is actually made of painted clay. Continuing with their theme of making intruders believe the pirates live in this section of the cavern, they created some cheap furniture and moved it in here. A DC 30 Search check allows the PC to deduce that no one has ever used this furniture.

20. Kitchen

Cheaply-made butcher tables, a few rusty pots, pans and utensils, and a tiny fireplace establish this as a kitchen. The fireplace contains a pile of neatly laid logs, ready for lighting. Hanging from the ceiling are strings of garlic, potatoes, onions and other vegetables, still looking fresh and ready to eat. On a close inspection, PCs can learn the vegetables are made of painted clay. A DC 20 Search check allows them to deduce this room and its equipment have never been used. The fireplace chimney stops only five feet up and provides no means for smoke to escape. Anyone lighting a fire in the fireplace fills the room with smoke within 5 rounds.

21. Devourer Room (EL 13)

The door to this room is locked (Open Lock check DC 30) and trapped on the inside to prevent the devourer from escaping. Touching the inside of the door (such as by reopening it from the inside) sets off the trap. The devourer has the freedom to move into Area 22, but it rarely leaves its vigil by the south door. It's unaware of how much time has passed; it believes whoever trapped it will return, and remains ready to take vengeance should they ever do so.

Devourer: CR 11; hp 78; see the MM.

Incendiary Cloud Trap: CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33.

Tactics: The devourer readies an action to attack anyone who comes in the door. It is almost always in this state of readiness, and if it hears someone on the other side of the door, it casts *true seeing* on itself first. The trapped essence of the devourer has eight levels in it. The devourer uses its claw attack initially, and usually concentrates on a single target, preferably the toughest. The creature is aware of the trap on the door, and if it looks as if a PC is going to touch the door and release the trap, it backs away to the far side

of the room. If reduced to fewer than 15 hp, the creature attempts to escape, but it's not aware of the secret door to the south of Area 19 unless it's open, so it heads to the only visible door (Area 20).

22. Throne Room

A faded red carpet runner between the north and south doors divides two daises set in the east and west wall recesses. On each dais stands a throne gilded in gold and silver, and a table next to each throne holds a scepter, one with a large red gem and the other with a blue gem. The thrones and scepters are carved to resemble writhing sea snakes, while the walls are painted with scenes of sea monsters attacking ships, ships in the midst of terrible storms, and beautiful merfolk seducing sailors.

Treasure: Although the objects in the room are made of wood and cut glass, a DC 20 Appraise check or DC 20 Bardic Knowledge check identifies the items as coming from a kingdom wiped out by war three centuries ago. The scepters are worth 250 gp each and the thrones are worth 600 gp each. The thrones weigh 75 pounds each.

23. Guard Hall (EL 9)

The faded carpet runner from Area 22 continues here and goes to the door in the north wall. A rack of weapons hangs from the east wall, and four large, two-headed skeletal creatures with morningstars in each clawed fist stands in the corners. As soon as the door opens, the ettin skeletons lurch forward, having been ordered to attack anything that enters the room.

Ettin Skeletons (4): CR 5; hp 65; see the MM.

Tactics: Being mindless, the skeletons attack with their morningstars and take no tactical advantages. They fight until destroyed, and they aren't bound to this room so long as anyone who enters it is still alive.

Treasure: The ettin skeletons carry two Large morningstars each. The weapons are rusting and in very poor shape. The PCs can recover 6 longswords, 2 morningstars and 3 daggers, all Medium weapons, from the weapon rack.

24. Crushing Room Trap (EL 10)

The door is locked (Open Lock check DC 30). A single iron-bound chest sits against the wall at the far end of the room, but the room is otherwise completely empty. The chest is locked (Open Lock check DC 15) and bolted to the floor (Break DC 28). Opening the chest sets off the time-delayed trap and reveals a handful of large rocks used to give the chest weight. Atop the rocks is a single piece of parchment with writing on the underside. The note is written in an outdated form of the Common tongue (no check needed to comprehend it).

We, the God's Tear islanders, wish upon you a most painful death. May your soul rot forever in the deepest bowels of the infernal planes.

Crushing Room Trap: CR 10; mechanical; location trigger; manual reset; walls move together (16d6, crush); multiple targets (all targets in the room); never miss; onset delay (2 rounds); Search DC 22; Disable Device DC 20.

25. Sleeping Quarters (EL 6)

Dozens of bedrolls line the walls next to crates, barrels and assorted other supplies. Five skeletal humanoid bodies wearing armor and the tattered remains of clothes lie in the center of the floor, falchions clutched in their hands. The northwest corner of the walls and floor is covered with sapphire-blue mushrooms. A gem glitters near the furthest corner of the wall, just out of reach.

A group of orc adventurers attempted to infiltrate the pirate caves by teleporting into this room. They were fatally wounded fighting the ettin skeletons in Area 23 and tried to retreat to this room, but the skeletons followed and killed them. The containers along the walls are completely empty, and a DC 22 Search check establishes to the PCs that the equipment against the walls has never been used; the pirates placed it there to make it seem as if they used this room.

The mushrooms are fulgurate mushrooms, a type of mushroom that explodes on contact.

Fulgurate Mushroom Patch (2): 10-foot-square sections. When touched or stepped on, the mushrooms deal 3d6 points of electricity damage to anyone with 10 feet of the patch. A successful DC 16 Reflex save halves the damage. Cold-based effects or attacks against the mushroom patch double the damage (6d6 points) and increase the range to 20 feet.

Treasure: Three of the orcs wear +1 *chain shirts* and carry masterwork falchions. Each also carries a *potion of bull's strength*. A fourth orc also has a falchion, a *wand of shield* (4th CL, 27 charges), and a *potion of levitate*. The fifth orc carries a falchion, a scroll of *teleport* (CL 9th), a *potion of invisibility* and a *potion of comprehend languages*. The orcs also have a total of 329 gp, 58 sp, 103 cp. The gem in the mushroom patch is a cut emerald (400 gp).

26. Storage

More barrels, crates and boxes fill this room, but a quick search shows them to be completely empty. Shelves on the walls hold rotting linens, cleaning rags, dried and brittle sponges, and a single empty soap tin. The supplies fall apart when touched.

27. Four-way Hall

The western hallway ends in a roughly-carved dead end, as if the carvers intended to finish it and never did. The eastern hallway also appears to dead end, but the hallway is smooth. The north hallway heads toward the last measure of defense the pirates created before invaders reached the actual hideout. A DC 30 Search check uncovers the secret door to Area 36.

28. False Leads (EL 4)

A basket of food is set at the side of the door as if momentarily placed there by its owner, and seems to indicate life beyond the door. The basket contains a loaf of bread and a sack of beans, but both items are made of painted clay. A DC 10 Search check uncovers footprints in the dust that head to the door, but someone with the Track feat who makes a successful DC 15 Survival check knows the tracks are fake. Even the rather simple trap caused by stepping on the pressure plate directly in front of the door is designed to fool people into believing the pirates hide to the north in order to get them to enter Area 29 and encounter the dread wraith.

Wall Scythe Trap: CR 4; mechanical; location trigger (5 ft. square pressure plate); automatic reset; Atk +20 melee (2d4+8/x4, scythe); Search DC 21; Disable Device DC 18.

29. Dread Wraith Room (EL 13)

Glowing runes cover every inch of this room: floor, walls, doors and ceiling, and provide a soft blue glow to the room. Just inside the door lie two skeletal bodies, weapons still in their hands. Powerful magic traps a dread wraith here, and as long as the doors are shut, she is unable to leave. In addition, two adventurers entered this room decades ago looking for the fabled pirate treasure and died from the dread wraith's touch. These wraiths are trapped by the same magic that traps the dread wraith. A DC 30 Decipher Script check allows the PC to determine the nature of the runes. *Detect magic* reveals strong abjuration magic surrounding the room, but the spells to bind incorporeal undead to a room have long been lost. All of the doors to this room are designed to shut automatically one round after opening, and jamming the mechanism is a DC 15 Disable Device check. Anything used to prop the door open takes 2d6 points of damage every round once the door tries to close.

Dread Wraith: CR 11; hp 104; see the MM.

Wraiths (2): CR 5; hp 32; see the MM.

Tactics: The dread wraith hungers for the taste of flesh, but more than anything she longs to be free of her prison. She fears being trapped in the room again and won't risk it again by staying on the island, so she attacks for five rounds, but if the door to Area 28

opens after that, she escapes the island. The dread wraith orders the wraiths enslaved by her to fight to the death, regardless of whether she tries to escape.

Treasure: One of the bodies on the floor is an elf. It carries the following treasure: *breastplate of command*, *caster's shield* (no spell), +1 *warhammer*, *potion of cure moderate wounds*, holy symbol, and a belt pouch containing 35 pp and 121 gp. The other body is a gnome with the following items on it: +1 *slick studded leather armor*, +1 *short sword*, *ring of protection* +2, *potion of cure light wounds*, *boots of levitation*, 20 pp, 31 sp.

30. Monster Summoning Room (EL 7)

The floor of this room is painted white, but the walls and ceiling otherwise look identical to the rest of the rooms. Anyone touching the door to Area 31 sets off a trap.

Summon Monster VI Trap: CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*summon monster VI*, 11th-level wizard), Search DC 31; Disable Device DC 31. The trap summons 1d4+1 howlers to fight anyone in the room (see the MM).

31. Water Room (EL 10)

After a U-shaped hallway, a well-lit room entirely filled with sea water comes into view. A stone door on the north wall hangs five feet off the floor. The water tank is murky and stale and it's difficult to see anything inside it without standing near the edge of the water. The tank is 50 feet deep and empty, but crossing the threshold enables a deadly trap. The ceiling drops, forcing anyone in the area into the water. The dropping ceiling trap covers the tank for ten minutes before returning to the ceiling. While the ceiling covers the tank, anyone can walk across to the door on the other side easily. The door opens to a stone wall.

Dropping Ceiling Trap: CR 10; mechanical; location trigger; automatic reset; ceiling moves down (drowning); multiple targets (all targets in a 30-ft.-by-40-ft. room); never miss; onset delay (1 round); Search DC 20; Disable Device DC 16.

Treasure: At the bottom of the tank the PCs can find the bones of one of the rogues who designed the trap. Near the body are 3 *potions of invisibility*, *eyes of the eagle*, and a *stone of good luck*.

32. Statue Room

The walls, floor and ceiling of this room are tiled in green marble, much of it chipped and crumbling. Four six-foot-tall, highly-detailed statues – two male and two female – face outward in the center of this room, each on a foot-tall base. Each holds a sword above its head with both hands. All four statues have a different expressions – one is crying, one is laughing, one is angry and one has an expression of peace and contentment. The bases of each statue are worn and

chipped, but the statues themselves are in good condition.

These statues were discovered in the cargo hold of a ship during a pirating expedition almost two centuries ago. Somehow, word went around the island that the statues were cursed, so no one wanted to claim them. The pirates stuck them in this room in the hope that the "curse" would fall upon anyone attempting to infiltrate the hideout.

Treasure: These four statues, though heavy, are very valuable. A DC 30 Appraise check or DC 30 Bardic Knowledge check recognizes these statues as the Four Elements of Man, a series of granite statues created 300 years ago by the renowned gnome sculptor, Shanree Sand. Some scholars believe the statues have been in the hands of private collectors for the last three centuries years, and acolytes and students are often sent around the world in search of the famed sculptures. Many fear they were destroyed or at the bottom of the ocean, but no scholar believes that all four statues still exist. Individually, the statues are worth 500 gp each. As a complete set, they're worth 6,000 gp. Each statue weighs 500 pounds.

33. Devil Room (EL 8)

The entire room is inscribed with runes designed to trap the blood reaver here. The runes stop just short of the hallway to Area 34 but end right at the doorway to Area 32, so the blood reaver can attack anyone standing in the door. The creature cannot leave until someone breaks the summoning circle, which happens as soon as someone crosses the doorway. It would rather stay and attack the PCs, however, since it's been over two centuries since it's seen anyone. The blood reaver was one of the last creatures bound by the wizards the pirates hired to protect their lair.

Blood Reaver: CR 8; SZ M (outsider); HD 9d8+45; hp 85; Init +2; Spd 40 ft.; AC 24 (+2 Dex, +12 natural), touch 12, flat-footed 22; BAB +9/+4; Grap +15; +15 melee (1d10+6 plus stun/19–20, dual-headed barbed flail) or +15 melee (2d6+6, claw); Full Atk +15/+10 melee (1d10+6 plus stun/19–20, dual-headed barbed flail) or +15 melee (2d6+6, 2 claws); SA siphoning aura, stun, spell-like abilities, summon devils; SQ damage reduction 10/good, darkvision 60 ft., devil traits, regeneration 5, SR 20; AL LE; SV Fort +11, Ref +8, Will +8; Str 23, Dex 15, Con 21, Int 14, Wis 14, Cha 14.

Skills: Bluff +10, Climb +17, Diplomacy +12, Hide +14, Intimidate +14, Knowledge (the planes) +12, Listen +14, Move Silently +14, Search +12, Sense Motive +9, Spot +9, Survival +12 (+14 following tracks). **Feats:** Cleave, Great Cleave, Improved Critical (barbed flail), Power Attack.

Siphoning Aura (Su): 20-foot radius. Creatures bleed from their mouths, noses, eyes and ears. Affected crea-

tures must succeed on a DC 19 Fortitude save each round or take 1 point of Constitution damage from blood loss. The save DC is Constitution-based.

Stun (Su): DC 20 Fortitude save or be stunned for 1 round. The save DC is Strength-based. This ability is a function of the blood reaver, not the barbed flail.

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *invisibility* (self only), *wall of fire*; 1/day—*lightning bolt* (Reflex save DC 16). Caster level 12th. The save DCs are Charisma-based.

Summon Devils (Sp): Once per day a blood reaver can attempt to summon 2d10 lemures with a 50% chance of success or another blood reaver with a 35% chance of success.

Tactics: The devil cannot use its *greater teleport* or its *summoning* ability unless someone breaks the summoning circle, but it freely use its other spells. It prefers to separate one or two enemies with its *wall of fire* before using its *invisibility* spell. It continues to radiate its siphoning aura while moving in to attack with its barbed flail, but it stays to the side of the door to keep ranged weapons from reaching it. Assuming it can do so, if reduced to fewer than 15 hp, it *teleports* out of the room and attempts to return to its home plane.

Treasure: Dual-headed barbed flail.

34. Betrayal

A layer of rock on the east wall looks melted, revealing a sheet of lead beneath the thin stone. The skeletal remains of three robed humanoids lie on their sides in fetal positions, as if their deaths were very painful. Their clothing is ancient, but much of it is still in good shape. One of the skeletons clutches a scroll in one hand; another holds an ink pen beside a sheet of vellum on which a partially written message has been scribed. The vellum contains a short, incomplete message:

The God's Tear islanders are traitors. Do not tru—

A line of ink trails from the last word.

The pirates, wishing to make sure no one knew of their hideout, poisoned the wizards they hired to summon the various monsters and tricked them into this room to live out the final moments of their lives. The pirates were unable to recover their gear, however, without disturbing the devils in Area 33. One of the skeletal hands clutches a scroll of *teleport*, but the wizard succumbed to the poison before he could cast the spell. The pirates intended to kill the wizards from the beginning and created this room with the intention of making it difficult for them to transmute the rock or otherwise pass through the wall. The melted rock is the result of a wizard attempting a *transmute rock to mud* spell. Note that the babble of the allip in Area 35 can be heard from this room.

Treasure: *Ring of protection* +1, *bracers of armor* +2, *helm of comprehend languages and read magic*, *wand of detect magic* (CL 3rd, 38 charges), *scroll of power word, blind* (13th), *scroll of true seeing* (11th), *scroll of teleport* (10th), 200 pp.

35. Insanity (EL 3)

The remains of a small humanoid in wizard's robes lies in the center of this otherwise empty room. The gnome fought off the poison that killed the other wizards, but he then fell prey to the insanity mist vapor trap in this room and killed himself, becoming an allip soon after. A DC 25 Search check detects the remains of the insanity mist vapor trap.

Allip: CR 3; hp 26; see the MM.

Tactics: Interspersed among the allip's babble are the recognizable sounds of verbal spell components (Spellcraft check DC 15). It also flails its arms around in a manner reminiscent of the spellcasting abilities it had in life, though it has no more abilities than a normal allip.

Treasure: The gnome skeleton carries a *wand of magic missile* (5th, 27 charges), a *potion of cure light wounds*, a *scroll of touch of idiocy* (7th), a *scroll of identify* (1st), and 50 pp.

36. Temporary Shelter

A DC 30 Search check uncovers the secret door on the west wall. Bedrolls, barrels, crates and other assorted containers are stacked neatly around this room, but mouse holes in the sides of the crates and barrels attest to the ravages of time. Any food that might have been in here is long gone, and the other supplies are falling apart from age. The door on the east wall is hidden behind a stack of crates, but anyone within fifteen feet of it sees it. This room was often used by those who helped build the hideout.

37. Guard Rooms

A table and four chairs stand in the center of each of these rooms. Both rooms also hold weapon stands with a variety of weapons in them. These were the rooms for whomever was on guard during the attack on the islanders. If they hear the door in the western hallway open, one guard runs for help while the others try to stop the trespassers.

Treasure: Each weapon stand holds 3 longswords, 3 hand axes, 2 longbows and 20 arrows. The weapons are sized for Medium creatures and are old but in good shape.

38. Great Hall

Despite the plainness of the white stone walls, the floor is decorated with mosaics depicting sea serpents, pirate ships chasing fat merchant vessels, and heroic sea

battles against faceless armies. A dais on the eastern wall holds a wide stone bench carved to resemble the prow of a ship. Behind the bench is a secret door leading to the rest of the complex, but a smudge of dried blood that disappears into the crack of the door all but negates the need to find it (Search check DC 15).

This room was used as a meeting hall for the God's Tear islanders while they were under siege by the baron's men. A few pairs of dice, a board game, and ancient decks of playing cards still lie spread around the room. The ghouls in the rest of the hideout have forgotten about this area and it hasn't seen use in a century.

39. Hall of Chaos (EL 7)

Although originally used as a storage area, this room has become home to one of the creatures the pirates captured to protect them from intruders. A chaos beast broke through the door in Area 40 and attempted to escape, but it could never find its way to freedom. It finally gave up and set up a nest here, unaware of the door hidden in the western wall. The room contains a pile of rotting clothes used as the chaos beast's bed, a few barrels along the northern wall, and shelves holding torches, small kegs of rusty nails, a hammer and a crowbar. The chaos beast stays away from the living quarters and the ghouls living there, and the ghouls don't travel into this area either.

Chaos Beast: CR 7; hp 44; see the MM.

Tactics: Although it can't speak, it tries to communicate its desire to leave through hand gestures, but due to its ever-changing form, PCs must make a DC 25 Sense Motive check to recognize the creature is trying to tell them something. Once communication is established, a DC 20 Intelligence check makes the creature's message clear, but a failed check means the message is misinterpreted. If the PCs attack, it makes one more attempt to communicate before forgoing other attempts and attacking with its claws.

40. Storage Room

The door to this room has been shattered from the inside, and the door barely hangs from its hinges. The walls are scratched and chipped, as if something tried to break through many times before finally succeeding. This is the room in which the chaos beast stayed until it finally broke through the door. The room contains nothing of value.

41. Armory (EL 9)

Twelve armor stands along the eastern wall hold masterwork chain shirts, still in pristine condition, and weapon racks on the north and south walls contain an assortment of weapons. The armor stands are intended as lures for would-be thieves. Each is really a Medium animated object that animates and attacks

whenever anyone not carrying a special brooch (found on the ghost sorcerers in Area 42) enters the room. Anyone wearing a brooch may remove any objects from the room.

Animated Object (12): CR 2; SZ M (construct); HD 2d10+20; hp 31; Init +0; Spd 40 ft.; AC 18 (+4 natural, +4 chain shirt), touch 10, flat-footed 18; BAB +1; Grap +2; Atk +2 melee (1d6+1, slam); Full Atk +2 melee (1d6+1, slam); SQ construct traits, darkvision 60 ft., hardness 8; low-light vision; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con —, Int —, Wis 1, Cha 1.

Tactics: The armor stands are only ordered to attack people in the room, and they don't chase anyone who leaves.

Treasure: 10 morningstars, 20 masterwork longswords, 20 short swords, 10 crossbows, 200 bolts, 12 masterwork chain shirts (from the animated armor stands).

42. Living Quarters (EL variable)

Each of the 31 living quarters has bedrolls, crates to hold personal effects such as clothes, and a small table and benches. A rope at the back of the room sounds a series of bells, hidden deep in the walls, that can be heard through the complex. The pirates designated one room per family. When the islanders' food ran out, some of them tried to surrender but they were killed. The rest remained here and eventually starved to death, but not before turning to cannibalism. When they eventually succumbed to their sickness or madness many rose as ghouls and ghosts.

Although capable of leaving the living quarters, these creatures still believe the baron's men wait outside to kill them, so they remain here acting in a mad parody of life. They rest in their rooms, gather in the dining room (Area 43) at mealtimes and practice for the battle they expect any day. Because they've had a century to practice, all of the adult pirate ghouls and ghosts have levels in the fighter class. When they see the PCs, they believe the baron's men have found them, so they call out an alarm and attack. During most of the day the creatures stay in their individual living quarters, but at noon and dusk, all of the ghouls and ghosts gather in Area 43 for meals. Over two-thirds of the 150 ghouls are children. They have the equivalent abilities of a normal ghoul of Small size, but they only fight if cornered.

Should the PCs attempt to parlay with the ghouls, they must first succeed at a DC 25 Diplomacy check in the first round of combat. Doing so is a full-round action at a -10 penalty to the check result. If they succeed in convincing the ghouls to cease combat, the only ghouls willing to speak or negotiate with them are the ghost sorcerers, Nasser and Aldre. The ghouls are surprised to find that a century has passed and the

baron's men no longer wait outside for them. They ask for news of the outside world and are able to fill the PCs in on any of the history of the island (from "**The History of The Gallows**," Chapter 6: The Gallows.) When the ghouls learn the island is clear, they head to the surface with the intent of re-establishing their village. If Brevel's guards are still on the island, the creatures find them within two days and attack them. The ghouls are still chaotic evil, and the PCs should not allow their guards to drop around them, but if they ask to be allowed to look around for the entrance to the underwater cave, they agree for the time being. The PCs are not allowed to search through the living quarters (Areas 42 or 49–60) without earning their ire. How long the ghouls wish to honor their agreement is up to the DM, but they should turn on the PCs at an inopportune moment.

Killing Ghoul Children

Whether to kill the ghoul children or not might present a problem with some PCs. The moral dilemma of destroying an undead creature versus destroying a non-combatant should make certain classes, such as paladins and good-aligned clerics, at least pause for reflection. Whether the choices the PCs make affect their class-based abilities is up to the DM, but their low CRs and reduced effectiveness as combatants (they only fight if cornered) means no XPs should be awarded for them.

Pirate Ghoul Children (116): CR 1; SZ S (undead); HD 2d12; hp 13; Init +2; Spd 20 ft.; AC 15 (+1 size, +2 Dex, +2 natural), touch 13, flat-footed 13; BAB +1; Grap +2; Atk +3 melee (1d6+1 plus paralysis, bite); Full Atk +3 melee (1d6+1 plus paralysis, bite) and +1 melee (1d3 plus paralysis, 2 claws); SA ghoulish fever, paralysis; SQ darkvision 60 ft., undead traits, +2 turn resistance; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 12.

Skills: Balance +6, Climb +5, Hide +10, Jump +5, Move Silently +6, Spot +7. **Feats:** Multiattack.

Pirate Ghoul, Ftr4 (20): CR 5; SZ M (undead); HD 2d12 plus 4d10; hp 40; Init +3; Spd 30 ft.; AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 12; BAB +5; Grap +6; Atk +8 melee (1d6+1 plus paralysis, bite) or +9 melee (1d6+3/19–20, short sword); Full Atk +8 melee (1d6+1 plus paralysis, bite) and +6 melee (1d3 plus paralysis, 2 claws) or +9 melee (1d6+3/19–20, short sword); SA ghoulish fever, paralysis; SQ darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +4; Ref +5; Will +7; Str 13, Dex 16, Con —, Int 13, Wis 14, Cha 12.

Skills: Balance +6, Climb +7, Hide +6, Intimidate +4, Jump +10, Listen +3, Move Silently +6, Spot +7.

Feats: Multiattack, Blind-Fight, Lightning Reflexes, Weapon Focus (short sword), Weapon Finesse, Weapon Specialization (short sword).

Possessions: Short sword.

Pirate Ghast, Ftr4 (14): CR 7; SZ M (undead); HD 4d12+3 plus 4d10; hp 56; Init +3; Spd 30 ft.; AC 17 (+3 Dex, +4 natural), touch 13, flat-footed 14; BAB +6/+1; Grap +10; Atk +10 melee (1d8+4 plus paralysis, bite) or +10 melee (1d8+7/19–20, longsword); Full Atk +10/+5 melee (1d8+4 plus paralysis, bite) and +8 melee (1d4+2 plus paralysis, 2 claws) or +11/+6 melee (1d8+7/19–20, longsword); SA ghoulish fever, paralysis, stench; SQ darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +5; Ref +5; Will +7; Str 18, Dex 17, Con —, Int 13, Wis 14, Cha 16.

Skills: Balance +7, Climb +12, Hide +8, Intimidate +9, Jump +10, Move Silently +9, Spot +8. **Feats:** Multiattack, Toughness, Blind-Fighting, Combat Reflexes, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Longsword.

Nasser and Aldre, Pirate Ghasts, Sor8 (2): CR 11; SZ M (undead); HD 4d12+3 plus 8d4; hp 54; Init +3; Spd 30 ft.; AC 20 (+4 Dex, +4 natural, +2 *bracers of armor* +2), touch 14, flat-footed 16; BAB +5; Grap +8; Atk +8 melee (1d8+3 plus paralysis, bite); Full Atk +8 melee (1d8+3 plus paralysis, bite) and +6 melee (1d4+1 plus paralysis, 2 claws); SA ghoulish fever, paralysis, stench, spells; SQ darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +2; Ref +5; Will +11; Str 17, Dex 18, Con —, Int 13, Wis 14, Cha 17.

Skills: Balance +7, Climb +9, Concentration +12, Hide +8, Jump +9, Move Silently +8, Spellcraft +4, Spot +8. **Feats:** Multiattack, Toughness, Combat Casting, Precise Shot, Point Blank Shot.

Spells (6/7/7/6/3; base DC 13 + spell level): 0—*daze, detect magic, mage hand, mending, open/close, ray of frost, read magic, touch of fatigue*; 1st—*chill touch, color spray, magic missile, ray of enfeeblement, shield*; 2nd—*acid arrow, bull's strength, scorching ray*; 3rd—*dispel magic, stinking cloud*; 4th—*ray of exhaustion*.

Possessions: *Potion of eagle's splendor, bracers of armor* +2, *scroll of deep slumber* (CL 6th), and a tarnished silver brooch in the shape of an unfurled sail. The brooch prevents the animated objects in Area 41 from attacking the wearer. The brooch is worth 10 gp.

Tactics: If the PCs catch the ghouls in their rooms, 15 of the Area 42 rooms house a ghoul family. The remaining rooms are empty. Each occupied room has 2d4 ghoul children, and either 2 ghoul fighters or 1 ghoul fighter and 1 ghast fighter living in it. The ghoul children huddle in the back of the room and wait. Up to three children can stand in one space, so long as they remain out of combat. The first round of



combat, one of the ghouls pulls the bell rope, sounding the alarm throughout the complex. Ghouls and ghosts arrive every two rounds (1d4 of the creatures, in any combination of ghouls and ghosts.) The two ghost sorcerers from Areas 49 and 50 take their *potions of eagle's splendor* first (increasing the save DCs of their spells by 2) and then cast *shield* on themselves before joining the combat (AC increases to 24). In combat, they center a *stinking cloud* on the party first, then alternate between using *bull's strength* on the undead fighters they can reach and *ray of exhaustion*, *magic missile*, and *acid arrow* on any PCs they can target, concentrating their attacks especially on anyone attempting to turn undead.

If the PCs come upon the ghouls at noon or dusk, they find all of the rooms empty and the undead creatures in Areas 43 and 44. They sit at long trestle tables, pretending to eat from dirty plates and drink from filthy but empty cups. All but the children move to attack. Half of the creatures run through Area 44 to use the door leading to the hallway. The children move to Area 44 and huddle together.

In addition to the furniture in the rooms, each room also contains a small amount of treasure that can be collected with a DC 25 Search check. Roll on the chart to the right for each room to determine the treasure found.

Table 7-1: Treasure

d20	Result
1-3	3d6 pp, 4d10 gp
4	ivory and gold comb (45 gp)
5	feather token, anchor
6	small painting (a sea battle, an island scene or a wildlife scene; worth 4d10 gp)
7	masterwork longbow and 1d10 +1 arrows
8-9	jewelry (roll 1d4 to determine if it's a necklace, ring, bracelet or earrings; worth 100 gp plus 4d6 gp)
10	potion of cure light wounds
11	roll of fine silk ribbon (75 gp)
12	feather token, fan
13	+1 vicious dagger
14-15	bag of gems (300 gp plus 5d10 gp)
16-19	nothing
20	roll twice, ignoring rolls of 16-20

43. Dining Hall

This room holds nearly two dozen ten-foot-long trestle tables, with benches placed haphazardly around them. Dirty wooden plates and mugs are spread across the tables, and the room smells faintly of rotten meat. The rotten meat smell is an odor accumulated from the 150 ghouls congregating in one spot for a century. If the PCs enter this room at noon or

dusk, they find the room is filled with ghouls and ghosts. See the description in Area 42 for statistics and tactics. Someone listening in on the conversations would find them to be typical for a large group of people: gossip, reprimanding children, worried remarks about the baron, politics, and general chit-chat. Although it's obvious at first glance that the creatures here are no longer human, someone could easily be confused overhearing them.

44. Kitchen

Decades of long disuse have rusted the pots and pans hanging from ceiling hooks in this kitchen. An inch-thick layer of dust covers several butcher-block tables, and the handles of several knives and spoons are all that remain of the utensils. A fireplace on the northern wall holds the ashes from countless fires. The six-inch-wide chimney reaches the island surface, but a DC 45 Search check is required to find it since grass has grown over the area. In the hour before meals, eight ghouls pretend to cook meals here. They stir empty pots in the fireplace, pretend to pound dough and cut meat, and call out requests for "more spices in the stew" and "hand me that ladle" in atrophied voices. Someone listening in would also hear gossip about the inhabitants, worried remarks about the baron's men breaking in, and other unimportant comments.

45. Pantry

Empty burlap bags, crates, and jars are strewn around this pantry. Although the quantity of containers would indicate this room once stored a lot of food, not so much as a single dried bean remains. A dusting of flour lies beneath a three-foot hole in the east wall. Dire rats in Area 46 tunneled into the room and discovered the food here. They destroyed eighty percent of the food before the islanders were able to kill all the creatures. The tunnel to Area 46 is narrow enough that only unarmored Small creatures can enter without squeezing.

46. Dire Rats Nest

No light reaches this room, so PCs must have a light source or other means of seeing in the dark. The cave is only four feet high, so any creature taller than that must walk at a crouch. Dozens of rats' nests are spread around this room and coins glitter through the rags, straw, feathers and wood used to line the nests. The room smells of ancient rat droppings.

Treasure: The dire rats collected a bit of coin before they were destroyed. A DC 25 Search check turns up 47 gp, 310 sp and 694 cp.

47. Stairs Down

The stairs descend 20 feet to the second level and are slick with water and covered in a faint layer of moss. PCs need to make a DC 10 Balance check to avoid falling down the stairs. Any PC failing by 5 or more takes 2d6 points of falling damage as she rolls to the bottom of the stairs. A DC 10 Spot check recognizes a cleared path along the southern edge of the stairs. The cleared path eliminates the need for a Balance check, but reduces movement on the stairs by half.

Second Level

The temperature here is noticeably cooler and the air is damp and smells vaguely of seawater. The magics protecting the pirate hideout are beginning to fade, and the outside temperature has started to seep inside. The light has also faded, reducing visibility. Without another light source, the area is considered shadowy.

48. Nasser's Quarters (EL 0 or 11)

Red paint, faded and peeling, covers the walls and ceiling of this room, and several silk rugs, ruined by muddy footprints and dampness cover the floor. A collection of mismatched chairs and tables are scattered around this room, and various paintings and sculptures decorate the walls and shelves. The room is a hodge-podge of styles that overwhelms the senses. One of Bone Dust's pirate captains used this room to store his many treasures, but most have been ruined by time and the increasingly humid salty air. If the PCs haven't already alerted the ghouls and ghosts to their presence, Nasser, one of the ghost sorcerers stays in this room, usually reading a mildewing book titled, *The Gloaming*. A bell pull in the southwest corner of the room sounds the alarm throughout the complex.

Nasser, Pirate Ghost Sor8: CR 11; hp 54; see Area 42.

Tactics: The creature first pulls the bell cord to alert the others. Once he's attracted attention, he casts a *stinking cloud* spell, centered on himself, before casting *shield* on himself and then alternating his various offensive spells, especially *ray of exhaustion*, *color spray*, *acid arrow* and *magic missile*. The ghouls on the first level will begin to join the battle in four rounds, and Aldre, the other ghost sorcerer, joins the battle after three rounds have passed, first stopping to drink her *potion of eagle's splendor* and then casting *shield* on herself.

49. Bedroom (EL 9)

A wide bed against the northern wall is covered in torn and bloody blue satin sheets, and two side tables lie on their sides on either side of the bed. A small

skeletal foot peeks out from beneath the bed. The captain who lived here (now the ghost sorcerer in Area 48) killed his young son before the child could succumb to starvation and stowed the body beneath the bed.

Treasure: A DC 30 Search check turns up a hidden and trapped niche in the western wall which holds a bag of 100 pp and a *bottle of air*.

Incendiary Cloud Trap: CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33.

50. Aldre's Quarters (EL 0 or 11)

Despite the humidity and salt-water stains running down the walls, this room retains an air of elegance. The walls are covered in blue silk wallpaper, faded and peeling, but nonetheless beautiful. All of the furniture — couches, chairs, tables and rugs — are warped but otherwise of the highest quality, and each complements the other. Much of the artwork on the walls is stained by water, but a single painting of a red dragon on the south wall appears untouched. A thick silk cord dangles from a hole in the northeast corner of the ceiling. If the PCs haven't already alerted the ghouls and ghosts to their presence, Aldre, one of the ghost sorcerers, is in this room.

Aldre, Pirate Ghost Sor8: CR 11; hp 54; see Area 42.

Tactics: Aldre first pulls the bell cord to alert the others. Once she's attracted attention, she casts a *stinking cloud* spell, centered on herself, before casting *shield* on herself and then alternating her various offensive spells, especially *ray of exhaustion*, *color spray*, *acid arrow* and *magic missile*. The ghouls on the first level join the battle in four rounds, and Nasser, the other ghost sorcerer, joins the battle after three rounds have passed, first stopping to drink his *potion of eagle's splendor* and then casting *shield* on himself.

Treasure: The red dragon painting was coated with *unguent of timelessness* and is worth 350 gp. A DC 25 Search check also finds the remaining *unguent* behind another painting along with a bag containing 200 pp. The unguent contains enough substance to coat 6 Medium or smaller objects. The furniture has warped and mildewed and is worthless.

51. Bedroom

Instead of a bed, this room contains an elven meditation couch and two side tables. A hooded lantern rests on one of the side tables, and a rotting coil of silk rope lay on the floor next to the other table. The matching furniture is made of teak wood, but heavy scratches on the legs have rendered it worthless.

52. Captain's Quarters

If this room once contained nice furniture, it's difficult to tell now, since every single stick has been reduced to slivers or shreds. Whatever destructive force demolished the contents of this room must have been very powerful, because it's difficult to tell what any of the furniture once was. Paintings have been shredded and hang askew from their wall pegs and a porcelain hand lies in the rubble next to the marble base of what must have once been a statue. Even the walls, painted a faded sea green, have deep scratches in them. In desperation, the elven pirate captain whose room this once was tried to summon a noble djinni and demand a wish. The djinni wasn't properly captured, and in his fury at being summoned and commanded, went into a whirlwind of destruction, killing the elf and destroying the contents of the room before returning to his home plane.

53. Bedroom (EL 8)

The breakdown of magic that once protected the hideout has allowed vermin to begin infiltrating the walls, and a colony of spiders found a crack in the walls of this room and bred. Almost every square inch of this room crawls with spiders. Rat and mouse bones crunch underfoot and the shells and carcasses of insects litter the area. If the PCs clear out the arachnids, they see the room contains two beds on either end of the room and a wardrobe in the center, the doors of which are missing. A rug beneath one of the beds depicts sirens luring sailors to their deaths, but the spiders have destroyed any value it might have once had.

Spider Swarms (10): CR 1; 9 hp; see the MM.

Treasure: A DC 25 Search check turns up a small bag of coins beneath the mattress of one of the beds. The bag contains 54 pp and 4 pearls (150 gp, 108 gp, 45 gp and 10 gp).

54. Private Dining Room

Four round oak tables, each surrounded by four chairs, a china cabinet, and a birch sideboard atop which is set a tarnished silver serving set are the only furnishings of this large room. Everything is covered in a thick layer of dust. This was the private dining room of Bone Dust and the captains of his fleet.

Treasure: The furniture has resisted the ravages of time and still has value, but the pieces are heavy. The tables are worth 100 gp each and weigh 75 pounds; the chairs are 35 gp each and weigh 20 pounds; the sideboard is worth 55 gp and weighs 50 pounds; and the china cabinet is 200 gp and weighs 300 pounds. The silver serving set on the sideboard is 150 gp, and a cabinet in the sideboard contains six unopened bottles of fine brandy (30 gp each). The dinnerware and

silverware in the china cabinet are from several sets, but the total value is 300 gp.

55. Bone Dust's Living Quarters (EL 12)

The door to this room is locked (Open Lock check DC 40) and trapped and bears the signs of numerous attempt to bypass the lock.

Energy Drain Trap: CR 10; magic device; touch trigger (picking the lock); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

Anyone managing to bypass the lock and survive the trap sees a 40-foot-wide circle of green stones painted with runes inlaid in the center of a wide room, and a 15-foot-wide path of unpainted blue stones surrounding the circle. A mural covers all the walls and shows a dozen ships on a wide ocean, the scene traveling from a beautiful clear day to a dark stormy night and back again. Around the edge of the room are cushioned chairs, sofas, and side tables, all in excellent condition. To protect his belongings, Bone Dust brought a wizard to the island to bind a pair of invisible stalkers to this room with orders to kill anyone but him who enters the room without speaking the password. After the pirate leader died without telling anyone the password, none of the pirates in his fleet have been able to infiltrate the room, though many have tried. A DC 35 Search check is needed to

find the secret door on the eastern wall. The door is locked (Open Lock check DC 30).

Invisible Stalkers (2): CR 7; 52 hp; see the MM.

Tactics: The stalkers were commanded to kill anyone but Bone Dust who entered the room without the password. No one has entered the room since they were summoned, so they've been in the room for nearly two centuries and are very angry about it. They aren't bound to the summoning circle, and they attack anyone who steps into the room. Because the wording of the command orders them to kill whoever enters the room, they follow the trespassers and continue attacking until they or their victims are dead.

56. Dressing Room

A wardrobe lies face down in the center of this room, but the room is otherwise empty. The wardrobe weighs 200 pounds. If the PCs lift the furniture up, they see the cabinets have shattered and they find a pile of mismatched clothing, outdated by at least a century, wadded beneath it. The clothes are old and mildewed, and the room contains nothing of value.

57. Bedroom

In the center of the room stands an enormous bed, at least ten feet wide, surrounded by thick velvet drapes. A dozen paintings in pristine condition show lascivious scenes of demons and mortals. A writing desk with legs carved to resemble enslaved elves holding up the desktop stands in the northeast corner. A



few sheets of parchment and a thin wood-bound book rest atop it.

Treasure: Although the depictions on the paintings are obscene, each has been coated with *unguent of timelessness* and is in immaculate condition. Each of the 12 paintings is worth 1d6 x 100 gp. The parchment sheets are blank and crumble if moved, but the book is a journal Bone Dust kept. Anyone spending at least one hour reading the book can glean the information found in Chapter 6 under “The History of The Gallows.”

58. Storage

Ten large crates and an equal number of barrels are stacked neatly in this room, which smells faintly of rotting vegetables. The room also contains coils of hempen rope hanging from pegs on the wall and small boxes on shelves. Labels on the boxes indicate they hold various herbs and spices. Bone Dust kept a private stash of food and water in his room in the event of an attack, but he wasn’t on the island when the attack came, and none of his people were aware these food stores existed. The spices, while dried, are usable, but none of the other goods are salvageable.

Treasure: 1/2 pound of cinnamon, 1/2 pound of ginger, 1/4 pound of saffron, 1/4 pound of cloves, 1/2 pound of pepper. The spices are only worth half as much as usual due to their age.

59. False Treasure Room (EL 11)

Three five-foot-wide iron-bound chests sit against the east wall. Each chest is heavy and the sound of thousands of coins can be heard if the chests are lifted. The chests are locked (Open Lock DC 35) and trapped. Opening each of the chests sets off its trap, but not the traps in the other chests. The first and third chests are trapped with *fireball* traps. The middle chest is trapped with a *wail of the banshee* trap. A DC 35 Search check is needed to find the secret door on the south wall.

Fireball Trap: CR 5; magic device; touch trigger (opening the chest); automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Wail of the Banshee Trap: CR 10; magic device; touch trigger (opening the chest); automatic reset; spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34.

Treasure: Each chest holds 5,000 cp and 15,000 pieces of steel cut to look like coins. Sorting the copper pieces from the fake steel coins would take hours.

60. Treasure Room

Five lit torches set in holders on the walls reflect off a pile of gold coins on a table in the center of this

room that also holds several sacks and small boxes. A shelf displays a matched set of gold goblets, various knick-knacks and a puzzle box. Weapons are stacked against a wall, and a suit of full plate hangs from an armor stand in the corner. A floor-to-ceiling portrait on the east wall depicts an ugly half-orc wearing an unflattering yellow silk tabard and hose and holding a large greataxe to his shoulder.

Treasure: The five torches on the wall are *ever-burning torches*. The suit of armor is *mithral full plate of speed*, and the pile of weapons includes 4 masterwork longswords, 1 masterwork light flail, 1 masterwork greataxe, and a +1 dagger. The boxes on the table hold a *wand of invisibility* (CL 5th, 37 charges), *ring of jumping*, *cloak of charisma* +2, three potions: *barkskin* +5, *remove curse* and *spider climb*, and several pieces of jewelry. The jewelry includes a diamond tiara (4,100 gp), a gold bracelet (250 gp), a ruby and emerald choker (151 gp), and six pairs of gold teardrop earrings (50 gp per pair).

On the shelf, the gold goblets each have a single black diamond inset into the bottom of the cup. The goblets are worth 25 gp each, or 150 gp as a set. The various knick-knacks include a six-inch tall ceramic unicorn with a gold horn (30 gp), an obscene foot-tall statue of two demons (50 gp), and a broken spyglass. Fixing the spyglass requires a DC 15 Craft (glass making) check and 200 gp. The puzzle box is made of highly polished cherry wood. Opening it requires a DC 20 Disable Device check or DC 25 Intelligence check. Unlike other uses of the Disable Device skill, a person attempting to open the puzzle box may take 20 on the skill check. Inside the puzzle box is a mysterious note written in an ancient and long-dead tongue (DC 25 Decipher Script check.)

Kanwar’s children may never know the pain of death. We shall succeed at last.

The coins total 206 pp, 582 gp, 5,103 sp, and 3,209 cp. The painting is a portrait of the half-orc pirate leader, Bone Dust. Although the artist from whom Bone Dust commissioned the work is not noteworthy, the painting is worth 500 gp to scholars.

61. To Flirriaxan’s Cave

The stairs descend 20 feet before water laps at the steps. Anyone standing near the water can see the hallway continues on at a downward slope, but characters would need some way of breathing underwater to continue. See **Chapter 8: Flirriaxan’s Cave** for more details.

Chapter 8:

Flirriaxa's Cave

Everburning torches provide light in much of the cavern, since few of the land-bound slaves nor the locathah can see underwater. The shape of the cavern resembles an octopus or squid with many side tunnels branching off to areas where Flirriaxan's slaves and minions sleep and eat. Several caves are filled with bubbles of mildly stale but breathable air. Most of the tunnels are 10-20 feet wide and 30-50 feet high. The cavern floor is a mixture of silt, sand, rocks and aquatic plants.

Underwater Adventuring

Running combat encounters underwater can be tricky. If the DM does not allow the casting of spells underwater with the *water breathing* spell or similar magics, reduce the ELs of all encounters by 2 to account for the reduced effectiveness of spell-casters. The Aquatic Terrain section of Chapter 3: Adventures of the DMG has more information on combat encounters in underwater settings. Consider awarding a 20% XP bonus for all combat encounters, since the enemies have the advantage. Magic items and potions that work especially well in underwater settings include *bottles of air*, *horns of the tritons*, *necklaces of adaptation*, *pearls of the sirines*, and *potions of water breathing*. PCs should take note of any items that may be destroyed by immersing them in water, such as scrolls and spell components.

1. Pirate Cave Entrance

After a 20 foot descent down stairs, the tunnel fills with water and anyone entering the cave must have some method of breathing under water. The tunnel gradually descends another 100 feet before opening into Area 23. The opening and the wall around it are covered by tall strands of kelp, and finding the tunnel entrance from Area 23 requires a DC 15 Search check. The patrol groups keep a close eye on this area, since they discovered the tunnel leads to an area full of ghouls and ghosts. Since the ghouls and ghosts living in the pirate cave (see **Chapter 7: Dead Man's Head** for details) believe they are alive, they also believe they are capable of drowning and haven't ventured into the tunnel.

Patrol groups under command of Flirriaxan wander the cavern day and night. Most of these creatures serve the kraken willingly. Roll a 1d20 for every quarter hour the PCs spend in the cave. Any creatures encountered randomly are not encountered in their normal areas.

Table 8–1: Random Encounters

d20	Result
1–3	2d4 locathah barbarians (Brb4). See Area 2 for statistics.
4–5	3d4 skum. See the MM.
6–8	1d3 Huge sharks plus 1d4 Large sharks. See the MM.
9–10	2d4 merfolk rogues (Rog4). See Area 12 for statistics.
11	1 giant squid. See the MM.
12–13	2d4 giant saltwater beetles.
14–20	no encounter

Giant Saltwater Beetle: SZ M (aquatic vermin); HD 4d8+12; hp 30; Init +5; Spd 10 ft., swim 60 ft.; AC 19 (+1 Dex, +8 natural), touch 11, flat-footed 18; BAB +3; Grap +5; Atk +5 melee (1d8+3, bite); Full Atk +5 melee (1d8+3, bite); SQ darkvision 60 ft., ink cloud, vermin traits, water dependent, watersense 60 ft.; AL N; SV Fort +7, Ref +2, Will +1; Str 15, Dex 13, Con 16, Int —, Wis 10, Cha 9.

Skills: Hide +2*, Spot +0*, Swim +10. **Feats:** Improved Initiative. *Underwater, a giant water beetle has a +4 bonus to Hide and Spot checks. Can always take 10 on Swim checks, even if distracted or endangered. Can use the run action while swimming, provided it swims in a straight line.

Ink Cloud (Ex): 10-foot-cube of jet-black ink once per minute as a free action. Provides total concealment.

Water Dependent (Ex): Can survive out of water for 1 hour per 2 points of Constitution.

Watersense (Ex): Automatically sense the location of anything within 60 feet that is in contact with water.

See *Sword & Sorcery's Tome of Horrors II* for more details on this monster.

2. Locathah Lair (EL variable)

Distinct patches of kelp separate individual sleeping areas for the creatures, and the locathah work hard to keep stray plants from growing into the swimways. A mesh screen traps several multicolored fish against the western wall, alive but unable to move, in a living painting. At any one time, 15 locathah are in this room, sleeping, mating or socializing. The others are patrolling, carrying out Flirriaxan's commands, or in Area 22 guarding the nursery.

Locathah, Brb4 (30): CR 4; SZ M (aquatic); HD 2d8+2 plus 4d12+4; hp 44; Init +7; Spd 20 ft., swim 60 ft.; AC 16 (+3 Dex, +3 natural), touch 13, flat-footed 13; BAB +5; Grap +8; Atk +9 melee (1d8+4/x3, longspear) or +8 ranged (1d8/19–20, light crossbow); Full Atk +9 melee (1d8+4/x3, longspear) or +8 ranged (1d8/19–20, light crossbow); SA rage 2/day; SQ illiteracy, trap sense +1, uncanny dodge; AL N; SV Fort +8, Ref +4, Will +3; Str 16, Dex 16, Con 13, Int 10, Wis 14, Cha 10.

Skills: Craft (weaponsmithing) +5, Handle Animal +8, Listen +7, Spot +7, Survival +10, Swim +11. **Feats:** Weapon Focus (longspear), Improved Initiative, Track.

Languages: Aquan.

Possessions: Longspear, light crossbow, 20 bolts, 3 potions of cure moderate wounds.

Tactics: The locathah are very loyal followers of Flirriaxan, and if they discover the PCs, half of them attack immediately while the others attempt to go for help. The locathah gather the skum first (Area 8) before sending one of their number to find Boolp-Ool. The locathah prefer to make their first attack with their crossbows, since it gives them an advantage over the weapons of most land-bound creatures. After that, they rage and move in to attack with their longspear.

Treasure: Most of their treasure has been given to Flirriaxan, but hidden among the beds of kelp are 6 uncut gems (310 gp, 303 gp, 217 gp, 112 gp (x2), 91 gp).

3. Land-bound Slaves, Room 1

A tall, flat rock juts out of the water in the center of this cave. Bedraggled humans, elves, dwarves and other land-bound creatures huddle atop the rock looking cold and miserable. Moldy rags used as bedrolls lay beside buckets of crushed seashells. Fist-sized rocks beside the buckets bear the remnants of shell dust. The rock is capable of holding twenty Medium creatures, though they cannot lie down. Most of the slaves are human, but a few elves, halflings, dwarves, elves and even a couple of goblins crowd on the rock. The slaves are former sailors, merchants and pirates, and they want nothing but to reach safety. The air they breathe is stale, but the sea

Rescuing The Slaves

If the PCs choose to rescue the slaves but Brory One Leg still controls *Shark Bait*, they find him hesitant to take on everyone, citing a lack of food and supplies for that many people. He's absolutely adamant about not allowing the goblins on board. He tells the PCs he'll allow all of Brevel's former guards plus ten of the former slaves of his choosing, selecting those he feel will be most beneficial to his ship (including Dark Star from Area 4.) None of the slaves wish to be left on the island, but with a successful DC 20 Diplomacy check, they agree to be left behind as long as the PCs promise to return to rescue them.

The slaves get very little fresh water, and the amount of saltwater they ingest has caused some of them to become insane. While the PCs are rescuing them, each slave except Dark Star has a 10% chance of suddenly breaking away from them and swimming toward something he sees in the distance. He might believe he sees a ship, friends, even a land-based city. Nothing can convince him otherwise, and he struggles violently if the PCs grab him.

Consider awarding a story experience points award for rescuing the slaves and returning them safely to Martyn's Nest.

oxygenates the area enough to keep them alive. The slaves are not aware of the entrance to the pirate cave (Area 1), and they cannot hold their breaths long enough to reach the only exit they know of (Area 14). Flirriaxan currently has the land-bound slaves crushing seashells for her nest. The area is lit by two *ever-burning torches*.

Slaves, Exp1 (20): CR 1/2; SZ M; HD 1d6+2; hp 5; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB +0; Grap +1; Atk +1 melee (1d3 nonlethal, unarmed) or -3 ranged (1d4+1, rock); Full Atk +1 melee (1d3 nonlethal, unarmed) or -3 ranged (1d4+1, rock); AL N; SV Fort +2, Ref +1, Will +1; Str 12, Dex 13, Con 15, Int 10, Wis 8, Cha 14.

Skills: Appraise +4, Balance +5, Climb +5, Profession (sailor) +3, Survival +3, Swim +5, Use Rope +5. **Feats:** Endurance.

Languages: Common, racial language.

Tactics: The slaves have no weapons except the rocks, which they throw at the PCs, but only if threatened by them. The slaves have no desire to fight the other inhabitants of the cave, and they ask the PCs to make sure the way is clear before they escort them out.

4. Land-bound Slaves, Room 2

At the back of this oval-shaped cave a wide ledge sits out of the water. Two torches set in the walls burn

despite the damp air. Dirty, moldy rags used as bedrolls lay beside several buckets of crushed seashells. Fist-sized rocks beside the buckets bear the remnants of shell dust. The ledge is wide enough for 30 slaves to lie side-by-side, or all of them to sleep sitting upright, but the conditions are very cramped. The slaves, most of whom are humans, are almost all former sailors, pirates and merchants. They stay here when Flirriaxan doesn't need them. The slaves want only to be free of their bondage, but they cannot hold their breaths long enough to reach safety without the aid of spells or the *bottle of air* Boolp-Ool (Area 5) carries with him, and none of them are aware of the tunnel to the pirate caves (Area 1). Flirriaxan currently has the land-bound slaves crushing seashells for her nest.

The current leader among the slaves of this cave is a human pirate and bard known as Dark Star. She has so far managed to conceal her abilities from the aquatic creatures, but she's willing to join the battle if the PCs can provide her with some method of breathing.

Dark Star, Human Female Brd6: CR 6; SZ M; HD 6d6; hp 23; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB +4; Grap +6; Atk +6 melee (1d3+2 nonlethal, unarmed); Full Atk +6 melee (1d3+2 nonlethal, unarmed); SA countersong, fascinate, suggestion; SQ bardic music, bardic knowledge, inspire competence, inspire courage +1; AL CN; SV Fort +2, Ref +6, Will +4; Str 14, Dex 13, Con 10, Int 12, Wis 8, Cha 16.

Skills: Appraise +3, Balance +5, Bluff +11, Climb +4, Concentration +5, Diplomacy +17, Disguise +5, Escape Artist +3, Gather Information +8, Hide +5, Intimidate +11, Jump +6, Perform (sing) +8, Perform (string instrument) +8, Sense Motive +6, Sleight of Hand +8, Speak Language (Gnome, Halfling, Aquan), Swim +3, Tumble +3, Use Rope +3. **Feats:** Deft Hands, Negotiator, Persuasive, Still Spell.

Languages: Common, Elven, Gnome, Halfling, Aquan.

Spells (3/4/3; base DC 13 + spell level): 0—*dancing lights*, *detect magic*, *light*, *lullaby*, *mage hand*, *read magic*; 1st—*charm person*, *expeditious retreat*, *hypnotism*, *ventriloquism*; 2nd—*hold person*, *invisibility*, *tongues*.

Personality: Dark Star cares little about the fate of the other slaves, but her natural leadership abilities have led the other slaves to look to her to take care of them. She's been able to procure better food and more fresh water than the slaves were originally getting, and more of them have remained alive recently than before she arrived. She is the last remaining pirate from the ship *Jack Of All Trades*, sunk six months ago by Flirriaxan. So far, no one in the cavern is aware that she's anything more than a charismatic woman with a beautiful voice, and she won't use her abilities unless she's assured of a safe exit. Dark Star has heard

of *Shark Bait*, and would gladly join her crew. If she reaches safety, she requests it.

Tactics: Since the pirate bard is unarmed, she uses her spells exclusively. She first casts *invisibility* on herself, followed by *expeditious retreat*. Since she's unarmed, she won't enter melee combat even if provided with a weapon. She attempts to use her *hold person* and *hypnotism* spells on enemies. Dark Star recognizes the PCs as her best hope of being free of the kraken's cave, so she provides whatever help she can without putting herself in direct harm.

Slaves, Exp1 (40): CR 1/2; hp 5; see Area 3 for statistics.

Tactics: The slaves have no weapons except the rocks, which they throw at the PCs, but only if threatened by them. The slaves have no desire to fight the other inhabitants of the cave, and they ask the PCs to make sure the way is clear before they escort them out.

5. Boolp-Ool's Room (EL II)

Boolp-Ool led a band of skum on a quest to find the god he believed all skum should worship. What he found instead was Flirriaxan, but her charismatic personality and sheer power drew him to her. He now believes the kraken sorcerer is an aspect of his god, and he worships her. His primary responsibility is to keep the lesser races in line, mete out any punishments Flirriaxan deems necessary, and to transport the land-bound races to whatever locations the kraken demands. His room is a large circular cavern, which he has to himself. A desk carved of coral and a bed of kelp hides his most valuable treasures, and a cage hangs from the ceiling and contains the skeletal remains of a human who angered the skum cleric when he tried to escape.

Boolp-Ool, Male Skum, Clr9: CR 11; SZ M; HD 11d8+11; hp 64; Init +1; Spd 20 ft., swim 40 ft.; AC 16 (+1 Dex, +2 natural, +3 *leather armor* +1), touch 11, flat-footed 15; BAB +7/+2; Grap +10; Atk +10 melee (2d6+3, bite) or +12 melee (1d8+4 plus 1d6 electricity, +1 *shocking trident*); Full Atk +10 melee (2d6+3, bite) and +5 melee (1d4+2, 2 claws) or +12/+7 melee (1d8+4 plus 1d6 electricity, +1 *shocking trident*); SA rake +6 melee (1d6+1), rebuke undead; SQ amphibious, darkvision 60 ft., spell resistance (13); AL LE; SV Fort +7, Ref +4, Will +12; Str 16, Dex 13, Con 12, Int 8, Wis 17, Cha 14.

Skills: Concentration +12, Hide +6*, Listen +7*, Move Silently +6, Spot +7*, Swim +12. **Feats:** Alertness, Greater Spell Penetration, Spell Penetration, Weapon Focus (trident). *Skum have a +4 racial bonus on Hide, Listen, and Spot checks underwater.

Languages: Aquan.

Possessions: Boolp-Ool wears +1 leather armor of spell resistance (13) (shark skin), carries a +1 shocking trident, and wears a gold necklace (590 gp). A shark skin belt pouch at his side contains a *potion of cure serious wounds*, 132 gp and 63 sp.

Spells (6/6/6/5/3/2, base DC 13 + spell level): 0—*cure minor wounds*, *detect magic* [x2], *purify food and drink*, *read magic* [x2]; 1st—*bane*, *cure light wounds* [x2], *protection from good**, *remove fear*, *shield of faith*; 2nd—*bull's strength*, *delay poison*, *desecrate**, *hold person* [x2], *zone of truth*; 3rd—*cure serious wounds*, *dispel magic* [x2], *invisibility purge*, *water breathing**; 4th—*control water**, *divine power*, *restoration*; 5th—*dispel good**, *plane shift*. *Domain spells which cannot be used for spontaneous inflict spells.

Water Domain: Boolp-Ool can turn or destroy fire creatures as a good cleric turns undead and rebuke, command, or bolster water creatures as an evil cleric rebukes undead. He may use these abilities 5 times per day. This granted power is a supernatural ability.

Evil Domain: Boolp-Ool casts Evil spells at +1 caster level.

Personality: Boolp-Ool's long journey to find his god has left him nearly insane. He alternates between states of paranoid fear that Flirriaxan will smite him for his unworthiness and a manic desire to show his god his competence and faith. When in his manic state, even his skum followers fear him, as he's been known to feed anyone within reach to the sharks in a sacrifice of appeasement. Boolp-Ool stands almost seven feet tall, and the spiny frill along his back glows a brilliant red color when he is in lighted areas. The effect, unique among his species, gives him a +2 bonus to Intimidate checks against other skum, but it also gives him a -2 penalty to Hide checks in lighted areas.

Tactics: Boolp-Ool casts *divine power* and then *shield of faith* on himself just before entering combat. If his *divine power* runs out before combat ends, he then casts *bull's strength*. He next casts *hold person* on any tough combatants, then orders his minions to kill the held creature while he concentrates his attacks on any spellcasters. If reduced to below 20 hp, he orders any remaining combatants to continue the attack, and he heads to Flirriaxan's cave to protect her, stopping along the way to quaff his *potion of cure serious wounds*. He saves his healing spells for the kraken as long as he believes her to be alive. If the kraken dies, Boolp-Ool *plane shifts* to the Elemental Plane of Water and begins plotting the PCs demise.

Treasure: Boolp-Ool keeps a *bottle of air* in his lair so the land-bound slaves can travel from one place to the other, which can be found in the kelp bed with a DC 30 Search check. Most of the magic items and jewelry he discovers he gladly turns over to Flirriaxan, but she lets him keep a few things, and he believes them to be holy relics. These relics include a gold

elven holy symbol (310 gp) covered in elvish script that he keeps in his desk, a pewter goblet (85 gp) and a dagger plated in gold and silver (340 gp). He also keeps the key to the asrai prison (Area 21) in his desk. The rest of his gear is listed under his possessions.

6. Monstrous Sea Wasp Ring (EL 12)

A barred steel mesh gate in the neck of the cave entrance separates a ring of sea wasps from the rest of the cave's inhabitants. The sea wasps are kept as food for the locathah and skum; four are Huge, ten are Medium, and the rest are Diminutive or Fine. Floating from a hook on the wall is an outfit that resembles a beekeeper's uniform. Whenever one of the cave's inhabitants must enter the sea wasp cavern, the uniform keeps the sea wasp tentacles from poisoning the wearer. Only one such outfit exists in the cave and it's sized for Medium creatures.

Medium Sea Wasp (10): CR 1; HD 1d8+1; hp 5; Init +1; Spd 50 ft (swim); AC 12 (+1 natural, +1 Dex), touch 11, flat-footed 11; BAB +0; Grap -2; Atk +1 melee (1d6-2 plus poison, tentacles); Full Atk +1 melee (1d6-2 plus poison); SA entangle, poison; SQ darkvision 60 ft., jet, transparent, vermin traits, watersense 60 ft.; AL N; SV Fort +3, Ref +1, Will +0; Str 7, Dex 13, Con 12, Int —, Wis 10, Cha 2.

Skills: Escape Artist +11, Hide +11, Spot +4, Swim +9. **Feats:** Weapon Finesse.

Poison (Ex): Fortitude save DC 11; 1d3 Con/1d3 Con; save DC is Constitution-based.

Huge Sea Wasp (4): CR 7; HD 8d8+16; hp 52; Init +1; Spd 60 ft. (swim); AC 13 (-2 size, +1 Dex, +4 natural), touch 9, flat-footed 12; BAB +6; Grap +17; Atk +7 melee (2d6+4 plus poison); Full Atk +7 melee (2d6+4 plus poison, tentacles); SA entangle, poison; SQ darkvision 60 ft., jet, transparent, vermin traits, watersense 60 ft.; AL N; SV Fort +8, Ref +3, Will +2; Str 17, Dex 13, Con 14, Int —, Wis 10, Cha 2.

Skills: Escape Artist +11, Hide +3, Spot +4, Swim +11.

Poison (Ex): Fortitude save DC 15; 1d6 Con/1d6 Con; save DC is Constitution-based.

Entangle (Ex): A sea wasp can entangle a creature up to two sizes smaller than itself with a successful grapple check. If the sea wasp wins the grapple check, the opponent is entangled and suffers tentacle and poison damage each round the hold is maintained.

Jet (Ex): Can jet backward once per round as a full-round action at a speed equal to four times its swim speed. It must move in a straight line, but does not provoke an attack of opportunity while jetting.

Transparent (Ex): An observer must succeed on a DC 20 Spot check to notice a sea wasp.

Watersense (Ex): Can automatically sense the location of anything within 60 feet that is in contact with water.

See *Sword & Sorcery's Tome of Horrors II* for more details on this monster.

Sea Wasp Swarm (2): CR 6; hp 33; see Chapter 10: Appendices for a full description of these creatures.

Tactics: The creatures are non-aggressive, but they don't hesitate to attack anything within range of their tentacles, including the locathah and skum who take care of them.

7. Drowning Cages

No light reaches this area of the cavern. The upper ten feet are filled with stale but breathable air. Cages hang from the ceiling and dangle a foot above the water, and more cages are lashed to the walls beneath the water by thick iron bands. Flirriaxan uses the cages as a way of killing any slaves or followers who disobey her orders or try to escape. Water-breathing creatures are placed in the cages above the water, and the rest are placed in the cages below the water. Those who can survive both indefinitely are put into the arena (Area 23) with the sharks. Once a creature has died, other slaves toss it into the fighting arena (Area 23) and watch as the sharks and squid fight over the meal. The key to open all the cages hangs on the southeastern wall, but it's difficult to see (Spot or Search check DC 20). Opening the cages without the key requires a successful DC 28 Break check result. The cages have hardness 10 and 30 hp.

8. Skum Lair (EL 12)

A long finger of unlit cave leads to the skum lair. The skum do not keep personal possessions, nor do they make individual sleeping quarters. Other than the churned up sea floor, no evidence exists that any creatures live here, let alone dozens of them. The skum living here follow Boolp-Ool, and worship Flirriaxan as much out of fear and awe of the cleric as out of fear of the kraken. Although Flirriaxan enjoys being the object of worship, the skum have their doubts that she is the aspect of the god for whom Boolp-Ool was searching. Still, their loyalty to the skum cleric is complete, and they never consider leaving. Half of the skum are here at any one time, with the rest fishing for food, patrolling the cave, and performing any tasks Flirriaxan sets them to, including torturing the land-bound slaves.

Skum (40): CR 2; hp 11; see the MM.

Tactics: A group of 5 skum break off and go for Boolp-Ool, any other skum in the area and the locathah. The rest try to cut off the PCs' escape and hold the position until the others arrive, fighting defensively and using total defense. The skum are

completely loyal to Boolp-Ool and fight to the death to defend him if he so orders.

9. Prison

On the surface, this area resembles the drowning cages in Area 7 except that a barred gate at the neck blocks access. Several cages dangle halfway out of the water and others are strapped to the walls below the water. The key is tied to a piece of kelp near the barred gate, and finding it requires a DC 20 Search or Spot check. Opening the cages without the key requires a successful DC 28 Break check result. The cages have hardness 10 and 30 hp.

The main difference between this room and Area 7 is that the creatures are not put here with the intention of killing them. Boolp-Ool and Flirriaxan use this area to punish (sometimes arbitrarily) followers and slaves they otherwise find useful. The gate at the entrance allows Boolp-Ool to release the seacats into the prison area to torture the prisoners. The prisoners are only safe from the seacats' claws if they stand in the very center of the cage. When this happens, skum, locathah and merfolk gather at the gate to watch the entertainment, often placing bets and cheering on the seacats or the prisoners.

When the PCs arrive, a halfling slave named Jhavar who Flirriaxan felt has not worked as hard as he should have has been caged above the water, and a mermaid named Salsyn who forgot to bow to Boolp-Ool when he passed has been trapped below the water. The key to open all the cages hangs on the southeastern wall, but it's difficult to see (Spot or Search check DC 20). See Area 3 for the statistics on the halfling and Area 12 for the statistics on the merfolk female. If the PCs release Salsyn she goes for help, first rousting the other merfolk in Area 12 before trying to find Boolp-Ool and the other creatures. Jhavar wants only to be released from his enslavement and helps the PCs as much as he can.

10. Seacats Lair (EL 10)

A metal gate across the neck of this cave prevents access to the seacat lair. A key hangs from a strand of kelp ten feet away from the gate, and a DC 10 Search check or DC 10 Spot check is required to find it. Opening the cages without the key requires a successful DC 28 Break check result. The gate has hardness 10 and 30 hp.

The back of the lair slopes out of the water, while the front half of the cave provides a deep swimming pool for the seacats. Eight seacats live in this lair, cared for by the merfolk in the adjacent cave. The seacats must be kept separately from the sharks that wander the cavern, and the merfolk have found this pride especially difficult to train. They are occasionally allowed access into Area 9, either to torture the

prisoners or to have a bit more room to roam, but the merfolk only consider releasing them into the rest of the complex if things look dire for the inhabitants. The seacats can only hold their breath for about ten minutes, so they fight for only a few minutes before they try to return to their cavern or some other place out of water. The merfolk have trained the seacats to the following commands: attack, defend, track, down.

Seacats (8): CR 4; hp 51; see the MM.

Tactics: The seacats growl and swipe at anyone approaching the gates, but they can't attack unless someone opens the gate. If freed, they attack anyone except the merfolk, preferring any sharks they see over anything else. They fight to the death, and they attack in groups and pairs, concentrating on a few targets at a time.

11. Merfolk Lair Entrance (EL 7)

Glowing coral sculpted along the walls and ceiling lights the way to the cavern to the north. Dozens of small, brightly-colored fish play within the coral walls, which provides light for the merfolk and hides a clever trap. The trap is very difficult to find but relatively easy to disable, and the coral hides a switch (Search check DC 35 to find) which disables the trap for two rounds. Only the merfolk, Boolp-Ool, and Flirriaxan know about the trap and the bypass mechanism.

Fusillade of Spears: CR 7; mechanical; proximity trigger; repair reset; hidden switch bypass; Atk +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10 ft.-by-10-ft. area); Search DC 30; Disable Device DC 20.

12. Merfolk Lair (EL 14)

A large coral has been carefully cultivated into several small sleeping births for the merfolk living here and additional glowing coral provides a steady light for its inhabitants. The merfolk living here were rebels in a war in a nearby merfolk community and were driven out of their homes when they refused to capitulate to their elders. These merfolk are bitter, driven creatures, and they have earned the respect of the skum and Flirriaxan for their vicious fighting. The locathah treat them warily, preferring to stay out of their way. The merfolk have the responsibility of taking care of the seacats in Area 10 and the squid in Area 16. They are also responsible for gathering any goods from ships Flirriaxan sinks, so their lair contains a few objects they've hidden from the other members of the cave complex. About 12 merfolk are here at any one time.

Merfolk, Rog4 (25): CR 4; SZ M (aquatic); HD 4d6+8; hp 28; Init +2; Spd 5 ft., swim 50 ft.; AC 14 (+2 Dex, +2 leather), touch 12, flat-footed 14; BAB +3; Grap +4; Atk +4 melee (1d8+1, trident) or +6

ranged (1d10/19–20, heavy crossbow); Full Atk +4 melee (1d8+1, trident) or +6 ranged (1d10/19–20, heavy crossbow); SA sneak attack +2d6; SQ amphibious, evasion, low-light vision, trap sense +1, trapfinding, uncanny dodge; AL NE; SV Fort +4, Ref +7, Will +2; Str 13, Dex 16, Con 17, Int 10, Wis 12, Cha 10.

Skills: Craft (trapmaking) +4, Disable Device +3, Escape Artist +9, Handle Animal +6, Hide +11, Intimidate +6, Listen +7, Move Silently +11, Open Lock +8, Ride +6, Spot +8, Swim +9. **Feats:** Skill Focus (Handle Animal), Stealthy.

Languages: Common, Aquan.

Possessions (each): Shark leather armor, trident, *potion of cat's grace*, *potion of enlarge person*, 1d4 pieces of coral and seashell jewelry (4d10 gp each), sealskin pouch holding 3d10 gp.

Tactics: The merfolk spend a few rounds trying to size up their opponent by engaging in melee combat with them before they resort to using their few remaining potions. The merfolk work in concert, using flanking and trying to use their sneak attack abilities. If it looks as if the PCs are causing them serious damage, they use their *potions of cat's grace* first, followed by their *potions of enlarge person* and attack with reach. Two attempt to go for help if they feel they can get by the PCs.

Treasure: In addition to the treasures the merfolk carry with them, each keeps a small collection of valuables salvaged from sunken ships. A DC 25 Search check uncovers a tarnished silver tea set (85 gp), a bottle of wine (40 gp), a 3-inch tall pewter cat figurine (25 gp), 75 pp, 414 gp, 3,522 sp and 1,102 cp.

13. Flirriaxan's Cave (EL 15)

The sea floor slopes sharply downward from outside this cave, creating a pool of nearly impenetrable blackness below. Two hundred and fifty feet on a side and equally as tall, the cave has been carved from solid rock. The center of the cave traps a 20-foot radius bubble of air for the land-bound creatures and *everburning torches* provide faint light for the creatures who need light to work. A 15-foot wide ledge near the peaked ceiling runs the length of the northern wall. The kraken, Flirriaxan, spends most of her time here, sleeping, eating, planning and supervising her slaves as they carry out her various orders. At any one time, a dozen slaves will be working at various tasks on the ledge, either carving out the cave or crushing seashells for her nest. Flirriaxan spends most of her time near the bottom of the cave, and the water here is muddier than normal due to Flirriaxan's ink cloud, which she regularly uses in order to provide herself with concealment. All creatures receive concealment while in the water.

The kraken immediately attacks anyone entering her lair that she doesn't recognize. She is extremely

intelligent and maliciously cruel and enjoys playing with her prey. Her slaves, most of whom are former sailors and sailing merchants, try to stay out of the way of the battle. If ordered by Flirriaxan to fight, they do so, but half-heartedly. They gladly surrender to the PCs if the kraken is dead and beg to be rescued. See Areas 3 and 4 for statistics on the slaves.

Flirriaxan, Kraken Sor3: CR 15; SZ G (aquatic magical beast); HD 20d10+180 plus 3d4+27; hp 330; Init +4; Spd 20 ft. (swim); AC 20 (-4 size, +14 natural), touch 6, flat-footed 20; BAB +21; Grap +45; Atk +29 melee (2d8+12/19–20, tentacle); Full Atk +29 melee (2d8+12/19–20, 2 tentacles) and +24 melee (1d6+6, 6 arms) and +24 melee (4d6+6, bite); Space/Reach 20 ft./15 ft. (60 ft. with tentacle, 30 ft. with arm); SA constrict 2d8+12 or 1d6+6, improved grab; SQ darkvision 60 ft., ink cloud, jet, low-light vision, spell-like abilities, summon familiar; AL NE; SV Fort +22, Ref +13, Will +16; Str 34, Dex 10, Con 29, Int 21, Wis 20, Cha 20.

Skills: Concentration +24, Diplomacy +7, Hide +0, Intimidate +17, Knowledge (geography) +17, Knowledge (nature) +16, Knowledge (arcana) +11, Listen +30, Search +28, Sense Motive +18, Spellcraft +11, Spot +30, Survival +5 (+7 following tracks), Swim +21, Use Magic Device +16. **Feats:** Alertness, Blind-Fight, Expertise, Improved Critical (tentacle), Improved Initiative, Improved Trip, Iron Will, Silent Spell.

Languages: Common, Aquan, Elven, Dwarven, Draconic, Infernal, Abyssal.

Spell-Like Abilities: 1/day—*control weather*, *control winds*, *dominate animal* (save DC 18), *resist energy*. Caster level 9. The save DC is Charisma-based.

Spells (8/6; base DC 15 + spell level): 0—*detect magic*, *mage hand*, *message*, *resistance*, *touch of fatigue*; 1st—*mage armor*, *magic missile*, *reduce person*.

Personality: The only thing Flirriaxan regards higher than her intelligence is her sense of humor, though only she would find the capricious cruelty she inflicts on her minions funny. Although she knows she's not a deity's aspect, she believes she may be able to ascend to godhood if she obtains enough worshippers. As such she encourages her minions to bow to her, offer sacrifices and supplications, and has even set Boolp-Ool to coming up with prayers and songs in her honor. She brooks no disrespect from her followers or slaves and becomes very angry if they show even the slightest hesitation in following an order. She rarely leaves the cave, instead sending her minions to bring her food while she works on building a nest and stocking a supply of food and treasure for the mate she plans to attract soon. She also works on her magical gifts, worried that any kraken she attracts to her cave may try to dispose of her or take control for himself.

Tactics: The kraken casts *mage armor* on herself as soon as she sees the PCs, bringing her AC to 24, followed by *resist energy* (sonic). She prefers to let the PCs close with her first, as long as they aren't doing too much damage at range. She'll use her *magic missiles* until they are in range, and after they close in, she casts *reduce person* and then attempts to grab her enemies and constrict them until they're unconscious. If she feels any of her enemies would be beneficial to her as a slave, she will toss that person onto a ledge and order her slaves to strip the PC of all possessions and to save his life. Only if she is losing (below one-quarter hit points) will Flirriaxan order her slaves to join in the battle.

14. Open Water Entrance

The entrance is two hundred feet below the surface of the water. Finding this tunnel is difficult from the open water, requiring a DC 30 Search check. This is the entrance Tomos used to hide his dragon treasure and the one pointed to in the *gem of location*. Brevel is also aware of this entrance. A few of the creatures living in the cave known of the other entrance, but the land-bound know only of this one. Using the map to find the entrance or asking Brevel for the location provides a +2 bonus to Search checks and reduces the search time by half.

15. Treasure Room (EL 12)

Chests, boxes, and other items rest on a ledge that just barely peeks out of the water at the back of this narrow finger of a room. This is where Flirriaxan keeps her treasure, including the treasure Tomos left in Area 13 before he realized the cave was no longer unoccupied. The kraken sorcerer protects her treasure well, despite the lack of gates found in other areas of the cave, and anyone who moves within fifteen feet of the ledge sets off the trap she devised.

Forcecage and Summon Monster IX trap: CR 12; magic device; visual trigger (*true seeing*); automatic reset; multiple traps (one *forcecage* trap and one *summon monster IX* trap that summons a fiendish dire shark); spell effect (*forcecage*, 17th-level wizard), spell effect (*summon monster IX*, 17th-level wizard, fiendish dire shark); Search DC 32; Disable Device DC 32. Note: This trap is really one CR 8 trap that creates a *forcecage* and a second CR 10 trap that summons a fiendish dire shark in the same area. If both succeed, the fiendish dire shark appears inside the *forcecage*. These effects are independent of each other.

Treasure: Flirriaxan's treasure rests beside the two large chests Tomos originally hid in Area 13. The chests are locked but not trapped (Open Lock DC 30). One chest holds coins (735 pp, 2,025 gp and 1,563 sp), a bag of rubies (500 gp (x 2), 300 gp (x 4), 250 gp (x 3)), and 175 gp (x 3)), a +2 *composite short-*

bow (+3 Str), and a bolt of blue silk (400 gp). The second chest holds five potions (*water breathing* [x4], *fly*), *wand of hold person* (29 charges remaining), a +1 *light steel shield of arrow deflection*, and a *glove of storing* which contains a *Parchment of Dreams*. See Chapter 10: Appendices for details of this item. Everything is marked with Aureensaadar's visible arcane mark (the word, "Aureen.") Flirriaxan's treasure includes a large metal box of coins (320 pp, 4,203 gp, 5,032 sp, 528 cp), a foot-tall solid gold statuette of a raging bear (1,000 gp), a masterwork chain shirt (Dark Star's), a masterwork longsword (Dark Star's), a *ring of protection +1* (Dark Star's), and a masterwork lute (Dark Star's). If Dark Star is with the party, she demands her gear back, though she doesn't press it if the PCs refuse. She will attempt to steal it back at some time in the future, along with a bit more "for her troubles."

16. Squid Lair (EL 9)

The water in this section of the cave is muddy and has a foul, bitter taste. Any creature in the area has concealment due to the murkiness of the water. The giant squid living here prefers to be left alone, and considering its vicious nature and willingness to eat anything within reach, it usually gets its wish. The merfolk provide the squid with enough food, usually by herding schools of fish into the lair. When it leaves its lair all other creatures keep a close watch on it, though Flirriaxan forbids anyone from harming it as she considers it a pet.

Giant Squid: CR 9; hp 72; see the MM.

Tactics: The squid doesn't differentiate friend from foe, and the only creature it won't attack is Flirriaxan. Once the squid has killed at least one foe, it returns to its lair with its meal. If attacks against it continue, it responds in kind, though it's very careful not to release its existing meal for fear of losing it.

17. Armory

Longspears, tridents, and light and heavy crossbows line the walls of this room. Cases of bolts hang from strands of kelp on the ceiling. This armory provides the creatures of the sea with spare weapons. The PCs can find a dozen each of the longspears, tridents and light crossbows, and 5 heavy crossbows. They can also find 200 bolts.

18. Zoo (EL variable)

Two dozen cages either hang from hooks in the ceiling out of the water or are bolted to the floor and walls of this cave. Glowing coral grows around the cages, providing light for the people visiting the zoo. Next to each cage is a seashell plaque on which is written in Aquan the name of the creature. The creatures in the undersized cages, which range from simple animals to intelligent beings, look at passersby with eyes dulled

from long imprisonment. Eighteen of the cages are outside the water, since the underwater creatures rarely have a chance to see surface animals. Three of the cages above the water and one below are currently empty, and beneath one of the empty upper cages is a perfectly formed stone statue of a skum. The detail is exquisite. The seashell plaque beside that cage reads "basilisk" in Aquan. The key for the cages hangs from a piece of kelp just outside the cave and finding it requires a DC 20 Search or Spot check. Opening the cages without the key requires a DC 28 Break check. The cages have hardness 10 and 30 hp.

Surface Creature Cages

Gul, Male Ogre: CR 3; hp 29; see the MM. Since he rarely gets enough to eat, Gul spends much of his time trying to reach the dire rats in the next cage. He's dangerous and stupid, but if the PCs free him he leaves them alone to search for food. If he meets them again in the future, whether in a day or a year, he vaguely remembers them and offers to kill them quickly as thanks for rescuing him.

Dire Rat (3): CR 1/3; hp 5; see the MM. These creatures are terrified and attack anyone within reach, but Saffa can use her *calm animals* spell to make it possible to rescue them.

Mallos, Male Nixie: CR 1; hp 3; see the MM. Mallos has made friends with Saffa, though the two have never seen each other. He refuses to leave without her, and uses his water breathing spell-like ability only on her or someone she designates. He hates Ullogh, the ettercap in the next cage, who is always throwing webs at him and then laughing while the nixie struggles free.

Ullogh, Male Ettercap: CR 3; hp 27; see the MM. Ullogh was another of the creatures like Saffa who was kidnapped from the mainland by pirates to be sold as an oddity. He hates all humanoids equally, but he's smart enough to know he shouldn't attack them in the water. He's spooked by Aunia, staying as far away from her as he can. If he's led to safety, he returns the favor by trapping the PCs and anyone with them in a web before running away, preferably with any treasure he can get his claws on. Ullogh has 1d6+1 webs remaining for the day. If the PCs refuse to free him, he throws a web on them hoping to drown them.

Aunia, Female Giant Eagle: CR 3; hp 26; see the MM. Aunia is still grief-stricken since Flirriaxan's people stole her nest of eggs and used her children as meals. Her feathers have dulled to a lusterless brown, and she's gaunt from lack of food. Mallos and Saffa have tried to keep her spirits up, and Ullogh leaves her alone since she convinced him she has powerful magics that would turn him into an elf if he bothered her again. Aunia doesn't seem to care if she's rescued, but if she is, she helps the PCs as best she can as

thanks. She remembers the PCs if she ever meets them in the future.

Jabber, Female Dire Ape: CR 3; hp 35; see the MM. Saffa has tamed this creature to follow her commands. She knows “sit,” “roll over,” and “stop” in Sylvan. Saffa refuses to leave the cave without the dire ape, though the beast is not her animal companion.

Saffa, Female Centaur Drd1: SZ L (monstrous humanoid); CR 4; HD 4d8+8 plus 1d8+2; hp 36; Init +2; Spd 50 ft.; AC 14 (–1 size, +2 Dex, +3 natural), touch 11, flat-footed 12; BAB +4; Grap +12; Atk +9 melee (1d6+4, hoof); Full Atk +9 melee (1d6+4, 2 hooves); SQ animal companion, darkvision 60 ft., nature sense, wild empathy; AL NG; SV Fort +5, Ref +6, Will +7; Str 18, Dex 14, Con 15, Int 8, Wis 13, Cha 11.

Skills: Handle Animal +4, Knowledge (nature) +1, Listen +3, Move Silently +4, Spot +3, Survival +4; **Feats:** Dodge, Weapon Focus (hoof).

Languages: Sylvan, Elven.

Spells: (3/2; base DC 11 + spell level): 0—*create water, detect poison, purify food and drink*; 1st—*calm animals, speak with animals*.

Personality: Saffa is a gentle, quiet soul who was captured first by pirates looking to sell exotic creatures to desert kings and then by Flirriaxan's people after the kraken brought down the pirate ship. She lost her animal companion, a hawk, in the fight against her first kidnappers, and she wants only to return to land and a forest. She'll gladly make The Gallows her home if the PCs release her. She assists the PCs in freeing the animals and good creatures, though she argues against freeing any of the dangerous ones. She would prefer the PCs kill them in their cages to put them out of their misery.

Cockatrice (2): CR 3; hp 27; see the MM. These cockatrices are scared and attack anyone within reach. If they end up in the water, they panic and ignore everyone else as they try to swim. Someone helping them risks a bite by the terrified creatures.

Khol, Male, Bugbear: CR 2; hp 16; see the MM. Khol is a typical member of his species, but even the bugbears of his clan found him too deceitful and conniving for their tastes. He's willing to say anything to earn his freedom and if freed he attempts to steal from the party before leaving.

Raven (4): CR 1/6; hp 1; see the MM. The ravens attack no one and only attempt to escape. Saffa does not want to leave them behind, but if the party doesn't have a way to safely bring them along, she insists they kill the birds to keep them from suffering a slow death.

Gray Render: CR 8; hp 125; see the MM. The gray render has been forced into a cage far too small for it, and the pain, hunger and entrapment has driven it

mad. It attacks as soon as it's released and gains the barbarian's rage ability for 11 rounds.

Borak, Female Gnoll: CR 1; hp 11; see the MM. Borak hates anyone not a gnoll, and that includes the PCs if they try to rescue her. She screams expletives at anyone in the area and attacks the PCs if they release her, even though it surely means her death.

Owlbear: CR 4; hp 52; see the MM. The owlbear is so hungry it attacks anything in sight. All it wants is food, and it doesn't particularly care if it's freed or not, so long as it's fed.

Zombie, Medium: CR 1/2; hp 16; see the MM. The zombie was once a human, and it was taken from The Gallows (see **Chapter 6: The Gallows, Area B**) by the merfolk. When the PCs see it, they find it walking in circles, its arms flailing at every turn. Its previous orders from the mohrg were to circle the village and attack any living creature.

Olgog, Male Orc Ftr4: CR 4; HD 4d10+4; hp 30; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB +4; Grap +8; Atk +8 melee (1d3+4 nonlethal, unarmed); Full Atk +8 melee (1d3+4 nonlethal, unarmed); SQ darkvision 60 ft., light sensitivity; AL LE; SV Str 19, Dex 14, Con 13, Int 10, Wis 8, Cha 6.

Skills: Climb +8, Jump +8, Listen -1, Spot -1, Swim +14. **Feats:** Cleave, Improved Bull Rush, Improved Overrun, Power Attack.

Languages: Orc.

Personality: Olgog follows anyone more powerful than he is, but he constantly challenges their right to rule, usually through physical combat. His preferred weapon is a longsword, and if the PCs rescue him he follows them around and assists in any fights if they provide a way for him to breathe. He's trustworthy for an orc, meaning he won't betray his companions to the enemy or kill them in their sleep. If the PCs abandon him on the island, he plans to find creatures he can enslave in order to make the island his own. He believes himself to be much more clever than he actually is.

Underwater Creature Cages

Blagap, Male Tojanida, Juvenile: CR 3; hp 19; see the MM. Blagap tells everyone who understands him (and even those who don't) about how hungry he is, and how his captors are trying to starve him and that just because he's small doesn't mean he doesn't need to eat a lot to keep his strength up. Ellance bears the brunt of his tiring conversations. If freed, Blagap immediately goes in search of food, though he can be convinced to wait until it's safe. He asks the PCs if they can return him to his home plane, and explains that he accidentally wandered into the middle of a wizard's plane shift spell and ended up on this plane before he was captured by Flirriaxan's people.



Ellance, Male Triton: CR 2; hp 16; see the MM. Ellance has no idea how he ended up a captive of Flirriaxan. He was herding seahorses when he was hit over the head. When he awoke, he was in the cage. He doesn't desire revenge against his captors, but he willingly assists the PCs in exchange for freedom.

Thorast, Female Scrag: CR 5; hp 63; see the MM. As trolls go, Thorast is one of the ugliest. Unable to find a mate even among her hideous kind, she was trying to figure out how to kill herself when she was attacked by Flirriaxan's merfolk. She decided she didn't want to die after all, but she was quickly overwhelmed and not allowed to regenerate. By the time she awoke, fully healed and underwater, she was already captured. The bars on the cage bear many scratches and dents from her attempts to open the cage door, but she hasn't yet succeeded. She has no loyalties toward her rescuers, but she attacks the merfolk and Flirriaxan's other subordinates first, hoping to kill those who kidnapped her first.

Wights (3): CR 3; hp 26; see the MM. One of the wights was once a human, but the other two bear resemblance to the two skum who died trying to capture the original undead creature. The undead attack anyone within reach, showing preference toward humanoids.

Irala, Female Aquatic Elf Ftr5: CR 5; SZ M (aquatic); HD 5d10+5; hp 37; Init +3; Spd 30 ft., swim 40 ft.; AC 13 (+3 Dex), touch 13, flat-footed 10; BAB +5; Grap +8; Atk +8 melee (1d3+3 nonlethal,

unarmed); Full Atk +8 melee (1d3+3 nonlethal, unarmed); SQ elf traits, gills, superior low-light vision; AL CG; SV Fort +5, Ref +5, Will +1; Str 16, Dex 16, Con 12, Int 11, Wis 10, Cha 8.

Skills: Handle Animal +5, Listen +2, Ride +9, Spot +2, Swim +7. **Feats:** Combat Reflexes, Mounted Combat, Ride-By Attack.

Languages: Common, Elven.

Personality: Irala was captured when she wandered too far away from her tribe looking for clams. She was stripped of her gear and thrown into the cage as an object of amusement for the other aquatic creatures. The empty cage next to her once held a sahuagin, the aquatic elves' mortal enemies, and Flirriaxan's people often wandered by to watch the two creatures yelling and trying to reach each other through the cage. Irala wants only to escape, and she recognizes the PCs as her best bet to achieve that goal.

19. Pantry

Several dozen bundles of kelp are piled near the entrance of this cave and held in place with a net, and a large mesh cage in the middle of the cave holds hundreds of tiny fish, many dead and floating at the top. A bed of clams lies along the southern edge of the cave, and several live lobsters are leashed to hooks on the walls, their pincers tied shut with ropes made of seaweed. This cave serves as a pantry for the inhabi-

tants and captives of the cave, though most of their food comes from hunting and fishing.

Treasure: Someone taking the time to search the clams (DC 20 Search check) can find 2d4 unpolished pearls worth 5d10 gp each.

20. Riptide Horror Cave (EL 13)

This long, thin cave is protected by a locked gate. The key hangs from a piece of kelp and requires a DC 20 Search or Spot check to locate. Flirriaxan considers the riptide horror — a tentacled, six-headed tube-worm — a delicacy and keeps a supply of them in this cave. The riptide horrors living here do not need light to sense food, so Flirriaxan's people don't bother lighting the way unless they need light themselves. The long finger of cave has an acrid scent in the water, a residue of the riptide horrors' poison. Anyone swimming through this cave feels a tingling sensation, also a residue of the poison. Along the walls are masses of sticky greenish-tan riptide horror eggs. The riptide horrors live in the back of the cave, waiting on food to come to them. Fish and other small animals are frequent, but their favorite food is to wait for the locathah or merfolk to come along to bring them fresh meat and try to capture the ones feeding them.

Whenever Flirriaxan wants a riptide horror for a meal at least a dozen locathah or merfolk are required to capture one. The battles are fierce and deadly, and it's rare for the remaining riptide horrors not to end up with at least one meal.

Riptide Horror (6): CR 8; SZ M (aquatic); HD 6d10+30; hp 63; Init +6; Spd 20 ft., swim 40 ft.; AC 20 (+2 Dex, +8 natural), touch 12, flat-footed 18; BAB +6; Grap +7; Atk +7 melee (1d4+1 plus poison, tentacle); Full Atk +7 melee (1d4+1 plus poison, 6 tentacles) and +7 melee (1d6, 6 bites); SA improved grab, poison; SQ amphibious, blindsight 30 ft., damage reduction 10/piercing or slashing, spider climb, vulnerability to electricity; AL LE; SV Fort +10, Ref +6, Will +3; Str 13, Dex 15, Con 20, Int 8, Wis 8, Cha 8.

Skills: Hide +7*, Listen +3, Swim +9*. **Feats:** Improved Initiative, Iron Will, Power Attack. *+10 racial bonus to Hide checks in murky water. *+8 racial bonus to Swim checks to perform some special action or avoid a hazard. Can use the run action while swimming, and can take 10 on Swim checks even if distracted or endangered.

Poison (Ex): A riptide horror delivers poison (Contact, Fortitude DC 18; 1d8 Dex/paralysis 1d4 rounds) with a successful tentacle attack. The save DC is Constitution-based.

Spider Climb (Sp): At will, identical to the spell (caster level 6th).

Vulnerable to Electricity (Ex): A riptide horror takes +50% more damage as normal from electricity, regard-

less of whether a save is allowed, or whether the save is a success or failure.

See *Sword & Sorcery's Tome of Horrors II* for more details on this creature.

Tactics: The riptide horrors rarely bother moving, but if they hear someone coming toward them, they hide in the kelp beds or hang from the walls to attack anyone within reach of their tentacles. The beasts are intelligent and capable of fighting tactically, but they rarely bother. Although the riptide horrors cannot speak, they communicate simple phrases to each other by waving their tentacles and heads around.

21. Asrai Prison (EL 13)

The asrai were originally part of Flirriaxan's zoo (Area 18), but they kept picking their cage locks and escaping. Instead of killing them Boolp-Ool decided to keep them in this cave until he figured out what to do with them. With threats and killing a few of their companions, he has managed to use their skills with locks to open particularly difficult chests recovered from sunken ships whenever the merfolk were unable to open them. He hopes to convince them to work for Flirriaxan instead of having them killed.

Five different mesh gates bar entrance to this cave, each set five feet apart. Each gate has two locks, are barred, and braided kelp ropes are tied around the gates in four different places. Two guards, either merfolk or skum, keep watch on the gates at all times, standing just within view of the closest gate. Since the asrai can use their *knock* spells a total of 20 times a day, Boolp-Ool was forced to keep adding locks, ropes and bars to keep them inside their cave. The skum or merfolk guarding this cave also wear pieces of cloth in their ears to prevent the asrai from hypnotizing them. This gives the creatures a -1 penalty to their Listen checks.

Each of the 10 locks requires a separate DC 40 Open Lock check or the key from Boolp-Ool's room. The bars require a DC 22 Strength check to remove, and the ropes require a DC 20 Use Rope check to untie. The ropes have hardness 0, 2 hp, and a Break DC of 23, while the bars have hardness 10, 90 hp, and a Break DC of 28.

The asrai have nurtured the various plants in this cave until waving fronds of aquatic plants and seaweed cover nearly every square foot of the cave beyond the gates. All creatures in the area have concealment.

Asrai Rog4 (4): SZ T (aquatic fey); CR 9; HD 1d6+1 plus 4d6+4; hp 25; Init +4; Spd 20 ft., swim 50 ft.; AC 18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 14; BAB +3; Grap -12; Atk +9 melee touch (1d4 cold, touch); Full Atk +9 melee touch (1d4 cold, touch); SA cold, spells, spell-like abilities, sneak attack +2d6; SQ damage reduction 5/cold iron,

evasion, SR 17, trap sense +1, trapfinding, uncanny dodge, water dependent; AL CN; SV Fort +2, Ref +10, Will +5; Str 5, Dex 18, Con 13, Int 10, Wis 14, Cha 14.

Skills: Concentration +5, Disable Device +8, Escape Artist +12, Hide +18, Knowledge (arcana) +2, Knowledge (nature) +2, Listen +4, Move Silently +10, Open Lock +12, Sense Motive +6, Spellcraft +4, Spot +4, Swim +12*. **Feats:** Spell Penetration, Weapon Finesse. *+8 racial bonus on Swim checks to perform some special action or avoid a hazard. Can always take 10 on Swim checks, and can use the run action while swimming.

Languages: Sylvan, Common.

Spells (6/7/5; base DC 12 + spell level): 0—*dancing lights*, *daze*, *detect magic*, *flare*, *resistance*, *touch of fatigue*; 1st—*hypnotism*, *reduce person*, *shield*, *sleep*; 2nd—*hypnotic pattern*, *knock*.

Spell-Like Abilities: 2/day—*control water*, *fog cloud*, *obscuring mist*. Caster level 5th.

Cold (Su): All damage dealt from an asrai's natural attacks is cold damage. The ability can be suppressed or resumed at will as a free action.

Water Dependent (Su): An asrai that moves more than 50 feet from her water source can survive on land for 1 hour per 2 points of Constitution.

See *Sword & Sorcery's Tome of Horrors II* for more details on this creature.

Tactics: The asrai are miserable here, but Boolp-Ool has already killed three of their companions, and they are close to giving up and joining Flirriaxan's minions. If they hear the PCs coming, they cast *shield* on themselves (improving

their AC to 22) and hide in the plants and watch before taking any actions. If they feel the PCs might free them, one of them reveals himself and speaks with them, asking them if they are willing to free them. The asrai are not above claiming they have great treasure to whoever rescues them if they feel it will gain them their freedom. If the PCs leave the gates open, the asrai try to avoid them and escape. If forced into a fight, the asrai first use *hypnotic pattern* to fascinate their enemies, followed by *reduce person*, before they move to attack with their bare hands. They prefer not to fight and escape at the first opportunity, but they won't leave their companions to die alone.



22. Locathah Nursery (EL 9)

Among a bed of kelp on the northern section of this finger of cavern contains four dozen large eggs, inside of which can be seen tiny fish-like humanoids. Six female locathah armed with longspear and crossbows guard the eggs at all times.

Locathah, Brb4 (6): CR 4; hp 44; see Area 2 for statistics on these creatures.

Tactics: The locathah are very loyal followers of Flirriaxan, and if they discover the PCs, half of them attack immediately while the others attempt to go for help. The locathah gather the others of their kind in Area 2 first before sending one of their number to find Boolp-Ool. The skum leader doesn't care about the fate of the locathah eggs, but he recognizes the importance of keeping the locathah happy and mobilizes support in defense of the nursery. The locathah prefer to make their first attack with their crossbows, since it gives them an advantage over the weapons of most land-bound creatures. After that, they rage and move in to attack with their longspear.

23. Fighting Arena

This wide cavern accesses all other tunnels, but the most obvious feature is a 40-foot diameter circle of boulders surrounding a bed of neatly trimmed kelp. Small schools of tiny fish roam lazily around, scattering only when a group of creatures approaches. The circle of boulders serves as a fighting arena, either by combatants wishing to settle arguments or as capricious punishment by Flirriaxan and Boolp-Ool. The fights are always to the death, and the sharks circle the outer edge of the arena during a battle, providing extra tension to the combatants. Sometimes the sharks forget their training and attack either or both combatants before the battle ends, resulting in a frenzy that disperses everyone in the vicinity. Flirriaxan also uses the arena to pit a group of humanoids (either the water creatures or the land-bound slaves) against a shark to see who lasts the longest. The land-bound creatures always die quickest.

Chapter 9: Conclusions

Brevel Althere

Brevel still tries to convince the PCs to share the treasure from the cave, especially the *Parchment of Dreams*, though he knows he has little chance of convincing them if they refuse. If he feels they are amenable, Brevel appeals to their sense of justice and asks for enough to have Tomos and Shaya resurrected. If the PCs won't give him the money, he can't afford the spells. If the PCs won't share any of the money, Brevel buries the bodies in the Althere mansion in a private cemetery he has built behind the mansion, learns how to set Tomos's soul to rest, and becomes the rightful guardian of his brother's children. He sells his homes and sets aside money for the children's inheritance. If the PCs haven't already done so, Brevel requests they discover the murderer of his family when they return to Martyn's Nest. See **Chapter 4: A Killer Unmasked** for details on Elion Manathar.

If the PCs alert the leaders of Martyn's Nest about Brevel's actions, he denies any wrongdoing. He feels confident he can evade any magical attempts to force the truth from him, and his claim that he saved the

children's lives when they came to visit him that night holds weight with the Martyn's Nest Ministers. Since the children are neither mistreated nor even aware they were kidnapped, the Ministers are likely to find in favor of Brevel and award him full custodianship of his niece and nephew.

Tomos Althere

If the PCs did as Tomos requested and uncovered the kidnapping of the children and his murderer, he gives them the location of the lair of the green dragon, Aureensaadar. Finding the dragon's lair without Tomos's assistance requires a DC 45 Gather Information check plus DC 15 Survival checks to locate the lair.

Elion Manathar

Even if the PCs do not discover Elion Manathar's identity and confront him, he learns they investigated the Althere mansion within a week of their trip to The Gallows. Worried that his plot may be uncovered, he starts planning revenge against the PCs. His

first attempt is to hire a mercenary company, the Bloody Knives, to attack the PCs. This mercenary group waits by the docks until the ship the PCs left on returns. If the PCs teleport, return on another ship or use some other method of returning to Martyn's Nest, the mercenary group doesn't become aware of their return unless they spend a couple of days in town. The Bloody Knives have a reputation for following through on any job they are hired to do, so the only way they won't complete their mission is if Elion tells them to stop.

The Bloody Knives (EL 12)

The Bloody Knives are a group of adventurers whose primary jobs involve relieving other adventuring parties of their gear. They are expensive to hire, requiring 1,000 gp up front and another 1,000 gp upon the completion of their job, and they insist on keeping anything they find from the adventuring parties they attack, barring anything they are specifically asked to retrieve. They always complete the job unless asked otherwise by their employer. The Bloody Knives always fight to the death unless the job is of their own making, since their reputation hinges on them completing the jobs they are hired to do.

The Knives attack before the characters leave the Dockside District, preferring an alleyway over wide streets. If the Knives know the PCs are predominantly good, they first attempt to lure the PCs into the alley by pretending Nindra and Ithael are being attacked by Alado, Sharin and Vulture. The two female adventurers wear peasant dresses designed to hide their bulky armor and weapons. Otherwise, Ithael and Alado try to herd the PCs toward an alley, where Sharin, Nindra and Vulture wait in ambush. If neither attempt works, they wait until the PCs are on the road or have found a room for the night before waiting to ambush them.

Alado, Male Halfling Rog8: CR 8; SZ S; HD 8d6+8; hp 38; Init +5; Spd 20 ft.; AC 20 (+1 size, +5, Dex, +5 *studded leather armor* +1), touch 16, flat-footed 20; BAB +6/+1; Grap +4; Atk +6 melee (1d4-2/x2, masterwork light mace) or +13 ranged (1d6/19-20, +1 *light crossbow*); Full Atk +6/+1 melee (1d4-2/x2, masterwork light mace) or +13/+8 ranged (1d6/19-20, +1 *light crossbow*) or +11/+6/+11 ranged (1d6/19-20, +1 *light crossbow*); SA +4d6 sneak attack; SQ evasion, halfling traits, improved uncanny dodge, trap sense +2, trapfinding, uncanny dodge; AL LE; SV Fort +3, Ref +11, Will +2; Str 6, Dex 21, Con 12, Int 10, Wis 11, Cha 14.

Skills: Balance +18, Bluff +12, Climb +11, Diplomacy +4, Disable Device +10, Gather Information +4, Hide +17, Intimidate +4, Jump +2, Knowledge (local) +5, Listen +4, Move Silently +15, Open Lock +14, Search +9, Sleight of Hand +8, Spot

+3, Tumble +10. **Feats:** Point Blank Shot, Rapid Reload (light crossbow), Rapid Shot.

Languages: Common, Halfling.

Possessions: +1 *studded leather armor*, masterwork light mace, +1 *light crossbow*, 30 bolts, 5 *humanbane bolts*, *ring of invisibility*, 2 *potions of cure light wounds*, masterwork thieves' tools, 3 pairs of gold hoop earrings (20 gp per pair), 22 gp.

Personality: Alado wears his light brown hair shaved close to his head, a few small earrings, and comfortable, well-cut clothes. He believes in getting the job done first and foremost, whatever that job may be. Although not the smartest member of the Bloody Knives, his charismatic personality means his companions follow his lead on plans he develops more often than not. Only when his plan doesn't succeed do they consider Zharin's plans. Alado is completely loyal to the Bloody Knives, and has willingly sacrificed his life for them in the past.

Tactics: With his crossbow, Alado is a blur of movement, firing and reloading before most people are even aware of his first shot. His preferred tactic is to activate his *ring of invisibility* before an attack in order to gain his sneak attack damage. He uses his *humanbane bolts* first against any humans, especially wizards or other spellcasters. If he is relieved of his crossbow or runs out of ammunition he then pulls his mace and moves into flanking position. If another Bloody Knife drops unconscious he uses his *ring of invisibility* and moves to give that person one of his *potions of cure light wounds*. Alado usually stays near Zharin to help keep attackers away from the wizard.

Ithael, Female Dwarf Ftr8: CR 8; SZ M; HD 8d10+16; hp 67; Init +5; Spd 15 ft.; AC 21 (+1 Dex, +1 *ring of protection* +1, +7 *breastplate* +2, +2 heavy wooden shield), touch 12, flat-footed 19; BAB +8/+3; Grap +11; Atk +13 melee (1d8+4/x3, +1 *warhammer*); Full Atk +13/+8 melee (1d8+4/x3, +1 *warhammer*); SQ darkvision 60 ft., dwarf traits; AL CE; SV Fort +8, Ref +3, Will +2; Str 17, Dex 13, Con 14, Int 9, Wis 11, Cha 13.

Skills: Intimidate +12, Listen +2, Spot +7. **Feats:** Alertness, Diehard, Endurance, Improved Initiative, Improved Sunder, Power Attack, Toughness, Weapon Focus (warhammer).

Languages: Common, Dwarven.

Possessions: +2 *breastplate*, heavy wooden shield, +1 *warhammer*, *ring of protection* +1, 2 *potions of cure serious wounds*, *eyes of the eagle*, 152 gp, 91 sp.

Personality: Ithael is mean, cruel, and gains malicious glee from seeing her enemies scared of her. Although she can be charming when she chooses to be, she rarely does. Her one vanity is her long, black hair, which she usually wears in a single braid wrapped around her head. As a prank, a former Knife named Catri once cut her braid off, and only the combined

efforts of the other Knives allowed the woman to escape Ithael's wrath. Though Ithael claims otherwise, most of the Knives believe she eventually got her revenge by allowing Catri to die when the group later encountered an ettin and Catri fell under the creature's attacks. Her companions step warily around her, careful not to give offense. Though they all respect her abilities in combat, they never completely trust her to come to their aid in the event they are overwhelmed.

Tactics: If the Bloody Knives are using their damsel-in-distress ploy, Ithael waits until the PCs are 20 feet away before removing the dress covering her armor and weapons and drawing her warhammer. She straps her shield on during the second round and attacks if anyone is within range. Her favorite technique is to sunder her enemy's weapons followed by using her Intimidate skill to demoralize her unarmed opponent. She tries to flank with Nindra whenever possible, usually concentrating on the most heavily armed or armored fighters. If the Knives are ambushing the PCs another way, she already has her shield strapped on her arm and her weapon at the ready. She attacks whenever the PCs are within range, staying close to her companions to keep from getting separated from the rest of the Knives.

Nindra, Female Human Ftr8: CR 8; SZ M; HD 8d10+16; hp 64; Init +2; Spd 20 ft.; AC 20 (+2 Dex, +1 *ring of protection* +1, +7 *breastplate* +2), touch 13, flat-footed 18; BAB +8/+3; Grap +12; Atk +14 melee (1d10+9/17–20, +1 *heavy flail*) or +11 ranged (1d8+5/x3, +1 *composite longbow*); Full Atk +14/+9 melee (1d10+9/17–20, +1 *heavy flail*) or +11/+6 ranged (1d8+5/x3, +1 *composite longbow*); AL LE; SV Fort +10, Ref +6, Will +3; Str 18, Dex 14, Con 14, Int 10, Wis 9, Cha 9.

Skills: Climb +9, Handle Animal +3, Intimidate +9, Jump +7, Listen -1, Ride +5, Spot -1, Swim +0. **Feats:** Cleave, Combat Reflexes, Great Cleave, Improved Critical (heavy flail), Improved Overrun, Power Attack, Quick Draw, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Languages: Common.

Possessions: +2 *breastplate*, +1 *heavy flail*, +1 *composite longbow* (Str +4), 40 arrows, *ring of protection* +1, *cloak of resistance* +2, 4 *potions of cure moderate wounds*, 2 *potions of barkskin* +5, signal whistle, emerald earrings (45 gp), gold chain necklace (50 gp), 190 gp.

Personality: While not especially attractive, Nindra enjoys wearing flashy jewelry, fancy clothes, and she often wears flowers in her blonde hair, a rather incongruous image with her breastplate armor and her weapons. She is unusually cheerful about everything, often remarking on the beauty of the day even as she's attacking her enemies. She rarely gets offended about anything, and she even manages to make Ithael smile

every now and then, though it's her cruel jokes that make the dwarf laugh the most often. People often mistake her cheerfulness for stupidity and let their guard down around her, a dangerous decision as she is as cold and ruthless as the rest of the Knives. Nindra is completely loyal to her group, and risks her own life often to save her friends. She once nearly died saving Vulture from a phase spider and has the dwarf's unquestioned loyalty.

Tactics: If the Bloody Knives are using their damsel-in-distress ploy, Nindra waits on Ithael's signal before she removes the dress she's thrown over her armor. She draws her heavy flail using Quick Draw and attacks if anyone is within reach; otherwise she readies an action to attack anyone within reach. If she has enough warning, such as seeing the PCs approach the alleyway the Knives are waiting in, she takes one of her *potions of barkskin* +5 a few minutes before combat is imminent. Otherwise, she takes the potion at the start of her second round of combat, increasing her AC to 25. Nindra works well with Ithael, and the two try to flank enemies, especially heavily armed or armored ones. If the Knives are ambushing the PCs another way, she waits until she sees the PCs before taking her *potion of barkskin* +5. She already has her weapon available and attacks using Power Attack as soon as she's able. She works to keep enemies flanked, and prefers to be within reach of multiple enemies in order to benefit from her Great Cleave feat.

Zharin, Male Elf Wiz8: CR 8; SZ M; HD 8d4; hp 21; Init +7; Spd 30 ft.; AC 15 (+3 Dex, +2 *ring of protection* +2), touch 15, flat-footed 12; BAB +4; Grap +3; Atk +4 melee (1d8/19–20, +1 *longsword*) or +7 ranged (1d8-1/x3, longbow); Full Atk +4 melee (1d8/19–20, +1 *longsword*) or +7 ranged (1d8-1/x3, longbow); SQ elf traits, low-light vision, summon familiar; AL LE; SV Fort +2, Ref +5, Will +8; Str 8, Dex 16, Con 11, Int 17, Wis 14, Cha 10.

Skills: Concentration +11, Decipher Script +11, Gather Information +2, Knowledge (arcana) +11, Knowledge (local) +8, Knowledge (geography) +9, Knowledge (the planes) +9, Listen +6, Search +5, Spellcraft +16, Spot +6; **Feats:** Alertness, Brew Potion, Extend Spell, Improved Initiative, Scribe Scroll.

Languages: Common, Elven, Draconic, Gnome, Sylvan.

Spells (4/5/4/4/2; base DC 13 + spell level): 0—*detect magic* [x2], *mage hand*, *read magic*; 1st—*expeditious retreat*, *mage armor*, *magic missile*, *shield*, *true strike*; 2nd—*acid arrow* [x2], *invisibility*, *spectral hand*; 3rd—*lightning bolt* [x2], *vampiric touch* [x2]; 4th—*mass enlarge person*, *wall of fire*.

Spellbook: 0—all; 1st—*alarm*, *enlarge person*, *expeditious retreat*, *feather fall*, *identify*, *mage armor*, *magic mis-*

sile, reduce person, shield, sleep, true strike; 2nd—acid arrow, arcane lock, cat's grace, invisibility, misdirection, see invisibility, spectral hand; 3rd—dispel magic, fly, lightning bolt, tongues, vampiric touch; 4th—mass enlarge person, remove curse, stonewall, wall of fire.

Possessions: +1 longsword, longbow, 20 arrows, ring of protection +2, 3 potions of cure light wounds, 2 potions of invisibility, 2 potions of see invisibility, 2 potions of cat's grace, scroll of identify (CL 1), scroll of alarm (CL 8), scroll of stonewall (CL 8), 2 scrolls of dispel magic (CL 8), scroll of lightning bolt (CL 7), spellbook, platinum ring (50 gp), 80 gp.

Personality: Zharin is a rather plain-looking elf who is often overlooked and ignored around his more gregarious companions, a situation he prefers. His soft-spoken manner is self-deprecating, and he often spends the times his friends are enjoying evenings in the taverns in his room reading books on complex topics. He's slow to anger, but when he does become angry, he rarely lets the insult pass. People who meet the elf for only a short time come away with a pleasant but otherwise forgettable impression of him. In combat, he's ruthless, and he never allows an enemy to survive, even if they surrender.

Tactics: Zharin always casts *mage armor* on himself first thing in the morning (increasing his AC to 19) unless he knows he will be in combat later in the day, at which point he waits until a few hours before that time. When combat is imminent, he first uses his scroll of stonewall on himself, followed by casting *shield* (AC increases to 23.) In combat, he prefers to use his *spectral hand* to deliver *vampiric touch* attacks, though he also uses *lightning bolt* to weaken his enemies, concentrating on any spellcasters first. Before he casts *spectral hand*, he first casts *mass enlarge person*, trying to get all of his companions in the area of effect. If he can only get some of his companions in the area of effect, his first choices are Nindra and Ithael. When all of the PCs are engaged in combat, he tries to cast *wall of fire* behind them in order to prevent them from running away. He stays near Alado and Vulture so they can protect him from attacks.

Vulture, Male Dwarf Clr8: CR 8; SZ M; HD 8d8+16; hp 55; Init +0; Spd 15 ft.; AC 21 (+9 *full plate* +1, +2 heavy steel shield), touch 10, flat-footed 21; BAB +6/+1; Grap +7; Atk +8 melee (1d8+2/x2, +1 *morningstar*) or +8 melee (1d4/19–20, masterwork silver dagger) or +7 ranged (1d8/19–20, masterwork light crossbow) or +7 ranged (1d4/19–20, masterwork silver dagger); Full Atk +8/+3 melee (1d8+2/x2, +1 *morningstar*) or +8/+3 melee (1d4/19–20, masterwork silver dagger) or +7 ranged (1d8/19–20, masterwork light crossbow) or +7 ranged (1d4/19–20, masterwork silver dagger); SA turn undead 4/day (at 9th level and with a +2 to turn checks); SQ darkvision 60 ft., dwarf traits; AL LE; SV Fort +9, Ref +3, Will +10; Str 12, Dex 10, Con 15, Int 10, Wis 16, Cha 13.

Skills: Concentration +11, Heal +7, Knowledge (religion) +5, Listen +3, Spellcraft +4, Spot +3. Feats: Endurance, Improved Turning, Spell Penetration.

Languages: Common, Dwarven.

Spells (base DC 13 + spell level): 0—create water, detect magic [x2], light, read magic [x2]; 1st—bless, comprehend languages, detect undead, divine favor, sanctuary*, shield of faith; 2nd—bull's strength, consecrate, eagle's splendor, owl's wisdom, shield other*; 3rd—daylight, meld into stone, prayer [x2], stone shape*; 4th—spell immunity, summon monster IV [x2]. *Domain spell which cannot be spontaneous converted to healing spells.

Earth domain: turn or destroy air creatures as a good cleric turns undead. Rebuke, command, or bolster earth creatures as an evil cleric rebukes undead. Vulture can use this ability 4 times per day.

Protection domain: Generates a protective ward as a supernatural ability. Grants someone touched a resistance bonus of +8 on his or her next saving throw. Lasts one hour and is usable once per day.

Possessions: +1 *full plate*, heavy steel shield, +1 *morningstar*, masterwork silver dagger, masterwork light crossbow, 20 +1 bolts, 20 bolts, 3 potions of cure moderate wounds, potion of neutralize poison, potion of resist energy (fire) 10, scroll of hold person (CL 3), scroll of lesser planar ally (CL 7), scroll of sanctuary, platinum ring (50 gp), 20 pp, 84 gp.

Personality: Vulture's name doesn't come from a propensity for carrion, but rather for his rapacious and predatory nature. He truly believes he deserves the greatest share of the treasures the Bloody Knives accumulate, and he can argue long and loud his reasons for that belief. The other Knives humor him since they have to depend on him to heal them, but more than a little of his newfound wealth disappears when Alado walks by. His greed extends to his need to prove he has the biggest or best of everything, and conversations with him usually turn into a game of one-upmanship as he regales everyone with stories of how he single-handedly saved the Bloody Knives from everything they've ever encountered. His stories are usually malicious but amusing, and he attracts crowds eager to hear his version of events. Vulture has saved his companions' lives numerous times, a fact he's more than willing to trot out whenever he can.

Tactics: Shortly before combat, Vulture casts *spell immunity* on either Nindra or Ithael, followed by *bull's strength* on Ithael. He also grants Zharin his domain ability of a protective ward and casts *shield other* on the elf. He usually stays close to the elf to prevent his *shield other* spell from dismissing and uses his *summon monster IV* spells to take on any enemies too far away to engage in melee.

Note: Since the PCs are walking into an ambush against prepared combatants, consider awarding a

20% XP bonus for successfully defeating the Bloody Knives.

If the PCs have already taken care of Elion Manathar before he has a chance to hire the Bloody Knives, they might still hear of the characters' exploits while passing through town and decide to ambush them in the hopes of gaining the treasures they have. If this is the case, the Knives are less likely to fight to the death, and if they seem to be on the losing end of battle, they collect their companions and flee.

Aureensaadar's Lair

Aureensaadar's lair is in a lake at the bottom of a deep cave in the nearby forest. From Martyn's Nest, the cave is 75 miles away through trackless forest. Since Aureensaadar rules the area, no other predators are allowed. The trees in the one mile area surrounding the cave have all died from the dragon's acid breath. The cave entrance is a 25-foot wide hole in the ground which opens to a 200-foot wide circular lake, 50 feet below. The lake is 100 feet deep at the center, where Aureensaadar spends most of her time. Rising 15 feet out of the water along the western shore is a ten-foot-wide ledge, on which Aureensaadar used to display items she felt looked better outside the water. When Tomos stole many of these valuable objects, she feared others may do the same and swept everything but a gold silk fan to the bottom of the lake.

Aureensaadar, Female Adult Green Dragon: CR 13; SZ H (dragon); HD 20d12+100; hp 230; Init +0; Spd 40 ft., fly 150 ft. (poor), swim 40 ft; AC 27 (–2 size, +19 natural), touch 8, flat-footed 27; Space/Reach 15 ft./10 ft. (15 ft. with bite); BAB +20/+15; Grap +36; Atk +26 melee (2d8+8, bite) or +26 melee (2d8+12, crush) or breath weapon (12d6, Reflex save DC 25 half); Full Atk +26 melee (2d8+8, bite) and +25 melee (2d8+4, 2 claws) and +24 melee (1d8+4, 2 wings) and +24 melee (2d6+12, tail slap) or +26 melee (2d8+12, crush) or breath weapon (12d6, Reflex save DC 25 half); SA breath weapon (50 ft. cone), frightful presence 180 ft. (Will save DC 23), suggestion (3/day; Will save DC 16); SQ blindsense 60 ft., darkvision 120 ft., DR 5/magic, immunity to acid, sleep and paralysis effects, keen senses, spell resistance 21, water breathing; SV Fort +17, Ref +12, Will +15; Str 27, Dex 10, Con 21, Int 16, Wis 17, Cha 16.

Skills: Bluff +26, Hide +23, Intimidate +26, Listen +26, Move Silently +23, Search +26, Sense Motive +26, Spot +26, Use Magic Device +24. **Feats:** Fly-by Attack, Hover, Improved Initiative, Improved Natural Attack (claws), Multiattack, Snatch, Weapon Focus (claws).

Languages: Draconic, Common.

Spells (5/4; base DC 13 + spell level): 0—message, arcane mark, mage hand, detect magic; 1st—unseen servant, comprehend languages.

Possessions: Aureensaadar wears a *ring of chameleon power* and a *brooch of shielding* (27 charges remaining).

Personality: Aureensaadar is vain even for a dragon. Despite living 170 years, she still believes she is the smartest, strongest, most beautiful dragon ever born, and nothing can convince her otherwise. Even when an older red dragon almost killed her after an impetuous attack, she convinced herself that she chose to leave and that she'd nearly killed the red before she gave up "out of boredom." She enjoys taunting her opponents, even those much larger than her, and she's fearless in combat, but she prefers to watch potential opponents before striking. Her horde is such a pride and joy for her that she's been known to hunt down and kill rats who try to carry off copper pieces. Until Tomos Althere caught her sleeping and near death, no one has ever succeeded in taking so much as one copper from her cave and surviving the attempt. When she awoke and found some of her treasure missing, her humiliation angered her, and she swore revenge on the parties responsible.

At one time Aureensaadar was willing to spend some time chatting with anyone foolish enough to enter her cave, especially if they brought tribute. It was rare for her to leave the daring adventurer alive, but she still amused herself with conversation with those she considers lesser beings. She believed no one could best her. After her near death at the hands of the red dragon and then having her treasure stolen out from under her nose, she's become paranoid. Anyone within five miles of her cave is now considered a threat and she attacks ruthlessly, only breaking off if she is badly damaged.

Tactics: Aureensaadar usually begins combat with her breath weapon, then follows through with a crush attack. She then strikes remaining opponents with her melee attacks while attempting to keep the crushed opponents pinned beneath her. If she finds herself on the losing end of combat (reduced to fewer than 50 hp), she makes a single fly-by attack, preferably with her breath weapon, before leaving the battle. If she escapes, she makes it her goal to hunt down the PCs in the future.

Treasure: Aureensaadar's lair contains the following: a gold silk fan (241 gp), a two-foot-tall silver statue of a charging dragon (520 gp), a set of 5 crystal decanters of elven design (350 gp for the set), *vest of escape*, a *figurine of wondrous power*, *bronze griffon*, a masterwork shawm, +1 *longsword*, 121 pp, 5,063 gp, 10,065 sp, and 142,412 cp. Everything except about half of the copper coins is marked with Aureensaadar's visible arcane mark (the word, "Aureen.") Everything but the gold silk fan and the *vest of escape* sits at the bottom of the lake.

Chapter 10: Appendices and Maps

Sea Wasp Swarm

Diminutive Vermin (Swarm, Aquatic)	
Hit Dice:	6d8+6 (33 hp)
Initiative:	+1
Speed:	Swim 30 ft. (6 squares)
Armor Class:	13 (+2 size, +1 Dex), touch 13, flat-footed 12
Base Attack/Grapple:	+4/—
Attack:	Swarm (1d6 plus poison)
Full Attack:	Swarm (1d6 plus poison)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Poison, distraction
Special Qualities:	Swarm traits, half damage from slashing and piercing, transparent, darkvision 60 ft., vermin traits, watersense 60 ft.
Saves:	Fort +10, Ref +7, Will +6
Abilities:	Str 1, Dex 13, Con 12, Int —, Wis 10, Cha 2
Skills:	Hide +11, Spot +8, Swim +9
Feats:	—
Environment:	Warm aquatic
Organization:	Solitary or ring (2–5)
Challenge Rating:	6
Treasure:	None
Alignment:	Always Neutral
Advancement:	—
Level Adjustment:	—

A mass of writhing, nearly transparent blue jellyfish float lazily in the water. Thousands of tentacles swirl around the mass of creatures.

A sea wasp swarm consists of hundreds of Diminutive and Fine monstrous sea wasps (see *Sword & Sorcery's The Tome of Horrors II* for more on monstrous sea wasps.) The creatures are usually the offspring of larger monstrous sea wasps and as such are usually found in areas with the larger creatures.

Combat

As with larger monstrous sea wasps, the swarm waits until food has moved into its area before latching on with tentacles and attempting to sting an enemy into submission. Unlike larger sea wasps, a swarm often attacks creatures much larger than the individuals, allowing the ravages of the sea and time to break down the food. The sea wasp swarm does not have the entangle or jet abilities of other sea wasps.

Poison (Ex): The initial and secondary damage of a sea wasp swarm's poison damage 1d8 Con. The Fortitude save is a DC 20 and the save DCs are Constitution-based.

Transparent (Ex): A sea wasp swarm is nearly invisible floating in the water. An observer must succeed on a DC 15 Spot check to notice the swarm.

Watersense (Ex): A sea wasp swarm can automatically sense the location of anything within 60 feet that is in contact with water.

Skills: A sea wasp swarm has a +10 bonus on Hide checks due to the coloration of the individual sea wasps. The swarm also has a +8 bonus on Spot checks due to the individual creatures' multiple eyes, and a +8 bonus on Swim checks to perform some special action or avoid a hazard. The swarm can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Toy Soldier

Tiny Construct	
Hit Dice:	1d10 (5 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0/–9
Attack:	Slam +1 melee (1 dmg) or by weapon type
Full Attack:	Slam +1 melee (1 dmg) or by weapon type
Space/Reach:	2 1/2 ft./ 0 ft.
Special Attacks:	Sneak attack +1d6
Special Qualities:	Construct traits, darkvision 60 ft., hardness 5, low-light vision, freeze
Saves:	Fort +1, Ref +3, Will +1
Abilities:	Str 8, Dex 14, Con —, Int 16, Wis 10, Cha 5
Skills:	Craft (poisonmaking) +10, Craft (trapmaking) +10, Disable Device +7, Hide +12, Listen +0, Move Silently +4, Open Lock +6, Spot +2, Use Rope +4
Feats:	Skill Focus (Craft [poison making]), Skill Focus (Craft[trapmaking])
Environment:	Any
Organization:	Solitary, gang (2–4), squad (6–10), band (11–20)
Challenge Rating:	1
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	3 HD (Small)
Level Adjustment:	—

A toy soldier appears as a child's play toy, a little over a foot tall, though one of exceptional artisanship.

Created as the perfect assassin, these constructs are intelligent, patient, malevolent and capable of great destruction. They are often given as gifts, and they activate and carry out their instructions either through the designation of a command word or under special circumstances (such as on the first night after their delivery). The construct never turns on its creator.

A toy soldier stands 16 to 18 inches tall and weighs two to three pounds. The carver often adds weapons, which do damage as Tiny weapons of the appropriate type, and they can wear light armor, though they rarely do.

Toy soldiers speak Abyssal and any languages the creator spoke at the time of creation, typically Common, Infernal, or Draconic.

Freeze (Ex): A toy soldier can hold itself so still it appears to be an inanimate object. When in this form, any weapon the creature is holding or carrying appears to be made of wood. When using this ability, only *true seeing* can determine the creature is animated.

Combat

Toy soldiers rarely fight straight on. Since they are created to cause as much damage as possible, they usually attack people sleeping, helpless or otherwise unaware. They love using traps and poisons and any area they claim as their own soon has dozens of traps set around it.

Construction

A toy soldier's body must be carved from a single block of ash wood worth 100 gp and painted with paints made from powdered gems worth 500 gp. Crafting the body requires a DC 20 Craft (woodworking) check. The creator must also bind a chaotically aligned extraplanar creature to the crafted doll.

CL 11; *Craft Construct, animate object, lesser planar binding, geas/quest, crafter must be able to cast both divine and arcane spells*; Price 2,400 gp; Cost 1,500 gp + 360 xp.

Gem of Location

This is a two-part magic item. One half — a large, well-cut gem — fits into the other half, the setting of a gold or platinum ring, and neither half works without the other. Often these magic items are created for couriers and spies to prevent information from falling into the wrong hands. One courier carries the gem to its destination; another courier then brings the ring. When the two parts of the ring are connected and the ring is worn, a map showing a specific location (marked with an X) and the surrounding area appears in the air before the wearer. Only the wearer can see the map, but it includes enough of the surrounding area to pinpoint the exact site.

When a gem of location is created, the magic item absorbs all memory of the location into it from either the creator or someone the creator designates. The creator or designee remembers only that the information remains available in the gem but not what that information is. The creator or designee must have visited the location

and must describe it in detail, and the location indicated must be specific and known to the creator or creator's designee; generic locations such as "the nearest treasure horde" do not work, but a setting such as "where I hid my cloak of the bat" would.

This item exists to find a specific location and only works for the position attuned to it, so even if objects are moved or stolen, the gem still only shows their last known position. Re-attuning the gem of location to find a new site costs the same as repairing a broken gem of location. If either identify or arcane dweomer are cast on one of the two parts, the information imparted to the caster includes the knowledge that both halves of the gem of location must be found before the magic item is of any use. In the case of multiple gems, the spells must be cast on both halves to determine the correct gem to match with its corresponding ring.

Faint divination; CL 3rd; *Craft Wondrous Item or Forge Ring, locate object*; Price: 2,000 gp.

Parchment of Dreams

This plain piece of blank parchment always appears torn and dirty, though those aware of its powers usually keep it inside well-made scroll tubes or chests. If someone writes the name of an object with a value of 25,000 gp or less onto the parchment and then speaks the name of the object while holding the page with both hands, the item appears in the nearest adjacent space to the user. If no space is available to hold the object, it appears in the nearest space available to hold it, up to 100 miles away.

The amount of detail written down determines how much detail goes into the creation of the object. If the name of a magic item is written on the paper, the item appears as a typical object of its type. If an object such as "house," "boat," or "diamond" are written down, the parchment creates a typical object of its type with a value up to 25,000 gp. If the user wishes to create "a two-masted sailing vessel with ten sweeps and a mermaid figurehead," such must be written into the description on the parchment. Buildings are always unfurnished, vehicles unmanned and containers empty. The parchment never deliberately creates an unusable item, but if the user requests something which cannot be purchased for 25,000 gp or less (such as a castle), a smaller version of the object is created that might be unusable. Living beings cannot be created with a parchment of dreams.

If the object written on the parchment has a value of greater than 25,000 gp, the attempt fails and the parchment bursts into flames, causing the person holding it to take 1d6 points of fire damage and ruining the magic item. Each parchment of dreams is only usable once, and they are never found with an object's name already written on them. 1d4-1 parchments can be found in a treasure horde, though it's very rare to find more than one.

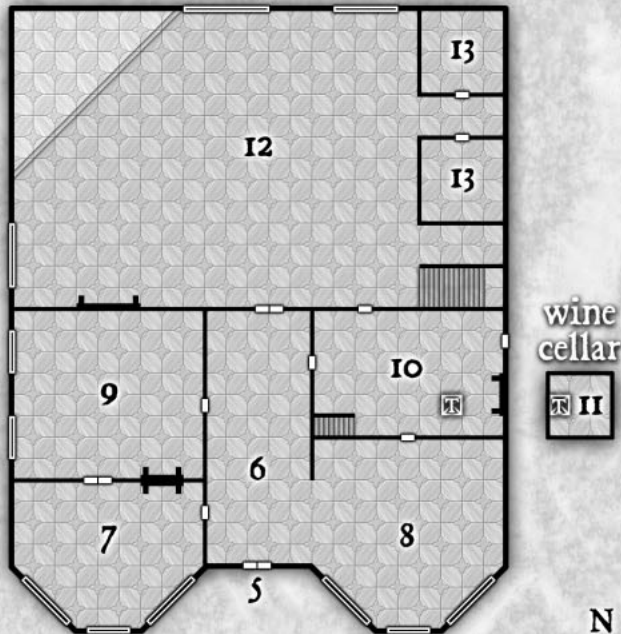
Some scholars believe a cursed version of the parchment of dreams exists that gives the user's greatest enemy what he asks for himself.

Strong universal; CL 20th; *Craft Wondrous Item, Scribe Scroll, wish*; Price: 50,000 gp. Cost: 11,475 gp + 15,918 XP.

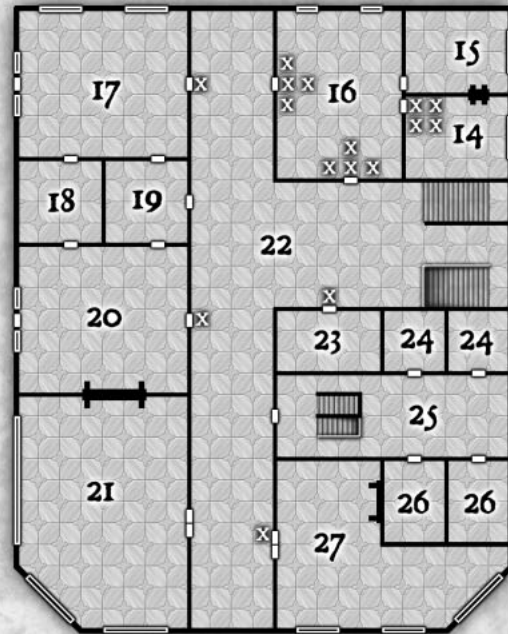


Althere Mansion

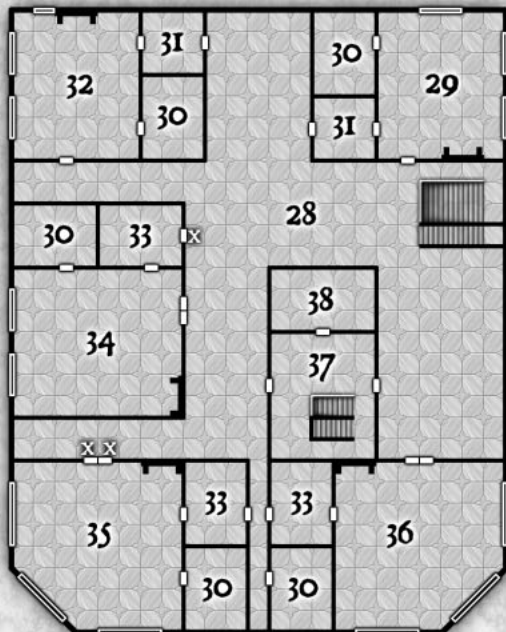
first floor



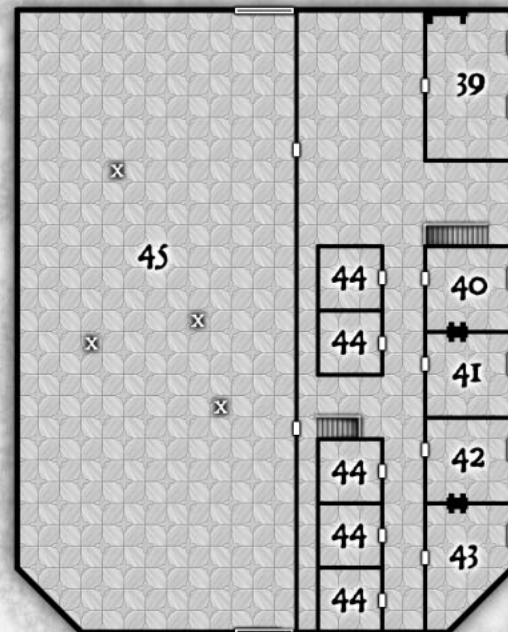
second floor



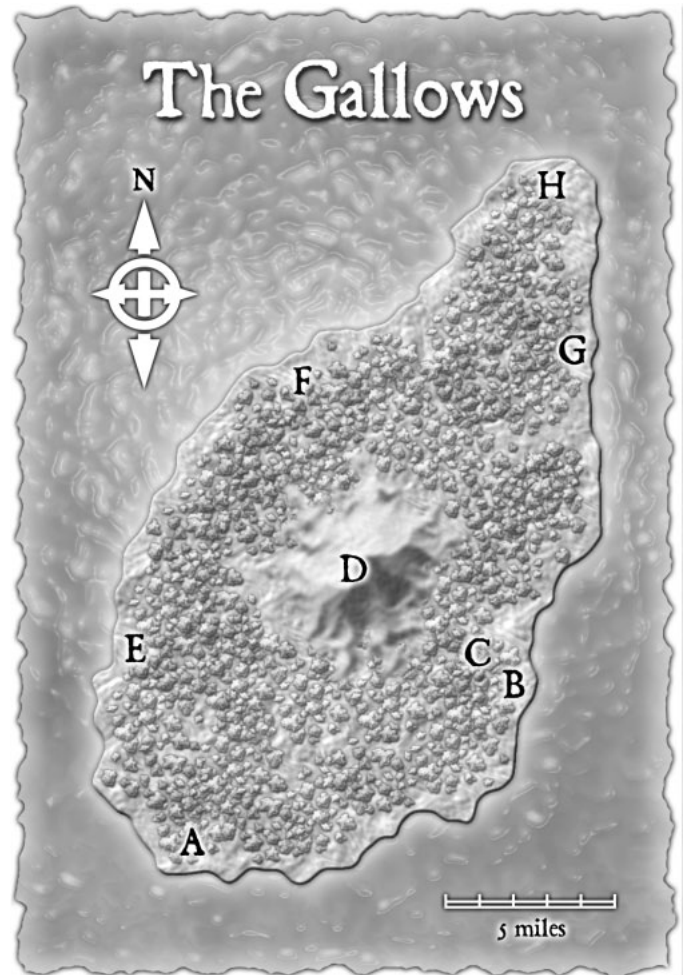
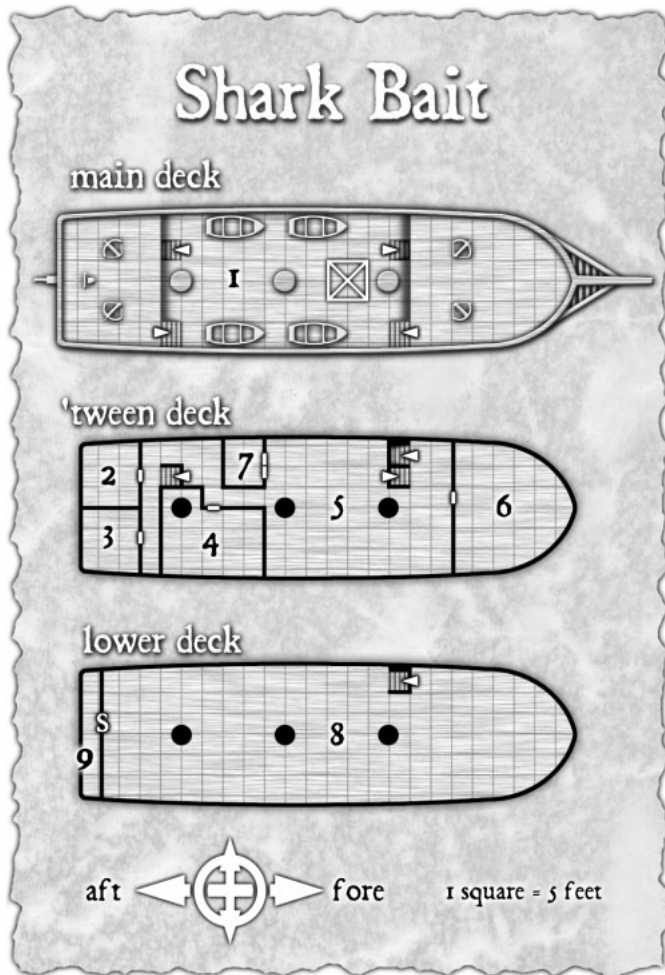
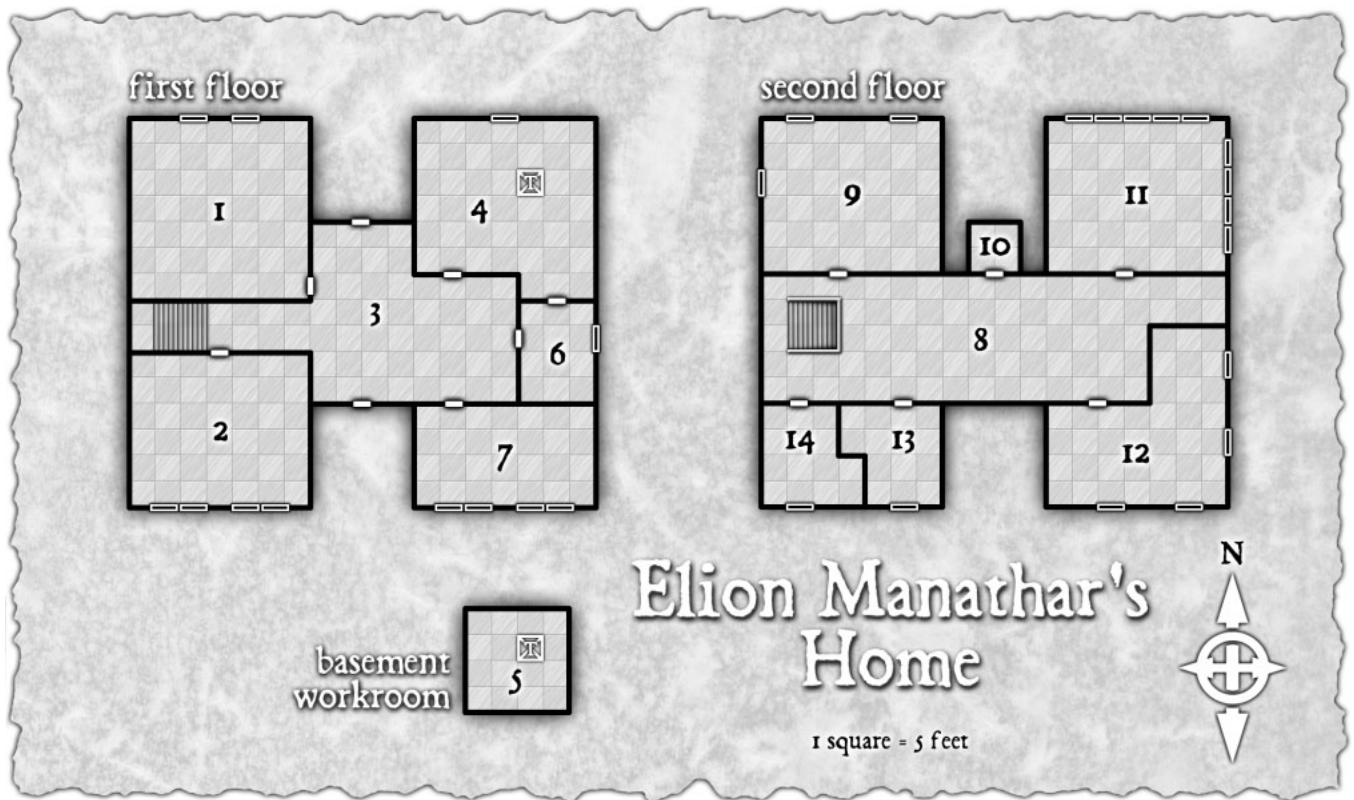
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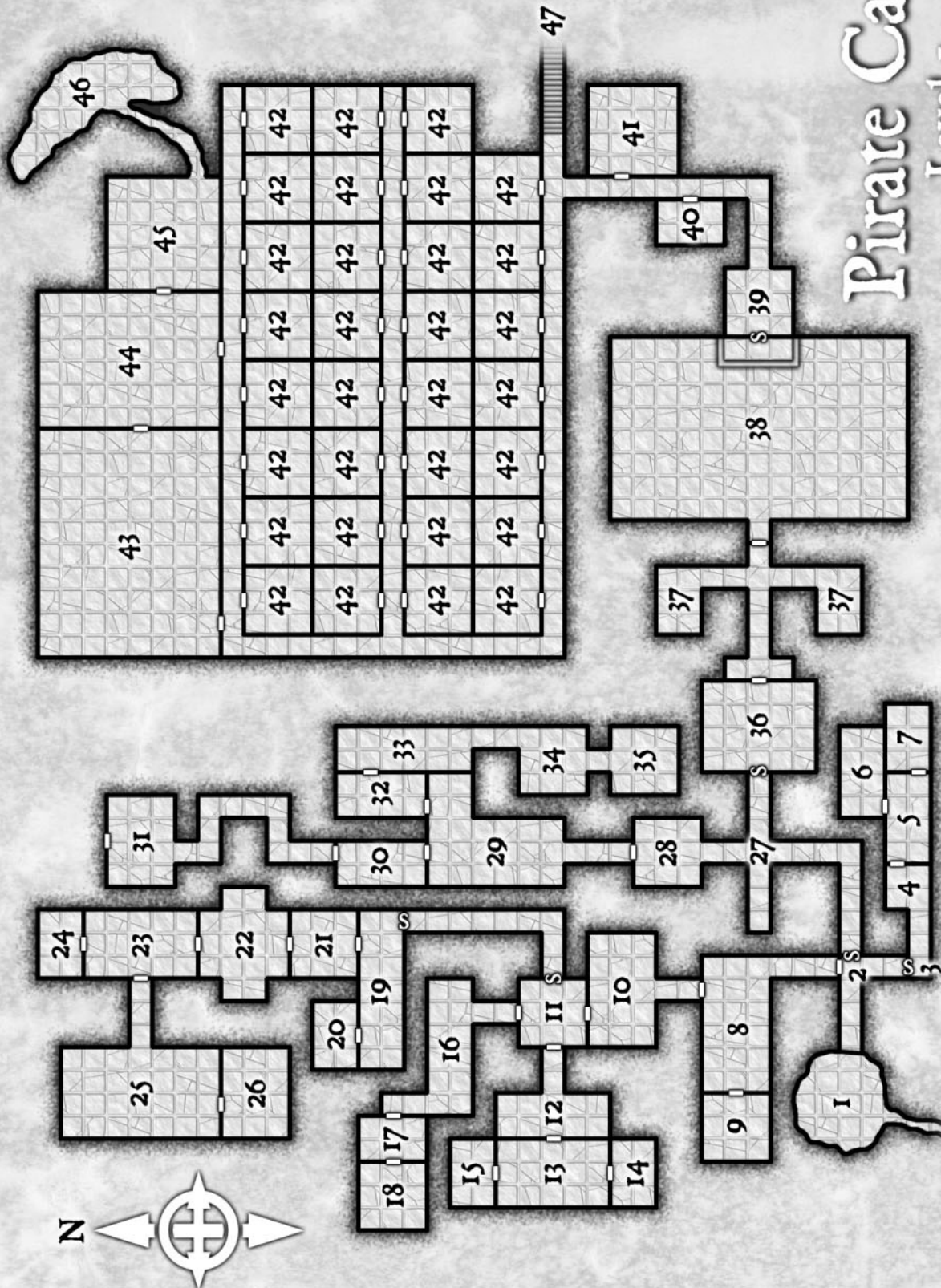
1 square = 5 feet

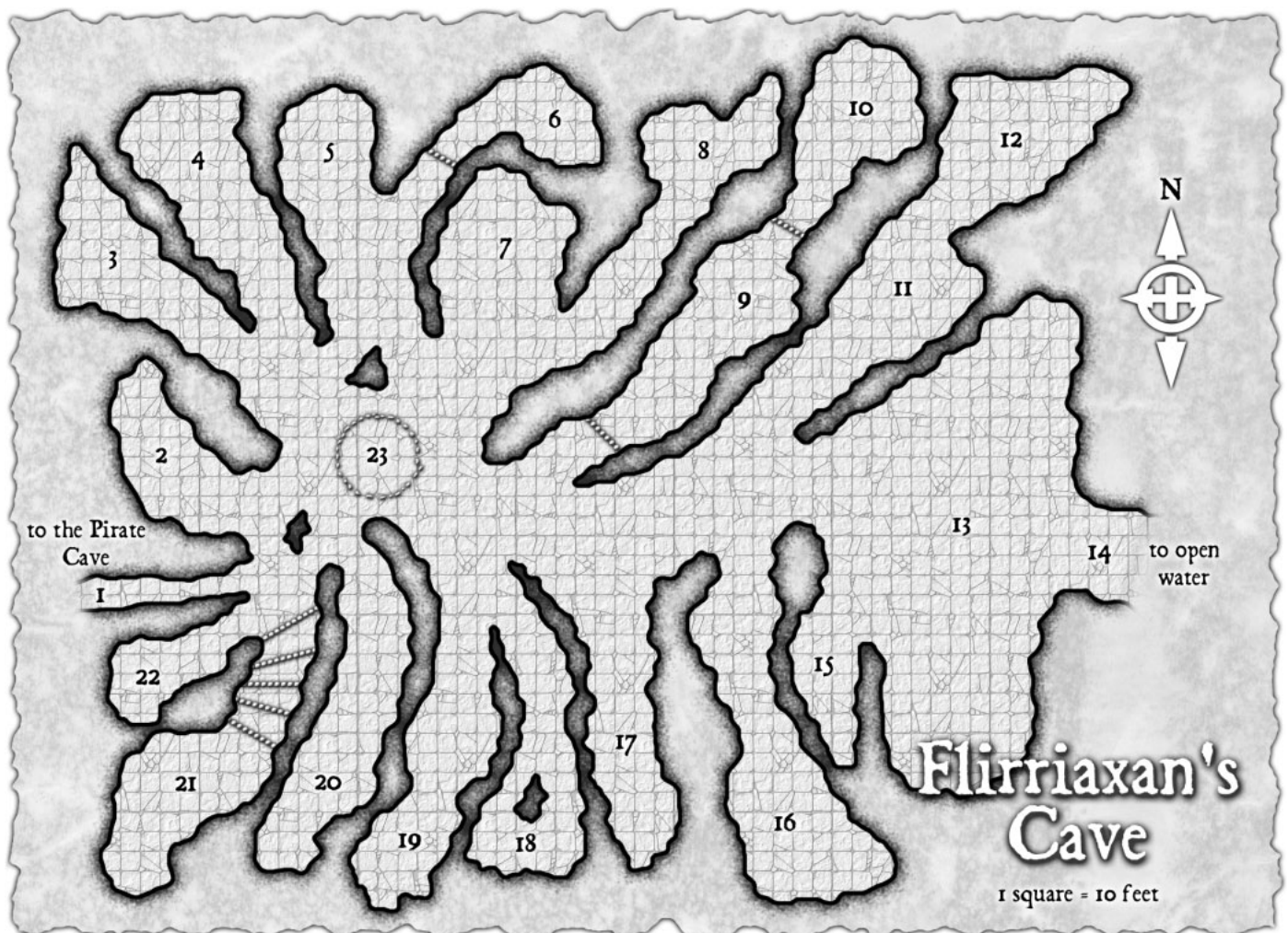
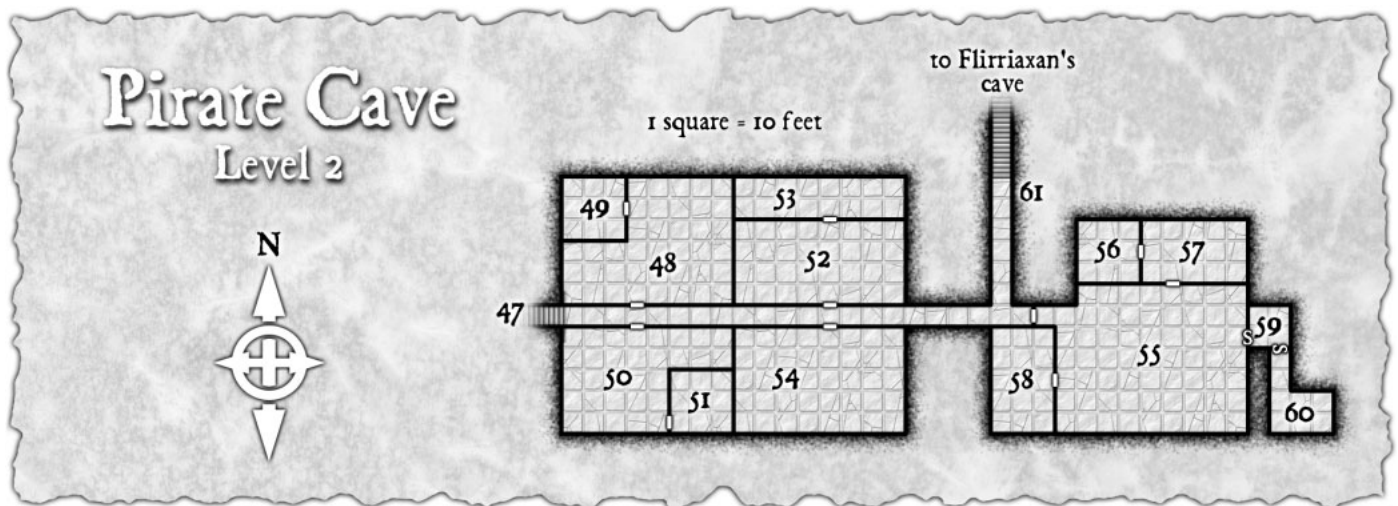


Pirate Cave

Level 1

1 square = 10 feet





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