RAZOR COAST™

Swords & Wizardry

ISBN 978-1-62283-190-6

FROG GOD GAMES

RAZOR COAST

Created By: Nicolas Logue

Contributing Authors: Lou Agresta, Tim Hitchcock, John Ling, Nicolas Logue

Special Guest Designers: Wolfgang Baur, Adam Daigle, Tom Knauss, Frank Mentzer, Richard Pett, David Posener, Craig Shackleton, Greg A. Vaughan, Brendan Victorson

Swords & Wizardry Conversion: Matthew J. Finch, James Redmon, Skeeter Green

Developers: Lou Agresta, Nicolas Logue, Greg A. Vaughan

Producers: Lou Agresta, Bill Webb

Editors: Lou Agresta

Editorial Assistance: Rone Barton, Erik Frankhouse, David Hall, John E. Ling, Jeremy Miller, Ernest Mueller, Jeff Spencer

Ruleset Conversion: John E. Ling

Electronic File Conversion: Jeffrey Hersh, Robb Lukasik, Karen McDonald (God-Empress of the Universe), Tim Shadow, Rob Smith

D20Pro Electronic File Conversions: Rachel Ventura (Blonde Frog)

Art Direction: Lou Agresta, Nicolas Logue, Charles A. Wright

Template Design and Layout: Tiara Lynn Agresta & Charles A. Wright

Production Artist: Tracy VanTilburg

Additional Design and Touchups: Erik Frankhouse

Cover Art: Wayne Reynolds

Interior Art: Rowena Aitken, Richard Clark, David Day, Steve Ellis, Andrew Hou, Eric Lofgren, Claudio Pozas, Wayne Reynolds, Ted Reed, Tony Schmidt, Cynthia Shephard, Hugo Solis, & Savage Mojo's: Aaron Acevedo, Alec Acevedo, Chris Malidore, Chris Bivins, and Carly Sorge

Cartography: Robert Altbauer, Erik Frankhouse, Rob Lazzaretti, Sean Macdonald, Hugo Solis

Playtesters: Jason Schaff, Sridhar Ayengar, Robert Gee, and Erik Frankhouse and The Crew

Special Thanks: Patient and supportive fans everywhere! Lou would like to thank Jeff Spencer, whose monumental proofreading chops and willingness to work all hours crossed the border from titanic into flat out Herculean, and Rone Barton and Erik Frankhouse for the brainstorming sessions clarifying organization and contributing ideas – don't know what I'd have done without them! Skeeter Green would like to thank James Redmon and Matthew J. Finch, without whom this version of the book would never have been possible. Thanks guys!

FROG GOD GAMES

FROG GOD GAMES IS

CEO
Bill Webb

VP OF MARKETING & SALES
Rachel Ventura

CREATIVE DIRECTOR: SWORDS & WIZARDRY
Matthew J. Finch

ART DIRECTOR
Charles A. Wright

CREATIVE DIRECTOR: PATHFINDER
Greg A. Vaughan

INTERNATIONAL MAN OF MINIONS
Skeeter Green

OPEN GAME CONTENT:

Open Game Content may only be Used under and in terms of the Open Game License Version 1.0a (OGL).

This entire work is designated as Open Game Content under the OGL, with the exception of the trademarks "Swords & Wizardry," "S&W," "Frog God Games," "FGG," "Lost Lands," and "Razor Coast," and with the exception of: proper names of characters and locations, all locations, all artworks, all cartography, and all plotlines. In addition to the foregoing, the Trade Dress of this work (font, layout, style of artwork, etc.) is reserved as Product Identity. The following information is included for purposes of clarification only and is not a limitation on anything above: (1) names of monsters that do not contain a proper name are designated as Open Game Content, along with the entire description of the monster; (2) Spell descriptions that do not contain a proper name are designated as Open Game Content, along with the entire description of the monster; (3) Island and town names, however, are Product Identity and cannot be Used without written permission from FGG.

©2013 Frog God Games, LLC. All rights reserved.

Reproduction without the written permission of the publisher is expressly forbidden. Frog God Games and the Frog God Games logo is a trademark of Frog God Games. All rights reserved. All characters, names, places, items, art and text herein are copyrighted by Frog God Games, Inc. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

Open Game License Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game

Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royaltyfree, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000. Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch
Monster Compendium: 0e, Copyright 2008, Matthew J. Finch
Pathfinder RPG Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
Monstrosities Copyright 2013, Matthew J. Finch, Frog God Games

Giant, Sea from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax

Gulper Eel from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Kelpie from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax

Dead Man's Chest Copyright 2005 Necromancer Games, Inc.; Authors Lance Hawvermale, Rob Mason, Robert Hunter, Patrick Goulah, Greg Ragland, Matt McGee, Chris Bernhardt, Casey W. Christofferson, Chad Coulter, Skeeter Green, and Travis Hawvermale, with additional contributions by Erica Balsley, Lindsey Barrentine, Jay Decker, Rachel Mason, and Nadine Oatmeyer.

Mother of All Encounter Tables Copyright 2004, Necromancer Games, Inc.;Author Greg Ragland.

Netbook of Feats Copyright 2000 Fantasy Netbook Community Council - Authors: Agust'n Mart'n, Alan Sullivan, Alan Z. Eisinger, Albert Nakano, Anne Trent, B. Marcus Lindberg, Bradley H. Bemis Jr., Brendan Quinn, Brian A. Smith, Carl Cram r, Chris Meravi, Curtis Bennett, Daniel Langdon, David Spitzley, Dominique Crouzet, Eric D. Harry, Ian Cheesman, Jerry M. Chaney II, John O. Lamping, Jose Lira, Joshua Turton, Marcus Lindberg, Mark Koh, Michael J. Kletch, Paul W. King, Peter K. Campbell, Rafael Arrais, Rebecca Glenn, Rick Coen, Robert Michael Ogilvie, Scott Metzger, Sigfried Trent, Steven J. Damon, S bastien Adhikari, Terje Kristian Backman, Timothy S. Brannan, Troy Lenze, Tyson Neumann, William Batok, William Setzer.

Original Spell Name Compendium Copyright 2002 Clark Peterson; based on NPC-named spells from the Player's Handbook that were renamed in the System Reference Document. The Compendium can be found on the legal page of www.necromancergames.com.

Advanced Bestiary, Copyright 2004, Green Ronin Publishing, LLC; Author Matthew Sernett.

Bard's Gate Copyright 2006 Necromancer Games, Inc.; Authors Clark Peterson, Casey Christofferson and Shane Glodoski based on original material created by Clark Peterson and Bill Webb.

The Wizard's Amulet Copyright 2000-2002, Necromancer Games, Inc. Crucible of Freya Copyright 2000 Clark Peterson and Bill Webb, Necromancer Games, Inc.

Tomb of Abysthor Copyright 2001, Necromancer Games, Inc., Authors Clark Peterson and Bill Webb.

Rappan Athuk—The Dungeon of Graves: The Upper Levels Copyright 2000 Clark Peterson and Bill Webb, Necromancer Games, Inc.

Rappan Athuk II—The Dungeon of Graves: The Middle Levels Copyright 2001 Bill Webb and Clark Peterson, Necromancer Games, Inc.

Rappan Athuk III—The Dungeon of Graves: The Lower Levels Copyright 2002 Necromancer Games, Inc., Authors Bill Webb, W.D.B. Kenower and Clark Peterson.

Creature Collection Copyright 2000, Clark Peterson.

Creature Collection Revised Copyright 2003, White Wolf Publishing, Inc.

Relics & Rituals Copyright 2001, Clark Peterson.

Original Spell Name Compendium Copyright 2002 Clark Peterson; based on NPC-named spells from the PlayerÕs Handbook that were renamed in the System Reference Document. The Compendium can be found on the legal page of www.necromancergames.com.

Dead Man's Chest Copyright 2005 Necromancer Games, Inc.; Authors Lance Hawvermale, Rob Mason, Robert Hunter, Patrick Goulah, Greg Ragland, Matt McGee, Chris Bernhardt, Casey W. Christofferson, Chad Coulter, Skeeter Green, and Travis Hawvermale, with additional contributions by Erica Balsley, Lindsey Barrentine, Jay Decker, Rachel Mason, and Nadine Oatmeyer.

Razor Coast Copyright 2013 Frog God Games, LLC; Authors Lou Agresta, Tim Hitchcock, John Ling, Nicolas Logue

Razor Coast™

Table of Contents

CHAPTER ONE
Into the Razor 1

CHAPTER TWO
Build an Adventure Path 23

CHAPTER THREE
Port Shaw 105

CHAPTER FOUR
Beneath and Near Port Shaw 137

CHAPTER FIVE
To Sail the Razor Sea 171

CHAPTER SIX
Night of the Shark 209

CHAPTER SEVEN
The Kraken Strikes 231

APPENDIX ONE
Everything New Except Monsters 264

APPENDIX TWO
Recurring NPCs 270

APPENDIX THREE
Bestiary 272

APPENDIX FOUR
Gazetteer of the Greater Razor Coast . .284

APPENDIX FIVE
Book of Indulgences 293

APPENDIX SIX
Deep Waters by Frank Mentzer 365

APPENDIX SEVEN
Handouts 389

APPENDIX EIGHT
Campaign Worksheets 393

The Razor Coast
Distance in Miles
0
100
Face of the Frozen God
Bonedown of the Ancients
Anchor Bay
Sammerlock Sails
Dominion of the Sea King
Beacon Island
Blood Steam Jungle
Moonfall Atoll
Dreadsmoke Mountains
Valley of the Kala'a
Darkol Island
Kraken's Reef
Redmaw
Sloth-Eye's Doldrum
Cove of the Dead Gods
Pearl Eye Atolls
Grove of the Whispering Tiger
Fiery Heart
Blacksink Marsh
Halgrin's Rest
Kai's Bay
Koa Islands
Witch's Teeth
Port Shaw
Fort Stormshield
Lighthouse
Mnt. Harbinger
Bonegnaw's Cove
Isle of Grey Whispers
Nagshead Hill
Black Bear Forest
Kakeou
Bainwright Island
Dragon's Dredge Rift
Shark's Folly
N
W
E
S
Isle of Maht
Carcass
Skull Sargasso
SCM

Introduction to the Razor Coast

The Razor Coast has drawn men to madness and slaughter since the world was young. Tulita natives, born from the same fire as this jagged coast, claim the Razor existed long before the world's other lands. It is a crucible of flame cooled by the ocean's caress and its mountains, reefs, and lightless depths teem with as many terrors as lustrous spoils. The Razor bucks the trappings of civilization in much the same manner the storm-tossed sea spurns the men who dare mount her. This is no place for the weak-willed. Untested souls are food for its storms, its fickle gods, its ancient spirits, and the evil predations of unfathomable creatures. No less dangerous are the men who make the coast their home and whose dark desires put most horrors to shame.

Every year another colony of hopeful settlers springs up, only to be silenced by the unforgiving landscape or butchered by fearsome tribes of monsters lurking just beyond the tree line. Yet still the colonists come in their hundreds, lured to the coast's riches: its kava, its jocas fruit and koa wood, to name but a few. All treasures worth twice their weight in gold and all ripe for the picking along the Razor. Mossy placards emblazoned with the bold names of these colonies' founders are the only testament left to their brief, prideful existence. The last chapter of their story is now told in dust and ash.

Port Shaw is the only survivor. The town clings to the coast like the sea's most stubborn barnacle, impossible to scrape from the Razor's edge. At times it limps along, vexed by demons, angry gods, cannibal tribes, dread pirate armadas and worse; but at present the city thrives as foreign vessels flock to its harbor, their holds hungry for whale oil and other treasures.

Port Shaw menaces and delights in equal extremes. Treasures and pleasures abound in this whaling boomtown, but evil and abandon take almost every soul who comes her way. This playground of pirates is ruled by the crushing fist of the Municipal Dragoons and filled with both the ancient curses of the coast's Tulita natives and dark secrets of its own. It is an easy place to die, and a town where countless legends are born . . .

- Reiker Glassgrinder, accredited naturalist of the Guild of Cartographers and Explorers

A Quick Note Before We Begin

Razor Coast was originally written for the *Pathfinder Roleplaying Game* by Nick Logue, and was edited and produced by Lou Agresta. For better or worse, I have made some very significant changes to the setting/campaign, so Lou's original introduction, which is to be found here in the Pathfinder version, no longer fits the subsequent pages particularly well.

One of the signal differences between the two introductions is that Lou introduces the Razor Coast as a pure sandbox campaign, which, in the language of the so-called "old schoolers" is not entirely correct. It's true for *Pathfinder*—don't get me wrong—but over the years, the definitions of the words "sandbox" and "campaign" have evolved to have a very different meaning than many *Swords & Wizardry* players might use.

Campaigns

In the original wargamer's parlance, the word "campaign" had the same usage common among modern RPG players, meaning a series of linked scenarios that were each affected by the results of the scenario that came before. The origin of the wargaming word is, as one might expect, military—armies went into the country (the true, original use of the word), to capture or destroy a series of military objectives. This longer-than-one-battle sequence was what the wargamers sought to emulate on the tabletop or board.

Since a series of linked scenarios was generally defined, for wargamers, in terms of the terrain and the objectives, a campaign was usually very dependent upon the overall map. When fantasy wargaming began, fantasy maps were created to house the campaigns. Then, in the manner of linguistic change, these fantasy *worlds* began to be referred to as the "campaign," even though the term originally meant the sequence of *scenarios*. This isn't to say that the fantasy wargamers were wrong—campaign (or rather *campagne*) means countryside—but it created a dual gamer-definition of the word that persists to this day.

Thus, when the author and producer of the *Pathfinder* version say that the Razor Coast is a "campaign," what they mean is that it is a series of linked adventures in which the earlier adventures affect some of the parameters of the later ones. Essentially, the Razor Coast is like a vast and free-wheeling version of the game's early, tournament-series modules. Granted, these tournament modules, by their very nature, restricted the players' ability to engage in general exploration. However, many of these, such as the Giants series and the Slavers series, are generally perceived as the great classics of the game.

For the gamers who started playing in the earliest days of fantasy roleplaying (but weren't wargamers) a campaign isn't so much a series of adventures, it is a campaign setting. A setting is a map, an area, a region that isn't so much defined as a series of adventures as by its lack of any required sequence of events. In a sense, the word "campaign" meaning a series of expected scenarios, and the word "campaign" meaning the wide-open spaces of an undetermined future for the characters, have fundamentally opposite meanings.

The *Swords & Wizardry* version of Razor Coast is a campaign in both senses of the word. This region is well and richly described in some areas, and left open for the Referee's own development in other areas. The series of adventures woven into it can be seen as nothing more than a resource, they can be used as a full sequence like in the old mode of tournament play, or they can be used in bits and pieces as stand-alone events.

Sandboxes

Just as the term "campaign" has gone through multiple usages, so has the term "sandbox." At this particular moment, early in the year 2013, sandboxes are considered the *sine qua non* of old school adventuring. I tend to agree, provided that the gaming group has the time for it and the players themselves enjoy directing the events between the actual adventures. Some people prefer to skip to the good parts, or to play one-shot adventures, or to let the Referee dictate the more pedestrian parts of the characters' stories. I would be the last person to condemn this type of episodic gaming as somehow inauthentic or inferior—especially in this day and age when time is at a tremendous premium for so many of us.

As I mentioned above, Razor Coast was designed as a freewheeling series of linked adventures, but not so much as a vehicle for breaking away from the adventure sequence. Indeed, the Pathfinder draft of the book does not contain a region-specific random encounter table for waterborne adventuring. That isn't an omission, since there's a perfectly good set of tables in the rulebooks, but it points out that the *focus* of the Pathfinder version is the adventures rather than the countryside.

In the case of the *Swords & Wizardry* version, we had in addition to myself a tremendously talented team of adapters: Skeeter Green, James Redmon, and Jeff Harkness. Our goal was to supplement the double-barreled adventure sequence that weaves through the Razor Coast with sandbox tools, such as the random encounter chart, and also to downplay some of the elements that were originally designed to move the adventure sequences forward, thereby making it easier for the players to go on side-adventures without causing undue grief to the hardworking Referee. By doing so, I think we have successfully navigated – if the gentle reader will pardon me the nautical analogy – a safe channel between the shoals of "paralysis-by-too-many-choices" on the one hand, and the sharp rocks of "too-scripted" on the other hand. Some readers will no doubt feel that the balance we have struck is neither the finest nor the fittest that could have been achieved, for this is the

nature of a balancing act. However, there are many pure sandboxes, and many pure adventure-sequences, but not so many books that weave the two together. The book you are about to read is something extremely appropriate to its own subject matter—a hybrid form.

From this point onward in the introduction, you are reading a highly-edited version of Lou Agresta's introduction to the Pathfinder version, adapted to the nature of the Swords & Wizardry version. I have removed his signature from the bottom, because I have so dramatically altered the details of what he wrote.

Good Gaming in the Demesnes of the Pirates!

— Matt Finch

Welcome to Razor Coast

Razor Coast is a sandbox-style, mini-campaign setting and toolkit that guides the Referee to create a high-fantasy, age of sail adventure path for a party of player characters ranging from 3rd to as high as 10th level. The action of the campaign runs from the iniquitous town of Port Shaw, into the catacombs and sewers beneath this city, along the Razor Coast, and both atop and below the waves of the mysterious Razor Sea. Detailed within are adventuring sites, a host of diabolical villains, potential enemies and allies, and countless insidious plots set around a struggling, isolated whaling port, a port founded by foreigners seeking to extract local riches for their own gain. The book also contains a gazetteer of the Razor Coast that lists unexplored regions, presents all manner of new items—mundane and magical—new monsters, optional rules, and a host of other exciting game-play possibilities.

Who is this book for?

This book is designed for the ***Swords & Wizardry*** Referee who wants to add a bit of Caribbean-Sea pirate flavor into a campaign, whether as a source of ideas, as a demi-plane or alternate world, or as a pre-prepared campaign setting. Since the general level of technology in this area is higher than the average fantasy campaign (roughly the 17th century CE), there should be some sort of barrier separating it from a traditional campaign, whether that is a planar barrier, a physical barrier such as a wall of storms, a barrier in distance (e.g., it's on the other side of the world and the only way to get there is with powerful magic), a barrier in space (e.g., it's on the world's moon or an nearby planet, as Mars in the Barsoom books), or a barrier in time that requires time traveling magic to reach.

Producer's Note – Bemoaning Undead Cannibal Pygmies

As you will come to notice, the Producer likes cannibal pygmies, preferably undead or mutating, and wishes the Author had included them without his help.

What is inside?

Here is an overview of what you will find in the chapters of ***Razor Coast***:

This introduction

Tells you what the book ***Razor Coast*** is, what it is not, explains some new ways of using old terminology, and outlines what you can expect to find inside.

Chapter 1 – Into the Razor

Contains an overview of the Razor Coast's recent history, introduces Port Shaw – the adventurers' most likely home base – and describes the setting's primary movers and shakers.

Chapter 2 – Build an Adventure Path

Provides the road map for building your ***Razor Coast*** campaign. This chapter is a combination blueprint, instruction manual, Referee advice guide, and roadmap. It reveals the hidden power structures in the Razor, summarizes all the plots and subplots that are going on behind the scenes, and organizes the adventure possibilities by level.

Chapter 3 – Port Shaw

In addition to introducing your players to Port Shaw – the so-called 'civilized' world's toe-hold in the Razor – this chapter holds everything you need to get your campaign started: hooks to introduce existing characters to Razor Coast, vignettes to set the scene and convey the flavor of this infamous city, rumors and whispers to intrigue the party, encounters to show them Port Shaw's rougher side, and a menu of incidents to entice your players to take those first baby steps into what we call the "Background Plots." Background Plots are current status of major ongoing events in the Razor, along with information about how the characters can influence them or be influenced by them. . **Chapter 3** also details many of the important NPCs and their locations in Port Shaw.

Chapter 4 – Beneath and Near Port Shaw

You thought Port Shaw was bad? Wait until your players venture outside the city or below it. **Chapter 4** gives you all you need for navigating the ancient and foully infested sewers below ground, lays out rumors and

dangles adventure opportunities to draw the party out of the city, and serves up new monsters. Key locations outside Port Shaw draw your players deeper into the campaign's Background Plots, while beneath Port Shaw seven sections of sewer provide important clues, some of which may prompt them to set sail for the horizon.

Chapter 5 – To Sail the Razor Sea

It takes a ship to sail the Razor, and **Chapter 5** explores what players need to know about the high seas: acquiring a vessel, gauging the weather, and more. This chapter provides encounters to challenge the party while on the ocean. It includes important adventures and scenarios that set the stage for some of the main Background Plots. It also includes undead cannibal pygmies!

Chapter 6 – Night of the Shark

All the encounters involved in the first of ***Razor Coast's*** two Background Plots. **Night of the Shark** takes place because Port Shaw is (at the beginning of the mini-campaign) at the mercy of Dajobas' wereshark minions, with only the adventurers to foil a surprise assault and prevent the Shark God from returning to devour the world. Provides a step-by-step guide to designing and executing your campaign's own unique **Night of the Shark** Background Plot.

Chapter 7 – The Kraken Strikes

What could be worse than a revenant Shark God bent on devouring all existence? The Krakenfiend of course. This chapter contains all the encounters required to bring the foul and intricate plots of Harthagoa – spawn of Demogorgon and a she-kraken – to a head. The players must rally their allies, still reeling from a night of weresharks and blood, to defeat the monster that has time and again handily crushed the Razor's most potent heroes.

Appendix

Razor Coast provides your players a host of new options. We accumulated them here for easy reference. We've also assembled for Referee convenience all the new items, optional rules, stats for recurring NPC types, and every new monster created for ***Razor Coast***, except those found in the supplemental material. Additionally, we tossed in extra blank copies of the worksheets, checklists, and tracking tools from **Chapter 2**. Finally, the **Appendix** delivers inspiration, outlining all the mysteries and terrors of the region – especially those not developed elsewhere in the book – and invites Referees to come play in the sandbox.

Tell Me About This Book

Razor Coast is both setting and campaign, written sandbox style. It is a toolkit intended to help Referees construct their own series of adventures from the encounters and seeds provided. The book anticipates some Referees might want to ignore the embedded campaign altogether and simply explore the Razor. The creator describes many sections of the Razor Coast specifically to jumpstart such creativity, but deliberately leaves them undeveloped, inviting your imagination to come play. If that is your bent, please indulge!

Let us know how it goes. Consider posting a play report on www.talesofthefroggod.com, but be warned: if your characters run into the NPCs as written, the underlying web of connections written into the book may draw players into the embedded campaign despite a Referee's best intentions.

Design Overview

The plot of ***Razor Coast*** is non-linear, but the campaign has a trajectory because its major villains work hard to drive their own sinister plans to fruition. As a result, two overarching series of events—one minor and one major—are embedded in the campaign. There is no pre-defined path, no encounter map the adventurers *must* walk, to engage these events. Instead, we divided the encounters of the campaign into stand-alone encounters that work on their own, and mini-adventures that are related to the more significant underlying events being driven by the area's major villains.

Finally, I'd like to offer a note of personal thanks for the unending patience, encouragement, and support of the gaming community. This just would never have been possible without your steadfastness, generosity, and unflappable support for the creative arts.

Without further ado, I present Nicolas Logue's ***Razor Coast***. Please enjoy!

— Lou Agresta
Razor Coast, Editor/Producer
(Lover of Undead Cannibal Pygmies…
er wait…that came out wrong)

CHAPTER ONE

INTO THE RAZOR

Rule the Razor you say? A fool's ambition. The subtleties and perils of this realm are manifold. Land and sea commit murder at the whim of ancient gods. Men's smiles hide a thousand knives. Those fooled into believing that the Kraken's tentacles are more fearsome than its insidious and far-reaching schemes soon find themselves cruelly enlightened – usually moments before calamity claims their souls. The Razor is too vast, its terrors too multitudinous, for even the bravest adventurer to conquer. It won't stop them from trying though, and that means good business for me. I thank the gods daily for sending so many fools into this world.

— Saldrin Seaheart,
local guide and purveyor of "adventuring supplies"

The Razor Coast
Face of the Frozen God
Bonedown of the Ancients
Anchor Bay
Sammerlock Sails
Deadly Reef
Beacon Island
Moonfall Atoll
Parkol Island
Dreadsmoke
Redmaw
Valley of the Kala'a
Blood Steam Jungle
Sloth-Eye's Doldrum
Cove of the Dead Gods
Pearl Eye Atolls
Whispering Tiger
Grove of the
Blacksink Marsh
Fiery Heart
Witch's Teeth
Halgrin's Rest
Port Shaw
Kai's Bay
Koa Islands
Fort Stormshield
Lighthouse
Mount Harbinger
Nagshead Hill
Isle of Grey Whispers
Black Bear Forest
Dragon's Dredge Rift
Kakeou
Bainwright Island
Shark's Folly
Skull Sargasso
Isle of Maht
Carcass
scm

This chapter contains the keys to adventuring on the Razor, as well as to exploring the background of the campaign, including all the most important background information for the Referee, non-player characters and events of ***Razor Coast***.

The first chapter is divided into three sections: section one provides a backdrop on the sordid and mystery-shrouded history of the Razor Coast region; section two details Port Shaw as a home base for the characters; and the third, entitled Dramatis Personae, introduces several of the most important (and most colorful) characters involved in the background plots. How the characters interact with the Dramatis Personae determines much of the adventure's outcome.

Life on the Razor

The Razor Coast is a land of promise and danger. Balmy weather throughout most of the year ensures plentiful crops, and the lush green of the coast grows unchecked during the lengthy wet season. Still, the elements do their best to keep life exciting for residents. Tropical storms sweep down the coast on a moment's notice. Earthquakes strike with little warning. The volcanic Dreadsmoke Mountains threaten eruption and tidal waves wash away whole villages, sucking them out to sea. Those hardy enough to survive, however, enjoy a land filled with natural treasures, bountiful food and all the trappings of paradise.

Yet the beacon of paradise, by its nature, draws evil to its shores. Men and women with conquest in their merciless hearts, freebooters who slaughter the innocent for gain, and inscrutable sea monsters all flock to the Razor to make their fortunes or hunt their prey. This is no place for a soul unskilled with blade or spell, and only the most hardened adventurers make their livelihood on the Razor.

The Razor in *Razor Coast*

The Razor Coast is named for the dangerous shoals and reefs dotting the Razor Sea. These hazards cut down vessels like a scythe to wheat, and have claimed thousands of ships over the centuries. Lost treasures and the sunken ships of ancient cultures long forgotten earned the Coast its other moniker – the Seafarer's Graveyard. No respectable seaman utters this nickname while at sea. It is ill luck to do so and brings calamity upon the ship, for the deep holds many mysteries and attracting their attention always proves unwise.

Recent History of the Razor

The Tulita Diaspora

The Tulita are a fierce and proud island people with extremely complex social mores and strong shamanic and monastic traditions. Once a force to be feared, they repelled not only the most ferocious of sahuagin raiding parties, but also brutal attacks by the Karikanti tribes of Blacksink Marsh.

Their small communities survived by harvesting tropical fruits and nutrient-rich vegetables while carefully controlling hunting. They appeased the spirits of Whale, Turtle and Dolphin with offerings and rituals, hoping to keep the Shark at bay forever. The Tulitas' only contact with other civilizations was limited to their association with a locathah kingdom below the waves.

Then the ships came: strange towering vessels, five times the size of a Tulita war canoe, spitting smoke from dozens of angry metal maws. Like Lakano Mua, the Red Misery, and other legendary dragons of old these foreign vessels sailed into Kai Bay and blocked out the rising sun's rays with their stretched canvas wings.

Soon after the first explorers stepped ashore, merchant cogs, three-masted frigates and whaling ships arrived in droves. Giant dromons and slave barges from the far off hell of Carcass laid siege to the Tulita as well. All manner of strange men and women rode these wooden monstrosities. Humans, elves, dwarves, orcs and other races soon established settlements in the area, though the Razor's savage mysteries as swiftly snuffed most of these out.

The Tulita believed the old gods of the sea sent these travelers and attempted to accommodate their needs at first, but it swiftly grew apparent these newcomers' ways were not in accordance with the Tulitas'. Many abused Tulita hospitality and destroyed land the tribes held dear. The travelers butchered the Whale, spreading a red stain of blood across the ocean, until this totemic defender of the Tulita ceased to visit Kai Bay or entreat with the shamans. Other newcomers sold whole tribes into misery at the pox-ridden slave markets of Carcass.

Whale-silence and seas of blood mean only one thing to the Tulita – the Time of the Shark is at hand. Many of the Tulita, rendered awestruck by the newcomers' glass beads and shining gold, delayed the tribes' response to these affronts to the old gods, but finally a handful of stalwart Tulita tribes went to war.

The resulting conflicts sprayed the coast in blood. In the end, the newcomers' weapons of steel and smoke proved too much for even the fiercest Tulita. The natives, fragmented in their leadership and outnumbered by ever-arriving waves of foreign ships, tore apart from within. They devolved to fighting amongst themselves, as some

tribes swore allegiance to the newcomers in exchange for powerful weapons – and then turned to settling past feuds.

So it came to pass that the mighty Tulita, who once slaughtered the aboleth enclaves of Shaldroon and pushed their hideous skum-armies back into the depths, suffered dismal defeat. In the wake of the war, the newcomers forced the Tulita Grand Lodge to grant honors, land, and the titles of chief and elder to the most powerful and influential of their conquerors.

The Tulita became prisoners in their own lands. Many believed mother Pele had turned her back on them, and hundreds converted to the myriad religions of their oppressors. Other Tulita fled to outlying islands or retreated deeper into the monster-ridden interior. One way or another, they left their ancestral home of Kai Bay forever, abandoning it to the invaders.

After the conflict, more explorers, adventurers, merchants, farmers, missionaries and whalers arrived, accumulating in the city of Port Shaw, which grew like a tumor. Once a paradise cove, forbidden to all but the great kings of the Tulita, Port Shaw is now a den of unwashed whalers and scurvy pirates. Their continued predations drive Whale further from the shore every year. Grandfather Turtle, his eggs snatched from beaches and senselessly smashed by the newcomers, no longer visits the Razor. Dolphin's cries are silenced, strangled in the fishing fleet's great nets. The Tulita are alone.

Port Shaw — Adventurers Home Base

Port Shaw, a young port town, sprang up at the very heart of an ancient culture and promptly polluted its most treasured and sacred landscape – the coastline encircling Kai Bay. Once a crucible where Pele's fires smoldered in the sea and birthed land, Port Shaw now squats on the birthplace of the first Tulita and dumps its muddy waste into the sacred waters.

Founding of Port Shaw

A renegade captain named Aldrin Shaw, having long ago dispensed with whatever loyalty he bore the distant nation of his birth, settled here with his fleet of freebooters.

Aldrin fought hard in several campaigns against the Tulita, and when the war wound down, he claimed the bay as his own. Captain Shaw and his men built the port town by hacking plank and board from the surrounding forest and constructing dozens of long piers that pierce the sanctity of the bay like so many knives. They raised houses, chandlers, inns, warehouses, taverns and brothels to lure trade and accommodate the host of explorers and treasure hunters who descended like locusts upon the ripe, virgin coast.

Port Shaw attracted a dangerous breed of brigand and cutthroat, and the bayside settlement quickly grew perilous for any traveler off his guard. Smugglers, pirates, outlaws and outcasts filled out the population. In Port Shaw the streets are unruly, the docks downright deadly after dark, and the only law in town remains the brutal iron fist of the Municipal Dragoons.

Port Shaw Today

Port Shaw is divided into loose districts. Like any pirate town, there are no legal boundaries of any kind, and the districts themselves grow and shrink with each passing year. The Dragoons patrol each, though anarchy reigns in Tide and Bawd districts after dark. They blithely ignore most murders, assaults and robberies unless a powerful member of the Lodge takes an interest or a violent act disrupts the tycoons' lucrative business endeavors.

The Lodge

After the war against the Tulita ended, the victorious colonials, determined to police both the colonists and the conquered Tulita natives, co-opted the Tulitas' political organization and renamed their own ruling body the Lodge.

Once revered for their experience and spiritual wisdom, Lodge members no longer number among the most sage of the Tulita. Since the conflict, most who sit in the Lodge are merely wealthy foreigners or Tulita puppets who dance to their tune. Today's Lodge "elders" are mere merchants with their hands on the gold, pearls and sunken treasure beneath the Razor's waves, busy raping the rich bounty of the coast's natural treasures.

Other elders are displaced or disgraced aristocrats who fled their own lands and now play god in Port Shaw. Most of these bought their titles with gold and mercenary blades and now take obscene liberties, indulging their every debauched whim. Port Shaw's ruling body does little good for its citizens, while parasites suck as many riches from the region as possible – then retire in luxury.

Municipal Dragoons

The Lodge created the Municipal Dragoons to ensure order in Port Shaw, their capital city – for themselves, not their citizens. When drunken whalers wreak mayhem in the streets and pirates prey on fat cargo freighters with abandon, the elders' precious profits stand in jeopardy.

They formed the Dragoons, a force of sellswords and militiamen, most of whom were pirates or smugglers before signing up for a regular salary, to keep the streets safe at night and the waters pirate-free. Though they bedeck themselves in royal blue uniforms with tasseled shoulders and carry shining sabers, in practice the Dragoons bear more resemblance to a gang of pirate marauders than civic peacekeepers – but *these* cutthroats are on the Lodge's leash.

Gregory Bonedeuce, the current leader of the Dragoons, commands Fort Stormshield and captains *Bonedeuce's Pride*, the most impressive man-o-war ever to cut the waves of the Razor Sea.

The Districts

The following are the major districts of Port Shaw, but many smaller neighborhoods cling to the cracks between them or nestle within their larger fellows.

Silk District

Home to Port Shaw's artisans and artists, where many of the town's tailors, coopers, dressmakers, apothecaries and other artisans ply their trades and keep their quarters. More than a few artists exiled from their homeland maintain exhibition halls and meager residences in Silk. The avant-garde of Port Shaw are a mishmash of artists from diverse cultures, hailing from all across the world.

Tulita traditional arts and performance (most notably their dance and musical traditions) add to the mix, making Silk District a melodious and entertaining quarter to visit both day and night. Many of the Tulita arts practiced and taught here cater distinctly to tourists and are highly demystified – watered down and oversimplified to cater to the lowest cultural denominator. The lure of Silk District's coin and pleasures commercializes the natives' culture; an aspect of Port Shaw constantly criticized by the remaining traditionalist Tulita tribes along the Razor.

Jade District

The lair of Port Shaw's wealthiest upper crust – or at least where most aristocrats of the Coast maintain their "city residences." Many of the richest citizens of Port Shaw also own plantations on the outskirts of the city, or spend some of the year aboard luxurious pleasure barges, intermittently restocking at Jade.

Shops and upscale markets cater to these displaced aristocrats, offering the latest fashions from far-off ports of call and every decadent tea, spice, textile or other good the rich simply cannot live without. The personal bodyguards of these pampered debutants prowl the streets here. Many of these warriors fashion themselves after the knights of distant kingdoms across the Razor Sea and swear oaths of allegiance to the loathsome aristocrats they serve, displaying whatever ridiculous crest or insignia their employer takes for a coat of arms. The oaths of these ruthless sellswords are only as binding as the weight of their masters' gold; still, anyone who looks like they do not belong in Jade gets tossed.

Bawd District

The low-burning, smoky tar lanterns of Bawd call sailors and other visitors to her dark twisting alleys and dock-ways, luring them to experiment with exotic and far-ranging narcotics, to lose their shirts (and occasionally their teeth) at gambling dens, to enjoy Port Shaw's infamous houses of ill repute and to attend her myriad entertainments: performances from the Speckled Eyes snake charmer's guild, baboon fights, gourd-gazing seers, legendary scorpion baths, noose races and other wild spectacles.

Bawd district is also home to The Broken Skull tavern, a well-known pugilists' den, where nightly matches of

grit, stamina and blood on sawdust entertain the drinking crowd. Gangs and guilds of beggars and thieves are a constant nuisance in this quarter, most of who kick back "tribute" to the Municipal Dragoons in exchange for freedom to pursue their business interests. Gang wars occasionally break out, resulting in bloody mayhem that can go on for weeks at a time. Eventually the Dragoons step in and quell these conflicts, usually by taking the highest offer from one warring faction and wiping out their adversaries.

Tide District

The docks of Tide District are the epicenter of the town, where the constant comings and goings of merchant, fishing, and whaling vessels create permanent bedlam on the boardwalks. Few goods or services in the world cannot be procured in Tide, for the right price. In this bustling district, ships restock their holds, off-load their cargo and trade their goods from distant shores in exchange for local commodities, angling to fetch a handsome price in a far-off port.

Tide is as subtly lethal as its namesake. The district literally pulls people in from the sea, or back out, never to be heard from again. Press gangs steal drunks off the docks to toil at the oars. Slavers pick off loners and indigents to add to the sweaty hordes in the holds of their dromons, destined for sale in the reeking markets of Carcass. Dock-walking whores garrote well-heeled marks, and slide their pouches from blood-slick belts. Vicious knife-gangs like the Salty Dogs roam in packs and tear apart Tide's weakest, like jackals taking down a young gazelle on the savannah. Tide after sundown is no place to stroll unarmed or alone.

Plantations

Fields of pineapple, taro patches, sugar cane, mango trees and other delicacies worth a king's ransom ring the interior-facing side of Port Shaw, wealth growing by the acre. These sprawling estates look like paradise from a distance, their rich colorful treasures waving in the cool breeze. A closer view reveals the sweaty sheen of dark-skinned Tulita and the crack of their overseers' whips. The plantations are a place of misery, and sadly one of the only places left for displaced Tulita struggling to survive in the face of the Razor Sea's most dangerous encroaching predator – civilization. Their verdant lands no longer belong to the tribes, so now the most they can hope is to slave on property they once owned – for barely enough food to feed their families. The conditions at different plantations vary. Some owners at least make an effort to treat the Tulita as treasured employees, while they work the land their fathers owned for the profit of their new masters.

Outskirts

Life on the Razor forces many of the unfortunate and downtrodden to live beyond Fort Stormshield on the outskirts of Port Shaw. Bare survival on the edge of a

harsh wilderness teeming with monsters is the fate of such outcasts. Most of the surviving Tulita population lingers in the Outskirts, as do those friends of the Tulita people who need to hide from the rulers of Port Shaw – without leaving the city's shadow.

Struggling against disease, famine, and aggressive predators, some of these proud people cling to life with the strength of their ancestors – even as their gods turn away. Others are beyond hope. More than half the Tulita population has been enslaved and toils under the backbreaking yoke of the plantations. Many of the rest – brothers, fathers and sons – take berths on whaling ships, leaving their loved ones to struggle in the Outskirts. Those left behind hope to make enough gold to buy back their family's lands. Those who depart rarely return, as slavers posing as whalers lure gullible natives aboard before making a beeline for Carcass' festering markets. Their orphaned families persist in the Outskirts, filled with hope, anger and despair in equal measure.

Dramatis Personae

Several of the important non-player characters of the Razor Coast are not tied to a single location, but appear multiple times throughout the course of the campaign.

These non-player characters are presented here in complete detail, along with their connection to the background plots of the campaign and their relationships to other dramatis personae.

The Arch Villains

The major antagonists of the campaign are presented below. The characters will not discover this information quickly, and much of it they will never learn at all. This information is a resource for you as the Referee, allowing you to work outside the location key when the players start thinking outside the box. There is no need to rush the introduction of these forces of evil; eventually the Characters will cross their paths.

The Chosen One of Dajobas

Dalang Jalamar is the unholy herald of the savage god Dajobas and intends to satisfy his master's lust for wholesale slaughter. Jalamar no longer sees himself as one of the pathetic mortal humanoids whom he served diligently when he still wore the robes of Quell. His life among the people of the coast seems a fever dream now – a hallucination from sick days spent wallowing in ignorance of his master's glory. He sees his former flock as prey, and he savors the taste of their flesh in his mouth.

Jalamar is driven to prepare for Dajobas' second coming — a dark future that beclouds the fate of the Razor like squid ink clouds water. He waits patiently for the night of the full moon when he plans to announce Dajobas' return to the World in an orgy of terror and blood.

In human form, Jalamar is a large, well-muscled, dark skinned man, his head shorn bald. Bare-chested, Jalamar wears his holy symbol of Dajobas (the pried-open jaws of a small shark) on a heavy chain hung loosely around his neck. His chest is marked with two long jagged shark bite scars, one on either side. He wears loose-fitting silk pants and a bejeweled belt from which he hangs his sacred punch daggers, the Teeth of Dajobas.

In hybrid form, Dalang Jalamar is a jet-black shark-man. He hunches over, and a serrated fin crests his back. His maw is enormous and filled with row upon row of pearly white, razor teeth. Unlike other items, the thick chain bearing his holy symbol absorbs into the skin covering his large bulging neck.

In shark form, he is a midnight black shark with smoldering red eyes. His scars turn fiery red, appearing almost like two jagged red stripes of unholy light along his flanks.

The Shark

Long ago, long before the strangers came to their lands, a tribe of Tulita turned to the worship of a shark idol they called Dajobas. Embodying the fierce nature of the shark and the urge to destroy and consume all, Dajobas was born of their prayers. He quickly claimed a wide following among the more warlike clans of the Tulita. The sahuagin also bowed to his power, and before long the shark god claimed all the Razor Coast as his dominion. Bloody ruin ruled the waves and shores for over a decade. The senseless slaughter wiped out whole tribes, and entire peoples drowned in their own blood.

Only years later, after countless massacres and wars of attrition, a group of powerful shamans among the Tulita banded together and called upon older ocean spirits to stop the horror of Dajobas. The Whale, the Dolphin and the Turtle rose against the shark god and cast him so far out to sea he would never harm their people again. Since then, Dajobas has waited.

When the strangers arrived, they used the power of their massive ships to greatly weaken the other spirits of the seas. The newcomers hunt the Whale to near extinction, they chase the Turtle from his beaches, and their enormous fishing nets drown the Dolphin. With the other spirits dwindling, the Time of the Shark returns and with it the dark god Dajobas. Dalang Jalamar is his new Chosen One, transformed to bring Dajobas' dark message to all the people of the Razor Coast and to administer the shark-god's razor-toothed kiss to a new flock.

In any form, Dalang speaks the language of sharks. He has a 75% chance to control normal sharks (up to 8HD), and giant sharks (HD13) have a 50% chance to fall under the sway of his persuasiveness. The commands that Dalang can give to sharks include "friend," "foe," "flee," "bring that," and "attack." The commands are generally useful for combat and guarding; sharks do not have long memories or much in the way of abstract thought.

Dalang Jalamar, Wereshark human form (Clr11): HD 9+2; **HP** 47; **AC** 9[10]; **Atk** 2 *+2 punching daggers* (1d4+2, wounding); **Move** 12; **Save** 5; **AL** C; **CL/XP** 14/2,600; **Special:** hit only by magic or silver weapons, lycanthropy, +2 save vs. paralysis and poison, spells (4/4/4/3/3);

Dalang Jalamar, Wereshark hybrid form (Clr11): HD 9+2; **HP** 47; **AC** 2[17]; **Atk** bite (1d6+2), 2 *+2 punching daggers* (1d4+2, wounding); **Move** 12 (swim 18); **Save** 5; **AL** C; **CL/XP** 14/2,600; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. paralysis and poison, spells (4/4/4/3/3);

Dalang Jalamar, Wereshark animal form (Clr11): HD 9+2; **HP** 47; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 5; **AL** C; **CL/XP** 14/2,600; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. paralysis and poison, spells (4/4/4/3/3).

Spells: 1st—*cause light wounds* (x2), *detect good, protection from good*; 2nd— *bless, hold person* (x2), *silence 15-foot radius*; 3rd—*cause disease*, *prayer*, *remove curse*; 4th—*cause serious wounds*, *poison*, *protection from good 10ft radius*.

Equipment: loose-fitting silk pants, hemp shoes, *Teeth of Dajobas* (*+2 punching daggers*, two of them,

Teeth of Dajobas

These *+2 punching daggers* (1d4+2) were fashioned out of the teeth of an ancient great white shark. Over time, they have had a way of coming into the possession of an individual who has been selected by Dajobas to serve as his Chosen Champion—even if the possessor is unaware of the selection. Lawful and neutral creatures may wield these weapons, but they will only function as *+1 daggers* unless they are in the hands of a creature of Chaotic alignment. Any Chaotic creatures holding the daggers will hear horrible whisperings in their mind, driving them to commit great atrocities in the name of Dajobas.

A successful attack with either of these daggers causes the wounding effect in the target. Each hit causes 1 hp of bleeding damage per round until the target receives any magical healing.

The possessor of either one of the teeth can *curse* a struck opponent once per day (save avoids). If both teeth are possessed, this can be used twice per day. The curse causes the victim to suffer a –4 penalty to attacks and saving throws until the curse is removed.

When brought together by a lycanthrope (of any type, not just weresharks), the *Teeth of Dajobas* can create a *blade barrier* (the blades are actually whirling shark's teeth) once per day.

To destroy the *Teeth of Dajobas*, each weapon must first be sundered into three pieces. Once the weapons are sundered, one piece of each weapon must be fed to a whale, a turtle, and a dolphin.

1d4+2, wounding; see sidebox), unholy symbol of Dajobas.

Tactics: Jalamar's tactics vary greatly from encounter to encounter (and form to form). When hunting, he fights in shark form, but when battling capable foes (like the Characters) he fights in hybrid form to better use the Teeth of Dajobas.

Thanks to his keen scent, especially in hybrid and shark forms, almost nothing surprises Jalamar. When fighting enemies alongside his Razortooth Raiders, he casts *protection from good, 10ft radius*, then attempts to cast *hold person* on the strongest-looking fighter on the opposing side.

Jalamar revels in melee combat. He enjoys the frenzy of battle, the rush of the kill, and most of all the taste of fear and blood in his razored mouth. He is fond of toying with weaker foes as a child plays with his food, but once he tastes blood he fights until either he or the opposition lies slain.

The Crooked Commandant

Gregory Bonedeuce did not make a deal with the devil, but allying with the aquatic offspring of Demogorgon is not far off. Gregory was born into the wealthy Bonedeuce family in the County of Axepry, far across the sea. Spoiled as a boy, he grew into a tempestuous young man. Naturally gifted in many arenas, a shining future lay ahead of him but his avarice, arrogance and inability to appreciate others without secretly coveting their talents and possessions led him down a darker road. Unable to respect his betters, he instead learned to kill them, training religiously in the deadly art of swordplay and developing a less than honorable combat style. He slew over a dozen rivals in duels before earning the enmity of enough people to force his exodus to Port Shaw.

When he arrived in the land of promise, Bonedeuce took a commission with the Dragoons. His baleful pride still at work, Gregory quickly decided his talents were unappreciated by his superiors. Discontent boiled inside him when he was given a mere captainship and not made commandant the instant he signed up.

While captaining a two-masted schooner named *Windspear*, he encountered the Krakenfiend at sea. Harthagoa crushed his vessel like a handful of matchsticks and drowned the crew, sparing only Bonedeuce. The Demon Below dragged the impotent captain to his coral fortress and offered him riches and influence beyond all conception in exchange for unquestioning allegiance. Refusal would offer Gregory only a crushing death in the dark cold reaches of the sea. A mere captain with no wealth or family connections on this side of the ocean — and little chance of advancing much further in the Dragoons — a heady combination of ambition and sense of self-preservation seized him. Captain Gregory Bonedeuce swore service to the Krakenfiend, and with those words birthed their fell union.

The Krakenfiend set many events in motion to ensure Gregory Bonedeuce's rise in the Dragoons. For example, shortly after this chance encounter, a war between Port Shaw and the Pirate King Garr Bloodbane broke out. The Krakenfiend fed Gregory important intelligence about the pirate armada's movements, affording the Bonedeuce several decisive victories and all the glory and honor due a hero – never truthfully earned.

The Great Betrayal

No matter how glorious Bonedeuce's achievements, one commander continually proved his better. Jacob Razor, whose kin discovered the Coast in ages past, was a legendary pirate and formerly a member of Bloodbane's own crew. Razor gave up the skull-and-cross to serve Port Shaw after a lovely elven freebooter named Bethany Moonsliver stole his heart. Jacob left the service of the Pirate King and married his sylvan love, defecting to Port Shaw's side in the bloody conflict. Razor's skill as a seaman was beyond comprehension, his bravery in battle second to none, and his intimate knowledge of the Pirate King's tactics aided him in his fight against Bloodbane's armada.

Bethany was a skilled captain in her own right and trained in the druidic traditions of her ancestors. The couple seemed invincible, singlehandedly turning the tide of war. Jacob Razor's victories far outshone Gregory Bonedeuce's, and scuttlebutt among the higher ups of Port Shaw hinted Jacob was first in line for commandant of Port Shaw's Municipal Dragoons, once he defeated Bloodbane.

Harthagoa was not about to allow the Razors to ruin his ambitions for Gregory Bonedeuce. The Krakenfiend concocted a simple plan. By this time, the Pirate King Garr Bloodbane, beleaguered and hard pressed, retained only his command ship, the *Dark Lady*, and one more seaworthy frigate, *Devil's Grasp*. Garr holed up near an atoll not far from Beacon Island to lay low and rebuild his fleet.

Harthagoa informed Bonedeuce of the Pirate King's hideaway, commanding the captain to inform Jacob Razor as well. Razor suggested his fast running man-o-war, *Razor's Edge*, team up with Bonedeuce's current command, the *Pride*, and quickly ambush Bloodbane before they missed their chance and he went to ground again. With no time to gather a fleet, the two captains engaged Garr in the bedlam of battle. By the end of it, *Pride* was crippled, and Garr's *Dark Lady* rested below the waves. Garr Bloodbane himself met death on Razor's sword during a brief boarding action. But triumph turned to dark betrayal.

Jacob Razor, bloodied and barely able to swim after his brutal battle with the Pirate King aboard the sinking *Dark Lady*, staggered to the deck of the *Pride*. Even as Gregory Bonedeuce pulled his fellow captain from the waves, he rammed a dagger into Jacob's ribs. Disbelief written on his

face, Jacob Razor watched his heart's blood stain the deck. A lookout on Jacob's ship spotted the calumny. Before the survivors among his crew could turn their ship about and avenge their beloved captain, a forest of barbed tentacles rose from the deep and dragged *Razor's Edge* with all witnesses down to the crushing deeps. Gregory Bonedeuce shoved the dying Captain Razor over the side to sink to the ocean floor alongside his beloved ship, thus becoming the sole surviving captain of the last Pirate War.

Bonedeuce ordered the crippled *Pride* to run aground on Beacon Island, where he proceeded to hunt and murder his surviving crew. A week later, a passing patrol spotted the stranded *Pride* and rescued Bonedeuce. He told the tale of the battle upon his return, extolling the bravery of Jacob Razor, relating his fellow captain's heroic fall to Garr's battleaxe, and claiming to have brought the *Pride* to shore, single handed. Bonedeuce also took credit for Garr's death himself, claiming he slew the pirate just before the powder main on the *Razor's Edge* exploded and sank the ship with no survivors.

Bonedeuce's appointment to commandant followed hard upon the heels of this supposed triumph. After his rise to power in the Dragoons, the traitorous captain spent years recruiting other high-ranking commanders into the Ring of the Kraken, ensuring that when the day of Harthagoa's long planned assault on Port Shaw comes, the city will stand defenseless. Through Bonedeuce, the Dragoons' fleet of ships and Fort Stormshield's cannons … all belong to Harthagoa.

The Man, Himself

Gregory Bonedeuce is arrogant and his sense of entitlement knows no bounds. His pride is his greatest weakness, as he cannot stomach an insult or affront to his honor. Intelligent Characters can exploit this flaw and use Bonedeuce's bloated sense of self-worth to force his hand in certain situations, or even breed bad blood between the Commandant and other antagonists in the campaign. For one, Bonedeuce is not overly fond of Elder Hargrove and chafes at sharing leadership of the Ring with a tired old man who, truth be told, reminds him of his overbearing noble father.

As one of the most important members of the Ring, Gregory communicates often with his dark master below the waves. Once he brands the last of the respected commanders with the Mark of the Kraken, he will notify Harthagoa in the hopes their assault can begin.

Meeting Bonedeuce

The Characters likely meet Gregory Bonedeuce face to face early in the campaign. He is a strikingly handsome man, with chiseled features and cool blue eyes like the sea in winter. Always well dressed in his crisp uniform of white and royal blue, Gregory bears several medals and marks of distinction upon his jacket and enjoys a good cigar. He swathes his shoulders in a snow-white silken gentleman's cape trimmed with blue velvet and is never without his commandant's hat, also decorated with medals and trimmed with silver. Gregory is an excellent specimen of warrior, with a lithe frame and panther-like movements. He crops his jet-black hair short and his tanned skin is unblemished save for the Krakenfiend's mark, a ringed scar concealed beneath his right armpit.

Gregory can be charming or terrifying depending on his intended effect. If the Characters are law-abiding citizens keeping their noses out of his less-than-respectable affairs, Gregory befriends them, soon treating them like old shipmates. He is an excellent carouser and dancer, and he plays a mean ditty on the fiddle – a skill much appreciated in Port Shaw. He is also quick with a jest, generous with his money, and capable of feigning interest in the Characters' well being.

Once he earns their trust, the commandant attempts to use the party to deal with other problems vexing him. For example, if Falken Drango is at large, he laments the murderous outlaw's escape, hoping the Characters offer to track the pirate down for him. If the Characters seem interested in noble pursuits, he points them towards Bonegnaw's smuggling ring (since the gnoll has refused to pay any bribes to Gregory).

If the Characters prove unruly or unreceptive to Bonedeuce's friendly overtures, he watches them closely to determine if they are a threat to Harthagoa's plan. He may find a reason to challenge a character to a duel to first blood (or have one of his Dragoons do so) in order to evaluate their skill at arms.

If the Characters actions suggest an interest in the Ring of the Kraken, Bonedeuce has them arrested for any crimes they commit or frames them – perhaps ordering his most loyal Dragoons to murder someone the Characters have publicly challenged or argued with. If all these measures fail, the commandant reports to Barrison Hargrove (possibly the only man in Port Shaw more dangerous than he) who eventually hires Old Fish to assassinate the Characters (see **Chapter 2** for more details).

Commandant Gregory Bonedeuce (Th4/Ftr4): HP 46; **AC** 2[17]; **Atk** *+2 rapier* x2 (1d6+2) or double pistol (1d8) or 2 dueling pistols (1d6); **Move** 9; **Save** 6; **AL** C; **CL/XP** 9/1,100; **Special:** accomplished duelist (+2 to attack rolls when dueling or firing pistols), backstab (x2), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 88%, Traps/Tasks 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: *bracers of defense AC* 4[15], *boots of leaping,* several uniforms, *Bonny Lass* (*+2 rapier of speed*; allows 2 attacks per round), a double pistol with 10 reloads of shot and powder, a pair of dueling pistols with pressure release needle traps (See **Appendix**) tipped with poison, *ring of water breathing* (as the spell), *ring of protection +2*, a monogrammed gold-plated mechanical pocket watch (worth 1,500 gp), a fiddle and bow, a snuff box, several exquisite quality cigars, a box of matches.

Tactics: Gregory Bonedeuce's brand of honor demands he look a man straight in the back before plunging a rapier into him, and a stand up fight is something he avoids at all costs. The Commandant is an accomplished duelist, but when fighting to the death he prefers to strike from behind or while the enemy's attention is distracted elsewhere. When contending with the Characters, Bonedeuce presents the façade of an honorable and courageous spirit. This veneer peels away if he is directly attacked, and he hastens to shield himself with the law and his sycophantic Dragoons.

When a direct conflict proves necessary, Bonedeuce prefers a duel. He is a skilled duelist, and he often packs the odds in his favor by applying a dose of poison to his blade before the match. He gains a +2 to attack rolls when dueling an opponent. If his opponent chooses pistols, Bonedeuce supplies his set of dueling pistols, cheerfully allowing the enemy to select either of the weapons. Both are outfitted with one of Old Fish's devilish pressure release needle traps. When anyone attempts to fire the pistol a needle housed near the trigger strikes them, injecting a dose of poison and throwing their aim (–2 penalty to their attack roll). This needle trap can be discovered by examining the weapon closely (1 in 6 chance to spot). Bonedeuce is intimately familiar with the weapons and can fire them safely. See the **Appendix** for details on these pistols and much more.

Gregory rarely loses a duel, and if a character manages to defeat him, he heartily congratulates them openly while swearing in his heart to slay the character painfully at a later date.

In melee combat, Bonedeuce relies on his speed and finesse to dispatch opponents and tumbles in and out of combat in true swashbuckling style to gain the most advantageous ground.

The Demon Below

Harthagoa is one of the two primary villains of the campaign, and an enemy far too dangerous for most parties to tackle alone. His plans and motivations are described in the **Chapter 2** summation of **The Kraken Strikes** Background Plot.

The Demon Below dedicates himself to the glory of his dark abyssal father, Demogorgon, and he seeks to bring as much of the world as possible into the demon lord's service. Harthagoa's taste for carnage is tempered only by his sinister intellect and the patience of an immortal demon.

The Krakenfiend burst from his mother's body and grew to maturity over the course of a few scant hours. He then devoured his crippled mother in order to claim her territory. He spreads his dark tentacles farther and farther with each passing year. Although nigh impossible to defeat in combat, Harthagoa is not foolish enough to face threats personally. Sinister to the core, the Krakenfiend prefers to turn foes against one another and use cat's-paws to do his dirty work for him.

Moreover, Harthagoa is intimately familiar with wielding terror as a weapon. He controls most of his minions through the alternating application of intimidation and insincere promises of dark reward. He guarantees his followers' loyalties by generating utter hopelessness over anything but himself. The great Krakenfiend is a dark force of nature, twisted and polluted by demonic influence. Opposing him is as impossible as opposing the implacable sea or standing against a winter's storm.

In appearance, Harthagoa looms straight out of a god's nightmare. His body is more than 50 feet in length, and his tentacles are twice as long, ending in barbed talons – a mark of his demonic heritage. These razor-barbed tentacles are speckled with ugly sucker-rings capable of shredding a great blue whale to chum in a mere moment. Yet the greatest indication of his father's vile blood lies in the enormous pair of leathery bat-like wings that extend from Harthagoa's bulbous body, allowing the Demon Below to take to the air if need be. His large eyes glow with a malevolent fire, and his maw is filled with jagged poisonous

teeth. The Krakenfiend's thick arms can reduce a frigate to driftwood as casually as a man might a crush paper lantern.

Harthagoa, The Krakenfiend aka The Demon Below: **HD** 25; **HP** 125; **AC** –5[24]; **Atk** 6 arms (1d6 plus crush), 2 claws (2d6), 2 tentacles (2d8 plus constrict), bite (4d6); **Move** 9 (fly 18, swim 24, jet 48); **Save** 3; **AL** C; **CL/XP** 32/8,000; **Special**: constrict (2d8+4), crush (1d6+4), immune to poison, electricity, cold and acid, ink cloud (1/round as *darkness* spell with 80-ft. radius), magic resistance (50%), spells, "strike of chaos" (+15 damage to Lawful, 1/day), summon 1d4+1 vrocks 3/day (60%).

Spells: at will—*cause fear, darkness 300-ft. radius, dispel magic, polymorph self*; 3/day—*control weather, control winds, part water*; 1/day—*disintegrate, suggestion*.

Equipment: *staff of healing* (33 charges), *medallion of ESP*.

Tactics: When facing multiple foes, Harthagoa quickly grapples the most dangerous spellcasters, constricting them each round until they are little more than pulp.

At sea he uses the water to his advantage, swiftly sinking any offending vessels and forcing his enemies to battle amongst the churning waves. If the Krakenfiend ends up attacking Port Shaw (see **Chapter 7**), he hurtles out of the water into the sky, stretching his horrific black wings. His massive form blocks out the sun as he swoops down on Port Shaw.

In a large-scale battle, Harthagoa issues orders to his sahuagin troops via telepathy just as he communicates with his spies in the Ring. He often disintegrates well-cannoned vessels right out from under sailors. Harthagoa also punish minions by reducing them to gulls or rainbow fish using polymorph other. He then sends them out to spy for him in their new inconspicuous forms. He uses his medallion of ESP to read their minds and learn the secrets they have witnessed. When traveling away from Kraken's Reef, the Krakenfiend sometimes polymorphs in order to avoid attracting the wrong kind of attention. Harthagoa has, on occasion and for a short time, transformed himself into a humanoid to walk the docks of Port Shaw and learn about the pathetic surface dwellers – in order to exploit their numerous weaknesses better.

Harthagoa is far too intelligent to fight to the death, and if he feels there is genuine mortal danger he flees, making full use of his jet ability to retreat into the deep reaches of the ocean where land dwellers cannot follow.

Elder Hargrove, Grandfather of Port Shaw

The Hargrove family arrived in the early days, when Port Shaw was a rough frontier settlement. **Barrison Hargrove** came as a chubby young boy holding his mother's hand and hiding behind her skirts. Hargrove's father was a merchant of considerable wealth, but married to his business above all else. He relegated Barrison's mother to the life of a beautiful and neglected trophy wife.

The senior Hargrove's business acumen and icy heart allowed him to wrangle the local Tulita out of much of their most productive land. Soon his wealth rivaled that of kings and theocrats. The Hargrove family seemed destined to live happily for generations to come.

Barrison's mother ruined everything by falling in love with a local Tulita man and running off into the wilds with him. Barrison's father fell apart after this betrayal. He sank into torpor, refused to eat and deteriorated rapidly into a rail-thin, sunken-eyed half-wit. This forced young Barrison to take up the reins of the Hargrove economic empire at the tender age of eleven. He rose to the occasion with a fierce tenacity, proving far more heartless than his father, and brought even more acclaim and wealth to his family name.

In his young polluted soul, a burning hatred began to fester. Barrison leveled his emotions over the loss of mother and his father's wasting disease against the Tulita, whom he held responsible for tearing his family apart. At thirteen, Barrison hired a band of cutthroats to track his mother and her new lover down and murder them both, bringing back their heads to satisfy his family honor. He mounted them on his mansion gate for one month, until the gulls and flies picked them clean. Local legend claims he kept their bleached skulls and sleeps with his mother's like a toddler clutches a blanket.

As he grew older, Barrison went out of his way to ruin the Tulitas' relations with other newcomers, forcing the local people deeper and deeper into poverty and exclusion. Now the tribes are all but banished to the Outskirts of Port Shaw where famine, prowling monsters and newcomer plagues threaten their very survival.

Today Barrison is the major figure in Port Shaw's continued expansion, and the driving force behind the town. He strong-armed the Tulita into granting him both the title of Elder and a seat on the Lodge, which he rules with an iron fist – and hired knives hovering in the dark. He instigated Port Shaw's recent burst of development, shepherding the city into the ill-gotten center for profit and skullduggery it has become.

Nothing major happens in Port Shaw without his knowledge and involvement. He is feared and respected by every captain who makes port at the docks, and his invitations and requests are never ignored. It is no small wonder Harthagoa, the Demon Below, chose Barrison Hargrove as his foremost cat's-paw and the leader of the fiendish Kraken's cult. Even over his previous favorite, Gregory Bonedeuce.

Backed by his Kraken-inflated influence, Hargrove merrily eradicates Tulita culture wherever he finds the opportunity, outlawing their language within city limits and forbidding the practice of their ancient chants and dances. Only those Tulita who take refuge on distant islands (such as Kakeou) or the deep jungles hold onto

the old ways. Worse, as the Tulita suffer, the desperate, younger generation turns to the worship of taboo gods, to devastation and murder, allowing Dajobas to find his place in the hearts of Tulita once more. Hargrove knows nothing of Dajobas, but if he discovers this pollution of Tulita religion, it only amuses him.

Barrison is no longer young. His once striking chestnut hair frosted with age, which only serves to add to the distinguished façade he layers over his rotted heart. His bespectacled face helps him affect a learned, scholarly air. He dresses in finery worth more than a sea captain's annual wages, often swathing himself in a cape of hunter's green or bright crimson.

Barrison Hargrove is as sinister as he is handsome, and he possesses the dangerous intellect expected in a tyrant of industry. If the Characters efforts come to his attention, he immediately tries to use them against the Tulita, whom he paints as the most dangerous faction of unrest in the region. He may show the party forged documents, "proving" the Tulitas' collusion with Garr Bloodbane four years ago, as well as their involvement with dozens of smugglers, including Bonegnaw and his ring of dragonsmoke dealers (See **Chapter 4** for details).

If Hargrove's efforts to deflect the Characters from the Ring of the Kraken's activities fail, he might call in the debt owed to him by Old Fish, forcing the aged assassin out of retirement to eliminate the Characters. If Fish fails, Hargrove likely orders Bonedeuce to take drastic measures and send the entire company of Dragoons after them.

Elder Barrison Hargrove (Thf14): HP 38; **AC** 4[15]; **Atk** *+3 dagger* (1d4+3); **Move** 12; **Save** 5; **AL** C; **CL/XP** 14/2,600; **Special:** backstab (x4), +2 save vs. traps, thieving skills.

> **Thieving Skills:** Climb 98%, Traps/Tasks 100%, Hear 6 in 6, Hide 100%, Silent 100%, Locks 100%.
>
> **Equipment:** *bracers of defense AC* 4[15], several sets of expensive clothing, *Lightning Strike* (*+3 dagger* with a blade composed of flickering lighting that ignores a foe's armor and shield; deals additional 1d10 points of electrical damage on a roll of a natural 20), a gentleman's pistol with 5 reloads of shot and powder, a sword cane with a silver rapier inside and a one-shot pistol built into the grip (1d10 damage), *amulet against scrying*, a pair of silver-rimmed *spectacles* (that can turn a foe to stone 5/day as a medusa, save avoids.)

Barrison Hargrove rarely travels without the accompaniment of at least **two minotaur slaves** that act as his bodyguards.

Minotaurs (2): HD 6+4; **HP** 34, 36; **AC** 6[13]; **Atk** head butt (2d4), bite (1d3), weapon (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** never get lost in labyrinths.

Tactics: Barrison Hargrove is a craven coward who abhors physical confrontation. He has money to ensure he must never dirty his hands with the blood he wants shed. He hires mercenaries to deal with Tulita who trespass on the lands he stole from them and wields the Dragoons against anyone else who gets in his way. Hargrove is an accomplished forger and often manipulates visiting captains from faraway lands with false documents apparently from their homeland's ruling body.

When physical confrontation becomes imminent, Barrison always attempts to hide and get the upper hand. He allows his minotaur slaves to engage opponents and then sneak attacks with his gentlemen's pistol or the firearm housed in his sword cane before opponents close to melee. As soon as enemies step within 30 ft., he activates his spectacles to pacify as many foes as possible by rendering

them into statues. Any character who survives this assault must face his dagger, Lighting Strike. If the combat goes poorly for Hargrove, he flees without hesitation, seeking reinforcements.

Fallen Heroes

Razor Coast was not always submerged in scum and villainy. Once, proud heroes walked the piers and sailed the bloody waters with steel and spell prepared against the dark. The Wave Riders were such a band of brave adventurers and renowned heroes, who faced death without question or pause and looked evil dead in the eye with nary a blink.

Dancing with the Old Devil

Hargrove is a revolting excuse for a human being, but sadly could turn out to be useful to the Characters. Barrison remains unaware of Harthagoa's end-game – the destruction of Port Shaw. The old man, for all his disgusting faults, believes in Port Shaw and sees it as his hallowed dominion. He is king of the city, and if he learns Harthagoa plans to destroy Port Shaw he considers betraying the Krakenfiend, possibly even moving against Gregory Bonedeuce and supporting the Characters. The power of Barrison's ego is so profound; he even considers opposing the Demon Below. Bonedeuce may have the Dragoons, but Barrison Hargrove's fortune can raise an army of sellswords and pirates, not to mention Old Fish – the Coast's most lethal assassin.

However, joining forces with Barrison means the Characters rub shoulders with the most evil man in the city and team up with a racist mass-murderer who actively pursues an agenda of genocide against the natives of Razor Coast.

Five years ago, the Wave Riders planned to ambush the Kraken and rid the shipping lanes of this fiendish terror once and for all. Disguising their ship, the *Trident*, as a cargo freighter laden down with gold, they sailed forth to battle the Demon Below.

Unfortunately, the Ring of the Kraken learned their plan and passed it on. Warned of the intricacies of their strategy, Harthagoa brought a legion of bloodthirsty sahuagin warriors and ambushed the Wave Riders. In the resultant massacre, many of the heroes fed the Kraken, while others met brutal deaths between the sahuagin's flesh-shearing teeth.

Solomon Trafalgar, a chosen paladin of Quell and the heart and soul of the Wave Riders, fell in the massacre, crushed to death by Harthagoa. The Kraken dragged Trafalgar's body to his deep demesne as a grisly trophy. The surviving heroes, viewing the defeat of their steadfast leader, fled in disgrace. Since this demoralizing defeat, none have dared face the Demon Below. Nowadays, the only precautions available to a captain who braves the sea are prayers to Quell. Most ensure their affairs are in order before they set sail.

The following non-player characters were all members of the original Wave Riders. They sailed out against the Krakenfiend five years ago in hopes of ridding the Razor Coast of its most fearsome scourge. Since the death of their leader, Solomon Trafalgar, these one-time heroes have fallen low. Some are destitute, little more than mendicants. Others have even resorted to petty crime to survive. One has even gone over to the Ring of the Kraken, selling his soul to the murderer of his once beloved leader. Others faded into mediocrity and are now simple folk whose heroic deeds of the past are long forgotten.

The Cutpurse

Jalia Ramires was orphaned when Old Fish, under orders of Barrison Hargrove, murdered her adventurer parents. Jalia never discovered who slew her parents or the architect behind the crime and grew up believing them murdered by bloodthirsty buccaneers. Her early training aborted by her parents' deaths, Ramires learned hard lessons on the streets and docks of Port Shaw. A skilled pickpocket, escape artist and cat burglar by her early teens, she quickly became one of Port Shaw's best thieves, earning her title "Lady Lightfingers" from the other rogues on the street.

As a girl magic fascinated her, and she dreamed of one day becoming a powerful wizard who could whisk herself away from the grime, salt air and festering stink of Port Shaw. She never did take up magic as an official study, but learnt a great deal about how to use it by tailing local wizards and making more than a few uninvited trips to Sagacious Samuel's study and laboratory. She became skilled with all sorts of magical trinkets: wands, staffs, even scrolls, making her even more capable as a burglar.

Her life changed in a heartbeat one spring morning. Running from the Dragoons after pinching a fat merchant's fatter purse, she rounded a corner and ended up face-to-face with the most beautiful man she ever imagined. It was as if he walked out of her dream and careened into her during a getaway. Smitten and thunderstruck, she stood rooted to the spot. Then the man of her dreams did something she never dreamed he would do. He arrested her – just Jalia's luck that the love of her life would be a paladin. Solomon Trafalgar, commander of the Wave Riders, stole this thief's heart. Her only recourse was to reform and join his silly band of adventurers. She served them truly and even made some fast friends in her time among the Riders, but her love remained unrequited.

On the tragic day of the Wave Rider's battle with the Kraken, Jalia watched Harthagoa drag her love beneath the waves. Her heart went to the watery grave with him. After the battle, she abandoned her life of adventure and slipped

back into the shadows to resume her unfulfilling life of crime.

Today, Jalia appears the quintessential harlequin. She quips and steals with a sly smile and a bat of her eyelashes. Yet behind her flippant demeanor she is a woman whose heart broke against the waves.

Jalia "Lady Lightfingers" Ramires, female (Mk1/Th9): **HP** 31; **AC** 7[12]; **Atk** punch (1d4) or dart (1d4 plus poison); **Move** 12; **Save** 7; **AL** N; **CL/XP** 9/1,100; **Special:** backstab (x4), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 93%, Traps/Tasks 60%, Hear 5 in 6, Hide 65%, Silent 70%, Locks 65%.

Equipment: emerald green silk bodice, aqua hoop skirt (quick tear away), black silk leggings, white lace gloves, a silken ladies purse (filled with tiny caltrops), 2 hairpin darts (laced with poison), vial of "perfume" paralysis-poison, *+2 ring of protection*, *magical lady's fan* (casts illusions, 18 charges), *ring of acquisition*, *slippers of spider climbing*, fine emerald brooch (fake, only worth 4 cp).

Tactics: Jalia disguises herself to appear as a well-to-do captain's wife or merchant's daughter, casting suspicion away from her in public. She then employs her magical umbrella to create an illusion of a dirty street urchin girl (who looks just like she did as a young, up-and-coming pickpocket) and picks her mark's pocket. If the target notices the theft, Jalia has the urchin image look guilty

Enlisting the Lady

The Characters may convince Jalia the time is right to move against Harthagoa if they guess her true feelings for Solomon and push her toward vengeance. Convincing Jalia that Solomon is still alive and captive within Kraken's Reef is also a cruel but potentially effective way of enlisting her help. Strong-arming her with threats to turn her over to the Dragoons or with time in the brig at Fort Stormshield might also nudge Jalia in the right direction, though it may also spur her enmity. Potentially the best way to earn Jalia's trust is to bring to light the true circumstances behind her parents' death. If the party uncovers evidence of Barrison Hargrove's involvement in the Ramires' murder and connects Hargrove to the Ring of the Kraken, Jalia's rage roils to uncontrollable heights. Even if it amounts to suicide, she willingly takes the fight to Harthagoa – the Krakenfiend who not only slew her one true love, but who also engineered her parents' murder.

and run off in a random direction while she unassumingly makes her getaway in a different direction. If this ploy fails, she flees immediately. If anyone bars her path she lays them out with a blow to the jaw and runs while dropping caltrops (1d4) behind her. In a pinch she hurls one of her hairpins to incapacitate a foe. Jalia uses her slippers of spider climbing to take to the rooftops where many pursuers cannot follow.

Jalia sometimes lures a particularly wealthy looking mark into an alleyway by disguising herself as an alluring harlot. She then insists the mark smells awful and applies her vial of perfume (actually paralysis-inducing poison) to paralyze them before looting their pockets and purse.

Ring of Acquisition

This simple gold band is featureless, save for the initial of the current wearer which always appears inscribed on it. Whenever the bearer of this ring picks up an item, any personal markings (monograms, engravings, even magical markings) vanish from it and are immediately replaced with the wearer's initials. In addition the person who formally owned the item must make a saving throw at +4 to recall ever having it.

Slippers of Spider Climbing

The wearer of these enchanted slippers can walk on vertical surfaces and even upside down on ceilings without fear of falling. The wearer's has a movement rate of 9 while walking on surfaces other than the floor.

The Drunkard

Captain Donovan Montgomery was once the captain of the *Trident* and one of the most respected seafarers in the Razor Coast. It was said, "If it floats, he can sail it." Pirates and smugglers all feared Montgomery, who seemed able to sniff them out of any fog or cove and track them across the Razor Sea. Captain Montgomery could harness a quartermaster's belch and turn it into a 12-knot wind.

Now they call him "Shakes" Montgomery. After his crushing defeat by the Kraken and the sinking of the *Trident*, Donovan turned to port (wine) and grew hard. Today he captains a barnacled, single-masted sloop he christened the *Vintage*, taking tourists around the Razor Coast to see the sights. He is washed-up. Once handsome, his face sags from years of drink and his brown eyes are permanently bloodshot. His hair has thinned and his clothes are patched and unkempt. A wild, filthy beard grows where once a trimmed goatee adorned his chin.

Donovan pawned most of his possessions from the olden days and his mighty war hammer, *Maelstrom,* now belongs to a Dragoon named Darenar. He is still a demon with his fists, but he rarely has the spirit to raise his hands these days – even in self-defense. He usually lets someone beat him until they grow tired of it before crawling back to the sloop and into a bottle.

Revitalizing the Drunkard

If the Characters want to convince Donovan to give up the drink and take on the Kraken once more, they have a hard time of it. Even merely reminding him of his former glory in some tangible way will they even get a chance to convince him? The Characters might obtain his war hammer and return it to him or arrange a meeting between him and Solomon's son, Zalen. In either case - or by undertaking some other suitable reminder of Donovan's days among the Wave Riders - the Referee may allow the Characters a chance to set Shakes back on the path to heroism.

Captain Donovan "Shakes" Montgomery (Ftr9): HP 67; **AC** 7[12]; **Atk** sap (1d6, subdual); **Move** 12; **Save** 6; **AL** L; **CL/XP** 9/1,100; **Special:** none.

Equipment: leather armor, sap, leather work gloves, patched breeches and vest, hard leather boots, barnacle scraper, 50 ft. heavy rope, grappling hook, the *Vintage* (sloop).

Constant Companion: Donovan is always accompanied by a young seaman named Jenkie Barnes who idolizes the once-legendary captain despite his descent into destitution and alcoholism.

Jenkie Barnes (Th4): HP 11; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 12; **AL** N; **CL/XP** 4/120; **Special:** backstab (x2), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 88%, Traps/Tasks 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: leather armor, 2 daggers, carpentry tools, 50 ft. rope, 6 pitons.

The Prizefighter

Belok Talorg once embraced his god's teachings as firmly as he embraces his opponents in the ring at "The Broken Skull." The half-orc was a mighty holy warrior and a feared priest of the God of Strength and Battle, who slew all manner of towering terrifying beasts. Now he beats up people for money at a tavern in Bawd district. Sadly he is not even the champion of Skull's ring any longer, as a wandering monk put him down firmly the last two times they clashed.

For a while, Belok was content to let the roar of the crowd fill his ears and heart as he slammed opponents to the floorboards. No longer champion, he is not as popular as he once was and desperately seeks to hold onto some

shred of glory. The half-orc is by far the easiest of the former Wave Riders to convince to take up the mantle once more, and he readily follows anyone who can best him in the ring on even the most foolhardy quest.

Belok Talorg, Half-Orc shaman: HD 8; **HP** 52; **AC** 9[10] or armor 3[16]; **Atk** fist (1d3) or *+3 bastard sword* (1d8+3); **Move** 12; **Save** 8; **AL** L; **CL/XP** 11/1,700; **Special:** spells (3/2/2/2/2).

Spells: 1st—*cure light wounds*, *purify food and drink*; 2nd—*bless, hold person*; 3rd—*cure disease, prayer*; 4th—*cure serious wounds, neutralize poison*; 5th—*create food, raise dead*.

Equipment: simple white robes, leather leggings, holy symbol. Belok also possesses a suit of *+3 ring mail* and a *+3 bastard sword*, but he never wears them. He keeps them stored in a locked trunk in his room at The Broken Skull, and only retrieves them if he is somehow convinced to take up the mantle of the Wave Riders once more.

Tactics: Belok excels at his current occupation of prizefighter. Before stepping into the ring, Belok smashes an oak table to splinters with his fist to intimidate his opponent (he later painstakingly repairs the damage he caused). Belok prays before every fight. Belok uses his powerful punches to stun and subdue his opponents. If he takes a great deal of damage, he spends a round attempting to cast the most potent curative spell he still has available.

Belok is very wary of poison as he lost a match to Amory Fairbanks' unscrupulous ways earlier in his career (see **Chapter 3**). Before he fights he always casts *purify food and drink* on his meal and when his opponent enters the ring he immediately looks for obvious poison (1 in 6 chance to notice) on them. If Belok notices poison on a foe's weapon he casts *neutralize poison* on it immediately.

Belok is a good-hearted combatant and always heals his foes after he defeats them.

The Prodigal Son

Zalen Trafalgar is a young man cursed with the burden of filling his father's massive shoes. The only son of Solomon Trafalgar, the boy lost his father when he was only eleven. Without any family to look after him (he never knew his mother), the Church took Zalen in. For the past five years, he hid from his father's memory – and from Port Shaw – in a temple far across the world.

Recently Zalen's superiors in the Church sent him to run the Chapterhouse of Quell in Port Shaw after the unfortunate and mysterious disappearance of Archibald Noeliss, the cleric who presided there for the past twenty years. Originally, the Church planned to fill Noeliss' place with Dalang Jalamar but the respected missionary vanished without a trace two months ago. They do not know he is now the ravening lycanthropic emissary of a diabolical shark god, bent on devouring the world, but they do (incorrectly) suspect the same killer murdered Archibald and Dalang.

Zalen, though still young, has proven himself a talented cleric and a devout student of Quell's mysteries. He was the next likely candidate for the position in Port Shaw. His masters in the Church feel the only way for the young man to mature into a powerful servant of the Sea God is to confront the dark memories of his father's death.

Young Zalen has grown into the handsome spitting image of his father. His golden-flecked blue eyes highlight long yellow locks of hair. On him, the aqua and deep blue robes of Quell drape the perfect body of a young hero in the making. His skin is sun-kissed, his teeth flash ivory.

While Zalen desires vengeance against the Kraken for taking his father from him, he is still a boy with neither swords at his disposal nor allies. Zalen is no fool, and he is quite certain that the Kraken has spies among the people of Port Shaw. Therefore he is doing all he can to appear harmless. He heals the sick. He offers prayer services for fisher folk and visiting ship's crews, careful to appear nothing more than an austere servant of Quell. He keeps his ears open, though, and hears whispers of the secret Ring of the Kraken. He tended an injury that Barrett (the proprietor of Barrett's Barnacle and a member of the Ring of the Kraken, see **Chapter 4**) once brought him and noticed the ring shaped scar there.

Zalen Seeks Heroes

At the outset of the campaign, Zalen may prove a valuable resource to characters that require healing or the removal of curses. Once the Characters learn the story of the Wave Riders and discover the young man's heritage, the party may seek more from him. The young cleric may also attempt to enlist the aid of the characters if the party accomplishes notable heroic deeds. Zalen is waiting for a group of heroes to step forward from the masses. He needs men and women of vision, power, and virtue to aid him in his quest for vengeance.

Zalen Trafalgar (Clr9): HD 9; **HP** 47; **AC** 1[18]; **Atk** *+2 trident* (1d8+2); **Move** 12; **Save** 7; **AL** L; **CL/XP** 11/1,700; **Special:** +2 save vs. paralysis and poison, spells (3/3/3/2/2).

Spells: 1st—*cure light wounds, detect evil, protection from evil*; 2nd—*bless, hold person, silence 15-ft. radius*; 3rd—*cure disease, prayer, remove curse*; 4th—*cure serious wounds, protection from evil 10-ft. radius*; 5th—*dispel evil, raise dead*.

Equipment: *+2 plate mail*, aqua robes of Quell, *+2 trident,* holy symbol of Quell.

Tactics: Zalen's tactic right now is to lay low and do his job, while probing the waters of Port Shaw's underworld trying to discover leads on the Krakenfiend's spies. He

has heard whispers of the dreaded Ring of the Kraken. He suspects Barrett is a member. It has come back to him that, on the night of Archibald's disappearance, several men cloaked in black delivered a rather large package to "Barrett's Barnacle" in the dark hours of the morning. He does not know the particulars of Barrett's grisly business (See **Chapter 4**).

The spell list above reflects Zalen's selection of spells at the outset of the campaign. He is merely tending to the diseased, ill and unfortunate of Port Shaw. If roused to battle by the characters, or if he suspects trouble from Harthagoa's agents, he instead prepares spells more suited towards combat

The Turn Cloak

Of all the Wave Riders to survive the clash with Harthagoa, Commander Aeron Chambers, now Sorcerer Supreme of the Dragoons, is the only one who made good. Of course, he had to sell his soul to the Demon Below to do it.

Aeron had always been a peripheral member of the Riders, and he always stood in the shadow of the great wizard Xander Brim (see below). Brim dealt with matters arcane, always with a smug affected air of mystery, looking down on Aeron's magical abilities. Xander held the firm belief that magic-users should steep their minds in rigorous training and constant study, Aeron simply "waved his arms, and didn't adhere to the rest." Xander's arrogance convinced the other Wave Riders that the wizard was the authority on the arcane, much to Aeron's irritation. This is why Commander Chambers takes special pleasure in Xander's current plight and takes every opportunity to lord his success over the fallen magic-user.

After the battle with the Krakenfiend, Aeron, crushed at the defeat and fueled by his lack of acceptance in the Wave Riders, quickly turned coat and joined the Dragoons. Afterwards, Bonedeuce groomed him carefully for command, all the while nurturing the seeds of malcontent and anger planted by both Xander Brim's arrogance and the Wave Riders' neglect of Aeron's abilities. Before long, the younger wizard grew into an apt candidate for the Ring of the Kraken. Convinced by Bonedeuce (and his own personal experience) that the Krakenfiend is undefeatable, Aeron followed the age-old adage: "If you can't beat them, join them."

Aeron is currently a high-ranking officer in the Dragoons and a very influential member of the Ring of the Kraken. It is his responsibility to relay the Ring's actions to the Krakenfiend and await orders in return (Aeron and the Demon Below communicate via the Krakenfiend's powerful telepathy). He is the single most important link between Harthagoa and his land-based spies. Before Aeron joined, the Krakenfiend relied on secret meetings between his skum agents in the sewers and members of the Ring, and if the characters eliminate Aeron, Harthagoa resorts to this fallible method of communication once more.

Besides a strong sense of loyalty to the Krakenfiend (who appreciates Aeron's arcane talents), Commander Chambers also is obsessed by swordplay. He had never trained much in the arts of the blade before entering the Dragoons, but now he relishes it. He enjoys dueling for sport, often picking fights for no other reason than to test his skill. His affection for duels is rubbing against his hatred for Xander Brim, and he soon plans to challenge the wizard to a public mage's duel to the death in order to win the recognition he believes he deserves as the finest spell slinger in Port Shaw.

Commander and Sorcerer Supreme Aeron Chambers (Ftr1/MU7): HP 31; **AC** 9[10]; **Atk** rapier (1d6) or dagger (1d4); **Move** 12; **Save** 9; **AL** C; **CL/XP** 8/800; **Special:** +2 save vs. magic, spells (4/3/2/1).

> **Spells:** 1st—*detect magic, light, magic missile, read magic*; 2nd—*ESP, phantasmal force, strength*; 3rd—*explosive runes, fireball*; 4th—*wall of fire*.
>
> **Equipment:** highly decorated dragoon uniform, powder white gentleman's cape, a Dontorian special captain's cap, rapier, dagger, *crystal ball*, *gloves of swimming and climbing* (as per gauntlets of swimming and climbing, but usable by all classes), *ring of invisibility*, spellbook.

Tactics: Aeron enjoys dueling with his rapier and toying with lesser opponents. He only duels to first blood, saving his first lethal showdown for a meaningful occasion. Although he delights in his newfound swrd skills, he is no fool. Against dangerous opponents he prepares for battle by casting several spells on himself if able. Aeron casts *strength* and uses his *ring of invisibility* before entering the fray.

In a large scale melee Aeron truly shines, blanketing enemy forces or the decks of enemy ships with fire spells.

Even more dangerous than combat with Aeron is the magic-user's ability to keep tabs on the Characters (if they come to the attention of the Ring of the Kraken) with the *crystal ball* he keeps in his private chambers at Fort Stormshield. Aeron supplies Harthagoa and Gregory Bonedeuce with intelligence on the Characters' actions and movements regularly, allowing the dragoons and agents of the Society to catch the Characters at the most inopportune times (such as emerging from an illegal trip into the sewers, or returning from an excursion at Pirate's Nest or Beacon Island).

The Wash-up

They once heralded Xander Brim as the "Archmage of the Razor Coast." He provided the arcane punch behind the Wave Riders, and his services as ship's wizard were sought by every sea captain to sail the Razor.

The defeat of the Riders bore down hard on Brim. The wizard never failed to bail his companions out of danger before, and the citizens of Port Shaw blamed the

death of his compatriots beneath Harthagoa's tentacles on Brim. People lost all respect for the wizard, and rumors, perpetuated by Aeron Chambers, began to circulate about Xander being "a two-bit charlatan."

This began a difficult time for Xander, who went from the esteemed position of Ship's Wizard on Trafalgar's *Trident* to safeguarding freighter cogs ferrying guano across the Razor. Things soon grew even worse. Nowadays Xander would leap at the chance to serve on a guano freighter, as he has not found employ in months.

A gentleman and a connoisseur of the finer things, Xander's rich tastes depleted what little coin he had left, and he pawned off all his potent magical possessions long ago (Aeron Chambers took perverse joy in buying some of Brim's belongings for a pittance). The "Archmage of the Razor" lives in abject poverty, scrounging for every meal and relying on the charity of old friends. Friends are beginning to chafe at his constant freeloading. If Xander's situation does not improve soon, he may secure passage to start over far away from the Razor Coast.

Xander Brim (MU13): HP 37; **AC** 9[10]; **Atk** *+2 staff* (1d6+2) or dagger (1d4); **Move** 12; **Save** 5; **AL** L; **CL/XP** 13/2,300; **Special:** +2 save vs. magic, spells (5/5/5/4/4/2).

Spells: 1st—*charm person, detect magic, light, magic missile, read magic*; 2nd—*detect evil, ESP, invisibility, phantasmal force, strength*; 3rd—*dispel magic, explosive runes, fireball, hold person, lightning bolt*; 4th—*dimension door, ice storm, remove curse, wall of fire*; 5th—*hold monster, monster summoning III, telekinesis, wall of stone*; 6th—*control weather, lower water*.

Equipment: patched grey and sea-blue robes, *+2 staff,* spellbook.

Tactics: Xander does not often get the chance to do battle these days. In fact, when he is depressed, he wanders the docks alone at night hoping some foolhardy rogues will try and kill him so he can keep his skills sharp. He is aware of the enmity Aeron Chambers bears him and in retrospect, he deeply regrets the dismissive way he once treated the younger wizard. Xander is ready for the magic-user to move against him at all times. He has detected Aeron spying on him (through what was formerly his own crystal ball, no less) and takes petty delight in casting *phantasmal force* to keep the other sorcerer in the dark about his actual whereabouts and activities. As a result of this tactic, Aeron is under the impression Xander spends all his spare time gambling at various establishments in Bawd district.

Our Very Own Whiny Wizard

If the Characters show any interest (especially financial) in Xander, he is extremely enthusiastic about joining their cause. His enthusiasm may even be a bit overwhelming or annoying, as he seeks to win the Characters favor. Also, Xander's destitution makes him a bit mercenary. He tries to get as good a fee as he can, without ever being dishonest, for any – and every single little – service the Characters ask of him. No pay, no spell, even if someone dies. It's the principle of the thing. A mighty wizard like Xander alternately posturing and playing the sycophant to a group of lower level adventurers is a sad sight indeed.

Neither Villain Nor Hero

A den of skullduggery, Port Shaw houses more than its fair share of pirates and shady characters. The following are the most notable – or just plain colorful.

The Innocent Pirate

Captain Falken Drango is a force of nature. The lethal pirate cuts a swathe through his foes on the Razor. With a larcenous fire in his heart and tempered steel in his spine, he took his first command five years ago after besting the captain of the *Tartas* in single combat. His legend is a tsunami, towering over the lesser waves cut by the other scurvy buccaneers prowling the Razor. The most notorious pirate captain to curse the Coast since Garr Bloodbane's defeat, Falken Drango is a dangerous outlaw who steals on a whim, robbing freighters, whalers and even the odd Dragoon man-o-war. He has slain his fair share of men, but never someone who was not facing him with cold steel drawn. Drango never kills a man he does not have to ("If you kill a merchant, you can't rob him again next year"). Truth be told, he has no stomach for murdering innocents and fools, and has cultivated his fearsome reputation to cow victims with his dread presence and save him the trouble of spitting them on a cutlass.

The captain stands over six feet, looking down a crooked, well-broke-in nose at his foes. He ties his greasy hair in braids and keeps his body lean like a hunting wolf's, not one ounce of fat covering countless packets of wiry muscle. Drango's arms and shoulders are thick from years at oar, helm and rigging, while his upper body is work of art, covered with tattoos telling a tale of hardship, adventure and peril on the Razor and including more than a few prison brands – one from the brutal mines of Darkol Island.

Drango's recent troubles began over a month ago when a damnable witch-breath fog rose up, and an evil wind carried his ship, *Nightslink,* onto a reef down the coast from Port Shaw. Drango left his crew to defend the ship and took a longboat to Port Shaw, planning to steal another vessel and return to the *Nightslink* to rescue his crew (not to mention the plunder in their hold). Shortly after skulking into town, he stole a fast sloop and made for the *Nightslink* with a Dragoon frigate on his tail. Drango knew once he reached his ship, the frigate's compliment of bumbling

Dragoons would prove easy prey for his seasoned crew of murderous pirates, but when he reached the *Nightslink*, he found her decks soaked with blood. His crew was gone, but the cargo in the bay remained untouched. Confounded and hard pressed, he fled, and was on the run for days before the Dragoons finally cornered him.

Drango put up a daring fight, felling several Dragoons, but eventually they overwhelmed him. Now he returns to Port Shaw in chains. He faces a list of charges as long as a sea serpent's tail; one of his many hanging offenses being the murder of his own crew, which the Dragoons conveniently hung on him. The pirate is determined to escape and find out what happened to his boon sailing companions. He believes them dead and plans to avenge them. He has no idea they were attacked by Dalang Jalamar, or that those not immediately slain and devoured were given Dajobas' dark kiss. Falken Drango's old crewmates are now the Razortooth Raiders, who shall arise from a silvered sea to soak Port Shaw in blood on the next full moon.

For and Against Falken Drango

In **Chapter 3**, the Characters may encounter Drango as the Dragoons drag him along the docks of Port Shaw, shortly after his capture. If the Characters assist his escape attempt, he proves a valuable ally if they also help him find his vanished crewmates. Allied to Drango, the party has an able captain and infamous pirate loosely at their disposal

If instead the Characters help the Dragoons recapture Drango, Barrison Hargrove rewards them handsomely and they win favor with Gregory Bonedeuce. However, when the adventurers learn of Drango's innocence later, they may wish to break the pirate out of Fort Stormshield's brig. Instead, if the Characters simply stand by and watch during Drango's escape attempt, the pirate successfully flees and disappears. They encounter him later as a neutral party.

Falken Drango (Ftr2/Thf9): HP 41; **AC** 9[10]; **Atk** fist x2 (1 hp each); **Move** 12; **Save** 7; **AL** N; **CL/XP** 11/1,700; **Special**: backstab (x4), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 93%, Traps/Tasks 60%, Hear 5 in 6, Hide 65%, Silent 70%, Locks 65%.

Equipment: torn black leggings, leather belt, lockpick (concealed in lining of leather belt), manacles.

Tactics: Falken Drango is one of the most feared pirates on the seas, and he is no pushover even manacled and weaponless. He is an intimidating presence and stares down his captors. He pummels anyone who gets in the way of his escape. If aided, he flashes a smile at the Characters saying "Many thanks to ye. Apologies sirs and madams, ya ain't catch'n me at me best, to be sure." If he is apprehended he goes down with a snarl and "I toll ya'll ready I'm not da one a' put me crew to da sword!" If he escapes (or is freed from the brig later), he arms himself with whatever weapons and armor are available (though he will not wear armor heavier than leather).

The Sewer Rat

While many treasures can be found on the high seas and below the waves, others lurk below the streets of Port Shaw. The life of a sewer pirate is not glamorous, but for a skilled sifter there are many valuable finds to claim in the stink of the sewers. Cap'n Lester Farrows is the best of the best when it comes to people who swim around in other folk's waste.

Lester might be the laughing stock of most pirates on the Coast, but he is proud of his job. No one else can turn sewage into gold. The smell leaves a little to be desired, and while the odd Karikanti hunter and cockroaches the size of a pig are little worrisome, a professional sewer pirate like Cap'n Farrows knows the risks.

Since the Dragoons outlawed sewer raiding a few weeks back, the rest of Lester's colleagues (those precious few) packed it in, giving up on the fine art of sewer pillage. Not Lester. He operates secretly, avoiding the vigilant Dragoon patrols of the sea intakes and sliding in and out of the bowels of Port Shaw unnoticed.

Besides being Port Shaw's most accomplished sewer pirate, Cap'n Farrows is also a faithful follower of Quell, as zealous as they come. He may be called upon to assist the Characters if they are planning on tackling any deeds of which the Sea God would approve (such as taking on the aquatic seed of Demogorgon).

Cap'n Lester Farrows, Cleric of Quell (Clr 9): HP 55; **AC** 7[12]; **Atk** *+1 slingstone* (1d4+1; returns to wielder after being thrown); **Move** 9; **Save** 8; **AL** C; **CL/XP** 11/1,700; **Special**: +2 save vs. paralysis and poison, spells (3/3/3/2/2).

Spells: 1st—*cure light wounds* (x3); 2nd—*find traps,*

Running with a Sewer Rat

If the Characters plan to lurk in the muck, they might hire Lester Farrows. He charges 100 gp for a "sewer run" on his raft, the *Gallant*. It may not look like much, but the *Gallant* can get a party of adventurers through the sewers much more safely than swimming.

If the Characters seek an alternate entrance to the brig in Fort Stormshield, hunt for Viscount Deepwarder's lost ring, try to track down the Tulitas' missing scrimshaw whale bone, or investigate the disappearance of children in Bawd district, then they may need Lester Farrow's help.

silence 15-ft. radius, snake charm; 3rd—*continual light, cure disease, locate object*; 4th—*create water, protection from evil 10-ft. radius*; 5th —*create food, dispel evil*.

Equipment: leather armor, *+1 returning slingstone*, sling, *tarpaulin of obscurement* (see sidebox), *token of Quell* (see sidebox), *Gallant* (sewer raft), 10-ft. pole, 200 ft. of rope, thieves' tools, bull's-eye lantern.

Tactics: Lester takes his job of protecting his charges very seriously. In battle he stays on the raft, hurling his slingstone at the enemy most capable of harming the party every round. If a character is badly wounded or knocked unconscious, Lester casts whatever curative spells he has left to protect them from further harm.

Token of Quell

This special holy symbol of Quell is adorned with a vial of water collected from the deep reaches of the ocean where the might of the Sea God is most potent. The bearer of this token may cast *water breathing* once per day. Also, once per day the token may be used to automatically dispel a water spell effect or dismiss a creature from the Elemental Plane of Water back to its home (saving throw at –4 negates).

Tarpaulin of Obscurement

These magical sheets of hemp are commonly used by wealthy smugglers to conceal contraband within their holds. The tarp spread over a 10 ft. by 10 ft. area masks objects within that area, blending them into the surrounding terrain and making them difficult to see (1 in 6 chance). If draped around a creature, the tarp grants an 85% chance to avoid detection.

The Widow Razor

After her husband's demise, Bethany Razor shied from direct involvement in the affairs of Port Shaw. She fills the void in her heart with an extremely successful career as the region's only privateer. Under legal writ of the Elders, Bethany Razor preys on pirates and other dangerous outlaws of the Razor Coast, captaining her impressive ship *Quell's Whore*. She is a powerful woman who always gets what she wants.

Devilishly attractive and flirtatious to the extreme, her air of sensuality is smoke without a flame. Still mourning her husband's death, she has gone five years without a lover and intends to keep it that way. She finds that a seductive smile and a figure-hugging leather bodice open doors for an independent operator, so she puts her charms to work winning the writs of many maritime powers, which in turn allows her free passage and the right to plunder unprotected vessels at her choosing. All who try to win her to bed fail, which for some only serves to increase her allure.

Bethany is a woman of unsurpassable attraction. Besides the obvious mystery of her dark beauty, (raven-black hair, midnight eyes, and skin deep as bronze) the dancing fire of her eyes, and her devilish smile make men weak in the knees. She is a pirate, plundering cargo holds and hearts all along the Razor Coast. Viscount Senegar Deepwarder (a visiting elven aristocrat, see **Chapter 3**), Sagacious Samuel (local wizard and shop owner), and none other than Commandant Gregory Bonedeuce himself all actively seek her hand. Should they convince her to do so, Bethany can wield her considerable influence with any of these men to aid the Characters.

Bethany has a fiery personality and an excellent sense of humor, but does not take kindly to disrespect. She enjoys appreciation of her beauty from others – even such considered lewd by other women – but will not tolerate any remarks that belittle her position as captain. She responds to such insults with her rapier wit, and if that fails, with her rapier. She will not kill a man for insulting her, but she will embarrass him by bettering him in a duel or slashing his belt right off his trousers. Bethany makes sure everyone onboard *Quell's Whore* knows she is the captain, and her word is stronger than the laws of heaven.

Igniting a Widow's Rage

The adventurers' involvement with Bethany can be romantic (more than one character may fall for her sultry smile or ample bodice) or practical. They may hire Bethany to take them out to sea on any number of quests. She sells her services as captain and puts her ship to use for a flat fee of 500 gp up front, an additional 50 gp per day of travel, plus any unforeseen expenses (such as damage to *Quell's Whore*).

If the characters discover the truth of her husband's death and reveal the circumstances of his betrayal, Bethany chokes back tears. Her face hardens and she swears vengeance against Bonedeuce, whatever the cost. Bethany Razor may prove a powerful ally if the characters play their cards right.

Captain Bethany Razor, Elf female (Drd5/Thf7): HP 44; **AC** 4[15]; **Atk** *+2 rapier* (1d6+2 plus wounding) or pistol (1d6); **Move** 12; **Save** 9; **AL** N; **CL/XP** 11/1,700; **Special:** backstab (x3), elf traits, immune to fey charms, +2 save vs. traps, shape change, spells (3/2/1), thieving skills.

Thieving Skills: Climb 91%, Traps/Tasks 45%, Hear 5 in 6, Hide 40%, Silent 50%, Locks 40%

Spells: 1st—*detect magic, faerie fire, predict weather*; 2nd—*cure light wounds, warp wood*; 3rd—*water breathing*.

Equipment: *+2 leather armor*, wooden shield, jet

black leather bodice, white laced silk blouse, knee high black leather *boots of speed*, *Fate's Cruel Twist (+2 rapier*; see sidebox), pistol, 5 reloads of powder and shot, *potion of water breathing*, ruby ring (300 gp value, a gift from a suitor whose name she has forgotten), silver necklace with emeralds inlaid (1,600 gp value, gift from Viscount Senegar Deepwarder), jeweled scabbard for her rapier (700 gp value, gift from Gregory Bonedeuce), a simple silver wedding band (her most treasured possession, worth 5 gp to anyone else).

Notes: Bethany's dolphin animal companion, **Sarah** (see below), always accompanies her ship. In addition, Captain Razor rescued a minotaur bound for a remote mining colony during an attack on an illegal slaver vessel. **Korg** has since become her trusted first mate and bodyguard. He ensures that people "listen carefully when the captain speaks, or listen to the ringing in their ears."

Tactics: On the open sea Bethany uses Sarah to survey the waters and warn her of approaching danger. If engaged by a larger, more dangerous ship, she uses the *Whore's* speed and maneuverability to her weal. If she can, she sweeps the aft of a larger vessel and casts *warp wood* on their rudder, rendering the ship difficult to steer, then makes her getaway.

In personal combat, Bethany uses her *boots of speed* and *Fate's Cruel Twist* to wound foes mercilessly. In a large melee, her first mate, Korg, is never far from Bethany, and she often maneuvers around foes he engages, dancing in to backstab.

Sarah, Dolphin: HD 2; **HP** 16; **AC** 6[13]; **Atk** bite (1d6); **Move** 0 (swim 24); **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none.

First Mate Korg, Minotaur: HD 6+4; **HP** 40; **AC** 6[13]; **Atk** head butt (2d4), bite (1d3), weapon (1d8); **Move** 12; **Save** 11; **AL** N; **CL/XP** 6/400; **Special:** never get lost in labyrinths.

Equipment: heavy pick, short sword (uses as his knife), 50 ft. of heavy steel cable.

The Referee's Code: "Rules are more in the nature of *Guidelines* . . ."

Bethany Razor breaks the multiclassing rules presented in the ***Swords and Wizardry Complete*** rulebook, but, because of the nature of the storyline, she is allowed. If a Referee would like to change her stats, please feel free to either drop the druid class altogether, or possibly switch her to a magic-user/thief, with a penchant for nature-related spells. In such a case, Sarah the dolphin (see below) would have the relationship of a familiar rather than a druidic companionship.

Fate's Cruel Twist

This *+2 rapier* causes wounds that refuse to heal. The victim suffers 1 point of damage per round after being struck until magically healed, to a maximum of 12. Multiple hits cause multiple bleeding wounds. Finally, this potent magical item causes opponents a –3 penalty to hit when engaging the rapier in melee combat.

CHAPTER TWO

CREATE A RAZOR COAST CAMPAIGN

How This Works:

The *Razor Coast* campaign is produced for two different rules-systems: *Swords & Wizardry* (the retro-clone of the original edition of the world's best known fantasy RPG), and the *Pathfinder Roleplaying Game*. What you hold in your hands is the *Swords & Wizardry* version of the Razor. That's important, because in the two versions of the campaign, Chapter 2 is almost entirely different from one to the other, with the exception of the fact that both chapters contain an outline of the adventures.

The *Pathfinder* version of this chapter offers a far more structured matrix of the campaign's encounters, themes, vignettes, incidents, subplots, and story threads than the *Swords & Wizardry* version does. *Swords & Wizardry* in general takes the approach that the progression through a series of adventures is player-driven to a larger degree than it is in a series of *Pathfinder* adventurers, where more attention is paid to the appropriateness of the risk level for the characters, and the overall game balance of the encounters.

In a *Swords & Wizardry* campaign, it is still common for the Referee to set the stage for "tonight's adventure," in which case the players can expect the adventure to be more or less appropriate for the levels of their characters. However, there is another approach—player groups often alternate between them—which is generally called a "sandbox," in which the players decide where the characters will (try) to go, and what they will (try) to do. Whatever is there is what they encounter, without much tweaking to make the adventure level-appropriate. It is a matter of the players' skill to get a sense of what risks they might face in a particular locale and what the potential rewards might be. The obvious difficulty in running a good sandbox campaign is that you, as the Referee, have to be able to give the players enough information (through the party's information-gathering) to make those decisions meaningfully. This can result in lots and lots of over-preparation as you envision the characters asking all kinds of questions and going to all types of places in an evening's session. Granted, *Swords & Wizardry* is a simple enough system to let you manufacture all kinds of enemies on the fly, letting you concentrate on the more interesting parts of an adventure—the tactics, the villainous plots, the strange locales—but let's face it, you can't be a creative genius each and every game session forever.

So, the Razor Coast offers a rich tapestry of interlaced events, people, and locations, allowing you to respond quickly and creatively when your players do the unexpected. There is also a presumed timetable based on the two big villains and the plots they have been hatching since before the characters arrived in the Razor. The actual timing elements of the Background Plots can be used or discarded at will, depending on how you want to run the campaign. You will get a sense of how the Background Plots will affect the campaign as you read further in the book.

The Basics

To prepare, a Referee sits down with this chapter, turns to the section matching their party's approximate level, and selects the potential encounters, hooks, rumors, and NPCs connected to them.

Episodes and Sandboxes

When everyone sits down at the gaming table—or, perhaps more likely in this day and age, at their computers—one of two things is going to happen, depending on your gaming group and how the last session ended. Perhaps the players don't really care what the characters do next, they just want a fun adventure—or perhaps they generally just like to skip to the more dramatic parts of their characters' adventures. In this case, you as the Referee are on the hook to announce the beginning of "tonight's adventure." And since the players didn't or don't want to do the decision-making, then it's usually considered impolite if they suddenly want to veto the adventure you prepared in the absence of their input. On the other hand, if your group runs the type of campaign in which the characters ask around and make decisions like, "we go to the city of X," or "we head westward," then it is your job as the Referee to run–as much as possible, anyway—a game in which the players influence the course of their characters' decisions. It would be rude on your part to pretend like their efforts have some sort of meaning in the game, and then to ignore it by running the same adventure wherever they go, regardless of what they do. If you usually choose the adventures due to time constraints or personal preference, let the players know this, and just run your campaign as a series of episodes. If this is how your group operates, you will find that the adventures in Razor Coast can (according to the timelines of the Background Plots) be run in a fairly sequential manner, and they are progressively more difficult as they evolve. In this sense, the campaign may be viewed as an adventure series.

If you allow the players to direct the course of their travels and explorations, and they take up the challenge rather than whinging about it or arguing endlessly among themselves, then you no longer have the comfort of knowing exactly what "tonight's adventure" is going to be. It is always a good idea, *at the end of each session*, to ask the players what the characters are going to do next. This gives you time to prepare between sessions, rather than finding out that you have about ten minutes of small talk before you have to Referee an impromptu sea journey to a city-state whose existence currently consists of a name and a dot scrawled at the edge of your map.

This book is organized to work whether your campaign is episodic "tonight's adventure is…" or sandboxy, "what do you do then…" or—most commonly—a mix of the two.

Four Primary Flavors of a *Razor Coast* Campaign

Referees can deliver nearly every Adventure Option in ***Razor Coast*** to their players in one of four primary flavors, each represented by a loose faction of NPCs. Think "primary" as in "primary colors," as there are many ways to mix and match Adventure Options to produce various shades of campaign. Your ***Razor Coast*** adventure path will play differently depending upon which orientation your players enjoy most.

The primary flavors offered in ***Razor Coast*** and their representative factions are:

POWERS THAT BE (Barrison Hargrove, Gregory Bonedeuce, etc.), representing the worst that the colonizing newcomers have to offer, themselves fooled and bound in turn by one of the worst inhabitants of the Razor Sea—Harthagoa the Krakenfiend. The Powers that Be represent the self-interested and self-deluding evil that willingly wreaks horror on others in pursuit of its own ends.

THE FORMER HEROES AND THEIR FRIENDS (the Wave Riders, Jenkie Barnes, Zalan Trafalgar, etc.), who represent the best the newcomers have to offer, yet currently defeated by the Razor. They also represent the evil that passivity wreaks when good folk allow the world to so undo them, they cease to act like the heroes they remain at heart.

THE TULITA (Milliauka, Mokoli Ali'i) also represent defeated heroes, but those who have not yet given up the fight. They suffer the evils of oppression, represent living in balance with the natural world, and they fight the good fight against overwhelming odds. Their heroic posture offers them no special advantages, and they are as likely to fail in their attempt as to engineer the political, economic, and cultural renaissance their people need.

THE INDIVIDUALISTS (Bethany Razor, Falken Drango, etc.). These are the people unconcerned with the polity as a whole and indifferent to the big questions of who shall rule and who shall serve. They see life through the lens of the immediate and live it that way, acting for the Good or…the less-than-Good but always for their own, personal reasons. They embody those who think the large scale question of Good vs. Evil is unsolvable and are concerened only with the justice and injustice in their immediate spheres. Most mercenaries, pirates, and many adventuring parties start in this category.

Generally, each Adventure Option presented below contains Hooks linking it to one or more of these four primary flavors. Supporting NPCs, Rumors, Whispers and other devices also link Adventure Options to one or more of the four orientations. Offering a particular flavor for your ***Razor Coast*** campaign is as easy as selecting the appropriate hook (or creating one of your own) for the Adventure Options you place before your players.

Background Plots of Razor Coast

Razor Coast contains two major Background Plots**: The Night of the Shark** and **The Kraken Strikes.** These are perhaps best viewed as the likely sequences of events that will occur based on the current plans of the area's biggest villains. The characters might be pitted against these villains, in which case they will be striving to alter or prevent these events, or they might just be bystanders, in which case the plots will progress as the villains have planned, and the results will be nothing more than a backdrop to whatever activities the characters are up to. A very dangerous backdrop, it is true, but a backdrop.

It is, of course, possible to leave out the Background Plots entirely and play the Razor Coast as a setting without any.

First Plot Arc: Night of the Shark

Synopsis

Over the past months Dalang Jalamar, Chosen of the Shark God Dajobas, organized "shark attacks" up and down the Razor Coast, in order to fill Port Shaw with two kinds of weresharks: the knowing and the unknowing; those who knowingly follow Dajobas, glorying in their shark forms, and those who do not yet know their "shark bites" have infected them with lycanthropy (also called the Kiss of Dajobas). To their shock and horror, these latter "Kiss Victims" will first discover their lycanthropy only when they abruptly transform into weresharks at the rise of the next full moon. The next full moon will go down in Port Shaw history as "The Night of the Shark."

Meanwhile, in human form, Dalang's followers prowl Port Shaw seeking the *Jawbone of Kaho Ali'i,* a relic that holds the key to a Tulita renaissance – just the kind of resurgence in Tulita culture and religion that might counter the Shark God and prevent His return.

Kiss Victims? Followers? What's the Difference?

Jalamar's wereshark followers willingly serve the Dalang, Chosen of Dajobas. Many were once members of Falken Drango's missing crew, the Nightslinks. Long before the Night of the Shark all of Jalamar's followers passed through their first transformation and swallowed humanoid flesh. This group includes Razortooth Enforcers and Razortooth Raiders, but it does not include denizens of Port Shaw who merely survived a bite from Jalamar.

Surviving a bite from Jalamar that also infects you with lycanthropy makes you a Kiss Victim. As discussed, Kiss Victims are doomed to transform on the next full moon and, driven by a nigh insatiable hunger, eat someone. Once a Kiss Victim swallows humanoid flesh, their transformation is complete and they become evil. Most likely they willingly serve Dajobas from that moment on.

In short—you are what you eat.

When the shark-moon rises, mayhem erupts. Common folk inflicted with the Kiss transform and attack their neighbors. Dalanag Jalamar's followers leap into the fray, drenching the docks in blood. Under cover of this carnage Jalamar moves to secure the *Jawbone*—but the party has a chance to secure the relic before him..

In this case, Jalamar rounds up people close to the party and piles them on a raft doused with whale oil. "Give me the *Jawbone*!" he demands, "or they burn!" It's a trap, of course, but a difficult decision and likely a good battle.

A Desperate People and a Priceless Relic

The Tulita fell hard after losing their war with the foreigners. Since then, various tribes signed the first treaties granting foreigners their power—vested in huge tracks of plantation land, positions as Elders, and seats on the Lodge Council—and the Tulitas' hold on the Razor erodes ever more swiftly before the foreign tide. Their heroes lie fallen in battle, their Elders humiliated in Council meetings by jumped-up puppets and rapacious merchants.

Despite the depredations, many Tulita maintained unity and preserved the old ways. Until a few months ago, that is, when a foreign thief absconded with the single most treasured relic of the local tribes—a beautiful piece of scrimshaw depicting the 1,000-year-old coronation of the first Tulita war chief, Kaho Ali'i. To Jalamar's dark delight, the loss of this treasure drove many younger Tulita away from the old ways. In response, the rate of desertion to whaling ships, piracy and other ignoble pursuits increased— speeding the day of Dajobas' return.

Background

Jalamar was born far up the coast of Port Shaw in the near-idyllic town of White Reef. His mother died during childbirth and a bale-shark ate his father, a simple fisherman, when Jalamar was six. Young Jalamar watched the whole thing from his dad's fishing sloop. He listened to the symphony of crunching bones and the ear-splitting death squeals of his father.

Given to the local Church of Quell to be raised as an acolyte, the youngster proved studious. He pleased his tutors with both his intelligence and his quiet, patient spirit. Jalamar eventually developed into an upstanding cleric of the sea god.

He never told anyone about his dreams. Every night after his father's death, Jalamar dreamed of a monstrous jet-black shark with red burning eyes who stared straight into his soul. Night after night he jerked awake, awash with sweat, just as the shark sank its razor teeth into him.

Once Jalamar earned his initiate's robes, he traveled the coast, preaching Quell's glory to the ramshackle communities of the Razor. For a few years he passed on the good word and protected small communities against sickness, storm, and the constant threat of pirates.

Still the dreams came every evening, with increasing intensity, until two months ago he found himself camping on a beach in a sleepy inlet not far from Port Shaw. Snapping awake from his dream, Jalamar feverishly made his way to the water. There, by moonlight, he recognized the cove of his nightmares—a dark secluded place of still black waters, a place he'd swum time and again in his mind's eye. Possessed by an inexorable urge, Jalamar threw himself into the ink-still ocean.

Then he saw the fin.

Blacker than the night around him, it cut the water faster than any arrow. Pain burst in his chest as the shark lifted him from the sea, and the warmth of his own blood rose, copper and hot, in Jalamar's throat. Then consciousness fled.

He awoke in the home of Harok McFarrows, a local fisherman who had discovered his mangled body floating in the morning surf. The kindly man did what he could for Jalamar, tending the two gruesome bite wounds that now marked both sides of the young missionary's torso. The wounds were deep, and McFarrows did not expect the unfortunate priest to survive the night.

When darkness fell, the full moon rose and Jalamar became something else. He climbed from his wet and bloodied bed a hideous monstrosity—half-shark, half-man—and he tore Harok's wife to pieces. The fisherman heard the sounds of slaughter from outside where he squatted, preparing the next day's nets. Harok rushed into the house and beheld the butchery of his bride. Blind with anguish, he hurled himself at the enormous wereshark, but Jalamar, his hunger sated, simply swatted the fisherman aside and through a wall. Jalamar fled into the surf, but only after biting Harok's surviving daughter Jessica—once.

That night Jalamar swam as he slept, and in his dark dreams he heard the voice of the Shark. The voice of Dajobas, Devourer of Worlds. His god.

Jalamar now sees himself as more than mortal. He spends much of his time in shark form, hunting the pathetic men who sail his waters. The flavor of their fear-tainted flesh is exquisite, and he feels he has accomplished much in preparation for Dajobas' return.

He wrangled away the sharks of the sahuagin. He recruited Falken Drango's pirates, the Nightslinks, infected them with lycanthropy and christened them "The Razortooth Raiders." On their first full moon in shark form, the Raiders slaughtered the crew of a cargo freighter named

Tide Marcher and looted its hold of silks and exotic spiced teas from lands far away.

Jalamar now spreads the shark god's Kiss to as many as possible. The fisher folk of Port Shaw suffer a strange rash of shark attacks these days. Few are fatal, and most of the survivors tell the same strange tale: of a shark as black as midnight striking with unthinkable speed then vanishing into the night.

Setup

The characters learn about the shark attacks soon after arriving in Port Shaw. For example, talk of strange encounters with a fierce black shark consumes the docks. The party may decide to venture seaward to search for the black shark themselves and investigate an abandoned fishing village—only to learn of a great shark that ravaged the town. They may stumble across a young boy near death and covered in shark bites. The characters may also meet Falken Drango and hear of his crew's strange disappearance from his pirate ship, *Nightslink,* and decide to solve that mystery. Regardless, they continue to hear about shark attacks throughout the first half of the campaign.

While it is possible for the adventurers to unravel the mystery of the shark attacks and stop Dalang Jalamar, Chosen of Dajobas, before he unleashes the Night of the Shark, the most likely outcome is that the party learns what Dalang plans just a bit too late—perhaps not even until the moon rises.

From before the characters arrived in Port Shaw, Jalamar spent his time biting as many ordinary citizens as he could. However, just prior to the full moon Jalamar does two more things: first, he increases the number of people infected with wereshark lycanthropy by stealing a bunch of fishermen off to his underwater caves and, later, he attempts to infiltrate Fort Stormshield to bite yet more Dragoons.

The second thing Dalang does a few days before the full moon is send his followers—turned wereshark long ago and since steeped in blood and evil—into Port Shaw in their human guises. As mentioned, these followers covertly seek the *Jawbone of Kaho Ali'i*. If Dalang secures the *Jawbone* and destroys it, Dajobas shall surely return. If Dalang does not secure the *Jawbone,* the Shark God may or may not return—at least not yet, anyway.

Action

Dalang Jalamar, if not slain in his lair by the characters before the full moon, mounts an assault on Port Shaw. As explained, that evening all the folk Jalamar ever successfully bit suddenly and unexpectedly transform into full-fledged weresharks. In hybrid form they frenzy, wreaking havoc throughout Port Shaw. If the Referee played the cards right, many of these latent weresharks are the party's friends and allies.

At the same time Jalamars wereshark followers throw off their disguises and join the mayhem.

Hard upon the townsfolk's transformations, Jalamar strolls into Port Shaw, accepting bloodspray like flowers tossed to a reigning monarch. He also seeks the *Jawbone*. When his minions fail to recover it, the wereshark priest gathers subjects to sacrifice to Dajobas, publicly demanding the *Jawbone* in return for their lives. It is, of course, an elaborate trap. Dalang wants the *Jawbone* but has no intention of letting anyone live.

Development

Should Dalang Jalamar capture the *Jawbone* and destroy it, the coming of Dajobas is assured. Perhaps not today, perhaps not tomorrow—but the Shark God's return is nearly certain. Alternately, should the characters secure the *Jawbone* and defeat Jalamar, they hold in their hands the power to set in motion events that force the Shark God back into exile. It all depends with whom the characters side: the Tulita, the newcomers, the independents or themselves.

Phases of the Plot

The **Night of the Shark** Background Plot plays out over three phases.

PHASE 1 – Setting the Stage

The Referee chooses from rumors, vignettes, incidents, and encounters to deliver clues that beg for further investigation or lead to additional encounters and set-pieces connected to this Background Plot.

PHASE 2 – The Plot Revealed

While the adventurers likely visit Beacon Island before this Act, around 9-10th level, they finally link sightings of the "Black Shark" and the rash of local shark attacks to whomever lurks *inside* Beacon Island. They track these villains through underwater tunnels and partially submerged sea caves to learn Port Shaw is in danger from the enigmatic Chosen of Dajobas, who may also be the Black Shark.

PHASE 3 – The Night of the Shark

This Background Plot culminates on a night that goes down in Port Shaw's history as the Night of the Shark. As bloody chaos erupts around them, the adventurers must stop Dalang Jalamar from securing the *Jawbone of Kaho Ali'i* and simultaneously save Port Shaw from destruction.

Second Plot Arc: The Kraken Strikes

Synopsis

For over a century Harthagoa the Krakenfiend, spawn of Demogorgon and a she-kraken, has executed a carefully laid plan aimed at ruling the Razor in his father's name—with Port Shaw as his capital. Even as the characters begin adventuring, Harthagoa sets the last stages of his far-ranging plan into motion.

When the characters arrive on the scene, these are the five steps remaining in Harthagoa's multi-generational

scheme:

- Control or neuter Port Shaw's political leadership
- Seize control of the Dragoons
- Eliminate the Church of Quell on the Razor
- Destroy any heroes with the power to oppose him
- Invade and conquer Port Shaw

Control or neuter Port Shaw's political leadership. For all intents and purposes, by the time the characters first arrive, Harthagoa has accomplished this goal. Barrison Hargrove serves the Kraken, though under the delusion Harthagoa plans to make him King of Port Shaw. Through Hargrove, the Krakenfiend comands the Lodge unopposed, having instructed Bonedeuce to addict the Tulita Lodge Elder Nakuaka to dragonsmoke.

Seize control of the Dragoons. Nearly accomplished. Harthagoa controls Gregory Bonedeuce and through him most of the Dragoons. Following Harthagoa's orders, Bonedeuce drove out champions of the good like Roland Lawrence. Bonedeuce bound the worst of the Dragoons to Harthagoa's service by inducting them directly into the Ring of the Kraken. Only Lt. Commander Trey Perrin remains a threat to Gregory's machinations and prevents the total corruption of the Dragoons. Early in the party's adventuring career on the Razor, Hargrove and Bonedeuce contrive to send Perrin on a fool's errand from which he'll likely never return—at least not without the party's assistance.

Eliminate the Church of Quell on the Razor. Also nearly done. Between Dalang Jalamar, Chosen of Dajobas and Harthagoa's attacks, neither a single Chapterhouse nor a single priest of Quell remains on the Razor Coast—except in Port Shaw. After Harthagoa ordered Bonedeuce to arrange the last high priest of Quell's murder, the Krakenfiend never expected a replacement to arrive so swiftly. Zalen Trafalgar, the new priest of Quell, is a problem. Harthagoa plans to blow up Quell's Port Shaw Chapterhouse and if that does not get him—assassinate Zalen. The Krakenfiend will succeed unless the characters intervene.

Destroy any heroes with the power to oppose him. Harthagoa thought he settled this one when he broke the Wave Riders. Then the characters showed up.

Invade and conquer Port Shaw. Once Harthagoa gets the characters out of the way, he'll launch his invasion. Like the rise of some storm-driven, malevolent tide, Harthagoa's sahuagin armies and monstrous legions will emerge from the harbor waters and, with neither heroes nor Dragoons to oppose them, they'll seize the city for the Demon Below and kill or enslave the populace

Background

The Demon Lord Demogorgon, ever seeking to spread his vile influence in the world, long viewed the seas of the Prime Material plane as a ripe prospect for domination. Centuries ago, his ruthless ambition and unnatural demon lusts led Demogorgon to cavort with a great kraken mistress. They named the abominable fruit of their sick union Harthagoa, but most know him as the Demon Below.

The Krakenfiend rules much of the open sea beyond the coast and has enlisted countless followers and slaves for his dark father. Now Harthagoa has set his sights on the coastline. The Krakenfiend is patient, quite brilliant, and brutally persuasive. Over the past several years he cowed or coerced many influential figures of the coast into his service. Harthagoa enslaved the sahuagin tribes, brought the rogue aboleths of the Razor's depths under his auspice, and created a secret society among the land dwellers who worship him as a living god—a society called the Ring of the Kraken.

The populace of Port Shaw and the surrounding region remain largely unaware of the Ring, regarding it as a shadowy criminal organization, if they even recognize its name. Members of the Ring bear the Mark of the Kraken—a scar left when Harthagoa applied a tentacle to their tender skin and tore a ring of flesh away.

The members of the society—a multiplicity of NPCs, organized much like a thieves' guild—serve the Krakenfiend in many ways. Mostly they spy upon Harthagoa's enemies and keep him updated on the best vessels to target for destruction and pillage. Treasures salvaged from ships crushed by the Krakenfiend's cruel embrace thicken his hoard. Harthagoa offers gold, jewels, and captured slaves to Demogorgon as sacrificial tribute or uses them to buy the loyalty of fell demons and fierce mercenaries.

While several individuals of considerable political usefulness belong to the Ring of the Kraken, Harthagoa required a highly placed agent in the Dragoons to complete his scheme for conquest. Twelve years ago the Krakenfiend began grooming an impressive young captain named Gregory Bonedeuce for an intrinsic role in his long-range plans for Port Shaw. Harthagoa's twisted demonic machinations maneuvered Bonedeuce into the illustrious position of Commandant of the Port Shaw Municipal Dragoons.

The Demon Below used his cat's-paw to cultivate a

brood of followers among the Dragoons, who augment his already impressive network of spies, stand ready to enact Harthagoa's insidious plans against Port Shaw, and undermine his enemies in the guise of official business.

At first, the sea god Quell's faithful proved the most dangerous threat to Harthagoa's dominion on land, but now that his schemes reduced their temples to ash and reddened the sea with the blood of their priests, the Krakenfiend grows confident he shall soon rule the Razor in his father's blasphemous name.

Lead Designer's Note: Complex Evil versus Simple Evil

Hargrove is a revolting excuse for a human being, but sadly could turn out to be useful to the characters. Barrison remains unaware of Harthagoa's endgame—the destruction and enslavement of Port Shaw.

The old man, for all his disgusting faults, believes in Port Shaw and sees it as his hallowed dominion. He is king of the city in all but name, and if he learns Harthagoa plans to destroy Port Shaw he considers betraying the Krakenfiend, possibly even moving against Gregory Bonedeuce and supporting the characters. The power of Barrison's ego is so profound, he even considers opposing the Demon Below.

Bonedeuce may have the Dragoons, but Barrison Hargrove's fortune can raise an army of sellswords and pirates, not to mention Old Fish—the Razor's most lethal assassin.

Setup

Harthagoa's plot has been long in the making. At its simplest, he follows the maxim, "Only fight battles you have already won," and aims to eliminate all resistance before the invasion. For Harthagoa that meant first eliminating the Wave Riders, heroes with the power to oppose him, then using Barrison Hargrove to corrupt Port Shaw's political leadership.

For example, Hargrove supported Nakuaka's elevation to the lodge because the Tulita elder indulged a dragonsmoke habit, a habit that the Ring of the Kraken happily inflated into an addiction. As mentioned, Harthagoa all but eliminated the Church of Quell throughout the Razor Coast, and he even ordered the assassination of Quell's high priest in Port Shaw. Having so thoroughly seduced their Commander, Gregory Bonedeuce, the Krakenfiend stands on the threshold of turning the Dragoons – Port Shaw's only military force—into his active instrument.

As mentioned, when the characters arrive on the scene, little remains undone on the Krakenfiend's pre-invasion list. He wants to accomplish three more things before unleashing his armies: (1) consolidate his control of the Municipal Dragoons, (2) eliminate, not just cripple, the Church of Quell in Port Shaw, and (3) get any new players out of the picture.

Eliminating the Church of Quell should have been simple. After instructing the Ring to arrange the death of Archibald Noeliss, Quell's High Priest in Port Shaw, Harthagoa decided to plant explosives beneath the church Chapterhouse and blow it sky high. He arranged for Vrina, a succubus, to handle this in secret, and the sewers beneath the Chapterhouse of Quell filled with barrels of alchemist's fire, gunpowder, and rusty nails even as the characters arrived in port.

Matters for Harthagoa grew tricky of late, and the plan to blow the Chapterhouse slowed due to the unexpected arrival of Zalen Trafalgar. Son of an old enemy and the new high priest of Quell in town, Zalen is a replacement sent from overseas by Quell's Fatherhold to pick up Archibald's duties and restore Quell's church in the Razor.

Zalen's Assassination and Archibald Noeliss' Secrets

Noeliss was murdered by the Ring of the Kraken after uncovering evidence of their conspiratorial alliance with Harthagoa. Noeliss treated a few Dragoons for injuries and noted the strange Mark of the Kraken on their bodies. When he questioned the Dragoons under his care, they all lied to him and he began to suspect the mark implied membership in some sort of secret society. Further investigations got Archibald killed and dropped in a vat of acid.

In Noeliss' chambers, Zalen found hidden writings concerning this information. He sent word to the Church of Quell across the sea, but he is unaware that Ring of the Kraken spies intercepted his missives. If his bomb plot fails, Harthagoa has additional plans for Zalen's demise—plans that Harthagoa asked Hargove to put in motion even before the bomb goes off. The only bit of luck on the party's side is that Hargrove decided to solicit outside help to handle the assassination. Barrison feels that Old Fish grows weary of murder in his retirement and prefers not to irk the retired assassin unnecessarily.

If the characters befriend Zalen and aid him in any way, he entrusts them with what he knows of an evil secret society operating in Port Shaw, whose mark includes the sucker scars of a giant tentacle. If the characters foil the assassination attempt on Zalen, they find a scrap of parchment on the body of the assassin that reads, "For your trouble. – The Ring"

Fearing plots within plots and possible opposition from the Church masters overseas, the Krakenfiend calls a temporary halt to his plans for blowing the Chapterhouse while he assesses the threat this Zalen might pose. Even as the characters gain power, Harthagoa grows convinced that Zalen is a non-entity, easily eliminated. He restarts the timeline for blowing up the Chapterhouse. If the characters defuse the plot and prevent the explosion—or help Zalen live through the event, then the Krakenfiend uses cutout agents to hire an assassin to kill Zalen. That assassin will be en route as the campaign approaches the **Night of the Shark**. The party may or may not stop the contract killer coming for Zalen, but if they do intervene, they stand to learn the Ring of the Kraken hired the assassin—though not much more than that bare fact.

On the military front, a single officer—a leader with the integrity to resist Harthagoa and the charisma to capture the hearts of the troops—is the only one who might challenge the Demon Below's cat's-paw, Bonedeuce, for command. This paragon's name is Lt. Commander Trey Perrin, so Harthagoa arranges for him to sail out to sea—and into an ambush. The characters may glimpse the edges of this plot in the course of their adventures, but they only learn enough to foil the ambush in its final hours. The adventurers grow more embroiled in Lt. Commander Perrin's tale after the **Night of the Shark** during **The Kraken Strikes, Phase 2 – Quest for the *Albatross.***

Action

Recently, an unexpected headache entered the arena to worry the meticulous and careful Krakenfiend. A new power rises, a power to rival the Wave Riders should it choose to challenge the Kraken's might. At best this force seeks to rule the Razor itself and at worst it aims to counter evil at every turn. It seems on the brink of learning that the Ring of the Kraken killed Archibald Noeliss, and it may discover the bomb plot—even put a stop to the—and in the process learn that the Ring was behind both events.

What force is this you ask? The characters, of course, and soon after the **Night of the Shark**, Harthagoa decides to eliminate them.

The Krakenfiend employs a similar stratagem to the one he used on Lt. Commander Perrin. He lures the characters out to sea, where he hopes the dangers of the Razor will eliminate his foes for him. As a backup, he plans to kill two birds with one stone and instructs Gregory Bonedeuce—already hunting the *Albatross* with orders to sink her—to let the adventurers do the work for him. As the characters seek Perrin and the *Albatross*, Gregory Bonedeuce trails them. When they locate Perrin, explained the Kraken to Bonedeuce, send them both to the bottom with a broadside from the Pride.

If the characters survive Bonedeuce's ambush and make it back to Port Shaw, they find an overconfident Krakenfiend moved too soon. The party arrives to an invasion in full swing but not yet a *fate accompli*. Only the characters can defeat Harthagoa and save the day.

The Phases of the Plot

The Kraken Strikes Background Plot also unfolds across three phases.

PHASE 1 – Setting the Stage

The Referee chooses from rumors, vignettes, incidents, and Adventure Options that deliver clues begging for further investigation or lead to additional encounters connected to the Background Plot. During their early adventuring days, the party continually brushes up against hints of a sinister organization called the Ring of the Kraken or more simply, the "Ring." Clues point to a dark conspiracy corrupting Port Shaw's leadership and involving her criminal underworld, but the **Night of the Shark** cuts the investigation short.

PHASE 2 – Quest for the Albatross

Convinced the party threatens the Ring's carefully laid plans, Barrison Hargrove engineers a reason for the adventurers to head to sea—even if only to flee his power—and this eventually involves the party in the fate of the *Albatross*, Lt. Commander Trey Perrin's ship. While on the high seas, the party begins a veritable odyssey of adventure, taking them from 10th—12th level. Along the way, they confirm Hargrove and Bonedeuce serve Harthagoa and that they scheme to bring the Krakenfiend into Port Shaw as their conquering overlord.

PHASE 3 – The Kraken Strikes

A final showdown in which the characters must rally their surviving friends and allies to halt a full-scale invasion of Port Shaw by the Krakenfiend's armies. Scrags, lacedons, pirates, other foul creatures—even the occasional wereshark—swarm the streets. The characters sail into Port Shaw harbor and catch Harthagoa's forces in the act of putting all they know and love to the sword. In a do-or-die final battle, the adventurers either defeat Harthagoa, fall in battle, or flee in failure.

Whispers and Rumors

As previously discussed, Whispers are the common currency of the docks. Referees should plan to simply give this information out, in the mouths of NPCs during day-to-day interactions, whenever possible. Whispers are largely informational. They identify no opportunity on which the characters must act immediately.

Rumors, however, contain information. Often a Rumor learned from an NPC offers an immediate opportunity for further action. When Rumors do not offer an opportunity for immediate action, they likely color the party's perceptions of a future interaction; for example, revealing someone the party might not otherwise suspect to be evil.

Relationship Arcs: Redemption and the Post-Heroic Razor Coast

If they choose the heroic course, your characters are potentially the first injection of heroes onto the Razor for several years. Prior to their entrance, no other heroes survive. Twas not always so. The Razor is packed with fallen and forgotten champions—once brave souls who lost their way, abandoned all hope, or fell into a bottle.

tIf the characters are of a heroic mold, one of the more rewarding elements of ***Razor Coast*** involves the redemption of the various NPCs, while a wellspring of fun for the Referee lies in prompting complex and interesting relationships between characters and NPCs—relationships that impact the course of your ***Razor Coast*** campaign. Right at your fingertips you'll find romance, friendship, rivalry and brinkmanship, mentor-mentee bonds, along with student-becomes-master developments whenever the characters, as the main protagonists, mix and mesh in the lives of the non-player characters.

Below, you'll find the keys to restoring each of the Razor's fallen heroes to their former glory.

Bethany Razor

The widow Bethany Razor has lost the love of her life and lost hope. She once fought beside her husband Jacob against all threats to the Razor, but since Jacob passed, she has drifted into the life of a vagabond. Despite her good-hearted intentions, Bethany now has little interest in opening herself up to the fierce emotions and exciting adventures that led to the loss of her love. However if the heroic exploits of others inspire her or events conspire to mend her broken heart, Bethany may once again involve herself meaningfully in the conflicts surrounding Port Shaw.

Without the Characters: Bethany's Downfall

At the outset of your ***Razor Coast*** campaign, Bethany is adrift. Her ignorance of the treachery surrounding Jacob's demise robbed her of any closure over his death. With no other heroes to stand up and be counted as allies, Bethany's misery over her husband's death continues to erode her commitment to good.

Gregory Boneduece views turning Bethany toward evil as his magnum opus, and though he proceeds with caution, he remains hellbent on engineering her fall into darkness—and into his bed.

In the ordinary course of events, when Bonedeuce offers his affections as a distraction from Bethany's broken-hearted and lonely existence, she resists at first but eventually this insidious villain's charisma overcomes her. He even feigns a shared affection for Jacob, claiming admiration for her former husband and recounting tales of Jacob's bravery in the final battle against Garr Bloodbane. The following outlines the arc of Bethany's corruption, assuming the characters take no interest and never intervene in her story:

- Gregory first stirs Bethany's passions by courting her fiercely, perhaps even challenging her to a friendly duel, becoming her sometime sparring partner, sometime bedmate.
- Bethany's alignment slips to Neutral as Gregory painstakingly points out how little her good intentions have rewarded her in life and imbues in her a heightened awareness of the cold practicalities of the world.
- The two spend more time together in public, often spotted by the characters, and Gregory may even convince Bethany that the party threatens his authority and Port Shaw.
- Bethany succumbs to Bonedeuce's attentions entirely, wearing his ring about Port Shaw and promising herself to him in marriage.
- Bethany's alignment slips to Chaos as she starts to justify even the most extreme actions taken by her new love. Moreover, Bethany begins enjoying the poisonous cocktail of Bonedeuce's attentions drenched in her newly gained power throughout Port Shaw.
- Gregory convinces Bethany to forsake Jacob's memory completely, convincing her he was a fool who opposed the natural order of might-makes-right that so obviously prevails on the Razor.
- Bethany joins the Ring of the Kraken.

Character Intervention: A Broken Heart Mended

If the characters take an active interest in Bethany's story, her life may turn out quite differently. At the start of the campaign, Bethany is always spoiling for a fight against evil doers and more than willing to lend her scimitar and spell in defense of fellow, good-hearted denizens of the Razor.

Bethany intervening to aid the characters in an Incident may not be entirely random. Bethany has spent too long in the doldrums of life. Perhaps witnessing the characters heroically defending themselves against some miscreants in Port Shaw is the perfect impetus to jolt Bethany into rising from the depths of her misery. If the characters prove they are heroes worthy of the Razor, under their inspiration she might once more take up her mantle, Defender of the Coast, and assist them in their deeds, growing too busy and too outwardly focused to fall to Gregory's seductions. This transformation of her destiny grows more likely to occur if:

- A Lawfully aligned character succeeds in winning her close friendship—or her heart.
- The characters discover the truth that Gregory murdered her husband, Jacob Razor. This likely requires a visit to the wreck of the Razor's Edge.

- The following are likely to gain Bethany's increased attention and affections:
- Fight pirates or slavers.
- Stand up for the rights of underdogs and take any actions in line with the Individualists or Tulita path through Razor Coast (as opposed to the Powers that Be orientation).
- Display strength without trying to undermine Bethany's own abilities.
- Challenge Bethany to a friendly (non-lethal) duel over a minor argument and win (she respects this).
- Discover the truth of her husband's demise.

Bethany is likely to find the following actions displeasing, which will keep the characters from gaining her trust and affections:

- Aid any pirate openly—such as Falken Drango. Bethany has always been a fierce pirate hunter and views any who prey on the innocent as cowards and parasites.
- Engage in evil activity of any kind. If Bethany hears of such, she naturally begins to recoil from the characters; though, perhaps not until she confronts them to demand if the rumors are true.
- Indulge in Dragonsmoke. She sees reliance on the drug as pure weakness.
- Take too many actions demonstrably in-line with the Powers that Be orientation.
- Abuse nature in some way: by whaling, polluting, destroying sacred natural creatures or areas, etc.
- Patronize her or romance her as if she were a helpless lass. Bethany is proud of her strength and independence. Gifts of jewels, flowers, etc. are more likely to raise her ire than impress her. Gifts of deeds or offering help to those close to her? That's a different matter.
- Allow slavery to go unpunished. Bethany is a fierce abolitionist.

Mistreat anyone based on race. Bethany's best friend in the world is a minotaur. She does not suffer racists and fools.

Complications

Many roadblocks stand between the characters and Bethany's trust.These include:

- In their early levels, Bethany views the characters as young wards to be protected and never takes them very seriously—until they prove themselves as heroes, which at least requires they gain a few levels.
- Bethany seems to begin to enjoy one of the characters affections, and Korg is displeased. He fears their intentions may not be worthy of his captain. Now the characters have an over-protective minotaur snarling at their every friendly sign. Any action taken against Korg alienates Bethany, as he is her closest confidant and friend.
- Even after a character gains her affections, Bethany is unwilling to take the relationship anywhere beyond casual, as her heart still belongs to Jacob. She lacks closure, there. No matter what, until the mystery surrounding Jacob's death is solved, the character (and no one, for that matter) measures up to her lost love.
- Bonedeuce catches wind of the characters courting or carousing with the object of his affection. Gregory cuts in, impressing Bethany with his superior skill at arms and his devilishly charming fiddling. If the characters are unable to best him in some way (dancing, fiddling, a duel), Bethany's interest begins to wander to the handsome commandant.
- Any attempts to reveal that Bonedeuce is evil seem like petty and jealous lies to Bethany, which she does not take too seriously; especially because Gregory has only honeyed words for her and fond praises for her long-dead husband. Gregory's involvement may have at least one positive side effect: Korg likes Bonedeuce even less than he likes the characters. At this point, he is likely to tell the party he suspects Bonedeuce of Jacob's murder and suggests they look for proof in the wreck of the Razor's Edge, last reported sunk off Beacon Island.
- To get his rival in love out of the way, Bonedeuce might blackmail one or more of the characters for crimes they didn't commit—such as an act of piracy—which curdles Bethany's affections.
- Bonedeuce may challenge the character courting Bethany to a duel and lose on purpose, in a manner that it makes the character appear to have cheated (for example, Gregory poisons himself and blames the character). Bethany is not amused.

Payoff

If the characters succeed in winning Bethany over and preventing her downfall into evil, they gain a valuable ally and rob Boneduce of his final revenge against Jacob (the planned corruption and taking of his wife). She also puts *Quell's Whore* at the characters' service following the Night of the Shark, joining them in the hunt for Bonedeuce and the *Pride*, revenge in her heart. See **Reap What You Sow** for more thoughts on making this relationship pay off dramatically in the characters' adventures.

The Wave Riders

Dajobas and the Krakenfiend are terrible foes, and the characters may want strong backup on their side when they stare these dread evils dead in the eye. The redemption of the Wave Riders—once the Razor's most noted band of heroes, now scattered and fallen—could prove a rewarding part of your campaign. To actualize this possibility, the Wave Riders offer several interesting relationships for your characters to explore:

Without the Characters: Belok Talorg's Downfall

When the Wave Riders disbanded, Belok lost a piece of his soul. He admired the strength of Solomon Trafalgar, and when Harthagoa effortlessly crushed his idol in tentacled embrace, something broke inside the big warrior. He gave up on heroism, and decided instead to use his great strength for fame and profit.

Shortly after his return to Port Shaw, Belok took up fighting at the Broken Skull. At first this provided some satisfaction—or at least distraction—from the horrors of the Wave Riders' final defeat. However, the rush of the ring quickly waned. These days Belok just goes through the motions and recently, he lost to Jin, the current champion. If the characters take no interest in Belok he continues to fade into ignominy in the following fashion:

- Belok's fights grow increasingly sloppy. The up and coming generation of fighters neither know nor care he once fought as a Wave Rider. Memories being short on the Razor, they don't even know who the Wave Riders were.
- Eventually Belok loses all hope of regaining his title. He stops even trying for a rematch with Jin.
- Belok's motivation crumbles further until a crisis of faith results. No longer able to pray with a fervent and true heart, his loses most of his most useful abilities in the ring: his spells, his domain power, etc.
- Either Brunner Hammerfell or Amory Fairbanks beats Belok and drops him to third among the ranked fighters at the Broken Skull.
- Belok's confidence death spirals. He no longer accepts or makes challenges against the top ranked fighters at the Skull, settling for the small purses earned by trouncing new-comers and whelps.
- A mockery no longer welcome at the champions table in the Skull, he starts to keep his own company. Eventually he starts abusing dragonsmoke.
- Belok's dragonsmoke habit eats up his earnings, and he borrows heavily. His debts mounting, the Skull declares him persona-non-grata.
- Belok dies of a dragonsmoke overdose in a filthy room in Bawd. No one even remembers his name, and he chokes out his last breath alone, without fanfare. It takes them days to even find the body.

Party Intervention: Fighter to Champion, Champion to Hero

If the characters involve themselves in Belok's story, he may be inspired to regain his confidence and his heroism, but before he can leave the den of bloody fists and cracked teeth behind Belok must find closure at the Broken Skull. If the characters take an active interest they can redeem Belok through a two step process:

- Befriend Belok and help him regain his title as Champion of the Broken Skull.
- Replace the lost leader of the Wave Riders with Zalen Trafalgar (see Zalen Trafalgar, below, for more details).

The following actions, or ones similar to them, help the characters gain Belok's friendship, spark a romantic interest, establish trust, and put the old fighter on the path to redemption:

- The characters prove their own effectiveness in the ring at the Broken Skull by at least defeating all those ranked up to (and including) Brunner Hammerfell
- The characters aid another former member of the Wave Riders in some way. This good deed gains Belok's favor and simultaneously reminds him he is not alone in the world. Belok may even begin to carouse with his former friends, whom he had been avoiding because they remind him of the pain and shame of their shared defeat by Harthagoa
- Displays of great strength and respect for strength greatly impress Belok
- The character stands up to a bully, either for themselves or for someone who is unable to do so

Create a Song in Belok's Honor

- If the characters defeat Belok in the ring, in a sportsmanlike fashion, they gain his esteem immediately
- If the characters expose Amory or Varion's cheating, they gain Belok's respect—especially if in the act of exposing the fraud they save Belok from defeat at the two cheats' unscrupulous hands.
- If the characters are (or pretend to be) fans of Belok and create a cheering section for him at the Skull, or create a song or ballad in Belok's honor, this builds Belok's confidence. He is grateful to the characters for their praise.
- If the characters help Belok train to retake his title at the Skull—and he succeeds—this alone renders him almost ready to take up the cause of the Wave Riders once more.
- Conversely if a character defeats Jin (taking the title) and then loses to Belok, as long as Belok doesn't learn or believe the character threw the match, then Belok regains his confidence. His courage re-awakens. He may soon prove ready to take up arms against the Krakenfiend again.
- If a character succeeds in redeeming one or more other Wave Riders and convinces them to talk to Belok about striving to protect the Razor, Belok listens and sets out on a path that eventually helps him regain his lost glory.

The following actions drive Belok away, enrage him, or otherwise reduce the chance he will trust a character or offer his friendship:

- Character displays a disdain for physical strength or is extremely physically weak
- Character cheats or otherwise displays unsportsmanlike behavior
- Character does not stand up for themselves, or allows someone to bully them
- Character besmirches the Wave Riders' memory in speech or deed
- Character harms or takes action against another former Wave Rider
- Character belittles Belok or, worse, preaches to him about living up to his history as a Wave Rider. Such talk makes him secretly more ashamed, and blustering he pulls away from the characters.

Complications

The following conflicts/problems may rear their head as the characters attempt to redeem Belok.

- Early in the campaign, Belok cannot take the characters seriously—dismissing them as hangers-on, or wannabe contenders in the Skull. They must prove themselves to even gain Belok's attention.
- Another rival might begin a campaign of derision against Belok, spreading rumors about how he failed the Wave Riders during the final battle. This is likely, if the party creates a swift improvement in Belok's reputation.
- As Belok begins to experience terrible nightmares about the defeat of the Wave Riders. A remove curse or similar magic dispels these nightmares, and allows him to rest and recover normally. Conversely a character may help him discuss these nightmares and come to terms with the defeat in a way that allows Belok to put the event solidly behind him.
- One of the other fighters with their ambitions on rising through the ranks may hire some thugs to murder Belok.
- As Belok begins to regain his confidence and skills, agents of the Ring of the Kraken may begin to view the pit fighter as a potential threat again.
- Ring of the Kraken conspirators coerce Amory Fairbanks into using a lethal poison against Belok in their next match together. The party must uncover the plot and stop the poisoning if they are to save the former Wave Rider.
- Another fighter in the Skull, or agents of the Kraken may realize one of the characters is the source of Belok's new-found confidence and heroism and take steps to remove that character.

Payoff

If the characters orchestrate Belok's retaking the champion's title at the Broken Skull, he is ready to retire from the ring and reemerge a hero for Port Shaw. The party has gained a steady ally. See **Reap What You Sow** for additional detail.

Xander Brim

Xander is a rare soul—a man far too principled for his own good. Since the defeat of the Wave Riders he has remained a bastion of morality and uncompromising virtue. Such dedication to wholesomeness earns no favors in a pit like Port Shaw. Xander is most likely one of the only staunchly Law-aligned citizens in a city that considers self-interest a virtue.

The archmage watched his companions fall into petty thievery (Jalia), lose themselves in the rush of combat (Belok), drown themselves in drink (Capt. Montgomery) and even turn to the forces of evil (Aeron Chambers). Xander still wanders Tide trying to do good, but he is a man alone, a quixotic crusader more mocked than loved. He has begun to lose hope for Port Shaw and is considering taking passage to a place less pox-ridden, less bent on sliding inexorably into wholesale evil.

In addition, Xander is broke. He no longer earns good money by honest means, and refuses to profit from any dishonesty. Hard times forced him to sell most of his

treasured tools for his fight against evil. If the characters take no interest in Xander's story, his sad tale ends with him abandoning the Razor and goes something like this:

Without the Characters: Xander's Downfall

If the characters take no interest in Xander's story, his sad tale ends with him abandoning the Razor and goes something like this:

- As his coins dwindle, Xander wanders Tide trying to gain honest employ on a freighter, if only for a few weeks.
- Xander becomes a figure of fun. Local children chase after him, casting stones at the threadbare mage. He takes this abuse with silent dignity, but it causes some of those who once spoke his name with respect to mock him and others to wonder if he's gone mad.
- Xander starts patrolling Tide in the evenings, hoping to punish some scourge of the docks for their evil crimes.
- He chastises and defeats a member of either Bonegnaw's smuggling ring, the Salty Dogs, or catches corrupt Dragoons red-handed in an evil act.
- The organization decides to make an example of Xander. They hire a sneak thief to steal the wizard's spellbook from the shoddy unsecure inn in Tide, where he sleeps.
- Xander continues to patrol out of commitment to law and goodness, but quickly uses up his spells defending the weak and innocent. He cannot afford the materials needed to redraft his spellbook. The organizations warns off all who would help him out of charity or a willingness to trade the spells Xander yet recalls for financial support
- Once Xander exhausts his spells, the organization closes in for the kill. Instead of simply murdering the wizard, they beat him within an inch of his life and brand his face as a warning to any would be "heroes" who might foolishly oppose them.
- Shamed beyond measure, Xander sells all his remaining possessions to Sagacious Samuel for enough gold to book passage far from the evils of Port Shaw. He departs and never returns.

Character Intervention: Rise of the Archmage

If the characters involve themselves in Xander Brim's plight, they may convince him that he does not fight the shadows of Port Shaw alone. Xander's path to redemption lies in companionship and the belief that others are willing to stand with him against the terrors of the Razor. To gain the archmage's trust, the characters must prove their intentions are wholesome and their actions beyond reproach—at least as far as Xander is aware. The following steps build a strong relationship with Xander:

- Prove themselves worthy heroes of the Razor, with whom any lawful good being would find pride in allying
- Help redeem Xander's stray companions and restore the Wave Riders to their former glory.

The following are ways in which the characters might gain Xander's esteem, friendship and trust:

- Demonstrate a deep understanding of magic
- Express the philosophy that magical power should only be used to help others in need or to support the common good.
- Take brave action against forces of Chaos.
- Engage in acts of charity and kindness that serve the downtrodden.
- Show a lack of self-interest, pass up a bribe or reward.
- A party magic-user "talks shop" with Xander
- If the characters recover some of the items circumstances forced Xander to sell to Aeron Chambers, he is overjoyed.
- Characters redeem one or more other Wave Riders, who resume heroic deeds in Port Shaw.
- Stick up for Xander when others bad-mouth the poor mage.
- Convince citizens of Port Shaw to treat Xander with the respect a man of his power and principles deserves; for example, by reminding people of Xander's past heroism.
- Show Xander that there are good people left in Port Shaw by introducing him to Bethany Razor or Roland Lawrence.
- Swearing an oath to protect Port Shaw against Chaos, or by some similar grand gesture.

The following kinds of action repel Xander and make it difficult for the party to gain his trust and friendship:

- Commit evil acts or gain a reputation for evil behavior. Even baseless rumors spread about the characters by their enemies may serve to turn Xander away from them early on.
- Ally or appear to ally with criminal organizations or individuals, such as Old Fish, Falken Drango, Bonegnaw's smugglers, etc.
- Harm or disparage any other former Wave Rider.
- Use magic for selfish gain or as a mere display of self-aggrandizing power.
- Display ignorance about magic.
- Belittle magic-users.
- Compromise in the face of evil.
- Display overly Chaotic tendencies or behave in an incredibly rude or crass manner.

Complications

The following are possible snags to the characters developing a relationship with Xander that must be overcome:

- Xander is dubious of anyone claiming to live up to the heroic virtues he holds dear. He may require the characters prove themselves by performing some dangerous service against Chaos.
- Some enemy of the characters may slander them and cause Xander to believe they lack virtue and are not worthy of his companionship.
- Aeron Chambers's personal spite for Xander consumes him. He decides to abuse his new place in the Dragoons and make Xander's life difficult. He begins by instructing Dragoons to harass Xander during his nightly patrols.
- Aeron uses some former magic item or another of Xander's to commit a terrible crime and then frames the wayward archmage for it.
- Aeron Chambers or an enemy Xander has made during his nightly patrols steals the archmage's spellbook. Out of pride and an unwillingness to trouble a new ally, Xander hides the theft and pretends nothing is amiss.
- Aeron spies on the archmage (with his own crystal ball), waits until Xander's spells are nearly exhausted, and then challenges the archmage to a mage's duel. Xander, puffed up with pride and honor accepts even though his powers are terribly depleted. He forbids the characters to interfere.
- A lone Nightslink, unhappy with his wereshark state, kidnaps Xander and tries to force the wizard to use magic to undo the enchantments upon him.

Payoff

Because Xander's nemesis Aeron Chambers joins Bonedeuce when the *Pride* departs in pursuit of the *Albatross*, the characters might persuade the archmage to join them on the hunt. This works best if Aeron also holds the archmage's spellbook and Xander depleted many of his most potent magicks. During **Ambushed by the Pride** consider narrating how Xander brings the last of his arcane might to bear and counters Aeron's sorcery, freeing the characters to deal with Bonedeuce and the *Pride* unhindered. See **Reap What You Sow** for additional ideas concerning the characters' relationship with Xander.

Donovan Montgomery

Once renowned as the Razor's most skilled helmsman and a feared captain of great renown, Donovan Montgomery braved the deepest brine for dozens of years. Now he hugs the shore and drowns himself in wine instead. Like many addicts, Donovan never intended to fall into a bottle. He kept telling himself he'd mount a mission to bring back Soloman Trafalgar's remains "right after I finish this bottle." Days became weeks as he drank to forget the shame of defeat. He replays the last battle in his mind, again and again. He's convinced his failure to maneuver the *Trident* fast enough to avoid the krakenfiend's forest of murderous tentacles makes him personally responsible for Soloman's death. He now seeks to join his leader in drowning, one bottle of cheap wine at a time.

Without the Characters: The Downfall of "Shakes" Montgomery

If the characters take no interest in Donovan's his story arc goes something like this:

- The fire at the quartermasters, caused by Donovan's drunken negligence, results in the captain losing his docking rights in Port Shaw.
- Shortly thereafter Donovan, trying to moor the Vintage down coast of Port Shaw, runs his vessel aground and wrecks her (and his livelihood, such as it is) beyond repair.
- Donovan secures a helmsman or pilot's post on a freighter ship. His first night on duty he nearly rams another vessel leaving Kai Bay. They give him twenty lashes and eject him.
- Donovan roams Tide district in a constant drunken stupor. Jenkie does his best to keep him out of trouble.
- In a drunken rage, Donovan brawls with Jenkie, accidentally pushing his friend off a pier and breaking his neck.
- Without his steadfast friend to keep him from trouble, Donovan starts a suicidal fight with the Salty Dogs and they cut him down. Strays eat his innards, and his body slips into the grim embrace of the outward tide.

Party Intervention: Drying Out the Captain

If the characters decide to reform Donovan and help him rediscover his former glory, they face two potent obstacles. The first is Donovan's crippling addiction to the demon rum (he's a particular fan of brand called Blatcher's). The second obstacle lies in Donovan's deep, soul-rending guilt over the death of his former leader Soloman Trafalgar. Luckily the characters have an ally. Jenkie Barnes knows his captain better than any man alive and serves as an excellent window into the drunkard's broken soul. With Jenkie's help the characters may pursue two avenues that together lead to redeeming old Shakes:

- Help him recover from his addiction to alcohol.
- Absolve him of his guilt over both Soloman Trafalgar's death and the defeat of the Wave Riders.

The following actions (or ones similar to these) help Donovan begin recovering from his addiction and move him toward redemption.

- If a character proves to be an able seaman, Donovan considers them a kindred soul.
- Asking Donovan's advice on several matters of

seamanship—for example, how to chart the best course to a destination or what tactics to adopt during an engagement—rekindles his confidence and reminds him of his captaining days.

- Sadly, offering Donovan free alcohol is a quick "in" to securing his interest and kinship; however, unless the characters turn from simple enabler to real friends, the captain just sinks further into his addiction.
- Donovan has been unable to tell the story of Harthagoa's attack on the Wave Riders aloud, even though he dreams it every night. If a persistent and charismatic character gently urges Donovan to open up and share the tale (he resists the first few attempts, outright), the words suddenly pour free and the burden Dononvan carries lightens somewhat.
- If a character who has proven an able seaman listens to the story of the battle then firmly points out that Donovan did all he could against the krakenfiend and made no mistakes, the captain starts to turn from drink and regain his respect.
- If characters swear an oath to avenge Soloman Trafalgar and to retrieve at least a memento of the great leader from the Kraken's grasp, Donovan hurls his current bottle aside and dries out even further.
- If the characters purchase a worthy vessel (such as Baron of the Tide) and offer Donovan a position as helmsman (or even captain), he stands a foot taller and regains the salty gleam in his eye.
- If a character returns Donovan's hammer, Maelstrom, the captain rises even further above his addiction.
- If the ship Donovan serves on (or captains) wins a potent victory (such as against the Pride), his redemption is complete.

The following actions (or those similar) serve to drive Donovan deeper into his bottle and alienate him from the characters.

- Berating or shaming Donovan for drinking or otherwise disparaging him as a drunk or a worthless shadow of his former self. Donovan nods, agrees grimly, and then goes on a bender that ends in chaos.
- Drinking around Donovan validates his illness and causes him to ignore his deepening problem with alcohol.
- Sullying Soloman Trafalgar's name or calling the Wave Riders failures or has-beens again generates grim agreement, followed by a bender.
- Trying to forcibly dry Donovan out works in the short term—the length of a single excursion, for example—but then he hits the bottle harder at the first opportunity and resents the characters for trying to stop his death spiral. He actively avoids them thereafter.

Complications

Any of the following obstacles and incidents may impede the party's attempts to redeem Donovan or cause him to backslide in his recovery.

- While carousing or feasting in Tide district, a group of old salts swapping tales o' the sea around the fire dive into the classic tragedy of the Wave Rider's defeat. They cover Donovan's failure at the helm in excruciating detail. Donovan excuses himself to the outhouse, but does not return. He instead launches a bender and ends up face down in a barrel of fresh fish on the docks days later. It takes days more to dry him out, days the characters may not have to spare.
- While trying kick the drink, Donovan bumps into some old carousing buddies and vanishes into the boozy night with them.
- Spies from the Ring of the Kraken take note of Donovan's steps towards recovery and kidnap Jenkie Barnes. Donovan blames himself for not being there to protect the lad—exactly like he failed to protect

Old Fish: Some Folks are Beyond Redemption

Old Fish has no intention of turning from assassin to hero—his soul is too far gone for anything like the redemption options available to the other NPCs in this section. That said, Fish is weary of murder. He retired to Port Shaw to escape cutting out hearts and slicing throats. However, as recent activities have provoked Barrison Hargrove, the elder urges the "retired" assassin to commit more killings than Old Fish wants.

Old Fish no longer sleeps well. He has bad dreams. The faces of the multitudes he has murdered visit him every night and whisper in the darkness. His heart is not in the killing anymore. If a character befriends the old assassin, Fish may take a shine to them and try to pass on his some of his skills, hoping to pass his gifts for slaughter to a young hero whose good acts might at least partially redeem Old Fish's own past follies.

When Barrison Hargrove grows desperate to remove the characters, he may order Old Fish to assassinate the party. Fish won't defy Hargrove—his own strange code of honor and his blood debt to the elder won't allow it. He might purposefully fail though, perhaps allowing himself to be spitted on the blade of his protégé. See **Night of the Shark, Run-Up** for more details on this Adventure Option. Or if the characters have done nothing to gain Old Fish's eye, he may just add them to the host of ghosts who plague his dreams.

Soloman—and backslides into the bottle until Jenkie is rescued.

- Donovan wakes up after a blackout next to an eviscerated dockside harlot. The Dragoons charge him with murder and toss him in Fort Stormshield. The party must prove his innocence by catching the real killer. Even so, if the Dragoons have soured on the party, Donovan, or both they refuse to release him forcing the party to break him out.

Jalia Ramires

Soon after the Wave Riders were defeated, several cruel twists spurred Jalia's quick return to a life of crime. During the battle with Harthagoa, her one true love (Soloman Trafalgar)—the reason she turned from thievery in the first place—perished before her eyes. To make matters worse, intelligence supplied to Harthagoa allowed the krakenfiend to surprise the Wave Riders, and many speculated one of the Wave Riders' own members must have betrayed them. Sadly, some among her fellows voiced suspicions that Jalia, considering her colorful past, was the most likely traitor. Hurt by the only real compatriots she ever knew, Jalia turned her back on heroism for good and all.

Although skilled at criminal hijinks, Jalia grows ever bolder and is bound to end up on the end of a rope one day.

Without the Characters: The Doom of Jalia Ramires

If the characters take no interest in her story, her arc progresses as follows:

- With Trey Perrin gone from the city and without the characters interest to bolster her confidence, Jalia's investigations into the Ring of the Kraken eventually dead-end, and she gives up on proving the Ring exists.
- No longer believing she can expose the Ring, Jalia never visits Zalen Trafalgar, never develops his friendship, and never reads Archibald Noeliss' notes
- However, her suspicions and resentment of the Powers that Be—and Aaron Chambers in particular—do not fade. Instead, Jalia acts out by continuing to steal from the wealthy and powerful of Port Shaw with increasing disregard for her own safety.
- As her crimes grow in daring and visibility, Jalia gains the attention of the Dragoons who actively hunt her.
- Eventually cornered by Dragoons, she defends herself and a Dragoon sergeant dies in the fracas.
- The Dragoons offer a rich reward for Jalia's capture, one that characters who never met her might even try to collect.
- Eventually, the Powers that Be capture Jalia and hang for her crimes. She dies unmourned as a criminal, her ignominious end confirming for many that she was indeed the traitor responsible for the Wave Riders' defeat all those years ago.

Please note, this same hanging may occur for entirely different reasons and be put to an entirely different purpose if the characters do befriend Jalia. See **Running the Kraken Strikes, Phase 2** for more details on **The Hanging of Jalia Ramires**.

Character Intervention: Back into the Light

If the characters take an interest in Jalia Ramires' trials and tribulations, they likely bring her from the shadows to the light once more. She is bitter that rumors persist of her "treachery" when in fact no one was more committed to Soloman than she, whose heart burned for the paladin. The characters might win her allegiance and her redemption if they accomplish any one of the following:

- They reveal Old Fish as the murderer of her parents and help her extract revenge on the assassin and Barrison Hargrove, who ordered their deaths.
- They direct her affections towards Zalen Trafalgar (spitting image of her old flame and not nearly as untouchable).
- Commit to helping her unveil the Ring of the Kraken as the true source of Harthagoa's intelligence from the day the Wave Rider's went down in defeat.

The following actions (or similar) gain Jalia's confidence and esteem.

- Succeed in stealing from Jalia herself. This amuses her and she respects a skilled thief.
- Show kindness or charity to the very poor, especially street scamps and orphans.
- A character who knows the way around the underworld impresses Jalia.
- If they give Jalia a memento of Soloman Trafalgar—his trident from the Kraken's Maw, for example—this breaks her hardened criminal veneer and earns both her trust and active support.
- Swear to defeat Harthagoa, especially if there is emphasis on avenging Soloman.
- Pledge to discover the truth behind her parents' death.
- Introduce Jalia to Zalen Trafalgar and help her win his affection.
- Believe Jalia's innocent of betraying the Wave Riders and take her part against the suspicions of others, especially other Wave Riders.

The following actions (or similar) push Jalia away and drive her further into her criminal shell.

- Try to apprehend or punish Jalia for her crimes.
- Contribute to speculation that Jalia was the traitor in the Wave Riders ranks, or accuse her of any treachery whatsoever (this strikes a nerve).

- Behave in an overly righteous manner.
- Treat an orphan or street urchin with disdain or cruelty.
- Engage in ostentatious displays of wealth, especially in the face of the crushing poverty among those living in Tide, Bawd or the Outskirts.

Complications

The following obstacles stand between Jalia, the characters, and her own redemption.

- In the course of getting to know the characters, Jalia becomes wanted for one of her many crimes against the wealthy elite of Port Shaw. She is hunted by patrols of Dragoons, possibly even captured, and may require rescue from Fort Stormshield.
- Refusing to pay "tribute" to other skullduggerous organizations earns Jalia the malice of Bonegnaw's smugglers, the Salty Dogs or another evil band of ne'er-do-wells. They seek her death and corner her at some point, unless the characters help her take the fight to the enemy.
- Between her childhood and problematic "break-up" with the Wave Riders, Jalia has trust issues. Even if the characters reach out with good intentions, she may just take them for common marks, rob them and vanish into the wind.
- If Jalia strikes up a strange, morbid romance with Zalen Trafalgar, things get sticky when she finally reveals her past passion for Zalen's father. Initially, the cleric spurns Jalia and retreats from her in anger and confusion. Unless the characters smooth things over and either help the two find a more meaningful connection or amicably settle on mere friendship, Jalia returns to a life of crime to escape her emotional turmoil.

Payoff

See **Running the Kraken Strikes, Phase 2** and **The Hanging of Jalia Ramires**, below for more details on how the characters benefit from knowing Jalia Ramires.

Falken Drango

Make no mistake that Falken is a dangerous pirate, but he's not an evil man. He revels in the freedom and rebellion more than the carnage and blood. He takes what he wants but is happy to spare those who don't oppose him. Depending on the party's beliefs and code, not to mention their other relationships, Falken could prove a foe, a non-entity, or an important ally in the fight for the Razor's survival. Whatever one might think of this piratical man (or menace), the fact is Captain Drango has fallen on hard times.

Without the Characters: Falken's End

If the characters do not involve themselves in his life, his story goes something like this:

- Though he escapes capture early in the campaign, Falken is a hunted pirate with no ship and no crew. He steals a small one-man sloop and heads back out to the wreck of his former ship, the Nightslink.
- He encounters his old crew—now weresharks. He survives the attack, but the Nightslinks savage him and, badly bloodied, he limps back to Port Shaw.
- Without a friend left in the world he hides out in the sewers, struggling to survive against the dangerous denizens below the city. Falcon remains unaware he suffers the Kiss of Dajobas.
- During the Night of the Shark he transforms and rushes top side to feed on the warm blood of the innocent. The characters may even encounter him and recognize him by his clothes.
- If he survives the rising of the shark-moon, he awakens blood-soaked and confused. Dragoons take him prisoner, as they crack down in the wake of the bloodshed Dalang unleashed. Shortly after, they hang him. Falcon becomes just another collection of bones dangling from a pier as warning to pirates.

Party Intervention: A Pirate's Life for Us!

Falken is self-interested and untrustworthy, but he doesn't forget a favor and holds true friends dear. If the characters take either of the following routes they might earn his favor or friendship:

- Help Falken recover his ship and save his crew from Dalang Jalamar's curse.
- Embrace individuality and liberty to tear down the corrupt institution of Dragoons who hunt Captain Drango.

Restoring the Trafalgar Name

While the notes on the Wave Riders included here are useful in forging interesting relationships that span your ***Razor Coast*** campaign, Referees might offer an alternate, simpler route to retrieving the Wave Riders from oblivion and securing their assistance in the final showdown against Harthagoa. Zalen Trafalgar is the key to inspiring a return to heroism among the surviving Wave Riders.

As the Ring of the Kraken strives to destroy Zalen, finally wiping out Quell's presence in Port Shaw, they unwittingly wake a sleeping dragon. If the characters point out to the former Wave Riders that Harthagoa even now strikes blows at their dead leader by attacking his son, this infuriates Jalia, Belok, Donovan, and Xander. Propelled by rage, indignation, and memory they step back into the light for one last glorious battle against their nemesis.

The following actions (or similar ones) earn Falken Drango's favor and help the character build a relationship with the pirate.

- The party takes up the mantle of pirate, although they must prove themselves true scallywags through some sort of larcenous activity. It's not enough to pose as pirates.
- The characters bloody the noses of the Dragoons by embarrassing or defeating them, becoming fugitives in the process.
- The characters break Drango out of Fort Stormshield or otherwise help him escape bondage or evade capture.
- The characters supply Drango with a new ship.
- The characters display particularly erratic behavior and such a joy of living life on the edge that Drango feels he's found kindred spirits.

The following actions (or similar ones) serve to anger Falken Drango or otherwise alienates this scurvy pirate.

- Aid the Dragoons of Port Shaw, especially in capturing Falken or other pirates.
- Espouse the virtues of law and order over freedom.
- Refuse to break rules or laws in the pursuit of goals.
- Hunt or kill pirates, or associate with known pirate hunters such as Bethany Razor.
- Refuse to enjoy ostentatious displays of wealth or other excesses.
- Drango learns the characters killed any of his former crew, instead of trying to subdue them and help them recover.

Complications

The following incidents and obstacles could challenge characters trying to win Falken Drango for an ally:

- Drango is a pirate. Until he forms a solid bond with someone he is more likely to see them as prey than peer. He may rob the party, or abuse them in some way that serves his own ends, especially if he feels the party is too weak or inexperienced to be of any real aid.
- The Dragoons hunt Drango relentlessly and the more the characters associate with the old pirate, the more patrols of Dragoons end up on their tail.
- By associating with Drango, the characters may gain the ire of Bethany Razor and be added to her list of pirates who must be hunted down and eradicated.
- Certain members of the Wave Riders (Xander, especially) will NOT approve of the characters associating with Drango, and parties interested in befriending both may have to make some very difficult compromises to stay on everyone's good side.
- Drango is a force of disorder and freedom. He may at any time engage in activities that seriously harm the characters' reputation, if they are known associates of his.
- Drango's personal reputation is legendary. Other pirates may seek to challenge him in order to establish their own reputations on the high seas—and mistake the characters for crew in the process.
- In the past, Drango wronged many people. At some point a powerful merchant with gold to spend employs a bevy of forces to exact vengeance on Drango, possibly even hiring Old Fish to do the pirate in—and the characters get caught in the middle.

Payoff

If the characters manage to earn Drango's trust they gain a powerful ally and may also free some of his old crew from the curse of Dalang Jalamar before the Night of the Shark. This outcome is its own reward as it aids their chances of surviving the bloody carnage of that razor-toothed night.

Roland Lawrence

Major Roland Lawrence is a rarity in Port Shaw: an honorable man with a deep-seated sense of justice and fair play. Roland came to the attention of Gregory Bonedeuce after earning a promotion to Major for defeating a dockside gang called The Low Tide Crabs. Concerned by Roland's "do-gooder" nature, Gregory spent a great deal of time carousing with the young Major and quickly came to the conclusion that Roland's up-jumped sense of honor and justice would only cause problems for the Ring of the Kraken. Decision reached, Bonedeuce quickly made arrangements and framed Roland by planting dragonsmoke and incriminating smugglers manifests in the Major's lockbox. Charged with conspiratcy to "aid and abet smugglers in the ferrying of the illegal substance dragonsmoke," Roland departed the Dragoons in disgrace. Now he drowns his self pity at the Run Aground tavern most nights.

Without the Characters: Roland's Demise

If the characters take no interest in Roland's story, his arc plummets him through growing disgrace into outright tragedy:

- Roland's sister Carna, is forced to make a living as a docksie since Lawrence lost his post and salary with the Dragoons. Roland is horribly ashamed of her, yet blames himself for her lot.
- While Roland is drinking himself into oblivion one night, the Salty Dogs (or some other dock-hunting criminals) attack and kill Carna. When he finds out he blames himself for not protecting her.
- Bonedeuce sees a perfect opportunity to remove Roland cleanly and permanently. He instructs his agents in the Ring to contribute to the already festering rumors that Roland hated the fact that his sister had turned whore.

- The Dragoons he used to serve so faithfully arrest Roland and charge him with his sister's murder, calling it an "honor" killing. They toss him into the dungeons of Fort Stormshield, after which his is summarily convicted and hung—a disgraced former Dragoon turned sister-slaying murderer.

Party Intervention: Truth and Honor Prevail

If the characters decide to involve themselves in Roland's story, they may gain an ally and save a good soul from a miserable end provided they take either of the following paths:

- Prove the Dragoons suffer the corrupting influence of something called the Ring of the Kraken, and that it framed Roland
- Restore Roland's confidence in goodness and in himself.

The following actions (or ones like them) rebuild Roland's faith and gain his favor at the same time:

- Express their belief in Roland's innocence.
- Actively investigate whether the Dragoons are corrupt, especially if they can unmask Bonedeuce and the Ring of the Kraken.
- Trounce Darenar, who was always against Roland and whom Roland thinks framed him.
- Act heroically and honorably where Roland witnesses it
- Settle problems in a straight-forward manner, such as by challenging an offender to a duel of honor.
- Save Carna from danger or, better yet, from her current situation and provider her an alternate means to earn a living

The following actions (or ones like them) push Roland deeper into despair and alienate him from the characterss.

- Express belief that Roland's crimes are real.
- Show an acceptance for evil or even underhanded tactics to deal with a situation. Roland believes a gentleman is straight-forward in all things.
- Express a positive opinion of any Dragoons other than Trey Perrin and his followers.
- Disparage Carna, or worse, sample her services.
- Berate Roland for being weak and not standing up to his accusers.

Complications

The following problems may arise as the characters do their best to redeem Roland and gain his friendship.

- Roland goes off the deep end and tries to commit suicide by ranging the docks at night looking for a gang of opponents he can't possibly defeat alone. The characters may hear about this from his drinking buddies and have to rush to his aid.
- Another ally of the characters (such as Falken Drango or Belok) hires Carna. Roland is furious and blames the characters. He also challenges their other ally to a duel to the death. Conversely, a character who pays for sexing Port Shaw may end up accidentally sleeping with Carna. Roland finds out about it and challenges them to a duel.
- After stewing far too long, his confidence bolstered by associating with the characters, Roland decides to challenge Darenar to a duel. The sergeant agrees then cheats and brings a patrol of cronies who beat Roland to death if the party doesn't intervene.
- Bonedeuce may learn that the characters are hanging around with Roland and fear they might learn too much about the Ring. He takes drastic action against the party and their allies.

Payoff

Roland's tale opens many inroads into the Ring of the Kraken plot; specifically, it identifies Darenar as a likely member and, perhaps, casts some suspicions on Bonedeuce. Additionally, if the characters bring Roland back from the brink, they gain a valuable and true-hearted ally in the fight against evil along the Razor. See **Reap What You Sow** for additional details.

Milliauka, Mokoli Ali'i and the Tulita of Port Shaw

There area many tribes and even whole peoples the ignorant among the invaders group under the blanket term "Tulita," but the tribes who inhabited the shores surrounding Kai Bay are the true ancestral bearers of this particular name. These (most accurately termed) Tulita suffer most under the hegemony of the colonists.

Today's Tulita are a scattered and enslaved people. Not content to take their lands, the invaders forced the Tulita to pay heavy reparations after the war, as well as taxes and "residence fees." The Tulita now rent the land they once shared freely with one another. Greedy landlords turn tenants into indentured servants when they prove unable to pay, and as a result many Tulita toil under cruel taskmasters on the plantations for the rest of their shortened lives. Other Tulita flee their invaded home by any means necessary, even turning to whaling and slaughtering the totems of their ancestral gods in order to escape their subjugation.

Other Tulita strive to keep to the old ways. They live in the jungles on the edge of Port Shaw or hide amongst the plantation workers. They believe the Tulita people will rise again and reclaim their birthright.

Two brave souls stand at the center of this Tulita sovereignty movement. Milliauka is a mighty shaman of the Tulita who keeps the old rites. His age and wisdom draw many rebellious souls to his cause, but he is not suited to unite the fractured Tulita tribes. For this he relies on a

prophecy which foretells the rise of a "Son of Pele" bearing the blood of the old ali'i (chieftans, kings). After searching many years, Milliauka believes he found the ali'i foretold: Mokoli Ali'i, a young, fierce warrior of the Tulita people in whose veins run the bloodlines and mana—the spiritual energy—of great ali'i from the past.

Tracking down Mokoli Ali'i involves a trip to the outskirts of Port Shaw, where the few holdouts still practicing the old ways live in pili-grass huts and dilapidated warehouses, but slip into the jungle from the hidden edges of the plantations to farm taro from taro ponds and fish from the same. Thirty Tulita warriors reside here with their families (use the statistics from **Chapter 3, Incident #5: Trouble in Paradise**). If the characters seek Mokoli Ali'i in peace the Tulita receive them with honor and respect, then offer hospitality and a chance to parley.

If the Dragoons arrested the shaman Milliauka (see **Chapter 3, The Mad Shaman Attacks** for details), Mokoli Ali'i is concerned about him and plans a foolish assault on Fort Stormshield to retrieve the honored shaman. The characters can talk him out of this course of action, and talking him out of it will prove either easier or more difficult depending on what the characters have accomplished before this meeting.

Without the Characters: Extermination

At the start of your ***Razor Coast*** campaign, the Tulita resistance is yet small and scattered. Without the assistance of virtuous heroes to aid this cause, oppression, disease, and the hunger of Dajobas are destined to wipe the Tulita away. If the characters take an interest in aiding the cause of the Tulita (or their own cause, if one or more characters are Tulita themselves), they not only undo a grave injustice but also gain valuable allies in their own quests along the Razor.

Additionally, while the foreign colonists remain largely ignorant of the threat Dajobas poses, Tulita like Milliauka, who keep the old ways, know well the evil and all-consuming hunger of the Shark God. Allying with the Tulita forewarns and forearms the characters against the rising forces of evil.

Should the characters take no interest in the struggles of the Tulita people, their arc progresses towards tragedy as follows:

- Darenar arrests Milliauka on the docks of Tide.
- They charge Milliauka with assaulting a Dragoon and sentence him to hang.
- Mokoli Ali'i and a band of Tulita warriors stage a desperate rescue attempt, which, while daring, fails. Mokoli Ali'i is also taken prisoner.
- Barrison Hargrove portrays the attacks by Milliauaka and Mokoli Ali'i as "unprovoked hostilities by a barbaric people" and uses these incidents to turn public opinion even further against the Tulita and to enact even harsher policies against them.
- Eventually the colonials openly hunt unindentured Tulita for bounty. This atrocity drives those not slain or enslaved from Kai Bay for good.
- The Tulita legacy ends as the violence wipes away their stories, culture, religion and history forever.

Party Intervention: Supporting a Tulita Renaissance

As Tulita themselves or if they show an interest in the Tulita's story, the characters may help reverse current trends by pursuing either of the following paths:

- Contribute to restoring Tulita pride and culture by fighting for and alongside them. The key to this path lies in helping Mokoli Ali'iand Milliauka reclaim the lost scrimshaw Jawbone of Kaho Ali'i, which tells the story of the Tulita as a people and which legend claims belonged to Whale itself. When the jawbone was lost, so too went the past and future of the Tulita.
- Oppose Dajobas at all costs and stop the wholesale slaughter of Whale, Turtle and Dolphin.

The following (or similar) actions help persuade Milliauka and Mokoli Ali'i that the characters are stalwart allies and worthy friends to the Tulita.

- Aid Tulita in need through any of the many Adventure Options in Razor Coast
- Save Milliauka from capture or help rescue him from Fort Stormshield
- Actively oppose Dajobas' agents on the Razor
- Oppose colonial interests in Port Shaw
- Go on a vision quest to find their own totem (after earning the basic friendship and respect of Milliauka and Mokoli Ali'i), or otherwise engaging (properly) in sacred rituals of adherent to the Old Ways of the Tulita.
- Supporting the Tulita's right to reclaim their lost lands and rights.

The following actions (or similar) convince Milliauka and Mokoli Ali'i that the characters are just like the other invaders or collaborators, pushing them away.

- Treat the Old Ways with disrespect by word or deed. Even using whale oil lanterns disappoints Milliauka.
- Disparage the Tulita, or show racism of any kind.
- Commit acts of violence against any Tulita, unless they are under the influence of Dajobas.
- Too frequently aid Barrison Hargrove or other prominent colonists who subjugate Tulita in and around Port Shaw.
- Claim land or land rights in Port Shaw or in the surrounding area – unless the characters are Tulita themselves.
- Destroy creatures sacred to the Tulita, most notably Whale, Dolphin, and Turtle.
- Ally themselves with Dajobas or any of his followers.

Complications

The following obstacles stand between the characters and Tulita trust and friendship:

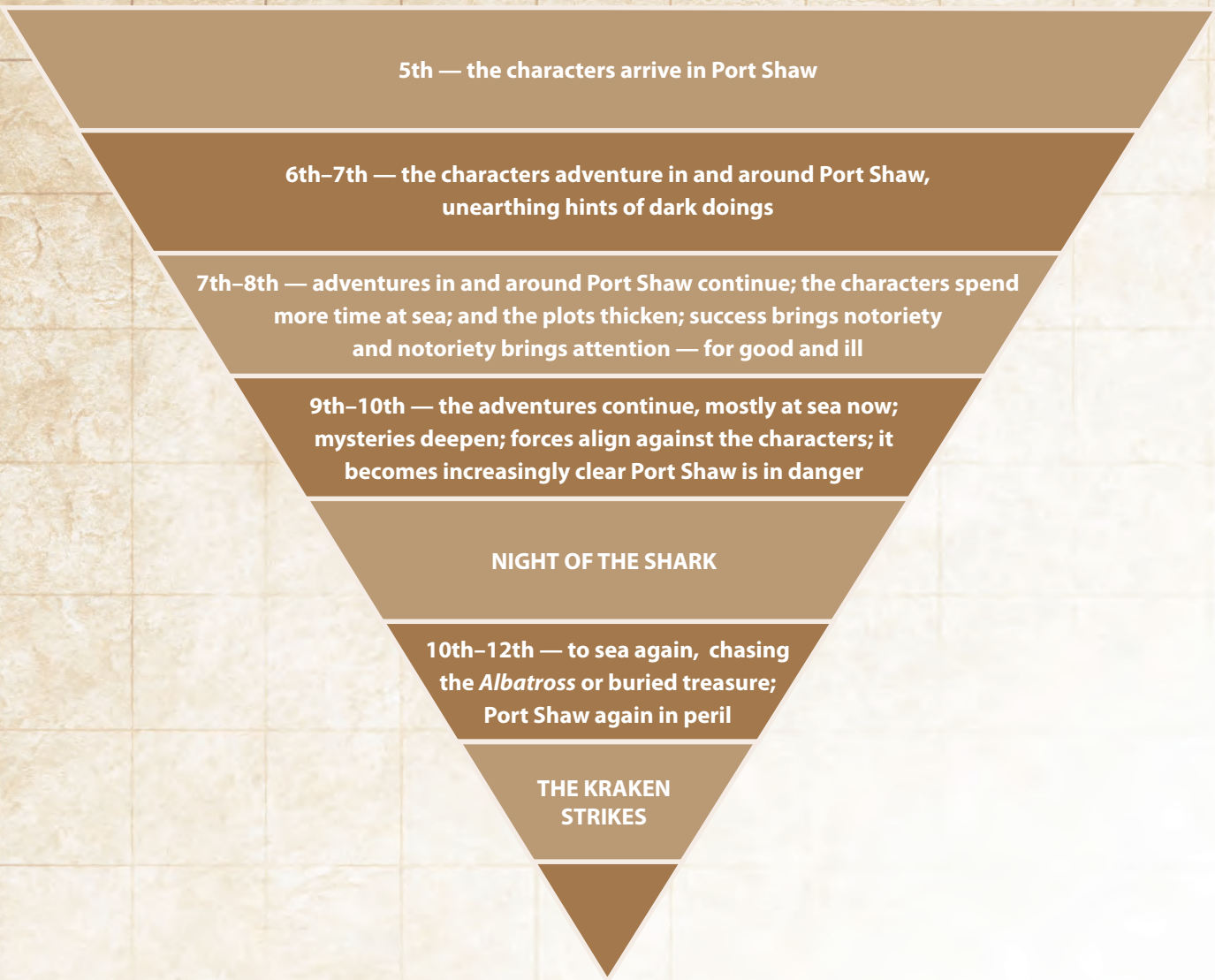
- The Tulita are rightfully wary of anyone claiming to hold their best interests at heart. The history with colonials in Port Shaw contains nothing but betrayed treaties and broken deals. The characters must prove themselves a step at a time, across the campaign. The first obstacle is the suspicion in which Milliauka and Mokoli Ali'i hold them. Their trust begins tenuous and halting. Many of the Adventure Options in this chapter offer quests through which the characters might prove their devotion to the Tulita cause.
- Barrison, Gregory, the Lodge and the Dragoons keep an eye out for anyone lending the Tulita significant aid. If they learn that Milliauka and Mokoli Ali'i formed a resistance movement, they move quickly to quell it.
- Dragoons begin rounding up Tulita and their friends, openly questioning them about "rebellion, by undesirable elements among the Tulita." The characters may be targeted.
- As the party investigates Dajobas' curse, they might try and cure some of the afflicted (with Milliauka's help), but doing so draws attention. The Dragoons misread the characters actions as attacks against citizens of Port Shaw.
- Jalamar sends word to the karikanti, his fellow worshippers of Dajobas, about the threat the Tulita resistance and the characters represent . A group of karikanti enter Port Shaw through the sewers and attack the party, while another abducts Milliauka and drags him into the Blacksink as a sacrifice to Dajobas.
- If Barrison Hargrove learns through his agents that the Tulita seek the lost Jawbone, he instructs an operative to pretend to have found it, and lays a trap for the characters, Milliauka, and Mokoli'ali'i.

Payoff

If the characters aid the Tulita cause, they may help usher in a new golden age for the Tulita, including a return of their lands and rights. Milliauka and Mokoli Ali'i end up serving on the Lodge and start healing the wounds of their people.

Reap What You Sow

The above relationship arcs add spice to your campaign, and if the characters take the effort to befriend or redeem the Wave Riders, Bethany Razor, Roland Lawrence, or any other fallen heroes then Referees should reward them. Befriended and redeemed, these non-player characters can provide significant assistance to the party.



Running a Razor Coast Campaign

Timeline

Strictly adhering to draconian timelines often derails adventure and excitement, negates potentially entertaining choices, or punishes the characters for indulging their instincts to explore unknown horizons. Despite the way it may sound in the previous explanation of the major Background Plots, we do not suggest that the ***Razor Coast*** campaign requires any such rigid timeline.

Nonetheless, Dalang Jalamar's plans to turn the city into a ravening frenzy of blood and nightmare are linked inextricably to the rise of a full moon—any full moon. Meanwhile, Harthagoa's plot for the utter destruction of Port Shaw and all its inhabitants simmers along at a demon's slow boil. We think the adventure works best when the characters deal with the wereshark cult of Dajobas first and then continue their adventures until the Demon Below's invasion besets Port Shaw, but this is not required.

Referees who do not want to emphasize the "race against time" are encouraged to guide the passage of time to suit their particular campaigns; for example, stretching out the arrival of the next full moon or deciding events occur on a later full moon if that maximizes the fun. Instead, of following a strict timeline, we encourage these Referees to tie encounters and showdowns to whatever pace suits the game, rather than to a strict in-game timeline.

However, if you prefer to run your games on a timeline, it is probably best to begin the campaign a few days after a full moon. This is just enough time for Jalamar and his newly christened Razortooth Raiders to complete the bloody work of infecting fisherman, Dragoons, pirates, whalers and Tulita tribesfolk with the Kiss of Dajobas. In such rigid timeline scenarios, the characters have about one month to adventure around the coast before the Night of the Shark falls on Port Shaw. Keep in mind that this limits the potential for leveling-up before the first big event!

After Jalamar's attack on the city, timing grows more fluid because it is partially based on the villains' evaluation of the situation. The Kraken's schemes are long reaching and never

half-baked. The Demon Below will not waste his precious resources attacking Port Shaw unless he is nearly certain of victory (and an easy one at that). Only after ensuring that Lt. Commander Perrin's *Albatross* cannot oppose him during the invasion will he turn his guns, tentacles, and skum on the defenseless residents of Port Shaw.

Toolbox

Razor Coast provides tools to help Referees prepare for gaming sessions and to track pertinent information as the campaign progresses. These tools are the the Worksheets and the NPC Tracker.

The Plot Web

The Plot Web is a map showing how all the Adventure Options, NPCs, events, Whispers and Rumors of ***Razor Coast*** interconnect. It helps the Referee visualize how their players' choices shape the trajectory of the game. In this capacity it serves as a navigational tool to help the Referee see which encounters the characters are most likely to head into next. By tracing the lines connecting enconters, the Plot Web helps Referees decide to which encounters they should next guide the party and which additional encounters it might be prudent to prepare prior to the coming game session.

Worksheets

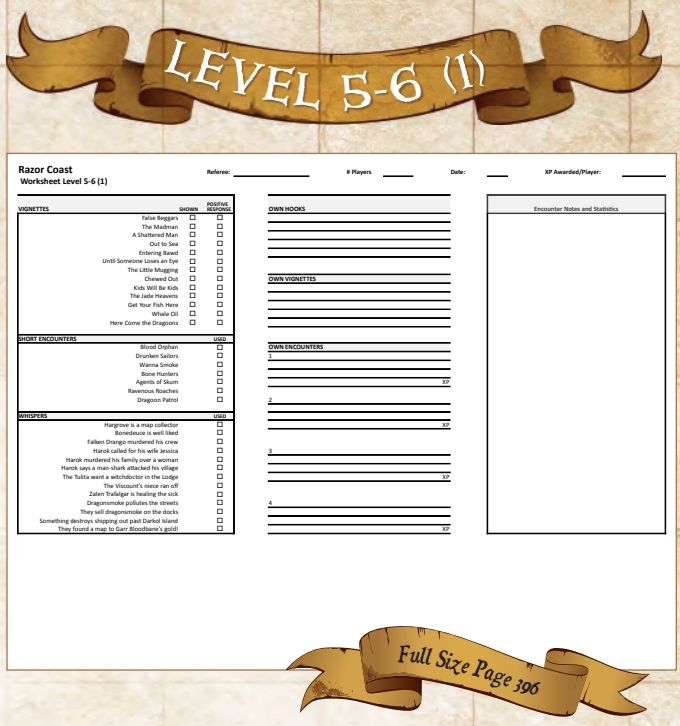
To begin with, every stage of the campaign comes with a Worksheet to help keep track of events and to help you determine the difficulty range of the encounters. These Worksheets are: Level 5–6 (1), Level 5–6 (2), Level 6–7 (1), Level 6–7 (2), Level 6–7 (3), and Level 7–8. Worksheets help you make a list of what you need to prepare (encounters to read, monsters to study, Whispers to release, etc.) for your next gaming session. They also serve as a handy reference sheet during the session.

To use a Worksheet, print out the one corresponding roughly to the party's level, then follow the steps in the **Prepping** section for that level range. This tells you how to fill out your Worksheet. When you complete this exercise you create the list of what to prepare and jot down any notes you'll need for the session. Keep it handy when you run.

NPC Tracker

The NPC Tracker is a master list of every NPC in the game, plus blank spaces where Referees write in their new NPCs. It helps track the party's relationship with the NPC, whether or not they become infected, live or die, join the Ring of the Kraken, etc. s

To use the NPC Tracker, simply keep it handy during your game sessions. When something happens to an NPC – the NPC comes to love or hate the party, loses an arm, etc.—check the appropriate box on the tracker. When an NPC dies, draw a line through them. When an NPC joins the Ring of the Kraken, circle their name.The **Prepping** sections for each level will intermittently suggest that the Referee should reference the NPC Tracker for information.



Typically, a first game session of ***Razor Coast*** flows like this:

THE CHARACTERS ARRIVE IN PORT SHAW

the Referee shows them a few

VIGNETTES

then the Referee tosses in a few

SHORT ENCOUNTERS

Generally, there are four steps to preparing for your first game session of ***Razor Coast***:

- **Step 1:** Select a Hook from the List
- **Step 2:** Select a Vignette or Two from the List
- **Step 3:** Select a few Short Encounters from the List
- **Step 4:** Read Up on Whispers and Rumors

Step 1: Select a Hook from the List

If none appeal, create your own. However, any hook you write should motivate the characters to travel through two or more districts of Port Shaw. Write the hook you chose on **the Level 5–6 (1) Worksheet**. Cross it off the list of Adventure Options.

Step 2: Select Vignettes from the List

Scan the list then read up on the ones you suspect might captivate or intrigue your party. Write them down on your **Level 5–6 (1) Worksheet**. If none appeal or the ones you like prove too few to convey the sense of Port Shaw as a living city, create a few of your own.

Step 3: Select a Few Short Encounters from the List

Scan the list of Short Encounters and select at least two or three combat encounters to toss before the characters across the span of their first session. Each of these encounters is a fight the party could engage in, or instead ignore. Which they fight and which they ignore provides more clues as to which of the four flavors they'll enjoy most.

Write the names of the encounters on your **Level 5–6 (1) Worksheet**, read up on the monsters if need be, and make any notes you think you'll need in the space provided.

Step 4: Read Up on Whispers and Rumors

Read the Whispers and Rumors until you know them well enough to insert them in NPC interactions on the fly. Considering noting a few on your **Level 5–6 (1) Worksheet** that you are particularly keen to convey. The goal is to become an opportunist. When roleplay and fights in Port Shaw create an opportunity, you want to easily slip words into NPC and monster mouths. "I'm going to cut you so bad, not even Trafalgar can heal you up!"

The Characters Arrive in Port Shaw

From where does the party hail? There are only two real options: "not from around here" or "to the Razor born and bred."

Not from Around Here

The Referee and players may decide to use characters from their home campaign and introduce them to the Razor Coast. In this case, consider dropping the characters onto the docks of Port Shaw at the end of their last adventure with one of the following:

Hook #1: Press-ganged

A band of scurvy dogs drug and then press-gangs the characters into service aboard the good ship *Festering Wound*, captained by a slaver named Sarlow Eats-Eyes. The party overhears Sarlow plans to sell them as food to a brigand and drug dealer named Bonegnaw, but learn nothing of this villain's location.

The characters must either lead a mutiny of fellow press-ganged crewmates against the captain and his pox-ridden crew or otherwise escape. By the time they do, the *Festering Wound* flounders right outside Kai Bay with no food, water, supplies, or gold and drifts into Port Shaw—where it is promptly seized and impounded by Wharfmaster Creely. The Dragoons toss the characters onto the streets, beggars in rags, with a word that the Church of the Quell serves hot meals to vagrants.

Alternately, on the good word of the wharfmaster, Lt. Commander Trey Perrin takes pity on them and refers the party to Gregory Bonedeuce for possible employment. The party must seek Bonedeuce at the Broken Skull Tavern, where they find him winning a fiddler's contest held before the first fight of the evening.

The press gang consists of **8 pirate sailors**, plus **3 musketeers** and **Sarlow Eats-Eyes**.

Pirates (8): HD 1; **HP** 6 each; **AC** 7[12]; **Atk** boarding-pike (1d8); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.

> **Equipment:** leather armor, boarding-pike, belt pouch with 1d6 gp.

Pirate Musketeers (Ftr3) (3): HP 17, 12, 16; **AC** 7 [12]; **Atk** rapier (1d8) or long-barreled musket (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60. **Special:** none.

> **Equipment:** leather armor, rapier, long-barreled musket, 5 reloads of powder and shot, purse with 1d100 gp.

Captain Sarlow Eats-Eyes (Ftr6): HP 41; **AC** 5[14]; **Atk** longsword (1d8); **Move** 12; **Save** 9; **AL** C; **CL/XP** 6/400. **Special:** none.

> **Equipment:** ring mail, shield, extravagantly plumed hat (25gp), coat, silver-tipped boots (20gp), long-sword, purse with 24 gp, ivory skull earring (50gp), and 3 pearls worth 100gp each.

Hook #2: Stranded Sellswords

A silk merchant of minor repute named Selman Piter hires the party to protect him and his vessel, *Minerva's Joy*, on a voyage to Port Shaw. Along the way a benthic serpent savages the ship, and it limps in to Port Shaw. *Minerva's Joy* will not be leaving for the characters' homes anytime soon (repairs could take weeks), and the harbormaster marks no other vessel heading for the party's corner of the world until next month. They may as well settle in for a little recreation in the Razor Coast's most rambunctious (and only) port of call.

Benthic Serpent: HD 12; **HP** 52; **AC** 4[15]; **Atk** bite (3d8 plus constrict) and 2 claws (2d6); **Move** 4 (swim 18); **Save** 3; **AL** C; **CL/XP** 13/2,300; **Special:** capsize, constrict, deepwater stare, immune to fire, sleep and paralysis.

For some extra mileage consider tasking the characters with telling an anxious family in Port Shaw, that the benthic serpent ate their relative, a crewmember.

Hook #3: Call for Help

Zalen Trafalgar is beset on all sides by foes and scallywags. He is alone in his quest to bring Quell's blessings to the city and, as the only beacon of goodness shining on shore, the young hero could be snuffed out any moment. A high-ranking cleric in the Church of Quell, a personal mentor, relative, or a friend of the characters may ask (or even manipulate) them into making for Port Shaw to check on the boy, in hopes that their sense of duty or justice sways them to Zalen's cause and the protection of Port Shaw's downtrodden.

Hook #4: Secrets of the Necromancer King

Mystery and power abound on the Razor Coast, and more than a few brave souls have ventured to Port Shaw in search of storied artifacts. The lost stronghold of Tarath-Vreen, the legendary necromancer overlord who once turned the coast into a dead zone of shambling corpses and wailing shades, remains undiscovered somewhere in the vicinity of Port Shaw.

Whispers Rumor the city's sewers connect to his ancient catacomb complex. Perhaps the characters search for Tarath-Vreen's sinister knowledge of the undead or for some artifact rumored left behind in his hidden stronghold.

They arrive knowing the sage Sagacious Samuel is rumored to possess maps and journals once owned by Tarath-Vreen. Alternately, a relation, wife, or friend of Carthias Delnor (see **Chapter 4, Sewer Section 7** for more details on Carthias), Sagacious Samuel's now missing assistant, might hire the party because they are concerned by his disappearance.

Hook #5: Breaking the Smuggling Ring

A magistrate in the characters' area of the world seethes when he learns a nefarious gnoll smuggler, wanted for numerous crimes (including the murder of said magistrate's brother), has escaped justice. The magistrate's sources report the gnoll captain and his abominable crew fled to the Razor Coast. Obsessed with vengeance for his murdered brother, the magistrate offers the characters a small fortune to bring the gnoll to justice—or bring back his head. See **Chapter 4** for details on Bonegnaw and his smuggling operation.

He gives the characters a letter of introduction to Acting Commander of Dragoons, Captain Jacob Razor. This is a mistake. The current Commander of Dragoons is Gregory Bonedeuce, but this is the kind of mistake made common by the slow, sketchy way news leaks back and forth across the waves. After arriving, any Dragoon questioned tells the characters to take their letter to Fort Stormshield. They cannot meet Jacob Razor (he's dead), but their letter of introduction brings them to Gregory Bonedeuce's attention.

Razor Coast, Born and Bred

On the other hand, your players may wish to generate tailor-made characters for adventuring along the Razor Coast. Tulita Warriors, redeemed Karikanti seeking to enter society, Clerics of Pele or Quell… In this case, consider the ***Freebooter's Guide to the Razor Coast*** at http://www.talesofthefroggod.com for further ideas.

Vignettes

Vignettes serve to establish mood and fill players' minds with the flavor of Port Shaw. With luck they will evoke sounds, smells, and even memories for your players. Player reactions to Vignettes—what they ignore, what they stop to stare at, what they move to interact with—tells Referees what interests them, which in turn suggests Incidents you might want to bring in (see the Worksheets, starting with the second one).

Each of the above Hooks asks the characters to travel some distance through the city. The Vignettes were written with this walk (or ride) in mind. This short list summarizes the mini-scenarios described more fully in **Chapter 3, Port Shaw.**

As the adventurers move about the city, share additional Vignettes to further establish the tone of Port Shaw. Eventually, the party will likely interact with or seek to intervene in one or more of the Vignettes they witness—and that decision tells you without a doubt what topics interest the players.

Some Vignettes are linked to specific Incidents. When

you see that referenced in the text it means that if your players respond to that particular Vignette, they'll probably also respond to the associated Incident.

Anywhere in Port Shaw

- In a filthy alley, three beggars turn out to be thugs or drug dealers **(False Beggars)**
- A man broken by circumstance or drug addiction yearns for death **(The Madman)**
- A Tulita man weeps for his broken people or for his devestated life **(A Shattered Man)**
- A view of mysterious islands on the storm-tossed horizon beckon adventure **(Out to Sea)**

Bawd

- A glimpse of the earthy, carnivale cacophony and reek of the district **(Entering Bawd)**
- A street fight between an apple seller and a drunk escalates to bloodshed, but the Dragoons do nothing **(Until Someone Loses an Eye)**
- A halfling mugging a gnome amuses the Municipal Dragoons **(The Little Mugging)**
- An ancient Tulita crone reads a hulking minotaur worker the riot act **(Chewed Out)**

Jade

- Local street urchins pelt the party with rotten fruit **(Kids Will Be Kids)**
- A glimpse of Jade district at sunset lights a sense of wonder in cynical character hearts **(The Jade Heavens)**

Tide

- A fight between vendors ends in bloodshed, while the the seafood hawkers of Tide distract the characters with their chatter **(Get Your Fish Here)**
- The treasures of a thousand lands unload onto the Port Shaw docks **(Whale Oil)**
- The Dragoons march the docks like they own them, collecting bribes **(Here Come the Dragoons)**

Short Encounters

As they travel through Port Shaw, soaking in its flavor, your players will likely itch for a little action or foreshadowing of the horrors to come. When your party plays through the Hook which brings them to Port Shaw and tires of merely watching slice-of-life scenes in Port Shaw, consider inflicting one or more of the following on the party to close out your first session:

Stumble upon a shark-bitten young boy, feverish and at death's door, floating in an abandoned rowboat. **Blood Orphan** (Ch. 3, Stand-Alone Encounters)

- Accosted by drunken sailors. Drunken Sailors (Ch. 3, Stand-Alone Encounters)
- Approached by two pushers offering free tastes of dragonsmoke. **Wanna Smoke?** (Ch. 3, Stand-Alone Encounters)
- Attacked by long drowned, undead Tulita warriors dripping seaweed and sewage, who groan about the "jawjaw…booooonnnneee." **Bone Hunters** (Ch. 3, Stand-Alone Encounters)
- Slime covered fishmen attack the characters. **Agents of Skum** (Ch. 3, Stand-Alone Encounters)
- Attacked by clouds of vicious cockroaches swarming up from between bricks or planks in the ground. **Ravenous Roaches** (Ch. 3, Stand-Alone Encounters)
- A patrol of Dragoons shakes down the characters for a bribe. **Dragoon Patrol** (Ch. 3, Stand-Alone Encounters).

NOTES At this level, characters who are foolish enough to fight the **Dragoon Patrol** likely lose, perhaps die, and certainly wind up imprisoned.

Whispers and Rumors

The docks are the lifeline of Port Shaw and any visitor who spends ample time here quickly learns the ins and outs from the city's residents. News of important happenings always flows freely, and the fishmongers working the market stalls love to gossip. The docks of Tide District are the perfect place for characters to overhear information or to specifically hunt leads on the shady activities of NPCs using Diplomacy or Intimidation.

Whispers

Much of the background information in the Appendix 4 is common knowledge, as is the tragic tale of the Wave Riders and Gregory Boneduece's version of the climactic battle between Jacob Razor, Bonedeuce and Pirate King Garr Bloodbane. Referees should remind players of this information whenver it proves pertinent; for example, in the mouth of an indignant local, "What? You don't know how Gregory Bonedeuce saved us all from Bloodbane's mauraders? What, did you arrive yester—oh. Yeah. Obviously you did. Well, here's how it went…"

As indicated, people frequently discuss the politics and fashions of the day, including what the Lodge is up to, the fact that Edler Nakuwhatever showed up drunk again, what a great harvest the Hargroves pulled off, etc. As a result, the names and basic backstories of the major NPCs detailed in **Chapter 1**— with none of the juicy tidbits about the Ring of the Kraken, secret betrayals or transformations into weresharks—frequently cross the lips of Port Shaw citizens.

All Whispers are true unless marked false.

- Hargrove has a reputation as a premier map collector and boasts an even greater reputation as an appraiser and cartography enthusiast. He plans to hold a gallery opening for his cartography treasures, opening them to the public for the cultural enrichment of Port Shaw (FALSE).
- Bonedeuce seems well liked by most citizens, and his rise to the position of commandant is legitimate and well deserved (FALSE). He'll be fiddling again at the Broken Skull soon (TRUE).
- Falken Drango, a feared pirate of the Razor Coast, went mad and murdered his own crew.
- When they nabbed that McFarrows fellow, blood stained his mouth like a big 'o' and he kept calling for his wife, Jessica (PARTIALLY TRUE—no blood and he called for his daughter, Jessica)
- Harok McFarrows murdered his wife and family for the love of another woman! (FALSE)
- I believe Harok's tale of a man-shark devouring the village and attacking him, don't you?
- The Tulita Elder keeps trying to get some Milliwhosis witch doctor into the Lodge to help govern the city." Most folks find this ridiculous. A minority believe better representation among the original inhabitants will ease tensions in Port Shaw.
- Did ye hear? Viscount Deepwarder's niece, ah wha' be her name? Damn. Anyways she ran off wit' a bunch o' other rich sprogs. They headed t' that island or other. Stupid sprogs. Dolentla Isle! Thar be t' one. Damned memory ain't wha' it used t' be.
- There's a new High Priest of Quell in town, who came to replace Archibald Noeliss. His name is Zalen Trafalgar, and some folks wonder if he is related to the famed Wave Rider Solomon Trafalgar. Whoever he's related to, he's healing the sick and the poor—even Tulita. He should be healin' them thar's that pays, instead!
- Dragonsmoke smugglers pollute the local people with their deadly drugs. Young colonials as well as Tulita swell the ranks of local addicts. Despite their best efforts, the Dragoons have accomplished nothing.
- The docks at night are a hot bed of illegal dealings. It's a good place to buy dragonsmoke, and Tulita from the inland tribes routinely bring cages of exotic mainland animals to the docks at night. They leave each morning with empty cages. (TRUE—they are selling cockatrices to an agent of Bonegnaw. See Level 6–7, Wipe out a ring of humanoid trafficking drug smugglers for more details.
- People know of the Kraken, but not his demonic heritage. While no one has sighted the Kraken for many years, and some take that as proof he died breaking the Wave Riders, most Rumor of a dark power that kills those foolish enough to venture too far past Darkol Island and Halgrim's Rest. Moreover, they are angry about the impact on shipping, and how ships vanishing on the Razor Sea drives up the price of whale oil and commodities from the far continent. (TRUE)
- They found the map to Garr Bloodbane's gold! The real map. No joke. Hargrove found it, of course. The rich always make out, don't they? And you know how I know its true? Word is they're equipping an expedition. Those're expensive. They don't send something like that out unless the map is real, I tell you.

Designer's Note: Everyone and Their Mother

In Port Shaw, everyone has a map to sell. Everyone. On every street corner, in every dark alley, at every tavern some down-on-their-luck sailor or barmaid approaches the characters and offers to sell them a map to Garr Bloodbane's gold, a significant hoard that some say the infamous Pirate Lord divided into a score of chests and hid on different islands throughout the Pearl Eye Atoll—a chain of volcanic ilsands also known as Bloodbane's Knuckles

"Psst…buddy. Yeah, yeah you. Wanna buy a map?"

Everyone has a story, "I'd do it myself but I don't have the gold for a ship. Tell you what. You get the majority of the treasure. Just cut me in for 10% and half that in advance for the map…"

It's almost a ritual, a veritable rite of passage. Street urchins, washer women, barkeeps, the baker's assistant: everyone tries to sell the greenhorn characters a map to Garr Bloodbane's gold. Have fun with this.

Make the occurences so frequent as to turn it into a joke. Even allow the characters to discover that many of these "maps" were forged by Sagacious Samuel and his assistant Carthias Delnor. Keep it up at every level in every circumstance. Whenever the characters are in Port Shaw *someone* tries to sell them the "real" Bloodbane treasure map at least once per session. Your players almost won't believe it when they finally *do* find the real thing. Certainly no one will believe the characters if they claim to have found the real treasure map. Trust us on this one. Hilarity ensues.

Rumors

Unlike Whispers—information which Referees should look for ways to disseminate—Rumors contain facts that Referees should withold until the characters discover them. All Rumors are true unless otherwise noted.

Roll (D20)	Rumor
1-5	The characters learn the public circumstances of the remaining Wave Riders, including their likely locations. See Chapter 1 for details.
6-10	A popular angler from the town of Thumb's Reach has not sold his catch at the docks for over a week. Many believe the town was attacked and wonder if this is related to the recent arrest of Harrok McFarrows for murder, as he sails out of Thumb's Reach.
11-14	A cabal of influential persons around Port Shaw, called the Ring of the Kraken, is involved in all sorts of sinister business. Strangely, no rumors connect them to dragonsmoke dealing.
15-18	Word is Hargrove is sending Lt. Commander Trey Perrin in the Albatross out to hunt Garr Bloodbane's gold. If that's not proof that Hargrove bought the Dragoons long ago—he can order about a sloop!—I don't know what could paint it more clearly.
19-20	Elder Barrison Hargrove hates the Tulita, and Whispers persist that he plans to eradicate the remaining local people—or at least force them from the Razor Coast.

Having gathered enough information in your first game session to detect your player's inclinations and preferences, typically, your second game session of **Razor Coast** flows like this:

the Referee opens with one or more

INCIDENTS

and the character eventually pursue one or more

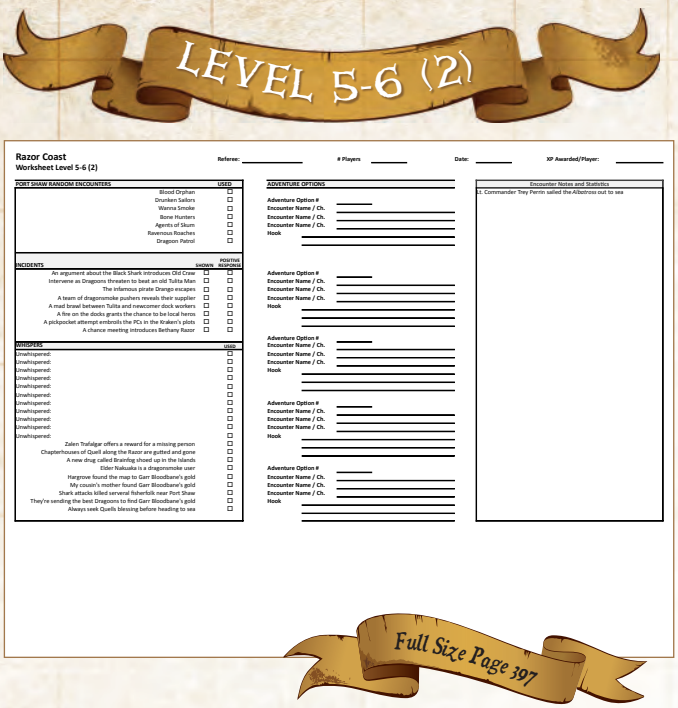
ADVENTURE OPTIONS

Additionally, by the close of this session the *Albatross* has set sail, captained by Lt. Commander Trey Perrin, not to be found again until the characters reach 10th level or higher (see **The Kraken Strikes, Act 2: Quest for the *Albatross*** for additional details).

After the First Adventure

These are the four key steps to preparing your second game session of ***Razor Coast***:

- **Step 1:** Remove Used Adventure Options
- **Step 2:** Pick out Incidents that may occur
- **Step 3:** Choose Adventure Options
- **Step 4:** Review Whispers and Rumors



Step 1: Remove Used Adventure Options

Anything you crossed off the list of Adventure Options on the previous sheet, cross off on this sheet. Any short encounters you didn't use in your first session now serve as random encounters in Port Shaw. You'll find the short encounters from Level 5–6 (1) Worksheet listed on your Level 5–6 (2)Worksheet under Random Encounters.

Step 2: Pick Incidents that may occur

Kick off the adventure session with an Incident. You've narrowed the field of options, but you don't want to railroad the party; so plan to hit them with multiple Incidents until one catches fire.

Step 3: Choose Adventure Options

Scan the list of Adventure Options. Choose options you think your players will enjoy, then write the number of the option down on your Worksheet. The **Adventure Options: Details** section tells you which encounters comprise that Adventure Option. Write those encounter names and their chapters down on your Worksheet as well. Finally, choose the hook or hooks into that Adventure Option that you wish to dangle as bait for your players. On your Worksheet, jot down enough notes on the hook to remember it.

Repeat this step until you have enough encounters listed for your coming session.

Step 4: Review Whispers and Rumors

Familiarize yourself with the Rumors by reading them. If the characters ask about these topics, you'll remember and know where to look. Whispers, however, should be leaked throughout the course of the session. Add any unwhispered Whispers from the previous sheet to this Worksheet.

But I've Already Got a Pirate City!

Port Shaw — perched on the edge of the Razor Sea like a raptor waiting to swoop upon its prey — fulfills a lot of the roles needed in a pirate campaign, but though its genesis with Nick Logue began a decade ago, it's only now coming onto the scene and there are other pirate city's out there. For instance, "What about **Green Ronin Publishing's *Freeport*** setting?" you might ask. Well, if you were a member of the ***Razor Coast*** Kickstarter, then you may have noticed that an item available to backers included one of **Green Ronin's** own Freeport-based PDFs. So in short, even the masters of the RPG pirate genre were willing to get behind ***Razor Coast*** – for which we are eternally grateful.

Collectively we decided to go a step further and show Referees how to connect ***Razor Coast*** with the extensive nautical lore already produced in ***Freeport*** – a task that **Frog God Games** was only too willing to undertake. It's not often that you get to team up with that kind of talent. Putting the brainchildren of Chris Pramas and Nick Logue in one room should probably be illegal. Nevertheless, here's a quick run-down on adding ***Freeport*** to your ***Razor Coast*** campaign or vice versa.

Spoiler Alert! Only read the following if you're interested in a sneak preview of **Frog God Games'** upcoming campaign world.

As will be revealed in the upcoming **Frog God Games** campaign setting ***The Lost Lands***, Port Shaw and the Razor Coast exist upon the world known as Lloegyr. The coastland that comprises the Razor Coast and its environs lies due south of the primary continent, Akados. To the east of Akados, across the Irkainian Isthmus, lies the continent of Libynos. Between and south of them sits Great Oceanus in whose southern reaches is the stretch of water known as the Razor Sea. The Razor Sea's western extremity is the Razor Coast, from which the sea takes its name (and vice versa). Many islands dot the Razor Sea as one sails due east.

To the north, as one approaches the sea's eastern extremity, float the Aizanes Islands introduced in the Frank Mentzer adventure, **Deep Waters**. These mark the northeastern portion of the Razor Sea and have long served as a destination and waystop for traders from Libynos. Many consider the Aizanes, as they are called, the last point of civilization upon the Razor Sea until Port Shaw, because to the south of them lies the infamous Pirate Confederacy, a loosely organized group of island chains given over by the navies of Akados and Libynos to the freebooters that call them home and who prey upon the shipping lanes whenever naval vigilance grows lax.

That's great you say, but I thought this was about putting ***Freeport*** together with ***Razor Coast*** – not a primer for ***The Lost Lands***. Well, yes and no. We'll use the one to get to the other. Now that you've got a general lay of the land (or sea, as it were), let's see how ***Freeport*** fits in.

The islands of the Pirate Confederacy are many and frequently separated by hundreds or even thousands of miles. It's even possible that these islands are the remains of some lost continent destroyed in a massive cataclysm thousands of years ago. And if so, at least one group of them likely resembles the teeth of a serpent. So there you have the Serpent's Teeth, and upon the largest island of A'val, **Freeport, City of Adventure** — located strategically between the freewheeling chaos of the Pirate Confederacy and the trade and exploration opportunities found on the Razor Sea and along the Razor Coast.

In addition, while the Razor Coast provides many opportunities for piracy upon the high seas and easily carries the flavor of a pirate campaign, Port Shaw is by no means a pirate city. Instead it is a colonial city of law and order — a corrupt law and order built on the backs of the indigenous population and policed by its brutal Municipal Dragoons, sure, but true pirates have no place within its hierarchy and are in danger of arrest any time they are within its bounds – including the surrounding waters of Kai Bay. Meanwhile Freeport, as a free port, is much more welcoming to pirates and their ilk from the surrounding Pirate Confederacy. Therefore, by transporting ***Freeport*** into your ***Razor Coast*** campaign you're not merely getting more of the same, you're actually adding complimentary pieces of the puzzle — Port Shaw's "Port Royal" to Freeport's "Tortuga", if you will.

Freeport can maintain peaceful relations with the Pirate Confederacy without actually being a part of it, thereby providing characters a means to explore further pirate-themed adventures in and around those islands from a hostile port like Port Shaw when fencing or otherwise moving booty taken from or on behalf of the pirates.

Need more tie-ins? Well, Freeport began as a pirate haven and gained legitimacy through treaties with the mainland powers (Akados and Libynos, in this case), while Port Shaw began as a colonial excursion Akados, specifically the Kingdoms of Foere. It seems likely that those powers, after having settled matters with the pirates of Freeport, were able to turn their resources to exploring and exploiting the Razor Coast. With the rise of the Pirate Confederacy it seems just as likely that Port Shaw and the rest of the colonies have been left to their own devices precisely because the

mainland powers turned their naval attentions to the eastern waters of the Razor.

It also seems likely to expect trade ties and at least loose alliances between the Lodge of Port Shaw and the Sea Lord and Captain's Council of Freeport. Furthermore, the recent troubles involving Sea Lord Milton and the rest in many ways mirror the travails of the Tulita and the threats that have been building in Port Shaw for some time. Perhaps Harthagoa had some subtle influence in Milton coming unhinged — or perhaps the Demon Below simply watched and bided his time, allowing the troubles facing the eastern Razor Sea to serve as a distraction from his own machinations in the west.

The actual distance between Port Shaw and Freeport remains intentionally vague so that it can fit the needs of your campaign, but it's probably safe to assume a week or two at sea to cross the width of the Razor Sea. Far enough that the two campaign stops need not intrude upon each other, but close enough that a voyage between them is not a major undertaking and inserting frequent trips between Port Shaw and Freeport will not disrupt your campaign.

Your players should be able to explore the length and breadth of the Razor Sea for some time between ***Razor Coast*** and ***Freeport*** and find adventure aplenty awaiting them without ever needing to range further. I mean, it's not like they're going to want to sail to the Tempest Meridian or anything like that. "What's that?" you say? Oops, looks like we're out of time. Until next time, enjoy your adventures upon the Razor and perhaps drop by the City of Adventure while you're at it. You're bound to find something of interest to do while you're there.

—Greg A. Vaughan, Frog God Games, Creative Director: Pathfinder Roleplaying Game

Level 5: Game Session 2 Adventure Options

Incidents

Because the Incidents all take place in Port Shaw, you'll find them in **Chapter 3, Port Shaw**. The map provided in **Chapter 3** suggests likely locations at which Incidents might occur, but these are by no means set in stone. The eight Incidents are:

1. An argument about the Black Shark allows the characters to befriend an "old Razor hand" named Old Craw
2. Intervene as Dragoons threaten to beat an old Tulita man to death for his "crazy" behavior
3. The infamous pirate Drango escapes, and the characters help or hinder pursuit
4. Under pressure from the characters, a team of dragonsmoke pushers foolishly reveals their supplier
5. In a mad brawl between Tulita and newcomer dock workers, who will the characters back?
6. A fire on the docks introduces a Wave Rider and grants the chance to be local heroes
7. A pickpocket attempt by a former Wave Rider embroils the characters in the Kraken's plots
8. A chance meeting introduces Bethany Razor, opening opportunities for adventure

In and Near Port Shaw

1. Discover a secret entrance into Fort Stormshield in the sewers
2. Tangle with the Dragoons as they leave the sewers
3. Fight or join Port Shaw's criminal underworld
4. Rescue a child stolen by the roachlord
5. Lay a pirate bard's spirit to rest and find a treasure map in the sewers
6. Root out a nest of the Kraken's spies in the sewers
7. Brawl bare knuckle for fame and profit in Port Shaw

The Coast and the Continent

8. Investigate an abandoned village plagued by shark attack

On the Razor Sea

9. Redeem an Elf noble by rescuing her shipmates from an abyss-haunted isles
10. Lured inside an underwater mountain, the characters confront extradimensional invaders
11. Fight monsters on the high seas

Level 5-6 (1) Adventure Options Detail

Incidents

These Incidents work best when used to support the campaign orientation (Powers That Be, Former Heroes, Tulita, or Individualists) in which the characters are already leaning. The suggested uses beneath each Incident, below, do not mean the Incident cannot be used to support a different orientation. These are just a few uses that spring readily to mind. Referees can and should adapt the Incidents to fit any orientation or simply write their own.

❶ An argument about the Black Shark allows the characters to befriend a "Razor hand" named Old Craw

Useful for putting the characters on the track of the Dalang Jalamar and coaxing them to investigate shark attacks outside of Port Shaw.

❷ Intervene as Dragoons threaten to beat an old Tulita man to death for his "crazy" behavior

Works well for introducing the characters to the Tulita orientation, meeting Mokoli Ali'i and setting them up to adventure in and around Port Shaw.

❸ The infamous pirate Drango escapes, and the characters help or hinder pursuit

Intended to introduce the characters to the Individualist orientation or introduce them to coorperating with the Dragoons. Also works well to suggest the characters investigate shark attacks by putting them onto the Nightslink Mystery. This particular encounter is best not handled as a fight to the death against either Falken Drango or the Dragoons; if your party tends to tackle problems with the blast of spells and the swing of an axe, this can prove a difficult encounter.

❹ Under pressure from the characters, a team of dragonsmoke pushers foolishly reveals their supplier

This encounter sets the characters up to join or fight the criminal underworld in Port Shaw. Specifcially it's useful for introducing them to Barrett, as well as for learning how to find Bonegnaw's Cove.

❺ In a mad brawl between Tulita and newcomer dockworkers, who will the characters back?

Another Incident that pushes the characters to start aligning themselves with either the Tulita or the Powers that Be orientation.

❻ A fire on the docks introduces a Wave Rider and grants the chance to be local heroes

This incident throws the party together with one of the Former Heroes and his friend, the ever-klutzy Jenkie Barnes.

❼ A pickpocket attempt by a former Wave Rider embroils the characters in the Kraken's plots

Another Incident that puts the characters in contact with a Former Hero, Lady Jalia "Lightfingers" Ramires. If the party winds up talking with her, she mentions she's on the way to meet a friend departing on a long trip. This Incident plants seeds for the Referee to develop and puts the party in touch with the Ring of the Kraken and the Kraken Strikes Background Plot.

❽ A chance meeting introduces Bethany Razor, opening opportunities for adventure

This incident involves the characters in Bethany Razor's story and works well for an Individualists approach to Razor Coast.

Adventure Options

In and Near Port Shaw

❶ Discover a secret entrance into Fort Stormshield in the sewers

The Krakenfiend lent Gregory Bonedeuce his servants to protect the underbelly of the Fort. The characters fight past sahuagin, hydrodaemons, and gibbering mouthers to uncover a secret escape route that they can use to enter the fort unseen.

Encounters

- *#1*: **Sewer Section 4** (Ch. 4, Set-Pieces)

Hooks

Former Heroes Hook

Many of the Wave Riders personal story arcs land them in Fort Stormshield's brig, and any time the characters need to break a friend out of a jail a secret way into the fort proves useful. Jalia and Donovan can both wind up in prison and need a rescue.

Tulita Hook

A Tulita warrior, proudly bedecked in feathers, struts up to the characters and announces that the Great Chief Mokoli Ali'i seeks an audience. He leads the party to a shuttered temple to the Three and asks the characters help rescuing Milliauka from Fort Stormshield. If M'okol'i Ali'i's warriors attempt a rescue and fail, retribution from the Powers that Be will fall on all Tulita everywhere, and Milliauka would rather rot in prison than bring further woe to his people. Should an appeal to the characters better natures fails to suffice, M'okol'i offers them ambergris and jade. If they accept he reveals rumors of a secret entrance into the Fort somewhere in the sewers.

Individualists Hook

The former Wave Riders are not the only NPCs who might wind up in Jail. Falken Drango and Roland Lawrence might wind up there too. Additionally there are many circumstances under which the characters might find themselves imprisoned, and knowing a secret way out always proves useful.

NOTES Just outside the secret entrance to Fort Stormshield, allow the party to discover the remains of a

pried open wooden crate. It's stamped with the number 341. This is the crate of dragonsmoke from which Bonedeuce took the drugs he used to frame Roland Lawrence.

The sewers also provide plenty of random encounters. See **Chapter 4, Beneath Port Shaw,** for additional details.

❷ Tangle with the Dragoons as they leave the sewers

Worn out by tough fights in the sewers below Port Shaw, as they leave this encounters forces the characters to deal with a patrol of Dragoons who want to arrest them for venturing below.

Encounters

- #1: **Leaving the Sewers** (Ch. 4, Stand-Alone Encounters)

❸ Fight or Join Port Shaw's Criminal Underworld

Investigate gruesome criminal doings or look up a dragonsmoke dealer in a run-down bar in the outskirsts.

Encounters

- #1: **The Salty Dogs** (Ch. 3, Stand-Alone Encounters)
- #2: **Barrett's Barnacle** (Ch. 4, Set-Pieces)

Hooks

Powers That Be Hook

Darenar is irritated by the paltry tribute delivered by the prostitutes of Port Shaw. He thinks someone is skimming off his boys and ladies, but does not wish to reveal his racket. Pretending concern that someone is preying on the doxies in Tide, he aks the characters to investigate. He directs them to a lady of ill repute named Carna, booted from Bawd district by her madam for bad behavior, who wanders the docks alone in search of customers. The Salty Dogs frequently harrass her – as do drunken sailors and wandering monsters – skimming off her earnings. Carna used to peddle herself around Barrett's Barnacle and has seen strange goings on there after hours; for example, an ugly scar-faced half-orc carrying human shaped bags out to the Barnacle's back shed.

Former Heroes Hook

The characters spot a notice pinned to the door of the Chapterhouse of Quell. The new high priest, Zalen Trafalgar, is offering a reward for any information leading to the whereabouts of the previous high priest, Archibald Noeliss. Archibald was last seen leaving the Chapterhouse and walking the docks late one night.

Tulita Hook

Milliauka approaches the characters concerned about the dragonsmoke pouring into Port Shaw and poisoning the streets. His eyes and ears among the Tulita suspect someone at Barett's Barnacle supplies a majority of the dragonsmoke consumed in Port Shaw. He'd like the characters to put an end to the trade.

Individualists Hook

An old peddler named **Jeth** (normal human) wanders the docks hawking his wares, mostly scraps of metal and shells he finds along the beaches. Usually, the Salty Dogs leave Jeth alone because he feeds their mutts. Jeth attempts to peddle rusted manacles, broken hinges, and other worthless items to the characters. If the characters are friendly and seem trustworthy, Jeth shows them his only real item of interest, a *figurine of the onyx dog* he found washed up on the beach (once the possession of a deceased Wave Rider). Jeth is a simple soul and is unaware of the magical nature of the item, though he is sure it is made of onyx and worth something. He will sell the dog to the characters for 20 sp. The first time the characters encounter Jeth, he has the dog. The next time, Rickard Bleardon has beaten Jeth within a inch of his life and took the dog – a fact Jeth bemoans to the players at any opportunity.

NOTES Barrett is a member of the Ring of the Kraken. If threatened with death and questioned about the Ring, Barrett first tries to finger Bonegnaw, who is not a Ring member. He knows that Bonegnaw's men often collect exotic animals for him at night, on the docks. If pressed, Barrett reveals that Garreg—right here in the Barnacle—deals dragonsmoke for Bonegnaw.

If the characters don't buy his Bonegnaw dodge, Barrett claims "a hooded man" running a protection racket works for the Ring and is coming to collect that evening. This turns out to be Darenar. If forced to discuss the Ring, Darenar claims he runs a protection racket all on his own and further claims he "made up the Ring" to scare people. In truth Daranar is protecting Bonedeuce, from whom he takes his orders. Darenar will go to his grave in silence, willing to die to keep Bonedeuce's secret. Both Barett and Darenar bear the Kraken's mark.

❹ Rescue a child stolen by the Roachlord

Rumors of missing children lead the characters to the lair of a cockroach transfromed by the effluvium of Sagacious Samuel's experiments into a hideous humanoid-eating monstrosity.

Encounters

- *#1:* **Sewer Section 3** (Ch. 4, Set-Pieces)

Hooks

Powers That Be Hook

A member of the family from **Hook #2 Stranded Sellswords** (Level 5–6 [1]) hunts the party down. Not only did they lose a family member on the characters' vessel, but now the mariner's daughter is missing. She was last seen near the east-most end of the road dividing Bawd from Jade, wearing a blue and white floral dress. If the characters

follow up this lead, they find a scrap of her dress near the drain to the sewer.

Former Heroes Hook

Either Zalen Trafalgar or Falgor Finney of the Run Aground Tavern tells the characters that a Tulita orphan girl, named Lucinda, failed to show up at his soup kitchen three days running. Concerned, he offers them gold or a month's boarding to track her down and give her something to eat. The characters find her crouched by a sewer grate, weeping. If the characters assist her – and especially if they feed her – she tells them that her friends have gone missing by this "big ole smelly sewer grate." She adds, "The Roach King ate them up." This grate is the entrance to **Section 3** of the sewers (see **Chapter 4** for details).

Tulita Hook

In the Outskirts, the party stumbles across weeping Tulita women posting signs in poorly scribed common. The parchment placards bear highly realistic, lovingly rendered sketches of Tulita children and read, "Mizing. Near sewr. Hep find, pleez."

Individualists Hook

Cap'n Lester Farrows contacts the characters with concerns. Little dresses and pants have started showing up in his daily sewer salvage and "That thar' jus' ain' right." He'd like their help investigating.

❺ Lay a pirate bard's spirit to rest and find a treasure map in the sewers

The ghost of Garr Bloodbane's bard haunts the docks of Port Shaw and asks the characters to help lay his bones to rest. He fails to mention his bones also hide the real map to Garr Bloodbane's treasure.

Encounters

- *#1:* **The Ghost of Durrell Ravenkith** (Ch. 3, Stand-Alone Encounters)

Hooks

Powers That Be Hook

Gregory Bonedeuce is concerned that this ghost makes the docks too dangerous, even for citizens of Port Shaw. He confesses his Dragoons are a superstitous lot and asks if the characters think they have what it takes to put an end to the haunting.

Former Heroes Hook

Zalen is concerned that any ghost making demands of passers-by is a spirit in pain. His duties to his congregation bar him from highing off on a quest or putting himself too much at risk, but the Church of Quell would appreciate it if the characters spoke with this ghost to find out what might be done to lay the poor soul to rest.

Individualists Hook

A friend of Jenkie Barnes has a get rich quick scheme. He believes there's this ghost haunting the docks at night who knows the real location of Garr Bloodbane's gold. He'll tell the characters where to find the ghost if the characters agree to interrogate the spirit and split the treasure with him.

❻ Root out a nest of the Kraken's spies in the sewers

Harthagoa is slowly building up an attack force of skum in the sewers below Port Shaw. Unbenknownst to anyone, even the skum, they've chosen to squat in a location that contains the Jawbone of Kaho Ali'i. *This non-magical scrimshaw relic proves pivotal in the days to come.*

Encounters

- *#1*: **Bone Hunters** (Ch. 3, Stand-Alone Encounters)
- *#2*: **Agents of Skum** (Ch. 3, Stand-Alone Encounters)
- *#3*: **Sewer Section 1** (Ch. 4, Set-Pieces)

Hooks

Powers That Be Hook

Gregory Bonedeuce asks the characters' help tracking down a theif named Karskor Thul. He explains the fool broke into Barrison Hargroves residence and made off with a scrimshaw *objet d'art*. It would prove embarassing to Hargove should it become the talk of the town that a common street thief burgled his mansion successfully. Gregory would appreciate it if the characters tracked Thul down and brought him in – quietly of course – so Bonedeuce can handle matters from there. Asking around the characters soon learn from Cap'n Lester Farrows that Karskor fled into the sewers about a week ago.

Tulita Hook

Tulita warriors from the interior have been stomping around Port Shaw hunting someone, but their lack of facility with the Common tongue makes understanding them difficult. If the characters speak any of the Tulita dialects fluently, they learn the the details below. Alternately, if the characters have a strong relationship to Milliauka and/or Mokoli Ali'i they also learn the following:

About a month ago, a newcomer stole the Tulita peoples' most sacred relic. Mokoli's men caught a glimpse of the rogue before he escaped: short, half-Tulita/half-foreigner, sporting short-cropped hair, and wearing leather armor with black lacquered rat skulls dangling from the shoulders. Anyone asking after a man of this description in Port Shaw soon learns his name is Karskor Thul, and he was last seen slipping into the sewers from whence he never resurfaced.

NOTES Either the Bone Hunters or Agents of Skum encounter may serve as their own hook to lure the characters into the sewers. To make those encounters do double duty as hooks, with Bone Hunters play up the smell of sewage. With Agents, have the skum run off for the sewers early in the encounter; hopefully, with the characters

in pursuit. Either way your adventurers likely learn the sewers are a place of interest. Warning: the depths of the sewers are dangerous!

If using the Tulita Hook, consider building up to it. The characters must first earn Milliauka and M'okol'i Ali'i's trust by aiding the Tulita people and performing missions that demonstrate the party's allegience. Only after a series of such encounters builds a bond between the characters and the two Tulita leaders do they trust the party with the mission to retrieve the *Jawbone*.

❼ Brawl bare knuckle for fame and profit in Port Shaw

Bare knuckle brawling at the Broken Skull is a great way to blow off steam, earn XP non-lethally, and build some notoriety around Port Shaw.

Encounters

- **The Broken Skull** (Ch. 3, Set-Pieces)

NOTES Reasons for visiting the Broken Skull change as the characters grow in power and experience. When they first arrive, no one knows who the adventurers are, and the Broken Skull serves as a place to pick up a hot meal, win some quick cash, make friends, and build a little notoriety. The may even rent rooms at the Skull, transforming it into their first home base in Port Shaw.

As the characters advance, winning fights at the Skull earns them local renown. People nod at the characters on the street, congratulate them on their victories, buy the party free drinks in thanks for a bet won, and otherwise place the characters in the spotlight. This brings overtures, for good and ill, from the representatives among the four primary factions.

Later still, fights at the Broken Skull play an important role in redeeming the Wave Riders, in general, and Belok Talorg's relationship arc, specifically. How the characters perform at the Skull earns them friends, enemies or both and help shapes the final confrontation with the Krakenfiend.

The Coast and the Continent

❽ Investigate an abandoned village plagued by shark attacks

Something plagues the town of Thumb's Reach, the imprisoned Harrok McFarrows village. The characters arrive to find it cleared out and inhabited by only a single mad wereshark — from whom they rescue young Jessica McFarrows.

Encounters

- *#1*: **From the Mouths of Babes** (Ch. 4, Set-Pieces)

Hooks

Powers That Be Hook

Gregory Bonedeuce and Barrison Hargrove grow concerned that fishing villages up and down the coast no longer bring their catch to Port Shaw. The latest casualty, the hamlet of Thumb's Reach, even produced its own madman, Harok McFarrows. Gregory explains that the Dragoons are stretched thin investigating shark attacks and keeping the city under control. He asks the characters if they'll question this Harok fellow, then visit Thumb's Reach to see what they can learn about this rash of attacks.

Former Heroes Hook

Zalen Trafalgar or Donovan Montgomery approaches the characters to express concern about the town of Thumb's Reach. Zalen worries that the Powers that Be aren't revealing the whole story and that they plan to hang an innocent man – Harok McFarrows. Donovan reports he often shipped fish to market from Thumb's Reach, but the last time he visited the town was abandoned except for a high caterwauling noise that raised the hairs on the back of his neck. He sailed back into town only to learn his town contact, a local fisherman named Harok McFarrows, is accused of savagely murdering his entire family by hacking them to pieces with a sharkstooth club. Neither man can learn any additional information, and they'd like the characters to investigate. In recompense, Zalen offers to heal one party member and Donovan offers a short ride on his ship to a location of their choice and back.

Tulita Hook

Milliauka has heard about Harok McFarrows, and he wants the characters to investigate "This could be bad…" Milliauka is deeply troubled by Harok's account. He fears that the Kiss of Dajobas is spreading like a plague, but he wants to be sure. He points out that the Dragoons are holding this Harok person in the brig at Fort Stormshield, until his hanging five days hence, and suggests the characters find a way into the fort to interrogate him.

Individualists Hook

An escaped criminal on the run from the Dragoons crosses the characters' path. This criminal is named **Modar**. If questioned, the fugitive can tell the characters about the other residents of the Fort Stormshield brig: Harok McFarrows, Falken Drango (if he is there), and Milliauka (if he is there).

In addition, Modar knows Harrok's story and believes that McFarrows is innocent of his family's murder and will tell the characters this if they inquire. Modar also gives the characters a description of The Inquisitor and the depths of the man's cruelty (See Fort Stormshield for details).

Finally, if asked how he made his escape, Modar tells the characters about the sewer tunnels leading beneath the fort (See **Chapter 4** for details). He relates how he was brought blindfolded into a room of chanting men, but felt a trapdoor thump hollowly beneath his feet. So he bit the arm of a captor, tore off his blindfold, popped the trapdoor and escaped. His eyes were adjusting to the sudden light, and he did not see any of the people who dragged him out of his

cell before running off through the sewers. He remembers little of his mad dash to freedom save that he exited near the dock behind Fort Stormshield.

Modar (Th4): HP 11; **AC** 9[10]; **Atk** fists (1hp); **Move** 12; **Save** 12; **AL** N; **CL/XP** 4/120; **Special**: backstab (x2), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 88%, Traps/Tasks 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: Ragged clothing, torn blindfold.

NOTES There are many potential hooks for luring the party to investigate Thumb's Reach. Relgin McFarrows could be concerned about his missing niece, Jessica, for example, and offer the *Rita* as compensation for recovering her.

On the Razor Sea

❾ Redeem an Elf noble by rescuing her shipmates from an Abyss-haunted isle

Viscount Senegar Deepwarder is in trouble. His niece led an ill-fated venture crewed by the dilettante children of Port Shaw's wealthy elite. Worse, she abandoned them to their fate on a haunted island. Now the Viscount needs the party's help redeeming his niece's honor.

Encounters

- *#1*: **Sinful Whispers** (***Heart of the Razor***)

Hooks

See ***Heart of the Razor, Sinful Whispers*** for hooks to lure the characters into tackling this Adventure Option.

NOTES This adventure also works as a challenging but survivable prequel adventure, leading to the characters arrival in Port Shaw as rescuers. Additionally, successfully completing this adventure is an excellent segue to the Adventure Option **Recover an elven diplomat's stolen magic ring from the sewers**.

❿ Lured inside an underwater mountain, the characters fight extra-dimnensional invaders

While traveling at sea the characters discover a rich treasure floating atop the strangest wreck – an entire ship pierced through its belly by an underwater mountain. Venturing aboard they discover a passage within the mountain, down to an even stranger wreck: the marooned advanced scout craft for an extradimensional invasion force.

Encounters

- *#1*: **The Black Spot** (***Heart of the Razor***)

Hooks

Generally, involvement in The Black Spot is event driven, rather than hook driven. Any time the characters hire a ship, book passage, or otherwise travel on the Razor Sea, this Adventure Option is open to them. See ***Heart of the Razor,* The Black Spot** for more suggestions on introducing this option into your campaign.

⓫ Fight monsters on the high seas

Random encounters while sailing the Razor Sea.

Encounters

- *#1*: **Ghastly Tag-Along** (Ch. 5, Stand-Alone Encounter)
- *#2*: **Electric Eels** (Ch. 5, Stand-Alone Encounter)
- *#3*: **The Lurking Aboleth** (Ch. 5, Stand-Alone Encounter)
- *#4*: **Pirates!** (Ch. 5, Stand-Alone Encounter)
- *#5*: **Goblin Raiders** (Ch. 5, Stand-Alone Encounter)

NOTES The encounter **Pirates!** proves useful for a variety of reasons, if you are using ***Heart of the Razor***. The attacking pirates may threaten the characters with Admiral Tame's retribution when the battle goes against them, planting seeds that may encourage the characters to favor Captain Mercy's proposal from the ***Heart of the Razor*** adventure **Angry Waters**. Alternately, Referees may use it to plant seeds for the adventure **Jungle Fever,** also in ***Heart of the Razor***, by leaving clues connecting the pirates to Sharkjaw Docks, a cargo station in the Pearl Eyes.

Whispers and Rumors

Include any Whispers and Rumors not shared during the previous session, plus the following:

Whispers

All Whispers are true unless marked false.

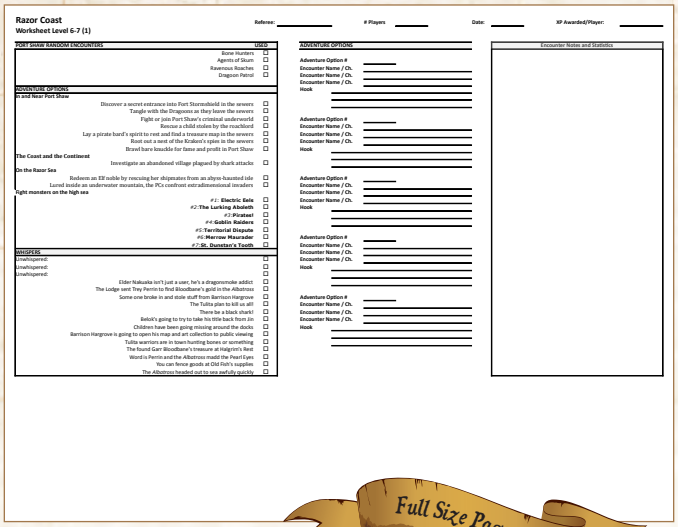
- Zalen Trafalgar, the new high priest of Quell, is offering a reward for finding a missing person. Interested parties may inquire at the Chapterhouse.
- Chapterhouses of Quell along the Razor are gutted and gone. Empty. No one knows what attacked them, but something did.
- I heard there's a new drug turned up in the islands. Some cargo pit, the Jaws or sumthin' is serving up Brainfog, it's called. (PARTIALLY TRUE—it's called Dreamfog and it does not originate at Sharkjaw Docks)
- Elder Nakuaka is a dragonsmoke user.
- Hargrove found a map to Garr Bloodbane's gold—for real! (PARTIALLY TRUE—he has a map he *claims* shows the route to Bloodbane's treasure)
- My cousin's mother found Garr Bloodbane's gold—for real! (FALSE—Unless a character is the cousin's mother)

- A series of violent shark attacks killed several fisherfolk and left many others badly injured not far from Port Shaw.
- They're sending the best of the Dragoons on a mission to find Bloodbane's Gold. What a joke! Things are just going to get worse 'round here.
- It's always best to get the sea god's blessing before heading out on the waves.
- Turns out that Roland Lawrence fellow got booted from the Dragoons for dragonsmoke smuggling (PARTIALLY TRUE—he was *framed* for dragonsmoke smuggling).

Rumors

Roll (D10)	Rumor
1	Archibald is not the only priest of Quell gone missing or dead; there was another guy Jalma something or other went missing a month or two back.
2	You can fence goods, especially weapons, at Old Fish's Supplies.
3	Tulita warriors from the interior are hunting the rogue Karskor Thul.
4	Archibald just up and vanished. Then they sent along this new guy. Maybe it was a plot by the church! (FALSE)
5	The Lodge is sending Lt. Commander Perrin on a long-range patrol in the Albatross. They're covering up the real mission by claiming it's about Garr Bloodbane's Gold. (PARTIALLY TRUE)
6	Karskor Thul was last seen entering the sewers.
7	The Dragoons are extremely corrupt and accept bribes from various criminals. For example, Barrett, owner of "Barrett's Barnacle" is a known rogue and cutthroat protected by the Dragoons.
8	Someone bought up all the alchemist's fire from every alchemist in Silk. They warned the Alchemist's Guild to keep their mouths shut, and the guild's pretty shaken up. I heard the Ring was involved.
9	The Ring is upping its protection charge by a silver piece. A good protection racket is one thing, but they're going to bankrupt us! (FALSE)
10	No one knows who belongs to this Ring of the Kraken, but they are rumored to somehow mark their members.

LEVEL 6-7


Razor Coast
Worksheet Level 6-7 (1)
Referee: # Players: Date: XP Awarded/Player:
PORT SHAW RANDOM ENCOUNTERS USED
Bone Hunters
Agents of Skum
Ravenous Roaches
Dragoon Patrol
ADVENTURE OPTIONS
In and Near Port Shaw
Discover a secret entrance into Fort Stormshield in the sewers
Tangle with the Dragoons as they leave the sewers
Fight or join Port Shaw's criminal underworld
Rescue a child stolen by the roachlord
Lay a pirate bard's spirit to rest and find a treasure map in the sewers
Root out a nest of the Kraken's spies in the sewers
Brawl bare knuckle for fame and profit in Port Shaw
The Coast and the Continent
Investigate an abandoned village plagued by shark attacks
On the Razor Sea
Redeem an Elf noble by rescuing her shipmates from an abyss-haunted isle
Lured inside an underwater mountain, the PCs confront extradimensional invaders
Tight monsters on the high sea
#1: Electric Eels
#2:The Lurking Aboleth
#3:Pirates!
#4:Goblin Raiders
#5:Territorial Dispute
#6: Merrow Marauder
#7:St. Dunstan's Tooth
WHISPERS
Unwhispered:
Unwhispered:
Unwhispered:
Elder Nakuaka isn't just a user, he's a dragonsmoke addict
The Lodge sent Trey Perrin to find Bloodbane's gold in the Albatross
Some one broke in and stole stuff from Barrison Hargrove
The Tulita plan to kill us all!
There be a black shark!
Belok's going to try to take his title back from Jin
Children have been going missing around the docks
Barrison Hargrove is going to open his map and art collection to public viewing
Tulita warriors are in town hunting bones or something
The found Garr Bloodbane's treasure at Halgrim's Rest
Word is Perrin and the Albatross made the Pearl Eyes
You can fence goods at Old Fish's supplies
The Albatross headed out to sea awfully quickly
ADVENTURE OPTIONS
Adventure Option #
Encounter Name / Ch.
Encounter Name / Ch.
Encounter Name / Ch.
Hook
Encounter Notes and Statistics

Full Size Page 398

Typically, at this point, adventuring parties will be pursuing whichever Adventure Options strike their fancy, leveling up and uncovering clues to the major Background Plots of ***Razor Coast***, without yet realizing what the clues they've collected mean – or even that they have collected clues. They begin to identify with one of the four orientations, building relationships with major NPCs.

Prepping for Level 6-7

Typically, Referees follow these three steps when preparing for game sessions when their characterss are 6th-7th level:

- **Step 1:** Remove Used Adventure Options
- **Step 2:** Choose Adventure Options
- **Step 3:** Review Whispers and Rumors

Step 1: Remove Used Adventure Options

Anything you crossed off the list of Adventure Options on the previous sheet, cross off on this sheet. Any short encounters you didn't use in your previous sessions may serve as random encounters. Unused Incidents are still open to you, but cross off those already presented to your players.

Step 2: Choose Adventure Options

Scan the list of Adventure Options. Note that on the list below (and all subsequent lists), Adventure Options appearing for the first time are listed in small caps-italics. This distinguishes them from Adventure Options that were also available at a previous level spread.

Step 3: Review Whispers and Rumors

Familiarize yourself with the Rumors. If the characters ask about these topics, you'll remember and know where to look. Whispers, however, should be leaked throughout the course of the session. As many as possible. If there remain Whispers un-whispered from the previous level, jot them down in the notes section of your Level 6–7 Worksheet.

Level 6-7 Adventure Options

In and Near Port Shaw

1. Discover a secret entrance into Fort Stormshield in the sewers
2. Tangle with the Dragoons as they leave the sewers
3. Fight or join Port Shaw's criminal underworld
4. Rescue a child stolen by the Roachlord
5. Recover an elven diplomat's stolen magic ring from the sewers
6. Lay a pirate bard's spirit to rest and find a treasure map in the sewers
7. Put down a criminal gang extorting Tulita in the outskirts
8. Root out a nest of the Kraken's spies in the sewers
9. Brawl bare knuckle for fame and profit in Port Shaw

The Coast and the Continent

10. Brave Blacksink Marsh to save kidnapped plantation workers from sacrifice
11. Explore a shrine to the shark god, revealed by an earthquake
12. Wipe out a ring of humanoid trafficking drug smugglers

On the Razor Sea

13. Fight monsters on the high seas

Level 6-7 (1) Adventure Options Detail

In and Near Port Shaw

❶ Discover a secret entrance into Fort Stormshield in the sewers

The Krakenfiend lent Gregory Bonedeuce his servants to protect the underbelly of the Fort. The characters fight past sahuagin, hydrodaemons, and gibbering mouthers to uncover a secret escape route that they can use to enter the fort unseen.

Encounters

- *#1*: **Sewer Section 4** (Ch. 4, Set-Pieces).

❷ Tangle with the Dragoons as they leave the sewers

Worn out by tough fights in the sewers below Port Shaw, as they leave force the characters to deal with a patrol of Dragoons who want to arrest them for venturing below.

Encounters

- #1: **Leaving the Sewers** (Ch. 4, Stand-Alone Encounters)

❸ Fight or Join Port Shaw's Criminal Underworld

Investigate gruesome criminal doings or look up a dragonsmoke dealer in a run-down bar in the outskirsts.

Encounters

- #1: **The Salty Dogs** (Ch. 3, Stand-Alone Encounters)
- #2: **Barrett's Barnacle** (Ch. 4, Set-Pieces)

❹ Rescue a child stolen by the Roachlord

Rumors of missing children lead the characters to the lair of a cockroach transfromed by the effluvium of Sagacious Samuel's experiments into a hideous humanoid-eating monstrosity.

Encounters

- **#1: Sewer Section 3** (Ch. 4, Set-Pieces)

❺ Recover an elven diplomat's stolen magic ring from the sewers

After a meeting at the Kraken's Gullet – where only the powerful of Port Shaw dine – the characters take a commission from the Elven ambassador, Viscount Deepwarder, to find his missing signet ring; but the Viscount does not warn them it's a ring of great power.

Encounters

- #1: **The Kraken's Gullet** (Ch. 3, Jade District Location)
- #2: **Sewer Section 6** (Ch. 4, Set-Pieces)

Hooks

Powers That Be Hook

The characters stumble upon a murdered elven merchant, covered in dog bites. Inquiring about Port Shaw points the finger at the Salty Dogs. The Dogs hacked him up pretty bad and stole his purse, but the gang missed a pouch of gold in his boot (25 gp). He also has a letter, written by his eldest sister to Viscount Senegar Deepwarder, tucked into the same boot. The Viscount rewards anyone who brings it to him with an additional 100gp, and offers the party the job of recovering his missing signet ring.

Tulita Hook

Milliauka asks the characters to come with him to find Nakuaka, because the Elder is late for a Lodge meeting. They find him, alright, scoring dragonsmoke in an alley. Once the characters dispose of the pushers, Milliauka uses *neutralize poison* to temporarily clean up the addicted Elder. Together they frog march a sober Nakuaka to the Lodge on time. Word of the deed gets around the Kraken's Gullet and Viscount Deepwarder decides the characters are just the fellows to help him retrieve his ring.

Individualists Hook

Having aided his family in the course of the **Sinful Whispers** Adventure Option (see ***Heart of the Razor***, **Sinful Whispers** for details), Viscount Deepwarder naturally thinks of the characters when he needs help recovering his missing ring.

❻ Lay a pirate bard's spirit to rest and find a treasure map in the sewers

The ghost of Garr Bloodbane's bard haunts the docks of Port Shaw and asks the characters to help lay his bones to rest. He fails to mention his bones also hide the real map to Garr Bloodbane's treasure.

Encounters

- *#1:* **The Ghost of Durrell Ravenkith** (Ch. 3, Stand-Alone Encounters)
- *#2:* **Sewer Section 6** (Ch. 4, Set-Pieces)

❼ Put down a criminal gang extorting Tulita in the outskirts

The characters learn that a gang of thugs is extorting supplies from poor folks in the Outskirts, and the locals beg them to intervene. Confronting the thieves, the characters discover they've no ordinary pair of toughs on their hands.

Encounters

- #1: **The Nightslink Mystery, Part I** (Ch. 4, Stand-Alone Encounters)

Hooks

Powers That Be Hook

Gregory Bonedeuce approaches the characters. He believes these thieves plauging the Tulita may actually be Nightslinks, members of Falken Drango's crew. If so, the infamous pirate cannot be far behind. Since they'll bolt the moment they so much as smell a Dragoon, Bonedeuce asks the characters to capture and "interrogate" the criminals, by which he means beat Falken's location out of them and report back. Gregory Bonedeuce could care less about them preying on the Tulita

Former Heroes Hook

Belok approaches the characters explaining that this criminal gang is praticing extortion near his home, against his neighbors. He'd do something about it himself, but he has to make a living at the Broken Skull most evenings. Would the characters mind confronting these criminals and stop them from preying on the poor folks in the Outskirts?

Tulita Hook

Milliauka explains that a gang of thugs is extorting ships' supplies – cordage, sailcloth, and the like – not to mention food out of poor Tulita families living in the Outskirts. He asks the characters to put an end to it.

Individualists Hook

Falken Drango admits he could use some help tracking down all the rumors about his missing crew. Everywhere he turns someone else reports seeing a Nightslink. Would the characters mind checking out this rumor of a criminal gang in the Outskirts? A description of the perpetrators actually sounded like one of Falken's mates. If they are Nightslinks, don't hurt them! At worst, capture one and meet back up with Falken, please. Meanwhile, Falken will work the ten other leads he's uncovered. Thanks!

NOTES This encounter is essentially a pre-requisite for using the **Nightslink Mystery, Part II** during the **Night of the Shark**. Give yourself extra points if in the course of this encounter an innocent bystander – preferably a friend of the characters – gets bitten by one of the two Nightslinks and contracts Dajobas' Kiss.

❽ Root out a nest of the Kraken's spies in the sewers

Harthagoa is slowly building up an attack force of skum in the sewers below Port Shaw. Unbenknownst to anyone, even the skum, they've chosen to squat in a location that contains the Jawbone of Kaho Ali'i. *This non-magical scrimshaw relic proves pivotal in the days to come.*

Encounters

- *#1*: **Sewer Section 1** (Ch. 4, Set-Pieces)

❾ Brawl bare knuckle for fame and profit in Port Shaw

Bare knuckle brawling at the Broken Skull is a great way to blow off steam, earn XP non-lethally, and build some notoriety around Port Shaw.

Encounters

- **The Broken Skull** (Ch. 3, Set-Pieces)

NOTES See **Level 5–6 (2)** for details.

The Coast and the Continent

❿ Brave Blacksink Marsh to save kidnapped plantation workers from sacrifice

Workers go missing and the trail leads into the Blacksink Marsh. The characters brave the depths of the foul swamp only to uncover an even greater evil.

Encounters

- **Still Waters** (**Appendix 5**, ***Book of Indulgences***)

Hooks

- See **Appendix 5, Still Waters**.

⓫ Explore a shrine to the shark god, revealed by an earthquake

The characters must travel to the Cove of Dead Gods on the other side of the Blacksink Marsh and shut down an underwater temple to the Shark God, recently revealed by an earthquake and breeding death incarnidine.

Encounters

- **Shrine of Frenzy** (**Appendix 5, *Book of Indulgences***)

Hooks

See **Appendix 5, Shrine of Frenzy.**

⓬ Wipe out a ring of slavers and drug smugglers

Pressuring a dealer in Barrett's Barnacle, the characters discover that the gnoll slaver Bonegaw also supplies most of Port Shaw with dragonsmoke. A major shipment is coming into the docks soon and the people delivering know how to find Bonegnaw's secret cove.

Encounters

- *#1*: **The Midnight Deal** (Ch. 3, Stand-Alone Encounters)
- *#2*: **Bonegnaw's Cove** (Ch. 4, Set-Pieces)

Hooks

Powers That Be Hook

Gregory Bonedeuce tells the characters he's concerned about all the dragonsmoke flooding the streets of Port Shaw. He's learned that a primary distributor of dragonsmoke, named Garreg, does busines out of Barrett's Barnacle. Bonedeuce would like the characters to interrogate this Garreg and trace the dragonsmoke supply chain back to its source. He explains that he'd put his Dragoons on the task, but he's concerned many of them may be in the dragonsmoke kingpin's pocket. If the characters are Chaotic in alignment, Bonedeuce explains about Bonegnaw refusing Bonedeuce any cut of the drug maret and he's frank that he wants the characters to teach the gnoll a lesson.

Former Heroes Hook

Spies from the Ring of the Kraken take note of Donovan's steps towards recovery and kidnap Jenkie Barnes then sell him to Bonegnaw for food. Donovan blames himself for not being there to protect the lad and begs the characters to help him find Jenkie. Asking around the docks reveals that Jenkie was loaded unconscious into the back of a boat that makes midnight deliveries of dragonsmoke to Port Shaw and is next expected back as described in **The Midnight Deal**.

Tulita Hook

Milliauka and Mokoli Ali'i abhor the havoc dragonsmoke wreaks in the lives of the Tulita living in and around Port Shaw. They want the distribution of this drug to end, and believe a supplier named Garreg who sells out of the Barnacle may prove the key to tracing the supply back to its source and ending it.

Individualists Hook

The owner of the Broken Skull fears his customers grow bored of watching the same fighters battle it out over and over. He has an exciting idea: wouldn't it be amazing to watch the pit fighters duke it out with a girallon? He's heard this crazy gnoll living in a cove south of Port Shaw actually has a pet girallon. He wants to hire the characters to go "convince" the gnoll to sell the girallon to the Broken Skull – by whatever means necessary.

NOTES If the characters interrogate Garreg Meldenbourne and question him about Elder Nakuaka, he confesses that Barrett ordered him to hook the Tulita leader on dragonsmoke. Threatened further, Garreg shares in a whisper that he believes Barett is Ring. Both of Garreg's statements are true. However, if confronted, Barett denies these accusations and insists he watched Garreg give free dragonsmoke to Nakuaka. This latter statement is also true.

After defeating Bonegnaw, allow the characters to locate the gnoll's ledger of drug transactions. It notes that a few years ago the Dragoons seized a case of dragonsmoke, numbered 341. A margin note proclaims in Gnoll, "Cost of doing business!"

On the Razor Sea

⓭ Fight monsters on the high seas

Encounters

- *#1*: **Electric Eels** (Ch. 5, Stand-Alone Encounters)
- *#2*: **The Lurking Aboleth** (Ch. 5, Stand-Alone Encounters)
- *#3*: **Pirates!** (Ch. 5, Stand-Alone Encounters)
- *#4*: **Goblin Raiders** (Ch. 5, Stand-Alone Encounters)
- *#5*: **Territorial Dispute** (Ch. 5, Stand-Alone Encounters)
- *#6*: **Merrow Maurader** (Ch. 5, Stand-Alone Encounters)
- *#7*: **St. Dunstan's Tooth** (Ch. 5, Stand-Alone Encounters)

Whispers and Rumors

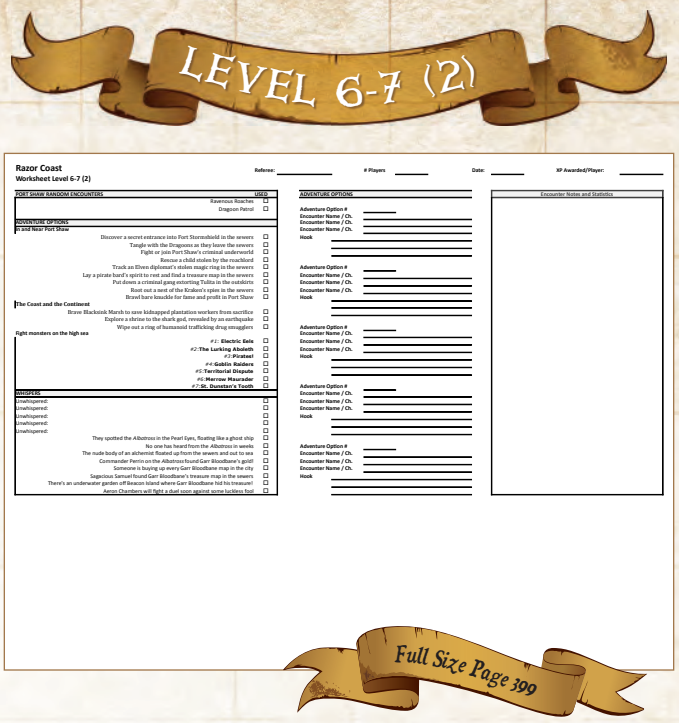
Any Whispers and Rumors not shared during the previous session, plus the following:

Whispers

- Elder Nakuaka was once a great man, and now he's just a dragonsmoke addict! They pulled him out of a smoke den when he was supposed to be attending a Lodge meeting – again!
- The Lodge sent Commander Trey Perrin to find Garr Bloodbane's gold in the *Albatross*.
- Someone broke in and stole a valuable map from Barrison Hargrove! No it was a painting! No it was a bit of magic from the homeland. No it was a Tulita relic. No one broke in! They just killed someone on his plantations. (FALSE)
- The Tulita plan to kill us all (FALSE)
- There be a black shark!
- The latest fist fight at the Broken Skull is going to be good. Belok's going to try to take his title back from Jin.
- Children have been going missing around the docks. No one knows who is responsible for their kidnappings. Some people claim a dreadful ghost haunts the docks at night and devours the children.
- Barrison Hargrove is going to open his map and art collection for public viewing. (FALSE)
- Some inland Tulita warriors are in town hunting bones or something.
- They found Garr Bloodbane's treasure at Halgrim's Rest! (FALSE)
- Word out of Sharkjaw Docks is Perrin and the *Albatross* made the Pearl Eyes.
- You can fence goods, especially weapons, at Old Fish's Supplies.
- The *Albatross* headed out to sea awfully quickly.
- That old wizard, Xander Brim, has been wandering Tide at night casting spells on people.

Rumors

Roll (D8)	Rumor
1	The former priest of Quell in charge of the Chapterhouse in Port Shaw, named Archibald Noeliss, vanished without a trace last month, as did a Quellite missionary named Jalamar. Thank the waves for the new priest. Without him the Chapterhouse would have shut down!
2	Hargrove plans to kill or enslave every last Tulita on the Razor!
3	The sewers below the city link to a section of ancient catacombs rumored to once have been the den of a long-dead necromancer named Tarath-Vreen. Entering the sewers is illegal, not to mention dangerous. The winding, criss-crossing tunnels can prove difficult to navigate, and many curious adventurers who entered the sewers never returned.
4	Elder Nakuaka's dragonsmoke supplier deals out of Barrett's Barnacle
5	Old Fish's Supplies is actually a specialty weapon shop. Old Fish himself specializes in designing subtle and treacherous armaments for the many shady characters who visit the city. Anyone who visits the shop and inquires subtly about "specialty hooks" for their fishing rod may be led to a cellar workshop where they can purchase any number of devious devices from the old man.
6	Turns out the person buying up the alchemist's fire in Silk was a woman named Vrina, a dark-haired beauty. No one knows what she wants with so many barrels of the stuff, but whispers abound that a few inquisitive alchemists have gone missing; so no one is asking now. Vrina has not been seen in the city for several days.
7	Word is Roland Lawrence was onto the Ring, and they got him cashiered.
8	They say the Ring of the Kraken is planning something. No one knows what.



Full Size Page 399

At this point a picture begins to develop: it links shark attacks and an underground syndicate to nefarious doings in and around Port Shaw. The characters probably begin to actively explore branches of the Plot Web that lead into the main Background Plots. Referees should work to deepen relationships to specific NPCs, both among the minor and the more significant NPCs.

Prepping for Level 6-7 (2)

These are the three steps for preparing an adventure session:

- **Step 1:** Remove Used Adventure Options
- **Step 2:** Choose Adventure Options
- **Step 3:** Review Whispers and Rumors

Level 6-7 (2) Adventure Options

In and Near Port Shaw

New options are in italics

1. Tangle with the Dragoons as they leave the sewers
2. Fight or join Port Shaw's criminal underworld
3. Recover an elven diplomat's stolen magic ring from the sewers
4. Lay a pirate bard's spirit to rest and find a treasure map in the sewers
5. Put down a criminal gang extorting Tulita in the outskirts
6. Root out a nest of the Kraken's spies in the sewers
7. Brawl bare knuckle for fame and profit in Port Shaw
8. *Hunt the lost treasures of an ancient necromancer in the sewers*
9. *Uncover a demonic plot to detonate Quell's chapterhouse in Port Shaw*

The Coast and the Continent

10. Wipe out a ring of slavers and drug smugglers

On the Razor Sea

11. *Investigate why the lighthouse on Beacon Island went dark*
12. Fight monsters on the high seas
13. *Stop an assassination attempt on Zalen Trafalgar*
14. *Foil the Kraken's plot to marry a double agent to the locathah king*

Level 6-7 (2) Adventure Options Detail

In and Near Port Shaw

❶ Tangle with the Dragoons as they leave the sewers

Worn out by tough fights in the sewers below Port Shaw, as they leave force the characters to deal with a patrol of Dragoons who want to arrest them for venturing below.

Encounters

- #1: **Leaving the Sewers** (Ch. 4, Stand-Alone Encounters)

NOTES When the characters are at 8th level and higher, these Dragoons will only prove a challenge to a severely depleted party. Defeat by the Dragoons may lead to arrest and incarceration in Fort Stormshield. Defeating the Dragoons may lead to unwanted questions.

❷ Fight or Join Port Shaw's Criminal Underworld

Investigate gruesome criminal doings or look up a dragonsmoke dealer in a run-down bar in the outskirsts.

Encounters

- #1: **The Salty Dogs** (Ch. 3, Stand-Alone Encounters)
- #2: **Barrett's Barnacle** (Ch. 4, Set-Pieces)

❸ Recover an elven diplomat's stolen magic ring from the sewers

After a meeting at the Kraken's Gullet – where only the powerful of Port Shaw dine – the characters take a commission from the Elven ambassador, Viscount Deepwarder, to find his missing signet ring; but the Viscount

does not warn them it's a ring of great power.

Encounters

- #1: **The Kraken's Gullet** (Ch. 3, Jade District Location)
- #2: **Sewer Section 6** (Ch. 4, Set-Pieces)

NOTES See **Level 6–7 (1), Adventure Option Detail** for hooks and other details.

❹ Lay a pirate bard's spirit to rest and find a treasure map in the sewers

The ghost of Garr Bloodbane's bard haunts the docks of Port Shaw and asks the characters to help lay his bones to rest. He fails to mention his bones also hide the real map to Garr Bloodbane's treasure.

Encounters

- *#1:* **The Ghost of Durrell Ravenkith** (Ch. 3, Stand-Alone Encounters)
- *#2:* **Sewer Section 6** (Ch. 4, Set-Pieces)

NOTES See **Level 5–6 (2), Adventure Option Detail** for other hooks.

❺ Put down a criminal gang extorting Tulita in the outskirts

The characters learn that a gang of thugs is extorting supplies from poor folks in the Outskirts, and the locals beg them to intervene. Confronting the thieves, the characters discover they've no ordinary pair of toughs on their hands.

Encounters

- #1: **The Nightslink Mystery, Part I** (Ch. 4, Stand-Alone Encounters)

NOTES As noted earlier, this encounter is essentially a pre-requisite for using the **Nightslink Mystery, Part II** during the **Night of the Shark**. See **Level 6–7 (1), Adventure Option Detail** for hook details.

❻ Root out a nest of the Kraken's spies in the sewers

Harthagoa is slowly building up an attack force of skum in the sewers below Port Shaw. Unbenknownst to anyone, even the skum, they've chosen to squat in a location that contains the Jawbone of Kaho Ali'i. *This non-magical scrimshaw relic proves pivotal in the days to come.*

Encounters

- *#1*: **Sewer Section 1** (Ch. 4, Set-Pieces)

NOTES See **Level 5–6 (2) Adventure Option Detail** for hooks.

❼ Brawl bare knuckle for fame and profit in Port Shaw

Bare knuckle brawling at the Broken Skull is a great way to blow off steam, earn XP non-lethally, and build some notoriety around Port Shaw.

Encounters

- **The Broken Skull** (Ch. 3, Set-Pieces)

NOTES See **Level 5–5 (2) Adventure Option Detail** for hooks.

❽ Hunt the lost treasures of an ancient necromancer in the sewers

The power and magical puissance of the necromancer king make up the stuff of legend. In ancient days they drove him across the ocean to a distant land, and some believe he came to Kai Bay. Others believe he stayed and built a laboratory in a cavern, on top of which later settlers built Port Shaw.

Encounters

- *#1:* **Sewer Section 7** (Ch. 4, Set-Pieces)

Hooks

Powers That Be Hook

Barrison Hargrove plans to live forever, and he's heard rumors that creatures living in Tarath-Vreen's catacombs may possess secrets of immortality. He hires the characters to either capture the vampire Chiho Molina, ferret out Farral-Kylos' lichdom recipe, or both.

Former Heroes Hook

Someone recently stole Xander Brim's spellbook, and he's desperate to replace it. He believes Tarath-Vreens spellbook lies somewhere in the catacombs below and needs the characters to retrieve it for him. He'd go himself, but he must conserve his magics now. Should he prove mistaken or fail to find Vreen's spellbook, Xander no longer possesses a means to replenish his spells.

Tulita Hook

Years ago, over 30 Tulita workers died in cave-ins near sewer **section 7** before the Port Shaw authorities gave up on expanding the system. They left those workers' remains where they fell, and now the relatives of the dead seek the bones of their ancestors. The lost Tulitas' families have asked Milliauka and Mokoli Ali'i for help. The two leaders ask the characters to seek and retrieve the bones, not knowing that the dead Tulita workers haunt the sewers as animated skeletons serving the Necroworm Queen. Characters venturing into the sewers on this mission find the Tulita they seek in **Sewer Section 7, Area S–30.**

Individualists Hook

Sagacious Samuel's is concerned that his student Carthias Delnor vanished into the sewers. Sagacious asks the characters for help finding the "boy" and shows them the

access hatch leading from his shop down below. He reports that on the day he discovered Carthias missing he found the hatch open, when it's always supposed to remain locked.

❾ Uncover a demonic plot to detonate Quell's chapterhouse in Port Shaw

The Kraken plans to eliminate Quell's last Chapterhouse on the Razor – by detonating barrels of alchemist's fire beneath its floorboards. The characters stumble upon the team of devils sent to do the Krakenfiend's bidding, perhaps in time to prevent the explosion.

Encounters

- *#1:* **Sewer Section 2** (Ch. 4, Set-Pieces)

Hooks

Powers That Be Hook

Gregory Bonedeuce has been trying to secure alchemist's fire for the *Pride*, but there's none to be had. He wants the characters to help find out who's cornering the market and get him some.

Former Heroes Hook

Xander Brim spends his downtime with sages, shamans, alchemists, and wizards of all stripes. He noticed when some some of his alchemist associates missed their weekly shop talk and ale. He also noticed when his other alchemist friends stopped talking to him – but not before he gathered that someone is hoarding alchemist's fire. That can't be good. Taken together, these events prompted Xander to expend his last scroll of divination, and he learned that fate holds something awful for the Chapterhouse of Quell, something that comes from the sewers. Xander reveals this information to Zalen and the characters, together.

Tulita Hook

Mokoli Ali'i learned from a Tulita working in an alchemist's warehouse that someone bought up all the city's alchemist's fire and secreted it away in the sewers. This reminds him of the Great Burning during the first Tulita wars, when the foreigners turned alchemist's fire on his people for the first time. It proved so staggering a defeat that many thought Great Pele Herself had turned against them. Mokoli fears someone means to attack the Tulita in the same fashion, soon. He asks the characters to investigate and prevent a second, demoralizing atrocity.

Individualist Hook

A woman named Vrina asked an alchemist to introduce her to his friend, Cap'n Lester Farrows. She then hired the sewer pirate to teach her to navigate the sewers. A few weeks later, Lester's alchemist friend floated out of the sewers, dead. The sewer pirate asks the characters help track this Vrina, who he believes killed his friend. He showed Vrina through sewer **sections 2** and **6** when she hired him, originally.

NOTES Harthagoa played this scheme close. Not even Bonedeuce knows the plan. Barrison Hargrove, in particular, would not approve of this plot if he knew of it. Blowing up Port Shaw is no part of his deal with the Krakenfiend. If the characters bring Hargrove a demon corpse and a room full of alchemist's fire, that might be enough to turn him against the Kraken. It certainly reminds Barrison how he turned over maps of the sewer system to the Kraken's agents in order to help the Ring's spy network, or so he thought. Barrison does not appreciate being complicit in the wanton destruction of his own city.

The Coast and the Continent

❿ Wipe out a ring of humanoid trafficking drug smugglers

Pressuring a dealer in Barrett's Barnacle, the characters discover that the gnoll slaver Bonegaw also supplies most of Port Shaw with dragonsmoke. A major shipment is coming into the docks soon and the people delivering know how to find Bonegnaw's secret cove.

Encounters

- *#1*: **The Midnight Deal** (Ch. 3, Stand-AloneEncounters)
- *#2*: **Bonegnaw's Cove** (Ch. 4, Set-Pieces)

NOTES See **Level 6–7 (1), Adventure Option Detail** for hook details

On the Razor Sea

⓫ Investigate why the lighthouse on Beacon Island went dark

The lighthouse on Beacon Island is an important structure helping guide shipping to eventual safety in Kai Bay. Yet no matter how many folks Port Shaw hires to staff it, the lighthouse eventually flickers out.

Encounters

- *#1*: **Beacon Island: On the Island** (Ch. 5, Set-Pieces)

Hooks

Powers That Be Hook

Wharfmaster Creely posts a Help Wanted notice in the customs house, advertising that the position of Beacon Island Lighthouse Keeper stands vacant. He asks if the characters have any interest in the position and bemoans how no matter how many people accept the job, the lightous continuously falls dark. When the characters decline (as they likely will), the Wharfmaster further complains that the lighthouse continuously falling dark is a burdensome mystery that ends in shipwrecks. He's willing to pay good gold if the characters find out what's going wrong and put an end to it.

Former Heroes Hook

The most recent Beacon Island lighthouse keeper was a friend of both Xander's and Belok's. The former Wave Riders express concern that they've not heard from their friend

and, further, that they heard a rumor the lighthouse on Beacon Island no longer shines. They ask the characters to investigate.

Tulita Hook

The most recent Beacon Island lighthouse keeper (a newcomer) took the position, but then never sent for his Tulita wife and their children. She's terrified something happened to him and begged Milliauka for help. Milliauka in turn asks the characters to investigate.

Individualists Hook

Someone important to the characters or otherwise interesting needs wyvern's blood, and the lighthouse at Beacon Island is known to support a wyvern's nest. Examples might include Old Fish needing wyvern's blood for a poison or Roagul, Chef at the Kraken's gullet, needing wyvern's blood for his masterpiece soup recipe – a soup that restores virility. Referees should feel free to choose an NPC and invent a need for wyvern's blood, then send the characters on a quest to recover it.

⓬ Fight monsters on the high seas

Encounters

- *#1*: **Electric Eels** (Ch. 5, Stand-AloneEncounters)
- *#2*: **The Lurking Aboleth** (Ch. 5, Stand-Alone Encounters)
- *#3*: **Pirates!** (Ch. 5, Stand-Alone Encounters)
- *#4*: **Goblin Raiders** (Ch. 5, Stand-Alone Encounters)
- *#5*: **Territorial Dispute** (Ch. 5, Stand-Alone Encounters)
- *#6*: **Merrow Maurader** (Ch. 5, Stand-Alone Encounters)
- *#7*: **St. Dunstan's Tooth** (Ch. 5, Stand-Alone Encounters)
- *#8*: **Fog on the Horizon** (Ch. 5, Stand-Alone Encounters)

NOTES If you are using the ship-to-ship combat rules from ***Fire as She Bears***, consider building a ship for **Pirates!** roughly equal in power to whatever vessel the characters take to sea. Additionally, when running **Goblin Raiders**, consider the rules for extinguishing fires found in ***Fire as She Bears***. TheTerritorial Dispute encounter works best after the party retrieve's Viscount Senegar's ring, as it presents the party an opportunity to activate the ring.

⓭ Stop an assassination attempt on Zalen Trafalgar

A raksasha assassin, bought and paid, heads for Port Shaw and Zalen Trafalgar is his target. Only the characters stand between the stalwart priest of Quell and certain death.

Encounters

- *#1*: **The Secret Passenger** (Ch. 5, Stand-Alone Encounters)

Hooks

Powers That Be Hook

On Harthagoa's orders, Hargrove and Boneduece hired an assassin from overseas to eliminate Zalen Trafalgar, but Hargrove is having second thoughts. He wants an ace up his sleeve, something to counter Harthagoa should the Kraken break their deal and seek to replace Hargrove as Port Shaw's ruler. Barrison sees Zalen and the Church of Quell as a power he can play against the Krakenfiend if necessary. He secretly sends a message warning the characters of the hit on Zalen and the raksasha coming to Port Shaw to carry it out.

Former Heroes Hook

Jalia Ramires' network of dockside street urchins hears that an assassin from over the ocean landed and made his way to Old Fish. Of course he's an assassin—who else would visit Old Fish? And, they reported further, he and his manservant exited Old Fish's Supplies, spreading silver for directions to the Chapterhouse of Quell.

Tulita Hook

A Tulita sailor reported to Milliauka his suspicions of an odd visitor from over the ocean. Then man asked many,

many questions about Zalen Trafalgar. He wanted to know Zalen's favorite eatery, how often he visited the Tulita in the Outskirts and other information about Zalen's lifestyle. It didn't sit right, and Milliauka would like the characters to find this visitor and ask a few questions of there own. Zalen has been a friend to the Tulita, often healing those in need, and Milliauka also asks the characters to pass on what they know.

Individualists Hook

All assassins that come to Port Shaw check in with Old Fish as a courtesy, seeking permission to ply their trade on the aging master's preserve. As a matter of routine, Old Fish accepts their obesience, their fee, and grants his permission for whatever assasination they're about to proceed unhindered. If the characters fail to tumble to the raksasha's nature when they first encounter him, any mention of the creature in Old Fish's presence elicits a surprised grunt. "Really?" Old Fish enquires, "He was recently here…talking to me." Old Fish's code won't let him speak more specifically about the raksasha's business, but he will mention which weapons the killer bought and further, that the group of urchins loitering outside his store spoke with the raksasha.

NOTES This encounter works best in any one of four ways: the characters encounter the ship upon which the assassin travels while at sea; the characters learn that the assassin is due to arrive in Port Shaw on a ship; they learn the assassin has already arrived in Port Shaw and is on the move; or they burst in on the assassination attempt just as the raksasha and his doppleganger valet strike.

If the characters foil the assassination attempt on Zalen, they find a scrap of parchment on the body of the assasin that reads, "For your trouble. – The Ring"

⓮ Foil the Kraken's plot to marry a double agent to the locathah king

The sea king has taken a new bride, but she's an agent of the Kraken and plans to stage a coup. The characters must infilitrate the Coral Palace – a wonder of coral and cooled magma, sculpted from ancient lava tubes -- unravel the truth of the Sea King's new bride and prevent the takeover.

Encounters

- *#1*: **Blood Waters** (**Appendix 5, *Book of Indulgences***)

Hooks

Individualists Hook

A group of **15 merfolk refugees** travel past the characters. They are suspicious of any land dwellers, but if calmed down, they are willing to talk to the characters. The merfolk are aware of the Krakenfiend's preparations for a battle of some sort.

These fishmen are on the run because a new queen, who obviously does not have their people's best interests at heart, has usurped their king. If the characters express a desire to defeat the Krakenfiend, the merfolk offer an alliance with the party. They also beg the characters to free their people from the queen's yoke, and this serves as a hook to pull the party into the **Blood Waters** Indulgence if the Referee desires.

If the characters attack the merfolk, the refugees attempt to flee. Five of them try to hold the party off and allow the others to escape.

Merfolk (15): HD 1; **HP** 5 each; **AC** 7[12]; **Atk** spear (1d6); **Move** 1 (swim 18); **Save** 17; **AL** Any; **CL/XP** 1/15; **Special:** breathe water.

Equipment: spear, pouch with 2d6 pieces of coral worth 1gp each.

NOTES See **Appendix 5, Blood Waters** for additional hooks.

Whispers and Rumors

Any Whispers and Rumors not shared during the previous session, plus the following:

Whispers

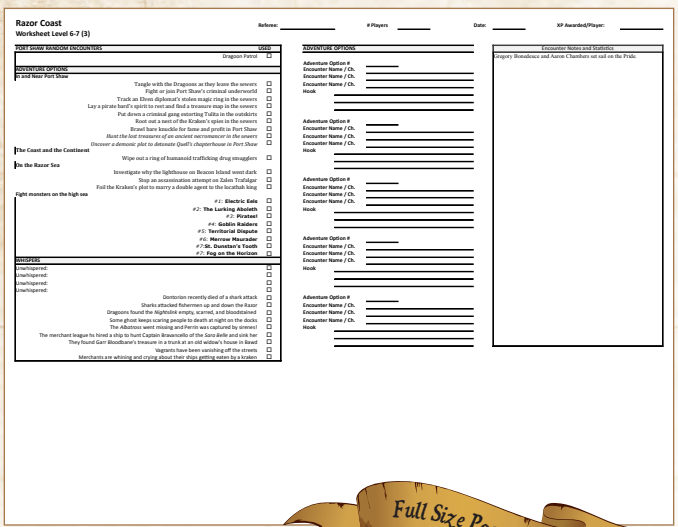
- The *Albatross* was spotted in the Pearl Eyes, floating like a ghost ship! (FALSE)
- No one has heard from the *Albatross* in weeks.
- The nude body of an alchemist floated up from the sewers and out to sea. Then a shark got it.
- Word out of Sharkjaw is Commander Perrin on the *Albatross* found Garr Bloodbane's gold! (FALSE)
- Someone is buying up every Garr Bloodbane map in the city. (FALSE)
- Sagacious Samuel found Garr Bloodbane's treasure map in the sewers.
- There's a legend of an underwater garden off of Beacon Island where Garr Bloodbane hid his treasure!
- Aeron Chambers will fight a duel soon against some luckless fool. (FALSE)

Rumors

Roll (D10)	Rumor
1-2	Nakuaka's dragonsmoke supplier deals out of Barrett's Barnacle
3	A group of adventurers once went to seek Bloodbane's treasure near Beacon Island and never came back.
4	Ships traveling to and from Port Shaw continue to vanish, but curiously they never belong to Barrison Hargrove or his friends.
5	Old Fish sometimes deals in illegal and banned weapons.

Roll (D10)	Rumor
6	Word is the Ring of the Kraken is planning something. No one knows what.
7	Someone bought up all the stock of alchemist's fire from all the alchemical shops in Silk. They warned the Alchemist's Guild to keep their mouths shut. The guild's pretty shaken up. I heard the Ring was involved.
8	Gregory Bonedeuce has taken a very large number of merchants to dinner at the Kraken's Gullet lately.
9	Word is there's an assassin coming in from the mainland, but no one know's what business he's on. Word also is the Ring hired him.
10	My cousin overheard a drunken Dragoon say Perrin had it coming to him for sticking his nose into Ring business.

LEVEL 6-7 (3)


Razor Coast
Worksheet Level 6-7 (3)

Full Size Page 400

At this point,the plots thicken. This is a good time for Referees to plant the seeds that all is not well with one or more of the party's friends and allies. Provide one or two subtle indications to the characters that something happened to their old friend or ally; for example, a new scar which the NPCs keep hidden beneath an uncharacteristic article of clothing (such as a scarf or longer-sleeved shirt) or some bulky jewelry. Other clues might include inexplicable and constant ocean swimming, reports of evening disappearances, memory loss, or shifting from steak and vegetables to a seafood only diet. Just a few oddities, here and there, but leave the NPCs functional. The characters should uncover more references to the Ring of the Kraken. The sense that all is not right in Port Shaw should creep more strongly into these levels. Additionally, by the time the characters reach this point, Gregory Bonedeuce and Aaron Chambers set sail on the *Pride* in pursuit of Trey Perrin on the *Albatross*. They are no longer in Port Shaw and do not return until the **Kraken Strikes, Phase 2**.

Prepping for Level 8-9

The three steps for preparing an adventure session:

- **Step 1:** Remove Used Adventure Options
- **Step 2:** Choose Adventure Options
- **Step 3:** Review Whispers and Rumors

Level 6-7 (3) Adventure Options

In and Near Port Shaw

1. Recover an elven diplomat's stolen magic ring from the sewers
2. Lay a pirate bard's spirit to rest and find a treasure map in the sewers
3. Put down a criminal gang extorting Tulita in the outskirts
4. Brawl bare knuckle for fame and profit in Port Shaw
5. Hunt the lost treasures of an ancient necromancer in the sewers
6. Uncover a demonic plot to detonate Quell's chapterhouse in Port Shaw
7. *Battle a sewage elemental beneath Port Shaw*

The Coast and the Continent

8. Wipe out a ring of humanoid trafficking drug smugglers

On the Razor Sea

9. Fight monsters on the high seas
10. Investigate why the lighthouse on Beacon Island went dark
11. Stop an assassination attempt on Zalen Trafalgar
12. Foil the Kraken's plot to marry a double agent to the locathah king
13. *Hunt for underwater treasures and discover the wreck of the Razor's Edge*
14. *Scout the home base of the Krakenfiend and hope to escape alive*
15. *Bargain with a loa and travel the elemental realms on a mission for a demi-GOD*

Level 6-7 (3) Adventure Options Detail

In and Near Port Shaw

❶ Recover an elven diplomat's stolen magic ring from the sewers

After a meeting at the Kraken's Gullet – where only the powerful of Port Shaw dine – the characters take a commission from the Elven ambassador, Viscount Deepwarder, to find his missing signet ring; but the Viscount does not warn them it's a ring of great power.

Encounters

- #1: **The Kraken's Gullet** (Ch. 3, Jade District Location)
- #2: **Sewer Section 6** (Ch. 4, Set-Pieces)

NOTES See **Level 6–7 (1), Adventure Option Detail** for hooks and other details.

❷ Lay a pirate bard's spirit to rest and find a treasure map in the sewers

The ghost of Garr Bloodbane's bard haunts the docks of Port Shaw and asks the characters to help lay his bones to rest. He fails to mention his bones also hide the real map to Garr Bloodbane's treasure.

Encounters

- *#1:* **The Ghost of Durrell Ravenkith** (Ch. 3, Stand-Alone Encounters)
- *#2:* **Sewer Section 6** (Ch. 4, Set-Pieces)

NOTES See **Level 5–6 (2), Adventure Option Detail** for other hooks.

❸ Put down a criminal gang extorting Tulita in the outskirts

The characters learn that a gang of thugs is extorting supplies from poor folks in the Outskirts, and the locals beg them to intervene. Confronting the theives, the characters discover they've no ordinary pair of toughs on their hands.

Encounters

- #1: **The Nightslink Mystery, Part I** (Ch. 4, Stand-Alone Encounters)

NOTES See **Level 6–7 (1), Adventure Option Detail** for hook details.

❹ Brawl bare knuckle for fame and profit in Port Shaw

Bare knuckle brawling at the Broken Skull is a great way to blow off steam, earn XP non-lethally, and build some notoriety around Port Shaw.

Encounters

- **The Broken Skull** (Ch. 3, Set-Pieces)

NOTES See **Level 5–6 (2), Adventure Option Detail** for hooks.

❺ Hunt the lost treasures of an ancient necromancer in the sewers

The power and magical puissance of the necromancer king make up the stuff of legend. In ancient days they drove him across the ocean to a distant land, and some believe he came to Kai Bbay. Others believe he stayed and built a laboratory in a cavern, on top of which later settlers built Port Shaw.

Encounters

- *#1:* **Sewer Section 7** (Ch. 4, Set-Pieces)

NOTES See **Level 6–7 (2), Adventure Option Detail** for hooks and other information.

❻ Uncover a demonic plot to detonate Quell's chapterhouse in Port Shaw

The Kraken plans to eliminate the last Chapterhouse to Quell on the Razor – by detonating barrels of alchemist's fire beneath its floorboards. The characters stumble upon the team of devils sent to do the Krakenfiends bidding, perhaps in time to prevent the explosion.

Encounters

- *#1:* **Sewer Section 2** (Ch. 4, Set-Pieces)

NOTES See **Level 6–7 (2), Adventure Option Detail** for hooks to attract your characters.

❼ Battle a sewage elemental beneath Port Shaw

An elder water elemental, tainted with sewage, lives at the confluence of multiple sewage pipes. It guards its territory jealously and attacks any who linger within its domain.

Encounters

- *#1:* **Sewer Section 5** (Ch. 4, Stand-Alone Encounters)

Hooks

Powers That Be Hook

Darenar relates that a grisly and embarrassing murder spree has plaguedthe wealthy living near the big intersection on the western tip of Bawd. Five mornings in a row, something climbed up through their privys and savagely crushed members of the well-to-do while they were about

their non-fiscal business. He wants the characters to enter the sewers and destroy whatever is to blame.

Former Heroes Hook

Xander's trust in the characters grows, but he wants them to prove themselves before he accepts that they too champion good over evil. He tells them of a sewage-tainted elemental, evil to the core, haunting the sewers beneath Port Shaw and asks them to slay it as a demonstration of their devotion to the right.

Individualists Hook

Lester Farrows approaches the characters complaining that a very large water elemental inhabiting the sewers worries him. It's venturing from its lair and "Seems a mean one, it does. Not sure what's a' stirrt' it all up, but I be worried it's a headin' fer the surface, I be…" He calls on the characters to help "…put the lubberly beast in its place an' make the sewers safe fer decent folk agin'…"

The Coast and the Continent

❽ Wipe out a ring of humanoid trafficking drug smugglers

Pressuring a dealer in Barrett's Barnacle, the characters discover that the gnoll slaver Bonegaw also supplies most of Port Shaw with dragonsmoke. A major shipment is coming into the docks soon and the people delivering know how to find Bonegnaw's secret cove.

Encounters

- *#1*: **The Midnight Deal** (Ch. 3, Stand-Alone Encounters)
- *#2*: **Bonegnaw's Cove** (Ch. 4, Set-Pieces)

NOTES See **Level 6–7 (1), Adventure Option Detail** for hook details

On the Razor Sea

❾ Fight monsters on the high seas

Encounters

- *#1*: **Naga's Hubris** (Ch. 5, Stand-Alone Encounters)
- *#2*: **Goblin Raiders** (Ch. 5, Stand-Alone Encounters)
- *#3*: **Territorial Dispute** (Ch. 5, Stand-Alone Encounters)
- *#4*: **Merrow Maurader** (Ch. 5, Stand-Alone Encounters)
- *#5*: **St. Dunstan's Tooth** (Ch. 5, Stand-Alone Encounters)
- *#6*: **Sahuagin Raiding Party** (Ch. 5, Stand-Alone Encounters)
- *#7*: **Fog on the Horizon** (Ch. 5, Stand-Alone Encounters)
- *#8*: **The Draconic Tyrant** (Ch. 5, Stand-Alone Encounters)

NOTES See **Level 6–7 (2), Adventure Option Detail** for important notes regarding some of these encounters.

❿ Investigate why the lighthouse on Beacon Island went dark

The lighthouse on Beacon Island is an important structure helping guide shipping to eventual safety in Kai Bay. Yet no matter how many folks Port Shaw hires to staff it, the lighthouse eventually flickers out. The last fellow took his family to Beacon Island, which didn't work so well. That was so long ago, wyverns now roost in the lamp tower.

Encounters

- *#1*: **Beacon Island: On the Island** (Ch. 5, Set-Pieces)

NOTES See **Level 6–7 (2), Adventure Option Detail** for hooks.

⓫ Stop an assassination attempt on Zalen Trafalgar

A raksasha assassin, bought and paid, heads for Port Shaw and Zalen Trafalgar is his target. Only the characters stand between the stalwart priest of Quell and certain death

Encounters

- *#1*: **The Secret Passenger** (Ch. 5, Stand-Alone Encounters)

⓬ Foil the Kraken's plot to marry a double agent to the locathah king

The sea king has taken a new bride, but she's an agent of the Kraken and plans to stage a coup. The characters must infilitrate the Coral Palace – a wonder of coral and cooled magma, sculpted from ancient lava tubes – unravel the truth of the Sea King's new bride and prevent the takeover.

Encounters

- *#1*: **Blood Waters** (**Appendix 5, *Book of Indulgences***)

NOTES *See* **Level 6–7 (2), Adventure Option Detail** for hooks.

⓭ Hunt for underwater treasures and discover the wreck of the *Razor's Edge*

While hunting for treasure off the coast of Beacon Island, the characters discover an underwater statue garden, the wreck of the Razor's Edge*, and both the corpse and the ghost of Jacob Razor.*

Encounters

- *#1*: **Beacon Island: Beneath the Waves** (Ch. 5, Set-Pieces)

Hooks

Powers That Be Hook

Johannes Hargrove, a cousin of Barrison Hargrove's, once hired an adventuring party to seek Garr Bloodbane's treasure off the coast of Beacon Island, and they never came back. Now that Barrison uncovered the real location of Bloodbane's gold, Johannes wants to know what happened to his investment. He wants the characters to follow in the ill-fated expedition's footsteps and at least retrieve some of the magic items Johannes bought them. They planned to begin their hunt at the foot of the stone snake that peaks above the waves off Beacon.

Former Heroes Hook

The attention Gregory Bonedeuce pays Bethany these days worries Korg. Worse, the attention Bethany returns terrifies him. He long suspected Bonedeuce played some role in Jacob's death, and he suggests that if the characters were to find the wreck of the *Razor's Edge* they might learn something that incriminates Gregory. All anyone knows is the ship went down somewhere off Beacon Island.

Tulita Hook

Milliauka heard from an island witch that Jacob Razor's ghost rests uneasy. He wants the characters to find the wreck of the *Razor's Edge* and investigate this claim. Milliauka thinks that uncovering the truth of Jacob Razor's death might earn them points with Bethany and secure the Tulita cause an important ally.

Individualists Hook

Sagacious Samuel learned that a member of an expedition to seek Garr Bloodbane's gold in the waters off of Beacon island wore a *headband of intellect*. The group never returned, and this leaves Sagacious convinced the *headband* lies beneath the waters for the taking. He wants it and tries to hire the characters to retrieve it for him.

NOTES The characters learn critical information during this encounter; specifically, if they play their cards correctly they secure proof that Gregory Bonedeuce murdered Jacob Razor and, further, that Jacob suffered under a geas-like spell called a *blood debt* (see **The Kraken Strikes, Phase 2: Quest for the *Albatross*** for more detail on the *blood debt*). Additionally, how the characters handle what they learn from the wreck of the *Razor's Edge* significantly impacts the course of your campaign. For example, do they confront Gregory with his crime, and does that go as planned?

Headband of Intellect

This ornate head adornment duplicates the effects of a *manual of intelligence* (increases the wearers intelligence by 1 point) for as long as it is worn. It is usable by all classes.

⓮ Scout the home base of the Krakenfiend and hope to escape alive

In a fit of bravado, or perhaps by simple but overweening mistake, the characters discover undersea lair of the Krakenfiend. Not knowing quite what they've gotten themselves into they stage a raid and discover important intelligence.

Encounters

- *#1*: **Raid on Kraken's Reef** (Ch. 5, Set-Pieces)

Sunblade

This sword is the size of a bastard sword. However, a *sunblade* is wielded as if it were a short sword with respect to weight and ease of use. Any individual able to use either a bastard sword or a short sword may use a *sunblade*. In combat, the glowing golden blade of the weapon is equal to *+1, +4 vs. Chaotic creatures*. Once per day, the wielder can swing the Blade vigorously above his head while speaking a command word. The *sunblade* then sheds a bright yellow radiance that acts like bright light and affects creatures susceptible to light as if it were normal sunlight. The radiance begins shining in a 10ft radius around the sword wielder and extends outward at 5ft per round for 10 rounds thereafter, to create a globe of light with a 60ft radius. When the wielder stops swinging the sword, the radiance fades to a dim glow that persists for another minute before disappearing entirely.

If the sunblade is removed from the Razor Coast area, or somehow is out of Great Pele's influence, it becomes a "mundane" *+1 bastard sword*.

Helm of Underwater Action

The wearer of this helmet can see underwater. Drawing the small lenses in compartments on either side into position before the wearer's eyes activates the visual properties of the helm, allowing the wearer to see underwater as if on land. (Weeds, obstructions, and the like block vision in the usual manner.) If the command word is spoken, the *helm of underwater* action gives the wearer a swim 24 movement rate, creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling the wearer to breathe freely.

Note: These are powerful items in this campaign, and the Referee is encouraged not to give them away easily!

—Skeeter

Hooks

Powers That Be Hook

Barrison Hargrove grows concerned Harthagoa may break their deal and try to rule Port Shaw directly, instead of through him. Hargrove sends the characters to Kraken's Reef to seek Trayani, the Krakenfiend's gullible consort, and pump her for information on Harthagoa's true plans.

Former Heroes Hook

Both Jalia and Donovan mention in passing how heartsore and bereft Solomon's passing left them. The fact that they possess not even a memento of their friend and leader burdens them immensely. That all Solomon's equipment lies in the Krakenfiend's lair seems the final insult. Both light up at the thought that the characters might stage a raid to retrieve one of Solomon's belongings.

Tulita Hook

Milliauka shares that the great weapons of the ancient Tulita ali'i lie at the bottom of the ocean. He believes Harthagoa holds two items dear to the Tulita: a *sunblade*, kissed by Great Pele herself and a *helm of underwater action*. To sneak into the lair of the kraken and retrieve these would arm Mokoli Ali'i in the glory of his forefathers.

Individualists Hook

If the characters completed the **Blood Waters** Adventure Option, then a grateful locathah king requests a favor from the characters. He's learned of a troop buildup in the kraken's compound and it concerns him. Would the characters execute a reconnaissance on Kraken's reef and report back what strength the Krakenfiend marshals against the locathah kingdom?

Alternatively, Elder Allistair Crimmeran approaches the characters with the information that the Kraken's horde holds The Minotaur's Fist, the world's largest diamond. Elder Crimmeran wants to hire the characters to retrieve this "great elven treasure" for him.

NOTES Referees should proceed cautiously when opening this encounter to their players. Groups that don't recognize when flight is the better part of valor may find themselves facing Harthagoa prematurely, and not just Harthagoa but Harthagoa backed by a substantial portion of his army. TPKville.

This works best for adventurers willing to make a raid and withdraw. For those parties, the set-piece serves the additional dramatic purpose of giving them a glimpse of just how awful and powerful are Port Shaw's enemies beneath the waves.

⓯ Bargain with a Loa and travel the elemental realms on a mission for a demi-god

While traveling the outer reaches of the Razor Sea, one of the Loa – metaphysical beings of great power who straddle the rift between the mortal and immortal realms – drags the characters to the bottom of the ocean and bargains with them for their service in retrieving certain power objects from the elemental realms.

Encounters

- #1: **Dark Waters** (Appendix 6)

Hooks

Dark Waters is event driven, not hook driven. At any time while sailing on the Razor Sea, a powerful being decides the characters can aid them with a task and drags their entire ship to the bottom of the ocean to negotiate. See **Appendix 6, Dark Waters** for more details on initiating this Adventure Option.

Whispers and Rumors

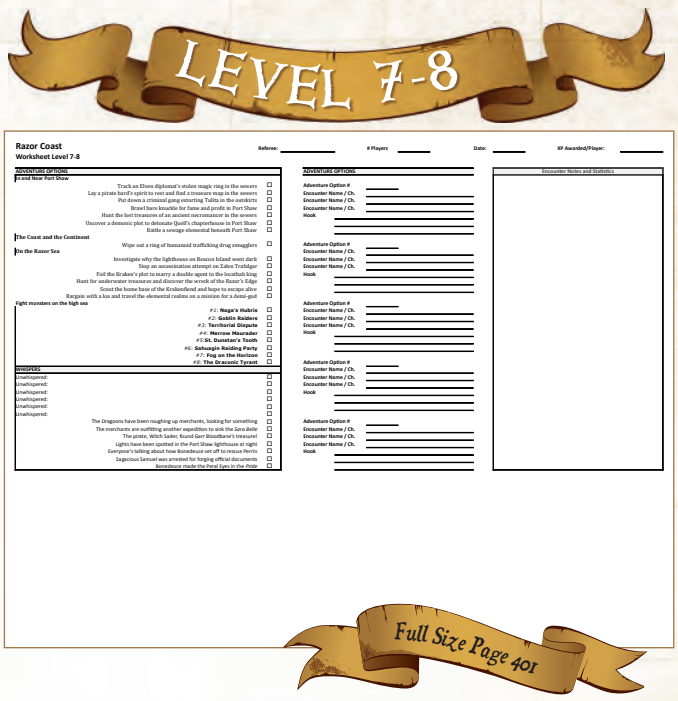
Any Whispers and Rumors not shared during the previous session, plus the following:

Whispers

- Dontorion recently died of a shark attack while taking a swim.
- Sharks attacked fishermen up and down the Razor.
- Dragoons found the *Nightslink* empty, scarred and bloodstained. One less pirate crew to worry about.
- Some ghost keeps scaring people to death at night on the docks.
- The *Albatross* went missing and Perrin was captured by sirenes! They sent the *Pride* to rescue him. Leaves us pretty ass in the wind without the frigate in port! (PARTIALLY TRUE—Perrin was not captured by sirenes and the *Pride* sails to sink him, not rescue him)
- The depredations of a pirate named Captain Bravancello and his ship the *Sara Belle* are proving too much to bear. The merchant league has hired a ship to hunt the *Sara Belle* and sink her.
- They found Garr Bloodbane's treasure in a trunk at an old widow's house in Bawd district. It's been sitting under our noses the whole time! (FALSE)
- Vagrants have been vanishing off the streets.
- I heard some merchant crying into his ale about how his ship was eaten by a kraken, and now he's broke. Broke I tell you! But he still had gold to buy his drink. Pathetic!

Rumors

Roll (D8)	Rumor
1-2	The *Albatross* is overdue reporting to the Sharkjaw Docks cargo station in the Pearl Eyes.
3-4	A merchant who lost his ship to a kraken, recently, took dinner with Bonedeuce at the Gullet not two weeks past.
5-6	Asking among the alchemists of Silk reveal that the mysterious Vrina smelled vaguely of sewage.
7	Sagacious Samuel is an excellent forger and very reasonable.
8	Trey Perrin's map is a brilliant forgery, commissioned by Hargrove and penned by an unwitting Sagacious Samuel.



During these levels, Referees typically continue to develop hints that friendly NPCs may suffer the Kiss of Dajobas, without yet giving away the farm. Try to grow the characters' sense of disquiet and suspense without triggering precipitous action. Additionally, these are the final days before the **Night of the Shark** and the party may encounter Dalang Jalamar directly for the first time—even fight him. Finally, if the characters have not uncovered the demonic plot to blow up Quell's last Chapterhouse in Port Shaw—kablooey. Trigger the explosion.

Prepping for Level 7-8

The four steps for preparing a Level 9-10 adventure session:

- **Step 1:** Decide when to Blow Up Quell's Chapterhouse
- **Step 2:** Remove Used Adventure Options
- **Step 3:** Choose Adventure Options
- **Step 4:** Review Whispers and Rumors

Designer's Note: Using Kiss-Afflicted Friends and Allies

One option involves transforming a former friend or ally into a full-on, duplicitous agent of Dalang Jalamar. Jalamar tasks the party's former ally with feeding them false information, while simultaneously learning all he or she can of the characters future plans—the forwarding the details to Jalamar. Clever characters may be able turn the tables on their erst-while friend and even learn more about Jalamar's goals by playing the secret agent game.

Step 1: Decide When to Blow Up Quell's Chapterhouse

Referees should decide what conditions trigger the explosion that destroys Quell's Chapterhouse. Some Referees will prefer a strict countdown. Others link the explosion to a specific in-game event or simply to the character level advancement. Regardless of the criteria, decide in advance what does the trick. In most circumstances, the campaign works best if Zalen does not die in the explosion although this isn't always the case.

Step 2–4: Repeat of Earlier Levels

Steps 2–4 of preparing for Level 7–8 are identical to earlier levels

Level 7-8 Adventure Options

In and Near Port Shaw

1. Put down a criminal gang extorting Tulita in the outskirts
2. Brawl bare knuckle for fame and profit in Port Shaw
3. Battle a sewage elemental beneath Port Shaw

On the Razor Sea

4. Fight monsters on the high seas
5. Stop an assassination attempt on Zalen Trafalgar
6. *An ambush by weresharks posing as refugees reveals important clues*
7. Foil the Kraken's plot to marry a double agent to the locathah king
8. Hunt for underwater treasures and discover the wreck of the *Razor's Edge*
9. *Confront the Chosen of Dajobas in his secret, underwater caves*

10. Scout the home base of the Krakenfiend and hope to escape alive
11. *Brave mad admirals, forbidden islands and treachery to loot a city of gold*
12. Bargain with a Loa and travel the elemental realms on a mission for a demi-god

Level 7-8 Adventure Options: Detail

In and Near Port Shaw

❶ Put down a criminal gang extorting Tulita in the outskirts

The characters learn that a gang of thugs is extorting supplies from poor folks in the Outskirts, and the locals beg them to intervene. Confronting the thieves, the characters discover they've no ordinary pair of toughs on their hands.

Encounters

- #1: **The Nightslink Mystery, Part I** (Ch. 4, Stand-AloneEncounters)

❷ Brawl bare knuckle for fame and profit in Port Shaw

Bare knuckle brawling at the Broken Skull is a great way to blow off steam, earn XP non-lethally, and build some notoriety around Port Shaw.

Encounters

- **The Broken Skull** (Ch. 3, Set-Pieces)

NOTES See **Level 5–6 (2), Adventure Option Detail** for hooks.

❸ Battle a sewage elemental beneath Port Shaw

An elder water elemental, tainted with sewage, lives at the confluence of multiple sewage pipes. It guards its territory jealously and attacks any who linger within its demense.

Encounters

- *#1:* **Sewer Section 5** (Ch. 4, Stand-Alone Encounters)

NOTES See **Level 6-7 (3), Adventure Option Detail** for hooks.

On the Razor Sea

❹ Fight monsters on the high seas

Encounters

- *#1*: **Merrow Maurader** (Ch. 5, Stand-Alone Encounters)
- *#2*: **St. Dunstan's Tooth** (Ch. 5, Stand-Alone Encounters)
- *#3*: **Sahuagin Raiding Party** (Ch. 5, Stand-Alone Encounters)
- *#4*: **Fog on the Horizon** (Ch. 5, Stand-Alone Encounters)
- *#5*: **The Draconic Tyrant** (Ch. 5, Stand-Alone Encounters)
- *#6*: **Kelp Sargasso** (Ch. 5, Stand-Alone Encounters)

NOTES See **Level 6–7 (2), Adventure Option Detail** for important notes regarding some of these encounters.

❺ Stop an assassination attempt on Zalen Trafalgar

A raksasha assassin, bought and paid, heads for Port Shaw and Zalen Trafalgar is his target. Only the characters stand between the stalwart priest of Quell and certain death.

Encounters

- *#1*: **The Secret Passenger** (Ch. 5, Stand-Alone Encounters)

NOTES See **Level 6–7 (2), Adventure Option Detail** and Level 8–9, Adventure Option Detail for important notes regarding the assassination attempt.

❻ An ambush by weresharks posing as refugees reveals important clues

The characters come across a group of fishermen on a makeshift raft about to be capsized by supernaturally oversized sharks. It's a ruse. Every single being in this entirely staged scene is, in fact, a wereshark. In defeating them the characters learn clues that lead to their secret base of sea caves inside Beacon Island.

Encounters

- *#1:* **Night of the Shark, Phase 2**: Shark's Ambush (Ch. 5, Stand-Alone Encounters)

Hooks

Powers That Be Hook

Barrison Hargrove expected a delivery of new Tulita planatation workers to arrive from one of the outlying islands days ago. It was last spotted rounding Beacon Island, and he hires the characters to look into the disappearance.

Former Heroes Hook

Zalen relates a dream he believes Quell sent him. A group of Quell's faithful, lost at sea amidst storms, lightning, and clouds in the shape of black sharks. In Zalen's dream the sense of imminent danger and crushing claustraphobia only diminished when a group of brave heroes sailed into the storm looking for the lost worshippers. Through the darkness and storm the lighthouse at Beacon Island shone. He begs the characters to sail for Beacon Island on Quell's quest.

Tulita Hook

A storm recently overtook two fishing sloops, Tulita owned and crewed. Separated by the tempest, one of the ships made it back to port and the other did not. Even more unfortunate, the ship presumed lost contained Mokoli Ali'i's nephew, Alika. Milliauka and Mokoli beg the characters to search for survivors.

Individualists Hook

The characters seek out their friend Old Craw, only to learn the old man up and went to sea himself, vowing to hunt the black shark if it was the last thing he ever did. In his rooms they find a navigation chart show where the old man planned to start hunting. If they want to see their friend again, the characters will have to go find and rescue him themselves.

NOTES This encounter's explicit purpose is to draw the characters to the hidden caves beneath Beacon Island. Should the clues prove insufficient, Referees should prepare additional clues. For example, consider placing a cage underneath the raft containing a prisoner who breathes through a straw. The prisoner is a Kiss Victim and also overheard the weresharks discuss tunnels beneath Beacon Island. Alternately the person in the cage could be dead, requiring *speak with dead* to learn the same information.

Which hook engages the characters alters the mix of prisoners found in the cages below Beacon Island. For example, if the characters follow the *Powers that Be Hook*, the captives below Beacon Island include the missing Tulita workers. *The Former Heroes Hook* yields Quell worshippers in the cages. If following the *Tulita Hook*, the party finds Alika in the cages, and if they follow the *Individualists Hook* then Old Craw numbers among the prisoners. Whomever they find suffers the Kiss of Dajobas.

❼ Foil the Kraken's plot to marry a double agent to the locathah king

The sea king has taken a new bride, but she's an agent of the Kraken and plans to stage a coup. The characters must infilitrate the Coral Palace – a wonder of coral and cooled magma, sculpted from ancient lava tubes -- unravel the truth of the Sea King's new bride and prevent the takeover.

Encounters

✶ *#1*: **Blood Waters** (**Appendix 5, *Book of Indulgences***)

NOTES *See* **Appendix 5** for hooks.

❽ Hunt for underwater treasures and discover the wreck of the *Razor's Edge*

While hunting for treasure off the coast of Beacon Island, the characters discover an underwater statue garden, the wreck of the Razor's Edge*, and both the corpse and the ghost of Jacob Razor.*

Encounters

#1: **Beacon Island: Beneath the Waves** (Ch. 5, Set-Pieces)

❾ Confront the Chosen of Dajobas in his secret, underwater caves

Beneath the waves off Beacon Island, the characters discover caves and tunnels leading inside. They've discovered the secret lair of Dalang Jalamar and his wereshark minions just as they queue up the next sacrifices.

Encounters

Night of the Shark, Phase 2: Beacon Island, Tunnels Below (Ch. 5, Set-Pieces)

Hook

Powers That Be Hook

A merchant's league based in Port Shaw approaches the characters about a disturbing tendency for pirates to attack their ships in the vicinity of Beacon Island. They know Garr Bloodbane once used the tunnels and sea caves beneath Beacon Isalnd as a secret base, and they fear a new group of pirates has taken up the practice. They want to hire the characters to find the tunnels, enter, and clear out the nest.

Former Heroes Hook

Donovan (or any major NPC with reason to sail the Razor Sea) found a man floating on a piece of driftwood off Beacon Island. He tells a harrowing tale of escape from some sort cave network beneath the island, where razor-toothed monsters feasted on his fellow crewmates. He was a whaler on the *Swift Capture*, and he woke one night to screams above deck before gray rubbery arms and a toothed maw snatched him from hammock and dragged him out a porthole. That's all he remembers.

Tulita Hook

For the first time in a long time, Milliauka has heard Whale's call. Whale speaks to him of blood in the water beneath Beacon Island. In a dream the Three came to him and all spoke. The waters below Beacon Island reek with the blaspemous taint of Dajobas, and they called on Milliauka to purify them. Milliauka asks the party to investigate and clear the waters of Dajobas' corruption.

Individualists Hook

Old Craw spent months gathering stories of shark attacks and pinpointing their location on his old navigator's map. A pattern has emerged. The most recent and most intense attacks all occur around Beacon Island, which sits at the center of the shark's hunting grounds. If the pattern holds true the sharks will strike again, any day and Old Craw wants the characters to prevent it. If they agree to investigate, open with Adventure Option #6, **An ambush by weresharks posing as refugees reveals important clues**, above.

NOTES Which hook engages the characters alters the mix of prisoners in the cages below Beacon Island. For example, if the Former Heroes Hook pulls the characters

in then add crewmembers from the *Swift Capture* to the cages. See **Night of the Shark, Phase 2: Beacon Island, Tunnels Below** for additional details.

Prisoners freed by the characters make it back to Port Shaw, but unless the party takes specific action to the contrary these people all suffer the Kiss of Dajobas. This creates interesting dynamics with which the Referee may work. To begin with, freeing the prisoners raises the characters reputations among the locals almost immediately. However, if these same rescued folks transform into weresharks during the **Night of the Shark**, the average citizen and/or Hargrove may lay all their bloody shark-headed crimes at the party's feet.

❿ Scout the home base of the Krakenfiend and hope to escape alive

In a fit of bravado or perhaps by simple but overweening mistake, the characters discover the undersea lair of the Krakenfiend. Not knowing quite what they've gotten themselves into they stage a raid and discover important intelligence.

Encounters

- *#1*: **Raid on Kraken's Reef** (Ch. 5, Set-Pieces)

⓫ Brave mad admirals, forbidden islands and treachery to loot a city of gold

Abigail Mercy, a Captain with a reputation for toughness, offers the characters a share in an entire city made of gold if they help smuggle her past Admiral Tame, a cannibal pirate king who rules his piece of the Razor Sea from a giant raft of shattered ships. To secure untold riches, they must fight off fellow treasure seekers, brave a feral jungle island ruled by a vampire-girallon queen, and plunder a city drenched in dark magics from a bygone age.

Encounters

- *#1*: **Angry Waters** (***Heart of the Razor***)

Hooks

Powers That Be Hook

Barrison Hargrove learns through his spy network that Captain Mercy is docked in Tide, hiring companions to smuggle her through Admiral Tame's waters. Long concerned about Tame and the threat his pirate kingdom poses to Port Shaw, Hargrove asks the characters to accompany Captain Mercy – ostensibly to hunt this "city of gold" – but really on an intelligence gathering mission to learn about Tame's fleet strength and capabilties.

Former Heroes Hook

Captain Mercy is an old friend of Bethany's, a one-time lover of Shakes Montgomery's, and Jenkie Barnes carries a secret torch for her. When Mercy arrives seeking help with her latest venture, immediately all three NPCs think of the characters and ask the party to help their old friend.

Tulita Hook

When Tulita dockworkers overhear Mercy's crew whispering about a "city of gold" on the Veiled Isle, they remember their ancient legends and report the discussion to Milliauka. The shaman remembers the oral lore. He suspects the "city of gold" keeps dangerous magics sequestered for good reason, and he asks the characters to accompany Mercy to make sure the newcomer captain doesn't accidentally unleash evils best left chained. On top of that, any gold it is safe to remove belongs to the Tulita people and should support the cause of Tulita sovereignty.

Individualists Hook

Captain Mercy offers the characters a deal: a share in a great treasure from a city of gold. The problem is, the island lies in the waters of a sea kingdom ruled by her old enemy, Admiral Tame—a brute with a reputation for eating human flesh. She wants the characters to act as a front in order secure her ship permission to the sail waters around the Veiled Isle. On the island stands the city which, she is sure, has enough gold for them all.

⓬ Bargain with a Loa and travel the elemental realms on a mission for a demigod

While traveling the outer reaches of the Razor Sea, one of the Loa – metaphysical beings of great power who straddle the rift between the mortal and immortal realms – drags the characters to the bottom of the ocean and bargains with them for their service in retrieving certain power objects from the elemental realms.

Encounters

- #1: **Dark Waters** (Appendix 6)

NOTES See **Level 6–7 (3) Adventure Option Detail** important notes on including this set-piece.

Whispers and Rumors

Any Whispers and Rumors not shared during the previous session, plus the following:

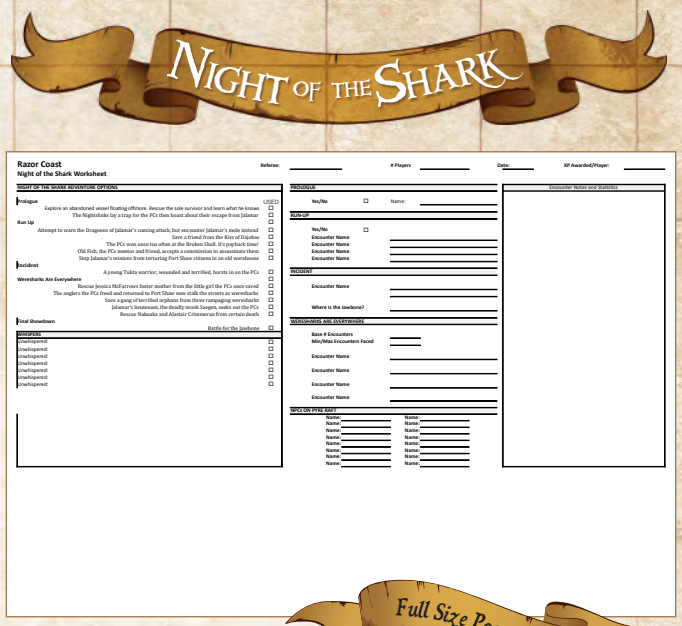
Whispers

- What's with the Dragoons these days? They've been roughing merchants up throughout Trade and Bawd. More than usual, even, looking for something. (PARTIALLY TRUE—Jalamar's weresharks dressed as Dragoons have been roughing up merchants, looking for the *Jawbone*)
- The depredations of a pirate named Captain Bravancello and his ship the *Sara Belle* plague the merchants of Port Shaw. They've decided to do something about it and are outfitting an expedition to sink the *Sara Belle*, last spotted in the Pearl Eye Atoll.

- The pirate Witch Sader found Garr Bloodbane's treasure and he's building a fleet!
- Lights have been spotted in the Port Shaw lighthouse on recent nights
- Lt. Commander Perrin's ill-fated expedition in the *Albatross* and Bonedeuce's expedition to rescue him are the talk of the town. The characters can't NOT hear about it in every tavern and bordello in port.
- Heard tell Sagacious Samuel got caught forging official documents (PARTIALLY TRUE—he's been hung out to dry for forging documents at officials' requests).
- Bonedeuce made the Pearl Eyes in the *Pride*.
- Word on the street is THEY are looking for that Jalia Ramires character. It won't go well for her once THEY catch up with her.

Rumors

Roll (D6)	Rumor
1-2	They say Perrin found Garr Bloodbane's treasure but he's kept it for himself. Word is the ***Pride*** left port to chase him down and grab it for Port Shaw (PARTIALLY TRUE—the ***Pride*** left port to chase Perrin down. That part is true.)
3	Ten years ago a talented thief stole a treasured relic of the Tulita—a scrimshaw whale jawbone depicting the coronation of their first war chief, Kaho Ali'i a thousand years ago. The thief reportedly fled into the sewers with his prize. Since the theft, the Tulita lost what little solidarity they retained—they are scattered and leaderless now.
4	Dragoons were seen hauling six or so vagrants away, then dousing them with buckets of sea water in a warehouse.
5	Word among those in the know is that the shadowy organziation running Port Shaw's underworld—the Ring—is hunting Jalia Ramires. (PARTIALLY TRUE—the Ring of the Kraken doesn't quite run Port Shaw's criminal underworld, though it likes people thinking it does).
6	Every merchant who took a dinner with Bonedeuce in the Gullet, subsequently lost one of their trading vessels at sea.



The third and final act of the Night of the Shark Background Plot takes place in Port Shaw. There is more than one way for the **Phase 3** to play out. The characters may possess more or less information about the attack. They may or may not be in Port Shaw the day before Dalang Jalamar's full moon. Or they might be shopping for a fruit basket in the night market when the first lycanthropic transformations run like a shock-wave through the city.

The **Night of the Shark** delivers the most suspense when the characters understand that the leader of the weresharks plans to bring something called "the Kiss of Dajobas" to Port Shaw. Consider it a bonus if the adventurers understand that Tulita culture stands on the brink of extinction. Milliauka and the Tulita war chief Mokoli Ali'i may yet help the characters avert disaster – if only they find some way to rally their people.

Generally, **Night of the Shark, Phase 3** flows as follows:

there may or may not be a

PROLOGUE

which may or may not be followed by a

RUN-UP

soon after the moon rises, they experience an

INCIDENT

after which

WERESHARKS ARE EVERYWHERE

making it tough for the characterss to keep the Jawbone *out of Jalamar's hands until he forces a*

FINAL SHOWDOWN

Synopsis

Most likely, the characters are in Port Shaw near the full moon. By this time Dalang Jalamar, the Chosen of Dajobas, infected a multitude of locals with lycanthropy, including many friends and associates of the characters. However, most folks remain unaware of their affliction and do not know their "shark bites" are a curse called the Kiss Dajobas that dooms them to transform into raging shark-beasts when the full moon (also called the shark-moon) rises. Additionally, Jalamar's veteran weresharks—bestial killers all, who embraced their curse long ago—infiltrated the city in humanoid guise to hunt for the *Jawbone of Kaho Ali'i*, a Tulita relic of great significance. These infiltrators do not find the *Jawbone* before moonrise, but they leave a chum-trail of cruelty and clues behind while they search.

When the shark-moon rises, the folk of Port Shaw afflicted with the Kiss of Dajobas transform against their wills and fall on those around them. Jalamar's veterans also transform and soak the streets in blood. They herald the coming return of Dajobas by tearing their god's razor-toothed Kiss into every man, woman and child they can reach.

Meanwhile, Jalamar waits in Tide District hoping for word that his minions found the *Jawbone.* He plans to use the mayhem and carnage in the city as a distraction that makes it easier to retrieve this relic. When his weresharks do not locate it, Jalamar stages a hostage situation. He collects ordinary citizens— men, women and children, many of whom might be important to the characters—and stuffs them in a pyre-raft soaked in whale oil, floating just off the docks. Then he announces to the city that *someone* better bring him the *Jawbone of Mokoli Ali'i* or he will set the raft alight. It's a trap designed to secure the *Jawbone*, kill whomever has it, and sacrifice innocents to the Shark God, all in one fell swoop.

Only the characters stand between Dalang Jalamar, Chosen of Dajobas, and the second coming of the Shark (unless the campaign is being run only as a backdrop, in which case somebody else will step up if the characters don't).

Background

The *Jawbone of Kaho Ali'i* is a Tulita relic that, in the right hands, may permit a strong leader backed by heroes of sufficient fame—folks like the characters—to reunite the Tulita tribes and lead an indigenous renaissance. Any such renaissance includes increased political power for the Tulita peoples, which in turn yields restrictions on whaling and fishing, plus a resurgence of religious veneration for the Three: Dolphin, Turtle, and Whale. This combination may return sufficient power to the Three that they force Dajobas to turn back into the Outer Depths and resume his exile. While there is no guarantee, even with the *Jawbone,* that such a renaissance occurs. If Dalang destroys the *Jawbone* such a renaissance becomes vanishingly unlikely.

What's in a *Jawbone?*

While the J*awbone of Kaho Ali'i* is not a magical item, it holds powerful significance for members of Tulita tribes from the Port Shaw vicinity. In the hands of a Tulita elder, chief, or any Tulita of renown (including a character), the Jawbone becomes a rallying point for the Tulita in support of the Old Ways, in support of a pan-Tulita destiny, when exhorting resistance to Dajobas, or when invoking Tulita pride in general.

Setup

Before moonrise, the campaign the party may be more or less ignorant of what lies ahead. Generally the adventurers knowledge of coming events falls into one of three categories: utterly oblivious; aware something is up (but not certain what); or certain that weresharks hide among the citizenry for nefarious purposes.

Utterly Oblivious

If moonrise seems likely to catch the party entirely by surprise—for example, they're shopping when the rising moon triggers the first transformations—then consider adding a **Prologue** to **Phase 3**. A **Prologue** presents enough information to communicate that something awful is coming and to ratchet up suspense. See **Prepping the Night of the Shark**, below, for more details on adding a **Prologue**.

Something is Up

If the characters start the Night of the Shark aware that *something* is up but uncertain what game is afoot, precisely, then consider adding a **Run-Up** to this Act. The encounters of a **Run-Up** help the characters learn that weresharks infiltrated Port Shaw in human form and seek something. That cannot be good—even if the party remains unsure what, exactly, they seek. See **Prepping the Night of the Shark**, below, for more details on adding a **Run-Up**.

Weresharks Hide Among Us

Once the characters learn that weresharks posing as humanoids infiltrated Port Shaw in search of something, the party most likely hunts or, at the very least, stumbles onto some of these weresharks before the shark-moon rises. The more of Jalamar's weresharks the characters find and eliminate before the full moon—as well as the more Kiss Victims the characters cure—the more easily Referees should allow events *after* moonrise to play out for the characters. See **Prepping the Night of the Shark**, below, for more suggestions about allowing the party's actions either to ease or further complicate the **Night of the Shark**.

Action

Regardless how much the characters figure out, once the shark-moon rises an **Incident** titled **The Young Warrior** kicks off the action. This encounter sets the stakes for the characters with utter clarity, and Referees are encouraged to adapt it to fit the party's location and circumstances.

Through **The Young Warrior** (or a similar encounter the Referee substitutes), the party learns—or confirms—that Dalang Jalamar's minions seek the culturally vital *Jawbone.* As the characters race to secure it, Referees hit them with two to four encounters that hamper their efforts. These encounters may occur anywhere in the city, but always at the peak of the mayhem and carnage ravaging Port Shaw.

Eventually the party is likely to confront the Chosen of Dajobas in a final showdown, titled the **Battle for the Jawbone.** Alternately, they choose to flee and Jalamar burns his hostages alive. Whether facing the Chosen of Dajobas head-on or abandoning innocents to die, this moment generates reprecussions that affect the remainder of the campaign.

Development

In the event that the characters know something is up—and especially if they know weresharks have infiltrated the city in human form—they likely warn folks about the coming peril. While the authorities remain highly skeptical of any warnings the characters might deliver, the party more easily convinces friends and allies that danger approaches. By warning their NPC allies, the characters grant their friends time to prepare. In response, these NPCs organize shark-hunting crews, patrol the streets aggressively, and inspect people for signs of shark bites before the full moon. Whenever they believe they have identified a possible wereshark, NPC allies alert the characters first and expect the adventurers to take action. **Night of the Shark Adventure Options**, below identifies encounters suited to these eventualities.

If the characters decide to warn Gregory Bonedeuce or Barrison Hargrove about the Night of the Shark directly, they learn both Aeron Chambers and Bonedeuce left weeks ago on the *Pride.* Hargrove, however, feigns fear and pretends to mobilize defenses against the coming attack. In truth, Barrision could care less. The destruction of the Tulita and their cultural history only harms his hated foes, and he does little to stand in Dalang's way. Behind closed doors he laughs to himself, believing (incorrectly) Dajobas is just a crazy Tulita myth and Harthagoa remains the real power on the Razor. While Port Shaw burns, Hargrove pulls up his favorite blanket besides a low fire, sips sherry, and reads a book.

Hargrove's Hatred Grows

After weresharks tear his beloved Port Shaw asunder, Hargrove's smug chuckles turn to cold rage at the characters. Unable to admit his contribution to the disaster, he heart blames the *party* for the destruction and death Jalamar wreaks on "his" city—even if the adventurers tried to warn him. Hargrove being Hargrove, he smiles where he hates and plots his revenge. It goes without saying that events during the **Night of the Shark** only deepen Barrison's hatred of the Tulita people. It is after all one of their "myths" that led "fanatics" to wear shark masks and attack the *good* people of Port Shaw. The Night of the Shark just confirms for Hargrove how much Port Shaw needs Harthagoa's protection and the "order" the Kraken's might offers.

Describe the Aftermath

Jalamar's weresharks leave devastation in Port Shaw. As the days pass, more and more missing people turn up dead, their gnawed carcasses found stuffed into rain barrels, kicked beneath piles of shipping crates, and tossed into other locations convenient—or just plain perverse—for dumping humanoid remains.

The death toll is atrocious, and the characters likely count friends and allies among the victims. Depending on who lived and who died, the toll of lost friends and loved ones tempers and angers survivors. If the party put forth a major effort to stop Jalamar's attack before the moon rose, then Referees should use the adventurers' friends and allies to communicate an important message: "Without you," they tell the characters, "It would have been worse."

Referees should consider carefully when picking survivors. This is an opportunity to create drama through the deaths of favorite NPCs. Maximize character motivations by carefully choosing who lives and who dies.

For example, the Wave Riders take Port Shaw's losses particularly hard, especially Donovan who needs little encouragement to crawl back into his bottle. If Jalia perishes, Referees might decide Zalen loses heart and requires nigh miraculous inspiration to prepare him for any future battles. Yet if the characters succeed at turning these saddened victims around, they build even deeper bonds—the bonds of survivors who have yet to face their greatest challenge. With the right encouragement, the survivors may remain bitter, but they harden and look even more to the characters for leadership. Rallied against a future foe, these survivors may fight for the characters with more heart and dedication than ever before.

Prepping for the Night of the Shark, Phase 3

Since many variables are at play during the **Night of the Shark,** running it successfully requires a little planning.

Follow the steps below to fill out your Night of the Shark Worksheet. This will reduce your prep-time and help you determine how many weresharks the characters face, which encounters to study, and the order in which the party experiences events. There are six steps for preparing your Night of the Shark:

- **STEP 1:** Decide if you are adding a **Prologue** encounter
- **STEP 2:** Decide if you are adding **Run-Up** encounters
- **STEP 3:** Determine the location of the *Jawbone*
- **STEP 4:** Select or design an **Incident**
- **STEP 5:** Choose or design encounters for the **Weresharks are Everywhere** phase
- **STEP 6:** Design the *Battle for the Jawbone*

Step 1: Decide if you are adding a Prologue encounter

If your campaign already provided enough information that your players know an imminent wereshark-related doom hangs over Port Shaw and they care about it, you may not need a **Prologue** stage. In that case, skip to **STEP 2**. Alternatively, if the characters do not have enough information or are not acting on the information they do have, then ***Razor Coast*** offers two **Prologue** encounters from which to choose.

In addition to providing information, a good prologue encounter should spur your players to action. For example: rooting out Jalamar's hidden weresharks; finding and curing victims of Dajobas' Kiss among friends, allies and acquaintances; or warning others about the impending wereshark attacks, including the Dragoons.

Check "yes" next to the **Prologue** section on your Night of the Shark Worksheet and fill in the name of the encounter you prefer. Referees are *always free to modify or replace these encounters* to fit their campaigns.

Step 2: Decide if you are adding Run-Up Encounters

If you want to give the characters advance notice of Jalamar's plans but also give them window in which to act before moonrise on the Night of the Shark, you want a **Run-Up** stage. Otherwise, if you do not want a **Run-Up**, skip to **STEP 3**.

If you are adding **Run-Up** encounters then choose at least three encounters from the list provided. Generally you should give the characters approximately 12 hours before moonrise to figure out what's going on and to take actions that lesson the coming storm. During a **Run-Up,** the more encounters the characters face, the more enemies they will neutralize and the fewer weresharks they should have to battle after moonrise.

Actions open to characters during a **Run-Up** fall into four categories:

- Hunt down Dalang's fifth-column weresharks posing as humans
- Find and cure any victims of Dajobas' Kiss among friends and allies
- Warn others about the impending wereshark attack, including the Dragoons
- Be distracted from the above three possibilities.

Razor Coast provides **Run-Up** encounters covering each of these four options.

The **Night of the Shark** still works if the characters learn that Jalamar seeks the *Jawbone* during the **Run-Up**, *provided* they do not learn about the *Jawbone* far enough in advance to simply take it and leave Port Shaw, avoiding events altogether. However, during a typical **Run-Up** you want the characters to learn everything about the **Night of the Shark** except that Dalang Jalamar seeks the *Jawbone*. It is okay for the characters to learn that the Chosen of Dajobas seeks *something* and why. They can also learn Dalang's undercover agents in Port Shaw seek this thing. It is also okay to learn that if Dalang's agents find whatever it is they seek, this will somehow kill off Tulita culture and ensure Dajobas' return; but this Act works best if they do not learn exactly what Jalamar seeks until the **Incident**.

If you plan to add a **Run-Up**, fill in the names of at least three encounters you plan to use. Referees should of course modify, replace, or expand the offered encounters to fit their campaigns.

Editor's Note: It's not All About the Weresharks

Because successful party efforts to cure victims of the Kiss, warn others, and root out Dalang's agents during a **Run-Up** should all make the **Night of the Shark**—and even the **Kraken Strikes**—easier to handle, Referees may decide to include encounters thematically unrelated to the **Night of the Shark** in their **Run-Up**. The **Mentor Assassin** and **Broken Skull Paybacks** are two examples of distractions that might engage the characters until moonrise without reducing the number of weresharks in Port Shaw. If the characters involved themselves in other subplots or with other NPCs, particularly major ones, Referees should consider crafting distracting encounters to bring those stories to a head at this most inconvenient of times.

Step 3: Determine the location of the *Jawbone*

Clearly, the location of the *Jawbone* at moonrise on the Night of the Shark is a critical factor. While there are only five possibilities, the location of the *Jawbone* may prompt Referees to modify or add encounters to the **Night of the Shark, Phase 3** as suggested below.

Never Recovered

If the characters never recovered the *Jawbone* it remains buried in the sewers in **Chapter 4, Location S-6**. Referees should construct an alternate **Incident** that hints strongly at its location. For example, a badly wounded Cap'n Lester Farrows might bang on their door in the middle of the night complaining that "Hells-be-damned weresharks 'ave infested me sewers!" Whereupon a Razortooth Enforcer lands on his back howling "Give me the bone, old fool!"

The Tulita Possess It

If the Tulita possess the *Jawbone,* reveal that Mokoli Ali'i placed the scrimshaw relic under the protection of an able band of Tulita warriors, but for reasons unknown, these warriors have vanished while somewhere in Port Shaw. The Tulita now suspect at least one of these warriors secretly worshipped Dajobas. The Tulita leaders—Mokoli Ali'i and Milliauka if they are properly disposed toward the characters—reach out to the party for help, but do not know where in Port Shaw the warriors took the *Jawbone.* Construct a "Weresharks are Everywhere" encounter in which the characters locate these warriors—now dead or weresharks themselves—and fight them to reclaim the *Jawbone.*

Barrison Hargrove Has It Somewhere

If Barrison Hargrove holds the *Jawbone*, the characters may have a tough time wresting it from him. Hargrove is a significant opponent.

Consider that Hargrove may have simply sold the *Jawbone* to a collector, like Sagacious Samuel, or given it as a gift to a friend. Alternately, perhaps Hargrove possesses the relic but it sits in his treasury, unidentified. He might remain unaware of its provenance or its potential to unite the Tulita. Hargrove might not even realize he has it—just one more object among the many spoils seized by his Dragoons.

If Hargrove realizes he possesses the *Jawbone* and suspects it for what it is, he desires to use it to manipulate the Tulita for his own ends. He sends the *Jawbone* under the protection of guards to Sagacious Samuel's. There it sits on a desk, as yet unrecognized because the busy sage has not gotten around to examining it. All these options allow the Referee to skirt direct conflict with Hargrove, for now. Consider allowing the characters to notice a scrimshaw "paper weight" on Samuel's desk if they visit him before the Night of the Shark and after the bone's recovery.

Alternately, consider designing an **Incident** that conmmences shortly after moonrise. Alarmed by reports of wereshark attacks in Port Shaw, Barrison Hargrove gives a speech exhorting every able-bodied fighting man to unite and halt the wereshark menace. As he mounts a podium and explains, "We're not sure how bad this is just yet. A bunch of these half-shark freaks invaded my smoking parlor demanding some ridiculous native gewgaw. Well, we'll show—agk!" An Enforcer takes out one of Barrison's Dragoons in a spray of blood and knocks the evil politician off his barrel. As the monster tears apart the hapless Dragoon it screams, "The BONE! Give us the BONE!" To turn this into a battle, add enough weresharks ripping into the screaming crowd to create a bloody encounter.

Early to Battle, Early to Die

Despite their brutish and brutal nature, Jalamar's minions do not lack intelligence. After all, they organize themselves into covert teams to infiltrate Port Shaw, pose as humanoids, and hunt the *Jawbone* for their master. In fact, Jalamar ordered his followers to find the scrimshaw *Jawbone*, but not seize it immediately.

This is no simple smash-and-grab operation. Jalamar wants nothing to go wrong and judges the coming carnage greatly increases his chances of securing the *Jawbone* unopposed. Consequently, even if they find it, Jalamar's agents operate under strict orders to remain hidden and not frighten whomever holds the *Jawbone* into fleeing. Still, Jalamar's weresharks are not so clever that the characters can't incite them to break cover prematurely.

If the characters discover Jalamar's plot before the Night of the Shark, they may decide to track down these hidden teams and take them out. Consequently a **Prologue** or a **Run-Up** likely includes at least one opportunity for the characters to battle a team of Jalamar's wereshark followers during the day, amid the normal hubbub of Port Shaw. As you'll see in **STEP 5**, weresharks killed *before* the Night of the Shark reduce the number of weresharks the characters face *during* the Night of the Shark.

A Neutral Party Has It

If a neutral party holds the *Jawbone* consider designing an **Incident** where a wereshark suddenly barrels through a crowd chasing a screaming commoner. The wereshark bellows, "The bone! Give me the bone!" then eviscerates the panicked individual to the horrified shrieks of bystanders. This person is not carrying the *Jawbone*, but a few quick questions identify the NPC and where they live. The *Jawbone* is in a sea chest at their home. To motivate a character to vengeance, Referees might choose a beloved

NPC from their NPC list for this role.

The Characters Have It

Because the Jawbone is not magical, it is entirely possible the characters dumped it in a backpack and forgot about it. In the event the characters hold the Jawbone, consider an **Incident** that doubles as an attack. Have an entire weresharк team attempt to take the characters by surprise, just after they finish refreshing spells and recovering hit points. These attacking weresharks should repeat phrases like, "The jaaaawbone! The jaaaawbone!" or "Sssscrimmmmssshawww doom Port Sshhhaw! Giiive!"

Step 4: Select or design an Inciting Incident

The **Incident** is the very first encounter the characters have just as the full moon rises. It flat out tells the characters any information they need to know what is at stake, and it makes the scenario completely, utterly, and terrifyingly clear. Specifically, the **Incident** tells the characters they must find the *Jawbone of Kaho Ali'i* before their foes do, and it gives them a clue to the relic's location. This encounter also signals a radical change in the normal state of the world, shocking the characters into action.

Razor Coast provides an Incident titled, **The Young Warrior**. Decide whether to use **The Young Warrior** encounter in **Chapter 6** "as is," to modify it, or whether you wish to construct a new **Incident** encounter entirely. Note the decision on your worksheet. At the very least you'll need to change the text of **The Young Warrior** to reflect the current location of the Jawbone as determined in **STEP 3**, above.

Step 5: Choose or design encounters for the Weresharks are Everywhere phase

After the shark-moon rises and the **Incident** is completed, the Referee throws approximately four encounters at the Referee to hamper their search for the *Jawbone.* The characters should realize that they are racing to reach the *Jawbone* before their foe. Moreover, there is a lot of suspense to be had trying to sneak the *Jawbone* out of Port Shaw as weresharks tear the city apart and all the minions of Dajobas seek the adventurers' deaths. However, before you can decide *which* encounters to throw at the characters during this stage, you have to decide *how many* encounters to throw at them.

How many encounters to hit them with when Weresharks are Everywhere?

By default, the short answer is "about 2–3." If they face Dalang Jalamar with too little juice left, many characters will likely die in the fight.

The long answer is "It depends on how many of Jalamar's weresharks the party already killed and how many Kiss Victims they cured. How well did they do alerting folks to the wereshark menace before the shark-moon rose?" If you feel your party did extremely well, reward them by reducing the number of **Weresharks are Everywhere** encounters to 1 (the party *always* faces at least 1 encounter when **Weresharks are Everywhere**).

On the other hand, If you feel your party really bungled things, hit them with 4 encounters before introducing **The Battle for the Jawbone**. It may just be the case that many of your characters deserve to die.

Use the following table as a guide to the kinds of actions that might reduce or increase the number of **Weresharks are Everywhere** encounters that Referees throw at the characters before **The Battle for the Jawbone**.

SAMPLE REDUCTION IN WERESHARKS ARE EVERYWHERE ENCOUNTERS

QUESTION	ANSWER	NIGHT OF THE SHARK RESULT
Did the characters locate and defeat at least one of Dalang's wereshark teams before moonrise?	Yes	–1 Encounter
	No	+1 Encounter
Did the characters successfully warn *any* friend or ally about the coming wereshark attacks?	Yes	–1 Encounter
	No	n/a
Did the characters successfully warn the Dragoons about the coming fel lycanthrope attacks?	Yes	–1 Encounter
	No	+1 Encounter
Did the characters successfully cure a friend or ally of Dajobas' Kiss?	Yes	–2 Encounters
	No	+1 Encounter[1]

[1] Unless they killed the Kiss-afflicted friend. Then it's only –1 encounter because they reduced the number of weresharks but didn't inspire anyone else to do the same.

Once you choose the number of encounters jot it down on your Night of the Shark Worksheet.

Which encounters should I pick when Weresharks are Everywhere?

All hell broke loose in Port Shaw. Weresharks tear the city apart, blood coats cobblestones, walls, and bystanders like morning dew. Amid this carnage the characters must traverse the city, but events keep stopping them, distracting them, bleeding them.

You now know how *many* encounters you're likely to throw at the adventurers before the final showdown with Dalang, but *which* ones? In answer ***Razor Coast*** provides five encounters for the **Weresharks are Everywhere** stage. Additionally, if you did not include a **Run-Up** or **Prologue** stage—or you did but find yourself with unsused encounters from your **Run-Up** or **Prologue**—those can also double as **Wereshark's are Everywhere** encounters. Finally, Referees may always design their own encounters.

Write the names of the encounters you choose down on the Night of the Shark Worksheet. Regardless of which encounters you choose, you must place one of these

encounter in or near the *Jawbone*. Unless, of course, the characters already possess the *Jawbone*. In which case, throw the encounters on your list at the characters as they decide what the heck to do with it.

Editor's Note: Don't Forget Eddie

If the characters adopted little Eddie, the orphan from Toe's Reach (see **Chapter 3** for details), hold off on Eddie's transformation. At some point when **Weresharks are Everywhere**, transform him into a little monster. Do it whenever his ankle bite seems likely to prove most distracting, amusing, or heart-rending.

Little Eddie, little wereshark human form: HD 8; **HP** 10; **AC** 9[10]; **Atk** dagger (1d4+1); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** hit only by magic or silver weapons, lycanthropy;

Little Eddie, little wereshark hybrid form: HD 8; **HP** 10; **AC** 2[17]; **Atk** bite (1d4+1), or dagger (1d4+1); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy.

Little Eddie, little wereshark animal form: HD 8; **HP** 10; **AC** 2[17]; **Atk** bite (1d6+2); **Move** 0 (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy.

Equipment: dagger

Step 6: Design the Battle for the *Jawbone*

If Dalang Jalamar is Dead, Replace Him

It is always possible the characters slew Dalang during an earlier encounter. However, Dajobas is a god. He does not let the death of a mere minion slow his plans, and he instantly chooses another to lead the attack on Port Shaw and seize the Jawbone.

Choose Interesting Victims for the Pyre

One way to ensure the characters tackle Jalamar's trap and don't simply flee Port Shaw with the *Jawbone* (although that remains an option): pack the pyre raft with NPCs beloved by your players.

Much better: pack the pyre raft with NPCs that owe the party money. On your NPC Tracker, circle the names of up to 15 NPCs who you feel will attract the characters attention or raise their ire when Dalang threatenes them. These are the NPCs on the raft, coated in whale oil, and set for roasting.

Preparations are Now Complete

You have now completed the Night of the Shark worksheet and possess a list of encounters to prep. You know how **Phase 3** begins and how your characters receive the information they need in order to understand and participate in events. You know which encounters they suffer through before, during, and after the shark-moon rises; and you know which folks in Port Shaw transform into weresharks unless the characters intervene. Finally, you know who has the *Jawbone of Kaho Ali'i* and who Jalamar threatens to burn alive if the party refuses to hand it over.

Right?

Okay, close enough. The next sections help you select encounters and then locate them in the ***Razor Coast*** manuscript.

Night of the Shark Adventure Options

Prologue

1. Explore an abandoned vessel floating offshore. Rescue the sole survivor and learn what he knows
2. The Nightslinks lay a trap for the characters, then boast about their escape from Jalamar

Run-Up

3. Attempt to warn the Dragoons of Jalamar's coming attack, but encounter Jalamar's mole instead
4. Save a friend from the Kiss of Dajobas
5. The characters won once too often at the Broken Skull. It's payback time!
6. Old Fish, the characters' mentor and friend, accepts a commission to assassinate them
7. Stop Jalamar's minions, dressed as Dragoons, from torturing Port Shaw citizens in an old warehouse

Inciting Incident

8. A young Tulita warrior, wounded and terrified, bursts in on the characters.

Weresharks are Everywhere

9. Rescue Jessica McFarrows's foster mother from the little girl the characters once saved
10. The anglers the characters freed and returned to Port Shaw now stalk the streets as weresharks
11. Save a gang of terrified orphans from three rampaging weresharks

⓬ Jalamar's lieutenant, the deadly monk Saegen, seeks out the characters

⓭ Rescue Nakuaka and Alastair Crimmeran from certain death

Final Showdown

⓮ Battle for the Jawbone

Night of the Shark Adventure Options Detail

Prologue

❶ Explore an abandoned vessel floating offshore. Rescue the sole survivor and learn what he knows

The characters learn of a fishing trawler or freighter flying a distress flag, brutally savaged and apparently abandoned just off the coast outside Port Shaw. Entering the ship they discover the sole survivor, Geoff McDugyl, and extract 1important information from him despite his insanity.

Encounters

- *#1*: **The Savaged Trawler** (Ch. 6, Stand-Alone Encounters)

NOTES McDugyl spent the better part of a month hiding in his ship's sewage-infested bilge, surrounded by the floating corpses of his murdered friends. It drove the man insane, but insane or not he did overhear the conversations of the weresharks who killed his companions.

If the characters took a significant interest in Falken Drango or the Nightslinks, consider turning this into a savaged freighter, specifically the *Tide Marcher*. The *Tide Marcher* was the first ship the Nightslinks attacked after Jalamar turned them into weresharks under Drango's nose.

❷ The Nightslinks lay a trap for the characters, then boast about their escape from Jalamar

*Angry that the characters killed their leaders in **The Nightslink Mystery, Part I**, the remaining Nightslinks – renegade weresharks and former members of Falken Drango's crew who plan to abandon Dalang and return to pirating on their own – lay an ambush for the party at the Port Shaw lighthouse.*

Encounters

- #1: **The *Nightslink* Mystery, Part II** (Ch. 6, Stand-Alone Encounters)

NOTES This encounter solves the mystery begun in **The Nightslink Mystery, Part I** and resolves the subplot concerning Falken Drango's missing crew. It works best when the Referee previously ran **The Nightslink Mystery, Part I**.

Run-Up

❸ Attempt to warn the Dragoons of Jalamar's coming attack, but encounter Jalamar's mole instead

The characters try to warn the Dragoons of an imminent attack by weresharks or simply alert them that an unknown doom hurtles toward Port Shaw. How the characters handle this situation either alerts the Fort to the wereshark infection or leaves the Dragoons vulnerable to Jalamar's further machinations.

Encounters

- #1: **Warning the Dragoons** (Ch. 6, Stand-Alone Encounters)

NOTES In **Chapter 3, The Mad Shaman Attacks** the characters may have helped cure Darenar of his lycanthropy. If so, the characters worked hard during the encounter. Let them enjoy the fruits now by having one less Dragoon infected with lycanthropy. Don't let Dalang re-infect Darenar. Leave Darenar clean.. The Referee should conduct any run-in with Darenar according to the party's relationship. If Darenar proves inclined to believe them, the other three wereshark sergeants hiding within the Dragoons' ranks attack all of them.

On the other hand, if the characters did not cure Darenar of Dajobas' Kiss early in the adventure, Darenar has since transformed into Dajobas' willing servant and brought two additional Dragoon Sergeants into Jalamar's service.

If the characters successfully warn the Dragoons, then after the Night of the Shark some among the Dragoons may look on the characters more favorably. Consider improving the temperature of the party's relationship to Fort Stormshield's rank and file—if not its Kraken-loving leadership.

If the characters have cause to search Darenar's quarters they find an oilskin packet numbered 341 containing the sergeant's personal store of dragonsmoke. This is one of the last remaining bundles of dragonsmoke from the crate of the drug used to frame Roland Lawrence.

Dalang Jalamar's Scheme to Infect the Fort

Regardless of whether or not the characters successfully warn the Dragoons, at approximately midday before the Night of the Shark, Jalamar infiltrates the town by himself, disguised as a traveling cleric of Quell. He attempts to enter Fort Stormshield by claiming Quell sent him a vision of an oncoming calamity.

If the characters successfully warned the Dragoons about coming trouble they block this maneuver. In a state of high alert the Dragoons turn Jalamar away on general principles and his attempt to gain entry fails.

However if the characters failed to warn the Dragoons, a member of the Ring of the Kraken hastens Dalang inside, fearing the Chosen of Dajobas is just a commoner who received some divine warning against Harthagoa's coming assault—and the Ring's collusion in it. Nope, fellows. That's a completely different catastrophe.

The Ring of the Kraken members remove Dalang to **Area F-16** intending to interrogate him at length, a plan to which Jalamar happily concedes. He even allows the members of the Ring to overpower him and strap him to an interrogation table. Dalang smiles and answeres their questions for his own amusement until bored. Then he reverts to hybrid form, snaps his leather bonds, and feasts on everyone in the room.

In the latter case, Jalamar adds 3 more weresharks to his list, making a total of 6 in the Fort. Three (Darenar and two sergeants) follow Jalamar and Dajobas of their own volition, while three (the newly bitten) are unknowing Kiss Victims.

❹ Save a friend from the Kiss of Dajobas

Save a friend from the Kiss of Dajobas

The characters come to suspect a friend or ally suffers the Kiss of Dajobas. They take steps to confirm this suspicion, and they attempt a cure or put their former friend out of his misery.

Encounters

- #1: **Vile Transformations** (Ch. 6, Stand-Alone Encounters)

NOTES Back in Level 6–7 (3) we suggested Referees begin planting seeds that all was not right with some of their friends and allies. In this encounter that seed blossoms. However if the characters failed to notice or failed to follow-up on any of the clues provided, consider having all of their Kiss-afflicted friends hunt the party down the moment the shark-moon rises. Conversely, should the adventurers recognize the signs, this encounter provides the opportunity to save their friend or friends from this horrific fate. **Vile Transformations** features Jenkie Barnes, but Referees may substitute any friend or ally.

❺ The characters won once too often at the Broken Skull. It's payback time!

Killers come for the characters to settle a score related to the adventurers victories in the Broken Skull pit fights.

Encounters

- #1: **Broken Skull Paybacks** (Ch. 6, Stand-Alone Encounters)

NOTES Referees should determine the motives for these killers according to need. They might be siblings or close friends of someone the characters killed during a fight. They might be disgraced fighters, or they might be hired assassins employed by wealthy gamblers who lost money on the character's combats.

❻ Old Fish, a character's mentor and friend, accepts a commission to assassinate them

Hired by Hargrove to assassinate his favorite adventurer, Old Fish forces the party to slay him instead and bequeaths both his shop and his legacy of secrets to the characters. Expecting betrayal, Hargrove sends a second set of assassins after the party.

Encounters

- #1: **The Mentor Assassin** (Ch. 6, Stand-Alone Encounters)

NOTES This encounter works best when Old Fish has adopted one or more of the characters, and their relationship is strong. This encounter is the capstone of the Old Fish Relationship Subplot.

If you do not have Hargrove commission this assasination before the Night of the Shark, consider having him hire Old Fish afterwards. Given his new found hatred of the characters for what he believes is their role in damaging Port Shaw, the move makes sense. More specifically, it may serve to encourage the characters to head out to sea. See **Wrapping Up the Night of the Shark**, below, and **The Kraken Strikes, Phase 2: The Party Leaves Port Shaw** for more details.

After this encounter plays out, if a character inherits Old Fish's shop and tools of the assasin's trade, they also find the key to Old Fish's personal code. This allows them to unlock a record of his many successful assassinations and provides proof that Barrison Hargove hired Old Fish to kill Jalia's parents.

❼ Stop Jalamar's minions, dressed as Dragoons, from torturing Port Shaw citizens in an old warehouse

The characters interrupt Dalang's weresharks as they impersonate Dragoons and try to terrorize the location of the Jawbone out of Port Shaw's citizens.

Encounters

- #1: **Bite of the Dragoons** (Ch. 6, Stand-Alone Encounters)

NOTES As presented, the encounter contains strongly adult content. Consequently **Bite of the Dragoons** in **Chapter 6** also explains how to tone down the violence to the PG/PG-13 level if desired.

Editor's Note: Rest Up, Me Hearties!

It is important that the characters rest and refresh themselves after a **Run-Up** and before the **Incident** when the moon rises. They need to start the **Night of the Shark** at full strength. If you have been applying fatigue rules throughout your campaign, then consider using fatigue to prompt the party to rest before introducing **The Young Warrior.**

However, if you suddenly bring up fatigue for the first time this will look suspicious, and you will likely need another device to suggest the party rests.

Incident

❽ Rescue Jessica McFarrows foster mother from the little girl the characters once saved

Standing on the balcony, blood dripping from its jaws, a four-foot-high wereshark in a blue flower dress screams its rage at the sky. From inside the apartment a woman's voice is calling, "Jessica? Jessica, sweetie? Where's your father?"

Encounters

- #1: **You're Not My Daddy!** (Ch. 6, Stand-Alone Encounters)

Weresharks are Everywhere

❾ Rescue Jessica McFarrows foster mother from the little girl the characters once saved

Standing on the balcony, blood dripping from its jaws, a four-foot-high wereshark in a blue flower dress screams its rage at the sky. From inside the apartment a woman's voice is calling, "Jessica? Jessica, sweetie? Where's your father?"

Encounters

- *#1:* **You're Not My Daddy!** (Ch. 6, Stand-Alone; CR 3; 800 XP available)

NOTE This option works best if the characters explored the semi-abandoned town of Thumb's Reach and fought the encounter **From The Mouths of Babes** early in the campaign.

If the characters save Jessica's foster mother from the little wereshark **and** they cure Jessica (See **Chapter 6, Vile Transformations** for the details of effecting a cure) of her affliction, award the party 1 VP for **The Kraken Strikes, Act 3**. If they do not save Jessica's foster mother, the party receives –1 VP, as all the neighbors blame the characters for bringing Jessica into their lives. If they save Jessica's mother but Jessica remains a wereshark, they receive no VP and Jessica's foster mother blames the party for her widowhood.

❿ The anglers the characters freed and returned to Port Shaw now stalk the streets as weresharks

Two lumbering weresharks in hybrid form maul fleeing citizens, painting the cobblestones red with humanoid blood.

Encounters

- #1: **Fishermen Turned Sharkmen** (Ch. 6, Stand-Alone Encounters)

NOTES This encounter gains extra piquancy if these were once persons rescued by the characters. Referees should grant them identifying marks—clothes, a limp, *something* that lets the characters recognize that the innocent victims they once saved now victimize others.

⓫ Save a gang of terrified orphans from three rampaging weresharks

A trio of weresharks scent a group of orphan children and roust them from their hiding place. The kids run for their lives, but seem likely to become snacks if the characters do not intervene.

Encounters

- #1: **Shark's Assault** (Ch. 6, Stand-Alone Encounters)

⓬ Jalamar's lieutenant, the deadly monk Saegen, seeks out the characters

Caring little for the pathetic peasants and fisher folk of Port Shaw, the monk seeks to sate his blood thirst with a more worthy meal—the characters.

Encounters

- #1: **Saegen's Attack** (Ch. 6, Stand-Alone Encounters)

NOTES If the characters defeated Saegen but did not kill him in a previous encounter, consider leveling Saegen up and sending him after the characters for revenge. If the party killed Saegen in a previous encounter, substitute another creature bent on avenging Saegen's death.

⓭ Rescue Nakuaka and Alastair Crimmeran from certain death

Horrible wet crunching noises and gurgling, aborted screams alert the characters that weresharks are feasting on the remaining patros of the Kraken's Gullet, including Elder Alastair Crimmeran and the Tulita leader Nakuakaua.

Encounters

- #1: **Dining Out** (Ch. 6, Stand-Alone Encounters)

Final Showdown

Once the characters have fought their **Weresharks are Everywhere** encounters, but before they have much chance to recuperate, let them find the *Jawbone of Kaho Ali'i.* Once they have it, it's time to hit them with the **Battle for the *Jawbone***.

⓮ Battle for the Jawbone

Tired of his minions' failure to secure the Jawbone of Kaho Ali'i*, Dalang Jalamar rounds up citizens of Port Shaw, ties them to a pyre raft in the harbor, and threatens to set it alight unless whoever possesses the* Jawbone *brings it to him—now!*

Encounters

- #1: **The Battle for the Jawbone** (Ch. 6, Stand-Alone Encounters)

Hooks

Hook #1: Walking Past the Docks

A very dramatic way to introduce the characters to this encounter let them hear news of the horrific event soon to take place as they walk near the piers. People joining a growing crowd rush past, calling to each other to head to the docks.

Slowly a mob grows upon the boardwalk, waiting in horror for the gruesome event to unfold. Family members among the crowd cry and plead for saviors, while others curse Hargrove and the gods.

A small group of people storm past in an agitated rush. If the characters do not stop them to ask what's going on, allow the party to hear some of their chatter. Either by direct conversation or through overheard snippets, the characters learn that weresharks have captured a number of innocent people and are preparing to publicly immolate them in Dajobas' name.

Shortly after learning this, they encounter a hysterical woman. Read or paraphrase the following:

> A young woman in peasant's clothes races through the streets, panicked and howling madly. She spots you, bursts into a fit of tears, and rushes forward, clawing desperately at her clothes and throwing herself to the ground in your path.
>
> "Please, help me! The . . . the sharks! They've taken my daughter! He said they are going to burn her!" The woman weeps and wails, overwhelmed by grief and panic.

The woman claws at the characters for attention, and begs them to save her daughter. She offers the party whatever she can and remains inconsolable. If asked, she points the way to the pier, even pulling the characters herself, urging them to hurry.

Hook #2: A Friend Tells Them

If the characters are avoiding the docks, Referees should send known NPCs to the party pleading that they come to Tide as quickly as possible. These friends and allies explain that "… this man claimin' ta be th' black shark be demandin' a *Jawbone* or he'll burn 'em all alive, he will!" Regardless, word reaches the characters that the Chosen of Dajobas offers to trade his hostages for the *Jawbone*—the future of the world for their lives.

Hook #3: The Chase

An alternate way to lure the characters in involves them reaching the Jawbone after a lone wereshark minion reaches it first. The party arrives on the scene just as the wereshark snatches up the prize, spots the adventurers, and runs for its life. The characters give chase—high speed, wereshark parcour, crazy mad pursuit—finally crushing the beast and seizing the Jawbone. End the chase right on the pier, just as Dalang demands the relic and threatens to set the raft of prisoners aflame.

To draw a bit more blood, consider having a team of weresharks reach the Jawbone before the adventurers. One wereshark bolts with the relic while the rest try—futilely—to hold the party back. The pursuit ends in the same manner: the lone wereshark defeated, the characters holding the Jawbone, and everyone standing on the pier as Dalang makes his announcement.

Wrapping Up the Night of the Shark

Success!

If the characters recover the scrimshaw *Jawbone of Kaho Ali'i* and turn it over to the Tulita, the tribes in the vicinity unite under Mokoli Ali'i's banner and come to Port Shaw's aid against any remaining weresharks. This victory earns the Milliauka and Mokoli Ali'i seats on Port Shaw's council, the Lodge. While change takes time, this simple act initiates an eventual return to the old ways, when the people existed

in balance and harmony with the coast, its resources, and its creatures. This Tulita-led return to balance staves off Dajobas' return for at least a thousand years and permanently alters the history of the Razor Coast.

If the characters have not developed a close relationship with Milliauka or Mokoli Ali'i by the conclusion of the Night of the Shark, the Tulita leaders send emissaries requesting an audience with the adventurers and open negotiations to recover the *Jawbone* for the Tulita.

Hargrove remains ambivalent at the prospect of a Tulita renaissance, as he fully expects them all to die beneath Harthagoa's tentacles in short order. His focus remains fixed on Harthagoa's coming. In his arrogance he just does not believe a few Tulita savages aping their betters threaten his plans. On the contrary, he believes the fight with Dalang just helped expose his foes, making them easier to exterminate.

Hargrove underestimates the Tulita, and they are now an important presence in Port Shaw's politics. However much work remains for Milliaula and Makol'i Ali'i. They have not yet reunited the disparate Tulita tribes, reclaimed full control of their former lands, fully reestablished their influence, or rebuilt their military strength. The Tulita renaissance plays out slowly.

In the short term, Port Shaw retains its corrupt Dragoons for law enforcement. Local disdain for the Tulita persists (albeit mitigated), and Barrison Hargrove remains in nominal control of the city. Still, the increased Tulita presence likely creates a haven for the characters, and the natives of the Razor Coast prove staunch allies against Harthagoa when the **Kraken Strikes.**

Failure!

If the characters fail to recover the relic, then the days of the Tulita draw to a final close. The few tribes clinging to the Old Ways scatter and disband. They do not aid the characters against Harthagoa when **The Kraken Strikes**. Worse, their diaspora heralds a new era of darkness, greed, and blood. Dajobas' influence grows like cancer, slowly but surely. More and more Tulita break from their traditions until loss renders their culture naught but scattered memories and folklore. The people turn from hope and peace to exploitation, cynicism and drug abuse. Poverty increases, especially in cities like Port Shaw, and crimes against the Tulita grow increasingly brutal and murderous. The number of Tulita enslaved or working the brothels in Carcass expands exponentially.

All these changes lead more and more Tulita to the Shark God, as they seek his dark blessings to give them the strength and ruthlessness needed to survive and prosper in this new and doomed age. The prophecy of Dajobas' return spreads like plague, and his worship grows increasingly open and accepted.

Other dark avatars, creatures of hunger and terror said to herald His coming, proliferate. Ports and roadside shrines dedicated to Dajobas crop up everywhere, while massive and bloody sacrifices—often cannibalistic—grow commonplace. Within a decade, witch hunts conducted by Dajobas' followers turn those who have yet to submit to the Shark God into chum. Goodly people flee the Razor Coast. Thus begins a mass exodus that leaves the Razor Coast a dark, sinister place that even Carcassans shun.

Should Harthagoa defeat the characters after Dalang steals the *Jawbone*, the Coast transforms into a ruined bloodbath, dominated by an ongoing battle between Dajobas' most devoted fiends and the minions of Harthagoa. Eventually the greater of two evils prevails.

Neither Winning Nor Losing

In the event the characters realize what the *Jawbone* means, avoid Jalamar, and strive to leave Port Shaw — innocent lives be damned—inflict the appropriate number of encounters from **Weresharks are Everywhere** on them as they flee (see **Prepping the Night of the Shark**, above, for further details on planning these encounters). If the characters do not own their own boat, the bloody chaos following moonrise prevents them from finding captains to sail out of Port Shaw. If they do own their own boat, then the crew panicked and fled. The characters may still leave, but their ship will be badlyunderstaffed.

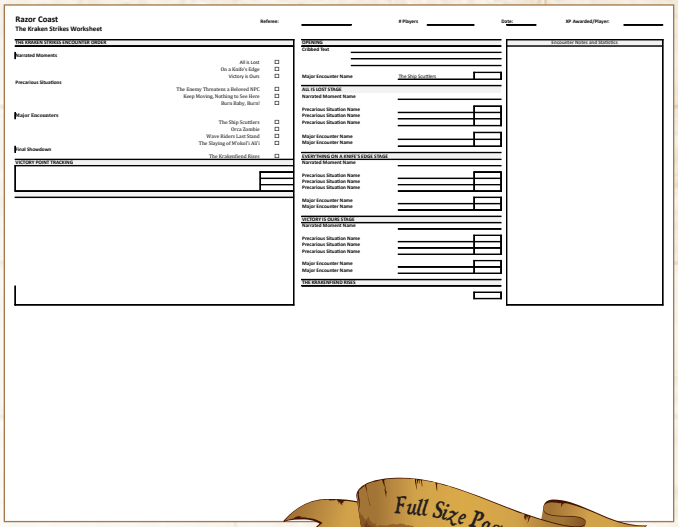
Determining the Cost in NPC Lives

To assess the damage wrought during the Night of the Shark we can abstract the situation by assuming that the more folks the characters warned before the weresharks attacked, the more people survived.

Pull out your NPC Tracker. Start by declaring half of all remaining minor NPCs dead – Referee's choice. Adjust this number up or down depending on how well the party handled the Night of the Shark. Use the following table as a guide to help decide how high the death toll ran.

Question	Answer	NPCs who Survive
If you had a **Prologue** or **Run-Up** did the characters locate and defeat at least one of Dalang's wereshark teams?	Yes	+10% Friend or Ally
	No	n/a
During a **Run-Up** did the characters successfully warn *any* friend or ally about the coming wereshark attacks?	Yes	+20% Friend or Ally
	No	n/a
During a **Run-Up** did the characters successfully warn the Dragoons about the coming fel lycanthrope attacks?	Yes	+20% Friends or Allies
	No	–20% Friends or Allies
Did the charcters prevent Dalang Jalamar from burning the people on the pyre raft alive during the Battle for the *Jawbone*?	Yes	+25% Friends or Allies
	No	–25% Friends or Allies

Act 2
Quest for the *Albatross*


Razor Coast
The Kraken Strikes Worksheet

Full Size Page 403

After the Night of the Shark, the campaign turns on events pulling the characters away from Port Shaw and out to sea.

Once the characters are out of Port Shaw, Harthagoa throws the Ring of the Kraken into high gear and advances his plans. Events progress back in Port Shaw while the party adventures on the Razor Sea; consequently, everything that happens during this phase of the campaign—after they leave Port Shaw, with the Night of the Shark behind them, and before they return—is part of **The Kraken Strikes, Phase 2—Quest for the *Albatross***.

Typically, the encounters and events of the **Quest for the *Albatross*** fall into six stages:

THE PARTY LEAVES PORT SHAW

and then experience

THE PEARL EYE ATOLL

which eventually leads to meeting

OLD MAKANA

who puts them on a journey during which they find

COMMANDER PERRIN AT THE CITY OF CYCLOPES

afterwards they are

AMBUSHED BY THE *PRIDE*

and learn certain facts that prompt a swift

RETURN TO PORT SHAW

Once the party leaves Port Shaw, the campaign easily accommodates any way they wish to spend their time. Search for the *Albatross*? Of course. Ignore Port Shaw and turn pirate? Sure—why not? Hunt Garr Bloodbane's gold? No problem.

However, three linked set-pieces—**Old Makana's Hex**, **Captain Perrin at the City of Cyclopes**, and **Ambushed by the *Pride***—provide events that propel most adventuring parties back to port. Certainly, once the adventurers encounter Commander Perrin at the City of Cyclopes, choices narrow. Do not insert random encounters or encourage excursions hither and thither between stage **4—Commander Perrin at the City of Cyclopes** and stage **5—Ambushed by the *Pride***. As soon as the adventurers leave the City of Cyclopes, the *Pride* attacks. After which, the characters either decide to abandon Port Shaw to her fate or rush back to save the city.

Synopsis

Most likely the adventurers set sail for the Pearl Eye Atoll (also called the Pearl Eyes and Bloodbane's Knuckles), to seek the overdue Commander Perrin aboard the *Albatross*. Regardless of their mission, once on the waves what should have proved a short excursion turns into a veritable Odyssey as storms, misadventures, and conflicting agendas extend their time at sea and send the party into danger after danger. Mishap follows on mishap and every attempt to set a true course only leads to greater challenges and further complications. Despite themselves, the characters head deeper into uncharted waters.

Eventually, a revelatory encounter with a reclusive witch named Old Makana helps the party locate the *Albatross*. They find Perrin and his men pinned down and taking cover among the ruins of a fallen civilization, desperate to escape. Day and night, barbaric cyclopes thin Perrin's ranks. Systematically these monsters hunt down the *Albatross*' surviving complement and drag them kicking and wailing into dark semi-abandoned buildings to perform unspeakable acts upon their bodies.

After (perhaps) engineering the daring rescue of the brave Lt. Commander and his crew, the characters finally connect the pieces of the puzzle linking events in Port Shaw to the Ring of the Kraken—a puzzle that ultimately fingers Hargrove as the Ring's leader. When this piece snaps into place they realize that, once again, a dark peril barrels toward Port Shaw.

Now the characters must race back to stop Hargrove and the Ring. However, Harthagoa prepared for this eventuality and sent his most talented captain, Gregory Bonedeuce, to intercept and destroy both Perrin and the characters.

Assuming the party (and their allies) first defeat Bonedeuce in a broadsides-to-broadsides death duel, they continue their return to Port Shaw. While returning, rumors heard on the wing confirm the characters' fears:

Port Shaw is already under attack. The characters arrive to find their city besieged by Harthagoa's amphibious troops. The Krakenfiend himself cannot be far behind!

Or Something Completely Different

Because the campaign's flow remains player driven, your **Phase 2** of the **Kraken Strikes** may not follow the path outlined above.

These are only two things necessary to play the campaign as written: the party sails out from Port Shaw, and they return to Port Shaw laterto fight Harthagoa. Heck, they don't even have to fight Harthagoa. Nothing says your adventurers can't let the Kraken seize the Razor and make Port Shaw his throne—excepting of course that choices always have consequences.

Prepping for The Kraken Strikes, Phase 2

Unlike prior sections there is no worksheet to fill out. Because this act will play out across multiple gaming sessions, so you will be revisiting **Step 2** frequently and revising your plan as you go.

- **Step 1:** Decide which turn of events you will use to entice the characters out of Port Shaw
- **Step 2:** Choose encounters
- **Step 3:** Entice your players to visit Old Makana
- **Step 4:** Choose the best way for your players to find the *Albatross*

Step 1: Decide which turn events you will use to entice (or drive) the characters out of Port Shaw

The next part of the campaign turns on the characters heading out to sea. They might depart because investigating the Ring of the Kraken points them after Trey Perrin and the lost *Albatross.* They might leave because Barrison Hargrove declared them wanted criminals and Port Shaw is just too hot right now. **The Party Leaves Port Shaw**, below, offers four ways to lure or to drive the party onto the open ocean and out of Port Shaw. Choose one or create your own.

Step 2: Choose encounters to take the characters from approximately 10th to nearly 12th level

Razor Coast provides many Adventure Options from which to choose, but the goal of this stage of the campaign remains simple: level up! For example, now is a fantastic time to send them after the real Garr Bloodbane's gold. For convenience, the discussions that follow speak as if the characters only head to the Pearl Eyes, but this is not necessarily their destination. Your party may go anywhere and do anything, they like. More on this below.

Step 3: Decide How You'll Entice your players to visit Old Makana

Referees may throw this encounter at the characters at any time during their adventuring on the high seas; however it proves more suspenseful if the characters learned of Old Makana during their travels and already harbor suspicions about the witch when they find her. Consequently, this part of the adventure works best when the party slowly accumulated clues and rumors that eventually led to her.

For example, some adventuring groups will make a beeline for Old Makana after hearing Whispers of a connection to Jacob Razor's ghost. So save those rumors for last. On the other hand, some groups will only seek the witch when they fail to find Garr Bloodbane's gold on their own or discover themselves lost at sea among the islands of the Atoll.

It may prove useful to play a few sessions before answering this question. As indicated, the special Whispers section for **Adventure Options Sailing the Pearl Eye Atoll** plants seeds that may sprout into the party seeking out Old Makana. Adventure Options, found below, details hooks Referees can use to force the issue.

Once the party finds Old Makana, events accelerate toward the end of the campaign rapidly. In the meantime, hunting Old Makana is as useful a reason for the characters to sail the Pearl Eyes as hunting the *Albatross* or hunting Garr Bloodbane's Gold.

Step 4: Choose the best way for your players to find the Albatross

Again, it may be best to play a few sessions before deciding how and when to allow the party to discover the *Albatross.* It's easy for this to begin with Old Makana as Referees may simply use the witch to tell the characters on which of the many islands they'll find the *Albatross.* What's important is that finding Perrin and the *Albatross* reveals information which proves Hargrove and the Ring of the Kraken have foul plans for Port Shaw. Bonedeuce attacking the party shortly after this encounter only cements matters.

Running The Kraken Strikes, Phase 2

The Party Leaves Port Shaw

This section offers various ways to lure or propel the party out to sea and away from Port Shaw. It includes an encounter involving Jalia Ramires, suggestions for using minor NPCs to do the job, and offer three Hooks that may

serve. Of these options, the **Hanging of Jalia Ramires** (presented first) was specifically designed for sending the characters off to hunt Lt. Commander Trey Perrin and the *Albatross.*

Encounter

The Hanging of Jalia Ramires (Ch. 7, Stand-AloneEncounters)

Synopsis

Shortly after the Night of the Shark, the characters learn that the Municipal Dragoons plan to hang Jalia Ramires down by docks. See **Chapter 7, The Hanging of Jalia Ramires** for thoughts on how they discover this fact.

Background

Some years ago, Jalia Ramires went out of her way to meet Commander Trey Perrin. As she got to know him, earned his confidence, and confirmed he held his honor dear – he was, perhaps, the last honorable man in the Dragoons—she dropped tibdits and hints, suspicions and speculations about corruption among the Lodge elders. Eventually, as their friendship grew and Perrin developed a crush on her, Jalia told him about her belief that an organization called the Ring of the Kraken secretly ran Port Shaw. Not quite believing her, but not willing to scoff either, Perrin agreed to look into it. In his heart he suspected that, at worst, some sort of thieves' guild had blackmailed Barrison Hargrove, and he resolved to help his leader.

As indicated in **Chapter 7,** Perrin, a blunt man and too trustful by far, began his investigation by interviewing the Dragoons in whom he held the greatest confidence: Darenar and Aeron Chambers. Both members of the Ring, these two immediately reported Perrin's questions up their dark chain of command.

Uncertain in whom else the unsubtle Commander Perrin might have confided, the Ring decided not to kill him for fear of raising suspicions. Instead Hargrove—a collector of antiquities, maps, and fine art— paid Sagacious Samuel to forge a highly realistic treasure map purporting to lead to Bloodbane's Gold. Hargrove then "discovered" the map and Gregory Bonedeuce assigned the treasure hunt to Perrin.

Perrin sets sail for the Pearl Eye Atoll aboard the *Albatross* shortly after the characters arrive in Port Shaw.

Being sent on a mission to find Garr Bloodbane's gold intensified Perrin's suspicions, but at the same time the map is an *excellent* forgery, and orders are orders. Jalia, however, proved far less hidebound and trusting than Commander Perrin. She spent much of her ill-gotten gains secretly replacing the bowsprit on the *Albatross* with a magically enchanted wooden carving that would help to protect Perrin's ship. She only informed Trey about the swap just before the *Albatross* departed, too late for him to do anything about it.

At first Port Shaw received reports of Perrin's progress, but eventually news of the *Albatross* ceased. The ship was last seen among the farther reaches of the Pearl Eyes.

Unable to scry the *Albatross'* location as planned unsettles Barrison Hargrove. Shortly before the Night of the Shark, he sent Bonedeuce and Aeron Chambers off in the *Pride* to hunt Perrin down and guarantee he will not return at an awkward moment. Before departing, Gregory Bonedeuce elevated Darenar to acting commander of the Municipal Dragoons.

Development

Faced with the hanging, the characters either attempt to save Jalia or let her die.

We Tried But Failed

If they attempted to save her and failed, then this brings them to the forefront of Barrison Hargrove's attention. Consider having Hargrove instruct Darenar to glue wanted posters all over Port Shaw. The posters bill the characters as not only wanted for attempting to interfere with Lodge Justice, but paints them as Worshippers of Dajobas and suspected wereshark-lovers wanted in connection with the crimes of the Murderess Jalia Ramires. It offers a purse of 2,500 gp for information leading to the characters' capture.

Let 'Er Hang!

If the characters allowed Jalia to hang, then they find a letter from Jalia mysteriously left in their lodgings. The letter is titled "In the Event of My Untimely Demise" and conveys all of Jalia's suspicions, as described below.

No Time to Explain

If the partyinterrupts the hanging and saves Jalia, their actions still draw the attention and possibly the vengence of Barrison Hargrove. If the party has not previously earned his animosity, they likely have it now. Again, consider having Hargrove instruct Darenar to issue wanted posters exactly as if the party tried to stop the hanging and failed.

Once rescued, Jalia says, "No time to explain!" and begs the adventurers to take her to a place of safety. She suggests the Chapterhouse of Quell. Zalen, if he lives and remains well-disposed to the characters, greets them warmly and joins their councils.

Now that We're Safe

Once safe, Jalia briefs them on the details of how she was

Bowsprit of the Albatross

This exquisitely carved bowsprit requires 2 days for a shipyard to properly attach to a ship. Once attached, the ship and all its occupants are more difficult to locate with spells, as if under the effects of an *amulet against scrying.*

framed (see **Chapter 7, The Hanging of Jalia Ramires** for the details of how she was set up) and shares her suspicions about the mysterious Ring of the Kraken. She considers the Ring a shadowy, inimical organization that has suborned at least some Dragoons—Darenar for certain—but she doesn't know what the Ring is precisely or why it exists. She's convinced Bonedeuce is a member—but she has no proof. She's also convinced that Gregory Bonedeuce left in the *Pride* to hunt down the only Dragoon capable of challenging him for command—Trey Perrin—and slay him, not to save him as publicized. And again, she has no proof. She's just glad her people finished that little bowsprit switcheroo, before Trey sailed.

However, Jalia insists the characters examine the timing. She explains how she shared her suspicions that the Ring of the Kraken might be manipulating Hargrove with Trey, one of her many unrequited suitors. He pledged to look into it and shortly afterwards, Hargrove announced the *Albatross* would seek Garr Bloodbane's gold with Trey its captain. How obviously a frame—almost an insult! Garr Bloodbane's gold, really? What transparent nonsense! But Hargrove is a history and cartography enthusiast. He might be fooled.

Furthermore, the night of his departure Trey sent a message asking her to meet him at the Run Aground Tavern. He stood her up. Stood her up?! That *never* happens to Jalia Ramires. Instead, Perrin sailed on the evening tide *before* the time which he requested for their meeting. Jalia remains convinced Perrin learned something about the Ring of the Kraken and was ordered to depart before he could share it. But she has no proof.

Still, Jalia is not prepared to villainize Hargrove. She remains unsure whether he or someone else framed her, and she suspects (falsely) that, if anything, the Elder is merely a pawn.

You're In the Soup Now

It is apparent Jalia needs to hide out for a little while—and Zalen is willing to extend his protection—but she also points out that any characters who helped her escape should keep a low profile or they might find themselves in the brig at Fort Stormshield tortured by the Inquisitor. She begs the characters to find Perrin before Bonedeuce does, to save him, and to learn whatever he knows about the Ring.

> Jalia adds in a raspy, fear-strained voice: "My Trey knows something, I'm certain of it. This 'Ring' is on the move, working at something that threatens us all. Perrin holds the key, I just know it. Find him, I beg of you. Before it's too late. *cough* Gah, that damned rope. I'm not sure I'll ever speak the same again.
>
> No matter how you cut it, you're all better off getting out of town for a bit."

Jalia still has enough gold stashed away to help the characters hire any ship listed in **Chapter 5**, if they need the help.

Wrap-Up

Despite Jalia's reluctance to imagine that so highly placed and wealthy a Lodge Elder as Hargrove might belong to the Ring of the Kraken, this encounter likely plants doubts in the party's minds about Barrison Hargrove's integrity and truthfulness. Referees should consider carefully and not overplay their hands.

Using Minor NPCs

The players likely stumbled onto clues hidden earlier in the adventure. Some they may not have recognized as clues at the time and others they may have simply forgotten they learned. If so, now is the time to bring those clues to their attention again.

Contrive to have any NPCs the party met, and who revealed clues to the existence of the Ring, bump into the adventurers once more. For example, if Barrett lives, the characters might walk down the street only to find him crippled and begging on a street corner. Or if the party learned of Archibald Noeliss's murder from Modor, have him bump into the the characters at a tavern and offer to buy one of the adventurers a drink, ostensibly to boast of his recent successes in trade. Then he slips in a question, "Hey, you ever figure out that Noeliss thing?" Such interactions help bring the conspiracy of the Ring to the forefront of the party's thoughts.

Here is another way to use minor NPCs: if the characters discovered the real map to Garr Bloodbane's treasure in the sewers, have ordinary citizens everywhere speculate with great excitement about what Perrin finding Garr Bloodbane's treasure will mean to Port Shaw. Describe them commenting on how amazing it is that the true map finally turned up. This likely prompts the characters to examine their own map, at which point a drunk walks up and gushes, "Ahoy. That looksh lotsh like th' map they had on th' *Albatross*. I know, cause they wouldn't 'ave me aboard. But I *hic* saw. Heh. Guess Perrin's a goin' t' get t' yer loot first. Heh. Heheh."

Hooks

Below, we suggest a few direct options for engaging your players in the quest to find the *Albatross*.

Hook #1: The Saviors

If he hasn't put up wanted posters and offered a reward for their arrest, Barrison Hargrove may ask the characters—"Saviors of Port Shaw"—to find the *Albatross* and the *Pride*. He proceeds by suggesting influential captains in Port Shaw are urging him to do more to secure both warships' returns, and that he is personally anxious not to have received a pigeon from Commander Bonedeuce (a true statement, as Bonedeuce agreed to send a pigeon when he sank the *Albatross*). Hargrove chooses this ploy to ensure the characters are out of town

when he launches his attack. Hargrove plans to offer them a copy of the false map to lead the characters into the same difficulties currently facing Lt. Commander Perrin, thus eliminating another thorn in his side. He'll send a pigeon or a minion of Harthagoa to alert Bonedeuce to the characters' presence after they leave Port Shaw.

Alternately, rather than approach the characters himself, Hargrove might send a messenger to handle the request. The messenger remains unaware of Hargrove's true intentions, which prevents magic-wielding characters from figuring out Hargrove's plan. Even if the characters suspect Hargrove is somehow behind the disappearance of the *Albatross*, they may relent when Hargrove offers to provide them with a boat, a crew, and a copy of the map he gave to Lt. Commander Perrin. If the characters accept, then the messenger takes their acceptance to Hargrove and returns within the hour carrying money, the deed to a crewed ship, and the map. Referees should consider one of the ships listed in **Chapter 5.**

At this point, with Bonedeuce and the *Pride* already hunting Perrin, Hargrove could care less if the characters best all odds and rescue the *Albatross* and her crew, as he believes the journey to the atoll and back affords sufficient time to complete preparations for Harthagoa's attack on Port Shaw. And then there is always the "insurance" a broadside from the *Pride* provides.

Hook #2: The Letter

The characters learn that an NPC whom they previously befriended sailed with the *Albatross*. This option works best coming from NPCs already suspicious of Hargrove's motives and close to the characters. Because this NPC suspected foul play and false dealings lay behind the *Albatross*' mission, they wrote a letter containing these fears, sealed it, and instructed a trusted ally to bring it to the characters if the *Albatross* failed to return.

In the letter, their NPC ally reveals they believe the voyage of the *Albatross* may involve the Ring of the Kraken. The NPC stresses the belief that Lt. Commander Perrin possesses crucial information concerning this nefarious organization and that finding him may prove the key to preventing a great, unspecified calamity.

Inform the players which trusted NPC friend or ally signed the letter.

Hook #3: The Dagger

If the characters retrieved Bonedeuce's dagger from Jacob Razor's ribs, it proves that Bonedeuce killed him. Since Bonedeuce already left to chase the *Albatross,* simply showing the dagger to Bethany Razor impels her to side with the characters and strike out in pursuit of the *Pride*. To run with this option, play the **Adventure Options Sailing**

Apologies for my brevity, but at this juncture, time is not one of our luxuries. Show this letter to no one, and burn it after finishing.

If you read this, then I have not returned. I am at present aboard the Albatross, commanded by Lt. Commander Trey Perrin. Prior to our hastily ordered departure, we'd been investigating a smuggling operation run by a group known as The Ring of the Kraken.

Yester eve, I and some others accompanied Trey to a small bar portside and witnessed his conversation with a woman whom I believe to be Jalia Ramires, a former Wave Rider. Later, when I pressed him about the conversation, he dismissed it as nothing. Then he signaled me to silence by twisting my finger.

This morning, we received orders to set sail for the Pearl Eyes, wasting not a minute. Our mission is to search for Bloodbane's treasure. A notoriously ill-fated mission, previously attempted only by greedy fools who've yet to return! I doubt, as do many, the treasure even exists.

Unfortunately, I have not yet had time or privacy to speak with Lt. Perrin. They gave us no time to pack our ship or check its supplies ourselves, instead assuring us that Hargrove himself had ordered it cleaned and well-stocked. Despite these assurances, or perhaps because of them, I fear we've been sent on a fool's errand. If I can, I shall converse with Commander Perrin and hope to glean his suspicions, which I shall forward as soon as possible. I'm quite sure this trip had something to do with our investigations or possibly his conversations with Jalia Ramires – or whoever she was.

the Pearl Eye Atoll section as if the characters hunt the *Pride* and not the *Albatross*. As the party levels up, consider allowing the characters to spot the *Pride* a few times, but not catch her.

Sailing The Pearl Eye Atoll

The party sets sail and their adventures begin. They may head directly for the Pearl Eye Atoll or choose another destination. Select encounters for them at will and let the experience points accumulate. For the sake of clarity, this section is as if the characters head to the Pearl Eyes. However, it remains understood that these encounters—as well as the three linked set-pieces (**Old Makana's Hex**, **Captain Perrin at the City of Cyclopes,** and **Ambushed by the *Pride***) that conclude them—might play out wherever the characters choose to adventure. As the characters adventure during this stage, the Referee leaks whispers and tosses in non-combat events to guide the party's progress and seed them with the information they'll need to move on to the campaign's conclusion.

Background

Under average sailing conditions, the characters reach the Pearl Eye Atoll in nearly two weeks. The atoll consists of twelve major islands, all tropical and volcanically formed, each covering 30–60 square miles. Scattered throughout its twelve major landmasses lie countless minor islets. The distance between the larger islands spans 60 to 100 miles, while most of the smaller islands lie 25 to 50 miles apart.

The more massive islands hide mysteries, support a few settlements or wild beasts, and provide adventures that with a little care and attention are might leave the characters hopelessly lost in a jungle wilderness. Birthed by an undersea volcanic range, each major island in the Pearl Eyes possesses a high point—a bluff, plateau or peak—to which Referees should enable characters to climb and from where, weather permitting, the adventurers can view both their island and a few surrounding landmasses.

Most of the Pearl Eyes islands hold sources of fresh water, gatherable fruit, and wild game. Most surround smoking volcanoes. Wherever a volcano recently erupted, it often blasted away all life and left an ash-shrouded wasteland in its wake. Still, a few of the atoll's islets cradle tiny settlements, called cargo pits, populated by either indigenous tribes or the descendants of early explorers. Most cargo pits eagerly trade food and water for woefully scarce mainland goods, such as metal tools and weapons.

Events in the Pearl Eyes

In addition to formal combat encounters, any number of small non-combat events might foreshadow the future of the Background Plot, which increases its dramatic power. Additionally, such events can convey flavor, bringing home to the players just how difficult most folks find life on the Razor. Here are four events for your consideration:

Bumping into Bonedeuce

This event works best if the characters consider Gregory Bonedeuce an ally or at least a neutral. At some point, or even at a few points during their adventures in the atoll, the characters may spot a familiar ship skirting their waters or docked at the same cargo pit—the unforgettable *Bonedeuce's Pride*. At first Bonedeuce makes no effort to

Cargo Pits

On some islands there exist small settlements run by indigneous peoples seeking relative isolation or by the descendants of early explorers and pirates—also seeking isolation. These settlements sometimes run supply stores known as cargo pits that cater to the needs of passing ships. Generally they consist of a few docks, a general store and sometimes a ramshackle tavern or seafood grill. Typically neutral, cargo pits cater to whoever wishes to do business—including pirates, adventurers, and other blackguards. Incoming ships can purchase dock space, repairs, replacement rigging, sailcloth, or basic provisions. Where the descendants of explorers or pirates run a cargo pit, manual labor is predominantly performed by underpaid indigenous people. Cargo pits make for great encounter locations with unfriendly captains, as well as gateways to adventure.

approach the characters and leaves them to their business. If approached by the party, he responds cordially but refuses to discuss his presence on the grounds official business is not their business. Still, Bonedeuce remains polite, changes the subject by asking the characters about their activities, and acts understanding should they refuse to share their plans in turn.

Bonedeuce cuts the conversation short as soon as possible, claiming much to do and no time for idle chat. He bids the characters good day, mumbles vague noises about it being a small ocean, and makes a brisk exit. In this encounter, Bonedeuce always departs at the first sign the characters might learn anything from his innuendos, penetrate his bluffs, or attempt to scan his private thoughts, magically.

Referees who wish to use Bonedeuce to lead the characters to the *Albatross,* may do so as follows: as the characters "bump" into Bonedeuce repeatedly, he appears more and more desperate until on one "chance" meeting he appears to swallow his pride and begs them for help finding Perrin. Bonedeuce even offers the party a share in Bloodbane's treasure should they aid him. After they agree to assist, allow Bondeduce and the character's ships to "become seperated" just before the characters discover the *Albatross*. This is a dodge, of course, with Bonedeuce lying just off the cyclopes' island prepared to ambush the characters should they survive.

Magical Travel

It's entirely possible the characters wield spells such as *teleport*. If so, don't be surprised if they get tired of sailing their ship from island to island and instead look to do a little magical island hopping. Really, there's no reason to prevent this, but keep in mind the risks of teleporting over long distances in this manner. Make it clear that teleportation accidents can result in the death of a powerful magic-user character, with no way to find the body for *raising*.

Grounded

Dozens of toxic coral reefs, low shoals, and other hazards wind throughout the atoll. For the most part they remain unmarked or poorly noted on the characters' map, making it likely the characters must test their wits and muscle after running their ship aground. Even if they save their ship, they risk severely damaging her. There are many uses to which a Referee may put a damaged or grounded vessel. For example, a grounded ship likely forces the party to set camp on a nearby island or to venture out in longboats seeking the closest cargo pit. Grounded ships are easy marks for pirates or, dare we say it, undead cannibal pygmy raids.

Everyone Loves a Good Storm

Consult the weather rules in **Chapter 5** or your preferred tables, and whip up a massive blow. Nothing says "adventures at sea" like a massive storm, a good old-fashioned shipwreck, and an island populated by undead cannibal pygmies.

Encounters Sailing the Pearl Eye Atoll

1. Fight monsters on the high seas
2. Stop an assassination attempt on Zalen Trafalgar
3. Scout the home base of the Krakenfiend and hope to escape alive
4. Brave mad admirals, forbidden islands and treachery to loot a city of gold
5. Bargain with a Loa and travel the elemental realms on a mission for a demigod
6. Track a plague to its source and undo the horrors of a pirate druglord before its too late
7. Chase the *Idol of Tsathogga* into a sirene's realm and get swallowed by a whale

Encounters Sailing the Pearl Eye Atoll: Details

❶ Fight monsters on the high seas

Encounters

- *#1*: **Sahuagin Raiding Party** (Ch. 5, Stand-AloneEncounters)
- #2: **Fog on the Horizon** (Ch. 5, Stand-Alone Encounters)
- *#3*: **The Draconic Tyrant** (Ch. 5, Stand-Alone Encounters)
- *#4*: **Kelp Sargasso** (Ch. 5, Stand-Alone Encounters)
- *#5*: **Giant Pirates** (Ch. 5, Stand-Alone Encounters)

❷ Stop an assassination attempt on Zalen Trafalgar

A raksasha assassin, bought and paid, heads for Port Shaw and Zalen Trafalgar is his target. Only the characters stand between the stalwart priest of Quell and certain death.

Encounters

- *#1*: **The Secret Passenger** (Ch. 5, Stand-Alone Encounters)

NOTES Stopping this attempt takes place entirely at sea. If the characters have this encounter but fail to detect the raksasha assassin, they may return to Port Shaw only to discover someone assassinated Zalen.

❸ Scout the home base of the Krakenfiend and hope to escape alive

In a fit of bravado or perhaps by simple, but overweening, mistake the characters discover undersea lair

of the Krakenfiend. Not knowing quite what they've gotten themselves into they stage a raid and discover important intelligence.

Encounters

- *#1*: **Raid on Kraken's Reef** (Ch. 5, Set-Pieces)

NOTES See **Level 6–7 (3) Adventure Option Detail** for hooks and relevant notes.

❹ Brave mad admirals, forbidden islands and treachery to loot a city of gold

A captain with a tough reputation offers the characters a share in an entire city made of gold if they help smuggle her past a cannibal pirate king who rules a piece of the Razor from a giant raft of shattered ships. To secure untold riches, they must fight off fellow treasure seekers, brave a feral jungle island ruled by a vampire girallon queen, and plunder a city drenched in dark magics from a bygone age.

Encounters

- *#1*: **Angry Waters** (***Heart of the Razor***)

NOTES See **Level 7–8, Adventure Option Details** for hooks and notes.

❺ Bargain with a loa and travel the elemental realms on a mission for a demigod

While traveling the outer reaches of the Razor Sea, one of the Loa – metaphysical beings of great power who straddle the rift between the mortal and immortal realms – drags the characters to the bottom of the ocean and bargains with them for their service in retrieving certain power objects from the elemental realms.

Encounters

- #1: **Dark Waters** (Appendix 6)

NOTES See **Level 7–8, Adventure Option Details** for hooks and notes.

❻ Track an island hopping plague to its source and undo the horrors wrought by a pirate-turned-druglord –before all the Razor falls to infection

The characters discover a supernatural and track it to Dreamfog Island, the private preserve of pirate-turned-drug-kingpin, Captain "Butcher" Jill. To prevent a horrific, undead plauge from sweeping the Razor the characters must rectify a slave-driven drug operation gone horribly, catastrophically wrong, racing against a volcanic eruptions that threatens to sink Dreamfog Island beneath the waves forever.

Encounters

- *#1*: **Jungle Fever** (***Heart of the Razor***)

❼ Chase the Idol of Tsathogga into a sea sirene's realm and get swallowed by a whale

Chasing a lost treasure ship and a sacred idol said to possess great, unearthly powers the characters wind up swallowed by Hafguta the Accursed, a great paragon whale, and then must defeat the crew surviving on an undigested ship in its belly.

Encounters

- *#1*: ***Call of the Frog God***

Whispers

Early Whispers

- "In his day, Jacob Razor took many lovers among the local island girls. Some kept his secrets, others spurned him with curses."
- "I dunno 'bout the ship yer searchin' fer, but if'n she sailed after dark ya ain't likely ta see her agin'..." Then he whispers, "Cannibals…living dead cannibals troll these islands by night, by Quell I swear it. Short ones."
- "Saw a ship come through here few day's back, but it weren't the *Albatross*. It was something something *Pride*. I ferget the first name. Bones er summat I think."
- "Watch the reefs, the coral leaves wicked festerin' wounds."
- "Pay coin to the local girls and some of 'em'll read yer fortune. Never let no one catch yoo at it, though. Their men get real riled over that sorta' thing."
- "Beware the sea crone. That witch holds a wicked temper for soldiers n' pirates. Curse ya bloody and drown ya blue she will."

Middle Whispers

- "Bloodbane's treasure? Long gone, matey. Long gone. These days it's all rumors to drive fools into treacherous waters. Makes them easy prey for the pirates that still live."
- "Aye, the *Albatross* passed through and picked up supplies a week back. It headed towards the less charted Pearl Eyes. There's times they get mist so thick in there, it's nigh impossible to come out."
- "Some of them island's is just plain bad luck. I'd at least get the blessin's of a local witch 'fore settin' a foot on 'em if I was you."
- "There's a one of them Tulita hags' about, old as ash and completely mad. Some say she's a seer and can see the future, others say its 'cuz she speaks t' ghosts. Whatever they say I know this. That ole witch knows th' Pearls like aft o' her hand. Every way in 'n every way out."

End Whispers

- "There's a witch named Makana on one of the Isles. Some say she talks to the very ghost of Jacob Razor.

She's completely mad, but she'll grant you a boon if'n you can sweet talk her. Just don't try it more'n once. She bites. "

- "There's an old seer-witch that lives on the beachhead of Gullshead Isle. Damned to me, if she don't know what's going on in the Pearls it ain't going on at all. Gullshead? Over that way a piece I'm told.

Hunting Garr Bloodbane's Gold

If the player's have the real map, traveling about the Pearl Eye Atoll (or other destination) is an excellent time to hunt Garr Bloodbane's gold. This is a do-it-yourself Adventure Option that Referees should assemble from all the Adventure Options available on the Razor Sea—and any others they care to create or add. It's as simple as throwing challenge after challenge at the party as they seek Bloodbane's treasure. After a suitable series of adventures and misadventures—storms, shipwrecks, giant pirates—and assuming they puzzle out the map, they find the hoard. **Chapter 5, Hunt for Garr Bloodbane's Gold** details the contents of this infamous fortune, the workings of the puzzle map, and further suggestions for designing this set-piece. One last note: Garr Bloodbane's Gold does *not* lie hidden in the Pearl Eye Atoll. It rests on the ocean bottom north by northwest off of Beacon Island.

Set Pieces

Old Makana

In this set-piece, the party matches wits with a legendary witch and bargains for control of Jacob Razor's ghost. Meeting Old Makana works well as part of finding the *Albatross* and rescuing Perrin, as she may either flat out know where the ship is marooned or the characters can pay her to find out for them. This encounter works equally well if the characters find themselves lost or stranded in the Pearl Eyes, as they can also pay Old Makana to tell them the way home.

Encounters

- *#1*: **Old Makana's Hex** (Ch. 7, Set-Pieces)
- *#2*: **Showtime on the Sarah Belle** (Ch. 7, Set-Pieces)

Synopsis

Old Makana's Debt

While tracking Perrin – or simply adventuring on the high seas—the characters visit many small islands, and on one there lives a Tulita witch. Long ago this witch forged a *blood debt* with Jacob Razor. Because Jacob failed to fulfill his pact with the witch, she controls his ghost and may summon it in the name of this *blood debt*. If the characters play their cards right, they may convince the witch to sell them Jacob Razor's *blood debt*, which in turn empowers them to call up Razor's ghost to aid them in a time of need.

Showtime on the Sarah Belle

Before Old Makana will deal, she wants gold, booze in a tin cup, and a cake of dragonsmoke. A gang of down-on-their luck pirates camps beside their dry-docked ship, the *Sarah Belle*, on the other side of her island. These rogues possess all those things Old Makana demands, and unless the characters already gold, booze, and smoke, they'll need to convince or coerce the thugs to hand them over. While this encounter might occur at any island on which the characters find themselves stranded or taking a break, it also works well for transforming a single encounter with Old Makana into a small set-piece.

Hooks

As indicated properly released Whispers bring the witch to the characters notice long before they meet her, but many reasons may lead the party to seek Old Makana, finally. Here are three to help encourage a visit:

Hook #1: Friendly Tulita Tribesmen

While loading the party's ship at a cargo pit, talkative Tulita warn them to avoid "…that witch's island." Cajoling the workers by pitching in, offering cool drinks, or passing out a hefty tip prods them into revealing a local Tulita legend—that Jacob Razor swore a *blood debt* to a witch of their people and died before fulfilling it. In hushed tones, suppressed giggles, and their best "yank the stranger's leg" tale-spinning voices, the rumormongers claim this witch still summons up Jacob's spirit to do her "eeeeviillll" bidding.

Hook #2: Oh, It's Here All Right

Any passing mention of Garr Bloodbane's treasure to those who live and work within the Pearl Eyes elicits a version of this response, "Oh it's here alright. Don't be a doubtin' that. Garr's widder gots it—and a mighty fell witch she be. We all be knowin' where that treasure lies, matey. Jus' no one as gone aft it ever lived t'tell th' tale."

Hook #3: We're Just Lost

The characters find themselves lost among the many islands of the atoll. They stumble across a small cargo pit of semi-surly Tulita, none of whom speak any dialect known to anyone on the party's ships. Even spells produce only a difficult-to-understand *patois.* Attempts to ask for directions result in shrugs of disinterest. Repeated attempts produce irritation and the suggestion they go ask Old Makana on the next island over. She undoubtedly knows how to help the characters go back to whatever place they came from – and the sooner the better as far as these folks are concerned.

Commander Perrin at the City of Cyclopes

While the campaign works best if the characters decide to hunt for the *Albatross* from the outset, it is not necessary for them to set sail with that intent. Introduce this encounter when its time for the characters to find Perrin and learn the information he possesses.

The adventurers may either learn what they need to know directly from Perrin if he survives and if they save him. If he does not, the first mate or the ship's logbook communicate what the characters need to know just as well.

Encounters

- *#1:* **Commander Perrin at the City of Cyclopes** (Ch. 7, Set-Pieces)

Synopsis

The adventurers find the *Albatross* beached on an uncharted island. Exploring inland they eventually encounter what's left of the *Albatross* crew, pinned down by the Children of Omargwato, degenerate cyclopes whose cruel ancestors once ruled the atoll. The characters likely battle at least a few Omargwato cyclopes before either rescuing Lt. Commander Perrin and his men or leaving them to their fate.

Pre-Requisites

As indicated, the campaign is designed to flow from **Events and Encounters Sailing the Pearl Eyes** to a meeting with **Old Makana**, who presumably shares the location of the *Albatross* with the characters. However, this progression is not required. If it better suits the campaign, Referees could even deliver the *Albatross* as a purely random event.

Background

Perrin has been at sea since the beginning of the campaign. Under Barrison Hargrove's direct orders, the Lt. Commander and his crew of 35 Dragoons, including two sergeants and one sorcerer, sailed the *Albatross* to the Pearl Eyes—a small archipelago, rife with atolls, off the coast of the Bloodsteam Jungle —in quest of Garr Bloodbane's gold. In his hallmark, convoluted style, Hargrove concocted the entire venture to rid himself of the meddling Lt. Commander.

Perrin followed a brilliantly forged map, commissioned from Sagacious Sameul by Hargrove, and specifically drafted to mislead and endanger whoever used it. As instructed, Sagacious left shoals and other hazards unmarked or deliberately mislabeled them as cargo pits. Deeper into the Pearl Eyes, true cargo pits do not appear on the map at all. To complicate matters further, the earliest portion of Hargrove's map is not a forgery—merely one of Bloodbane's early drafts of a plan to hide his treasure—a plan that Bloodbane later abandoned. This fact that the forgery starts with a piece of genuine cartographic history merely lured Perrin deeper into the trap.

Despite the betrayals that sent him off to sea, only after Perrin sailed past the southernmost isle in the Pearl Eyes did matters twist severely awry. Unseen shoals and hard sailing damaged his ship. Important locations marked on the map failed to materialize and rumors of a foul curse upon the Lt. Commander spread through the ranks. As the fateful excursion progressed, Perrin's crew dwindled through attrition and on the many claws, fangs and tentacles prowling the Razor.

Eventually, a short-lived mutiny forced the *Albatross* to drop anchor off the sandy shoals of a small, uncharted island. After quelling the mutiny, Perrin and the remaining loyalists ventured inland to replenish supplies and possibly to induct new crewmembers from the ranks of indigenous tribes. However, Perrin and his people encountered far more difficulties than expected.

Instead of peoples from whom they could kidnap the able-bodied, they discovered the crumbling ruins of a lost civilization—lost but not uninhabited. A degenerate race of barbaric cyclopes, known to sages as the Children of Omargwato, claims the ruins as temples sacred to their cruel ancestors. They live in the jungles surrounding the ruins and strive to re-enact their ancient forbearers' violent and bloody rituals at any opportunity.

Penned within these ruins, Lt. Commander Perrin and his crew suffer a far worse attrition than any imposed on them by wind, wave, or mutiny. Each evening, the Omargwarto harvest more of Perrin's people and feast upon them. Under palm trees silhouetted by a blood-red moon, the crew shriek and die, surrounded by their tormentors' single, unblinking yellow eyes.

Even as the characters set sail for the Pearl Eyes, Perrin's numbers shrink—night after horror-stained night.

Development

If the characters rescue the surviving complement of the *Albatross*, Perrin shares information that links Barrison Hargrove to the Ring of the Kraken and solidifies beliefs into certainty—something evil has Port Shaw in its sites.

Should the characters leave the men and women of the *Albatross* to their fate, they might learn the same information from the logbook of the abandoned *Albatross*.

Wrap-Up

If the adventurers leave Lt. Commander Perrin to die on the barbed arrows and clawed talons of the Omargwato, he might just survive and arrive in Port Shaw at the end of the campaign to condemn the characters for their cowardice. The only critical requirement is that the characters learn the information Perrin communicates at the end of this adventure, whether or not they learn it from Perrin, his first mate, a log book, or by some other means.

Ambushed by the *Pride*

Run this encounter once the characters decide to return to Port Shaw. It works best if the characters have also rescued Captain Perrin and learned about Hargrove's involvement in the Ring of the Kraken.

Encounters

Referees will need to tweak the opening to this encounter, including its read-aloud text, based on their relationship with Bonedeuce.

- *#1*: **Ambushed by *Bonedeuce's Pride*** (Ch. 7)

Synopsis

When the characters decide to turn around and set sail for Port Shaw, Bonedeuce ambushes them, broadsides blazing. This encounter revolves around a ship-to-ship showdown between the characters and Commander Bonedeuce. If the characters successfully purchased the *blood debt* from Old Makana, then they possess the power to summon the ghost ship of Jacob Razor to help even the odds. In the course of the battle, Gregory Bonedeuce confirms that Harthagoa plans to seize Port Shaw for his throne and that the Ring of the Kraken works tirelessly on the Krakenfiend's behalf.

Setup

At sea, Bonedeuce is a formidable tactician, and he often chooses to hide in plain sight. Characters likely noticed his ship or even encountered Bonedeuce while exploring the islands. Bonedeuce may even have offered the characters aid or supplies to lower their guard.

If Bonedeuce has been tailing the characters, and they encountered him elsewhere in the atoll, this fight delivers an extra Eureka! moment. When Bonedeuce attacks and the characters put two and two together regarding his presence, it should sting.

Wrap Up

If the *Pride* escapes or the characters leave it disabled behind them, Bonedeuce and his ship arrive during the **Defense of Port Shaw** to wreak havoc, belting broadsides into the town.

Return to Port Shaw

In the party's absence, Hargrove initiated the final phases of the plot to surrender Port Shaw to the Kraken. This stage represents the last opportunity for leveling up prior to the final showdown that concludes the campaign.

Encounters

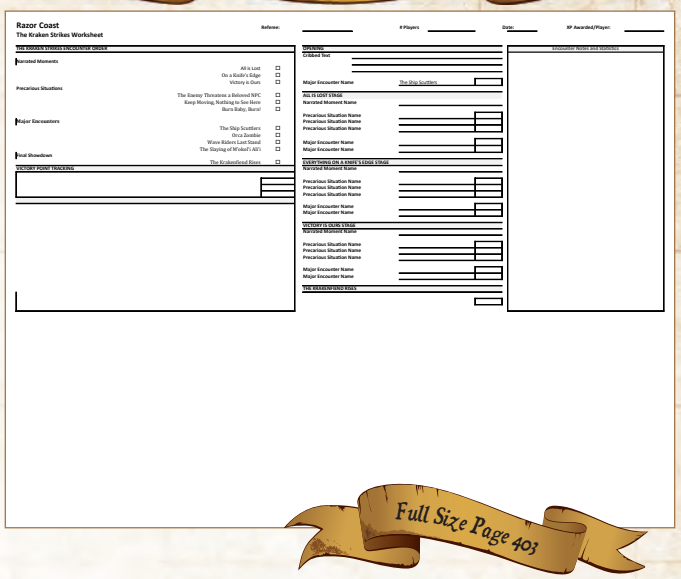
- *#1*: Observed by Eagles (Ch. 5, Stand-Alone)
- *#2:* Any encounters left from **Fight Monsters on the High Seas** the Referee deems appropriate

Synopsis

While the adventurers island-hop back towards the port, enhance the tension by allowing them to pick up rumors from cargo pits, passing whalers, or others. These rumors include sightings of black smoke above Port Shaw, word from whalers that tribes of sahuagin sea-devils ravaged local settlements, reports of shark or even kraken sightings, and fishermen whose nets pulled in the bodies of city folk. Another way to add tension is if the party befriends the Eagles from **Observed by Eagles**, then those eagles report that monsters roam the streets of Port Shaw while the docks burn; further, that they spotted a vast, dark shape moving toward Port Shaw beneath the waves.

The closer the characters come to Port Shaw, the more clear the Referee should make it that they are in a race to reach the city and intervene before it falls to its conquerors.

Act 3
Defense of Port Shaw



Racing back to Port Shaw, the characters arrive just as Harthagoa's invasion begins. The third and final act of **The Kraken Strikes**—and the crowning encounter of the campaign—begins when the party arrives and defends Port Shaw a final time. It ends when—or if—the characters defeat Harthagoa.

The final showdown of **The Kraken Strikes** is a mega-battle of epic proportions, filled with heroic deeds and sacrifices at every turn. In this most final of final showdowns, everything comes together and everything is on the line; consequently, the players at the table are both the protagonists and the audience for these events. On the one hand the sacrifices and deeds of the campaign's climax are only exciting if they prove meaningful to the players who witness them. On the other hand if Referees try to play

out ten simultaneous siege vignettes with the dice, the game will slow to a crawl and bore everyone at the table.

How to handle so many loose-ends tying up at once? We suggest proceeding cinematically, narrating events the characters glimpse while charging through the embattled city on their way to specific encounters. Only when something catches their attention and tempts them to engage should Referees start rolling dice.

As a result, the player's experience of **The Kraken Strikes** turns on Referees throwing three different kinds of occurrences at the characters: Narrated Moments, Precarious Situations, and Major Encounters.

Key Concepts

Narrated Moments

Narrated Moments are just that—narrated. They are bits of story told to evoke feelings of fear or the glory of impending victory in your players. Narrated moments should fill them with motivation to defeat Harthagoa or suffuse them with the excitement of transforming certain doom into victory.

Typically, Narrated Moments are color, not mechanical effects. Simply told by the Referee to players, these are not encounters played out with dice and character sheets. Narrated Moments seek to convey the impression that chaos reigns all around without forcing the characters to engage every little bit of that chaos. Deliver them a few at a time and force the characters to choose to engage one—or none—as they fight other encounters to save Port Shaw.

If the characters chose to engage a Narrated Moment—always made more likely when the narrated moment involves a beloved NPC—then the Narrated Moment becomes a Precarious Situation (see below). For **The Kraken Strikes** final showdown, Referees should pre-plan Narrated Moments to illustrate the horror of the final battle. See **Chapter 7** for sample Narrated Moments on which you should pattern your own. See **Prepping the Kraken Strikes, Phase 3**, below, for additional details and suggestions.

Precarious Situations

Precarious Situations offer small encounters too awful or too beneficial to refuse, and therefore are more than the mere ambient chaos of Harthagoa's invasion. Precarious Situations are intended as brief annoyance combats, swiftly resolved, and are not tied to a specific location.

Precarious Situations may happen anywhere at any time. Referees should throw them at players to keep the pace frantic and allow the characters to gorge on good deeds—while spending their precious resources. Referees should pre-plan at least a few Precarious Situations, so they always have another crazy situation in their pockets with which to maintain the pressure and pace. See **Prepping the Kraken Strikes, Phase 3**, below, for additional details and suggestions.

More On Victory Points and Narration

As the characters gain Victory Points, change the flavor of your narration to represent that the characters are successfully shifting the tide of battle. For example, in the early rounds, Referees should tender their descriptions of the assault on Port Shaw in an "all is lost" flavor. Their friends and allies falling to sahuagin swords and spells all around them as the characters struggle against specific foes, too engaged to help. Then, as the adventurers acquire Victory Points, alter the flavor of the city under siege to convey the feeling that "everything stands on a knife's edge…"

Major Encounters

Major Encounters are turning points in the invasion of Port Shaw. Fought as challenging, formal battles that punctuate the chaotic and confusing violence of the assault, these encounters represent interventions that greatly affect the tide of battle.

Referees should plan on up to four Major Encounters: one when the characters first arrive in Port Shaw and one each time the tide of battle turns. Ready to move from 'all is lost' narrations to 'everything stands on a knife's edge'? Throw in a Major Encounter to create the transition.

Suggested Flow of Events

While many patterns are possible and Referees should always feel free to invent their own, use the following order of events as a guide.

start with a description paraphrased from

APPROACHING THE HARBOR

after the party enters the harbor, hit them with

MAJOR ENCOUNTER: THE SHIP SCUTTLERS

followed by

AN 'ALL IS LOST' FLAVORED MIX OF NARRATED MOMENTS AND PRECARIOUS SITUATIONS

punctuated by a

MAJOR ENCOUNTER (REFEREE CHOOSES ONE OF THREE)

followed by

'EVERYTHING ON A KNIFE'S EDGE' NARRATED MOMENTS AND PRECARIOUS SITUATIONS

punctuated by a

MAJOR ENCOUNTERS
(Referee chooses one of three)

followed by a

'KEEP AT IT, WE'RE WINNING' FLAVORED MIX OF NARRATED MOMENTS AND PRECARIOUS SITUATIONS

then add one last

MAJOR ENCOUNTER
(Referee chooses one of three – characters typically reach 15 VP)

followed by a

'VICTORY IS OURS' SELECTION OF CELEBRATORY NARRATED MOMENTS

shattered by

THE KRAKEN RISES

As much as possible, avoid the temptation to turn the climax into a series of NPC rescue missions, as this quickly grows repetitive. Instead, consider playing the invasion more like stamping out fires, where the characters move from place to place, engaging foes and plugging fingers in the dike.

Synopsis

Harthagoa is as patient as he is immortal, and calmly took his time while plotting the destruction of Port Shaw. The Krakenfiend plan to use his agents, the Ring of the Kraken, to bring the city to its knees and enslave the entire populace in his dark father's name finally reached fruition.

Having used Barrison Hargrove to suborn political power and Gregory Bonedeuce to manipulate Port Shaw's military and its criminals, Harthagoa feared only two powers meddling in his affairs: a priest of Quell named Zalen Trafalgar and the characters themselves. The priest he tried to assassinate. The adventurers, well he tried to assassinate them too—by drawing the party far out to sea and exhausting them in battling the many dangers of the Razor. He sent Bonedeuce in the *Pride* after them to put the exclamation point at the end of their death sentence.

With the party drawn away from Port Shaw, Harthagoa instructed Barrison Hargrove to take any action needed

to suppress the Tulita then open Port Shaw to Harthagoa's army.

The adventurers learn the truth almost too late. They rush back to Port Shaw smack into the middle of an invasion, as things that haunt the deepest crags of the deep, dark sea heed the Kraken's call and invade the sunlit world.

Action

Unlike **Night of the Shark**, **The Kraken Strikes** holds no obvious objective for the characters to pursue – there is no *Jawbone* over which the characters tussle. Instead, Harthagoa's armies simply slay and burn everything about them. The adventurer's job is to join the fray with enough impact that the tide of battle shifts.

Once the characters intervene and sour the invasion for the Krakenfiend's piscean hordes, they force Harthagoa's hand and he intervenes personally. The Demon Below's appearance—and the characters' attempt to defeat him or die trying—marks the climax of the ***Razor Coast*** campaign.

Prepping for the Kraken Strikes, Phase 3

Follow these steps to prepare for the final showdown of your ***Razor Coast*** campaign:

- **Step 1:** Crib the description of the party's approach to Kai Bay
- **Step 2:** Review Major Encounter #1: **The Ship Scuttlers**
- **Step 3:** Choose or create Narrated Moments
- **Step 4:** Choose or create Precarious Situations
- **Step 5:** Choose and order Major Encounters

Step 1: Crib the description of the characters approach to the Kai Bay

At the start of **Phase 3**, the text provides a description of what approaching Kai Bay (Port Shaw's harbor) looks like when you simply sail on up to it. However, the characters may approach in any number of ways, so Referees should probably jot down a few salient details to help them improvise if, for example, the characters decide to fly into the city.

Step 2: Review Major Encounter #1: The Ship Scuttlers

This final showdown kicks off with the **Ship Scuttlers**, a complicated trap laid by Harthagoa's elite sahuagin forces**.**

Step 3: Choose or create Narrated Moments

As explained, Narrated Moments do the job of conveying the state of the battle without requiring the characters to intervene directly and roll dice. The text provides three narrated moments that you can either use directly or as models for writing your own, but Referees need to consider crafting a "Keep at It, We're Winning!" narration. This Narrated Moment is left to the Referee because it ties directly to wherever the characters happen to be at the time and whatever they happen to be doing.

Place the names of Narrated Moments in the appropriate slot on your Kraken Strikes work sheet.

Step 4: Choose or create Precarious Situations

The text provides three Precarious Situations. These are short, colorful stand-alone encounters on which the characters may decide to pass without greatly affecting the course of the overall battle for Port Shaw.

Place the names of Precarious Situations in the appropriate slot on your Kraken Strikes work sheet, in the order you anticipate releasing them.

Step 5: Choose and order Major Encounters

The Major Encounters are the spine on which the final showdown of the campaign swings. In addition to the Ship Scuttlers with which **Phase 3** opens, the text provides three more for Referees to choose, modify, or replace as desired. When offering Major Encounters to the party, Referees should carefully consider their pacing. After successfully completing a Major Encounter, the tide of battle shifts. Incrementally, the characters start to win. Deliver too many Major Encounters too rapidly and the battle is over before it began—not enough of a showdown. Deliver the Major Encounters too slowly and the battle drags on forever, growing boring.

Other than the Ship Scuttlers, which is fixed in place, put the names of the Major Encounters in the appropriate slot on your Kraken Strikes work sheet, in the order you anticipate releasing them.

Designer's Note—Put Those Minor NPCs to Work

The final act of your ***Razor Coast*** campaign is provides an excellent time to tie up loose plot threads or re-introduce minor characters your player's may even have forgotten. For example, consider reintroducing the crabman from the sewers or the vampire Chiho Molina in either Narrated Moments or Precarious Situations, setting the stage to allow the characters earlier actions to reward them now.

Preparation is Complete

You now have the list of encounters, roughly in the order you anticipate unveiling them, and know which monsters you need to study for the next game session (or two).

The Kraken Strikes, Phase 3 Adventure Options

The only other way to prepare for **Phase 3**—and the final showdown of the campaign in particular—is to read the encounters found at the end of **Chapter 7**. Flexibility is also important at this stage of the game. As a general rule seek to reward players' creativity. For example, if you use the *Fire as She Bears* rules and a player thinks to turn Fort Stormshield's cannon on the Krakenfiend, you have the rules, so allow them to make the attempt. Not everything in the final act of the campaign proves predictable.

Narrated Moments

- **All is Lost.** The mere appearance of the party inspires such courage that those resigned to their deaths pick up sticks and kitchen knives to assault ravening monstrosities from the depths. (**Ch. 7, Narrated Moments**)
- **On a Knife's Edge.** Heartened by the characters' appearance, the last of the Dragoons not suborned by Harthagoa pull themselves together and in a demonstration of self-sacrifice and discipline form a musket line. Under the exhortations of one special sergeant, they take the brunt of Harthagoa's attack, hold and return fire. (**Ch. 7, Narrated Moments**)
- **Victory is Ours.** Overjoyed to see the Kraken's forces retreating, a young Dragoon impulsively hugs a character in celebration. The fellow loses his head—literally—when Harthagoa appears and hurls an entire ship at the docks. (**Ch. 7, Narrated Moments**)

Precarious Situations

- In the smoke and chaos, the characters stumble across a beloved NPC, overwhelmed and about to die at the hands of a mutant sahuagin general. **The Enemy Threatens a Beloved NPC** (Ch. 7, Precarious Situations)
- A lazy saltwater merrow, cleric of Demogorgon hopes the characters will just keep on walking, so it can get back to eating the children it stuffed in an alley. **Keep Moving, Nothing to See Here** (Ch. 7, Precarious Situations)
- Defeat a pyromaniac skum sorcerer bent on burning down a tenement full of families. **Burn Baby, Burn!** (Ch. 7, Precarious Situations)

Major Encounters

- Harthagoa's forces allow ships into Kai Bay, but not out. The characters must prevent the Kraken's sahuagin forces, disguised as floating bodies, from entangling their ship in razor wire and ripping a hole in her hull. Save nearby ships from a similar fate. **The Ship Scuttlers** (Ch. 7, Major Encounters)
- A dead orca lies half-flensed and rotting off the tail end of a whaling vessel. Stop mutant sahuagin flesh carver clerics from animating and unleashing the corpse on the Port Shaw docks. **Orca Zombie** (Ch. 7, Major Encounters)
- The Waver Riders are back in the game, fighting Harthagoa again, but angler scrags have them cornered in a warren of alleys and fire escapes. It's up to the characters to save their bacon and escort a pack of frightened citizens through the alleys to safety. **Wave Rider's Last Stand** (Ch. 7, Major Encounters)
- Barrison Hargrove and his minions kidnapped the great war chief Mokoli Ali'I, and its up the characters to hunt them down, prevent an execution, and get the leaderless Tulita back in the fight. **The Slaying of Mokoli Ali'i** (Ch. 7, Major Encounters)

Final Showdown

- Frustrated by the characters continued intervention, Harthagoa finally agrees with the old maxim, "If you want something done right, do it yourself…" **The Krakenfiend Rises** (Ch. 7, Major Encounters)

Razor Coast
Deadly Reef
Beacon Island
Blood Steam Jungle
Moonfall Atoll
Valley of the Kala'a
Sloth-Eye's Doldrum
Darkol Island
Cove of the Dead Gods
Pearl Eye Atolls
Blacksink Marsh
Witch's Teeth
Port Shaw
Kai's Bay
Koa Islands
Halgrin's Rest
Fort Stormshield
Lighthouse
Mount Harbinger
Nagshead Hill
Isle of Grey Whispers
Black Bear Forest
Dragon's Dredge Rift
Kakeou
Bainwright Island
Shark's Folly
Carcass
Isle of Malt
SCM

CHAPTER THREE

PORT SHAW

Steer clear if'n you've any sense. Port Shaw is second only to that festering pit, Carcass, in slime and skullduggery. On the docks of Shaw, cannibal savages rub shoulders with murderous pirates, and the gods know what other horrors walk in broad daylight among them. Me, I don't drop anchor in that stain. I'll go as far as Kai Bay, and ye can swim the rest if you like.

— Captain Kren Sandscraper

This chapter introduces the treacherous city of Port Shaw, where your ***Razor Coast*** campaign begins, and offers tools to kick things off the adventure. Along the way, it details all the city's major sites and encounters: everything from where the characters shop for goods and weapons or throw back mugs of grog with sailors, to where they cross blades with outlaws, Dragoons or dangerous members of the Ring of the Kraken.

Arrivals

Once in Port Shaw, the docks are the most obvious choice to begin any ***Razor Coast*** campaign. The characters might disembark from a freighter or other transport newly docked in Port Shaw, or Game Masters may choose to arrange for the characters' arrival any way that fits their campaign's trajectory. When characters come ashore for the first time, they walk right onto Port Shaw's bustling docks. This is where all newcomers drink in the atmosphere of the city.

Picture it: you stand on the docks of Port Shaw. The smell of the salt sea rides the breeze, while dark rolling waves lap rhythmically at the pier. Inland, the Dreadsmoke Mountains rise high into the clouds. An ominous sulfur haze clings to their jagged peaks and the black behemoths loom, almost ready to swallow the city in fire. Nearby an egret prances from plank to plank, snatching morsels of corn scattered by a careless dock coolie. The lilting calls of the gulls echo overhead. Further south, the dark and sturdy koa wood piers give way to hastily built pine additions, recently erected to deal with a whaling boom.

All manner of vessels moor here. Tulita war canoes

Shopping in Port Shaw

On the docks as well as throughout Port Shaw, characters may purchase numerous products from overseas: exotic fruits and vegetables, strange alcoholic spirits from island kingdoms thousands of leagues away, supplies for whaling, fishing and any other nautical pursuits, the latest fashions from the East and West, and any and all daily amenities. Nearly every storefront faces west toward the street that runs the north–south length of Tide district, while the back of each building faces the docks.

In addition to all the equipment found in ***Swords & Wizardry Complete***, "Buy Equipment," dockside chandlers also sell the following items:

Ambergris

This valuable substance, harvested from the intestines of sperm whales, is used to make perfumes. It is very rare and difficult to obtain, and a gallon usually runs at least 30 gp.

Baleen

The comb-like filters located in the mouths of baleen whales are cut into strips and used to make hoop skirts, umbrellas, and combs. The going price is 10 gp per foot.

Cigars

Locally produced Tulita cigars are priced at 1 gp per cigar. High quality imported Montrose cigars are not as valued and run 5 sp each. The cheapest option (and the only option for most sailors and whalers) is the poorly made Jeagervilles, priced at a bargain 2 cp each. Tobacco plantations inland from Port Shaw, many owned by Barrison Hargrove, produce most of these cigars.

Fine Tea Leaves

Green (1 gp per ounce), black (5 sp per ounce), chrysanthemum (4 gp per ounce), and Heaven's Leaf (10 gp per ounce) are all available.

Ice

Freshly chipped from the bergs, this ice can be purchased for 2 gp per round.

Kava Root Extract

This pulped root is a potent muscle relaxant used by the Tulita in religious rites and for recreation. It costs 50 gp per ounce. Anyone who ingests kava takes 1d6 points of damage (save for half); however, it also acts to *neutralize poison* (as per the spell).

Sextant

This item is a necessity on board any vessel and is used to determine course and heading when no land is in sight. Anyone at sea without a sextant must make a saving throw every two hours to continue heading in the correct direction. A sextant costs 35 gp.

Sperm Oil

Burning hotter than whale oil, sperm oil is often used to work metals. It also makes a very effective lubricant for anything with moving parts and can be applied to swords, firearms, and metal tools to protect them from rusting in the Razor Coast's balmy environment. Sperm oil costs 10 gp per gallon.

Tar

A bargain at 3 sp per gallon, tar is a commodity to any shipwright or captain. The black, greasy substance is applied to hulls, planks, and masts to protect them from the salt water and blistering sun.

Whale Oil

Used to light lamps and lanterns, the need for this substance is what fuels the aggressive whaling trade of the region. Whale oil is 5 gp per gallon, and each gallon yields five flasks.

rock in the water next to local fishing schooners. Foreign longboats rub gunwales with freighter brigs sunk low with heavy cargo. Enormous whaling barges dwarf the others — save the colossal five-masted naval frigate moored at the southernmost pier below the volcanic rock walls of Fort Stormshield. The forty-eight guns and 146 souls of *Bonedeuce's Pride* are the power in the harbor and the only reason various motley bands of pirates, privateers, smugglers, whalers and fishermen have not torn Port Shaw to flinders long ago.

Even in the shadow of the *Pride,* and despite Commandant Gregory Bonedeuce's swift sense of justice, the dockside taverns of Port Shaw remain notorious for vicious brawls. Incautious patrons regularly end up with cut purse strings or a blade between their ribs. The city breeds thieves and cutthroats like lice on an unwashed beggar.

Vignettes

Simply describing their arrival will not convey the depth and reality of Port Shaw. One or more of the following brief vignettes will drive home the unique flavor of the city while sounding out the interests and inclinations of your players. Read at least one from the appropriate section each time the party enters a new district.

Some vignettes foreshadow specific **Incidents** (see below for more details on **Incidents**). Such vignettes are noted accordingly, and if your players take interest you may have already identified how best to introduce them to the campaign's main Background Plots. Pay close attention to emotional reactions among the players at your table and not just reactions that prompt their characters to act.

ANYWHERE ON THE DOCKS

False Beggars

On all sides, warehouses stuffed to overflowing vomit excess crates and barrels in a bizarre spider web of cargo and netting. Amongst the disorder, three men in patchwork rags strut like beggar-kings through a maze of cabbage-laden crates left to rot in the noonday sun. Dirt and blood cling to the three, who appear to the novice eye as little more than footpads, but a sharper glance reveals black-handled daggers sheathed at their waists and the flash of fine boiled leather beneath tattered shrouds of stitched muslin. A rat the size of a mastiff slinks along the shaded crate-tops nearby, scampering behind the three like a child struggling to keep up with its family. If the players show interest, try **Incident 4: Dragonsmoke for Sale**.

The Madman

Nearby, a toothless old man grins all-a-gums and thrusts a beggar's bowl of wood, stained brown by grime that will never come clean, in your direction. He gabbles unintelligibly and then cackles out a laugh. Madness spawns his mirth. His broken mind helps him survive the torment of his daily life by finding hilarity in the pain and abuse he suffers. Despite a buckled mind, he has not wasted into an early grave – he may outlive the Storm Lords themselves – yet somewhere deep in his soul, he sings out for death.

A Shattered Man

A dark-skinned Tulita stands like a statue shadowed by lopsided crates of clay flasks stacked carelessly on a pallet. Between his feet lies a clutch of broken eggs, the yolk running down to the mud below, another fragile dream smashed by the city and stirred into its filth. The viscous, yellow egg juice pools around the Tulitas' boots like thick urine. His eyes, hazed by some potent narcotic, stare towards his ancestral home a few miles inland, where foreign-owned plantations roll towards the mountains. Tears roll down his face and wet his filthy tunic, the first cleaning his sorrowful garment has seen in weeks. If this grabs or stirs up your players, they may be drawn in by **Incident 4: Dragonsmoke for Sale.** Begin to play up the devastating effects of the drug, dragonsmoke, among the Tulita and young fisher folk of Port Shaw.

Out to Sea

Beyond the cresting waves, the green-blue Razor Sea extends into the horizon. The faint outlines of many mysterious isles lie barely visible, like ghostly hints of dreams or nightmares. What awaits on those faded brushstrokes of grey at the edge of the sea's vast canvas? The ocean lies unsettlingly still. A thick blanket of warm air hangs above the shimmering surface of the Razor. This is the unmistakable calm before a great storm.

BAWD DISTRICT

Entering Bawd

Through a wide arch of crumbling stone, veined with cracks and fractures, the mercantile bustle of Tide district gives way to the thrum of Bawd. Bawd ambushes visitors, swelling upon them as they leave the wooden docks behind. The district assaults them with its heat, its carnival cacophony, and its reek - a thousand spices, perfumes, old moldy paper, stone-ground ink, fresh-baked bread in kilned clay, cattle dung, cauldrons boiling pungent herbs to melt snake's blood into soup and not least the flatulence of dysentery-ridden beggars. May indicate your players will respond well to **Incident 4: Dragonsmoke for Sale** or **Incident 7: The Lovely Lady Lightfingers**.

Until Someone Loses an Eye

Here, new arrivals stand at the corrupt heart of Port Shaw. Ruffians swagger and clash. A casual shoving match between an apple cart pusher and a drunk escalates to bloodshed and ends with a paring knife wedged in the drunk's eye socket, while the apple man withdraws to pluck broken bottle shards from his forearm. Four Dragoons ignore the altercation, instead conversing beside a fat greasy woman peddling clay jugs of blindness-inducing, home-brewed whiskey. Intrigued by the roguish brawl or outraged at the indolent Dragoons, the party might respond to **Incident 7: The Lovely Lady Lightfingers**.

The Little Mugging

As guards chatter away, a cloaked halfling menaces an elderly gnome at knifepoint not five feet from them. One of the Dragoons watches the robbery with a bemused half-smile on his face. Might indicate a strong reaction to **Incident 2: The Mad Shaman Attacks** or **Incident 7: The Lovely Lady Lightfingers**.

Chewed Out

Five feet to their other side, a hulking minotaur coolie weathers the fierce verbal assault of a shriveled Tulita crone. Perched atop a stack of crates to stand eye-to-eye with the shaggy giant, the crone snarls about a missed payment on an order of turnips. The minotaur winces, his eyes darting left and right as if seeking an avenue of escape. May indicate a player's predilection to respond to **Incident 7: The Lovely Lady Lightfingers**.

NEAR JADE DISTRICT

Kids Will Be Kids

Not far down the lane, a band of hardened adventurers purchase scrolls from a shifty-looking half-elf magic hawker. The wizard of the party scrutinizes one sheaf of rune-inscribed parchment dubiously before casting a distrustful glance towards the vendor. The sound of laughter directly above them reveals dirty orphan children frolicking amongst old rigging stretched between wooden rooftops. A hail of rotten fruit pelts the adventurers from above, and the malign little urchins shriek harpy-like with delight. May connect the player's to **Incident 7: The Lovely Lady Lightfingers**.

The Jade Heavens

Up beyond the snarling children, the glowing lights of Jade shine down from the hillside. They appear like the hazy mirage of an oasis, as out of reach as the stars to most of the sickly skeletons-to-be prowling these dirty streets.

TIDE DISTRICT

Get Your Fish Here!

All along the docks, fish markets roar with activity day and night. Fishmongers cry their catch, competing for patrons as if competing for their last breath. Many distinguish themselves from the general din by mastering lilting calls, melodies, or complex barking shouts. Works well with **Incident 1: Tales of the Black Shark; Incident 3: Drango's Detainment; Incident 5: Trouble in Paradise;** or **Incident 6: Fire on the Docks.**

Old Craw Shuts Them Up

Whale Oil

Casks of whale oil roll down gangplanks to the waiting arms of muscled coolies. Hefted onto broad backs, they wend their way to any of the numerous ship's chandlers dotting Tide District. Within the chandlers all manner of goods are available for purchase: oil and baleen, whaling and fishing supplies, rations of dried meat, casks of water, crates of oranges, the latest ladies fashions from far off Akados, the finest black powder firearms from the smithies of Stoneheart Mountain dwarven and gnome enclaves across the sea and even ice, freshly carved from the Face of the Frozen God, to cool a glass of sylvan wine on a hot summer's day. Interest may indicate an inclination to be drawn in by **Incident 1: Tales of the Black Shark; Incident 3: Drango's Detainment; Incident 5: Trouble in Paradise;** or **Incident 6: Fire on the Docks.**

Here Come the Dragoons

Stormshield Dragoons patrol the dockside. Fishmongers and coolies scatter to let the blue-coated men-at-arms pass. While a well-greased palm coaxes them to look the other way, Dragoons tolerate no disrespect and punish offenders with extreme prejudice. The wide berth locals give them lends credence to their reputation. If tales be true, Commandant Gregory Bonedeuce hangs miscreants at whim in Port Shaw. Works well with **Incident 2: The Mad Shaman Attacks** and **Incident 3: Drango's Detainment**.

Incidents

As a non-linear campaign, ***Razor Coast*** offers several threads designed to draw the players into the action and conflicts, the plots and subplots, besieging the coast. When they are ready to involve the characters in the very beginnings of the campaign's main Background Plots, Referees should throw one or more of the following **Incidents** at the party.

INCIDENT 1 — Tales of the Black Shark

Background Plot: **Night of the Shark**

Setup

On the pier, the characters note a collection of salty sea dogs gathered around in a taut debate over the recent sightings (and bitings) of a mysterious jet-black shark. If desired, read or paraphrase the following:

> Anglers by trade since their long-spent youth, now worn by the waves, a gaggle of grizzled men sit hunkered down on the docks by the gangplank of an old barnacle-crusted fishing sloop. A dozen old men, sprinkled with a few younger fisher folk, huddle around a pale-faced man of forty or so winters. His eyes quaver and his lips tremble as he launches into his tale:

"We's a ways out. Making hard time. The wind was against us see, and we'd just passed Beacon Island by the bloody settlin' in o' dusk. That's when the sloop gave a mighty lurch. We hit something, so the captain thought at first, but no . . . it felt like somethin', well, like somethin' hit us. Then the sloop rocked again and the cap'n feared we'd run upon the shoals, but before he could snap an order somethin' slammed our port side hard. The captain lost his footin' and tumbled into the deep. That's when I saw it, I did. Blacker than the darkness, blacker than the night's water around us . . ."

"Ain't no such thing . . . as a black shark!" A young man on the edge of the crowd snaps.

"Night black it were! These eyes been at crow's nest for thirty years!" The old man snarls in retort.

"Thirty years ago t'were sharp is sure, but not so now you old sea dog. Sun on the water burned out your eyes years ago." A few laughs answer this retort, but no real mirth flows from them.

"Batten yer hatch. What's a guppy like yerself know from sharks? It were blacker than the heart of midnight."

"There be no such thing!" insists the youngster.

A voice, like a knife across a stone, cuts the air: "There be a black shark." The crowd parts to reveal an ancient man of the sea. His leathery skin stretched over his bones, he raises his right arm to silence the boy's reply. The arm ends in a cold black iron hook. The old man's one good hand clutches a wooden crutch, supporting his wracked frame. His leather breeches are cut off at the knees and two gnarled wooden pegs, chipped and scratched from wear, extend from the stumps of what remains of his legs. "There be a black shark." His voice rasps once more.

A thick silence settles over the crowd then; no one wants to debate the shark's existence any more. One of the younger fishermen even hazards a glance off the pier as if he expects a dark fin to crest the waves at any moment. With muttered excuses and leave-takings the crowd of fishermen breaks up, leaving the old man alone on the pier, his back to the dock, staring across the roiling sea.

Development

This ancient fisherman is a local authority on sharks and just about everything else. Known simply as Old Craw, no one remembers his given name. If the characters approach him, he stares out at the sea silently, but eventually looks them up and down with his one good eye. His right eye is milky white, but his left burns with a fierce light.

Engaged in conversation, Old Craw sits heavily on a wooden crate and listens as the characters speak. Old Craw normally waits for people to grow tired with his silence and give up trying to gain information from him. If characters do convince the man to talk (by making a saving throw perhaps, or role-playing the situation), he rasps a reply and offers to tell them about the shark sightings. Old Craw knows sharks from up close and personal. He lost his arm as a young lad to a tiger shark, who tore it off as casual as could be, just passing Old Craw swimming out near the edge of the harbor. He lost his legs to sharks. When his fishing sloop sank 10 years ago in a squall, Old Craw gripped a plank, white-knuckled for hours, before the sharks came. He held his legs out of the water for hours more before his muscles gave out and the bale-sharks took him apart below the knees, bite by agonizing bite.

If the characters treat Old Craw respectfully and endure his tales of hardship with a real sense of interest, he warns them to stay away from the sea. He informs the characters that a rash of shark attacks have claimed the lives of several sailors and fishermen, leaving more folks missing limbs like Craw. "It ain't natural. Dark times is comin'. A black shark means dark times."

If the characters truly gain his trust, Craw beckons them close and whispers, "The sharks got their god back. The black shark comes. We're all as good as dead. You ask the Tulita. The old shamans know about the dark times."

The first time the characters encounter Craw he says no more. If the characters visit the man on his pier and bring him food or drink, little by little he converses with them more freely. He is fountain of information on several topics, and he will use his knowledge of the region and the sea to answer their questions. Craw has seen it all. He has lived a long life and has sailed as a fisherman, a merchant marine, and even captained his fair share of boats.

When not answering questions, he complains about his pegs to any who'll listen, looking wistfully into the distance and remarking on a fine pair of scrimshaw pegs he had made long ago – but the devil took 'em, and that's all he'll say on that matter. If the characters take it upon themselves to have a pair of scrimshaw pegs made for Craw, his face softens as he thanks them from the bottom of his heart.

Craw knows exactly as much as the Referee would like

to let the characters know about any campaign hooks. If the characters take an interest in Old Craw, he serves a perfect plot device to fill in missing holes in the characters' information on any quest they are pursuing. Craw may prove a confidant, mentor, and informant for the party whenever Referee sees fit.

If the characters befriend Craw and let him know they are going out to sea, he gives his favorite character the *shark-ward talisman* from around his neck. Craw tells them to "wear it out there," and points his hook toward the sea. "When the sharks come, you wear it."

Shark-ward Talisman

This talisman gives off no magical aura if *detect magic* is cast upon it unless it is within 60 ft. of a living shark. It appears to be nothing more than a necklace of sharks' teeth. When a shark draws near, the talisman's potent magic activates, granting the wearer a +4 armor class bonus and allows the wearer to sense creatures in the water out to 60ft.

Old Craw, elderly (Ftr7): HP 42; **AC** 9[10]; **Atk** kukri (1d6) or hook hand (1d4); **Move** 6; **Save** 8; **AL** L; **CL/XP** 7/600; **Special**: none.

Equipment: kukri, *sharkward talisman*, fish netting and line, several fishhooks, pipe and pouch of redleaf.

INCIDENT 2 — The Mad Shaman Attacks

Background Plot: **Night of the Shark**

Setup

As the characters take in the day or explore Tide District, perhaps seeking a fresh-from-the-sea meal, they happen upon an old Tulita man dressed in feathers and rags accosted by a patrol of Municipal Dragoons. Read or paraphrase the following:

> An old Tulita man stands on an empty crate by the dockside preaching to passersby in a rasping voice: "You foreigners anger the sea. You murder the watchers with your harpoons, and skin them for your oil. Soon none left. Without the watchers, Dajobas rise again. His servants come from the deep to kill you. Dajobas kill for your crimes against the old ways. He tear you up with his razor teeth. He drink your blood beneath the waves, grind your bones beneath the moon."
>
> His outbursts attract the attention of the Dragoons. A towering man with dark hair and midnight-black eyes leads this particular patrol. "You there, off that crate or I'll take me hammer to ya." The large Dragoon gestures with a finely wrought adamantine hammer at the old Tulita.
>
> The old man's eyes take a second to focus on the big Dragoon and then grow wide as saucers. In a flash, the Tulita leaps off the crate, drawing a scrimshaw knife from his belt.
>
> "You! You bear the Kiss of Dajobas. I will save you!"
>
> The ancient Tulita snarls ferociously as he lunges for the tall, sturdily built Dragoon. The big bluecoat growls and bats at the old man with his fist, reaching for his blade with the other. But the Dragoon's quarry dances away, his feathered headdress bobbing and his furred cloak whipping the air. The rest of the Dragoons go for their weapons, and an elderly native is about to die.

Background

Darenar is poised for promotion in the Dragoons, and he is currently one of Gregory Bonedeuce's favorite lickspittles. This burly man-at-arms also carries Donovan Montgomery's old hammer *Maelstrom,* which he won off the drunken captain at dice.

Darenar enjoys pearl diving on his nights off duty, and last night he was indeed bitten by the black shark. Jalamar only nipped him, tearing a small chunk off his forearm before fleeing into the open sea again. Darenar never even got a good look at the shark.

Action

If the characters intervene quickly they may prevent bloodshed. Trying to intimidate the Dragoons is likely to go awry, as their blood is already up, and any show of force just eggs them on. If the characters successfully get the Dragoons to back down, they make an enemy of Darenar, the large Dragoon.

Even if the characters convince the Dragoons not to kill Milliauka, the old Tulita shaman, they intend to arrest him regardless. The shaman dances about wildly and attempts to lay his dagger upon Darenar again unless characters stop him. If he succeeds in cutting the big man, no amount of pleading on the characters' part saves the shaman's life.

If the party acts quickly and wisely, they can save Milliauka and convince/force him to put down the knife. characters can make the shaman relent through their words or actions, though he mutters "you no understand, razor kiss, bring the darkness, bring the hunger." The Dragoons haul the old Tulita off to the brig.

Development

If Darenar is forced to back down or defeated by the characters, he reports the party's intervention to Commandant Bonedeuce.

If the characters battle the Dragoons, they may end up branded as outlaws, though as long as they slay no Dragoons in the fight, there's still a chance to calm the situation. If the party kills a Dragoon, they must dodge patrols of Dragoons and, thereafter, many citizens of Port Shaw happily report the party's activities to the authorities for a hefty reward. The adventure begins in earnest should they cross blades with the Dragoons, as the characters must now act in shadow and trust no one.

While confronting the Dragoon patrol, any character that makes a saving throw catches a glimpse of Darenar's bandages (obscured by the sleeve of his uniform). If the altercation resolves affably and the characters inquire about his bandage, Darenar tells them about his shark attack with bravado but lies and claims he killed the shark that bit him (a small hammerhead). If they ask about his fine hammer, he boasts how he won it in a dice game with a former Wave Rider who is now a washed up drunkard. If the party saves Milliauka, the Tulita may become powerful allies of the characters, but without Milliauka the oppressed tribes sorely lack a leader to unite them.

Milliauka is an important man among the Tulita, currently holding the title of Kamaau, or high shaman. His arrest by the Dragoons creates all manner of unrest among the already abused Tulita. If anyone slays Milliauka, the results prove even worse. More radical elements among the Tulita convince many to turn their backs on the old ways, citing Milliauka's murder to prove the terrible threat foreigners pose. Fearing the annihilation of their culture, more and more Tulita turn to Dajobas in desperation. This adds Tulita warriors to Dalang's attack on Port Shaw. See **Chapter 2** for more details on Background Plots and final showdowns.

If the characters flee with Milliauka and ask him why he attacked the Dragoon, he explains: "Big man is cursed with Dajobas' Kiss and will go mad. It is known. I smell the Kiss on him!" Milliauka can offer the characters a safe house among the Tulita shacks in the Outskirts.

Sgt. Darenar (Ftr6): HP 46; **AC** 5[14]; **Atk** *+2 warhammer* (1d4+3); **Move** 12; **Save** 9; **AL** C; **CL/XP** 6/400. **Special**: none.

Equipment: guardsman's cloak, chain mail, blue coat and dragoon uniform, *+2 warhammer ("Maelstrom")*, dagger, purse with 25 gp.

Milliauka Tries to Help Darenar

Dragoons (4) (Ftr3): HP 21 (x2), 13, 16; **AC** 7 [12]; **Atk** rapier (1d6) or dagger (1d4) or long-barreled musket (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special**: none.

Equipment: leather armor, guardsman's cloak, blue coat and dragoon uniform, rapier, dagger, long-barreled musket, 5 reloads of powder and shot, purse with 5 gp

Dragoon Wizard (MU4): HP 12; AC 9[10]; **Atk** dagger (1d4) or staff (1d6), or pistol (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 4/120. **Special**: spells (3/1/1)

Spells: 1st—*charm person, magic missile, sleep*; 2nd—*darkness 15 ft. radius, web*.

Equipment: blue coat and dragoon uniform, light blue "wizard's" cape, dagger or staff, pistol, 10 reloads of shot and powder, *potion of invisibility*, purse with 20 gp.

Milliauka (MU9): HP 27; **AC** 9[10]; **Atk** kukri (1d6); **Move** 12; **Save** 7; **AL** L; **CL/XP** 9/1,100; **Special**: spells (4/4/3/2/1)

Spells: 1st—*charm person, magic missile, shield, sleep***;** 2nd—*darkness 15 ft. radius, detect evil, phantasmal force, web***;** 3rd—*dispel magic, hold person, water breathing***;** 4th—*fear, remove curse***;** 5th—*passwall***.**

Equipment: scrimshaw kukri smeared with herbal poultice, two more leaves filled with poultice, several scrimshaw necklaces of good quality (300 gp value total).

Notes: Milliauka's attack on the Dragoon is for the man's own good. The herbal poultice created by the shaman is an ancient Tulita mixture, which, if applied within 48 hours of the victim being bitten in conjunction with casting *remove curse,* forces the Kiss of Dajobas from a subject. After the application, the victim grows very ill for two days, running a high fever and losing 2 Constitution points. After the fever runs its course, the lycanthropy is gone from the victim's blood. If this poultice is applied to a victim of a lycanthropic shark bite more than 48 hours after the attack, it has no effect.

If the fight breaks out, Milliauka thinks nothing of his own safety and strives to strike Darenar with his scrimshaw kukri. If he succeeds, he immediately casts *remove curse* on the man and then flees. The Tulitas' mastery of the common tongue is not sufficient to explain his intent, but he is desperate to save the man from his dark plight. He even attempts to do so knowing it likely means his own death on a Dragoon's sword or swinging from a hangman's noose. Needless to say, if apprehended by the Dragoons Milliauka's pleading explanation of his action ("the big man sick with Kiss of Dajobas, I make him better") falls on deaf ears, especially after Darenar grows ill a few hours after the attack. The authorities will hang Milliauka within 24 hours of his capture unless the characters help him escape the brig.

INCIDENT 3 —Drango's Detainment

Background Plot: Either

Setup

A crowd of onlookers gathers by a pier on the Fort Stormshield side of the docks. Whispers of "Falken Drango!" and "They caught that bloodthirsty killer at last," and "I can't wait to see the bastard swing," rush through the crowd. Twin three-masted war galleys manned by the blue coats of the Municipal Dragoons make their way toward port. After they dock, a contingent of Dragoons hustles down the gangplank and clears a path through the throng of curious onlookers. If the characters decide to approach, read or paraphrase the following if desired:

A Dragoon escorts a tall wiry man, his hair in long black braids adorned with gold and silver bands. The prisoner sports an unkempt beard crusted with blood, most likely from the numerous cuts about his face. Though badly beaten, his eyes retain a sharpness and fierce intensity. Another Dragoon appears behind him, prodding the prisoner with the shaft of his short spear. The man flashes his captor a feral grin, earning himself a sharp jab from the spear's haft to his teeth. The captive stumbles and spits a mouthful of blood out onto the crowd below, which withdraws with yelps, as if the man rained acid upon them. Heavy iron manacles clapped about his wrists jangle with every step he takes down the gangplank.

A lieutenant greets the Dragoons as they descend to the docks, and they salute sharply. "At ease." The lieutenant regards the prisoner coldly, "Well, the infamous Falken Drango. Now we can add the murder of your own crew to your ample list of crimes. Do you have anything to say for yourself?" The lieutenant obviously enjoys the eyes of the crowd on him as he confronts Falken Drango.

"Just one thing you ought to know, ye lordship . . . these manacles are a bit loose."

The pirate's manacles clatter to the deck at the dumbfounded Dragoons' feet, and the pirate's fist cannons into the lieutenant's head. The officer drops like stone in water and the pirate bolts through the crowd.

Captain Falken Drango

Development

The characters are faced with a choice: aid Drango's escape by distracting or directly confronting the Dragoons, aid the Dragoons by capturing a known pirate, or sit idly by and take in the show. It is highly unlikely Drango is responsible for murdering his loyal crew, which characters may doubt if they've heard any rumors of the man. Then again, he has committed dozens of acts of piracy on the high seas. The choice is the characters', but whether they help Captain Drango or not, events leave them with this unsettling thought: If the pirate was not responsible for the grisly disappearance of his crew, then who was?

If the characters aid Falken's escape, he pledges them "a pirate's debt owed" and offers some advice, "Hide in the Outskirts, mayhap. The Tulita have no love for the Dragoons. But I'd hie to the waves as soon as you might. Let this blow over while you're out to sea. Good luck to you!" He then darts off and vanishes unless pursued. If the party keeps up with Drango, he again thanks them, but insists he go his own way. Once alone, Drango plots to steal a ship, delaying his departure to hunt down any helpful clues as to his crew's bloody fate.

After the party and Drango part ways, feel free to have the pirate show up at any time in the course of the campaign to pay back his debt by bailing the characters out of a hard fight or offering a useful tidbit of information. Though he is a man of his word, he is still a capricious pirate and proves unpredictable at times. See the description of Captain Falken Drango in **Chapter 1** for more details on his disposition and roleplaying notes.

If the Dragoons capture Drango and haul him off to the brig, then the characters most likely encounter him again if they end up trying to spring Milliauka (see **Incident #2**, above) from prison or if they try to infiltrate Fort Stormshield while investigating the Ring of the Kraken.

Falken Drango (Ftr2/Thf9): HP 41; **AC** 9[10]; **Atk** fist x2 (1 hp each); **Move** 12; **Save** 7; **AL** N; **CL/XP** 11/1,700; **Special**: backstab (x4), +2 save vs. traps, thieving skills.

> **Thieving Skills:** Climb 93%, Traps/Tasks 60%, Hear 5 in 6, Hide 65%, Silent 70%, Locks 65%.
>
> **Equipment:** Torn black leggings, leather belt, lockpick (concealed in lining of leather belt), manacles.

Dragoons (6) (Ftr3): HP 21, 25, 9, 13, 15 (x2), 22; **AC** 7 [12]; **Atk** rapier (1d6) or dagger (1d4) or long-barreled musket (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special**: none.

> **Equipment:** leather armor, guardsman's cloak, blue coat and dragoon uniform, rapier, dagger, long-barreled musket, 5 reloads of powder and shot, purse with 5 gp.

Dragoon Wizard (MU4): HP 12; AC 9[10]; **Atk** dagger (1d4) or staff (1d6), or pistol (1d6); **Move** 12; Save 12; AL C; CL/XP 4/120. **Special**: spells (3/1/1)

Spells: 1st—*charm person, magic missile, sleep***; 2nd—***darkness 15 ft. radius, web***.**

Equipment: blue coat and dragoon uniform, light blue "wizard's" cape, dagger or staff, pistol, 10 reloads of shot and powder, *potion of invisibility*, purse with 20 gp**.**

Dragoon Sergeant (Ftr6): HP 41; **AC** 5[14]; **Atk** long sword (1d8) or dagger (1d4); **Move** 12; Save 10; **AL** C; **CL/XP** 6/400. Special: none.

Equipment: chain mail, guardsman's cloak, blue coat and dragoon uniform, longsword, dagger, purse with 25 gp.

INCIDENT 4 — Dragonsmoke For Sale

Background Plot: Either

As the characters wander the dockside, two cloaked strangers approach and offer to help them find their way. If the characters turn them down, they offer "a little something else then, something very special." One pulls aside his cloak and pulls forth a leather pouch; undoing the drawstrings, he holds earthy roots and dust out to the characters. "Dragonsmoke, the best you'll find on the Coast. Normally this would run you twenty five gold bits easy, but because I have an excellent supplier I am able to charge you only ten."

Development

A third dragonsmoke pusher hides in the shadows nearby, keeping an eye out for trouble. Dragonsmoke is a highly illegal substance in Port Shaw, though not so much because of its ill effects, but rather because the smugglers who deal it refuse to bribe the Dragoons for the right to do so. The characters note that the other member of this cloaked pair is watching like a hawk for Dragoons.

If the characters know that dragonsmoke addictions plague the Tulita and the young local fisherfolk, they may wish to find the source of the drug and stop its influx into the city. The dragonsmoke pushers are not about to reveal anything about their supplier, but they can be tricked into dropping some details if the characters pretend to interest in purchasing a large amount of the drug for resale. Alternatively, the characters could intimidate the pushers, or use magic to find out what they want. If they succeed, the pushers reveal that a large shipment of the drug is coming in tomorrow night from Garreg Meldenbourne at Barrett's Barnacle. All the buyers and pushers will be there to get fresh stock.

Once they have this info, the characters may head to Barrett's Barnacle to gather more information and encounter Garreg Meldenbourne, who knows the details of the **Midnight Deal**.

Dragonsmoke Pushers (3) (Thf4): HP 11, 8, 4; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 12; **AL** N; **CL/XP** 4/120; **Special**: backstab (x2), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 88%, Traps/Tasks 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: leather armor, black cowled cloak, 3 daggers, a purse filled with 100 gp, four pouches of dragonsmoke (10 gp per pouch), a pouch of Black Dragon (high quality dragonsmoke, valued at 50 gp).

Notes: For more information on dragonsmoke see the **Appendix**.

Tactics: If threatened, the pushers attempt to intimidate and threaten the characters into backing down. If that fails, they flee for their lives, as their bark is far worse than their bite.

INCIDENT 5 — Trouble in Paradise

Background Plot: Either

Setup

The characters exploration of the docks takes a turn for the worse when they stumble upon a no-holds-barred brawl between local Tulita coolies and the crew of a whaling vessel.

The brawl begins when a whaler lowering heavy casks of oil with a rope-and-pulley loses his grip. A barrel plummets onto a coolie's head, knocking the young man unconscious. The injured man's brother tends to him while screaming insults up at the whalers. They reply in kind. Moments later coolies climb aboard the ship and whalers leap down to the docks. Fists, feet, and belaying pins fly in all directions.

This fight breaks out just as the characters happen by, enveloping them in the chaos. Any Tulita characters may be mistaken for members of the work crew and attacked by the whalers, or a seaworthy looking character might likewise be misconstrued for one of the whaler's crew. Perhaps a whaler is hurled into a character by a coolie or a whaler slams a Tulita face first into the characters path, tripping the party up.

The fight is strictly fisticuffs at first, but if no one (the characters, for instance) does anything to stop the violence,

Editor's Note — How Many Foes?!

At first blush a battle with 16 or more low-level creatures may seem pointless, and later in a campaign that may prove true. However, early in the adventure, such easily slain mooks offer an opportunity for Referees to let their players feel powerful and heroic, as they fling surly foes about like so many dolls. Aside from delivering a moment of good fun, such "feel good" encounters serve to cement a party's loyalties, helping lock them into a bond with allies and thus into a plot arc.

the whalers draw their knives on the third round of combat. The Tulita pull their kukri in response. The characters may battle it out or seek the Dragoons, who quickly put a stop to the fray with a volley of over-the-head musket fire.

The encounter serves to draw the characters into the Tulitas' conflict with the newcomers and shows the plight of their once-proud people. All the Tulita present were once warriors among their people, but now they are dock laborers for the foreigners. This incident may involve the characters in the Tulitas' situation if they make friends with any of the warriors, who may offer the characters refuge in the Outskirts or introduce them to a Tulia leader like Milliauka, for example. For more details, see **Chapter 2**.

Whalers (16): HP 4 (x4), 2 (x8), 1 (x4); **AC** 7[12]; **Atk** fist (1 hp) or dagger (1d4) or belaying pin (1d4, subdual); **Move** 12; **Save** 18; **AL** Any; **CL/XP** B/10; **Special**: none.

Equipment: leather armor, heavy cotton tunic and leather breeches, boots, woolen cloak, dagger, belaying pin.

Tulita Tribesmen (7)(Ftr3): HP 19, 22, 23, 17, 5, 16, 13; **AC** 9[10]; **Atk** fist (1 hp), kukri (1d6) or sharkstooth club (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60; **Special**: none.

Equipment: simple kappa clothing, sandals, 2 kukri knives, sharkstooth club.

INCIDENT 6 — Fire on the Docks

Background Plot: **Night of the Shark** and **Ring of the Kraken**

Setup

As the characters make their way along the docks, they see two men offloading a few barrels of whale oil by the wharfmaster's offices. Soon, the smaller of the two men loses control of his barrel and a fire ensues. Read or paraphrase the following:

> The sharp crack of a rope snapping draws your eye to a nearby gangplank. A 25-gallon wooden cask careens haphazardly towards the docks. The cask smashes against the wharfmaster's registry, breaking apart and spilling its greasy contents everywhere. The lantern on the registry table topples to the boards and a low whoosh heralds the rush of blue-tinged flames. The wharfmaster cries out, stumbling backwards as his tunic catches fire.

Development

The two men are Donovan "Shakes" Montgomery and his deckhand Jenkie Barnes (see **Chapter 1** for details). Jenkie dropped the barrel, but both scamper away from the rising flames until they are unable to reach Wharfmaster Creely (use the whaler statistics from **Trouble in Paradise** above) on the other side of the fire. The wharfmaster panics and flails about, taking 1d2 points of fire damage every round until the characters douse him. After the third round, if no one has helped him, Wharfmaster Creely leaps off the docks into the shallows.

Once the characters save Creely they must deal with the fire on the pier, which spreads five feet every round. On the third round, it reaches Donovan's sloop and threatens to ignite the other three barrels of whale oil still aboard the ship inflicting 3d6 points of fire damage to everyone within 30 feet (save for half damage).

If the characters extinguish the conflagration, they earn the gratitude of Creely and Donovan. The wharfmaster thanks the characters and whirls on Donovan, snarling and cursing him as a "worthless drunk" before staggering off to report the incident.

If the characters take an interest in Captain Montgomery, he gladly offers the services of his ship free of charge; especially if the characters stopped the fire before it caused any real damage. It is highly possible that the characters ignore Montgomery, taking him for nothing more than a common drunkard. If they later learn his identity, and wish to track him down, doing so is simple enough – he spends every night for the next two weeks drunk aboard his schooner, moored at this same pier.

Jenkie Barnes

Captain Donovan "Shakes" Montgomery (Ftr9): HP 67; **AC** 7[12]; **Atk** sap (1d6, subdual); **Move** 12; **Save** 6; **AL** L; **CL/XP** 9/1,100; **Special:** none.

Equipment: leather armor, sap, barnacle scraper, 50 ft. heavy rope, grappling hook, leather work gloves, patched breeches and vest, hard leather boots, the *Vintage* (sloop).

Jenkie Barnes (Th4): HP 11; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 12; **AL** N; **CL/XP** 4/120; **Special:** backstab (x2), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 88%, Traps/Tasks 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: leather armor, 2 daggers, carpentry tools, 50 ft. rope, 6 pitons.

Editor's Note — Making Friends

Befriending Captain Donovan gives the characters an easy way to get to sea early in the adventure. However, Donovan is a drunkard and any difficult sailing runs an extremely high chance of a shipwreck. His skills and luck will likely not survive the challenge of too many adventures.

INCIDENT 7 — The Lovely Lady Lightfingers

Background Plot: **The Kraken Strikes**

Setup

As the characters examine some wares or take in the sights in Tide District, Jalia Ramires, infamous pickpocket and former Wave Rider, targets the richest-looking character as a mark on whom to ply her trade.

Jalia employs her favorite tactic. Dressed as a lady about town and pretending to be interested in some perfume sold in a nearby stall, she conjures up an illusion of a young orphan girl — the spitting image of herself ten years ago. Then she has the illusion attempt to pick the character's pocket, while she herself reaches for the goods. If characters notice her attempt to relieve them of their valuables, she attempts to scapegoat the little girl. The illusionary orphan flees as fast as her dirty feet can carry her, providing a distraction to cover Jalia's own exit.

During the pickpocket attempt, Jalia engages the characters in extensive banter. Any mention by the party of a former Wave Rider, Quell, Zalen, the Ring of the Kraken, or similar topics cements her interest in the characters. She will visit them again to learn more of what they know or to use them as pawns in her own quest to defeat the evils facing Port Shaw.

If caught, she makes a deal to avoid being turned over to the Dragoons. She may become a valuable ally in the characters fight against the forces of evil in Port Shaw. She may also fall head over heels in love with Zalen Trafalgar if he ends up joining forces with the characters as well. As an interesting source of conflict, consider a love triangle – perhaps Zalen falls for a female character, and Jalia grows resentful and jealous.

Jalia "Lady Lightfingers" Ramires, female (Mk1/Th9): HP 31; **AC** 7[12]; **Atk** punch (1d4) or dart (1d4 plus poison); **Move** 12; **Save** 7; **AL** N; **CL/XP** 9/1,100; **Special:** backstab (x4), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 93%, Traps/Tasks 60%, Hear 5 in 6, Hide 65%, Silent 70%, Locks 65%.

Equipment: emerald green silk bodice, aqua hoop skirt (quick tear away), black silk leggings, white lace gloves, a silken ladies purse (filled with tiny caltrops), 2 hairpin darts (laced with poison), vial of "perfume" paralysis-poison, *+2 ring of protection*, *magical lady's fan* **(casts illusions, 18 charges),** *ring of acquisition*, *slippers of spider climbing*, **fine emerald brooch (fake, only worth 4 cp).**

Jalia Ramires

Editor's Note: NPCs

The stat-block for Jalia Ramires is a good place to point out how and why some NPC characters are created outside the normal rules for player characters. She is, in terms of the adventure, a person with thief skills at a high level of expertise, but with some street-fighting ability that isn't well reflected in the character class of the thief. Since she is just an NPC, it doesn't matter that her experience point progression makes no sense, or that the rulebook's "official" concept of monks doesn't match up well with the thief class (or with Jalia's personality). All of that is completely irrelevant. The players will never see the odd stat block, they will only see an NPC with thief skills and dirty fighting skills, which makes perfect sense. You, as the puppetmaster of the NPCs and the game world, are not bound by the *player* character creation/advancement rules, which are designed for the completely different purpose of being used by the *players* for their characters.

— Matt Finch

Note: Jalia is also detailed in **Chapter 1**, if this looks oddly familiar.

INCIDENT 8 — Widow Razor to the Rescue

Background Plot: **The Kraken Strikes**

Setup

After nightfall, if the characters are outnumbered in combat while on the docks – perhaps meeting the dragonsmoke dealers at Crook Back Pier, investigating Barrett's Barnacle, or during any other early encounter – Bethany Razor steps out of the shadows to save their bacon.

Development

Bethany hates an unfair fight, and she may harbor some personal vendetta against the characters' foes. She will not raise her rapier against the Dragoons as she does not wish to jeopardize her friendly relationship with the commandant. However, she may stop the altercation with a bat of her eyelashes, a sharp word, or a swish of her blade. If that fails, she nods toward the shadows or alleyway from which she stepped, and **Korg** emerges menacingly. Together they intimidate the characters foes into backing down. In subsequent conversation, Bethany lets the characters know where they might find her.

Captain Bethany Razor, Elf female (Drd5/Thf7): HP 44; **AC** 4[15]; **Atk** +*2 rapier* (1d6+2 plus wounding) or pistol (1d6); **Move** 12; **Save** 9; **AL** N; **CL/XP** 11/1,700; **Special:** backstab (x3), elf traits, immune to fey charms, +2 save vs. traps, shape change, spells (3/2/1), thieving skills.

Thieving Skills: Climb 91%, Traps/Tasks 45%, Hear 5 in 6, Hide 40%, Silent 50%, Locks 40%

Spells: 1st—*detect magic, faerie fire, predict weather***;** 2nd—*cure light wounds, warp wood***;** 3rd—*water breathing***.**

Equipment: +*2 leather armor*, wooden shield, jet black leather bodice, white laced silk blouse, knee high black leather *boots of speed***,** *Fate's Cruel Twist (+2 rapier***; see sidebox),** pistol, 5 reloads of powder and shot, *potion of water breathing***,** ruby ring (300 gp value, a gift from a suitor whose name she has forgotten), silver necklace with emeralds inlaid (1,600 gp value, gift from Viscount Senegar Deepwarder), jeweled scabbard for her rapier (700 gp value, gift from Gregory Bonedeuce), a simple silver wedding band (her most treasured possession, worth 5 gp to anyone else).

First Mate Korg, Minotaur: HD 6+4; **HP** 40; **AC** 6[13]; **Atk** head butt (2d4), bite (1d3), weapon (1d8); **Move** 12; **Save** 11; **AL** N; **CL/XP** 6/400; **Special:** never get lost in labyrinths.

Equipment: heavy pick, short sword (uses as his knife), 50 ft. of heavy steel cable.

Stand-Alone Encounters

Instead of exploring the docks by day or chasing rumors, your players may decide to roam Port Shaw at night. If so, these encounters may serve as an **Incident** in addition to challenging the characters with blade and spell. Or they might just be old-fashioned brawls, filled with sound and fury, but signifying nothing.

At night, some lonesome stretches of docks are all but devoid of visitors or citizens, and dark things emerge from the waves or sewers to prey on the unwary wandering the planks. Consequently, these encounters have been written with Port Shaw's docks in mind, but feel free to adapt them to any dark alley.

Consult **Chapter 2** for guidance in selecting which encounter to present to your party and when.

BLOOD ORPHAN

A **fishing schooner** floats out of the night and knocks into a pier as the characters pass. Blood covers the boat's deck, and the only crewman on the craft is Eddie, a young boy delirious with fever and badly wounded, with a shark bite across his torso. Dalang Jalamar struck again. If the party cares for Eddie or brings him to a cleric, when he recovers he dedicates his life to the character that saved him. He begs to join the party as their henchman, asking only for food and training in return. Inquiring about Port Shaw reveals that Eddie comes from the same village as Harok McFarrows. As a result, the orphanage will not take him.

DRUNKEN SAILORS

Four drunken sailors out spoiling for a fist fight.

Whalers (4): HP 4 (x2), 3, 2; **AC** 7[12]; **Atk** fist (1 hp) or dagger (1d4) or belaying pin (1d4, subdual); **Move** 12; **Save** 18; **AL** Any; **CL/XP** B/10; **Special**: none.

Equipment: leather armor, heavy cotton tunic and leather breeches, boots, woolen cloak, dagger, belaying pin.

WANNA SMOKE?

Two dragonsmoke pushers prowl the docks seeking new clients.

Dragonsmoke Pushers (2) (Thf4): HP 11, 7; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 12; **AL** N; **CL/XP** 4/120; **Special**: backstab (x2), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 88%, Traps/Tasks 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: leather armor, black cowled cloak, 3 daggers, a purse filled with 100 gp, four pouches of dragonsmoke (10 gp per pouch).

Characters interrogating these pushers learn their dealers are the thugs from **Dragonsmoke for Sale**.

BONE HUNTERS

6 Sea-ghouls: Long dead and drowned Tulita warriors, rotten seaweed tangled in their battle-dress, stinking strongly of sewage. Driven by ire over the loss of their people's sacred scrimshaw relic, these sea-ghouls have crawled out of the shallows and are looking to snatch a meal from the docks to drag back to the watery depths. The characters will do fine for a snack. Throughout the battle they mutter, "Bone…the jawbone…jawjaw…bonnnne…" and similar phrases. They reek with the distinct tang of excrement.

Sea-Ghouls (6): HD 2; **HP** 9 each; **AC** 6[13]; **Atk** 2 claws (1d3), 1 bite (1d4); **Move** 9 (swim 15); **Save** 16; **AL** C; **CL/XP** 3/60; **Special**: immunities, paralyzing touch.

AGENTS OF SKUM

4 skum agents of the Krakenfiend prowl the docks: If the party came to the attention of the Kraken, they spy on the characters; otherwise they simply hunger for a good meal after being cooped up in the sewers for weeks. If the characters slay half their number, the surviving skum flee into the sewers and add their numbers to the Skum already located in Sewer Section 1 (see **Chapter 4** for details).

Skum (4): HD 2; **HP** 13, 10, 6, 7; **AC** 6[13]; **Atk** trident (1d8) or 2 claws (1d4) and bite (1d6); **Move** 9 (swim 15); **Save** 16; **AL** C; **CL/XP** 2/30. **Special**: none. See the **Appendix**.

Equipment: trident.

RAVENOUS ROACHES

Four ravenous **roach swarms** scuttle from between the planks to feast on the characters.

Roach Swarm: HD 3; **HP** 24; **AC** 8[11]; **Atk** swarm (1d4+2 plus disease); **Move** 12 (climb 12, swim 12); **Save** 14; **AL** N; **CL/XP** 3/60. **Special:** None.

DRAGOON PATROL

A patrol of Dragoons hassles the characters, asking them their business on the docks or searching them for dragonsmoke. The Dragoons might look for a bribe or claim a pouch of dragonsmoke they carry with them was found on the characters – unless the party coughs up 50 gp.

Dragoons (4) (Ftr3): HP 21, 18, 24, 12; **AC** 7 [12]; **Atk** rapier (1d6) or dagger (1d4) or long-barreled musket (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special**: none.

Equipment: leather armor, guardsman's cloak, blue coat and dragoon uniform, rapier, dagger, long-barreled musket, 5 reloads of powder and shot, purse with 5 gp.

Dragoon Wizard (MU4): HP 12; AC 9[10]; **Atk** dagger (1d4) or staff (1d6), or pistol (1d6); **Move** 12; Save 12; AL C; CL/XP 4/120. **Special**: spells (3/1/1)

Spells: 1st—*charm person, magic missile, sleep***;**

2nd—*darkness 15 ft. radius, web*.

Equipment: blue coat and dragoon uniform, light blue "wizard's" cape, dagger or staff, pistol, 10 reloads of shot and powder, *potion of invisibility*, purse with 20 gp.

Dragoon Sergeant (Ftr6): HP 41; **AC** 5[14]; **Atk** long sword (1d8) or dagger (1d4); **Move** 12; Save 10; **AL** C; **CL/XP** 6/400. **Special:** none.

Equipment: chain mail, guardsman's cloak, blue coat and dragoon uniform, longsword, dagger, purse with 25 gp.

The Ghost of Durrell Ravenkith

The ghost of **Durrell Ravenkith** haunts the section of docks the characters frequent. Durrell promises them a reward beyond their wildest dreams if they will journey into the sewers and recover his remains. The ghost seeks only to be put to rest, but if the characters deny his request he flies into a rage and attacks. See **Chapter 3** for more details on Durrell Ravenkith and his remains.

Durell Ravenkith (Strangling Ghost): HD 5; **HP** 25; **AC** 0[19]; **Atk** strangulation (save or die in 1d4+1 rounds); **Move** 0 (fly 12); **Save** 12; **AL** usually C; **CL/XP** 7/600; **Special**: magic or silver weapon required to hit, magic resistance (50%), strangles (if hit, save or die in 1d4+1 rounds).

Durrell Ravenkith's Ghost

Reardon's Dogs

The Salty Dogs

The characters run afoul of the **Salty Dogs**. Rickard Bleardon demands a "gift" in exchange for granting the characters safe passage through the docks at night. He will try to measure the amount of wealth the characters have and extort them for as much as he can. Rickard will not ask for more than 500 gp, though. If the characters refuse, he sics his Dogs on them. If the characters slay more than five of his Dogs or he is brought below 5 hp, he tries to flee. If he cannot escape, Rickard begs for his life. Bleardon may prove useful, as he is aware of Gregory Bonedeuce's criminal associations, although he knows nothing of the Ring of the Kraken. If questioned hard, he may break down and admit both to murdering Archibald Noeliss and to delivering the body to Barrett at the "Barnacle." He does not admit Gregory Bonedeuce hired him to do the deed. If forced to reveal something about who hired him, he claims the arrangement was made anonymously through Old Fish, as these things are always done. This is a lie and Old Fish will have no idea what the characters are raving about if they confront him with Bleardon's tale.

Rickard Bleardon, leader of the Salty Dogs (Ftr8): HP 56; **AC** 5[14]; **Atk** short sword (1d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 8/800. **Special**: none.

Equipment: chain mail, short sword, purse with 55 gp, a silver ring set with sapphires (600 gp value), 5 Tulita cigars.

The Salty Dogs (6) (Ftr2/Thf1): HP 13 (x2), 6, 7 (x2); **AC** 7[12]; **Atk** short sword (1d6), dart (1d4); **Move** 12; **Save** 3;

AL C; **CL/XP** 3/60. **Special**: backstab (x2), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 85%, Traps/Tasks 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

Equipment: leather armor, 2 short swords, 6 darts, pouch with 15 gp, playing cards, 2 Jeagerville cigars.

Dogs (7): HD 2; **HP** 4 (x2), 3, 12, 9 (x2), 2; **AC** 7[12]; **Atk** bite (1d6); **Move** 14; **Save** 16; **AL** N; **CL/XP** 2/30; **Special**: None.

The Midnight Deal

If the characters learn about the incoming shipments of dragonsmoke – either from the dealer at Barrett's Barnacle or the pushers locked up in the brig at Fort Stormshield – they may decide to show up at Crook Back Pier and observe, take part in or disrupt the deal.

Shortly before midnight, **ten dragonsmoke pushers** arrive and wait. At precisely midnight, a refuse barge floats in from the harbor and docks. The barge holds **5 smugglers** and **2 enforcers**, who immediately distribute small sacks of dragonsmoke (20 ounces in each sack) in exchange for a pouch of 100 gp from each pusher.

If the characters sneak aboard the barge, or somehow convince the smugglers to take them to see Bonegnaw, then the barge departs after the last pusher buys his daily stock. It heads down coast, two miles to the smuggler's secret cove. See **Bonegnaw's Cove** for details.

If the characters attack, the smugglers sic the enforcers on them and attempt to push the barge away from the docks immediately. The dragonsmoke pushers also attack the party. The barge moves 10 feet from the docks each round, unless interrupted by the characters' actions. Once they are 30 feet away, the smugglers on the barge open fire on the characters with their crossbows.

If the characters slay more than six of the pushers, the others flee for their lives, begging for mercy if they are captured. The enforcers fight to the death and the smugglers battle until defeated.

If the characters bust up the deal themselves without first informing the Dragoons, they run the risk of being mistaken for just another bunch of pushers and dealers muscling out the competition. When the Dragoons show up after the fray, the characters must convince them of their true intentions and assure the Municipals they were there to stop the drugs from coming in, not to steal them.

If the Dragoons already have a bone to pick with the characters, they immediately arrest anyone they can get their hands and summarily convict them of trafficking in illegal substances and creating general mayhem. The Dragoons haul the characters off to the brig in Fort Stormshield, from whence they must escape to continue their adventures. Even if the characters convince the arriving Dragoons of their honest intentions, the authorities will still chastise the party for keeping the Dragoons in the dark. Gregory Bonedeuce does not appreciate citizens of Port Shaw taking the law into their own hands.

Dragonsmoke Pushers (10) (Thf4): HP 11; **HP** 7 (x2), 5, 12, 14, 13, 8 (x2), 9, 10, 7; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 12; **AL** N; **CL/XP** 4/120; **Special**: backstab (x2), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 88%, Traps/Tasks 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: leather armor, black cowled cloak, 3 daggers, a purse filled with 50 gp, four pouches of dragonsmoke (10 gp per pouch).

Smugglers (6) (Thf6): HP 19; **HP** 16 (x2), 20, 11, 15 (x2); **AC** 7[12]; **Atk** short sword (1d6) or light crossbow (1d4+1); **Move** 12; **Save** 10; **AL** C; **CL/XP** 6/400; **Special**: backstab (x3), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 90%, Traps/Tasks 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.

Equipment: leather armor, short sword, light crossbow, 10 bolts, 2 small sacks of dragonsmoke each (200 gp street value)

Enforcers (2) (Ftr6): HP 41, 27; **AC** 7[12]; **Atk** ranseur (polearm) (1d8+1) or dagger (1d4); **Move** 12; **Save** 9; **AL** C; **CL/XP** 6/400; **Special:** none.

Equipment: leather armor, large black woolen cloaks, ranseur (polearm), dagger, purse with 20 gp

Embrace of the Kraken

Bonegnaw's dragonsmoke smuggling ring is the perfect opportunity to bring your party of adventurers into conflict with the insidious Ring of The Kraken.

Never missing a chance to procure talented and useful cat's-paws, Gregory Bonedeuce may decide to befriend the characters when he learns of their exploits. He might even sic them on Bonegnaw in the hope of weakening two minor irritations poised to annoy the Ring of the Kraken: Bonegnaw and the characters.

If the characters play their cards well, they might earn the respect and eventually the trust of the commandant by helping him deal with the gnoll, who mistakes the Ring for a rival criminal organization and refuses to pay his cut or offer obeisance. In return, Bonedeuce might offer the party their own place among the Dragoons, or even membership in the Ring of the Kraken, as you see fit.

Locations of Note

Your players may prefer to wander the establishments of Port Shaw, seeking adventure. The following locations serve as introductions to the flavor of Port Shaw, the places to meet key NPCs and gateways to adventures.

Equipment Suppliers

Silk

Dontorian's House of Haberdashery

This famous hat and fashion shop, located in Silk District, produces the most capital hats on the coast. Anyone who is anyone on the docks or among the rich and famous of Manor district is always capped in a Dontorian design. Each hat is perfectly tailored to the customer's brow to provide either a piratical or noble flair as requested. A quite fetching standard hat costs 10 gp. Finely made top hats – dashing! – cost 25 gp, and a Dontorian special design – there are no words – costs 100 gp and makes it much more likely the character's words — and actions — will be heeded throughout the port.

Jade

Sagacious Samuel's Magic Emporium

Characters seeking potions, lotions and other magical accouterments can track down this stately shop, on the edge of Silk and Tide, garishly decorated with arcane symbols and the shimmering illusion of an elven maiden enticing passers-by. Owner **Sagacious Samuel** offers any potion available in ***Swords & Wizardry Complete***. He also offers scrolls of any 5th level or lower Magic-User spell. Being the only reputable magical outlet in Port Shaw, Samuel can afford to charge 20% more than the listed price for his goods. There is a 70% chance the item a character is looking to buy is readily available; otherwise, Samuel can order it in two weeks. In a dire emergency he can create it, but he charges an extra 25% rush fee for this.

Samuel offers other services, like the casting of spells — including, if the characters inquire, using his crystal ball to spy on anyone in town. He exacts the hefty fee of 1,000 gp to watch people, as it is against the law and may invite the ire of the target. Samuel also sells a wide variety of spell components (anything of 100 gp or less in value) and spellbooks.

A large grate and runoff shaft, located in the laboratory in Samuel's cellar, leads into Section 2 of the Sewers (See **Chapter 4** for details).

Sagacious Samuel (MU13): HP 38; **AC** 6 [13]; **Atk** *+2 spell storing quarterstaff* (1d6+2); **Move** 12; **Save** 5; **AL** N; **CL/XP** 13/2,300; **Special**: +2 vs. magic, spells (5/5/5/4/4/2).

Spells: 1st—*charm person, detect magic, hold portal, magic missile, shield*; 2nd—*detect evil, ESP, invisibility, web, wizard lock;* 3rd—*dispel magic, fireball, fly, hold person, slow*; 4th—*charm monster, confusion, fear, remove curse;* 5th—*contact other plane, feeblemind, passwall, teleport*; 6th—*disintegrate, reincarnation*.

Equipment: fine blue and green robes, *+2 spell storing quarterstaff* (holds 3 levels of spells as per *ring of spell storing*, with *hold person* cast into it), dagger, *crystal ball*, 3 *potions of extra healing*, *potion of heroism*, *+3 ring of protection, wand of suggestion* (8 charges).

Editor's Note – Recurring Roles

Many of the locations and NPCs in this section should play a recurring role in your campaign. Reveal their secrets slowly. Old Fish, for example, should simply seem an old shopkeeper until deep into your campaign. Confronted with a 5th-level party who pointed and said, "Hey! You're an assassin!" Old Fish might just TPK them and send their bodies to Barrett to be dissolved in acid. Instead, use repeat visits to build the players' suspicions slowly until they eventually conclude Old Fish is not all he seems. Alternately, use repeated requests for aid from locations like the Chapterhouse of the Church of Quell to encourage side treks that help characters level up. See **Chapter 2** for more ideas on how to use these locations and their resident NPCs in your campaign.

Old Fish's Supplies

From the outside, this ramshackle building seems nothing more than a small warehouse converted into a bait and tackle shop. Its grimy windows, well-worn exterior and none-too-clearly marked sign, drooping by a single rusty chain above the doorframe, do not speak highly for the quality of products peddled inside.

There is much more than meets the eye to Old Fish's Supplies. Among the darkest circles of Port Shaw's underworld, the shop is called "Tricks of the Trade." The proprietor, an ancient bald man with a wispy white beard and hard gray eyes, is known only as Old Fish. Old Fish's history remains unclear to all. The only thing certain is that he was once a very talented killer. Retired from the business of death himself, he now sells his skills as a designer of specialty weapons and items, serving less than reputable rogues and shady assassin upstarts. His tricks of the trade are masterfully designed and highly effective, and his exclusive clientele pays highly for his creations.

When Old Fish arrived in Port Shaw over 30 years ago, he was on the run from the dozens of enemies he accumulated as a deadly assassin. Elder Hargrove intervened on his behalf, paying off the many killers hunting

Fish and convincing them to return to their employers with forged "proof" of the assassin's death. Fish owes a life debt to Hargrove for his intervention.

Life debt or no, Fish lost his edge over the years and plans never to use his skills again – if he can avoid it. He is on the lookout for a successor who may take up his mantle as the Razor's most lethal killer. Should any of the characters prove worthy of Old Fish's attention, he will mentor them and even grow attached to a young rogue character.

Editor's Note – X Marks the Spot

If you scan the map of Port Shaw looking for the Haberdashery or Sagacious Samuel's – or any of the locations described here – you won't find them. This led more than one early reader to ask, why aren't these on the map? The answer is we left them off on purpose.

By only specifying the most general location – and that only because the nature of the districts demands certain placement – it helps Referees place these sites where and when they will most help the narrative. Are the characters fleeing the Dragoons, desperate to duck into a shop and hide?

Poof, right there – right around the corner! – that shop is Dontorian's. Some have asked why we provide a map at all. The answer: once your players *have* visited a location, it becomes fixed. Time to mark it on the map and let everyone know X marks the spot.

If Fish does mentor a character, he puts himself in an awkward position when Barrison Hargrove orders him to repay his debt by murdering the party. Fish cannot refuse to fulfill the life debt – his twisted code of honor will not allow it – but he is also unwilling to kill his protégé. If ordered to do so, Fish disguises himself and attacks the characters, killing any he dislikes but failing to kill his student on purpose. If possible, Fish conceals his identity through the course of the fight and purposefully dies at his student's hands in an attempt to drive the character further down the path to taking his place as the most deadly assassin on the Coast.

Old Fish (Assn14): HP 66; **AC** 2 [17]; **Atk** dagger (1d4 plus poison) or bolt launcher (1d6 plus poison); **Move** 12; **Save** 5; **AL** C; **CL/XP** 14/2,600; **Special**: backstab (x4), disguise, thieving skills.

Thieving Skills: Climb 96%, Traps/Tasks 90%, Hear 6 in 6, Hide 95%, Silent 100%, Locks 95%.

Equipment: Simple cotton work clothes with grey smock, or black bodysuit with mask and cap, *bracers of defense AC* 2[17]; 2 bolt launchers concealed in sleeve (above wrist and below), 10 bolts covered with poison, adamantine dagger with poison reservoir containing 3 doses of poison, silver dagger with poison reservoir containing 3 doses poison, bag of caltrops coated in poison (1d4 plus poison), two-compartment flask filled with wine and oil of taggit (save or fall unconscious).

Old Fish

Notes: Old Fish may be carrying any of the devious devices he sells. The following list represents a mere sample of his wares:

Insider Offerings

Old Fish offers the following equipment to those he decides know how to keep their mouths shut:

Black powder derringers: These tiny concealable pistols can be carried in a sleeve or small pouch. They deal 1d6 points of damage but otherwise have the same stats as a pistol. Cost: 400 gp.

Bolt Launcher: This tiny but powerful crossbow, constructed with a sleekly designed and discreet forearm brace, fits beneath the sleeve of a tunic or a set of robes. The bolt inflicts 1d6 points of damage and a full round is

required to reload the weapon. Like a hand crossbow, a bolt launcher has a range of 30 feet. This is another rogue favorite, as it lends the element of surprise to its possessor. Cost: 350 gp.

Booby Trap Pistol: Purposefully designed to misfire, these pistols explode when used, dealing 2d6 points of damage to the wielder. Cost: 150 gp.

Breakdown Crossbow: Fish can create a crossbow (any size) that can be broken down into several concealable parts as a standard action and then reassembled in 2 rounds. Cost: 400 gp plus crossbow price.

Concealed Weapon: Fish is skilled at constructing weapons that appear to be ordinary items. A lute that is actually a crossbow, a flute blowgun, a dagger housed in a scroll case, etc. Cost: 100 gp plus weapon cost.

Crossaxe: This heavy crossbow has a handaxe blade that a quick flick of the wrist flicks into place, ready for use against a melee opponent. While engaged, the handaxe prevents the crossbow from firing. It takes a full round to reset the crossaxe for use as a crossbow. Cost: 400 gp.

Guardsman's Cloak: A subtle form of pacification, this cloak has pouches of powdered lead sown into the bottom hem, allowing the wearer to grip the hem and wield it like a sap (1d6 points of subdual damage). Cost: 300 gp.

Hangnail: This razor sharp fake thumbnail fits over a character's thumbnail, granting +10% bonus to any Delicate Tasks checks involving cutting purse strings or razoring a pocket, sack, pouch or backpack. Some unscrupulous brawlers coat it with poison to give them the upper hand in a match. If used in combat, a hangnail is a light, simple weapon that deals 1d2 points of damage and inflicts double damage on a natural 20. Cost: 200 gp.

Needle Trap: Fish can build a pressure release needle trap into the hilt of a weapon, the grip of a pistol or an item. This remarkable design includes a safety, which Fish shows his clients how to use, that deactivates or reactivates the trap. Poison sold separately. Cost: 400 gp.

Poison Reservoir: Housed in the hilt of a slashing or piercing weapon, a reservoir holds a dose of poison, released via the flick of a tiny lever as a free action. Once released, the poison coats the blade in one round. Cost: 500 gp.

Poisoner's Gloves: Made of several watertight thin lambskin membranes, these gloves allow a character to handle items coated with contact poisons safely. After exposure, characters simply peel away a layer of the membrane to ensure they do not accidentally poison themselves. Some sinister assassins smear contact poison on the gloves themselves, caress or shake hands with a target and then peel away the contaminated membrane. Each glove has five layers of skin. Cost: 100 gp.

Poisoner's Rings: These rings come in two forms: a hidden needle for injury poisons or a flip top compartment for ingested poisons. Sleek, stylish and very discreet. Available in faux emerald or ruby. Cost: 450 gp (more for real gemstones).

Powder Reservoir: Built into the tip of a quarterstaff or the head of a mace, this compartment is constructed to hold any sort of dust the wielder wishes to place within it. By opening the compartment with a release mechanism in the grip of the weapon and swinging it, the character can fill an adjacent 5-foot square with the dust within. Cost: 200 gp.

Spike Launcher: This device can be built into the pommel of a sword, musical instrument, door knob, a scroll case, a large snuff box or any item of comparable size. The launcher houses a steel spring-loaded spike that can be launched via a tiny release with a range of 10 ft. The spike inflicts 1d4 points of damage and does triple damage on a roll of a natural 20. Rogues covet these alterations to their sword hilts as it allows a fast, unexpected sneak attack against a foe. The rogue may fire the launcher while his weapon is sheathed by simply aiming the pommel at a foe, or even offer a Dragoon the blade pommel first and launch the spike into their face. Cost: 200 gp.

Stealth Chain: This chain mail has black silk strands painstakingly circling every link of chain, concealing the metal and muffling the clinking of the armor. The silk reduces quiets the normally noisy armor. Cost: 500 gp plus armor cost.

Two Compartmented Flask: This metal flask contains two separate compartments, which can hold different fluids, usually one harmless and the other poisonous. The owner of the flask may drink freely from its harmless contents, and then, with a simple twist of the top, switch the outlet to the other compartment before handing it to someone else. Cost: 150 gp.

In addition to the above examples of Fish's artisanship, the assassin can fulfill any requests for specialty equipment of the characters' own devising. This is left to the Referee's discretion.

Inns and Taverns

Whether it is carousing, information, prizefighting, gaming or just a dry clean room the characters seek, Port Shaw does not disappoint. A wide selection of inns can be found along the docks, and gambling dens, houses of ill repute and taverns aplenty are sprinkled all about Bawd District. A few of Port Shaw's hotspots that will no doubt draw the characters' interest are detailed below.

BAWD

The Broken Skull

Located in the heart of Bawd district, where both tight-fisted women of loose morals and slow-swaggering rogues

Fiddlin' in Port Shaw

Residents of Bawd go mad for a good fiddle tune. The sounds of fiddles sing throughout Bawd day and night, and most bards who plan to earn their way choose the stringed instrument most favored by the common people of Port Shaw. For some reason, pirate, sailor, trader, coolie, Tulita, knifer and noble alike all enjoy the twangy screech of a fiddle played with relish. Truly spectacular fiddle players in Port Shaw can do no wrong, so long as they are sawing. There is a strange tradition related to the fiddle in this city of scum and piracy – anyone who can saw a good fiddle can do as they please while playing, and anything they do when "the devils are a' fiddlin' through 'em" is excused.

Perhaps the most noted example of this tradition occurred about seven years ago when Bodris Blount kicked in old Digby Dernt's skull, leaving a gory mess on the floor, but the crowd just clapped and stamped to the tune of his smoking fiddle strings all the while he stamped Digby to mush. Afterward, there was much back clapping and laughter, and they simply slipped old Digby's corpse into the tide.

Gregory Bonedeuce – a highly talented fiddler in his own right – occasionally takes advantage of this tradition to duplicate Bodris Blount's escapades.

with quick blades prowl, the Broken Skull shines like a beacon to the downtrodden.

> Attracting vicious souls, prizefighting contenders, and a crowd of despicable knaves who pay to see men smash one another into oblivion, the Skull is a large, two-block converted warehouse. Inside, the roar of the crowd deafens, and the tables are arranged haphazardly around a circular pit in the center of the establishment. The meaty, unmistakable sound of fist on face resounds from within, echoed by cacophonous cries of savage joy from the crowd.

On account of the noise and general bedlam, few tourists rent rooms at the Skull. Most occupants of the dingy quarters below the street level are contenders waiting for a shot at one of the Skull's esteemed prizefighters. The rooms are damp and dirty, and stink of sweat, blood and urine. The good news is accommodations only cost 2 cp a night. Food at the Skull consists of some unidentifiable cooked "meat" costing 1 cp a scoop.

Pit fights are the real draw of the tavern. No-holds-barred bare-knuckle contests rage from sundown to sunrise. The pit's five current favorites bash newcomers to a bloody pulp, much to the crowd's delight. Betting is forbidden by official order of the commandant, Gregory Bonedeuce, which of course means most of the patrons gamble to their hearts content. Dragoons do not come here, ever, and pit fights frequently spill over into full-fledged tavern brawls.

If the characters are looking to test their skills and win a purse of gold, or even a local champion's Belt of the Skull, they are welcome to enter the lists. The rules are simple: one on one, no weapons or armor of any sort and no spellcasting. Praying (divine spellcasting) is fine as long as it has no discernable effect on the opponent. The feral crowd usually beats to death anyone caught breaking the rules. The other fighters, who do not appreciate dirty tricks, pile on.

As newcomers, the characters do not get a shot at the big boys right away. Instead, the contender faces another up-and-comer, and they receive no winnings for their first two qualifying matches. Use the statistics for the Tulita Warrior (see **Appendix** for stats) for the first opponent faced by the characters. Their second qualifying match pits them against a fighter whose statistics are identical to Darenar's in **The Mad Shaman Attacks**.

If the character wins both qualifying matches they may challenge the favorites (and start earning gold for their victories), but they must start from the bottom up facing opponents in the order presented below. The challenge must be made at least one full hour before the match takes place. The prize for beating Dugan is 50gp. The prize for besting Varion Drakemoor is 100 gp. For knocking out Brunner Hammerfell, the character gets 200 gp. For taking down Amory Fairbanks, the character receives a 500 gp purse. For winning against Belok, they get 1,000 gp, and for taking on the current champion, Jin, and winning, the characters earn 2,000 gp in cold hard coin.

If the characters best their opponent in less than 3 rounds of combat, they get an additional 50% of their winnings thrown in on top. They may also receive bonus gold thrown by the crowd, equal to 20% of their winnings, if they provide a particularly entertaining battle or an awe-inspiring finishing move (awarded at the discretion of the Referee).

Combatants at the Skull

The fighters and their tactics, in the order in which the characters must defeat them, are:

Dugan (Ftr7): HP 55; **AC** 9 [10]; **Atk** fist x2 (1d2+1); **Move** 12; **Save** 8; **AL** N; **CL/XP** 7/600; **Special**: none.

Equipment: simple linen tunic and pants

Notes: Dugan is a fierce-looking bear of a man. His bony, crooked nose indicates he learned his pugilistic skills the hard way, and he is indeed a veteran of over two hundred bare knuckles matches. He does not relish the fight, and truth be told he does it for the money. Dugan has a Tulita wife and six darling children. The big man dukes it

out in the ring nightly to put food on the table and to save for apprenticeship fees for his young ones, so that they can learn an honest trade; an opportunity Dugan did not have as a child.

Tactics: He is methodical in the ring, fighting like a well-honed machine. So long as his opponents remain outside his threatened range, Dugan tries to demoralize his opponents at the outset of the round. For his form of intimidation, Dugan simply lets his eyes go dead and holds his opponent in a rock-steady unwavering stare.

In the first round Dugan opens strong with jabs and uppercuts, hoping to stagger his opponent. He punishes his foe with a one-two combo. After the first round, if Dugan's opponent lands a punch, Dugan switches to the defense. If his opponents seem physically weaker than Dugan, he grapples them, putting on the crunch until they blackout. He always buys defeated foes a drink after they come to and even invites them home to dinner if they seem nice.

Varion Drakemoor, Elf (Ftr5/MU5): HP 47; **AC** 9 [10]; **Atk** fist x2 (1d3+2); **Move** 12; **Save** 10; **AL** N; **CL/XP** 10/1,400; **Special**: spells (3/2/1), elf traits.

Spells: 1st—*detect magic, shield* (x2), *sleep*; 2nd—*strength* (x2); 3rd—*suggestion*.

Equipment: simple clothes.

Notes: Varion Drakemoor is a lithe wiry elf, whose smaller frame does not fit among his hulking compatriots. Truth be told, folks considered him a bit of a dandy before earlier this year. He competed a few times in the Skull, but never succeeded in beating Dugan until last month. Unknown to all, Varion recently discovered that he has magical blood and took some time out of the ring to learn to flex his magical muscles. Now he secretly uses his abilities to give him an advantage over the other combatants.

Throwing caution to the wind (he was never very wise), he conceals his casting as hand-waving taunts to his opponent before battle. No one is aware of his newfound magical talents. Even with this advantage, he tries not to cast spells on himself in the ring proper, as he fears getting caught. (Any character who makes a saving throw with a –4 penalty notices the hidden spell casting.)

Tactics: Before entering the ring, Varion casts *shield* on himself. As soon as the fight begins, he charges his foe, wearing a feral grin that makes him appear totally fearless and certain of victory. Varion fights as hard as he can, but if the tide turns against him, he risks casting *strength* on himself to do an additional +1 point of damage per hit.

If characters notice Varion casting spells and draws attention to it, the patrons storm the ring and trounce Varion soundly. A huge brawl erupts, enveloping all characters present in the tavern.

If this ensues – or a brawl breaks out at any other time for another reason – use the statistics from **Trouble in Paradise** for the crowd. Use the whaler statistics for 30 members of the crowd, and the Tulita tribesmen statistics for 15 contenders swept into the mob. The rioters stick to fisticuffs unless a character draws a weapon or casts an obviously damaging spell, at which point the patrons draw daggers and kukris and all hell breaks loose.

Brunner Hammerfell, Dwarf (Ftr9): HP 67; **AC** 9[10]; **Atk** fist x2 (1d3+3); **Move** 12; **Save** 6; **AL** N; **CL/XP** 9/1,100; **Special**: dwarf traits.

Equipment: loincloth

Notes: Brunner belongs to a savage tribe of dwarves from far across the sea. Abandoned in Port Shaw by a whaling ship on which he enlisted as a deckhand, the dwarf has no idea how to get home – and he does not care. Brunner lives now for the thrill of the fight. Amongst his tribe all the menfolk are fierce warriors, but here in Port Shaw Brunner is near peerless in the ring. He enjoys this greatly. The brawl-addicted dwarf spends his spare time making necklaces out of the teeth he knocks from opponent's heads. He wears these grisly prizes in the ring, snarling and fingering the necklaces to intimidate any foes he threatens.

Tactics: Brunner is an unsubtle adversary. He charges into the fray, entering a fuming, spittle-spraying rage. Brunner delivers devastating punches to his opponents, hoping for a quick knockout. Brunner aims his attacks for his opponent's jaw, hoping to loosen teeth for his ever-growing collection. If the dwarf rolls a natural 20, his opponent loses a tooth. If characters drop the dwarf below a quarter of his hit points, their next blow knocks out one of Brunner's teeth, and he suffers a –1 penalty to attacks for the remainder of the fight.

Amory Fairbanks (Thf11): HP 34; **AC** 9 [10]; **Atk** fist x2 (1d3+2) or hangnail (1d2+1 plus poison; double damage on natural 20); **Move** 12; **Save** 5; **AL** N; **CL/XP** 11/1,700; **Special**: backstab (x4), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 95%, Traps/Tasks 80%, Hear 6 in 6, Hide 85%, Silent 90%, Locks 85%.

Equipment: hangnail with scorpion venom (1d6 points of damage, –2 penalty to attack rolls; save avoids), vial of arsenic, *amulet of ogre power* (as gauntlets of ogre power, but with a permanent enchantment making it appear non-magical).

Notes: Never did a pugilist boast a more ironic name than Mr. Fairbanks, who is beyond any reasonable doubt the dirtiest fighter in Broken Skull history. Amory takes unalloyed pride in being the best cheater in the business. A handsome man of about 30 winters with bright blue eyes and gold-blond hair, Amory keeps several mistresses in Bawd district, and they often watch him fight. His cheering corner screams with delight every time he scores a hit and then leers at and mocks his opponent. Amory always celebrates a win with a victory dance – much to the delight of his women.

Tactics: Amory usually wins the fight before it begins. With a little bit o' the sleight of hand, he tries to slip a dose of arsenic into opponents' pre-fight meals or drinks that saps the character of 1d6 hp and slows his movement by half for 3d6+4 rounds (saving throw negates). He also fits a hangnail on his right thumb and laces said hangnail with a dose of scorpion venom.

At the outset of the fight, Amory quickly lashes out with his right, giving the opponent a scratch with the hangnail on a successful hit. If an opponent defeats Amory fairly, he despises them and may plot revenge. If they defeat the rogue by cheating as bad as or worse than he cheats, Amory deeply respects them. In this case, the rogue congratulates them afterward, even offering to buy a drink or help with any problems plaguing them in town.

If an opponent defeats Amory fairly, he despises them and may plot revenge. If they defeat the thief by cheating as bad as or worse than he cheats, Amory deeply respects them. In this case, the scoundrel congratulates them afterward, even offering to buy a drink or help with any problems plaguing them in town.

Belok Talorg, Half-Orc shaman: HD 8; **HP** 52; **AC** 9[10] or armor 3[16]; **Atk** fist (1d3) or *+3 bastard sword* (1d8+3); **Move** 12; **Save** 8; **AL** L; **CL/XP** 11/1,700; **Special**: spells (3/2/2/2/2).

> **Spells**: 1st—*cure light wounds*, *purify food and drink*; 2nd—*bless, hold person*; 3rd—*cure disease, prayer*; 4th—*cure serious wounds, neutralize poison*; 5th—*create food, raise dead*.
>
> **Equipment**: Simple white robes, leather leggings, holy symbol. Belok also possesses a suit of *+3 ring mail* and a *+3 bastard sword*, but he never wears them. He keeps them stored in a locked trunk in his room at The Broken Skull, and only retrieves them if he is somehow convinced to take up the mantle of the Wave Riders once more.

See **Chapter 1** for further details on Belok, his disposition, and his fighting tactics.

Jin, Half-Orc (Mnk12): HP 50; **AC** 0[19]; **Atk** fist x3 (3d8+2); **Move** 23; **Save** 5; **AL** L; **CL/XP** 12/2,000; **Special**: alertness, deflect missiles, deadly strike, mastery of silence, master of mind, master of body, mastery of self, multiple attacks (3/round), oneness with self, saving throw bonus, slow falling, thieving skills, weapon damage bonus +5.

> **Thieving Skills:** Climb 90%, Hear 6 in 6, Hide 95%, Silent 100%, Locks 95%
>
> **Equipment**: robes and the champion's belt of the Broken Skull (a black leather belt with rat and seagull skulls hanging off it; any pugilist who sees Jin wearing the belt must make a saving throw at +2 or flee in terror).

Notes: Jin is the undisputed champion of the Broken Skull. He is an enormous, fearsome half-orc who moves with the predatory grace of a tiger. Staring into his eyes is like staring into a misty mountainside: there are ancient secrets of enlightenment held within. He speaks little, if at all, and his reasons for pummeling foes into unconsciousness at the Skull each night remain his own. Every morning, Jin secretly leaves his nightly winnings at the doorstep of an orphanage in Bawd district. He tells no one of this.

Tactics Jin greets his challenger with a solemn bow and then simply stands relaxed and waits for the adversary to approach. Jin fights with multiple impressive attacks. A wide variety of punches, palm strikes, knife hands, spinning kicks, elbows, headbutts, shoulder slams, knees, forearm bars and claw attacks all populate his martial vocabulary. He fights to subdue opponents rather than kill.

Jin is a canny fighter who has engaged in unarmed combat his whole life. If wounded below 20 hp, Jin uses *Master of Body* on himself to heal 1d6+5 points of damage. If at any time during the fight Jin discovers his adversary is cheating (using magic items, spells, poison, or anything else unsportsmanlike), Jin begins inflicting lethal damage to chastise the unscrupulous combatant.

WINNING THE SKULL

If a character manages to work their way up the circuit and face down Jin in single combat, they become a celebrity overnight. Most of the populace of Port Shaw at least follows the fights at the Skull, even if they do not attend, and no one ever dreamed in a million years that Jin might be deposed from his champion's seat. The champion's Belt of the Skull earns the character congratulatory words everywhere they go and a lot of deference in most matters. Many merchants discount prices for most goods and services in town by 10% for the character, except for Old Fish, who does not discount his prices for some meathead who can take a punch.

However, with fame and fortune comes unwanted attention. Be sure to have bystanders constantly hound the character for their autograph or demand yet another retelling of how they won their title fight. Notoriety also invites the scrutiny of the insidious Ring of the Kraken.

TIDE
The Run Aground Tavern

This ramshackle little cabin of a tavern, right on Pier 22 in the Docks District, is a haven for the many downtrodden, good-hearted folk of Port Shaw. The owner, **Falgor Finney**, a kindly old dwarf, allows the homeless and destitute a seat at his bar, a free tankard of ale and a bowl of stew whenever he can spare it. Other innkeepers in Port Shaw call the poor souls who make up Finney's clientele "driftwood" and never allow them past their thresholds.

The characters find **Major Roland Lawrence** among the impoverished patrons of The Run Aground. **Xander**

Major Roland Lawrence

Brim is also a regular as of late, as he no longer receives credit at any other tavern in the city.

Major Roland Lawrence (Ftr11): HP 70; **AC** 9[10]; **Atk** dagger (1d4+1) or guardsman's cloak (1d6+1, subdual); **Move** 12; **Save** 4; **AL** L; **CL/XP** 11/1,700; **Special**: none.

Equipment: soiled and torn Dragoon's uniform with rank bars, insignia and patches missing, guardsman's cloak, an empty rapier's scabbard, dagger, pouch with 3 cp.

Notes: Gregory Bonedeuce framed Roland and charged him with conspiracy to aid a smuggling ring ferrying dragonsmoke into Port Shaw. Stripped of his rapier, pistol, rank, insignia and any honor, Roland is a broken man. Angry at his mistreatment, but unwilling to unlawfully oppose his former commander, he stews day in and day out in the Run Aground.

Roland may become a potent ally of the party, but he only takes action in any plan against the Dragoons if he is shown absolute evidence of Bonedeuce's and other high ranking officers' membership in the Ring of the Kraken.

If Lt. Commander Trey Perrin, whom Roland trusts, speaks against the Ring's leaders this also convinces him. If the party engages in unlawful conduct, Roland vehemently opposes them, possibly resorting to violence if they persist in their illegal actions.

JADE
The Kraken's Gullet

When the characters approach the Gullet, read or paraphrase the following:

> A circular doorway, surrounded by tentacles sculpted out of dark koa wood, cuts into the street facing side of this enormous three-story inn. Above the doorway, a large carved eye glares menacingly down at would-be patrons.
>
> From within the Gullet, the elegant strains of strings and wind instruments drifts out to the street. The hearty smell of baked fish, roast lamb braised with onions and other delicacies wafts out as well.

Located right inside Jade on Hargrove Boulevard, a red roof caps this impressive three-story, all koa wood inn. Sculpted in the shape of its namesake, a large tentacled kraken, the roof glowers down on all who enter. Here the characters can hobnob with Port Shaw's upper crust, while noteworthy local nobles and merchants rub elbows with respected officers and sea captains.

Bonedeuce himself dines in the Gullet at least once a week to keep up with the elite and, of course, to learn the movements and cargoes of any freighters ripe for Harthagoa's tentacles. Masked as harmless chitchat, Bonedeuce pumps the captains for information and selects the most suitable targets for the Kraken to plunder.

Elder Barrison Hargrove is often present as well, wheeling and dealing with other nobles and elders in order to make good his political machinations. To mask their collusion in the Ring of the Kraken, Hargrove and Bonedeuce never exchange anything more than a polite greeting in the Gullet.

Other important guests include the **Elders Alastair Crimmeran** (male elf) and **Nakuakaua** (male human, Tulita). Crimmeran represents the elven interests in Port Shaw and is often seen here accompanying **Viscount Senegar Deepwarder** (male elf), a visiting elven noble of great renown, for dinner.

If the characters have heard of the Viscount's missing ring, or have recovered the Viscount's sister's letter, they may approach the nobleman here at the Gullet and take up the job. Alternatively, if their reputation as adventurers is touted about town, the Viscount may summon them.

Viscount Deepwarder explains his situation:

> "My ring was nabbed by a pickpocket. The Dragoons in turn nabbed the culprit as he fled, but the beastly little urchin dropped my signet down a sewer grate when they knocked him to the ground. I'm told the shaft the ring plummeted down is quite deep and located far below the city. It is too narrow to crawl down, so I will need you to get into the sewers and recover the ring for me."

Senegar offers the characters a reward of 500 gp upon delivery of his signet ring. He also explains that entry to the sewers is illegal, so they should be careful not to get caught, as he would not like to make any waves with Gregory Bonedeuce or the Dragoons.

The Gullet maintains a strict dress code for its common room, and they allow no riffraff in smelly leather or metal armor past the door. A patrol of Dragoons is always present outside the Gullet to see that the code is enforced. At the Gullet, rooms are spacious, secure, clean and beautifully decorated, and its third-floor suites supply a breathtaking view of either the mountains or the sea, depending on whether the room faces west or east. The price of a meal cooked by the Gullet's gourmet chef, Raogul (male human), ranges from 5 sp to a steep 10 gp for a full repast. A stately room costs 2 gp a night.

Dragoons (3) (Ftr3): HP 16 (x2), 21; **AC** 7 [12]; **Atk** rapier (1d6) or dagger (1d4) or long-barreled musket (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special**: none.

Equipment: leather armor, guardsman's cloak, blue coat and dragoon uniform, rapier, dagger, long-barreled musket, 5 reloads of powder and shot, purse with 5 gp.

Dragoon Sergeant (Ftr6): HP 41; **AC** 5[14]; **Atk** long sword (1d8) or dagger (1d4); **Move** 12; Save 10; **AL** C; **CL/XP** 6/400. **Special:** none.

Equipment: chain mail, guardsman's cloak, blue coat and dragoon uniform, longsword, dagger, purse with 25 gp.

Other Important Locations and Encounters

Tide

Chapterhouse of the Church of Quell

Located in the center of Tide, the Chapterhouse once served as the heart and soul of Port Shaw. People citywide made the journey each day to worship at Quell's altar. Fisher folk prayed for the bounty of the sea, captains for a peaceful voyage and simple folk for Quell to keep the great waves and monsoons from their shores. Now the Church mourns, a shell of its former glory.

Holy Symbol of Quell

Since Archibald Noeliss' disappearance two months ago, parishioners have dwindled and many have lost faith in the Sea God. Recent shark attacks have further convinced the fisher folk of Port Shaw that their mighty god has turned his back on them.

Zalen Trafalgar recently reopened services at the Chapterhouse and does his best to bring the flock back into the fold. It has not been easy. If they intend to sail off into the horizon seeking adventure, characters may visit the Chapterhouse to receive the Sea God's blessing; alternately, they may seek divine healing from Zalen.

If the party takes an interest in the sad fate of the Wave Riders, they might seek out the son of Solomon Trafalgar while attempting to restore the washed-up heroes of the Razor to their former glory or even as part of a bid to take up the mantle of the Riders themselves, replacing those who have fallen from high.

In public, Zalen pretends to care little about the Wave Riders and refuses to listen to any conspiracy theories the characters may spout regarding the activity of Elder Hargrove or Gregory Bonedeuce. Repeatedly faced with such accusations, he invites the characters into the rectory, where he can confide in them away from the prying eyes and ears of potential spies.

Rectory

Curtains seal the rectory from the public worship area. The room contains several bookshelves holding tomes about Quell and other religions. The church has collected these books over years, and any character who spends time poring through them finds references to Dajobas, an ancient shark idol once worshipped long ago by the natives of the Razor Coast.

In the rectory, Zalen casts *detect evil* on the characters and, if he is satisfied with their motivations, speaks his mind and voices his suspicions about a secret society in Port Shaw. He also suggests that this society murdered Archibald Noeliss for prying into their affairs. If the characters seem trustworthy, Zalen allows the party access to Noeliss' private quarters.

Priest's Quarters

Archibald Noeliss was a fastidious man, and his quarters are in perfect order. A small desk inside his chamber contains papers related to routine Church matters. Noeliss had an artistic streak and was quite skillful crafting pottery statues. A small collection stands by his bedside.

One of the statues, shaped in the likeness of a miniature kraken, has a removable piece covering a hollow compartment. This compartment contains Archibald's notes on the Krakenfiend and some items he planned to use for an expedition beneath the ocean to investigate Harthagoa.

Zalen Trafalgar (Clr9): HD 9; **HP** 47; **AC** 1[18]; **Atk** *+2 trident* (1d8+2); **Move** 12; **Save** 7; **AL** L; **CL/XP** 11/1,700; **Special:** +2 save vs. paralysis and poison, spells (3/3/3/2/2).

Spells: 1st—*cure light wounds, detect evil, protection from evil*; 2nd—*bless, hold person, silence 15-ft. radius*; 3rd—*cure disease, prayer, remove curse*; 4th—*cure serious wounds, protection from evil 10-ft. radius*; 5th—*dispel evil, raise dead*.

Equipment: *+2 plate mail*, aqua robes of Quell, *+2 trident,* holy symbol of Quell.

Treasury

3 *potions of water breathing* and Archibald's notes concerning the Krakenfiend. The notes convey his general deductions that it is some sort of fiendish kraken offspring, that it likely has powers and immunities common to outer-planar creatures—particularly demons—and that it may have been spawned on a she-kraken by the demon lord, Demogorgon. Also of interest: the notes mention the Ring of The Kraken, a secret society apparently active in Port Shaw that Noeliss speculated might serve the Krakenfiend, Harthagoa.

JADE FORT STORMSHIELD

Fort Stormshield is over 100 years old, built long before the founding of Port Shaw by an elven shipping guild attempting to reclaim territory once held by elves during Sammerlock Sails' ancient supremacy over the Razor. The elves purchased the plateau east of present-day Port Shaw and erected Fort Stormshield to protect them from pirates. The elves abandoned the Fort when their guild – overwhelmed by piratical predations – fled the area. Elder Hargrove, rumored to be the architect of the pirates' full-blown war on the elven shipping fleet, purchased the fort for a pittance. Now the Municipal Dragoons of Port Shaw use the fort as their base of operations.

The walls of the fort, constructed from thick stone blocks and mortar, are strong enough to resist the coast's punishing tropical storms – hence the fort's moniker.

Key Features

The Cannon Landings: The map indicates several 9-pound cannons. Each has 14 cannonballs arranged in a pyramid next to it. No powder is kept near the cannons. These cannons are used in defense of the fort. If the Dragoons are alerted to an attack, three-person firing teams arrive with four small kegs of powder (one shot per keg) to fire them.

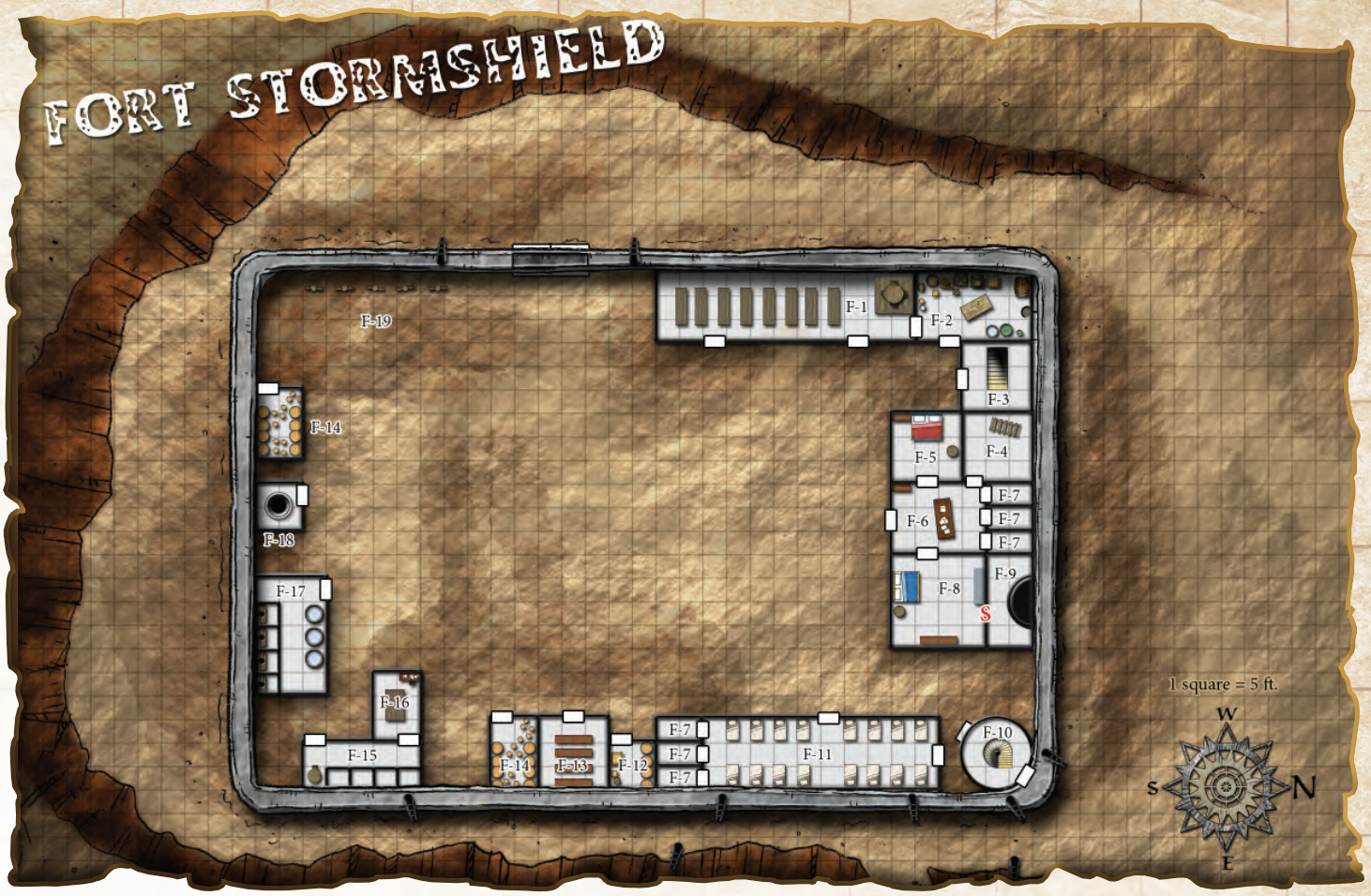
Fort Defenses

The top of the wall is accessible from the two staircases located inside the fort (indicated on the map) and from **Area F–10**. Pairs of fully armed Dragoons patrol the top of the wall. There are 5 pairs roving at any given time. They are on alert as they keep vigil. If the Dragoons notice anyone, they call out "Intruders!" and alert the guard force to the attack. The 5 Dragoons and 2 Dragoon magic-users in the guard tower keep a lookout on the yard below. A sergeant and 2 Dragoons man the west gate at all times.

If at any time during their incursion into the fort the characters alert the Dragoons to their presence – via sounds of combat or by being spotted by the lookouts in the guard tower (**Area F–10**) – the Dragoons respond in force: the 40 Dragoons and 5 magic-users normally in **Area F–11** immediately mobilize to deal with the threat. At least five sergeants occupy the fort (in any of the **Area F–7** officer quarters) as well, and they quickly rush to the site of any disturbance. If they are not on the *Pride* or in town at the time, Commandant Gregory Bonedeuce and Commander Aeron Chambers also emerge from the officer's building to deal with any intruders.

Getting Inside the Fort

At some point, in order to free prisoners in the brig or spy on Gregory Bonedeuce, the characters will probably storm the fort or attempt to infiltrate it. Gaining access to the fort is not impossible. There are two methods of entering subtly. The characters may use the sewer system to access the fort latrines (**Area F–17**) from below or the



Shrine to Harthagoa (**Area F–9**). They may also open the sluice gate located between the brig (**Area F–15**) and the latrines.

The Dragoons toss their garbage and waste through the sluice gate into the waves below. The gate itself is built from wrought iron and locked with an average quality padlock chained around the pulley that opens it. If the characters remove the lock, another character inside the fort can lift the gate by pulling on a rope located on the other side of the wall.

A Dragoon named Dronco guards the sluice, but he is usually dead to the world, drunk on ale pilfered from the storage shack (**Area F–12**). He does not awaken unless the characters make a tremendous amount of noise.

F-1. MESS HALL

This is where the Dragoons take their meals. Shortly after sunrise, at noon, and just after evenfall, 3d10 Dragoons, 1d4 sergeants and 1d6 magic-users eat inside.

> Row upon row of pine tables and simple, sturdy benches fill this large hall. A raised platform on the west wall is home to a fine koa wood table with ornately carved chairs. A tapestry woven with the symbol of the Municipal Dragoons – a silver dragon rising from the sea with the sun shining above – hangs on the north wall of the chamber.

Dragoons (3d10) (Ftr3): HP 21; **AC** 7 [12]; **Atk** rapier (1d6) or dagger (1d4) or long-barreled musket (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special**: none.

> **Equipment**: leather armor, guardsman's cloak, blue coat and dragoon uniform, rapier, dagger, long-barreled musket, 5 reloads of powder and shot, purse with 5 gp.

Dragoon Wizards (1d6) (MU4): HP 12; AC 9[10]; **Atk** dagger (1d4) or staff (1d6), or pistol (1d6); **Move** 12; Save 12; AL C; CL/XP 4/120. **Special**: spells (3/1/1)

> **Spells**: 1st—*charm person, magic missile, sleep*; 2nd—*darkness 15 ft. radius, web*.
>
> **Equipment**: blue coat and dragoon uniform, light blue "wizard's" cape, dagger or staff, pistol, 10 reloads of shot and powder, *potion of invisibility*, purse with 20 gp.

Dragoon Sergeants (1d4) (Ftr6): HP 41; **AC** 5[14]; **Atk** long sword (1d8) or dagger (1d4); **Move** 12; Save 10; **AL** C; **CL/XP** 6/400. Special: None.

> **Equipment**: chain mail, guardsman's cloak, blue coat and dragoon uniform, longsword, dagger, purse with 25 gp.

F-2. Kitchen and Pantry

This is where the Dragoons keep most of their food. Breads and flour, cheeses, ale, onions, carrots and chickens occupy barrels and line the shelves. A delivery wagon from a local merchant guild restocks the pantry every week, and this may help the characters infiltrate the fort. The fort's lone cook is a put-upon man named Hathra (male). He will not fight any characters he encounters, seeking only to flee for help. If he is unable to escape, he cowers beneath his preparation table.

The clucking of nervous chickens cooped in cages against the south wall fills the room. A collection of pots and pans hang from chains attached to the ceiling. Crates of eggs, onions and carrots rise to the ceiling on the north side of the doorway. A large wooden table occupies the center of the room and an enormous wheel of cheese sits at its center. An oven rests on the west wall.

F-3. The Wine Cellar

A padlock bars the door into this small stone building. The stairs travels down to a cellar where Gregory Bonedeuce keeps his private stock of fine wines. The cellar contains three rows of wine racks well stocked with bottles.

Treasure

Most of the bottles are of decent quality wine (120 bottles, 5 gp each). Bonedeuce also collects a few very special vintages: a sylvan red from the Green Realm over 1,000 years old that should mature in a decade or so (600 gp); an Arboreal Ambrosia (1500 gp) and a bottle of Frozen Everwine from the exotic tundra kingdom of Boros at the Edge of the Ebon Shroud. A magical quality of the wine keeps it cool on the tongue at all times (300 gp).

F-4. The Inquisitor's Chamber

Inquisitor Salem Vin keeps his quarters here. He lashes himself ritually in self-mortification in this chamber (much to his neighbor Aeron Chamber's annoyance), which leaves traces of dried blood sprayed on the walls.

Decorated only with a mattress-less wooden bed frame and a collection of whips, barbed lashes, hooked chains and knives hanging from the west wall. Someone carved the sentence "Pain is the only truth" into the headboard of the wooden bed, meticulously. Simple gray robes hang from a hook near the door.

Inquisitor Vin is most likely not in his chambers, as he truly relishes his work. He spends most of his time in **Area F–16** (see that area for the Inquisitor's statistics). Characters only find Vin in his chambers for the 4 hours of sleep and 1 hour of lashing he needs every day.

F-5. Chambers of the Sorcerer Supreme

These are Aeron Chambers' quarters. The characters most likely find him here, unless he is carrying out a mission on *Bonedeuce's Pride* or in town on either Dragoon or Ring of the Kraken business. Aeron always locks his quarters while he is away.

Commander and Sorcerer Supreme Aeron Chambers (Ftr1/MU7): HP 31; **AC** 9[10]; **Atk** rapier (1d6) or dagger (1d4); **Move** 12; **Save** 9; **AL** C; **CL/XP** 8/800; **Special:** +2 save vs. magic, spells (4/3/2/1).

Spells: 1st—*detect magic, light, magic missile, read magic*; 2nd—*ESP, phantasmal force, strength*; 3rd—*explosive runes, fireball*; 4th—*wall of fire*.

Equipment: highly decorated dragoon uniform, powder white gentleman's cape, a Dontorian special captain's cap, rapier, dagger, *crystal ball*, *gloves of swimming and climbing* (as per gauntlets of swimming and climbing, but usable by all classes), *ring of invisibility*, spellbook.

Tactics: Aeron enjoys dueling with his rapier and toying with lesser opponents. He only duels to first blood, saving his first lethal showdown for a meaningful occasion. Although he delights in his newfound sword skills, he is no fool. Against dangerous opponents he prepares for battle by casting several spells on himself if able. Aeron casts *strength* and uses his *ring of invisibility* before entering the fray.

Three fine silk tapestries depicting a sylvan forest at night, a misty mountainside and a pond filled with beautiful dancing nymphs decorate the walls of this room. A small table rests on the west wall with several blocks of incense, sheets of parchment and an inkwell on top of it. The room's owner mounted a pair of crossed rapiers on the east wall. A small standing closet made of cedar occupies the north wall beside a beautiful curtained bed covered with a plump down mattress and red satin sheets.

If Aeron is present, he calls for assistance from the officers in each **Area F–7** next door. Commander Chambers keeps the crystal ball he purchased from his downtrodden rival Xander Brim in a small trunk inside the cedar closet. The trunk is locked with a quality lock. Anyone opening the trunk without saying the safe word "en garde" causes a blast of fire to erupt and engulf everyone within 5 ft. of the chest. The flames do 1d4+7 points of damage (save for half).

Treasure

Aeron Chambers also keeps six heavy bars of platinum (500 gp each) and a silver chalice with mermaid motifs, inlaid with gemstones (2,000 gp) in the chest.

F-6. MAP ROOM

This main entry chamber serves as a saloon where the officers relax, play dice, discuss their life dreams and drink together. It is also their briefing room in times of war or when planning a major nautical mission.

A large, dark koa wood table occupies the center of this room. Parchment, maps, several compasses and quills lie strewn about it. A large overview map of the Razor Coast hangs on the west wall. A wooden cabinet rests against the north wall.

The map on the wall is identical to the one included in this book. The nautical maps on the table are perfectly to scale and may prove useful to the characters. They show the patrol patterns of Dragoon vessels. If the characters take these maps and study them, they may make an effort to avoid patrols on their next sea journey. Possessing the maps allows the characters to avoid Dragoon frigates and turns randomly rolled encounters with Dragoon vessels at sea into "no encounter." In addition, if the characters are aware of the plot to kill Trey Perrin, they can use the maps to discern the long-range patrol route of the Albatross. They can use the charts to plot an intercept course with the *Albatross*.

F-7. OFFICER'S QUARTERS

Lower echelon officers reside in these quarters. A sergeant or lieutenant is present in each room.

Dragoon Sergeant (Ftr6): HP 41; **AC** 5[14]; **Atk** long sword (1d8) or dagger (1d4); **Move** 12; Save 10; **AL** C; **CL/XP** 6/400. **Special:** none.

Equipment: chain mail, guardsman's cloak, blue coat and dragoon uniform, longsword, dagger, purse with 25 gp.

Characters find nothing of interest is in these quarters, save a bed and a locked trunk containing the officers' meager savings (1d4+1 x 10 gp in each room).

F-8. COMMANDANT BONEDEUCE'S QUARTERS

Here, Gregory Bonedeuce relaxes between missions or resolves delicate matters for the Ring of the Kraken. If not otherwise engaged, the characters find him when they enter.

Commandant Gregory Bonedeuce (Thf4/Ftr4): HP 47; AC 2[17]; **Atk** *+2 rapier of speed* x2 (1d6+2) or double pistol (1d8) or 2 dueling pistols (1d6); **Move** 9; **Save** 11; **AL** C; **CL/XP** 9/1,100; **Special**: accomplished duelist (+2 to attack rolls when dueling or firing pistols), backstab (x2), +2 save vs. traps, thieving skills.

Thieving Slkills: Climb 88%, Traps/Tasks 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: *bracers of defense AC* 4[15], *boots of leaping*, several uniforms, *Bonny Lass* (*+2 rapier of speed*; allows 2 attacks per round), a double pistol, 10 reloads of shot and powder, a pair of dueling pistols with pressure release needle traps tipped with poison, two extra doses of poison, *+2 ring of protection*, *ring of water breathing* (as the spell), a monogrammed gold-plated mechanical pocket watch (worth 1,500 gp), a fiddle and bow, a snuff box, several exquisite quality cigars, a box of matches.

A large bed, curtained in blue silk, rests in the northeast corner of the room. A glass display case filled with silver dueling pistols and excellent quality rapiers is mounted on the west wall. A large, double-doored cabinet rests on the north wall of the room.

Development

The glass case of rapiers, pistols and daggers is locked. If anyone removes a particular silver and mother-of-pearl gripped dueling pistol, this opens a secret panel on the north wall, granting access to **Area F–9**. The silver pistol is also outfitted with one of Old Fish's patented needle traps (See **Old Fish's Supplies** for details). The needle contains deathblade poison.

An empty, dagger-sized imprint mars the felt backing of the collection – whatever weapon once rested here is gone. Adventurers may find the dagger that belongs there in the wreck of the *Razor's Edge.* The dagger is evidence that Bonedeuce betrayed Jacob Razor (See **Chapter 4** for more on this).

Treasure

The pistols, rapiers and daggers are all masterwork quality, silvered, and gilded with precious metals and stones. There are four pistols (1,000 gp each), three rapiers (1,200 gp each) and three daggers (600 gp each). In the cabinet sits a collection of eight fine silver rings (100 gp each), and a silver cloak clasp in the shape of a hunting dog (200 gp).

F-9. SHRINE TO HARTHAGOA

This hidden room leads to tunnels below the fort. The elven trading guild once hid contraband or secreted precious items here, safe from encroachers, but Gregory Bonedeuce has transformed it into a hideous worship hall dedicated to Demogorgon's aquatic son Harthagoa, the Demon Below. Members of the Ring of the Kraken at the fort (Gregory Bonedeuce, Aeron Chambers, Inquisitor Vin and all of the six officers present) hold nightly services in this room. They pray for the success of their coup, and for the tentacles of their dark master to emerge from the sea and spread his sinister influence all along the Razor Coast.

A large dais, lit only by dozens of candles, occupies the west wall of this room. Atop the altar stands a statue of a kraken, a small candle set

inside to give its eyes an unholy light. The kraken's tentacles reach along the walls of the room. Its gaping maw faces the center of the chamber.

A pressure release within the kraken's maw opens a secret trapdoor in the center of the room. The trapdoor leads to **Area S–21** (See **Chapter 4**), in the sewer tunnels below the fort.

F-10. WATCHTOWER

This 30-foot-high stone tower sports a spiraling stone stairwell reaching up from the base to the top watch area. Two 9-pound cannons ("long nines") face the sea to the East and North, with enough cannonballs and powder for ten shots. **2 Dragoons** always guard the doorway at the base of the tower. **5 Dragoons** and **2 Dragoon magic-users** occupy the watch platform above, as well. They keep constant vigil over the courtyard and the sea.

In addition to their usual possessions, each Dragoon keeps two additional long-barreled muskets at the ready in the tower, and each sorcerer in the tower owns a spyglass. If they detect an intruder, they ring a large alarm bell located in the center of the watchtower to alert the rest of the fort – then attack.

Dragoons (7) (Ftr3): HP 11, 21, 13 (x3), 22, 17; **AC** 7 [12]; **Atk** rapier (1d6) or dagger (1d4) or long-barreled musket (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special**: none.

Equipment: leather armor, guardsman's cloak, blue coat and dragoon uniform, rapier, dagger, long-barreled musket, 5 reloads of powder and shot, purse with 5 gp.

Dragoon Wizard (MU4): HP 12; AC 9[10]; **Atk** dagger (1d4) or staff (1d6), or pistol (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 4/120. **Special**: spells (3/1/1)

Spells: 1st—*charm person, magic missile, sleep*; 2nd—*darkness 15 ft. radius, web*.

Equipment: blue coat and dragoon uniform, light blue "wizard's" cape, dagger or staff, pistol, 10 reloads of shot and powder, *potion of invisibility*, purse with 20 gp.

F-11. BARRACKS

Tiered bunks capable of housing over 100 Dragoons fill this spacious hall. At any given time, only **40 Dragoons** are present here, along with **5 Dragoon wizards**.

Dragoons (40) (Ftr3): HP 21; **AC** 7 [12]; **Atk** rapier (1d6) or dagger (1d4) or long-barreled musket (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special**: none.

Equipment: leather armor, guardsman's cloak, blue coat and dragoon uniform, rapier, dagger, long-barreled musket, 5 reloads of powder and shot, purse with 5 gp.

Dragoon Wizard (5) (MU4): HP 12, 7, 5, 9, 10; AC 9[10]; **Atk** dagger (1d4) or staff (1d6), or pistol (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 4/120. **Special**: spells (3/1/1)

Spells: 1st—*charm person, magic missile, sleep*; 2nd—*darkness 15 ft. radius, web*.

Equipment: blue coat and dragoon uniform, light blue "wizard's" cape, dagger or staff, pistol, 10 reloads of shot and powder, *potion of invisibility*, purse with 20 gp.

F-12. STORAGE

This stone building houses blankets, boots, extra uniforms, socks and other amenities used by the Dragoons. It also contains four barrels of emergency grain, six casks of whale oil and extra lanterns in case of a night attack.

F-13. ARMORY

This is where the Dragoons keep all of their hand-held weaponry not currently in use. Within the characters find 40 rapiers, 60 suits of leather armor, 50 suits of chainmail, 100 daggers, 20 long barreled muskets, 20 military pistols, 20 powder horns, 500 musket balls, 200 pistol shots, 20 heavy crossbows and 100 bolts.

The armory door is made of heavy oak, locked and guarded at all times by **a Dragoon sergeant and two Dragoons**.

Dragoons (2) (Ftr3): HP 21, 17; **AC** 7 [12]; **Atk** rapier (1d6) or dagger (1d4) or long-barreled musket (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special**: none.

Equipment: leather armor, guardsman's cloak, blue coat and dragoon uniform, rapier, dagger, long-barreled musket, 5 reloads of powder and shot, purse with 5 gp.

Dragoon Sergeant (Ftr6): HP 41; **AC** 5[14]; **Atk** long sword (1d8) or dagger (1d4); **Move** 12; Save 10; **AL** C; **CL/XP** 6/400. **Special:** none.

Equipment: chain mail, guardsman's cloak, blue coat and dragoon uniform, longsword, dagger, purse with 25 gp.

F-14. POWDERHOUSE

These small, windowless stone buildings hold extra kegs of powder for both the cannons located around the fort and the guns of the frigates that dock below. Each powderhouse holds 10 large powder kegs and 20 smaller artillery team kegs. The powderhouses are always kept locked, and only the sergeants and officers carry keys.

F-15. BRIG

This is where Dragoons hold prisoners destined for the fort and criminals captured in town before exacting their punishments. Gregory Bonedeuce acts as judge, jury and executioner in all cases, unless a member of the Council of

Elders directly intervenes and demands a trial for the accused.

This large, dank room stinks of urine, feces and blood. The room contains a table, a chair and a few pots – all by the east wall – and a series of small 5-ft by 5-ft cells.

The gaoler, a lumbering half-orc named **Lorag,** occupies this area with **4 Dragoons**. He keeps a watch on the prisoners and torments them to his heart's content. Lorag, a savage monstrosity who fears nothing except the terrifying Inquisitor Vin, battles any intruders to the death.

Inquisitor Vin emerges from area **F–16** if he hears the sounds of combat and joins the fray.

Lorag, Half-Orc (Ftr4/Th4): HP 47; AC 5 [14]; **Atk** battle axe (1d8+2) or light hammer (1d4+2); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: backstab (x2), +2 to hit and damage strength bonus, +2 save vs. traps, thieving skills.

Thieving Skills: Climb 88%, Traps/Tasks 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: *+2 leather armor,* battle axe, light hammer.

Notes: The brutal Lorag enjoys nothing more than intimidating his foes in combat. He attempts to flank any characters engaged in combat with the Dragoons and backstab foes. He fights until he drops dead.

Dragoons (4) (Ftr3): HP 10, 9 (x2), 12; **AC** 7 [12]; **Atk** rapier (1d6) or dagger (1d4) or long-barreled musket (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special**: none.

Equipment: leather armor, guardsman's cloak, blue coat and dragoon uniform, rapier, dagger, long-barreled musket, 5 reloads of powder and shot, purse with 5 gp.

Cell #1

Harok McFarrows occupies one of the cells (male human, fisherman). The poor man is quite mad. After watching his family torn apart by a shark-man, the authorities then told him he killed them himself and threw him in the brig to rot, pending execution, these past several weeks. Filth covers Harok, and he gibbers uncontrollably. If characters calm him down, Harok remains deadly silent for a few moments, then recounts the following:

I found him in the surf, near torn to pieces. I should have left him there for the crabs and gulls. I brought him to my cottage and set to cleaning his wounds. His chest was ripped apart real gruesome. Shark attack, and must have been as big as the Kraken itself to do the damage it did. I did what I could. Bandaged him up, but the wounds kept bleeding. I didn't think he would make the night.

Just after evenfall, I headed to the water to grab my nets. The moon was full and bright, and I didn't even need no lantern to see. I was gathering my nets when I heard the first scream from the cottage. Fear pounded into me, and my heart froze in my chest. Then I was running, running for my home and family. I burst through the door and saw my wife Charlotte on the table, almost torn in half. Her eyes were stiller than stone...

It was eating her. Sinking its white teeth into her open side over and over again, and pulling its mouth back all black and red with her blood. It was a shark, a black shark, but it was a man. It had three fingered hands and a huge fin sprouting from its broad back. Its head was mostly mouth. Row upon row of teeth. And eyes. Burning red eyes.

I screamed and ran for it. To stop it. Charlotte was dead, some part of me knew, but I couldn't stand there and watch the thing devour her like that. It roared as I charged and struck me with a balled fist. I remember my back feeling like it broke against the wall and my head exploding against the door frame. Then it's all dark. I woke here. They think I ate them. Maybe I am a shark; maybe we are all sharks inside.

And Jessica . . . little Jessica. What did I do with little Jessica?

Harok starts raving after he finishes his tale and nothing calms him again. If the characters continue asking questions, he responds with "we'll all be sharks soon" over and over again.

In the event the characters save Harok's daughter and present her to him, it restores his sanity, imposes a stay of execution, but does not free him from imprisonment. See **Chapter 2** and **Chapter 4** for more details of Harok's tale. t

Cell #2

If **Falken Drango** did not escape custody, the characters find him in a cell as well. He demands the adventurers free him, as he is completely fed up with Harok's ravings. The pirate insists he did not kill his crew and swears he intends to track down whoever did to make them pay. If let out of his cell, he immediately punches Harok in the face for having had to listen to the pathetic man's ravings.

Freed, he attempts to aid the characters against any Dragoons, but he flees if the odds seem stacked against them. Falken wants vengeance and refuses to die before he can exact it. To repay them for springing him, Captain

Drango may show up again later in the campaign to aid the characters at a moment of dire need.

Falken Drango (Ftr2/Thf9): HP 41; **AC** 9[10]; **Atk** fist x2 (1 hp each); **Move** 12; **Save** 7; **AL** N; **CL/XP** 11/1,700; **Special**: backstab (x4), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 93%, Traps/Tasks 60%, Hear 5 in 6, Hide 65%, Silent 70%, Locks 65%.

Equipment: Falken has none of his equipment.

Cell #3

If the Dragoons apprehended Milliauka in **The Mad Shaman Attacks** then he occupies a cell as well. Freed, the shaman thanks the characters deeply and agrees to aid them in any way he might. The shaman knows the ancient story of Dajobas and believes the dark god rises again. The Tulita imparts this information to the characters and assists them in any way possible to track servants of the Shark God. Milliauka listened closely to Harok's ravings, and he believes that the lunatic's shark-man must be the Chosen One of Dajobas. He fears for the rest of Harok's village.

On the loose and spurred to action by Harok's horrific tale, Milliauka organizes the Tulita by preaching the evil shark god's rise. Reminding the Tulita that this foreign power's destruction of the sea's other animal spirits makes Dajobas' return possible, Milliauka plants the seeds of unrest that allow the party to bring the Tulita into their fight against Bonedeuce and the Kraken (see **Chapter 7** for details).

Milliauka (MU9): HP 27; **AC** 9[10]; **Atk** fist (1 hp); **Move** 12; **Save** 7; **AL** L; **CL/XP** 9/1,100. **Special**: +2 saving throw vs. magic, spells (4/4/3/2/1).

Spells: 1st—*charm person*, *magic missile*, *shield*, *sleep*; 2nd—*darkness 15 ft. radius*, *detect evil*, *phantasmal force*, *web*; 3rd—*dispel magic*, *hold person*, *water breathing*; 4th—*fear*, *remove curse*; 5th—*passwall*.

See **The Mad Shaman Attacks** for full details. Milliauka has none of his equipment.

Cell #4

2 dragonsmoke pushers, arrested by the Dragoons in the city, occupy these cells.

Dragonsmoke Pushers (2) (Thf4): HP 11, 7; **AC** 7[12]; **Atk** fist (1 hp); **Move** 12; **Save** 12; **AL** N; **CL/XP** 4/120; **Special**: backstab (x2), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 88%, Traps/Tasks 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: These pushers have none of their equipment, armor or weapons.

F-16. Interrogation Chamber

This area is where unfortunate prisoners of the brig face brutal interrogation at the hands of **Inquisitor Salem Vin**.

The walls of this chamber bear dark crimson stains. A wooden table stands in the center of the room with straps, manacles and chains fastened to it. On the wall perch a row of hooks and from each one dangles various instruments: scalpels, lashes, barbed whips, thumb screws and a rusted nutcracker. A small desk sits in the northwest corner with parchment, an inkwell, and several quills neatly organized on it.

Unless he was drawn to area **F–15** by the sounds of combat, Inquisitor Vin awaits the characters here.

Inquisitor Salem Vin (Ftr2/Assn9): HP 53; **AC** 5[14]; **Atk** flail (1d8+1) or dagger (1d4+1); **Move** 9; **Save** 7; **AL** C; **CL/XP** 11/1,700; **Special:** backstab (x4), disguise, thieving skills.

Thieving Skills: Climb 91%, Traps/Tasks 45%, Hear 5 in 6, Hide 40%, Silent 50%, Locks 40%.

Equipment: chainmail, heavy gray robes, blood-stained smock and gloves, flail, dagger,

Notes: Salem relishes his work. As a man who enjoys pain himself, he delights in inflicting it on others. He also takes his job seriously, meticulously writing down everything his prisoners say under torture. He even notes their groans of agony and whimpers of pain. If disturbed by the characters, they find him torturing one of the dragonsmoke pushers, and he does not take kindly to the interruption.

Tactics: In combat, Salem goes after whichever opponent he thinks will experience the most pain, usually a spellcaster. Vin fights without any thought for his own safety, displaying no sign of pain from any wound.

Treasure

The only item of note in this chamber is a parchment on Vin's desk, which contains Harok McFarrows' story (see **Area F–15**) in writing.

F-17. Latrines and Bathhouse

This is where the Dragoons shave, make their toilet daily and take their weekly baths. The furrow in the floor of the latrines connects to **Area S–19** in the sewers below.

F-18. Tunnel to the Docks

This stone tunnel contains a slope broken up with small staircases and leads to **Area F–20** below the ridge. The tunnel is outfitted with several braziers and torches.

F-19. Firing Range

The Dragoons reserve this area of the courtyard for marksmanship practice. Straw humanoid dummies sit against the wall. Each dummy wears a bullet-ridden shirt and a bullseye painted in red on the chest.

F-20. Docks

Dragoon vessels – such as the *Albatross, Sea Snake*, and other sloops and frigates – dock at this landing when re-provisioning at the fort. The *Bonedeuce's Pride* most likely moors here unless the characters found a way to trick the Commandant into taking his mighty warship out to sea.

CHAPTER FOUR

BENEATH AND NEAR PORT SHAW

"Th' citizens o' Port Shaw avoid th' sewers at all costs, 'n all manner o' horrible tales tell o' th' unnatural inhabitants within, but nah me. Nah wit' th' *Gallant* at me command. Now this here raft be th' *Gallant*. She may nah look like much, but th' *Gallant* can get ye through th' sewers much more safely than swimmin' or me name ain't Lester Farrows. 'N 'tis. Lester Farrows. That be me name. Cap'n Lester Farrows at yer service 'n thar ain't a scallywag alive better than me when it comes t' swimmin' around other folks' waste. Trust me. I know th' risks 'n th' ways. 'Tis wha' I do. Professional sewer pirate. At yer ser-vice."

- Cap'n Lester Farrows

Nearby Port Shaw

While Port Shaw is a bastion of commerce on an otherwise wild coast, the city is not without neighbors. Besides the Outskirts and Plantations surrounding the city itself – not to mention Blacksink Marsh, stretching to the north – small, independent fishing villages eke out survival south of the city. Because they are often the remnants of abandoned attempts to expand Port Shaw, village residents often resent their mother city. Further down the coast, numerous coves and inlets provide hideouts to the foolish, the contrary and the nefarious.

Outskirts

Stand-Alone Encounters

THE NIGHTSLINK MYSTERY — PART I

The characters hear reports that a gang of toughs is harassing locals in the Outskirts, robbing merchants of goods and coin on the docks then demanding the local Tulita hide and house them. Calling themselves the Nightslinks, they intimidate their targets by boasting they are the crew of the dreaded Captain Falken Drango.

Background

The Nightslinks objectives are simple: they are stockpiling supplies and plan to seize a new ship for themselves. Currently, they stash their pilfered loot in crates hidden among the rocks surrounding the Port Shaw lighthouse. The renegade Nightslinks scour waterfront bars for talk of easy marks, easier gold, and rumors of a strong ship to seize.

Setup

Despite this apparent impossibility, the toughs are in fact whom they claim to be, stolen from Falken Drango's deck and transformed by Dalang Jalamar into bloodthirsty weresharks. At Dalang's command, these former Nightslink are now part of a group of weresharks infiltrating Port Shaw in human form, preparing for the **Night of the Shark.**

However, all is not well within the enemy ranks, and *these* particular bloodthirsty weresharks plan to abandon Dalang and return to their piratical ways – only without their still-human former captain. While preparing to return to sea, they accidentally alert the characters to their presence.

Action

If the characters have strong relationships with the Tulita, then when searching for the Nightslinks they need not look far. If the characters are tied to the Dragoons in the minds of the local Tulita, the party needs to threaten or bribe folks to get some answers.

Either way, asking their Tulita contacts in the outskirts about the Nightslinks quickly garners descriptions of a pair of strangers: the first stout with a long beard braided into six blood-soaked tips, dressed in a red and white striped shirt (Basel Barr); the other slender with a crooked nose, wearing a gaudy lace shirt and large dangling woman's earring (Branard the Blithe).

When an NPC in the outskirts passes this description to the party, these two pirates happen to stand within earshot and turn violently. Pushing locals aside, they storm toward the characters. "We're the Nightslinks, who's asking?!" Neither pirate cares for the adventurers' answers, and they immediately attack after the first reply.

Basel Barr, Nightslink Wereshark human form (Thf6): HD 8; **HP** 32; **AC** 6[13]; **Atk** *+1 rapier* (1d6+2); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special**: backstab (x3), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps, thieving skills;

Basel Barr, Nightslink Wereshark hybrid form (Thf6): HD 8; **HP** 32; **AC** 6[13] or 1[18]; **Atk** bite (1d6+2), *+1 rapier* (1d6+2); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special**: backstab (x2), control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps, thief abilities;

Basel Barr, Nightslink Wereshark animal form (Thf6): HD 8; **HP** 32; **AC** 1[18]; **Atk** bite (1d6+2); **Move** 0 (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special**: backstab (x2), control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps, thief abilities;

> **Thieving Skills**: Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.
>
> **Equipment**: *+1 leather armor*, *+1 rapier*, *ring of fire resistance*, belt pouch with 98 gp, 37 sp, and a small gem worth 30 gp.

Branard the Blithe, Nightslink Wereshark human form (Ftr5): HD 8; **HP** 45; **AC** 6[13]; **Atk** long sword (1d8+1) or *+1 longbow* x2 (1d6+1); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special**: hit only by magic or silver weapons, lycanthropy, +1 to hit and damage strength bonus;

Branard the Blithe, Nightslink Wereshark hybrid form (Ftr5): HD 8; **HP** 45; **AC** 6[13] or 0[19]; **Atk** bite (1d6+2), long-sword (1d8+1) or *+1 longbow* x2 (1d6+1); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special**: control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +1 to hit and damage strength bonus;

Branard the Blithe, Nightslink Wereshark animal form (Ftr5): HD 8; **HP** 45; **AC** 0[19]; **Atk** bite (1d6+2); **Move** 12 (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special**: control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +1 to hit and damage strength bonus.

Equipment: *+1 leather armor*, shield, longsword, *+1 longbow*, 50 arrows, *potion of heroism*, *ring of poison resistance*, belt pouch, 39 gp, 98 sp, gold bracelet (50 gp).

Notes: While fighting, Basel and Branard shout things at the characters: "Who sent ye? Th' Captain? Well tell 'im we be bloody well done wit' 'im!" or "We're nah goin' back t' Drango, he ain't one o' us anymore!" or "Ye 'n Drango 'n everyone who wants t' stop us fleein' this pit can go t' th' Shark or t' Kraken!"

Tactics: Basel and Branard prove over-confident and begin their fight recklessly. Still, they attempt to remain in human form for most of the fight, only changing in the last few rounds as they become desperate.

After their defeat, Falken Drango can identify the bodies and confirm that these were once members of his crew. Searching Basel or Branard uncovers a shopping list of supplies, scrawled in grease pencil on a piece of ratty parchment. Some of the items are crossed off, and can be identified as the items as the sort one would need to outfit a ship for a long voyage at sea.

Set-Pieces

B-1. BARRETT'S BARNACLE

T' th' far north o' Tide, past th' last active pier, loot th' road northwest towards th' Outskirts. Ye'll hit Barrett's jus' as soon as th' road turns t' mud. It's in a moldy ol' warehouse, back from when someone thought that'd be a good spot ta add a cheap part o' town. Hah. Hahahaha. Cheap part o' town. That's th' funny bit. Part. Get it? Cheap part. Hahaahaha.

Converted from a warehouse into a seedy tavern called "Barrett's Barnacle" this festering hole-in-the-wall sits at the edge of the outskirts with its back against a neglected edge of plantation. Home to smugglers and scallywags aplenty, the Barnacle sits both close enough to Port Shaw and far enough away from prying eyes to shine a squat beacon to the unscrupulous, the dishonored and slumming young aristocrats. The Barnacle exudes little charm and serves a particularly potent grog the proprietor calls "Barrett's Brew."

The rotted door of the Barnacle swings both ways on its hinges. This becomes apparent as a dwarf crashes out onto the porch. Rolling to a stop against a post, the dwarf vomits on himself without further delay. As the door creaks in and out, glimpses of the dark interior reveal several figures sprawled on the floorboards and a buxom but toothless serving maid stepping none too gingerly over the bodies. Her clogs grind fingers under heel and wedge in between ribs as she stomps to a nearby table.

The Barnacle is where the characters first encounter Port Shaw's underworld – and the cryptic Ring of the Kraken. Here they also meet Cap'n Lester Farrows, who they may employ to raft them through the main access tunnels of the sewers. See **Chapter 1** for more details on Lester.

Several dragonsmoke pushers often mix among the patrons (See **Dragonsmoke for Sale** in **Chapter 3**), and the characters may interact with them in order to learn more about Bonegnaw's smuggling ring or about the **Midnight Deal** (See **Chapter 3**) on the docks.

Setup

One of the chief pushers and smugglers in the city is Garreg Meldenbourne. Garreg is a particularly despicable waste of human flesh who barters with the savage gnoll brigand, Bonegnaw, trading dragonsmoke for orphans or Port Shaw's homeless. He kidnaps unfortunates off the streets at night and runs them to Bonegnaw's cove in his fishing sloop. Bonegnaw greatly appreciates this service. The gnoll eats some of these poor souls, feeds others to his girallons, and sells the rest to his contacts in the slaver rings across the sea.

Garreg is discreet about his business, but if the characters get drunk with him he offers them dragonsmoke. Once toking with Garreg, the party can convince him to tell them exactly how he acquires his smoke. Garreg only trusts people who use dragonsmoke where he can see it. Most importantly, Garreg knows when and where the **Midnight Deal** is going down, and can lead the party too it if effectively coerced. Alternately, he can lead the party directly to Bonegnaw's Cove but gives up the **Midnight Deal** long before the Cove itself.

Garreg Meldenbourne, Dwarf smuggler (Thf5): HP 12; **AC** 7[12]; **Atk** short sword (1d6) or light crossbow (1d4+1); **Move** 12; **Save** 11; **AL** C; **CL/XP** 5/240; **Special**: backstab (x3), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 89%, Tasks/Traps 35%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%.

Equipment: leather armor, short sword, light crossbow, 10 light bolts, 2 small sacks of dragonsmoke (200 gp street value each).

Barrett himself appears a hulking, good-natured dwarf, if a bit taciturn, but the truth about the proprietor of the Barnacle proves disturbing. Barrett runs a grisly side business; namely, the discreet disposal of corpses for persons who don't want their victims washing up on beaches or discovered by Dragoons. Many of the city's shadier characters use Barrett's services, and the dwarf's disposal talents recently won both the favor of Gregory Bonedeuce and membership in the Ring of the Kraken.

Archibald Noeliss, former priest of Quell in charge of the resident Chapterhouse in Port Shaw, pried too deeply into Harthagoa's affairs and Bonedeuce ordered the Salty Dogs to off the priest. They delivered the body to Barrett, who disposed of it. In appreciation for the dwarf's tidy work, Bonedeuce inducted him into the Ring, making

Barrett's services generally available to members.

Barrett disposes of bodies in a still behind the bar, dumping acidic effluvium into the neglected, marshy corner of one of Hargrove's sugar plantations. The characters may reach the still by entering the fields or navigate a secret passage from the Barnacle's cellar. A stairwell behind the Barnacle's bar leads to the cellar.

Troublemakers in the Barnacle will have their hands full, as 2d4 off-duty Dragoons carouse here regularly. They quickly step to Barrett's aid if the party threatens the dwarf.

Barrett, Dwarf tavern proprietor (Ftr7): HP 53; **AC** 3[16]; **Atk** *+2 hand axe* (1d6+3); **Move** 12; **Save** 8; **AL** C; **CL/XP** 7/600; **Special**: dwarf traits, +1 to hit and damage strength bonus.

Equipment: *+2 chain mail*, black leather breeches, heavy leather smock with burn marks and chemical stains, *+2 hand axe*, 2 flasks of acid.

Notes: Barrett is tall for a dwarf, with a flashing smile and playful green eyes. Often quiet, when he speaks he is decidedly calm and friendly. Barrett is the kind of person no one ever thinks capable of harming others. When violence breaks out, he remains calm and friendly, even as he pushes a character into a vat of acid.

Dragoons (2–8) (Ftr3): HP 17 each; **AC** 7 [12]; **Atk** rapier (1d6) or dagger (1d4); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60. **Special**: none.

Equipment: leather armor, rapier, dagger, purse with 5 gp

Development

Once they know about the **Midnight Deal** going down at Crook Back Pier, the characters might decide to bust up the deal themselves or take their information to the Dragoons. If they rat out the smugglers, they earn the favor of the Dragoons. If the party offers to assist in capturing the smugglers (see **The Midnight Deal** for details), then a patrol of Dragoons (4 Dragoons, a sergeant and a sorcerer) accompany the characters on their mission.

This is an excellent in with Gregory Bonedeuce, who meets the characters personally and offers them a reward dinner at the Kraken's Gullet for their part against the smugglers.

Alternatively, if the characters have already sullied relations with the Dragoons (by helping Drango escape, protecting Milliauka, or otherwise committing crimes in Port Shaw), then reporting the smugglers activities and offering to help may vindicate them. In this event, Bonedeuce may pardon their past transgressions, because Bonedeuce is always looking for capable men to do his dirty work.

B-2. The Cellar

The cellar is dank and smells of brackish salt water — and faintly of acid (only non-human characters and magic-users will notice the acid smell). On the east wall behind some stacked barrels is a hidden passageway that leads to the basement of the still. One empty barrel has its bottom removed. This barrel covers the treasure Barrett has collected from the people he has murdered over the years.

Treasure

600 gp, a fake eye made from a sapphire of exquisite quality (500 gp), an emerald brooch (200 gp value), a silver and mother of pearl signet ring of the Church of Quell with the initials "A. N." engraved on the inside of the band (belonged to Archibald Noeliss, 200 gp), three pearl necklaces (100 gp each), and a thick gold bracelet (100 gp).

B-3. Still

Barrett keeps his still locked up tight at all times. He cannot have any nosy adventurers poking about his lucrative business! A padlock secures the oak door to the still, and Barrett and his half-orc assistant, Blister, carry the only two keys. A sign on the door proclaims "Dangerous alchemicals — keep out!"

If the party attempts to break in, they risk drawing attention from Barrett and the other patrons in the bar. Unless the characters come up with a creative way to bash in the door quietly, the crowd above hears the noise. Break-in attempts invariably alert Blister, who works inside the still.

B-4. The Casking Chamber

Once the characters get through the door, read or paraphrase the following:

> The scent of grog tinged with the burning, after-reek of some alchemical substance fills this spacious room. Over a dozen casks of ale stand by the south wall, and two huge sealed metal drums rest against the east wall. A churning, bubbling sound echoes from within. Polished steel piping sprouts from the drums and descends though holes in the floorboards. A spigot extends from each pipe, extending over a pile of open barrels and casks against the north wall.

One of the drums contains freshly brewed grog yet to be barreled for sale. The other contains a deadly mixture of powerful acids that Barrett uses to burn away every trace of the victims brought to his doorstep. If the wheel above the spigot on the drum containing acid is turned, the deadly substance sprays out in a 30 ft. cone. The acid continues to spray and the wheel jams. The entire drum empties in 5 rounds. Disabling this trap prevents the acid burst, allowing the characters to turn the spigot without danger. Anyone caught in the acid burst takes 3d6 points of damage each round.

If the characters search the area, they discover several small pipes behind the drums. The pipes vent noxious gas,

created by brewing acid, out the back of the still. If the characters tamper with or break these pipes, the gas fills the room, forcing anyone present to make a saving throw every round or pass out. In addition, the gas proves highly flammable; any open flame ignites it, resulting in a powerful explosion that destroys the still and inflicts 6d6 points of fire damage to anyone inside the room (save for half). Anyone within 30 ft. of the exterior suffers 3d6 points of damage and is also allowed to save for half damage.

B-5. THE ACID PIT

Blister and Barrett brew their acid and melt away bodies in the cellar beneath the still.

> The acrid scent, hanging in the air, assaults nostrils and sears throats. A wrought iron landing begins at the east wall and extends out above the numerous vats resting on the floor ten feet below. The vats contain frothing blackish green liquids, which roil, and seethe, hissing like nests of angry serpents.

A small worktable rests on the landing, alchemical equipment strewn about it. Besides the equipment, several linen face masks lie on this table. Acid fumes fill the room and every character not wearing a linen face mask must make a saving throw each round or lose 1 point of constitution until they reach 0 and pass out (lost points are regained at a rate of 1/day).

Development

More than likely, Blister and possibly Barrett are both here when the characters enter. If Blister detected the characters entering the still above, he hides behind the trapdoor and stairs. Since the characters have seen the secrets of the still, they cannot leave alive. If Barrett is with Blister, the two immediately attack. Blister sneak attacks with his crossbow and Barrett attempts to bull rush the closest character off of the landing to an acidic doom below. Once engaged in melee, Blister attempts to flank whomever Barrett fights. Blister also attempts to get onto the narrow section of the landing over the vats, where anyone fighting him must make a saving throw each round or plummet into the acid.

If the characters enter the still while Barrett is busy tending bar, then Blister is probably alone – unless Barrett heard the characters breaking in, in which case he rushes

through the secret passage from the bar's cellar to the acid pit. If trapped alone, Blister waits until all the characters descend. Then he tries to bolt up the stairs to the Casking Chamber, pulling the trapdoor shut behind him and locking the characters below.

With the characters locked below, the half-orc yanks the gas piping out of the wall, pouring noxious fumes into the still, and then flees. Once at a safe distance, Blister fires one of his +1 flaming bolts into the still, detonating it for 6d6 points of damage to anyone inside. Any characters inside the still must make a saving throw to avoid falling into the acid vats below. Anyone falling into the vats takes 10d6 points of damage each round from the acid.

From the time Blister bolts, if he succeeds, the characters have three rounds to escape before he blows the still. The characters have a 1 in 6 chance (2 in 6 for non-humans) to hear the gas pouring into the room after Blister yanks the piping from the wall. Characters looking to escape may use the secret passage hidden behind the worktable on the landing that leads to the cellar below Barrett's Barnacle. The characters could also jump up to the trap door and pull it down, or hack through it and climb out.

Blister, Half-Orc assistant (Thf6): HP 20; **AC** 7[12]; **Atk** short sword (1d6) or light crossbow (1d4+2 plus fire bolts 1d6); **Move** 12; **Save** 10; **AL** C; **CL/XP** 6/400; **Special**: backstab (x3), +2 save vs. traps, thieving skills.

> **Thieving Skills**: Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.
>
> **Equipment**: leather armor, thick leather gloves, short sword, light crossbow, 5 *+1 flaming bolts*, a pouch filled with gold teeth taken from the corpses brought to the Barnacle (55 teeth, each worth 1 gp).

Notes: Aptly named, Blister is about the ugliest half-orc in Port Shaw. The accidents he suffered assisting Barrett make him look like he is wearing a misshapen leather mask. His personality leaves much to be desired, as hurling a human being into a vat of acid is the only time he feels happiness. Blister giggles, snorts and slobbers as he watches them melt away into nothingness.

Down the Coast

Set-Pieces
FROM THE MOUTHS OF BABES

This encounter provides the characters with an introduction to Dalang Jalamar's transformation as well as giving them a first-hand account of the terrible fate that awaits Port Shaw if no one stops the spread of Dajobas' Kiss. A bloody massacre took place in a small fishing village, Toe's Reach, outside of Port Shaw and the suspected culprit, a local fisherman named **Harok McFarrows**, awaits execution in Fort Stormshield for the murders. Some influential Port Shaw residents believe Harok didn't commit the ghastly crime. They're convinced that someone else is responsible for the grisly murders, and they need the characters to prove Harok's innocence, find his missing daughter **Jessica**, and unmask the guilty party.

Synopsis

Investigating Harok's story, the characters travel to the fishing village of Toe's Reach in search of Jessica, Harok's missing daughter. Deciphering the wreckage they find, they track down Relgin, a terrified resident who tells them that a neighbor, following the orders of 'black man-shark', spirited Jessica away to lonely house further up the coast. Tracking Jessica to this location, they find her held prisoner by Grymmer Reefstead, now a wereshark, who attacks them. After rescuing Jessica, the party convinces Relgin to corroborate Harok's version of events, preventing his execution. In turn, this may leave the adventurers responsible for the well being of a seven-year-old child.

Setup

The characters might begin their investigation by interviewing Harok in his cell at Fort Stormshield or by visiting the scene of the crime for clues. If the characters opt to speak with Harok and have not established a good relationship with Gregory Bonedeuce or the Dragoons, they must infiltrate Fort Stormshield. See **Chapter 3** for more details on penetrating Fort Stormshield and Harok's account of the massacre (**Area F-15**).

Even after the characters calm Harok down, he continues to frantically plead for any news of his missing daughter Jessica, but he reverts to stunned silence when asked to recall additional details of the massacre. As an aside, he also remembers that Jessica sang lullabies to "the injured man" as he "groaned and grimaced in pain." But that's all the broken-minded man recalls or articulates.

Action

Harok's cottage is a few hours walk from Port Shaw, and upon arriving at the ramshackle residence, the characters bear witness to horrific carnage. Pools of dried blood, hunks of shredded flesh and gnawed bones litter the cabin's floor and walls. There's no sign of Jessica or anyone else in the two neighboring homes, which appear intact but deserted.

Observent characters notice a trail of dried blood that weaves its way back and forth from the water to two of three homes. When the characters enter the home lacking a bloody trail, they find a slightly wounded man hiding beneath one of the beds.

Coiled in the fetal position, the man trembles violently, as drops of fresh blood oozes from scabrous gashes on his arms and shoulders. The man is **Relgin McFarrows**, Harok's cousin and the home's owner. He tells the characters that he scraped himself brushing against the rocks while trying to escape the man-shark that killed his cousin's wife and abducted her daughter. Guilt wracks the traumatized man: he heard the commotion in Harok's place

and rather than help his family, he fled the scene and hid in his house. Even while Dragoons dragged Harok away to his likely execution, Relgin cowered under his bed.

The characters must snap Relgin out of his equal parts paranoid and catatonic state, then convince him that he can still help Harok and Jessica. With some coaxing, Relgin reluctantly reveals that he overheard the man-shark tell Harok's neighbor and lifelong rival, **Grymmer Reefstead**, to take the girl and keep her hidden until 'the basking' – whatever that means. Relgin also knows that Grymmer grew up in an abandoned fishing cabin a half-mile further up the coast.

Grymmer's family cabin is a dilapidated mess of warped wood and missing planks. Strips of raw bone, slivers of flayed muscle and puddles of dried, brown blood are strewn about the front porch and grounds. Any character peering through the holes in the wall sees an ugly, burly man pacing nervously around the room, as a young girl rests peacefully atop a makeshift bed. When the characters enter the building and confront Grymmer, the downtrodden angler and butt of Harok's jokes transforms into a wereshark and attacks them. As he fights, Grymmer boasts about Dajobas' glory and inevitable conquest of Port Shaw.

"His Chosen shall embrace Port Shaw in a blood-washed kiss!" Grymmer proclaims loudly. Jessica appears apathetic to the battle raging around her, dazed or in disassociated shock, content to meekly watch the bloodbath from her bed.

Grymmer Reefstead, Wereshark human form: HD 8; **HP** 27; **AC** 5[14]; **Atk** dagger (1d4); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1,100. **Special:** hit only by magic or silver weapons, lycanthropy;

Grymmer Reefstead, Wereshark hybrid form: HD 8; **HP** 27; **AC** 2[17]; **Atk** bite (1d6+2) or dagger (1d4); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy;

Grymmer Reefstead, Wereshark animal form: HD 8; **HP** 27; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy.

Equipment: dagger

Wrap-Up

After her rescue, Jessica appears disinterested even in a reunion with her father. A careful examination of the precocious youngster reveals bumps and bruises, but no overt sign of Dajobas' Kiss. Either still clinging to the last scraps of his humanity or simply from a twisted sense of perversion – or both – rather than kill and devour Jessica, Dalang Jalamar gave her the Kiss but deftly concealed it underneath her bumps and bruises. Dalang Jalamar never returned to Harok's house, or to Grymmer's safe house. His last act of mercy is a sign of weakness he longs to forget, as it makes him uncomfortable when confronted with it.

Only a character who explicitly expresses the suspicion that Jessica's bumps and bruises might be false learns the truth.

Jessica's Fate

If her lycanthropy goes untreated, during the **Night of the Shark** Jessica transforms into a wereshark and attacks whomever she lives with in their sleep. She then seeks out and joins the nearest band of Razortooth Razors as a beloved mascot. As a wereshark who has tasted humanoid blood, Jessica searches relentlessly for Dalang Jalamar, the man who spared her life and endowed her with Dajobas' blessing, calling him "Father."

Jessica McFarrows, Wereshark human female form: HD 8; **HP** 31; **AC** 9[10]; **Atk** dagger (1d4); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1,100. **Special:** hit only by magic or silver weapons, lycanthropy;

Jessica McFarrows, Wereshark hbrid female form: HD 8; **HP** 31; **AC** 2[17]; **Atk** bite (1d6+2) or dagger (1d4); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy;

Jessica McFarrows, Wereshark animal female form: HD 8; **HP** 31; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy.

Success

If the characters defeat Grymmer and retrieve Jessica, Relgin finally realizes nothing he did could have stopped the rampage. Relgin reluctantly agrees to admit to his cowardice and corroborates Harok's version of events, which puts Harok's execution on hold. However, unless the characters have a close connection to Gregory Bonedeuce the Dragoons refuse to release him. Instead, they promise to send the Fort Inquisitor to Toe's Reach to investigate further. Meanwhile, Relgin turns out to be an unfit drunk and the characters are faced with the problem of how to see to Jessica's future well being. Seeking Zalen Trafalgar's help remains an option, as does hunting down Port Shaw's only orphanage – the same one secretly patronized by Jin (see **Chapter 4** for additional details).

BONEGNAW'S COVE

The entrance to this small cove, located some miles east and down coast from Port Shaw's docks, lies recessed in the bluffs of a rocky stretch of shore between the Lighthouse and Nagshead Hill. It is nearly impossible to see from a passing ship.

Long a well-kept secret of local pirates, a gnoll smuggler and slave trader of growing infamy named **Bonegnaw** recently claimed it. Now Bonegnaw's primary hideout,

the gnoll stores mounds of dragonsmoke in the hidden cove and smuggles the drug into Port Shaw on nightly runs. Bonegnaw is also an avid slaver and finds peddling innocent humanoids an entertaining hobby. A love for strange magical beasts cements the gnoll's eccentricity, and he keeps many such animals as pets. Sometimes Bonegnaw feeds them his less valuable slaves.

The characters may sail any ship smaller than a man-o-war into the cove. Alternately, they may sneak up the bluffs and climb down their inner face into the cove. Characters who swim into the cove must make a saving throw or else the tide slams them against the walls of the entrance for 2d6 points of subdual damage and deposits them back outside the cove mouth.

C-1. Lookout Ridge

This small natural ridge rises 50 feet above the surface of the water. Here **three smugglers** keep a sharp watch on the cove's entrance. Unless the characters sail into the cove with all light sources on their vessel doused, the smugglers see it and open fire. They also call out, alerting their fellow smugglers on the barge and on the *Dragon's Tail*. If the characters try to sneak in by climbing along the bluffs or swimming up the treacherous entry channel,there is a 1 in 6 chance per character (roll separately for each) that one of the smugglers will see them. Modify this as necessary (if the party uses *invisibility*, if there is a thief present, etc.).

If the characters happen across the cove accidently, sneak in aboard the refuse barge (see **Chapter 3** for details), or Garreg brings them here (see **Chapter 4**), then they may be able to sneak past these lookouts unnoticed without much chance of detection.

Smugglers (3) (Thf6): HP 19, 26, 12; **AC** 7[12]; **Atk** short sword (1d6) or light crossbow (1d4+1); **Move** 12; **Save** 10; **AL** C; **CL/XP** 6/400; **Special**: backstab (x3), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.

Equipment: leather armor, short sword, light crossbow, 10 bolts, 2 small sacks of dragonsmoke each (200 gp street value).

C-2. Chimera Barge

On this wooden barge, kept floating off shore and away from the *Dragon's Tail,* an unfortunate **pair of smugglers** care for a caged **chimera**, the most recent addition to Bonegnaw's menagerie of magical beasts. The ornery creature already seared a few smugglers with its fiery breath and most stay clear of the north-facing bars of the cage. Bonegnaw ordered the other sides of the cage sheeted in 2-inch-thick iron plates.

If an intruder sails into the cove, the smugglers release the chimera. Once they have unleashed the chimera, the smugglers fire their crossbows. Because the smugglers feed it, they must make a save or the beast attacks them before attacking the intruders. If they succeed, it attacks the intruders immediately. After its release, if the characters attack the chimera at any time, the creature concentrates on them for the remaining duration of the encounter.

Smugglers (2) (Thf6): HP 19, 9; **AC** 7[12]; **Atk** short sword (1d6) or light crossbow (1d4+1); **Move** 12; **Save** 10; **AL** C; **CL/XP** 6/400; **Special**: backstab (x3), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.

Equipment: leather armor, short sword, light crossbow, 10 bolts, 2 small sacks of dragonsmoke each (200 gp street value).

Chimera: HD 9; **HP** 44; **AC** 4[15]; **Atk** 2 claws (1d3), 2 goat horns (1d4), lion bite (2d4), dragon bite (3d4); **Move** 9 (fly 18); **Save** 6; **AL** C; **CL/XP** 11/1,700; **Special**: breathes fire.

C-3. *Dragon's Tail* Deck

The *Dragon's Tail* is a small cargo freighter on which Bonegnaw transports dragonsmoke and slaves. The ship currently anchors just off the sandy shore of the hidden cove.

Bonegnaw keeps his domesticated cockatrices on the deck of the *Dragon's Tail.* He owns **four cockatrices** in all, secured in cages scattered about the deck. **Four enforcers** guard the cockatrices. They release the beasts once they spot intruders and, if possible, engage the characters with their polearms..

Because Bonegnaw trained them, the cockatrices have a 20% chance of turning on their guards when released.

The cockatrices fight until reduced to 5 or fewer hit points and then fly out of the cove. A hatch in the deck leads down to the cargo hold. A crow's nest sits atop the mast in the center of the ship. A rope ladder hangs down from the crow's nest.

Cockatrice (4): HD 5; **HP** 20, 34, 30, 12; **AC** 6[13]; **Atk** bite (1d6 + petrifaction); **Move** 6 (fly 18); **Save** 12; **AL** N; **CL/XP** 8/800; **Special**: bite turns to stone.

Enforcers (4) (Ftr6): HP 30 (x2), 19, 22; **AC** 7[12]; **Atk** polearm (1d8+1) or dagger (1d4); **Move** 12; **Save** 9; **AL** C; **CL/XP** 6/400; **Special**: none.

Equipment: leather armor, large black woolen cloaks, polearm, dagger, purse with 20 gp.

C-4. *Dragon's Tail* Bridge

Large openings in each wall of this wooden chamber allow the helmsman to assess the surrounding sea. The wheel of the ship, along with a small table holding maps, charts, a compass and a sextant, are the only other items here. The maps and charts are accurate and detail both the Razor Coast and the sea beyond.

C-5. *Dragon's Tail* Crow's Nest

In the glorified bucket that serves as the *Dragon's Tail* crow's nest, a **smuggler** keeps watch on the ship from above. A rope ladder ascends to the nest from the deck below, but the smuggler severs it if intruders try to ascend. He peppers foes from his advantageous position during any conflict on the deck below.

Smuggler (Thf6): HP 19; **AC** 7[12]; **Atk** short sword (1d6) or light crossbow (1d4+1); **Move** 12; **Save** 10; **AL** C; **CL/XP** 6/400; **Special**: backstab (x3), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.

Equipment: leather armor, short sword, light crossbow, 10 bolts, 2 small sacks of dragonsmoke each (200 gp street value).

C-6. Cargo Hold

The hold below deck is filled with crates of dragonsmoke and the spoils from their sale.

Treasure

6,000 gold doubloons (gp) in 12 large sacks, four crates of dragonsmoke (1,000 gp street value each), a mechanical clock inlaid with silver with numerals carved from various colored gemstones (2,500 gp value), a complete set of fine china (200 gp value), and a set of exquisite quality silverware (100 gp value).

C-7. Beachhead

This sandy shore is where the smugglers relax when off duty, playing at dice and cards and engaging in contests of marksmanship with their crossbows. One of Bonegnaw's more dangerous pets also resides in the shallows just off shore. The savage **chuul** is an ally of the gnoll and attacks any characters who near shore.

When the characters enter the cove, **two smugglers and two enforcers** are resting on the beach with **Bonegnaw**. As soon as they are alerted to the presence of intruders, the smugglers and enforcers prepare for battle while Bonegnaw withdraws to **Area C–8**. There he can safely target any characters on the beachhead with his longbow from within the concealing dark of the cave, luring enemies in to his girallon pets.

Chuul: HD 10; **HP** 45; **AC** 2[17]; Atk 2 pincers (1d6), bite (1d8), paralytic tentacles; **Move** 12 (swim 12); **Save** 5; **AL** C; **CL/XP** 11/1,700; **Special**: immune to poison, tentacle grab. See the **Appendix** for details.

Smugglers (2) (Thf6): HP 19, 30; **AC** 7[12]; **Atk** short sword (1d6) or light crossbow (1d4+1); **Move** 12; **Save** 10; **AL** C; **CL/XP** 6/400; **Special**: backstab (x3), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.

Equipment: leather armor, short sword, light crossbow, 10 bolts, 2 small sacks of dragonsmoke each (200 gp street value).

Enforcers (2) (Ftr6): HP 30, 33; **AC** 7[12]; **Atk** polearm (1d8+1) or dagger (1d4); **Move** 12; **Save** 9; **AL** C; **CL/XP** 6/400; **Special**: none.

Equipment: leather armor, large black woolen cloaks, polearm, dagger, purse with 20 gp.

C-8. Girallon Cave

At this black opening in the rock, several human bones lie scattered inauspiciously. The dark inside the long cave does not hinder Bonegnaw's four-armed gorilla protectors. Additionally, Bonegnaw's darkvision allows him to fire unimpeded upon the party as his gorillas leap from their

northern and southern niches to flank the lead characters. **Bonegnaw** hides behind the first of two lines of stalactites at the middle of the cave, gaining –2[+2] to his armor class. The second line of stalactites lies 5 ft. behind the first line.

The **two four-armed albino gorillas** leap from hiding and savage the first character to pass their niches, fighting until slain. If a character moves past the first line of stalactites, Bonegnaw pulls back to the next row of stalactites. If the characters offer Bonegnaw quarter after reducing him to 10 or fewer hp, the gnoll surrenders. However, if they do not offer quarter, Bonegnaw goes down fighting, with his hyena companion, **Scraggs**.

Girallon (2): HD 4; **HP** 16, 10; **AC** 6[13]; **Atk** 4 hands (1d3), bite (1d6); **Move** 12; **Save** 13; **AL** N; **CL/XP** 4/120; **Special**: hug and rend. See the **Appendix** (Veiled Island girallon)

Bonegnaw, Gnoll (Ftr7): HP 47; **AC** 5 [14]; **Atk** scimitar (1d6+4), bite (2d4) or *+2 longbow* x2 (1d6+4); **Move** 9; **Save** 8; **AL** C; **CL/XP** 7/600; **Special**: +2 to hit and damage strength bonus.

> **Equipment**: *+2 leather armor*, scimitar, *+2 longbow*, 30 arrows, a sack filled with 25 obsidian statuettes carved in the shapes of all manner of strange beasts (25 gp value each).

Scraggs, Hyena (animal companion): HD 1; **HP** 4; **AC** 7[12]; **Atk** bite (1d3); **Move** 16; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none.

C-9. Slave Cave

Bonegnaw packed this cave with **20 human** and **4 elven slaves** (non-combatants). Most of the humans are Tulita, as their lives on the Outskirts of Port Shaw make them easy targets. If the party frees these slaves and returns them to their families, the Tulita honor the characters. If the Dragoons have not yet slain or imprisoned Milliauka (see **Chapter 3**), he becomes favorably disposed to the adventurers.

Bonegnaw Lies in Wait

Beneath Port Shaw

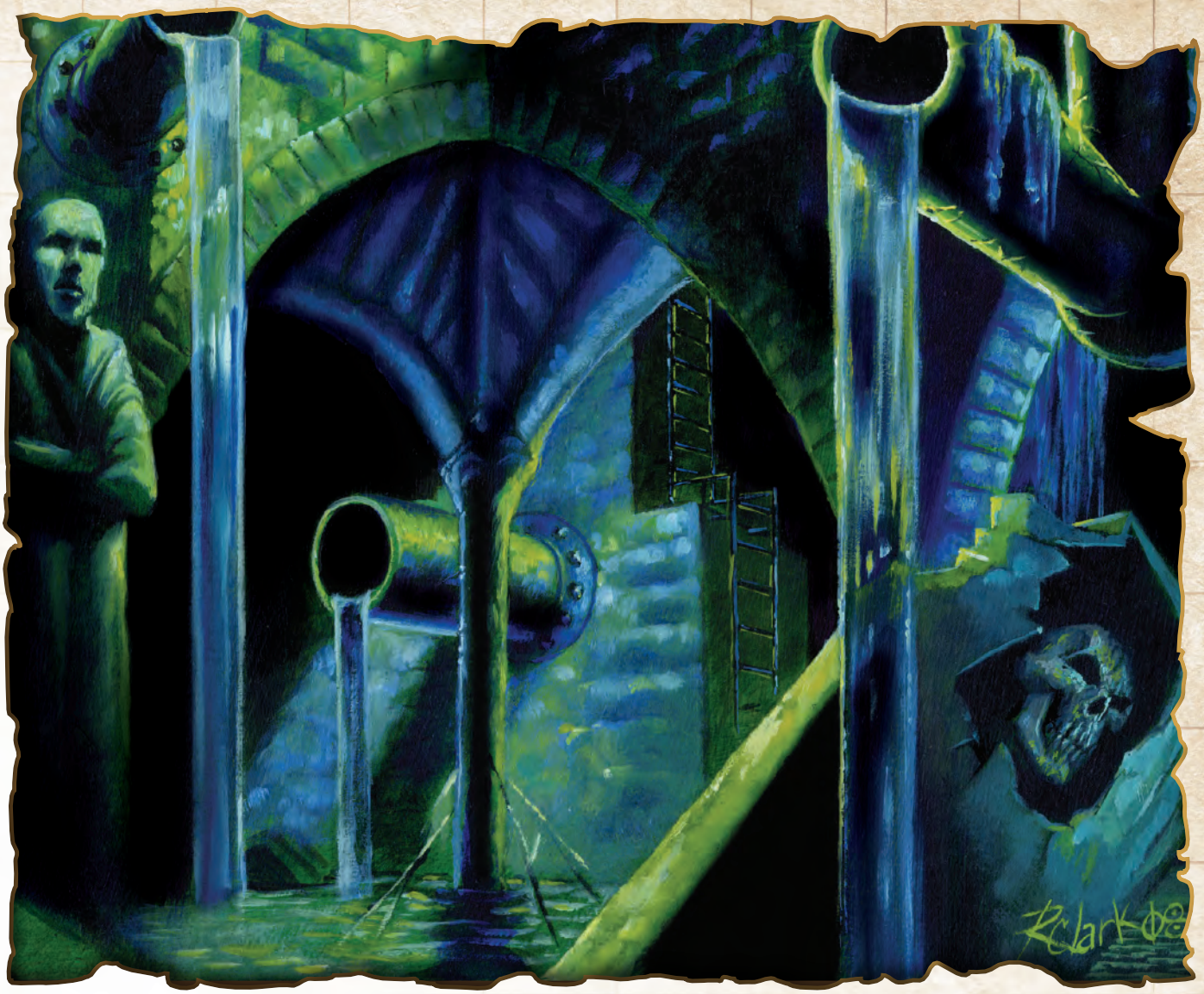
The citizens of Port Shaw avoid the sewers at all costs, and all manner of horrible tales tell of the unnatural inhabitants within.

Background

Sixty years ago when indentured Tulita work crews began the arduous task of hollowing out the sewer system, they discovered the old escape tunnels to Blacksink Marsh. The elven merchant guild that constructed Fort Stormshield (**Section 6** on the **Sewer Map**) created the tunnels. They also found the naturally occurring caverns that comprise **Section 4** of the sewers and the ancient catacombs of **Section 7**. Tulita workers began to disappear in **Sections 6** and **7**, victims of outcast Karikanti – cannibal gatorfolk exiled to the caverns by their fellows – and the undead abominations of the catacombs.

Work on the sewers halted after over 100 Tulita workers lost their lives. While the newly placed foreign members of the Council of Elders cared nothing for the senseless deaths of the natives, they eventually decided further attempts to expand the sewers would waste time, not to mention good slave labor.

As a result, the small sewer system of Port Shaw remains woefully inadequate. While the brilliant design of its seawater intake system far outstrips most other cities' sanitation solutions, the insufficient size of the sewers causes numerous problems. Pockets of explosive sewer gas accumulate in tunnels, and drainage conduits often flood during high tide, blocking sewage from depositing into the once pristine, now cesspool-like Kai Bay. Pollution of the seawater in the harbor is only one of myriad concerns, although it is probably responsible for the deadly sewage-tainted water elementals that prowl the harbor and the tunnels below the city.



The Sewers Today

The Dragoons bar anyone from entering the sewers without their Writ of Official Business. This does not keep interested parties of adventurers from probing the murky depths below Port Shaw, chasing hastily discarded valuables or rumors of "lost treasures" left behind by either the elven merchant guild or former occupants of the catacombs.

Ancient historians willingly pay adventurers exorbitant fees for any information garnered from the catacombs. Many sages believe a powerful necromancer named Tarath-Vreen, one of the most fearsome lords of undeath the world ever saw, once stomped these chambers. They believe that in the old catacombs, a young Tarath-Vreen conducted all manner of macabre experiments before ascending to pure unholy god-force. Only from Tarath-Vreen's lost laboratories, they claim, could such horrific abominations as the necroworms grow. Abominations that infest the catacombs to this day, preying on curious fools seeking fragments of Tarath-Vreen's power.

In addition to Tarath-Vreen's undead leftovers, rumors hold the sewers home to a horror known to the common folk of the city as the Roachlord. Created when sewer pollution mixed with the magically tainted runoff from Vreen's catacombs, this revolting crossbreed between a cockroach and an ogre eats orphan children abducted from the streets of Bawd District above its lair. The Roachlord's cockroach spies lead him to his favorite delicacy, and he emerges from the sewer entrance in this district nightly, as marked on the **Port Shaw Map**, to steal children back to his lair in **Sewer Section 3** – there to feast at his leisure. The Roachlord considers himself lord and master of his underground domain. He does not suffer intruders lightly, usually devouring them or feeding them, still alive, to his thousands of tiny subjects.

As if the undead and cockroach legions were not threat enough to the characters, Karikanti outcasts from the Blacksink Marsh make their home in the caverns of **Section 6**. Criminals among their own people, the normal Karikanti and their clan leaders exiled these monstrous gatormen to

the sewers through its outtakes. Amongst the filth of the sewers, these outcasts' depredations know no bounds, and they feed on any creature unfortunate enough to cross their path.

Finally, Harthagoa infested the sewers with his own agents, and these forces serve as an advance party for the Krakenfiend's imminent invasion. Their orders are to emerge from below the city and take by surprise any who resist. For now they also keep a close watch on the events in town and ensure for the Demon Below that none of his Ring of the Kraken dare disobey or double cross him. Harthagoa's band of skum spies inhabits **Section 1** of the sewers. His demonic advance force occupies **Section 2**, and a number of hideous monstrosities under his control reside in the tunnels of **Section 4**, directly below Fort Stormshield. These insidious minions may report the party's activities in the sewers to the Krakenfiend or to members of the Ring in Port Shaw if they survive encounters with the characters.

Entering through the Storm Grates

Adventurers may access the sewers through any of the storm grates located throughout Port Shaw. These grates drop the characters into the sewer tunnels. However, seven storm grates are special and connect directly to important sewer sections. Refer to the table at the botton of the page.

The narrow grates stop humans and elves, but dwarves and halflings can shimmy through at half their normal Movement. Once in the shaft, however, they attack with a –2 penalty because of the tight space. There is a 25% chance that the shaft they are traveling through houses **1d6 giant rats**, which immediately attack any intruder.

Giant Rats (1d6): HD 1d4hp; **HP** 2; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special**: 5% are diseased.

All other sewer entrances are large service access ways or flood drains, unless otherwise noted. Port Shaw keeps the iron grates on these gates locked at all times.

Additionally, the grates themselves prove dangerous.

The old rusted ladders bolted into the sides of service shafts and flood drains are usable, but time and neglect have corroded their rungs. There is a 1 in 6 chance that when an adventurer descends a rung snaps, forcing the character to make a saving throw or plummet into the sewage below.

Traveling in the Sewers

Within the sewers, adventurers must hold their light sources aloft or the filthy water douses their lanterns or torches. Additionally, fire-based light sources in the sewers prove unsafe, due to pockets of sewer gas that ignite if exposed to flame.

Sound echoes strangely in the tunnels and the overwhelming stench of sewage overpowers the senses.

Additionally, if the characters enter the sewers without first securing the services of Cap'n Lester Farrows, they must swim and wade through sewage in order to traverse the tunnels (barring spells or other magical solutions). Every hour spent in the sewage results in a 10% chance that the characters contracts filth fever (save avoids; sickened for 1d4 days, –2 penalty to saves and attacks until cured). For a character with open wounds, the chance of contracting the disease increases to 40%.

Once the characters enter the sewers, read or paraphrase the following:

> Fetid air tinged with a caustic salt scent burns your nostrils, and the sewage here flows in a river 3 feet deep. A thick coating of fungal growth lines the walls. Where the fungus peels away, it reveals stone walls hewn out of the rocky coast itself, a task rumored to have taken decades and cost hundreds of Tulita laborers their lives.
>
> There is no source of light and the only sounds are the flow of the sewage, the dripping of water and the distant crashing of waves against the rocky shore.

If the characters enter through the sea intake, they may either head west (toward **Section 1**) or North (toward **Section 2**). It takes 1 hour to swim/wade to **Section 1**, but only 15 minutes traveling on Cap'n

TO ENTER	GO TO THE SEWER GRATE AT THE	THE GRATE CONNECTS TO
Sewer Section 1	Docks between Silk and Bawd	Between S4 & S5
Sewer Section 2	Backroom of Sagacious Samuel's in East Silk	S15
Sewer Section 3	East-most end of the road between Bawd and Jade	S17
Sewer Section 4	Fort Stormshield, Area F-17	S19
Sewer Section 5	Big intersection on the western tip of Bawd	S24
Sewer Section 6	Middle of the road along Silk's western edge	S25
Sewer Section 7	Western section of Jade	S30

Lester's raft. Without the raft, it takes 2 hours to reach **Section 2** from the sea, but only 30 minutes with it. Any characters who decide to go it alone with Cap'n Lester have a very real chance of getting lost in the twisting and intersecting tunnels.

Getting Lost

Though the overview map indicates a series of straight passages, these are representative of the general direction of travel only. In fact these tunnels twist, turn, and double back on themselves regularly in a haphazard fashion. The characters have a 40% chance of getting lost in the twisting, turning and intersecting tunnels. After one hour of wandering, allow them another check to find their way. If they fail their second attempt (and for every failed check thereafter) they wander for another hour and have a 50% chance of ending up in a different section of the sewers, thinking they have reached their destination.

Stand-Alone Encounters

Random Encounters, All Sections

Every hour the characters spend in the sewers, consult the following random encounter chart – or simply choose an encounter you feel appropriate or dramatically interesting.

Table 4.1 – Random Encounters Traveling the Sewers

ROLL D20	
1–4	No encounter
5	Common Shark
6	Giant Rats
7	Flammable Sewer Gas
8	**#7** (above) plus a monster
9	Giant Sea Snake
10	Ochre Jelly
11	Necroworms in Corpses
12	Skum
13	Quasit Commanding Dretches
14	Sewage Elementals
15	Demon, Grimlek
16	Invisible Stalker
17	Spectre
18	Bodak
19	Centipede Swarms
20	Crabman

Random Encounter Details

1-4. No Encounter

5. The sea intake sucked a **shark** into the sewers. Now quite mad from the terrible pain inflicted by the water's low salinity, the shark is permanently frenzied. It attacks the characters as soon as it detects them.

Medium Shark (5HD): HD 5; **HP** 22; **AC** 6[13]; **Atk** bite (1d6+2); **Move** (swim 24); **Save** 12; **AL** N; **CL/XP** 5/240; **Special**: feeding frenzy.

6. A pack of ravening **giant rats**, desperate for a meal, besets the characters.

Giant Rats (1d6): HD 1d4hp; **HP** 2; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special**: 5% are diseased.

7. A pocket of **flammable sewer gas** floats down the tunnel. The sulfurous smell of rotting eggs may alert the characters to the danger before they reach the area of greatest concentration. If any source of flame makes contact with the area of greatest concentration, a 30-ft.-diameter explosion fills the tunnel with roaring blasts of flame and inflicts 6d6 points of fire damage on anyone in range (save for half).

8. As above, but the pocket of gas accompanies one of the encounters below. Roll again, ignoring a result of 1 through 6 or 20.

9. A **giant sea snake** was sucked into the sewers by the sea intakes, rendering it confused, frightened and hungry. It attempts to swim close to the characters and attack them from behind.

Giant Sea Snake (Constrictor): HD 6; **HP** 24; **AC** 5[14]; **Atk** bite (1d3), constrict (2d4); **Move** 10; **Save** 11; **AL** N; **CL/XP** 7/600; **Special**: constrict.

10. A puddle of undetermined yellow muck, actually an **ochre jelly** floating amongst the sewage, suddenly lurches towards the characters.

Ochre Jelly: HD 6; **HP** 30; **AC** 8[11]; **Atk** acid-laden strike (3d4); **Move** 3; **Save** 11; **AL** N; **CL/XP** 6/400; **Special**: lightning divides creature.

11. **3 necroworms inhabiting corpses** roam the sewers searching for fresh bodies to drag to their queen's lair. One of them pretends to be a floating corpse, while the others conceal themselves below the surface of the sewage to ambush any investigating characters.

Zombie, inhabited by Necroworms: HD 2; **HP** 8; **AC** 8[11]; **Atk** strike (1d8), necroworm tail sting (1d4 plus 1d4 acid); **Move** 6; **Save** 16; **AL** N; **CL/XP** 3/60; **Special**: immune to sleep and charm, inhabited by necroworms. See the **Ap-**

pendix for details.

When attacks reduce the corpses to 0 hp, the necroworms emerge from the bellies of the dead and swim away. Necroworms deprived of their hosts only fight if further attacked.

Necroworms (2d4): HD 2; **HP** 10; **AC** 8[11]; **Atk** stinger (1d4 plus acid), bite (1d4 plus 1d4 acid); **Move** 12 (swim 12); **Save** 16; **AL** C; **CL/XP** 3/60; **Special**: animate inhabited corpse, immune to acid, disease, cold and poison, inject acid. See the **Appendix** for details.

12. 6 operatives of the Krakenfiend patrol the sewers, submerged and swimming. If the skum spot the characters but remain undetected, they follow at a distance and observe the party, reporting their actions and skill at arms to Orthru in **Area S-4**. If the characters appear to badly wounded, these skum close for the kill.

Skum (6): HD 2; **HP** 13, 11, 10, 5, 8, 12; **AC** 6[13]; **Atk** 2 claws (1d4) or trident (1d8), bite (1d6); **Move** 9 (swim 15); **Save** 16; **AL** C; **CL/XP** 2/30. **Special**: none. See the **Appendix** for details.

Equipment: trident.

13. A group of Harthagoa's advance **dretch** soldiers, led by their self-important quasit captain, **Takarliz**, prowls the sewers for interlopers who might discover the Krakenfiend's plans. As soon as it detects the party, the quasit flies about freakishly, screaming "Attack!" Its dretch soldiers lumber toward the characters, casting *stinking cloud* as they advance. The quasit turns invisible and just watches the battle unless it is attacked, in which case it flees. If the characters destroy the dretches, the quasit reports the defeat to Vrina in **Area S–12**.

Dretches (2d4): HD 4; **HP** 16; **AC** 2[17]; **Atk** 2 claws (1d4), bite (1d6); **Move** 9; **Save** 13; **AL** C; **CL/XP** 6/400; **Special**: magical abilities.

Takarliz, Quasit: HD 3; **HP** 12; **AC** 2[17]; **Atk** 2 claws (1d2 + non-lethal poison) and 1 bite (1d3); **Move** 14; **Save** 14; **AL** C; **CL/XP** 7/600; **Special:** magical abilities, magic resistance (25%), non-lethal poison, regenerate (1hp/round).

14. A group of spontaneously-forming, **sewage-tainted water elementals** fall upon the party.

Water Elemental (8HD): HD 8; **HP** 32; AC 2[17]; **Atk** strike (3d10); **Move** 6 (swim 18); **Save** 8; **AL** N; **CL/XP** 5/240; **Special**: can overturn boats, disease (save avoids; sickened for 1d4 days, –2 penalty to saves and attacks until cured), immune to non-magic weapons.

15. A **grimlek (demon),** drawn to the churning wastes of the sewers, happens upon the characters and seeks to add them to the muck.

Demon, Grimlek: HD 5+3; **HP** 23; **AC** 5[14]; **Atk** bite (2d6); **Move** 24; **Save** 12; **AL** C; **CL/XP** 7/600; **Special**: continuous damage, disease. (See Appendix for details)

16. One of the more sinister denizens of the sewers, this **invisible stalker** seeks to destroy the party—and any other sentient beings in the sewer—by murdering stragglers. The invisible stalker follows the adventurers in its natural form (hard to detect among the sewage), and when it gets an opportunity to strike a lone and preferably wounded member of the party, it makes its move. If it kills the character, it hides the body under the sewage. The invisible stalker attempts to repeat the above tactic on the rest of the group.

Invisible Stalker: HD 8; **HP** 40; **AC** 3[16]; **Atk** "bite" (4d4); **Move** (fly 12); **Save** 8; **AL** C; **CL/XP** 9/1100; **Special**: invisible.

17. The **spectre** of a pirate, forced to flee into the sewers by Dragoons several years ago, materializes through a tunnel wall beside the characters and attacks.

Spectre: HD 7; **HP** 28; **AC** 2[17]; **Atk** spectral weapon or touch (1d8 + level drain); **Move** 15 (fly 30); **Save** 9; **AL** C; **CL/XP** 9/1100; **Special**: drain 2 levels with hit, immune to non-magical weapons.

18. A victim of the **bodak** guarding **Area S–16** arises as a bodak himself and prowls the sewers. He seeks company in his dark fate.

Skum Surprised in Sea Cave

Bodak: HD 8; **HP** 40; **AC** 3[16]; **Atk** weapon (1d8); **Move** 6; **Save** 6; **AL** C; **CL/XP** 11/1,700; **Special**: death gaze, immune to non-magical weapons, immune to electricity, resists acid and fire, vulnerable to sunlight (1hp/round). See the **Appendix** for details.

19. A mass of **6 centipede swarms** suddenly appears out of drain tunnels above the characters.

Centipede Swarm (6): HD 3; **HP** 12, 20, 9, 16, 10 (x2); **AC** 7[12]; **Atk** 1 (1hp + non-lethal poison); **Move** 4; **Save** 14; **AL** N; **CL/XP** 1/15; **Special**: immune to all but blunt weapons; non-lethal poison.

20. A **crabman** sucked in by the sea intakes wanders the sewers. He is not interested in a fight, and plays it cautious if he detects the party's approach. Should the characters direct the crabman back to the sea, he thanks them profusely and offers to repay them someday. See **Chapter 7** for more details on the results of befriending the crabman.

Crabman: HD 3; **HP** 12; **AC** 3[16]; **Atk** 2 claws (1d6); **Move** 12 (swim 9); **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: none.

Chance Meeting With a Crabman

Leaving the Sewers

Eventually, the characters exit the sewers through one of the egresses on the map. However, if Harthagoa's spies tracked their movements, said spies likely reported the adventurers' sewer excursion to Gregory Bonedeuce. At the Referee's discretion, if the Ring of the Kraken knows the characters forayed into the sewers and fears the party trying to hinder their preparations for the conquest of Port Shaw, they prepare a nice surprise for the characters at their exit. Two patrols of Dragoons lie in wait for the characters and attempt to arrest them. If the characters resist, the Dragoons use this as an excuse to murder them.

Dragoon Wizard (2) (MU4): HP 12, 6; **AC** 9[10]; **Atk** dagger (1d4) or staff (1d6), or pistol (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 4/120. **Special**: spells (3/2).

Spells: 1st—*charm person*, *magic missile*, *sleep*; 2nd—*darkness 15 ft. radius*, *web*).

Equipment: blue coat and dragoon uniform, light blue "wizard's" cape , dagger, staff, pistol, 10 reloads of shot and powder, *potion of invisibility*, purse with 20 gp.

Dragoon Sergeant (2) (Ftr6): HP 41, 30; **AC** 5[14]; **Atk** longsword (1d8) or dagger (1d4); **Move** 12; **Save** 10; **AL** C; **CL/XP** 6/400. **Special**: none.

Equipment: chain armor, guardsman's cloak, blue coat and dragoon uniform, longsword, dagger, purse with 25 gp.

Set-Pieces

Each section of the sewers beneath Port Shaw is its own set-piece.

Sewer Section 1 — Ocean Access

Adventurers reach this section of the sewers from the sea intakes below a pier in the Docks District. From the intakes, it takes roughly 1 hour to swim to **Area S–1**, but only 15 minutes aboard Cap'n Lester's raft.

From **Area S–1** the characters may travel to Section 2 (45 minutes with the raft, 3 hours without) or continue toward the northwest to Section 5 (15 minutes by raft, 1 hour without). The tunnel in **Area S–4** leads to a series of tunnels that head southwest to Section 3 (travel time: 2 hours swimming).

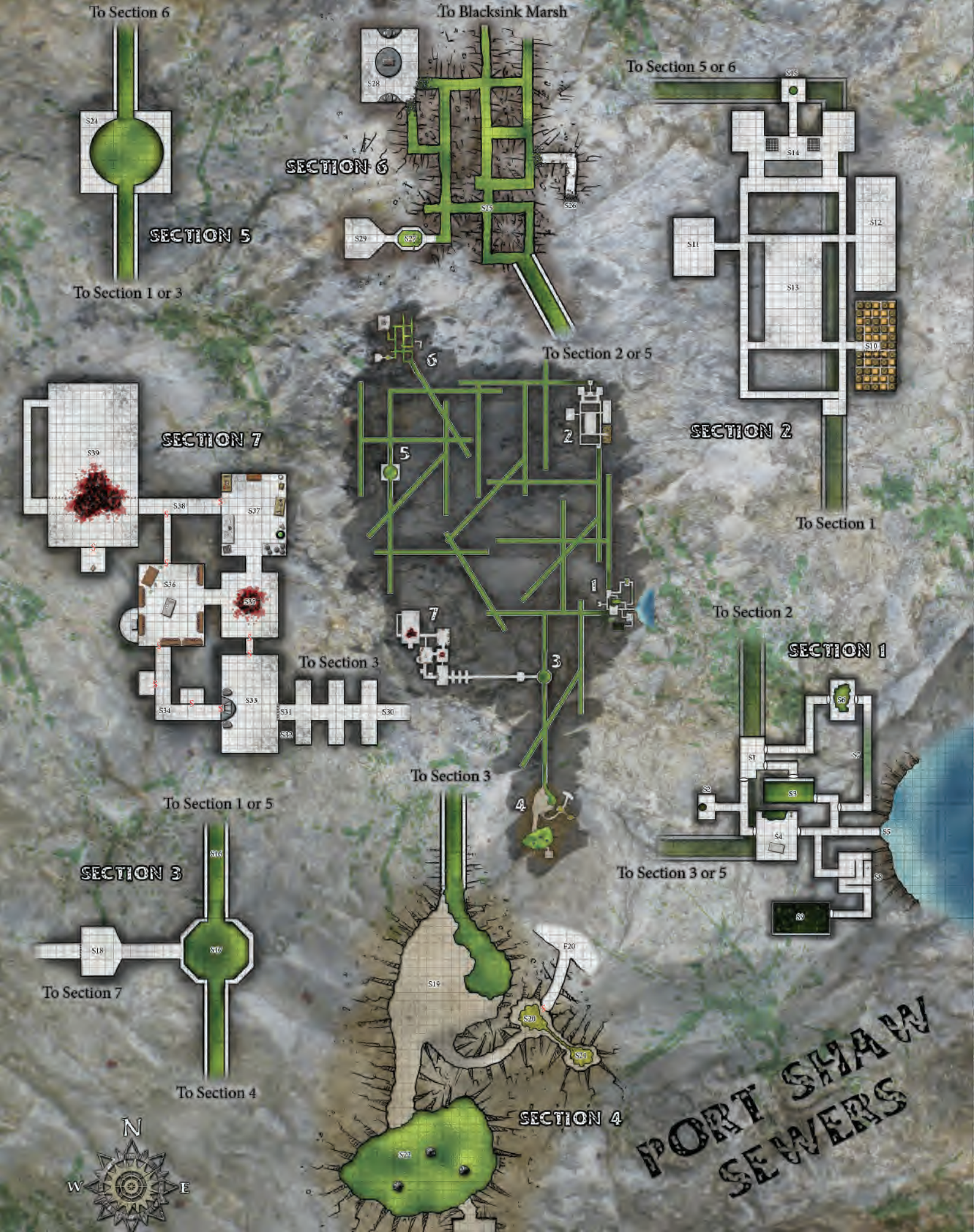
Several skum spies of Harthagoa occupy the drainage chambers and tunnels of **Section 1**. They use this area as their base of operations in the sewers.

Large sewage pipes (not shown on the map) filled entirely with unbreathable sewage-tainted ocean water, connect half of **Section 1's** chambers while the chambers themselves contain breathable air. Consequently and unless otherwise noted, travel between the chambers of **Section 1** through these pipes west of areas **S–3**, **S–4** and **S–6** requires characters to swim while holding their breath.

S-1. Access Way

This small landing, inches above the surface of the sewage, leads to three separate portholes connected to other areas in this section.

In the tunnel ahead, a raised landing sits inches above the sewage. In the wall sit three dark portholes: one facing south and two facing east. A dark yellow-


To Section 6
To Blacksink Marsh
To Section 5 or 6
SECTION 6
SECTION 5
To Section 1 or 3
To Section 2 or 5
SECTION 7
SECTION 2
To Section 1
To Section 2
SECTION 1
To Section 3
To Section 3
To Section 3 or 5
To Section 1 or 5
SECTION 3
To Section 7
To Section 4
SECTION 4
N
W
E
PORT SHAW SEWERS

green substance slicks the hewn stone landing in spots. This strange, mucus-like fluid also rims the porthole facing south, as well as the eastbound porthole closest to the south facing one. All three holes lead into darkness. The muted crash of waves echoes in the distance through the three tunnels.

The skum who pass in and out of the tunnels left the mucus while traveling through to spy on residents above. They do not often visit the pool of stagnant water in **Area S–6**.

S-2. THE SCOUT'S POOL

A **skum** scout keeps watch at this small pool. If the skum notices any activity in the tunnel, he immediately swims through the aqueducts to **Area S–4**, warning Orthru and the other skum of the intrusion. It takes him only one round to reach **S–4**.

If the characters venture down the small side tunnel to this chamber, they find nothing but a murky pool of water. If the scout has just departed to warn Orthru, the party may notice that the water ripples strangely, either because of water currents or because someone (or something) dove into the pool a few moments before the party entered the chamber.

If a character dives into the pool, he can search for secret doors to notice the entrance to the aqueducts.

Skum: HD 2; **HP** 13; **AC** 6[13]; **Atk** 2 claws (1d4) or trident (1d8), bite (1d6); **Move** 9 (swim 15); **Save** 16; **AL** C; **CL/XP** 2/30. **Special**: none. See the **Appendix** for details.

Equipment: trident.

S-3. EMERGENCY DRAINAGE CHAMBER

The porthole approaching this chamber from the north is five feet above a ledge that runs along the east wall of the chamber. The porthole on the east side of the chamber is only one foot above the surface of a large pool of water that fills the room. This large chamber is used during storms or tidal waves to abet flooding in Port Shaw above. Pipes and ducts above this area redirect sewer water into the emergency drainage chamber, allowing more water from the streets to flow into the sewers. The skum use this chamber as a trap to rid themselves of any intruders.

Water trickles from the many ducts above into a pool of water that occupies the entirety of the chamber. A ledge one foot above the water runs along the north wall. One porthole five feet above the ledge travels off into darkness, while another, one foot above the waterline, exits east.

Six skum rest on the chamber floor, 10 feet below the surface of the water. As soon as they discover the characters, they surface in an attempt to lure as many as possible into the chamber. One skum does not surface, instead he waits until at least half the party enters the chamber, at which time he swims through the channel to Area **S–4** and pulls the release lever, immediately activating the trap. It takes this skum one round to accomplish this task (move 30 ft. to **Area S–4**, standard action to trigger the trap). Once he pulls the lever, iron hatches descend sealing both portholes. Next, the trickles of water from the ducts above grow to forceful blasts of sewage, filling the chamber with water. The level of the water raises 5 ft. per round and submerges the chamber in 3 rounds. At the start of the 4th round, any characters incapable of breathing underwater must begin holding their breath. Additionally, as the chamber fills, adventurers are forced to swim amid the turbulent flux of sewage.

After successfully triggering the trap, the skum retreat to **Area S–4** through the channel, sealing the hatch behind them to prevent backflow. The skum then wait 10 minutes before opening the hatch and sending four of their number to investigate (if less than four skum survived earlier battles, then they complete their ranks with skum from **Area S–4** – unless those too were slain).

Skum (6): HD 2; **HP** 13, 8 (x3), 11, 9; **AC** 6[13]; **Atk** 2 claws (1d4) or trident (1d8), bite (1d6); **Move** 9 (swim 15); **Save** 16; **AL** C; **CL/XP** 2/30. **Special**: none. See the **Appendix** for details.

Equipment: trident.

S-4. THE EMERGENCY CONTROL ROOM

Orthru and **4 skum** reside here. They torture captives in this chamber, interrogating them for any information that may prove useful to the Krakenfiend.

This large chamber is dry save a small 3-ft. deep pool of water against the north wall. East of this pool an iron lever, attached with chains to several pulleys, juts from the wall. Near the south wall rests a wrought iron table. Tunnels lead east and west. A pile of rocks sits in the southwest corner, while webs of dark green mucus completely obscure the southeast corner.

If warned of incoming danger by the scout in **Area S–2**, Orthru orders the skum to hide in the pool while he downs his potion of invisibility. He then withdraws into the southeast corner of the room. The skum in the pool wait for the characters to enter the chamber and close the distance. When the characters stand near the pool, the fishmen leap from the water and attack. Once the characters are engaged by his skum minions, Orthru joins the fray, moving to backstab a character.

Skum (4): HD 2; **HP** 13, 11, 7, 4; **AC** 6[13]; **Atk** 2 claws (1d4) or trident (1d8), bite (1d6); **Move** 9 (swim 15); **Save** 16; **AL**

C; **CL/XP** 2/30. **Special**: none. See the **Appendix** for details.

Equipment: trident.

If any skum survive from **Area S–3**, the survivors comprise part of the skum contingent encountered here; so the characters always fight Orthru plus 4 skum in good condition, never more. Any wounded skum that fled here from **Area S–3** avoid the fight. Either they cheer Orthru on or flee.

Orthru, Skum (Thf7): HP 25; **AC** 6 [13]; Atk 2 claws (1d4+6) or trident (1d8+6), bite (1d6+6); **Move** 9 (swim 15); **Save** 9; **AL** C; **CL/XP** 7/600; **Special**: backstab (x3), +2 save vs. traps, thieving skills. See the **Appendix** for details.

Thieving Skills: Climb 91%, Tasks/Traps 45%, Hear 5 in 6, Hide 40%, Silent 50%, Locks 40%.

Equipment: trident, *gauntlets of ogre power*, *potion of invisibility*.

S-5. Emergency Sewer Entrance

This is where workers from Port Shaw access the emergency aqueducts. The passageway leading from **Area S–4** to the opening at **Area S–5** slopes steadily upward to an opening below the piers in the eastern Docks district. The skum entered the sewers through this passageway, and they take their intelligence out to sea by exiting here and swimming through the harbor.

S-6. Stagnant Pool

At the bottom of this stagnant pool of corrupted water, unbeknownst to the skum inhabiting this section of sewer, lies the thief responsible for stealing the scrimshaw whale jawbone depicting the coronation of the first war chief of the Tulita people. A fit final resting place.

This jawbone depicts the coronation of the first Tulita war chief, Kaho Ali'i. It is a relic of immense value to the Tulita people, and its loss proved a significant blow to faith in the old ways. Armed with the Jawbone of Kaho Ali'i, charismatic Tulita leaders might inspire their people to greatness again. The Jawbone of Kaho Ali'i is involved in the **Kiss of Dajobas** Background Plot, although failing to find or keep it would in no way impede those events. A close inspection notes the exceptional quality of the scrimshaw, executed in a style no longer practiced on the Razor Coast; a character noticing this, especially if a magic-user or cleric, could surmise that the jawbone might be of value to a sage, a collector, or to the Tulita themselves.

The stagnant pool of water at the center of this chamber reeks with corruption. The vile smell of decay hangs heavy in the air. The bloated, half-decayed body of a man, his face and hands now swollen to nearly twice their normal size, floats in the pool. Insects of all sorts creep over his body. In his hands he holds a swath of moldy cloth.

As soon as the adventurers disturb the body, a **centipede swarm** nesting in its insides erupts from the corpse's vacuous eye sockets and mouth. The swarm fills the area around the corpse and attacks the characters.

Centipede Swarm: HD 3; **HP** 12; **AC** 7[12]; **Atk** 1 (1hp + non-lethal poison); **Move** 4; **Save** 14; **AL** N; **CL/XP** 1/15; **Special**: immune to all but blunt weapons; non-lethal poison.

Treasure

The scrimshaw jawbone is 2 feet long and weighs 25 pounds. This precious historical artifact means much to the Tulita people, reminding a once glorious and proud people of their former grandeur. If returned to the tribes on the Outskirts of Port Shaw's, the Tulita prove extremely appreciative and offer to aid the characters any way they can. If the characters are interested in organizing the Tulita against the Krakenfiend's upcoming attack, this relic may sway the natives to their cause, especially if accompanied by a grand speech praising the Tulita's former glory. Alternatively, the characters can sell the jawbone to a collector for 2,000 gp.

S-7. Gas in the Passage

This long narrow tunnel is only 5 feet wide, and it descends sharply from the north and south, placing this passageway at a lower depth than the surrounding chambers and tunnels. A pocket of sewer gas has collected in the center of the tunnel. Characters may notice the smell of gas before they enter it. If any source of fire comes into contact with the gas it explodes, filling the entire tunnel with fire and inflicting 6d6 points of damage on all occupants (save for half damage).

In addition, the explosion causes the east wall to cave-in, and seawater rushes to fill the tunnel. The characters in the passageway take 3d6 points of subdual damage (save for half damage). The water fills the entire passageway but does not flow past the higher elevation at either end.

Any explosion in this area attracts the attention of the skum in **Area S–3**, who argue amongst themselves at first, but eventually investigate after 5 rounds.

S-8. SKUM TUBES

The ceilings of these cramped masonry tunnels drip thick green slime. The slime also coats the walls. Three and half feet of rank black water mixed with a mucus-like substance flood this passageway as well.

Movement through this tunnel is laborious and reduces the characters' Movement by half.

Three slime-slick skum lurk beneath the surface of the water here, ambushing anyone who intrudes to prevent them from reaching the **Area S–9**.

Skum (3): HD 2; **HP** 13, 10, 11; **AC** 6[13]; **Atk** 2 claws (1d4) or trident (1d8), bite (1d6); **Move** 9 (swim 15); **Save** 16; **AL** C; **CL/XP** 2/30. **Special**: none. See the **Appendix** for details.

Equipment: trident.

S-9. MUCUS PIT

The old bilge of some derelict freighter wallows here, filled with two feet of brackish fluid that might charitably be called water. Disgusting corpuscles of semi-solid slime the size of a cow float in the thick brine. The closest writhes on its own, and the shape of a face, its mouth agape in silent scream, pushes up from within the gooey green cocoon – followed by an outstretched hand, attempting in vain to claw its way to freedom.

One of Harthagoa's disgusting aboleth minions keeps watch on the circle of skum spies that inhabit this section of the sewers, and one of its repugnant responsibilities includes creeping in with high tide to cocoon human captives of the skum in mutating mucus. This loathsome chamber is where men become monsters.

There are fifteen cocoons here, each containing an unfortunate captive from Port Shaw's streets or docks above. Eight of these contain humans only placed a day ago, during the aboleth's most recent visit. Their physical changes remain relatively minor at present (webbed fingers, mouths molded shut, necks swallowed into their torso, etc.). If freed they eventually recover enough to survive, though are forever hideously deformed and treated as warped outcasts by the people of Port Shaw. Sadly, these pathetic victims never fully recover psychologically. Their minds tainted by the psionically charged sludge of the cocoon, the aboleth's warped dreams invaded them and plunged their minds into the spiraling depths of madness.

Four of these cocoons contain humans halfway through their transformations, and if freed, these half-fishy mutants die horribly, spasming in freakish agony as they gasp their last. Their lungs are unable to breathe air or water in their present state. Three of these four cocoons are nearly ripe, and the humans inside far enough along to be considered skum. One of the three has patches of human skin and veins meshed with slimy scales in places. Another has a normal nose and feet, and the last's human skin still shrouds its form, tearing free if attacked to reveal skum hide and features below. If they sense a threat, the **three newly minted skum** claw their way free, though it takes them one full round to do so. During this 'escape' round they are helpless.

Fortunately for the characters, the aboleth is not present, drawn miles into the deep black on another alien errand of Harthagoa's design. It did not leave its mucus pit undefended, though. **Ularop** is one of the aboleth's champions. A sick twisted specimen of his bastard race, the towering skum's arms are unnaturally long, dragging down past his knees. Huge bulbs of writhing vestigial tadpoles grow from the freak's face, back and arms, and he constantly drools mucus-like slime. He keeps watch over the slaves in their cocoons, ever ready with his large bone harpoon to impale anyone ungrateful enough to scorn the aboleth's blessing by clawing free of the throbbing corpuscles before their transformation is complete.

Ularop, Skum (Ftr5): HP 37; **AC** 6[13]; **Atk** 2 claws (1d4+2) or *+1 harpoon* (1d6+3), bite (1d6+2); **Move** 9 (swim 15); **Save** 10; **AL** C; **CL/XP** 5/240; **Special**: +2 to hit and damage strength bonus. See the **Appendix** for details.

Equipment: *+1 leather armor*, *+1 harpoon*.

Skum (3): HD 2; **HP** 13, 10, 12; **AC** 6[13]; **Atk** 2 claws (1d4) or trident (1d8), bite (1d6); **Move** 9 (swim 15); **Save** 16; **AL** C; **CL/XP** 2/30. **Special**: none. See the **Appendix** for details.

Equipment: trident.

SEWER SECTION 2 — THE STOREROOMS

This area of the sewers, located below Silk District, is more highly elevated than the rest of the tunnels and stays mostly dry. The characters need not worry about contracting filth fever while in this section, as the 3-foot-deep flow of sewage does not pass through this region. For many years, these chambers served as emergency storerooms for grain and other supplies in case of a disastrous storm, earthquake, tidal wave or famine.

Now they are a den of demonic forces. Agents of the Krakenfiend in charge of spearheading his assault on the city anxiously await their part in Port Shaw's massacre. In place of grain and blankets for the relief of disaster, they filled the storerooms with alchemist's fire, with which they plan to bring on the mayhem. The Krakenfiend's scheme involves transporting the dangerous liquid through the sewers, igniting an alchemical explosion of epic proportions, and destroying a great deal of Silk District. Harthagoa's insidious agents bide their time here, waiting to set the fuse at the Demon Below's command.

The sewer tunnel from **Area S–1** runs beneath **Sewer Section 2**. From this tunnel, the party may enter the upper rooms of **Section 2** at two junctures. The first is a ladder in the small room south of **Area–S10**, where the sewer tunnel first crosses beneath the upper rooms. The second point of access is in **Area–S15**.

Alternately, the party can continue to travel past this section from the tunnel leading to **Area S–1**. The characters may head west and then south to Section 5 (travel time: 15 minutes by raft, 1 hour without). The characters may also depart this section along the tunnel leading from **Area S–15** west and then north to Section 6 (they must travel by swimming/wading, travel time 1 hour).

S-10. Storeroom of Fire

Agents of the Krakenfiend replaced the contents of this spacious storehouse (cracked corn, flour, rice and woolen blankets) with enough alchemist's fire to blow the shops above it to oblivion.

Tightly sealed barrels with crates piled on top stack high to the 30-foot ceiling of this enormous stone chamber. A strong caustic alchemical smell mixed with the scent of cedar wood barrels fills the air. A tight space between the barrels is the only opening in the room, and it leads to the north wall.

To prevent a premature explosion at the hands of an overzealous dretch or by a bumbling party of adventurers, **2 babau** guard this chamber. Perched atop the barrels, they immediately leap down and attack any intruders. They also call for reinforcements from **Area S–12** with an Abyssal hiss. If the characters reduce the babau to less than 10 hp, the demons immediately *teleport* to **Area S–13** to make their final stand with Vrina.

Demon, Babau (2): HD 7; **HP** 51, 29; **AC** 4[15]; **Atk** 2 claws (1d6+1) or spear (1d6+1), bite (1d8+1); **Move** 12; **Save** 9; **AL** C; **CL/XP** 11/1,700. **Special**: immune to electricity, cold and fire, magic resistance (25%). See details in the **Appendix**.

Spell-like Abilities: at will—*darkness*, *dispel magic*, *teleport*, 1/day— summon 1 babau (40%)

Over the last two months, Vrina purchased all the alchemist's fire for sale in Jade District and filled the barrels in this room to the brim. Each barrel weighs 50 pounds, and Vrina and the babaus teleported them from the warehouse space she rented in Tide District to this chamber, one by one. She filled the crates on top of the barrels with nails and scrap metal.

Development

If the characters open and expose any barrel of alchemist's fire to flame, it ignites and explodes, triggers a chain reaction, and sends fire and shrapnel hurling up through the ceiling and into the center of Silk District.

Babau

Hundreds lose their lives. Anyone in the chamber when the barrels explode takes 12d6 points of damage (save for half). The blast also levels the walls between **Area S–10**, **Area S–11**, **Area S–12** and **Area S–14**. Anyone in those areas takes 6d6 points of damage (save for half). Another unfortunate side effect of the blast is that it releases the giant scorpion confined in **Area S–13**. The scorpion, wounded from the blast, flies into a rage and attacks anything that moves. It then charges up the hole created by the blast to wreak more havoc in Port Shaw's Silk District.

S-11. Access Shaft

This tall room once extended to a disaster relief shelter in Silk District, above. They closed the shelter over 20 years ago and sealed the shaft entrance with brick and mortar, but the heavy chains and pulleys used to carry provisions up and down the shaft remain, making this the perfect quarters for **Glagoru**, a kyton cast out of the Nine Hells. Glagoru now serves Harthagoa instead of his devil masters. Glagoru tortures captives for information in this chamber, putting his chains to good use.

This room appears to be a large shaft extending high up into darkness. The walls and floor bear dark stains. Numerous rusted heavy iron chains hang

from above. Skulls and rib cages dangle from their hooked ends. The soft clinking and scraping of bone on metal echoes; the only other sound is a steady dripping. At the rear of the chamber, the grisly corpse of a human man hangs from three barbed chains.

If Glagoru detects the characters' approach, he climbs 20 feet up the chains into the darkness above – in total silence. There he waits for the characters to enter before using his dancing chains ability to attack the party with the rusted iron chains hanging in the chamber. If the characters discover his presence, he leaps down amongst them to make use of his unnerving gaze and continues to attack with the chains. The kyton fights until slain, as he is well aware that Harthagoa does not reward defeat, and the punishment he faces from the Demon Below's tentacles far outstrips any death these adventurers can deliver.

Glagoru, Kyton: HD 6; **HP** 42; **AC** 5[14]; **Atk** 4 chains (1d6+1); **Move** 12; **Save** 11; **AL** C; **CL/XP** 7/600. **Special**: chain armor, dancing chains, gaze, immune to cold, silver weapons needed to hit. See details in the **Appendix**.

The corpse hanging from the chains is the unfortunate alchemist mentioned in **Chapter 2** for **Rumors and Whispers** concerning the vanished alchemist. He showed too much interest in Vrina's purchases and ended up in Glagoru's hands.

S-12. The Advance Force

This plain, empty stone chamber was once another storeroom similar to **Area S–10**. Now **15 dretches** and **3 quasits** lair here, the advance force of Harthagoa's army. If the dretches and quasits detect the sounds of combat elsewhere, they send a group of 5 dretches and 1 quasit to join in the battle. When the characters arrive at this chamber, the remaining demons attack. The dretches fight to the death, while the quasits turn invisible and observe, attacking the most opportune targets (spellcasters and/or any characters that are close to death).

Dretches (15): HD 4; **HP** 16; **AC** 2[17]; **Atk** 2 claws (1d4), bite (1d6); **Move** 9; **Save** 13; **AL** C; **CL/XP** 6/400; **Special**: magical abilities.

Quasits (3): HD 3; **HP** 12, 16, 7: **AC** 2[17]; **Atk** 2 claws (1d2 + non-lethal poison), bite (1d3); **Move** 14; **Save** 14; **AL** C; **CL/XP** 7/600; **Special**: magical abilities, magic resistance (25%), non-lethal poison, regenerate (1hp/round).

S-13. Main Storage

In this area of the stores, Port Shaw stored most of the relief grain. Openings in every corner lead to the hallways beyond. Only a **giant emperor scorpion** occupies the room. Once long ago, this creature was a tiny scorpion, the pet of a rare animal dealer in Silk District. It escaped one day and found its way down into the stores. Strange magical runoff from Sagacious Samuel's magic shop above dribbled into the sewers in **Area S–15** and mutated this scorpion into its current Gargantuan size. Unfortunately, the creature's sudden growth occurred while it lay dormant in this area, and now it is too large to leave. It feeds on leftover stores in this area, but its supply is running low.

When the demons moved in, they decided that the scorpion might prove useful to their advance assault, so they left it alive. Only the scorpion's stinger fits through the room's exits, reaching into the hallways beyond. The demons try to avoid the cantankerous insect's wrath, but despite their care, the scorpion splattered a couple of dretches to gory paste with a few well-placed plunges of its massive tail.

Any characters passing the openings subject themselves to its stinger attack. The scorpion attacks anyone walking past the openings, and continues to attack anyone who stays in range (5 feet from the openings).

If the characters enter this area, the scorpion attacks them with the rest of its natural weapons.

Giant Scorpion (Gargantuan): HD 11; HP 55; **AC** 3[16]; **Atk** 2 pincers (2d8+4), sting (2d4+4 plus poison); **Move** 9; **Save** 4; **AL** N; **CL/XP** 12/2,000; **Special**: lethal poison sting (–2 to save, save or die).

Editor's Note – Not Dying Down There

Most likely, the party tackles the sewers relatively early in the adventure, around Level 7. The **necroworm queen** in **Area S–39** should make a nice capstone encounter and allow the characters to gain a level. So why an almost random encounter with the very tough scorpion? Two reasons. The first answer is the classic: Not all encounters should be fought. The second is the more important answer: Your players may overlook something in the sewers or simply decide to return to them later in the adventure. Encounters like **S–13**, below, give the Referee something to throw at higher level parties. With stubborn adventurers, Referees should consider toning down higher-level sewer encounters or simply leaving them out until appropriate.

S-14. SECURE STORAGE

This area once contained more valuable goods - like casks of wine and ale – in cages designed to keep anyone from pilfering them. When the characters enter, read or paraphrase the following:

> This large chamber contains several boxes and crates. On the north side of the room, to either side of a heavy oak door, lie two large cages. A human woman wearing a tattered dress curls up in the west cage. She sobs quietly, her face beautiful despite several bruises and scrapes. She clutches the remains of her dress to her shapely figure.

The woman is **Vrina**, the succubus Harthagoa charged with organizing the advance force and obtaining the alchemist's fire for his explosive surprise attack. As soon as Vrina hears intruders, she *teleports* into the cage and waits. When the characters come into the room, she cowers in fear and tells them the demons put her in the cage. She claims to be the daughter of an alchemist in Jade District, held captive in order to force her father to supply the fiends with cask upon cask of volatile alchemist's fire. She says her name is Talina.

If any of the characters opens the cell and go to her, she showers her savior with level draining kisses. If she is attacked by anyone who realizes what she is, she battles the party with her whip until reduced to 10 or less hp, after which she immediately *teleports* back to Kraken's Reef. Once there, she reports the characters activities to Harthagoa. The Demon Below, angered by her failure, slays her as soon as she finishes reporting.

If the babaus teleported here after the fray in **Area S–8**, they are hiding behind the crates near Vrina's cage. If any of the characters enters the cage, the demons leap from hiding and shut the cage door, trapping the character inside with Vrina. The babaus then attack the rest of the party.

Vrina, Succubus: HD 6; **HP** 20; **AC** 9[10]; **Atk** 2 scratches (1d3); **Move** 12 (fly 18); **Save** 11; **AL** C; **CL/XP** 12/2,000; **Special**: cause darkness in a 10-ft. diameter, change shape, immune to non-magic weapons, level drain (1 level) with kiss, magic resistance (70%), summon other demons, spells.

S-15. THE DRAINAGE PIPELINE

This low chamber forces anyone over 6 feet tall to hunch while in it. It is located directly below Sagacious Samuel's Magical Emporium, and Samuel's laboratory drips alchemical sludge from a shaft in the ceiling. A hole in the center of the chamber continues through the floor into the sewage tunnel below.

Any small character can attempt to squeeze up from or down to the sewage tunnel (see **Entering the Sewers and Traveling Within** for details) through the hole in the floor.

They may also attempt to squeeze up the shaft in the ceiling, open the grate at the top, and enter Sagacious Samuel's small lab. Anyone who successfully enters Samuel's lab finds he left 5 random potions and/or oils (roll on the "Potions" chart in the ***Swords & Wizardry Complete*** rulebook by **Frog God Games**) on a small wooden table. They can snatch the potions and head back down the shaft to Area **S–15,** if they like.

SEWER SECTION 3 — DEN OF THE ROACHLORD

This area of the sewers houses the horror known only as the Roachlord. Once a marauding ogre slave who found his way into the sewers, the monster became lost and eventually ended up polluted by the magical runoff from Sagacious Samuel's Magic Emporium. His body twisted and mutated into his current form – a large bipedal cockroach. From the sewage drain in **Area S–17**, the Roachlord ascends to the city streets on the edge of southern Tide District, at the easternmost end of the road splitting Bawd from Jade. From there he seeks out and kidnaps orphan children, his favorite meal.

The tunnel leading from **Area S–17** heads further south to **Section 4** of the sewers. No die roll is required to travel this tunnel as there are no branches. The tunnel is long, though, and takes a half of an hour to traverse to the sewers below the fort. The tunnel departing west from **Area S–18** leads to Tarath-Vreen's catacombs (**Section 7** of the sewers).

S-16. THE ROACH TUNNEL

This long narrow tunnel leads to the Roachlord's den. Tiny cracks and holes riddle the tunnel walls. Within the walls rest **4 roach swarms,** which guard the entrance to their master's lair. As soon as they sense movement in the tunnel, they scuttle out of hiding, pouring from holes and crevices to attack the enemy.

Roach Swarm (4): HD 3; **HP** 12, 14, 8, 18; **AC** 8[11]; **Atk** swarm (1d4+2 plus disease); **Move** 12 (climb 12, swim 12); **Save** 14; **AL** N; **CL/XP** 3/60. **Special**: disease (1d4 hp loss per day until cured; save avoids), immune to cutting/piercing weapons.

S-17. THE ROACHLORD'S CHAMBER

This octagonal drainage chamber contains a 10-foot deep pool of black water at its center. If he detects sounds of battle in the roach tunnel, the Roachlord hides in the pool. He bursts out of the water to attack once the characters enter.

> Several smaller drainage pipes empty into this octagonal room. At the room's center lies a black pool of runoff. Tunnels exit this chamber leading north, south and west.

The Roachlord

The Roachlord: HD 11; **HP** 83; **AC** 4[15]; **Atk** 2 slams (1d6+2), bite (2d8+2 plus grab); **Move** 15; **Save** 4; **AL** C; **CL/XP** 14/2,600; **Special**: immune to disease and poison, nauseating presence (horrific appearance, clicking mandibles sicken anyone within 30 ft. radius, save avoids), spells (4/4/4/3/2), summon roach swarm (at will).

Spells: 1st—*cause light wounds*, *detect good*, *detect magic*, *protection from good*; 2nd—*hold person* (x2), *silence 15-ft. radius* (x2); 3rd—*cause disease* (x3), *locate object*; 4th—*cause serious wounds* (x2), *protection from good 10-ft. radius*; 5th—*finger of death* (x2).

Notes: The Roachlord is 9 ft. tall and covered in black chitinous armor. Two large antennae extend from his grotesque insectile head. His mouth holds four barbed mandibles around an open maw. A scrap of a child's jacket hangs from one of his mandibles.

Tactics: This disgusting creature immediately summons swarms of cockroaches to attack his foes and attacks the nearest opponent, tearing at them with his mandibles until they are dead. The Roachlord is not unintelligent, and he attempts to kill spellcasters first to stop them from bombarding him with magic.

Treasure

If the characters search the water they discover the grim remains of over 20 small children, along with an unconscious, dehydrated young girl. She is otherwise unharmed, but stress and exposure have rendered her senseless.

This lost child vanished on a trip to Tide District last month. If characters track down the family, they grant the characters a reward of 500 gp for the return of the locket and the destruction of the horrible creature that murdered their child.

S-18. The Entrance to the Crypts

The passageway leading to this chamber slopes steadily downward. When the characters enter, read or paraphrase the following:

> The stonework in this large chamber differs from the rest of the sewers. Mosaic designs are set into the walls of the room and all sounds in the chamber produce ghostly echoes from the rock. Empty torch braziers, carved in the shape of skulls with their jaws wide, adorn the walls. A rusted iron gate bars an opening on the west wall of the room. An old rusted lock, chained in place, hangs between the bars.

On the opposite side of the bars, in the darkness sits a

Sahuagin in Natural State

bodak, who waits for any unfortunate to try and open the gate. Charged with keeping intruders from Vreen's catacombs until the ancient necromancer's prophesied return, this bodak eliminates anyone attempting to enter the catacombs.

Bodak: HD 8; **HP** 40; **AC** 3[16]; **Atk** weapon (1d8); **Move** 6; **Save** 6; **AL** C; **CL/XP** 11/1,700; **Special**: death gaze, immune to non-magical weapons, vulnerable to sunlight (1hp/round), immune to electricity, resists acid and fire. See the **Appendix** for details.

The bodak stands on the inside of the gate and allows his death gaze to do its grisly business. It only resorts to physically attacking the characters if they break through the gate.

Sewer Section 4 — Below Fort Stormshield

These natural sea caves served as emergency storage and escape tunnels for the elven merchant guild prior to their sale of the fort to Elder Hargrove. Now the Krakenfiend has populated these tunnels with a few of his servants to aid Commandant Gregory Bonedeuce in defending the underbelly of the fort.

If the characters want to free any of the prisoners in the brig – for example, Falken Drango or Milliauka – entering through the sewers is much safer than trying to take the fort by storm.

The tunnels below Fort Stormshield mark the southern end of the sewer system. The only place for the characters to travel from here is up into the fort from **Areas S–20** and **S–23**, or back the way they came.

S-19. The Sea Cave

> The roar of crashing waves echoes from the east side of this cavern, where a small wave pool splashes up from beneath the rocks. The waves echo the distant rush of the sea beyond.

This cavern's proximity to the sea is attested by a wave pool, which surges and ebbs with the flow of the tide, as well as the water stains on the walls. When the characters enter, the tide is high and the pool fills a quarter of the chamber. Within the 10 foot deep water lies a team of **6 sahuagin**

who serve as guardians of the caverns below the fort. These hideous shark-mawed monsters set a trap for intruders. At the bottom of the wave pool, they laid the treasure described below; any character peering into the pool sees the treasure from the pool's edge. The sahuagin hide behind natural rock formations in the pool. If the characters enter the water, the sahuagin attack. If the party ignores the treasure and moves on, the sahuagin tail them from a distance and attack from behind at the outset of the party's next combat.

Sahuagin (6): HD 2+1; **HP** 9, 12 (x2), 8 (x3); **AC** 5[14]; **Atk** weapon (1d8); **Move** 12 (Swim 18); **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.

Treasure

A silver chalice studded with diamonds (1,000 gp value) and a pearly white *luckstone*, which gives off a soft glow, are visible from the pool's edge.

S-20. CESSPOOL

The passageway leading to this area from **S–19** slopes upward, rising in elevation. The passageway leading from here to **S–21** continues at a very sharp incline, as sewage slicks the floor and walls. There is a secret passage located on the northeast side of the room that leads to **Area F–20**. If the fort is ever in dire danger of being taken in an attack – or if he needs to get to the *Bonedeuce's Pride* in a hurry without being seen – Gregory Bonedeuce uses this tunnel to escape (giving the mouthers a wide berth).

> This rock cavern reeks of feces and waste. A cesspool filled with sewage stands at the cavern's center, runoff flowing into it from a southeast passage.

The cesspool houses a pair of **gibbering mouthers** who feed upon the refuse. As soon as they spot the characters, they gibber and try to trap nearby adventurers with their ground manipulation ability. They use the ability to reduce the muddy earth in the area around the cesspool to quicksand. They then attack with relish, anxious for a meal of something other than sewage.

Gibbering Mouthers (2): HD 4+4; **HP** 22, 27; **AC** 1[18]; **Atk** 6 mouths (1hp); **Move** 3; **Save** 13; **AL** C; **CL/XP** 6/400; **Special**: gibbering, pull prey underneath, spit. See *Monstrosities* for details.

S-21. LATRINE DRAINAGE SHAFT

This 5-foot-wide shaft leads up to the large drainage grate in the baths of **Area F–9** above (see **Chapter 3** for details on Fort Stormshield). A **centipede swarm** occupies the drainage shaft. The swarm attacks anyone ascending to the grate above.

Centipede Swarm: HD 3; **HP** 12; **AC** 7[12]; **Atk** 1 (1hp + non-lethal poison); **Move** 4; **Save** 14; **AL** N; **CL/XP** 1/15; **Special**: immune to all but blunt weapons; non-lethal poison.

S-22. LAIR OF THE HYDRODAEMON

A **hydrodaemon** inhabits this cavern, trapped on the Material Plane after a planar rift sucked him out of the River Styx and deposited him off the Razor Coast. He now worships The Demon Below and serves him loyally. The hydrodaemon is sworn to keep intruders from the shrine in **Area F–9**.

> Ten feet of seawater fills this sprawling cavern. Three rock formations extend from the depths up to the ceiling above. The soft sound of rippling waves washing over the rocky shore at the southern end of this chamber is the only discernable noise. A passageway on the western bank of the cavern leads off into the darkness.

The hydrodaemon rests on the far side of the easternmost rock formation, awaiting intruders who try to swim or fly across to the southern passage that leads to **Area S–23**. In combat, the daemon first summons an 8-HD water elemental to attack the characters before joining the fray itself. It uses its sleep spittle on any foes within range and then leaps on the nearest character, clawing and biting.

Demon, Hydrodaemon: HD 7; **AC** 0[19]; **Atk** 2 claws (1d6), bite (2d6) or spit; **Move** 3; **Save** 9 (fly 12, swim 24); **AL** C; **CL/XP** 13/2,300; **Special:** immunity to acid and poison, Magic Resistance (35%), only harmed by silver weapons,

Hydrodaemon

spittle (fall asleep for 6 rounds; save avoids), telepathy (100 ft.). See ***The Tome of Horrors Complete*** for more details.

Spell-like Abilities: at will—*cause fear*, *darkness*, *detect magic*, *dimension door;* 1/day—summon 8HD water elemental.

Water Elemental (8HD): HD 8; **AC** 2[17]; **Atk** strike (3d10); **Move** 6 (swim 18); **Save** 8; **AL** N; **CL/XP** 9/1100; **Special**: can overturn boats, immune to non-magical weapons.

S-23. Hidden Storeroom

This hewn stone chamber once served as extra storage space for the elven merchants who built Fort Stormshield. The chamber now lies empty, save for a ladder leading to the secret trapdoor in **Area F–9**.

Sewer Section 5 — Elemental Conflux, Set-Piece

Most of the sewage of the city collects in this central drainage area before being shunted back out to sea. This is a reservoir of sorts, filled with raw filth. The characters reach the conflux from several locations and depart to nearly any section of the sewers from here. The travel time to/from **Section 1**, **2**, or **3** is 15 minutes by raft or 1 hour without.

S-24. Main Drain

The immense amount of polluted sewage gathered here awakened the spirit of a powerful **elder water elemental**. Tainted with disease and decay, this mighty elemental now resides in this 60-foot-deep drainage reservoir. Most of the sewage in this chamber is part of the elemental.

> This enormous chamber appears to be some sort of great central drain. The ceiling extends 60 feet up and various drainage outlets along the conical ceiling pour their sewage down into a large circular pool at the center of the room. The stench of sewage assails and overpowers the senses.

As soon as the characters enter the chamber, the elder water elemental rises from the pool, a towering mass of sewage. Its "eyes" – more like two deep impressions in the amorphous mass of waste that is its face – regard the characters for 1 round as it drips sludge and muck. On the following round, if the characters have not exited the chamber, the elemental savagely attacks, seeking to drive the interlopers from its home.

Water Elemental (12HD): HD 12; **HP** 60; **AC** 2[17]; **Atk** strike (3d10); **Move** 6 (swim 18); **Save** 3; **AL** N; **CL/XP** 12/2000; **Special**: can overturn boats, disease (save or lose 1d4 hp per day until cured), immune to non-magic weapons.

Sewer Section 6 — The Karikanti Refuge

On the way to this section of the sewers, the carved tunnels slope steadily downward and eventually give way to natural caverns. These caves lead to the sewer outlets, which dump tons of Port Shaw's waste into the Blacksink Marsh every day. The Karikanti reserve the most awful means of punishment for criminals of their tribes: they exile them into the mouth of the polluted sewage that infects their swamp. Such outcasts often seek refuge in these tunnels, where they eke out a terrible existence as scavengers.

Due to the lower elevation of this section and the increased flow of sewage, all of the tunnels located in the Karikanti Refuge run almost full to the top with sewage. Eight feet of sewage pours through the tunnels with only two feet between the surface of the water and the ceiling. The flow of the sewage is faster here, forcing the characters to fight against the current if they try to swim. Each character should roll 4d6 and compare the result to the character's strength. If the result is higher than the character's strength attribute, the sewage carries them 20 feet, by the shortest possible path, toward the outlet tunnel pointed toward the Blacksink Marsh. Adventurers who fail the strength roll may attempt another on the following round.

Travel to this section is only possible from **Sections 5** and **2**. From either of these sections it takes 15 minutes by raft to reach here, or 1 hour wading through the sewage.

S-25. The Scout

A Karikanti keeps watch at this intersection. If he detects anyone in the water, he immediately swims to **Area S–27** to report incoming encroachers so that the gatorfolk there may prepare their ambush.

Karikanti (Gatorfolk): HD 8; **HP** 32; **AC** 3[16]; **Atk** slam (1d6+3), bite (1d6+3), tail slap (1d8+3); **Move** 12 (swim 15); **Save** 8; **AL** N; **CL/XP** 8/800. **Special:** death throes, devour, drowning curse, smell lies. See the **Appendix** for further details.

S-26. The Buried Bard

Durrell Ravenkith, favored bard of Pirate King Garr Bloodbane, fled Port Shaw through the sewer systems when word of his master's defeat reached town and the citizens attempted to round up anyone loyal to Garr. He almost made it to Blacksink Marsh when his torch ignited a pocket of sewer gas and caused a cave-in at this area. The collapse crushed him to death. Any characters who agreed to dig up the bard's remains find him beneath the stone here.

Digging him out proves no easy matter. Luckily, the cave-in also stemmed sewage flow in the tunnel leading to this area, so the adventurers need not dig while inundated

with fresh sewage. Pulling stones away from the site of the cave-in causes a second collapse on top of the characters unless they shore up the pile. The bard's smashed remains lie beneath a large boulder. The falling rock reduced his skeleton to bone shards. If the characters gather the shards and bury them at sea, as per the bard's request, they lay Durrell Ravenkith to his final rest. In this event, during their climactic battle in the **Chapter 7** a ghostly aura plays around any characters who helped Durrell's ghost, granting them a +4 bonus on all attacks and damage rolls for the duration of the battle.

Treasure

Of all his belongings, only Ravenkith's notebook survived, though still damaged. Sadly, water ruined many of the great sea chanteys he penned over the years. Just one scrap of a song remains as well as an old map (see **Handout #2** on the following page); however, this scrap of parchment proves much more than just a few quaint verses. The song contains an encoded course heading that leads to Garr Bloodbane's sunken treasure. Correctly combining the song and the map shows a way through shoals surrounding Pirate's Nest, and the last note of the song sits atop Bloodbane's sunken loot (see **Chapter 5** for details).

S-27. THE AMBUSH

Here the gatorfolk take pleasure in ambushing interlopers. The pathway leading to this chamber slopes upward, causing less sewage to flow here.

A mere foot of rank sewage fills this hexagonal chamber, but a deeper pool lurks at the center. A winch with a crank stands by the southern wall. A chain extends from the winch and disappears into the dark murky pool of water at the room's center. Passageways lead east and west.

Five Karikanti (or six if the scout made it here to warn the others) lie below the surface of the water. The gatorfolk bide their time, waiting for the characters to fully enter the room and crank the winch. Any character that cranks the winch raises or lowers the chain. After raising a few feet of chain, a chest appears directly below the surface of the water, but a large tangled knot in the chain stops the characters from pulling the chest all the way up.

The Karikanti hope at least one character swims out to the chest, and they hold their attacks until one does. If the characters do not go for the trap, the Karikanti wait until the adventurers head south then emerge to flank them during the fight with Rrraog and his companions.

Karikanti (Gatorfolk) (5): HD 8; **HP** 32, 36, 31, 47, 40; **AC** 3[16]; **Atk** slam (1d6+3), bite (1d6+3), tail slap (1d8+3); **Move** 12 (swim 15); **Save** 8; **AL** N; **CL/XP** 8/800. **Special**: death throes, devour, drowning curse, smell lies. See the **Appendix** for further details.

Treasure

Sadly, the chest only contains 1,000 copper pennies (cp).

S-28. OLD SHRINE OF DAJOBAS

The Karikanti blocked off the two entryways to this chamber with piled rocks. The gatorfolk's culture is as old as the Tulitas', and they are well aware of the dangers of trifling with the Shark God – it earned them their dark curse. Superstitions aside, they also fear the **2 Razortooth Guardians** in this area.

This chamber is not natural, and the walls appear constructed from blocks of stone. It is possible that a past earthquake buried this stone building, so obviously constructed to stand above ground. At the center of the chamber stands an ornately carved altar bearing ocean designs and ringed with shark's teeth pointing toward the ceiling. The teeth give the altar the unsettling appearance of an enormous shark's open maw.

On the north and south walls of the room stand huge statues from a taxidermist's nightmare. Neck down they are human, hulking bodies stitched together from multiple corpses. Sewn directly onto their shoulders are large sharks' heads, with their razor-toothed maws pried wide open.

A broken skeleton lies on the floor at the altar.

These Razortooth Guardians protect this ancient shrine from defilers, and the constructs immediately attack any characters who enter. They fight until slain. The characters may recognize the shark's teeth on the altar as belonging to a species found in great numbers off both Beacon Island and the Isle of Maht.

Razortooth Guardians, Flesh Golem (2): HD 8; **HP** 40, 36; **AC** 9[10]; **Atk** 2 fists (2d8), shark bite (1d8+4); **Move** 8; **Save** 8; **CL/XP** 12/2000; **Special**: healed by lightning, hit only by magic weapons, immune to most spells, slowed by fire and cold.

After the fray, any character may examine the writings on the altar. A thief with Read Languages, or a magic-user with a *read languages* spell may discern the following: "Dajobas, Great Shark of the Deep, Eater of Worlds. Arise Dajobas and drink the blood of this Age. Sleep no more. Your hunger grows. Drown it in our blood."

Any dwarf in the party recognizes the stone of the altar as the same type of coral-hued granite used to build both the Port Shaw and Beacon Island lighthouses.

Treasure

The skeleton wears a *shark-ward talisman*. Not that it did this adventurer any good (See **Chapter 3** for details on the *shark-ward talisman*).

Seek ye seek - ye Garr Blood - bane's gold

Trav - el north - be - yond the fold

North - of Bea - con to Pearl Mouth Shoal to

Pi - rate's Nest and Tra - la - la - la - lo

Tra - la - la - la - la - la la - la - la - lo

La - la - la - la - la - la La - la - la - la - lo

Ravenkith's Map

S-29. TROPHY ROOM

Rrraog spends his days relaxing here, admiring the many skulls he collected since his banishment to the sewers. The Karikanti ranger enjoys hunting for sport and often ventures to other areas of the sewers.

> This chamber is dry and smells clean compared to the fetid river running through the tunnels below. Mats of dried skins, some human, lie along the west wall. A tapestry of sorts, fashioned from a long, winding snakeskin, the live specimen of which must have been 30 feet in length, hangs from the west wall above the mats. Dozens of skulls mount the eastern wall. Human, dwarf, elf, halfling, and all manner of beasts hang in the collection.

If aware of the characters' approach, **Rrraog** and his **2 gatorfolk bodyguards** prepare for the adventurers. They attack when the intruders enter the chamber.

Karikanti (Gatorfolk) (2): HD 8; **HP** 32, 45; AC 3[16]; **Atk** slam (1d6+3), bite (1d6+3), tail slap (1d8+3); **Move** 12 (swim 15); **Save** 8; **AL** N; **CL/XP** 8/800. **Special:** death throes, devour, drowning curse, smell lies. See the **Appendix** for further details.

Rrraog, Karikanti (Gatorfolk) (Clr4/MU3): HD 9+6; **HP** 76; **AC** 3 [16]; **Atk** *+2 hand axe* (1d6+2) or slam (1d6+3), bite (1d6+3), tail slap (1d8+3); **Move** 12 (swim 15); **Save** 3; **AL** C; **CL/XP** 13/2,300; **Special:** death throes, devour, drowning curse, +2 to saves vs. magic, paralyzation and poison, smell lies, spells [cleric (2/1), magic-user (3/1)].

> **Cleric Spells**: 1st—*cause light wounds*, *protection from good*; 2nd—*hold person*).
>
> **Magic-User Spells**: 1st—*magic missile* (x2), *shield*; 2nd—*mirror image*.
>
> **Equipment**: *+2 handaxe*, knuckle bone necklace.

Notes: Rrraog is a skilled and canny hunter, but he does not like when his prey fights back. If the characters reduce him to 20 hp or lower, he pleads for his life, offering information about the other denizens of the sewers in exchange. He has seen the enormous elemental in **Section 5** and can describe it to the characters. He has also seen the Roachlord and can give the characters some ideas about him as well. He has seen plenty of necroworms and can describe Carthias Delnor (see **Tarath-Vreen's Catacombs**, below) as well. He knows they come out of the catacombs and return there. Rrraog is also aware that necroworms inhabit dead bodies and animate them.

Rrraog wears Viscount Senegar Deepwarder's signet ring. He killed and looted the gatorman who found it, after it fell through a grate into the sewers. Anyone who enters melee combat or negotiates with Rrraog notices the unusually clean, silver ring glinting on the tip of his webbed pinky.

Rrraog

If the characters offer to trade Rrraog for the Viscount's ring, the gatorman gladly makes the trade, saying "Please, very pretty, take, yes! Let Rrraog go."

Treasure

Rrraog enjoys collecting trinkets from his kills. He keeps a collection of odd jewelry under the mats in this room: a pair of solid gold rings (500 gp each), an opal necklace (300 gp), an emerald ring (200 gp), and a mother of pearl bracelet (50 gp), and a silver signet ring bearing the arms of the Viscount Deepwarder

SEWER SECTION 7 — TARATH-VREEN'S CATACOMBS, SET-PIECE

This section of the sewers was once the base of operations for a terrible necromancer named Tarath-Vreen. Here he conducted all manner of unwholesome experiments, creating his grotesque necroworms. He departed the catacombs over 1,000 years ago, but he

planned to return and left several minions behind to ensure his laboratory and creations remained undisturbed.

A year ago, a student of Sagacious Samuel, interested in learning the magic trade, vanished from Port Shaw. The owner of the Magical Emporium remains clueless as to his student's fate. The truth is Carthias Delnor developed an unhealthy fascination with the necromantic arts and decided to track down Tarath-Vreen's former residence. He hoped to study the necromancer's experiments and texts. Delnor descended into the sewers one day and never returned. He now occupies these catacombs along with Vreen's minions. The undead tolerate the young necromancer and do him no harm, because he wears an amulet with Vreen's personal seal inscribed on it that the wizardling copied out of texts he read about the necromancer.

There is no sewage in this area. Tarath-Vreen's Catacombs are only reachable from **Section 3**. Traveling to and from takes 1 hour, as there is but one long passageway connecting **Area S–18** to **Area S–30**.

The hallways and chambers in this area are carved from marble and show remarkable artisanship.

S-30. OSSUARY

After their years of service ended, Tarath-Vreen interred his mortal servants in this long passageway. Death is by no means an escape from servitude to a necromancer, and the laborers have become **30 skeletons** guarding the passage to Vreen's inner sanctum. The skeletons lie "at rest" in the niches along the walls of this corridor. As soon as the characters reach the middle of the hallway the skeletons animate and attack (unless the party attacks them where they lie, in which case they immediately rise and attack). The skeletons swarm the characters from both sides, attempting to claw them to pieces.

Tulita Warrior Skeletons (30): HD 1; **HP** 6 each; **AC** 8[11]; **Atk** strike (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: immune to sleep and charm spells.

S-31. THE SKULL GATE

At the end of the ossuary, a portcullis constructed entirely of bones cuts off **Area S–30**. Skulls glare at approaching adventurers menacingly. If any character moves within 5 feet of the gate, the many skeletal limbs animate and attempt to grapple the character. The bony hands grapple as a 10 HD monster. (See unarmed combat rules in the ***Swords & Wizardry Complete*** rulebook by **Frog God Games** for more on grappling). The hands do no damage, but grab and hold their victims. The bones pass pinned characters upward to **Area S–32**, where a grisly fate awaits. The portcullis can be destroyed by doing 30 hp of damage (it has AC 5[14]).

S-32. THE FLESH STRIPPER

This chamber above the bone portcullis on the north side contains a large, metal box-shaped machine full of razors, blades and graters that gnash and rip anything fed into it. The box strips armor, clothing and flesh right off. Any character passed into the machine takes 6d6 damage per round (save for half). To escape the machine, the character must wrestle out as follows: the character and the machine both make a roll of 1d10 + strength + level (the machine has a strength and "level" of 12 each, so it rolls 1d10 + 24). If the character's roll is better, the character escapes. The other possibility, of course, is to destroy the machine. The machine adds the bones of those it slays to the portcullis below, giving it 10 extra hp for each body. The flesh stripper can be destroyed by doing 30 hp of damage to it (it has AC 3[16]). See unarmed combat rules in ***Swords & Wizardry Complete*** rulebook by **Frog God Games** for more on grappling.

S-33. SNAKE PIT

Here, one of Tarath-Vreen's more powerful minions keeps his quarters. Farral-Kylos once lead another of the many snake cults that plagued the Razor Coast centuries ago. After his death, rumors of his skill at arms interested Tarath-Vreen. The necromancer raised Farral-Kylos as a mummy to help guard his catacombs. Proud even in undeath, Farral-Kylos demanded the necromancer grant unlife to his snakes as well; otherwise, he would not serve. Amused, but feeling charitable that day, Vreen granted Farral-Kylos' request. Now the mummy and his skeletal snakes slay any who dare infringe upon their gracious master's domain.

> The walls of this vast chamber are carved with snake motifs. Many stone serpents wind around the chamber in relief, and their mouths appear as round holes bored into the walls. At the center of the west wall stands an iron throne framed by two statues of upright serpents. Their hinged jaws hang wide, displaying vicious fangs.

Farral-Kylos sits here, his *+2 bastard sword* leaning against the throne's side. When the characters smash through the bone portcullis he hisses a command, and his **5 constrictor snake skeletons** emerge from the many holes in the walls and from the mouths of the statues. Meanwhile, his **2 giant constrictor snake skeletons** smash the lids off their sarcophagi and slither out to attack. Farral-Kylos stands and grips his greatsword, watching the fight closely to identify the strongest fighter of the group. Once he makes his determination, he charges into battle against the chosen character.

In combat Farral-Kylos concentrates on his foes with his sword. Once reduced to less than 20 hp, the mummy

casts aside his sword and attempts to infect as many of the intruders as possible with his mummy rot.

Farral-Kylos, Mummy: HD 11+4; **HP** 84; **AC** 3[16]; **Atk** +2 *bastard sword* (1d8+2) or fist (1d12); **Move** 6; **Save** 4; **AL** C; **CL/XP** 12/2,000; Special: hit only by magic weapons, rot.

Equipment: +2 *bastard sword*, plate mail.

Constrictor Snake Skeletons (5): HD 3; **HP** 15, 12, 13 (x2), 9; **AC** 8[11]; **Atk** bite (1d3), constrict (2d4); **Move** 10; **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: constrict, immune to sleep and charm.

Giant Constrictor Snake Skeletons (2): HD 9; **HP** 40, 55; **AC** 6[13]; **Atk** bite (1d6), constrict (2d6); **Move** 10; **Save** 6; **AL** N; **CL/XP** 9/1,100; **Special**: constrict, immune to sleep and charm.

There is a secret door located behind the throne, as well as one on the east wall that is concealed by a design of intertwined serpents.

S-34. HORNED SKULL PASSAGE

This passageway connects the Snake Pit and the Laboratory, and **2 minotaur zombies** guard it. The minotaur zombies lie concealed behind secret panels in the walls as indicated on the map. At the turn of the passageway there is a pressure plate craftily constructed into the floor. If the plate is triggered, then the secret panels open and release the minotaur zombies.

Minotaur Zombies (2): HD 5; **HP** 20, 32; **AC** 8[11]; **Atk** butt (2d4), bite (1d3), battle axe (1d8); **Move** 6; **Save** 11; **AL** N; **CL/XP** 5/240; **Special**: immune to sleep and charm.

The passageway appears to dead end at both walls, but there are secret doors leading to **Areas S–33** and **Area S–36**.

S-35. NECROWORM PLAYGROUND

The results of several of Tarath-Vreen's experiments lair here, alternating between inhabiting corpses, moving them about, or simply resting among the decaying bodies.

> Corpses litter the floor of this large chamber, piled three deep in some places. The smell of decay is rank about the room. Shallow puddles of a translucent viscous fluid seep between the bodies. Passageways exit to the north and west.

Twelve necroworms inhabit this chamber. At the time the characters enter, six live inside some of the corpses on the ground, while six more lie dormant. As soon as the necroworms sense intruders, the six in bodies rise up and shamble toward the characters to attack. The remaining six immediately occupy the nearest corpses and join the fight, the following round. Whenever adventurers slay a corpse, the necroworm inside emerges from the mouth or bursts from the torso and attempts to inhabit a new corpse to continue the fight. There are 18 human corpses scattered throughout this chamber (6 spare ones). When forced from the last available corpse, the worms fight in their natural state until slain.

Necroworms (12): HD 2; **HP** 10 each; **AC** 8[11]; **Atk** stinger (1d4 plus acid), bite (1d4 plus 1d4 acid); **Move** 12 (swim 12); **Save** 16; **AL** C; **CL/XP** 3/60; **Special**: animate inhabited corpse, immune to acid, disease, cold and poison, inject acid. See the **Appendix** for full statistics.

Zombie, inhabited by Necroworms: HD 2; **HP** 8; **AC** 8[11]; **Atk** strike (1d8) or necroworm tail sting (1d4 plus 1d4 acid); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special**: inhabited by necroworms, immune to sleep and charm,. See the **Appendix** for full statistics.

S-36. LIBRARY

This is where Tarath-Vreen kept a number of important volumes on magic, undeath, famous female dwarven songwriters of centuries past, and other topics of great interest to such fiendish minds as the necromancer's.

> Large wooden shelves fill this chamber, each bending under the weight of numerous, thick leather-bound tomes. The wood rotted away in several places, and many books lie strewn about the floor of the chamber. A large marble table squats at the center of the room with an open text on it.

The information in these books can be used any way the Referee sees fit. For example, they could include several hooks for adventures beyond the scope of this campaign. The open text on the table contains several maps. It is open to a page depicting a large, mountainous island somewhere far, far out in the ocean. The island appears on no other charts the characters know, but they get a rough idea of where it is. Possibly, this was Tarath-Vreen's destination when he abandoned this hideout long ago.

Treasure

All of the volumes in this chamber are ancient. Many are works thought lost forever. The following titles are among the shelves: *Jolothar's Heritage of the Fire Giant Kings* (800 gp), *The Epic of Numemoa, Queen of the Far Isles* (500 gp), *Treatise on Plagues and their Powers* (1,000 gp), *Ruling Destiny: A Guide to Higher Divination* (1,200 gp), *Bestiary of Dreadsmoke* (600 gp), *The Razor Coast: A Guide to Adventuring on The Razor* (39 gp).

If the characters thoroughly search the room, they discover a book trigger for a revolving door on the west wall. The floor around the bookshelf on that wall rotates 180-degrees, carrying along any characters standing on a 10-foot long by 5-foot deep section of floor directly in front of it. The floor moves slowly, and characters can step off if

they do not want to be carried to the other side. After a full rotation, a sarcophagus replaces the secret bookshelf.

Within the sarcophagus rests Chiho Molina, once a vagabond warrior, who came reluctantly to the service of Tarath-Vreen after his death at the hands of a rival. The necromancer transformed him into a vampire and forced him into a long and tedious servitude. Chiho hoped that when his master left on his secret trip to a far away island, Tarath-Vreen might release him from service – or at least destroy him. Instead, Vreen decided to stake Molina and leave him in this sarcophagus until he returned.

The sarcophagus lid is heavy but can be pushed out of the way. If the characters extract the offending stake from Chiho's heart, he proves quite grateful and does not attack unless the characters initiate violence. If the characters agree to let him go his own way, Molina agrees to tell them everything he knows about the catacombs and Tarath-Vreen. He warns the characters of the Queen in **Area S–39**, and he tells about the secret compartment there, which holds Vreen's spare spellbook. Chiho grows even more grateful if he learns the characters destroyed Farral-Kylos, whom the vampire found insufferable. If the characters do not slay Chiho, the Referee should feel free to have him turn up to help the party at a later date.

Chiho Molina, Vampire (9HD): HD 9; **HP** 68; **AC** 2[17]; **Atk** bite (1d10 + level drain), *+1 spiked chain* (2d4+4) or shortbow x2 (1d4); **Move** 12 (fly 18); **Save** 6; **CL/XP** 12/2,000; **Special:** change shape, charm person, gaseous form, regenerate (3 hp/rnd), vampire weaknesses.

Equipment: *+1 chain mail*, *+1 spiked chain*, shortbow, 20 arrows, *potion of invulnerability*.

S-37. Laboratory

This is where Vreen conducted his experiments. Now Carthias Delnor bumbles about here when not schlepping corpses to the Queen in **Area S–39**.

Tables and raised basins fill this chamber. Equipment of all sorts hangs about the walls: strange tubes with oversized needles attached to their ends, metal clamps, scalpels, hammers and spikes. A long shelf runs across the south wall with five large glass jars placed on top. Inside the jars, disgusting bloated worms the size of a man's forearm float in viscous fluid. Small barbs line their mouths and their tails end in stingers.

The creatures in the jars are necroworms. One of them is dead, but the other **4 necroworms** merely lie dormant. If anyone shatters the glass or opens the jars, the necroworms immediately become active and attack any discernable prey.

Necroworms (4): HD 2; **HP** 10 (x2), 11 (x2); **AC** 8[11]; **Atk** stinger (1d4 plus acid), bite (1d4 plus 1d4 acid); **Move** 12 (swim 12); **Save** 16; **AL** C; **CL/XP** 3/60; **Special**: animate inhabited corpse, immune to acid, disease, cold and poison, inject acid. See the **Appendix** for full statistics.

There is a secret passageway on the west wall. It opens when someone depresses a pressure trigger on the underside of one of the tables.

S-38. Charnel Corridor

This passage way leads around a corner and then slopes steadily upward to **Area S–39**.

This dark tunnel proceeds deeper into the catacombs. Halfway through the passage, the ceiling becomes a large rusted metal grate. Several mangled corpses dangle, mashed against the grate and almost squeezed through the openings by a weight above them. A child's arm flops in the air, and a fat man's thick ropey entrails almost reach the passage floor. Blood and other fluids drip steadily from above.

Here the characters are treated to a horrific underside view of the body pile in **Area S–39**. There is nothing else of interest in this corridor.

S-39. Queen's Redoubt

As the characters traverse the tunnel toward this area, read or paraphrase the following:

The ascending tunnel levels off at the entryway to a large cylindrical chamber decorated with elaborately carved mosaics depicting suffering and death. The dank smell of rancid meat hangs in the air. Atop a large grate set in the floor of the chamber sits a grisly pile of corpses.

Tarath-Vreen created the necroworm queen long ago. This nauseating abomination resembles a pale white worm. The massive queen, the size of an elephant calf, leaks necromantic acid and pus from various grotesque ruptures in her vein-riddled corpulence. Necroworms become queens after they have consumed fifty times their own body weight in carrion. The transformation involves massive growth. Their stingers fall away and a bloated posterior worm sac replaces the lost digit. A repulsive factory, producing necroworms from her churning distended torso daily, the necroworm queen secretes gizzard acid that reduces corpses to soupy paste for quicker consumption. She spends most of her time gorging herself on carrion and spawning more worms.

Currently, the creature feeds on the enormous pile of carcasses below it, which are the same cadavers seen in

Area S–38, below this room. The subservient necroworms, all spawn of this queen, retrieve the corpses from other areas of the sewers and deposit them here. Four of the queen's necroworm spawn inhabit four of the corpses, which delights the queen. She is overjoyed to have fresh meat come to her of its own accord.

The **necroworm queen** and her **4 necroworms** do not gorge alone. Behind the pile of corpses lurks **Carthias Delnor**, the mad necromancer who apprenticed under Sagacious Samuel before disappearing mysteriously. Delnor's unhealthy interest in all things necromantic led him to abscond with one of Samuel's texts chronicling the career of the evil arch-necromancer, Tarath-Vreen.

Carthias attempted to carry on in Vreen's footsteps. He is delusional, believing himself a valued partner of the necroworm queen. In truth, she has not devoured him because he helps her spawn gather corpses to add to her gruesome feeding pile.

A year in the sewers has wrecked Carthias. His mangy, tangled hair extends to his waist. A thick layer of some indeterminate yellow substance covers the wretch's teeth. His nails, colored to match, long and grimy, crack and splinter. Countless beetles and roaches make their home in his hair or his tattered robes. At least the infesting insects feed **Shifty**, Carthias' weasel familiar. Shifty hides within Carthias' tattered clothes, sputtering and snarling at the characters. Moreover, Carthias lost most of his teeth, giving him a 5% chance of spell failure on any spell with a verbal component. Luckily, this does not affect any of the spells he casts on himself prior to combat.

Carthias Delnor (MU7): HP 22; **AC** 7 [12]; **Atk** dagger (1d4); **Move** 12; **Save** 9; **AL** C; **CL/XP** 9/1,100; **Special**: spells (4/3/2/1)

> **Spells**: 1st—*magic missile*, *detect magic*, *shield*, *sleep*; 2nd—*darkness 15-ft. radius*, *invisibility*, web; 3rd—*hold person*, *lightning bolt*; 4th—*fear*.
>
> **Equipment**: dagger, *ring of protection +2,* scroll case in belt with the following scrolls inside: *invisibility*, *mirror image* and *haste* (all pilfered from Samuel).

Tactics: The necromancer attempts to keep his distance and relies on the necroworm inhabited corpses to keep the characters at bay. As long as the necroworm queen remains alive he does not flee. In his madness, he will happily die and become part of her feeding pile. He uses his spells to target characters after the necroworms attack.

Shifty, Weasel: HD 1d4; **HP** 2; **AC** 7[12]; **Atk** bite (1d2);

Move 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special**: none.

Necroworm Queen: HD 10; **HP** 77; **AC** 7 [12]; **Atk** bite (1d8+5 plus 1d6 acid); **Move** 12; **Save** 9; **AL** C; **CL/XP** 14/2,600; **Special**: immune to acid, cold and disease, spit acid (once every 1d4 rounds; 30 ft. cone that does 4d6 damage, save for half), telepathy 100 ft. See the **Appendix** for full statistics.

> **Spell-like Abilities**: 3/day—*charm person*, *dispel magic*, *hold person*, spawn 1d4 necroworms every 1d6 rounds; 1/day—*fear, suggestion*.

The rest of the queen's necroworms quickly engage the characters, closing to melee in their zombie garb and attacking viciously. They attempt to hinder any characters trying to reach the queen or Carthias. As soon as their corpses are slain, they extricate themselves from the worthless carcasses then move to the body pile. On the following round, they inhabit a fresh corpse and rejoin the fray. There are 22 inhabitable corpses in the pile. The others are half-eaten and unsuitable for combat. The necroworms and their queen do not flee combat, fighting to the death if needs be.

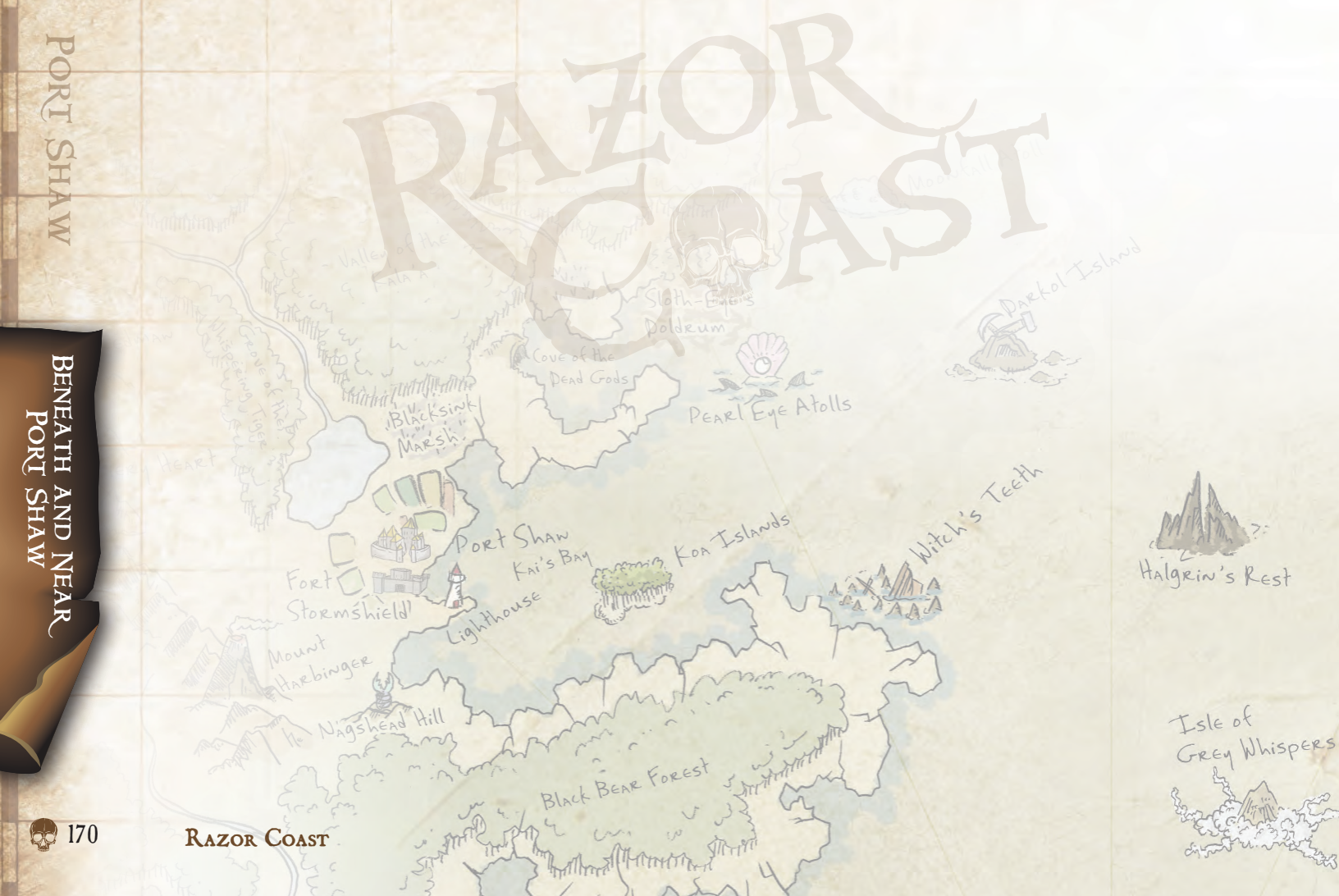
Necroworms (4 or more): HD 2; **HP** 10 each; **AC** 8[11]; **Atk** stinger (1d4 plus acid), bite (1d4 plus 1d4 acid); **Move** 12 (swim 12); **Save** 16; **AL** C; **CL/XP** 3/60; **Special**: animate inhabited corpse, inject acid, immune to acid, disease, cold and poison. See the **Appendix** for full statistics.

Zombie, inhabited by Necroworms (4 or more): HD 2; **HP** 8 each; **AC** 8[11]; **Atk** strike (1d8) or necroworm tail sting (1d4 plus 1d4 acid); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special**: inhabited by necroworms, immune to sleep and charm. See the **Appendix** for full statistics.

Treasure

Behind the south wall past the corpse pile, a secret door leads to a small compartment where Carthias found Vreen's spare spell book. Delnor also keeps some of his most treasured items there along with the belongings of the poor souls who make up the feeding pile. Inside the crawlspace there is a sack with 56 gp, 220 sp, two emeralds (100 gp each), a silver bracelet (40 gp), a garnet (worth 30 gp), and Tarath-Vreen's spellbook wrapped in oiled leather.

Spellbook: Besides the spells above in Carthias' spell list, this spellbook also contains the following spells: 1st—*charm person, protection from evil, read magic*; 2nd—*continual light, ESP, levitate*; 3rd—*explosive runes, monster summoning I, water breathing*; 4th—*confusion, polymorph self.*



CHAPTER FIVE

TO SAIL THE RAZOR

Aye, she be dangerous. Aye, thar are thin's lurkin' around every corner, on every pretty isle beneath th' rocks 'n broad koa leaves, 'n sure, in th' waters too. Them that lives beneath th' waves fight thar own battles wit' th' hauntin' terrors o' yesterday 'n yester year. Jus' like us as lives in air. Aye t' all that.

But out on th' Razor Sea, when she be still, when th' moon squats like a fat galleon on a cliff, jus' a sail ahead, 'n th' white road flutters a path like a ribbon floatin'... When thar's nah an inch o' land in sight 'n naught but th' hull pattin' waves, th' creak o' beam 'n mayhap th' distant kiss o' canvas t' break that plump silence on a coolin' night...

I remember.

I remember why I be here, sailin' this path o' pale flickerin' waves, chasing the reflection of a reflection 'cross waters as indifferent t' me as th' desert be t' a single grain o' its own sand. Yet here I be, an' nowhere else. Masterin' me insignificance. Defyin' th' judgement o' this vast, uncarin' world, filled t' th' brimful wi' hungry, hungry terrors. Defyin' I be, simply by bein' here. Bein' here 'n lovin' every chase o' wind despite it all.

Aye, I love th' Razor, 'cause 'jus livin' out on these waves bellows t' th' gods "Still here!" 'N somehow thar be a kind o' peace in that. Aye, th' Razor will 'ave me some day, no doubt, no doubt at t'all, but on her I live every day well and well lived is every day I sail.

— Captain Gregory Hearthsander of the *Moonchase* out of Port Shaw, calling at Sharkjaw Docks, the Koa Islands, and ports beyond

The Koa Island Logging Combine is saddened to report the Moonchase overdue three months past. Port Shaw authorities presume her lost with all hands. The Lodge has granted official right of salvage to

SHIPS FOR HIRE

The Rita

Baron of the Tide

Thunderstrike

Salvation

Black Rider

NPC FLAGS

Bonedeuce's Pride

Quell's Whore

Albatross

HISTORICAL FLAGS

Razor's Edge

Seacutter

This chapter introduces the devilish and unpredictable weather that wracks the Razor, details ships on which to sail or sink, and lists encounters to challenge adventuring parties whenever they leave the sheltered coast. The stand-alone encounters in this chapter include: Kraken's Reef, den of the Demon Below, and a watery ambush by Dalang Jalamar's Razortooth Raiders. The chapter concludes with Beacon Island and its environs, a location the characters must explore before proceeding to the finale of the campaign's minor Background Plot, **Night of the Shark** (see **Chapter 2, Build an Adventure Path** and **Chapter 6, Night of the Shark** for details).

Requisitioning a Ship

Before the characters sail into the horizon, they need a boat. Port Shaw, a den of brigands and privateers, harbors its fair share of vessels for hire. The party has several options at their fingertips.

Their best choice, if they can afford it, is to hire Bethany Razor of *Quell's Whore*. Bethany is a more-than-competent captain, and while her ship is not the largest vessel in the water, the *Whore* is second to none in speed and maneuverability. Additionally, the vessel possesses an inherent resistance to magical threats.

Characters with nautical experience may wish to purchase a ship and captain it themselves. Falken Drango presents another option. If the characters ally themselves with Falken, the pirate proves a worthy helmsman on any vessel they procure.

The following ships are available for sale on the docks:

Rita

Once owned by Harok McFarrows, he named this simple and sturdy fishing sloop after his late wife. Harok's cousin Relgin (male human, blacksmith) is auctioning the *Rita* because Harok awaits the gallows and Relgin himself is no seaman. Rumors of a curse on Harok and his family make the ship a difficult sell, and Relgin recently lowered his asking price to a pittance.

Structural Points: 2
Cost: 1,500 gp

Baron of the Tide

This sleek darkwood freighter once belonged to the infamous smuggler Baron Desmond Shade. After his capture on the high seas through the joint efforts of *Bonedeuce's Pride* and the *Albatross* — followed by the Shade's summary execution — the Dragoons now own the *Baron of the Tide*. Gregory Bonedeuce seeks to sell the ship in order to fill the Dragoons' coffers. The *Baron* handles extremely well and is faster than any other ship on the Razor save *Quell's Whore;* however, the vessel lacks armament and lacks the endurance to withstand cannon or tentacle. If bad blood lies between the characters and the Dragoons, they find it impossible to purchase *Baron of the Tide*.

Structural Points: 15
Cost: 9,550 gp

Salvation

A large cog freighter, the *Salvation* once carried grain, flour and vegetables to far-off colonies. She is seaworthy and very sturdy. Never a ship to carry valuable cargoes, no one ever outfitted *Salvation* with cannons.

Structural Points: 12
Cost: 12,000 gp

Black Rider

Among the more infamous ships to sail the Razor in recent years, the *Black Rider* was a slaver, responsible for over three decades of misery, ferrying unfortunate captives to Carcass. Bethany Razor and Korg boarded the *Black Rider* last month, slaying the crew and liberating the captives. Korg, himself an escaped slave, reveled in doling out agony to the slavers. Bethany and her crew steered the slave ship back to Port Shaw, and now Captain Razor is looking to offload the ship. *Black Rider* is very durable but also slow. Her helm was designed for the flea-bitten orcs who piloted her, and only someone of considerable strength can steer her. The *Black Rider* mounts no cannon, but her former owners outfitted the ship with two large ballistae. Bethany's asking price is not high, and she feels obligated to warn any prospective purchaser that, with the capture of the *Black Rider* being so recent, many captains remain unaware she changed hands. Until her capture, even the Dragoons held standing orders to fire on the vessel and board her on sight. Dragoon frigates returning from long range patrols, such as the *Albatross,* likely have not yet received news of the *Rider's* capture. Trouble might ensue. On the other hand, the ship's nefarious reputation may prove useful if the characters plan to enter pirate waters. Other raiders most likely give the *Black Rider* a wide berth, and her fellow pirates certainly do not suspect a band of do-gooders resides below her decks.

Structural Points: 10
Cost: 10,500 gp

Thunderstrike

This two-masted warship saw recent action in a campaign against the Pirate Confederacy far to the Razor's south. Unable to afford repairs, her privateer captain — a man named Tomas Garell, himself badly wounded

in the fighting — seeks to sell his ship and put the grim memories of sea battles behind him. The *Thunderstrike* is a fine warship, outfitted with four sixers (cannons firing six-pound balls), two on each side, and a long nine (a cannon firing a nine-pound ball) at her prow. If properly repaired, the *Thunderstrike* proves formidable against other warships, even if technically outclassed by Dragoon frigates. However, *Thunderstrike* lost a great deal of rigging in her last engagement, and this reduces her speed. Until someone repairs her damage, *Thunderstrike*'s helm answers awkwardly. With this detriment in mind, Tomas Garell is selling her for a reduced price.

Structural Points: 20
Cost: 11,200 gp

Alternately, the party might choose to hire a boat owned by an independent captain. Captain Donovan Montgomery is the finest sea captain on the Razor, but his constant inebriation sours his efforts. Moreover, Montgomery's ship leaves much to be desired. No more than an oversized sloop, the *Vintage* is seaworthy, but was never designed to handle dangerous storms or survive the tentacles of powerful aquatic predators. Conceivably, the characters might hire Donovan to captain a ship they own.

Editor's Note — Maps of Ships

Regardless of which ship the characters acquire, for simplicity's sake consider representing it with a generic map. The map above works well for many scenarios. Simply draw in another mast should your party grab a vessel with more than two.

Sailing the Razor

Navigating the Razor is risky. Whether the party ventures forth on a Dajobas-inspired shark-hunting expedition or scours the sea for Harthagoa or his agents, the adventurers must first brave the waves, shoals, weather and other denizens of the ocean.

Changes in Weather

Changes in the wind, shifting currents and dirty weather of every sort have a palpable effect on the adventurers' voyage. Every six hours while at sea, roll on Table 5–1 below to determine what natural conditions affect the party's travel.

TABLE 5–1 WEATHER ON THE RAZOR

ROLL D%	
01–10	Fog*
11–50	Clear*
51–60	Cloudy*
61–70	Rain*
71–82	Windstorm (1d6 hours)
83–90	Thunderstorm (1d6 hours)
91–95	Hurricane (1d6 hours)
96–98	Special (see below)
99–00	Special (see below)

ROLL D%	
01–50	Waterspout (treat as tornado hurling anyone with 1HD or less great distances and doing 6d6 points of damage to anyone else; save for half; structural damage: 2 points)
51-80	Whirlpool
81-00	Rogue Wave

* Roll for Wind Direction and Strength. (See "Ship Combat" in the ***Swords & Wizardry Complete*** rulebook by ***Frog God Games*** for additional details.)

Riptide

When a portion of a sandbar or shoal suddenly falls away, the current changes drastically, creating a riptide capable of sucking a swimmer out to sea or affecting the course of a sailing vessel. If the characters encounter a riptide while in the water, any swimmers must make a saving throw or be swept away.

Riptides that catch ships shift them in a random direction unless someone at the helm makes a saving throw to keep the ship on course. If no one is manning the helm when a riptide strikes, a saving throw allows the characters to notice the shift in course.

Riptides are 3d8 x 50 feet wide and last 3d8 rounds.

Rogue Wave

Occasionally, powerful shifts in the ocean landscape, such as those caused by undersea earthquakes, create a seemingly random wave of terrifying proportions that capsizes any vessels in its path. A creature caught swimming in a rogue wave must make a saving throw or be pulled 100 feet underwater and sustain 4d6 points of subdual damage.

The wave usually destroys any vessels caught in it. A captain can avoid capsizing — a miraculous feat, certain to earn immortality in song and story — by making a saving throw with a –10 penalty to steer the ship out of danger (although it still takes 5 structural points of damage).

Whirlpool

Whirlpools sometimes form in response to a sudden shift in current or when an underwater sinkhole collapses deep beneath the surface. Any ship caught in a whirlpool sinks in 6d6 rounds unless the person manning the helm makes a saving throw to steer the ship out of trouble. Any unfortunate caught swimming when a whirlpool forms must make a saving throw with a –1 cumulative penalty every round or be sucked below surface in 4 rounds and begin to drown.

Witch's Breath

A heavy, freezing fog named after a powerful sea hag who conjured freezing fog fronts to plague shipping lanes and send many a vessel's crew into death's chill embrace.

These supernatural fogs now strike at random, freezing men to the decks where they stand. When a patch of Witch's Breath flows over a ship, the timbers creak and may even splinter. In addition to all the effects of normal fog, Witch's Breath deals 2d6 points of cold damage per round to characters above deck (save for half). Any characters wearing suitable winter clothing only suffer 1d6 points of cold damage per round (save avoids). If the characters remain below deck and heat the cabin with whale oil, they take no damage at all, but they can neither sail their ship nor respond to attacks against her.

Effects of Wind

After a roll of 70 or less on **Table 5–1: Weather on the Razor**, Consult the following table to determine whether the wind blows in a direction either favorable or unfavorable to the characters.

Additional Effects of Storms

A roll of 71 to 95 on **Table 4–1: Weather on the Razor** indicates storm conditions. During a storm, the helmsman must make a saving throw every two hours to keep a ship on course. Once a ship loses its course, another saving throw two hours later with a –5 penalty allows the characters to regain control of the ship. Characters may attempt to recover course every two hours they are lost in a storm; otherwise, the storm drives the ship in a random direction until blowing out.

Stand-Alone Encounters

Consider throwing one of the following encounters at your party either to further their quest, to sidetrack them, or to help them level up. Revisit this section whenever the characters head to sea.

Keep in mind that many of these encounters at least touch on one of the two Background Plots in the adventure, creating an opportunity to deliver hints and clues. It is left to the Referee's discretion to determine and adjust the difficulty of many of these, so as long as the players are trying sensibly not to bite off more than they can chew, it is definitely permissible (even advised) to match the encounters to the party's current level and capabilities. If the party is proceeding carelessly without trying to make sure that they don't get into situations they can't handle, then do not adjust the difficulty level – play it as it lays.

1. Observed by Eagles

High above the vessel, **5 giant eagles** circle, keeping an eye on the ship. Lately they keep a close watch on all vessels, as they have caught wind of dangerous predators at sea. Having heard Harthagoa plans an attack of some kind, they fear their people's aeries on Moonfall Atoll may be at risk.

After observing the characters for a while, the eagles descend and land on the ship to parley. If treated honorably, the eagles communicate to the characters their suspicions that the Krakenfiend plans an offensive through pantomime and by scratching diagrams into the deck. Though whether this assault aims at a land target or an undersea target remains unclear. If the characters are extremely kind to the eagles, the raptors deem them worthy allies and offer to aid the party at a later date before flying off. See **Chapter 7** for details.

Giant Eagle: HD 4; **HP** 23; **AC** 7[12]; **Atk** 2 talons (1d4), bite (1d8); **Move** 3 (fly 24); **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** none.

2. Ghastly Tag-Along

A mass of netting with two bodies trapped in it floats by the ship. If the characters investigate, they find the corpses belonged to two local anglers, now badly bitten. These are not shark bites, but humanoid. Asking around Port Shaw readily identifies the bodies as villagers from Toe's Reach, as does asking anyone also from there.

If the characters haul the corpses back to port, a few hours after they are removed from sea, they transform into **aquatic ghasts.** Once transformed into ghasts, the creatures attack whomever they are near then hunt the party, leaving destruction in their wake. If the party leaves the corpses to float, they animate a few hours later then

Editor's Note – Get Lost!

It can be a wonderful thing for a ship to lose its course in a storm. Wonderful for the Referee, anyway. After a storm, when adventurers find themselves lost on an endless, unrecognizable ocean, consider this an opportunity to throw one or more **Encounters at Sea** their way – or perhaps just have cannibals eat them. That's fun too. The Editor would like to express his disappointment with the Creator for not including more cannibal pygmies, preferably undead.

Man Overboard!

Any character blown off the deck by winds (or knocked off by an opponent) during a storm finds staying alive in the stormy sea a difficult task. The character is bombarded by powerful waves and whipping winds.

Damage: For every three rounds a creature spends in the water during any ocean storm, he suffers 1d6 points of subdual damage from the crashing waves (save for half).

Movement: In a thunderstorm, a swimming character must make a saving throw to stay above the surface. Movement is a quarter of the character's normal rate. In a hurricane force storm, swimmers must make another saving throw every other round to keep from being dragged under.

Keep in mind that characters adrift in the stormy ocean do not have sails. This means that, unless swimming, they remain stationary while their ship moves rapidly away.

hunt the ship, following any sign, scent or trace of the adventurers.

Lacedon, Ghast (aquatic): HD 4; **HP** 22; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d6); **Move** 14 (swim 18); **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** paralyzing touch, stench.

3. Electric Eels

A pair of particularly territorial and very hungry **giant electric eels** attack the characters.

Giant Electric Eel (2): HD 2; **HP** 14, 8; **AC** 8[11]; **Atk** bite (1d3); **Move** (swim 9); **Save** 16; **AL** N; **CL/XP** 4/120; **Special:** electric shock (3d6, no save).

4. The Lurking Aboleth

One of the Krakenfiend's tminions, an **aboleth**, prowls the waves on reconnaissance. At first, the aberration follows the characters from a distance to learn as much as possible about them (their relative power, their intentions and the like). The characters may get the strange feeling some unseen power watches them, but the aboleth takes great care to leave no signs if at all possible.

Should the aboleth determine that the characters are a threat to Harthagoa, it uses *phantasmal force* to conceal the next patch of dangerous shoal or shallow reef ahead of the ship. It adjusts the image of the terrain so that the shoals appear off to the side of the ship's path, when actually they are dead ahead.

Anyone manning the helm may make a saving throw to notice inconsistencies in the terrain caused by the spell. Failure means the ship crashes into the shoals and sticks there. The party can attempt to dislodge the vessel with a combined Strength score of 30 before the waves pound it to pieces in 10 rounds. If the characters succeed in dislodging their ship, it springs a leak and sinks in 8 hours, unless they reach land or limp into port.

Editor's Note — Run Aground

Historically, there were many techniques to dislodge an age of sail ship from a reef or shoal, and there were many ways to slow or plug a leak while at sea — some quite dramatic. For example, a crew might remove its mainsails, run them under the hull and let the heavy cloth suck into a major breach in a ship's side. Enumerating all such techniques and crafting rules for them would prove unwieldy in a book like ***Razor Coast***…so, we did it in ***Fire As She Bears***.

Referees who do not have ***Fire As She Bears*** or prefer a different rule set should reward inventive characters in their struggles with wind and wave. Of course, Referees may also enjoy considering how failed schemes could worsen the party's peril.

If the characters avoid this ploy, the aboleth tries to enslave the ship's helmsman and forces them to crash the ship into the next natural hazard. If at any time the characters discover the aboleth, it flees to report its findings to Harthagoa.

Aboleth: HD 9; **HP** 51; **AC** 3[16]; **Atk** 4 tentacles (1d6 + slime); **Move** 9 (swim 12); **Save** 6; **AL** C; **CL/XP** 12/2,000; **Special:** mucus cloud in water (save or cannot breathe air for 3 hours), special disease upon successful hit (save or must be immersed in water every hour), spell-like abilities.

Spells: 3/day—*charm monster, phantasmal force*

5. Pirates!

A pirate warship makes for the characters' craft. Armed with two four-pound cannons and one sixer, the vessel attempts to catch the party's ship and board her. If they have trouble closing the distance, they fire a warning shot with their six-pound cannon. If that fails to bring the characters to a stop, they aim for the sails and rigging to slow the ship. Once close enough, the crew boards the characters' vessel and attempts to kill everyone.

Seamen (12): HP 4 each; **AC** 7[12]; **Atk** fist (1 hp), dagger (1d4) or belaying pin (1d4, subdual); **Move** 12; **Save** 18; **AL** Any; **CL/XP** B/10; **Special:** none.

Equipment: leather armor, heavy cotton tunic and leather breeches, boots, woolen cloak, dagger, belaying pin.

Pirates (10) (Ftr3): HP 21 (x3), 23, 17 (x2), 12, 11 (x3); **AC** 7 [12]; **Atk** rapier (1d6) or dagger (1d4) or long-barreled musket (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60. **Special:** none.

Equipment: leather armor, rapier, dagger, long-barreled musket, 5 reloads of powder and shot, purse with 5 gp.

Pirate Captain (Thf6): HP 23; **AC** 7 [12]; **Atk** *+1 rapier* (1d6+1) or military pistol (1d10); **Move** 12; **Save** 10; **AL** C; **CL/XP** 6/400; **Special:** backstab (x3), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 90%, Traps/Tasks 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.

Equipment: leather armor, *+1 rapier*, flintlock pistol, 5 reloads of shot and powder, a fine diamond ring worth 600 gp

6. Naga's Hubris

A chaotic (evil) water naga named **Niri**, who makes her home in a sea cave deep below the surface of the ocean, fancies herself a powerful denizen with whom none should trifle. She rises out of the sea next to the characters' vessel and demands tribute for passing through her ocean. If the characters pay the 500 gp Niri demands then they please her, and she informs them of other threats in the region.

She knows about the black shark, and spotted the creature in the waters off Beacon Island. Niri also knows of Harthagoa, who she calls "the pretender to her rightful place as ruler of the sea" and Dajobas, "that banished myth followed by fools with fake fins and stone daggers…"

If the characters confront her about the beasts, her bluster vanishes and she reveals her terror of both Dajobas and the Krakenfiend. She tells the characters that the Krakenfiend is unnatural, the spawn of a great demon then flees. She does not know the location of Kraken's Reef – and would not reveal it if she did.

If the characters refuse to pay Niri, she attacks them for two rounds and then flees.

Niri, Water Naga: HD 7; **HP** 31; **AC** 5[14]; **Atk** bite (1d4 + poison); **Move** 12 (swim 20); **Save** 9; **AL** C; **CL/XP** 10/1400; **Special:** poison, spells (4/2/1).

Spells: 1st — *charm person*, *magic missile* x2, *shield*; 2nd — *invisibility*, *mirror image*; 3rd –—*dispel magic*.

7. Goblin Raiders

As the characters sail onward, the skies darken and a group of **10 goblin bandits** carrying torches and riding on their **5 manticores** descend upon the ship. Out for a little mayhem, arson, and some loot, the goblins fight until the characters slay half their number. The goblins ride two per mount, and attack from the air with their javelins.

Goblins (10): HD 1d6hp; **HP** 4 (x3), 5, 6 (x2), 1, 2 (x3), **AC** 6[13]; **Atk** weapon (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** –1 to hit in sunlight.

Manticore (5): HD 6+1; **HP** 23, 47, 40, 33, 17; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d8), 6 tail spikes (1d6); **Move** 12 (fly 18); **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** tail spikes.

8. Territorial Dispute

At sea, the waters grow turbulent and uncontrollable, taking on a life all their own. The characters sail into the shadow of **2 huge water elementals** jockeying for territory. Engaged in a terrible fray for dominance, their struggle sends them spiraling up underneath the characters' ship, which threatens to capsize it.

The elementals continue their battle and, so long as the adventurers remain within 250 ft. of either creature, the elementals potentially slam into the party's vessel again. Any attack by one elemental that misses the other elemental by five or more, strikes the characters ship. If the attack roll also overcomes the vessel's AC, it deals damage.

If anyone attacks the elementals, the two creatures immediately break off their infighting and team up on the new threat.

Unless the two elementals are fighting the party, 3 rounds after the characters sail into the middle of their conflict, the elementals stop grappling and one flees for open water. The other turns its attentions on the party, seeing them as the new threat to its territory.

Water Elementals (2): HD 8; **HP** 60, 47; **AC** 2[17]; **Atk** strike (3d10); **Move** 6; **Save** 8; **AL** N; **CL/XP** 9/1,100; **Special:** can overturn boats, immune to non-magic weapons.

9. Merrow Marauder

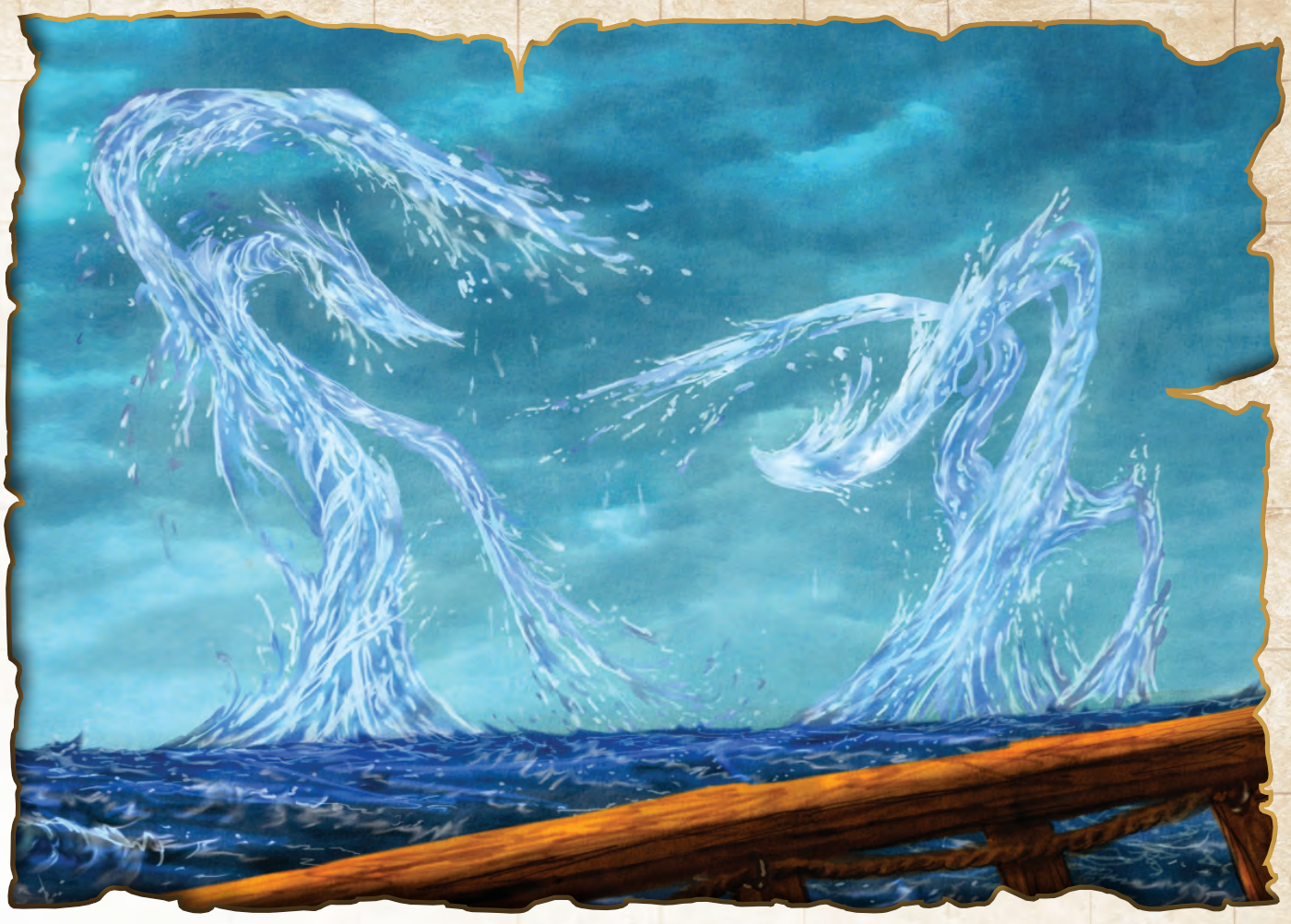
A band of merrow marauders besets the characters' vessel. There are **5 merrows (aquatic ogres)** and their leader **Grawlim**, who rides his **elasmosaurus** mount into battle. The merrows are interested in any cargo or treasure the characters have, and are not merely out for wholesale slaughter. However, if denied the goods, they attempt to slay all aboard.

Grawlim uses his nets to bring down dangerous fighters, riding in close to the ship so his elasmosaurus can attack as well. The merrows fight until slain, but Grawlim's greater sense of self-preservation prompts him to flee when reduced to fewer than 15 hit points. His pet **constrictor snake, Lurag**, rides beside him and slithers across the waves and up ships to attack.

Grawlim, Merrow (aquatic ogre): HD 6; **HP** 42; **AC** 5[14]; **Atk** *+2 spear* (2d6+2) or net (entangle) or javelin (1d6); **Move** 12 (swim 15); **Save** 11; **AL** C; **CL/XP** 7/600; **Special:** immunity to fey charms, shape change, spells (3/2/2).

Spells: 1st—*detect magic, faerie fire, predict weather*; 2nd—*cause light wounds, obscuring mist*; 3rd—*call lightning, cause disease*.

Equipment: *+2 leather armor*, *+2 spear*, 4 javelins, 2 nets, a special riding harness for his elasmosaurus, a small net filled with 5 opals (100 gp each), a sapphire



ring (300 gp) and an emerald bracelet (500 gp)

Merrow (aquatic ogre) (5): HD 4+1; **HP** 16 (x2), 21 (x2), 14; **AC** 5[14]; **Atk** weapon (1d10+1); **Move** 9 (swim 15); **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

Elasmosaurus: HD 15; **HP** 64; **AC** 7[12]; **Atk** bite (4d6); **Move** 1 (swim 15); **Save** 3; **AL** N; **CL/XP** 15/2,900; **Special:** none.

Lurag (Constrictor Snake): HD 4; **HP** 25; **AC** 6[13]; **Atk** constriction (1d6); **Move** 12 (swim 12); **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** constriction.

10. SAHUAGIN RAIDING PARTY

A raiding party of **6 sahuagin raiders** attacks the characters. The sahuagin latch onto the party's ship as it passes and climb aboard, trying to take the characters by surprise. These sahuagin are from Kraken's Reef and know the way there if the characters are looking for it.

Sahuagin (6): HD 2+1; HP 8, 7, 13 (x2), 11, 9; **AC** 5[14]; **Atk** weapon (1d8); **Move** 12 (swim 18); **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none.

11. ST. DUNSTAN'S TOOTH

A single rocky spire rises from the water, its shoreline ringed black with seaweed, and its weathered gray face cracked from salt and the bright, beating sun. Bird droppings splatter the spire's crown a brilliant white, giving the islet the appearance of a tremendous fang. In the clear blue skies above, hundreds of seabirds dance in the breeze like black flecks of pepper, ground from on high.

According to the characters' map – or local legend – the spire is called St. Dunstan's Tooth. Because of its visibility, sailors often use the Tooth as a landmark, though in passage they give it wide berth as its high crags form a vast rookery for local seabirds and other more formidable predators. This latter information is inconveniently missing from any map, along with proper bearings for safe passage.

Synopsis

At the highest point of the spire, a small colony of harpies constructed an aerie from which they prey upon passing ships. Those piloting their vessels too close to the islet soon find themselves fending off attacks as the

monstrous creatures swoop down, shred their ships' sails, and set their vessels adrift.

4 harpies swoop down to assail the ship.

Harpies (4): HD 3; **HP** 14, 12 (x2), 9; **AC** 7[12]; **Atk** 2 talons (1d3) or longbow x2 (1d6); **Move** 6 (fly 18); **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** siren-song.

Equipment: longbow (one of the harpies has a *+1 bow*), 50 arrows

Tactics: The harpies begin by swooping close to the ship and shooting flaming arrows into the deck and sails. Next, half the group make flyby attacks while the others sing, charming victims to jump overboard. Those sails that fail to catch fire, the archer harpies attempt to shred with their razor-sharp talons.

Next, the harpies try to grab sailors, fly them into the air, and dash them upon the Tooth. So long as they are crippled, the harpies will leave sailors broken on the rocks and return later to devour them.

12. Fog on the Horizon

A low cloud of fog in the characters path turns out to be **6 air elementals**. The elementals take shape and attack as the ship enters their area.

Air Elementals (6): HD 8; **HP** 36, 35, 42, 32, 31, 46; **AC** 2[17]; **Atk** strike (3d10); **Move** (fly 36); **Save** 8; **AL** N; **CL/XP** 9/1,100; **Special:** immune to non-magic weapons, whirlwind.

13. The Secret Passanger

The characters encounter the ship *Martiosa*, badly damaged from a storm. The ship remains seaworthy, but travels very slowly, its sails in tatters. A passenger named Lucius offers the characters the hefty sum of 1,000 gp if they will take him and his valet, Mantagar, to Port Shaw directly, as his business interests there demand his presence. Lucius is actually a **rakshasa**—a hideous poisoner, murderer, and Kal' Ay-Mah cultist from the distant Ebon Shroud.

Lucius is a dangerous envoy sent amongst the pathetic mortals of the Razor Coast to assay Port Shaw as a possible staging ground for the cult's presence in the region. His valet, Mantagar, is actually a **doppelganger** slave he brought along to help with his considerable luggage.

Lucius is tired of whiling away his hours on board the crippled *Martiosa* and looks forward to some debauchery and to devouring a few humans in Port Shaw. If the characters do not discover his true nature, he happily pays them their fee upon arrival in Port Shaw. If the characters discover his valet is actually a doppelganger, Lucius feigns shock and then merrily helps the characters slay the shapechanger. If the adventurers discover Lucius' true nature, the rakshasa sneers and attacks, fleeing if reduced to below 10 hp.

Lucius, Rakshasa: HD 7; **HP** 42; **AC** –4[23]; **Atk** 2 claws (1d3), bite (1d6); **Move** 15; **Save** 9; **AL** C; **CL/XP** 12/2,000; **Special:** illusory appearance, special magic resistance, spells (cleric spells [1], magic-user spells [3/2/1]).

Spells: 1st—*charm person, cure light wounds, magic missile, sleep*; 2nd—*ESP, phantasmal force*; 3rd—*suggestion.*

Mantagar, Doppelganger: HD 4; **HP** 22; **AC** 5[14]; **Atk** claw (1d12); **Move** 9; **Save** 13 (5 vs. magic); **AL** C; **CL/XP** 5/240; **Special:** immune to sleep and charm, mimics shape.

14. The Draconic Tyrant

One of the larger islands holds an extremely narrow beach with the jungle growing within 50 feet of the water. The tree line is dense, reducing visibility to one-quarter the normal distance. After travelling a few hundred yards beyond the tree line, thick jungle gives way to a grassy field. As the characters emerge, read or paraphrase the following text.

> Emerging from the thick jungle, you find a vast open field, roughly circular and at least a mile in diameter. Giant lizard-like monstrosities roam the field, grazing on the tall grass. They pay you little attention, going about their business unbothered by troublesome little primates.

A large nest sits 10 feet away in the treeline. A creature resembling a tyrannosaurus rex with wings lurks in the shadows of the trees 75 feet away. This creature is the ill-begotten offspring of an exceedingly amorous red dragon and a tyrannosaurus. She is particularly possessive of her nest and the characters stand way too close for her comfort. She charges the party immediately.

The Draconic Tyrant (Dragon-Tyrannosaurus Cross-breed): HD 12; **HP** 55; **AC** 2[17]; **Atk** 2 claws (1d8), bite (4d8); **Move** 12 (fly 24); **Save** 3; **AL** C; **CL/XP** 13/2,300; **Special:** breathes fire (cone, 48 points of fire damage, once/day), chews and tears.

Tactics: The Draconic Tyrant prefers to open combat with a charge if possible, bringing her humongous jaws into the fray as quickly as possible. In the second round of combat, she fires up her breath weapon, attempting to catch as many foes as possible in the cone. After expending her breath weapon the Draconic Tyrant relies on her brutal melee attacks, intent on devouring those who dare approach her nest. The Draconic Tyrant fights to the death to protect her young.

Treasure

While the Draconic Tyrant does not have any treasure, enterprising characters might swipe her three eggs. Each egg is about the size of a dwarf and weighs roughly 100 lb. While tougher than the eggs of small birds, Tyrant eggs are still delicate and require great care. Characters who return to Port Shaw with intact eggs may sell them for 5,000 gp per egg.

15. Kelp Sargasso

A narrow, mist-filled passage flows between two large islands. Upon approach, sharp-eyed lookouts spot the shadowed hulks shrouded within, their broken masts poking from the black kelp like a decaying forest of crooked crucifixes.

The rotting shells of over a half dozen ships deteriorate within the heavy mist. None younger than a few decades, most of the vessels trace back to the Razor Coast's golden age of piracy under Garr Bloodbane. Non-player characters of the ship's crew may recognize some and exclaim, for example, "Thar's the *Whalefinder*! She was lost with all hands back in aught three. This be a cursed place!" The party may search the ships; most were plundered long ago.

Synopsis

The Sargasso's real threat is the seaweed itself. Quite a large patch possesses primitive sentience and attacks any living creatures sailing through.

Kelp Devil: HD 8; **HP** 32; **AC** 2[17]; **Atk** 6 fronds (1d6); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 10/1,400; **Special:** charm, immunity to electricity, resistance to blunt weapons (50%), resistance to fire (50%), underwater concealment. See **Appendix** for more details.

Tactics: Kelp devils are patient creatures. They lie perfectly motionless until potential prey moves within 10 feet. Once their prey is within range, they strike quickly with their pseudopods, attempting to grab an opponent. Grappled creatures are dragged underwater and drowned. Slain creatures are devoured by the kelp devil.

Editor's Note – Islands, Islands Everywhere

Uncharted Islands – coral, volcanic, you name it – dot the length and breadth of the Razor Coast. You can't turn a ship in circles without running into a mysterious archipelago or a mist shrouded atoll. Explorers have only noted the largest formations on maps of the Razor – and only the islands that do not move.

Razor Coast encourages Referees to dot the seas with islands populated by their wildest imaginings. For example, your editor likes to imagine shipwrecking characters on islands of undead cannibal pygmies. Especially if they look like those over there.

Anthropophagi

16. Giant Pirates

The characters spot an enormous ship off their port bow, closing fast. A wayward band of marauding frost giants, hailing from beyond the Face of the Frozen God, lost their course in a storm and ended up on the Razor. They are amused by the tiny seafarers of this region and while away the hours playing all sorts of games with the miniature boats of men.

The giants' ship sails within 600 feet and heaves to. From there the **3 frost giants** and their captain, **Gert Larson**, hurl rocks, old trunks, and pieces of other ships they have encountered at the characters vessel, seeing who can hit it first. Gert usually wins on his second attempt.

Once they strike the ship, the pirates lose interest and change course. If the characters attack the giants, the marauders find it very amusing and guffaw at first. If the characters deal any serious damage, the giants attempt to sink the tiny vessel and kill its crew. If the pirates close for the kill, Gert makes full use of his spells to bolster the giants for battle.

Frost Giants (3): HD 10+3; **HP** 45, 42, 61; **AC** 4[15]; **Atk** weapon (4d6); **Move** 12; **Save** 5; **AL** C; **CL/XP** 11/1,700; **Special:** hurl boulders, immune to cold.

Captain Gert Larson, Frost Giant: HD 10+3; **HP** 71; **AC** 2[17]; **Atk** *+1 freezing battle axe* (4d6+1 plus 1d6 cold damage); **Move** 12; **Save** 5; **CL/XP** 12/2,000; **Special:** hurl boulders, immune to cold, spells (3/2).

> **Spells:** 1st—*magic missile, shield, sleep*; 2nd—*mirror image, web*.
>
> **Equipment:** *cloak of protection +2, gauntlets of swimming and climbing, +1 freezing battle axe*, fur clothing, spell component pouch, spellbook.

Set-Pieces

Raid on Kraken's Reef

Far off the coast of Port Shaw, extending deep below the crashing waves of the Razor Sea, these sprawling coral formations shelter an evil more sinister than any other haunting the region: the dark seed of Demogorgon nurtured in the womb of an ancient kraken and now full-grown, the winged, tentacled horror that is Harthagoa, the Demon Below.

Harthagoa hollowed his inner sanctum from this immense coral formation. The reef rises from the ocean and curves inward, forming a near-solid dome above the surface, enclosing the entrance to the Krakenfiend's inner abode. A west-facing break in the coral wall known as the Kraken's Maw grants entry to the dome. Here Harthagoa entertains dignitaries from the evil aquatic races of the Razor and prepares his army of sahuagin soldiers for battle against the land dwelling humanoids of Port Shaw.

Harthagoa's private chambers, Kraken's Lair, lie below the waves. Accessible only from within the walls of his domed reef, an underwater passage tunnels through and beneath the coral to a deep chamber. Inside, Harthagoa packs his immense bulk and schemes.

Passing through Kraken's Maw into the interior of Kraken's Reef is no mean feat, and only the most hardy or canny of adventurers should attempt it. For most, facing Harthagoa in his own demesne, surrounded by his vast army and many allies, is suicide. However, if the characters concoct a brilliant plan to infiltrate the Reef – perhaps simply to weaken or divide the Krakenfiend's forces before his assault on Port Shaw – consult the details of Harthagoa's domicile, below:

Editor's Note – Braving the Lair

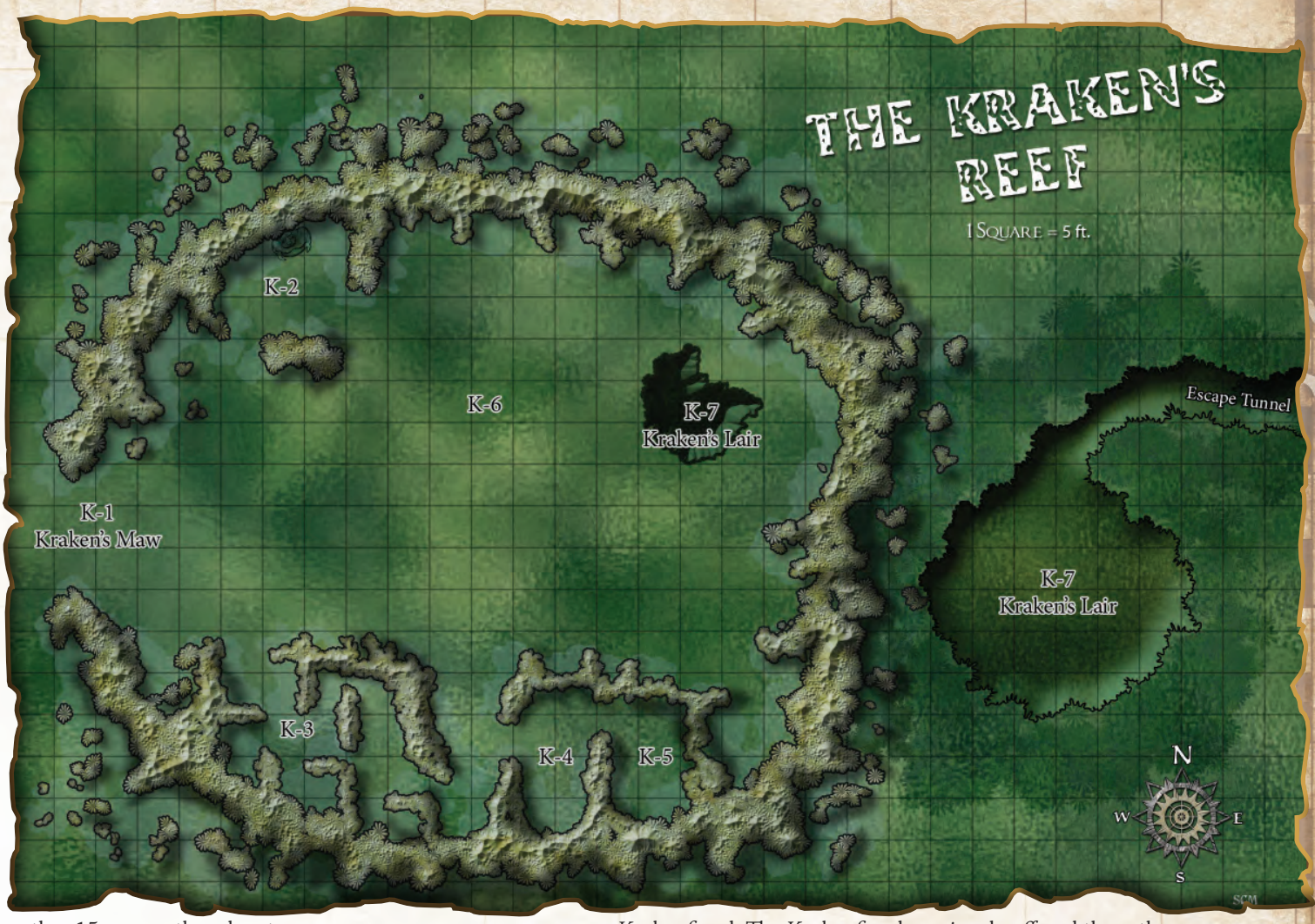
Kraken's Reef, lair of the Krakenfiend, is an appropriate set-piece for characters level 8–9 *assuming* the Krakenfiend and his army are away, perhaps conducting war games. Consider allowing the party to penetrate only so far, killing the Reef's early defenders, until the fracas alerts a praetorian cohort of sharks and sahuagin. A murderous snatch and grab raid followed by whole-hearted fleeing is the best way for a raid on Kraken's Reef to play out. A 9th level party discovered by Harthagoa in his lair is almost certainly doomed.

K-1. Kraken's Maw

This enormous archway is the obvious entrance into the coral dome of the reef, and the Krakenfiend himself uses it when not attempting to travel unnoticed. For surreptitious exits he uses the tunnel leaving his lair, **Area K–7**.

> The salt-white exposed coral gives way to an unsettling darkness: an enormous gateway to the inner reaches of the reef, where the sun cannot reach and things of shadow lay in wait. Passing through the titanic opening feels distinctly like entering the yawning maw of a gigantic, slumbering fiend.

The entryway is always guarded by **20 sahuagin**, who alert the other occupants of the reef and their dark master at the first sign of danger. They conceal themselves among the many crags, niches and crannies composing the inner sides of the reef, jetting suddenly from the darkness to attack anyone foolish enough to enter. If the characters broach the Maw, five of the creatures swim deeper into the compound to alert their master and his allies while the



other 15 engage the adventurers.

Sahuagin (20): HD 2+1; **HP** 9 each; **AC** 5[14]; **Atk** weapon (1d8); **Move** 12 (swim 18); **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none.

K-2. Shrine to a Tentacled God

This is where Harthagoa houses visiting dignitaries from aquatic races seeking alliance.

> Beyond the twisting coral lies a spacious chamber. Someone carved the walls of this coral grotto into statues. Most of these sculptures depict a bloated, tentacled form. The largest of these stands against the northwest wall of the chamber. The artist carved the statue's head to look fish-like and gave it huge, disquieting bulbous eyes.

Long ago, the proud warriors of the Tulita drove the sahuagin from the Razor coast. Now these evil fish folk seek to return to the region and, with Harthagoa's aid, exact their revenge. The sahuagin sent an emissary named **Slidobolao** — a four-armed mutant priest of the depths — and his entourage of **6 sahuagin acolytes** to entreat with the Krakenfiend. The Krakenfiend graciously offered them these quarters to do with as they please. Although he blithely uses the sahuagin for his every menial need and off-handedly bloats his army with sahuagin troops, in his dark heart he does not take their proposed alliance very seriously. As the bastard son of Demogorgon, Harthagoa judges most allies unworthy of his august fiendish heritage, and he views the broken tribes of the sahuagin as of marginal use.

Desperate to prove his people's worth to the Krakenfiend, the worshipful Slidobolao seeks some grand deed to win the Demon Below's favor. Eliminating a band of pesky intruders might prove just the thing Slidobolao needs. If he is alerted by the sounds of battle in **Area K–1**, Slidobolao leads his acolytes into the fray immediately. If the party happens upon Slidobolao here, he and his entourage attack instantly, outraged by the intrusion.

Slidobolao, Mutant Sahuagin: HD 10; **HP** 66; **AC** 5[14]; **Atk** 4 talons (1d4+2) or *+1 heavy crossbow* (1d6+2); **Move** 12 (swim 18); **Save** 5; **AL** C; **CL/XP** 13/2,300; **Special:** spells (3/3/3/3/3)

> **Spells:** 1st—*cause light wounds, detect magic, protection from good*; 2nd—*bless, hold person, speak with animals*; 3rd—*cause disease, prayer, remove curse*;

4th—*cause serious wounds, locate object, prayer*; 5th—*finger of death, insect plague, raise dead*.

Equipment: *+1 heavy crossbow*, 10 bolts, *manual of wisdom*, *potion of healing,* holy symbol

Sahuagin Acolytes (6): HD 3+1; **HP** 17, 12 (x2), 20, 14, 11; **AC** 4[15]; **Atk** spear (1d6); **Move** 12 (swim 18); **Save** 14; **AL** C; **CL/XP** 2/30; **Special:** cleric spells (1)

Spells: 1st—*cause light wounds*

Equipment: shield, spear, holy symbol

Tactics: Slidobolao and his fellow clerics fight as a team to take down intruders.

K-3. Shark Fens

Once Harthagoa kept his legions of sharks here, but the call of the shark god Dajobas lured them into Jalamar's service. The fens lie empty save for **Skisskaro**, the shark warden, and **5 large sharks**. Skisskaro seeks to restock Harthagoa's supply of predators, but so far only succeeded in locating these five. If he hears a disturbance within Kraken's Reef, he responds by sallying forth, leading his five large sharks to battle. Otherwise, the characters find him here tending his pets.

Skisskaro, Sahuagin: HD 5; **HP** 38; **AC** 2[17]; **Atk** handaxe (1d6+2); **Move** 12 (swim 18); **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** none.

Equipment: *bracers of defense* 2[17], handaxe, *ring of fire resistance*.

Large Shark (5): HD 7; **HP** 31, 38, 34, 28, 21; **AC** 6[13]; **Atk** bite (1d8+4); **Move** (swim 24); **Save** 9; **AL** N; **CL/XP** 7/600; **Special:** feeding frenzy.

Tactics: After ordering his sharks to engage the characters, Skisskaro hides among the fens awaiting the opportunity to sneak through the water to within five feet of as many targets as possible. He then viciously attacks everyone in range, leaving no one unscathed. Skisskaro fights until slain, flying into frenzy as soon as the characters wound him.

K-4. Trophy Room

Harthagoa keeps trophies from the more potent among his defeated foes.

> Weapons, armor, and other objects hang from the coral walls. A small dais rises from the water in the center of this watery room and on it lies a glittering trident.

Ordered to slay any creature that enters, **10 sahuagin** and an **aboleth** guard this room. They hide in niches chipped from the coral walls all along the chamber's perimeter.

Thanks to the aboleth's phantasmal force, the niches appear to be solid wall and the trident atop the dais appears real. The Krakenfiend stores the actual trident, formerly wielded by the late Solomon Trafalgar, in a secret compartment on the north wall of the chamber.

Sahuagin (10): HD 2+1; **HP** 8 (x3), 10, 6, 12, 9 (x2), 16, 7; **AC** 5[14]; **Atk** weapon (1d8); **Move** 12 (swim 18); **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none.

Aboleth: HD 9; **HP** 45; **AC** 3[16]; **Atk** 4 tentacles (1d6 + slime); **Move** 9 (swim 12); **Save** 6; **CL/XP** 12/2,000; **Special:** mucus cloud in water (save or cannot breathe air for 3 hours), special disease upon successful hit (save or must be immersed in water every hour), spell-like abilities.

Spells: 3/day—*charm monster, phantasmal force*

Tactics: The aboleth and sahuagin wait until the characters approach the illusionary trident, then the sahuagin spring from their hiding places. The aboleth remains hidden below the waves. It tries to enslave the strongest-looking fighter and turn the character against the party. The aboleth only engages the party if absolutely necessary, but fights to the death rather than face the Krakenfiend's wrath.

Treasure: The trident of Trafalgar is a *+3 returning trident*. Other trophies of note are a *+2 freezing battle axe*, a *+1 flaming long sword, a helm of teleportation,* and *+3 suit of plate armor*.

K-5. Trayani's Parlor

Harthagoa's favored consort, a sea-medusa (as per a normal medusa, but water-breathing and with a sea snake tail) named **Trayani**, lounges here.

> This spacious chamber brims with kelp mattresses, enormous open clams, conch shells and large living sea cucumber pillows. Pearls of all shapes, colors and sizes litter the chamber.

The half-medusa mermaid Trayani reclines on a large open clam bed, surrounded by sea cucumber pillows. Veils conceal her well-proportioned upper body and gorgeous face. Trayani abhors combat and treats with the party happily. If threatened or attacked, she simply removes her veil, unleashing her petrifying gaze on the characters. If this fails to defeat them, Trayani flees for her life.

Trayani, Consort to Harthagoa, Sea-Medusa: HD 6; **HP** 34; **AC** 3[16]; **Atk** *+2 dagger* (1d4+2) or *+1 light crossbow* (1d4+1); **Move** 1 (swim 18); **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** breathe water, gaze turns to stone, poison, spells (4/3/2/2).

Spells: 1st—*charm person, magic missile, read magic, shield*; 2nd—*ESP, invisibility, levitate*; 3rd—*fly, hold person*; 4th—*confusion, fear*.

Equipment: several multi-colored silk veils and wraps, *+2 dagger, +1 light crossbow,* 10 bolts, *ring of protection +2,* a diamond necklace (2,000 gp).

K-6. TRAINING GROUNDS

On this large area of sea floor, 100 feet below the surface, the sahuagin troops of the Kraken toil day and night preparing for the assault on Port Shaw, desperate to impress the Demon Below. At all times **60 sahuagin** are here practicing the arts of war.

Sahuagin (60): HD 2+1; **HP** 12 each; **AC** 5[14]; **Atk** weapon (1d8); **Move** 12 (swim 18); **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none.

These troops respond to any incursion into the reef first and constitute the bulk of the force that likely attacks Port Shaw in **Chapter 7**.

K-7. HARTHAGOA'S LAIR

On the ocean floor, protected by the reef above, an enormous gaping hole leads down 100 feet into an underwater cave. This is the private domain of **Harthagoa**, his bedroom beneath the waves, and any foolish enough to intrude face his ire. If the characters sneak into the lair unnoticed by his many minions, they find Harthagoa at rest in the niche indicated on the map. Harthagoa fills nearly every crevice of his lair and once inside it, characters must squeeze to move about.

Conceivably, the characters might enter through the secret tunnel in the coral wall that Harthagoa uses for surreptitious excursions (his pliable cephalopod body allows him to squeeze through). From Harthagoa's side, the tunnel ends in a coral plug that he removes. From outside the plug, it appears indistinguishable from the surrounding coral wall.

Most likely, after alerting the denizens of Kraken's Reef to their presence, the characters face Harthagoa when he emerges from his lair beneath the reef to destroy the impudent encroachers.

Harthagoa, The Krakenfiend aka The Demon Below: **HD** 25; **HP** 125; **AC** –5[24]; **Atk** 6 arms (1d6 plus crush), 2 claws (2d6), 2 tentacles (2d8 plus constrict), bite (4d6); **Move** 9 (fly 18, swim 24, jet 48); **Save** 3; **AL** C; **CL/XP** 32/8,000; **Special**: constrict (2d8+4), crush (1d6+4), immune to poison, electricity, cold and acid, ink cloud (1/round as *darkness* spell with 80-ft. radius), magic resistance (50%), spells, "strike of chaos" (+15 damage to Lawful, 1/day), summon 1d4+1 vrocks 3/day (60%).

Spells: at will—*cause fear, darkness 300-ft. radius, dispel magic, polymorph self*; 3/day—*control weather, control winds, part water*; 1/day—*disintegrate, suggestion*.

Equipment: *staff of healing* (33 charges), *medallion of ESP*.

Treasure

Buried in the loose sand on the floor of this chamber is the Krakenfiend's hoard, plundered from dozens of vessels over the past five years. Chests of gold and silver, chalices, plates, bars, statuettes and coins with a total value of 75,000 gp rest here along with the following: a famous diamond known as the minotaur's fist, of a size to match its namesake and worth 15,000 gp, an emerald encrusted vest worth 12,000 gp, *gem of seeing, gauntlets of dexterity,* a *horn of blasting,* and a *ring of frost resistance* (+5 to saving throws vs. magical cold, immune to normal cold).

Let Sleeping Krakens Lie

When the characters arrive, Harthagoa is sleeping. Which explains why none of his minions are in a hurry to swim over and wake him. Wouldn't you let sleeping Krakenfiends lie?

However, some degree of ruckus eventually awakens the Krakenfiend. When the Krakenfiend stirs, allow the party ample time to flee, even if they make off with something of value. Harthagoa can always use the item to scry them.

Make no mistake, they are certainly on his radar after this. And if the party sticks around after Harthagoa wakes? Kill them.

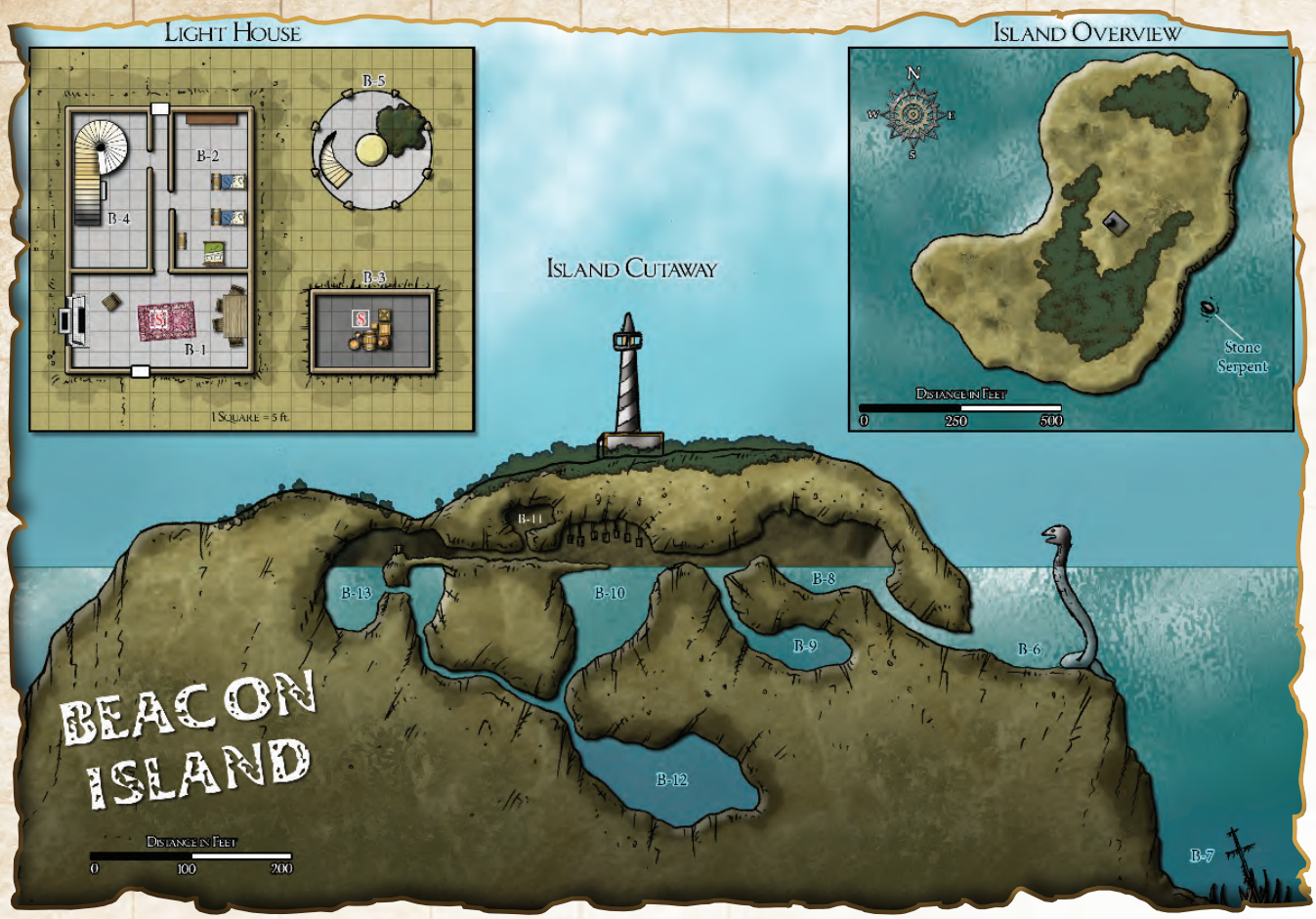
Beacon Island

For characters level 8–9. This encounter is critical to successfully disrupting the **Night of the Shark** Background Plot. Unless there is a good reason otherwise (failure to follow up by the party being the most likely reason), you will probably want to allow the players time to explore Beacon Island and its environs before the ending events of **Night of the Shark**.

Here Dalang Jalamar and his brood of weresharks gnaw the bones of captured seafarers while planning their moonlit attack on Port Shaw. Off the island's shore, the haunted, shattered bulk of *Razor's Edge* lies beneath the waves, her ghostly captain tethered to this mournful, moldering ruin. Treasures and dangers both await intrepid adventurers who venture these haunted shores.

As the characters make their way to this lonely isle, they see the following:

> The isle is overgrown with foliage, mostly tangled weeds and wildflowers, but the towering Beacon Light rises from the untamed undergrowth like a colossus. Along the Light's sides, spirals of black and white paint peel away, exposing the ugly gray stone like the scales of a fish torn off to reveal the soft tissue beneath. The Beacon Light stands dark where once brightness shone forth, directing ships to safe harbor.



On the Island

The Beacon Island Light stands its lonely watch, abandoned but not empty. Five years ago one Daynor Renton and his family moved into the Light and replaced the aging lighthouse keeper. Daynor's wife and two daughters adjusted well to life on distant Beacon Island; unfortunately, he did not. The island's isolation drove Daynor to acute paranoid delusions. After only four months cut off from civilization his mind snapped, and he murdered his beloved wife and daughters then took his own life. This horrific act doomed his soul, and Daynor rose again as a mohrg. He gathered the bodies of his family and secreted them in the cellar of the lighthouse, where he himself hides. Since his transformation, Daynor preys on prospective lighthouse keepers and their loved ones, as well as on the many seafaring adventurers, who incautiously explored Beacon Island Light. All have risen as Daynor's zombie brood.

To make matters worse, a clutch of wyverns reside in the lighthouse tower, fiercely defending their territory from all trespassers. There are three wyverns in the tower, and if they detect any movement in the foliage below the tower, they immediately attack. If the wyverns do not detect the characters' approach, they remain in their nest in **Area B–5**.

The Body

The corpse of a Razortooth Raider pirate lies tangled in the weedy growth covering the island leading to the lighthouse. Once a small wiry man with a scraggly unkempt beard, his lightly decomposed body lies contorted into a near impossible pose. He broke his own back convulsing as wyvern's poison coursed through his veins. A puncture wound can be found near the center of his chest and unravels the tale of his demise.

Treasure

The pirate wears *boots of elvenkind* and carries an exquisite rapier (worth 50 gp).

The Dragon

On the way to the lighthouse, the characters draw the interest of Tao, **a pseudo-dragon** in dire straits. Tao was the faithful companion of Saeren, a monk traveler captured on the high seas by the Razortooth Raiders. Polluted by Dajobas' kiss, Saeren now swims the waters of the island, a monk who lost his good nature to the shark god's dark magics. The monk faithfully serves Dalang Jalamar and is usually found in **Area B–12** beneath the island, training to incorporate his new were-forms into his fighting style.

Tao observes the characters from a distance, trying to ascertain whether they are honest and upright souls who will aid his master Saeren. If Tao thinks the characters are heroes up to the task, he reveals himself.

Befriended, Tao proves a useful source of information.

First, he warns the characters to be careful and quiet in their approach to the lighthouse, as the wyverns above attack anything they hear coming. Tao remains unaware of the mohrg in the lighthouse, but knows that "shark-men" enter and leave the island from the waters around **Area B–6**. If the characters do not know the secret nature of the shark attacks, Tao tells them all he knows about the Razortooth Raiders; namely, that before fleeing his master's captives, the tiny pseudodragon overheard the shark-men talk of a "great plan" to "bless every man, woman and child in Port Shaw with Dajobas' Kiss."

Tao only releases the above information if they promise to help Saeren regain his humanity. Tao begs the characters to subdue the monk (no mean feat) and cure his lycanthropy. If the characters agree to help, the dragon aids them in this quest, even fighting at their side.

Tao, Pseudo-Dragon: HD 2; **HP** 8; **AC** 2[17]; **Atk** bite (1d3), tail sting (1d3 + poison); **Move** 6 (fly 25); **Save** 16; **CL/XP** 5/240; **Special:** invisibility, magic resistance (25%), poison. See ***Monstrosities*** for more information.

The Lighthouse

The cottage below the lighthouse is sturdy, built of oak and stone. Expert masons designed the conical exterior of the lighthouse, constructing a tower to weather the coastal storms that plague the Razor.

B-1. HEARTH ROOM

When the characters enter, read or paraphrase the following:

> The door to the lighthouse keeper's cottage opens on a cozy family room. A woven rug of red-dyed wool covers the center of the room, and an old hickory rocking chair rests by a stone hearth. A small pile of wood and a metal poker rests next to the chair. Against the east wall sits an oak table with a lace tablecloth on top. From the north wall, a small hallway leads further into the house.

In this serene chamber, Daynor and his family passed their leisure time. The cozy feel and seemingly calm appearance of the room belie the truth; here Daynor slew his wife and children. A search of the room reveals evidence of the murders. Patches of crusted blood cake the red-dyed wool of the rug, while beneath the scant ashes in the hearth half a child's jawbone and a few teeth lie concealed. There is also a hidden trapdoor leading to the cellar (**Area B–3**).

B-2. BEDROOM

Here the Renton family took their rest. The small room holds three beds, a larger double bed and two smaller ones. Dolls and toys spill from an undersized chest at the foot of

one of the child's beds. A rack of clothing stands against the north wall.

Treasure

Daynor strapped his life savings to the underside of the down mattress beneath the larger bed: a meager 20 gp in assorted silver and copper coins.

B-3. CELLAR

Daynor transformed the dank, dark cellar of the lighthouse into his macabre playground. Here with **10 zombies**, victims who came looking for him and his family, he waits with undead patience for fresh prey to enter his demesne.

If the characters do not discover his hiding place when they pass through **Area B–1** above, **the mohrg**, alerted to their presence by the creak of the floorboards, prepares a demented treat for the adventurers. He waits until they ascend the Light Tower (**Area B–5**) before emerging from the cellar. He then commands one of his zombie thralls to dress in his wife's favorite dress and shawl and to sit in the hickory rocking chair. He orders two more zombies to wait in the closet below the stairwell (**Area B–4**) and two more to crawl into the larger bed in **Area B–2**. The remaining five zombies wait by the trapdoor in the cellar with him.

After setting the stage, Daynor eagerly awaits the descent of the characters, hoping the steady creak of the old hickory rocking chair will draw them to investigate.

Once any character discovers a zombie – either the ones in the bed or the one rocking in the chair – Daynor orders the attack.

Alternately, if the characters discover the cellar door while exploring **Area B–1**, Daynor commands three zombies to lie still in the center of the cellar as if they are corpses. He and the rest hide behind the crates and barrels stacked in this room. When the characters enter, the undead attack them. The mohrg and his zombies all fight until slain.

Daynor, Mohrg: HD 10; **HP** 48; **AC** 0[19]; **Atk** fist (1d8) or tongue (paralysis); **Move** 12; **Save** 5; **AL** C; **CL/XP** 13/2,300; **Special:** grabs and holds, paralyzing tongue. See ***Monstrosities*** for more information.

Zombies (10): HD 2; **HP** 11, 4, 14, 13, 8 (x2), 9, 10 (x2), 7; **AC** 8[11] or with shield 7[12]; **Atk** weapon or strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm.

B-4. STAIRWELL

Inside the large masonry tower leading to the light, a spiraling wooden stairwell climbs to **Area B–5** above. There is a closet located beneath the bottom of this stairwell. The first time the characters investigate this closet, they find it empty save for some rain clothes and boots.

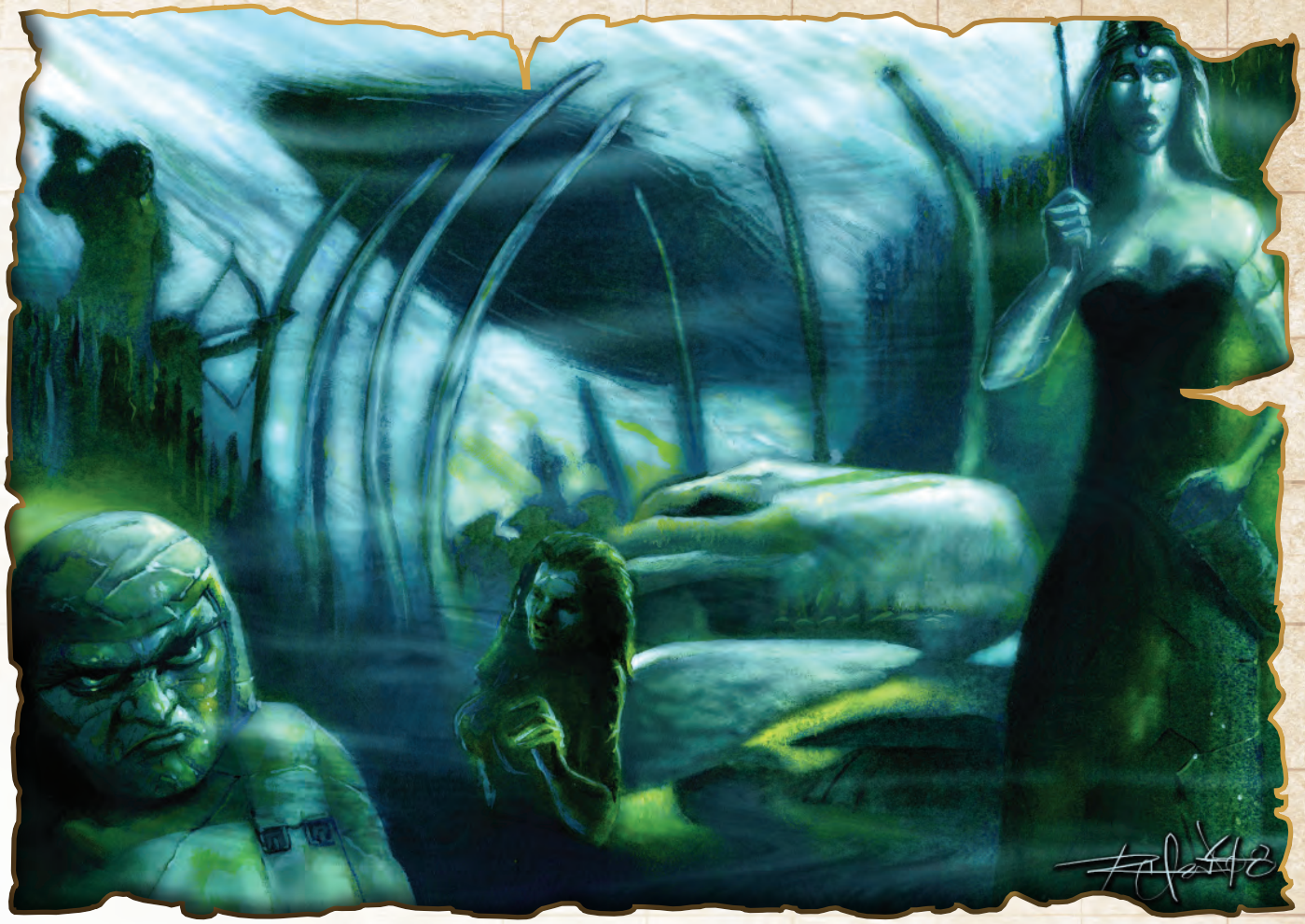
B-5. LIGHT TOWER

The wyverns nest here. When they enter, read or paraphrase the following.

> At the center of this light tower stands an enormous, steel hooded lantern with a rotating lens, fueled by whale-oil. The tower is open to the air, with several archways gazing across the shining waves of the Razor Sea. Weeds and animal bones litter the ground.

The **3 wyverns** roosting here viciously attack any who enter. There is not much space to maneuver in the tower, so two of them immediately take to the air and attack the characters through one of the eight large windows with talon and tail. On the northeastern edge of the chamber, the third wyvern stands over five eggs and defends them to the death. While the wyverns attack all who enter the tower, all three creatures focus their assault on any character who approaches the eggs.

Wyverns (3): HD 8; **HP** 36, 37, 39; **AC** 3[16]; **Atk** bite (2d8) or sting (1d6); **Move** 6 (fly 24); **Save** 8; **AL** N; **CL/XP** 10/1,400; **Special:** poison sting.



Offshore, Beneath the Waves

Beneath the waves, off the eastern shore of Beacon Island, a cliff extends below the water to a wide stone ledge. On that ledge an underwater statue garden stands mute witness to the ocean's green silence. Below this ledge a wrecked ship lies, the haunted vessel of Jacob Razor, dragged to its watery grave, wrecked and discarded.

B-6. UNDERWATER STATUE GARDEN

This plateau once stood above sea level. Long ago, the underwater grotto behind it served as the hideout of a powerful medusa sorceress named Kalina. Rising tides and the constant nuisance of adventurers seeking her demise led Kalina to abandon her island home. Since Kalina's day, the instability of the island's volcanic foundation brought the waters considerably higher.

Today, Kalina's statue garden – a stone menagerie of foolhardy adventurers and offending local monsters – lies under a hundred feet of water. The stone head of one of her victims, a great sea snake, still extends above the waves, apparently glaring at the island's shore. This oddity is the source of many fanciful legends and draws both adventure seekers and tourists.

Whether the characters approach this area by boat or circle the island and reach here on foot, read or paraphrase the following:

> Twenty yards out from the sandy shore an enormous serpentine head, its huge maw gaping with foot long fangs, juts up from beneath the waves. The creature is completely still, its fearsome gaze fixed on the shore.

Around the sea serpent statue are several dark shapes clumped beneath the waves. If the characters investigate by diving to the bottom, read or paraphrase the following:

> Far below the churning waves, a collection of statues in all shapes and sizes lies scattered across a small ledge. Roughly eighty feet below the surface, set into the rocky side of the island lurks the entrance to an underwater cave. One hundred feet from the shoreline, the ledge ends in a dark, murky drop. On the ledge, which runs around the eastern rim of the island and fifty feet northeast of the statues, lies the carcass of a long-dead whale, its ribs jutting up from the sandy bottom.

If the characters look more closely at the poor petrified victims…er, statues, then consult the following descriptions:

The Statues

Statue 1

A small, daring halfling with expressive bushy eyebrows. He is garbed in stylishly cut leather armor, his cloak billowing as if caught in a breeze; his right hand grips the pommel of a short sword half-drawn from its ornate scabbard.

Statue 2

An enormous bare-chested half-orc, brazenly sculpted only in his breeches. This statue wears a smug grin on its face, while its massive warhammer rests across a broad shoulder.

Statue 3

A finely crafted statue of a tall elven woman, draped in robes. She holds a long thin wand in one delicate, outstretched hand. Her other hand rests on a scroll case at her belt.

Statue 4

A burly soldier in chain mail armor holding a shield before him. The rim of the shield sits right below eye level. His right arm is up behind him, hefting a broken sword.

Statue 5

A hideous, foul-looking winged woman with feathered legs ending in cruel talons. Her visage is twisted into a vicious snarl.

Statue 6

Once the statue of a regally clothed archer with bow drawn, someone smashed this work's head from its shoulders.

Statue 7

The statue of a monstrous humanoid with fish-like features. The artist carved clumps of seaweed adorning its body. It holds a large trident in its right hand, as if ready to throw.

Statue 8

This sculpture depicts a hulking winged creature with a surprised look on its feral face. Its clawed hands stretch out as if to ward off an attack.

Statue 9

A massive stone sea snake stretches from the underwater ocean ridge to the airy world above.

Setup

The tides and time have damaged the rest of the statues too badly for anyone to discern their original forms. The statues described above are all former adventurers and monsters that at one time or another were foolish enough to threaten Kalina.

All of them, that is, except "statue" #8, which is actually one of **2 kapoacinths** guarding this area. These aquatic gargoyles use the statues as natural camouflage, preying on treasure hunters attracted by the serpent's head and legends of "exotic underwater gardens rich, with art and antiquities…"

Since Dalang Jalamar and the Razortooth Raiders arrivals, the kapoacinth have pledged fealty to the cleric. They now serve as his sentries, ambushing any encroachers into Jalamar's stronghold.

To aid his new allies in their task, Jalamar animated the **whale skeleton,** which lies stock still until either the characters search the area around it or the kapoacinths attack. Several other bones of varied species — some of them humanoid — are buried in the sand near the whale skeleton.

Action

If the characters start by investigating the statue garden, the kapoacinths remain frozen, hiding among the statues before ambushing the party. The kapoacinth "statues" are less overgrown with seaweed and lichen then the others.

If instead, the characters first swim to the whale skeleton, the kapoacinths wait for the skeleton to engage the characters before sneak attacking the party, preferably after flanking them. If the party ignores both the garden and the skeleton and makes a beeline for the cave entrance, the kapoacinths and the skeleton immediately ambush the characters from behind, desperate to alert the wereshark raiders within.

Kapoacinth (Aquatic Gargoyle) (2): HD 4; **HP** 22, 19; **AC** 5[14]; **Atk** 2 claws (1d3), bite (1d4), horn (1d6); **Move** 12 (swim 24); **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** magic weapon required to hit.

Notes: Once these creatures unfreeze, their eyes take on a glowing, red, ember-like glare.

Tactics: The kapoacinths attack and then try to vanish among the statues before their hapless foe counterattacks. If any characters wind up separated from the party by more than 50 feet, the kapoacinths gang up on the characters and attempt to finish them off quickly.

During the third round of combat if the battle rages more than 60 feet from the underwater cave entrance, one kapoacinth flees into the cave to warn the Raiders and join them. Any kapoacinth reduced to 10 or fewer hit points attempts to flee off the edge of the plateau, deep into the murky depths of the sea and out past **Area B–7**.

Whale Skeleton: HD 12; **HP** 64; **AC** 6[13]; **Atk** bite (2d10); **Move** (swim 15); **Save** 3; **AL** N; **CL/XP** 12/2,000; **Special:** none.

Note: Once this creature rises from the sand, it reveals a gigantic whale skull and toothy jaw, an enormous rib

cage, two hand-like appendages with bony fingers, and a long tapered bone tail. The whale skeleton is an unsubtle opponent. It viciously attacks one enemy until that character is slain before moving on to the next. It fights until destroyed.

Stone Made Flesh

If the characters return any of the statues in Kalina's garden to life before removing them to the surface – through stone to flesh, for example – the rescued victims immediately start sputtering and drowning. Statues 6 and 7 are exceptions. Consult the following for more information on these petrified personages.

Statue 1

Gedavin Sagebrows is a passive-aggressive halfling. He laments the petrification of his fellow adventurers: Baris, the half-orc barbarian (statue 2), Valana the wizard (statue 3) and especially Francois the archer (the now headless statue 6). Gedavin gladly joins the characters on their quest to repay them for saving him from his watery tomb. However, he constantly requests the characters aid him in recovering his two intact fellows. To hint at this he composes ballads about their deeds and the tragedy of petrification. Each song ends with a group of "noble heroes" freeing the wizard and barbarian from their tortured state.

Gedavin Sagebrows, Halfling (Ftr4): HP 21; **AC** 6[13]; **Atk** sickle (1d4) or *+1 sling* (1d4+2); **Move** 12; **Save** 11; **AL** L; **CL/XP** 4/120; **Special:** halfling traits.

> **Equipment:** *+1 leather armor,* sickle, *+1 sling*, 10 bullets, silver necklace with small ruby pendant (250 gp), small purse with 19 gp.

Statue 2

If freed, **Baris,** the shell-shocked half-orc barbarian, remains dumbfounded by his predicament. He cannot comprehend what happened to him. When he realizes the medusa left him trapped for decades and his friends remain statues, he sobs uncontrollably, degenerating into a sniveling mess. He demands the characters aid his friends, including poor headless Francois.

Baris, Half-Orc barbarian (Ftr5): HP 36; **AC** 3[16]; **Atk** battle axe (1d8+1) or long bow x2 (1d6); **Move** 12; **Save** 10; **AL** L; **CL/XP** 5/240; **Special:** barbarian rage (+1 to attacks/damage for 2d4 rounds once per fight).

> **Equipment:** plate armor, battle axe, long bow, 20 arrows, *cloak of protection +1, potion of strength,* 2 *potion of healing*, platinum and pearl ring (125 gp), purse with 2 pp, 18 gp, and 9 sp

Statue 3

Valana, the stoic female elven magic-user, remains composed when awakened. Her sharp intellect quickly apprehends the situation. She thanks the characters for putting an end to her long imprisonment and offers to help them if they pledge to do what they can for Baris and Gedavin.

As much as their wild ways drove her mad when adventuring, she can't bear to see the tiny halfling and brutish half-orc adorning the sea floor. Francois was her lover, and finding his statue headless destroys her. However, not one to share her pain with strangers, she reveals her inner devastation to no one. Observant characters might note a quaver in her voice or a shake in her hand whenever Francois becomes a topic of conversation.

Valana, Elf (MU8): HP 26; **AC** 9[10]; **Atk** *+2 dagger* (1d4+2); **Move** 12; **Save** 8; **AL** L; **CL/XP** 8/800; **Special:** elven traits, spells (4/3/3/2)

> **Spells:** 1st—*charm person, light, hold portal, shield*; 2nd—*invisibility, phantasmal force, pyrotechnics*; 3rd—*dispel magic, hold person, water breathing*; 4th—*dimension door, wall of ice*.
>
> **Equipment:** *+2 dagger, manual of intelligence, scroll of fireball, wand of magic missile* (7 charges), 17 gp, 5 sp.

Statue 4

Cather, the suicidal fighter, was the only member of his party – a group that explored here years after Valona's crew – affected by the medusa's gaze. Terrified by Kalina, his "friends" fled, leaving him one of the medusa's masterpieces. When he realizes his companions abandoned him, he grows dejected and silent. After a moment he decides that no adventurers ever cared for him the way the characters have, so he faithfully swears to die in their service. In every subsequent encounter he attempts just that and launches a suicidal charge at every threat.

Carthor (Ftr6): HP 33; **AC** 2[17]; **Atk** *+2 longsword* (1d8+2); **Move** 12; **Save** 9; **AL** N; **CL/XP** 6/400; **Special:** none.

> **Equipment:** *+1 plate armor,* long sword, *potion of cure moderate wounds, potion of growth,* moonstone (50 gp), gold bracelet engraved with the initials JXP, small purse containing 3 pp and 9 gp.

Statue 5

This **harpy** attacks the closest character then attempts to flap and flop to the surface. If allowed to escape, she drags herself onto the nearby shore and hides in the foliage, waiting for her wings to dry before flying away.

Harpy: HD 3; **HP** 17; **AC** 7[12]; **Atk** 2 talons (1d3) and weapon (1d6); **Move** 6 (fly 18); **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** siren-song.

Statue 6

If transformed, poor **Francois**, the headless ranger, collapses in a gory mess. No one can raise him because he died when some miscreant adventurer from Cather's group smashed his head off and carried it away years ago. This makes the task of restoring him to life difficult. While not technically dead at the moment, ending the petrification effect certainly will kill Francois. In such a situation, *raise*

dead will not suffice to restore him to life; doing so requires a *resurrection* or stronger spell. If *resurrected* he devotes all of his time to trying to free the petrified Valana.

Francois (Rgr7): HP 51; **AC** 5[14]; **Atk** *+1 short sword* (1d6+2) or long bow x2 (1d6); **Move** 12; **Save** 8; **AL** L; **CL/XP** 7/600; **Special:** alertness, tracking.

Equipment: chain armor, *+1 short sword*, longbow, 20 arrows, 4 *potions of healing*, purse with 29 gp.

Statue 7

Ssulslurg. If returned to flesh, this angry **mutant sahuagin** hurls his trident toward the cave entrance – where the medusa stood all those decades ago – then looks around, confused to be underwater and surrounded by characters. On the following round, he regains his bearings and swims for his life.

Ssulslurg, Mutant Sahuagin: HD 9; **HP** 65; **AC** 5[14]; **Atk** *+1 trident* (1d6+6) or *+1 punching dagger* (1d4+6); **Move** 12 (swim 18); **Save** 6; **AL** C; **CL/XP** 9/1,100; **Special:** none.

Equipment: *+1 chain armor, +1 trident, +1 punching dagger, gauntlets of ogre power*, gold crown tipped with emeralds, rubies, and sapphires (1,000 gp)

Statue 8

Was not a statue.

Kapoacinth (Aquatic Gargoyle): HD 4; **HP** 29; **AC** 5[14]; **Atk** 2 claws (1d3), bite (1d4), horn (1d6); **Move** 12 (swim 24); **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** magic weapon required to hit.

Statue 9

Unpetrifying the "sea snake" is a bad idea. This monstrous **serpent** is disoriented and ornery and immediately attacks anyone it sees.

Sea Serpent: HD 8; **HP** 31; **AC** 3[16]; **Atk** bite (1d8); **Move** (swim 18); **Save** 8; **AL** N; **CL/XP** 9/1,100; **Special:** constrict, poison.

Treasure

Beneath the whale skeleton's resting place is a leather satchel buried in the sand. This contains the kapoacinths' treasure, which they keep from Jalamar, who demands most of their goodies in sacrifice to Dajobas. Within, the characters find a small silver statue of a fairy with tiny sapphires for eyes (800 gp value) and a small red, silk pouch containing 120 gp. Also buried in the sand, they find a piece from the hull of the *Razor's Edge,* located past the ledge and deep below it, at **Area B–7**.

B-7. Wreck of the *Razor's Edge*

This is where Jacob Razor's proud warship settled after Harthagoa's tentacles dragged it under. Captain Razor himself, struck down from behind by Gregory Bonedeuce, lives on tormented by his love for his wife Bethany, his burning hatred for his murderer, and a *blood debt* sworn in the folly of his youth to the witch, Old Makana (see **Chapter 7** for additional details).

Jacob Razor's ghost haunts the *Razor's Edge*, unleashing his fury on anyone foolish enough to enter the remains of his once proud vessel. Jacob cannot leave these sunken decks unless summoned by the *blood debt* (again, see **Chapter 7** for details). As the characters approach, read or paraphrase the following.

> Rotted wooden planks rise from the sand like the ribs of a slain giant. Half-buried cannons indicate this vessel was once a proud ship of war. Its mast still stands upright as if the ship refuses to collapse completely into memory. The wreck is silent as a grave.

There is a steel plate nailed to the prow of the sunken ship, but obscured by sand. If characters wipe off the sea muck and barnacles, they read "Razor's Edge." As soon as the characters enter the ship, **Jacob Razor** materializes, rising from the sand in front of the mast and exposing his horrific appearance.

Captain Jacob Razor, Ghost: HD 8; **HP** 63; **AC** 0[19]; **Atk** corrupting gaze (2d6 damage, 1d4 Cha) or touch (1d6 + level drain); **Move** (fly 12); **Save** 8; **AL** C; **CL/XP** 14/2,600; **Special:** corrupting gaze (2d6 damage, 1d4 Charisma loss; save avoids Cha loss), level drain (1 level) with hit, magic resistance (50%), magic or silver weapon required to hit.

Equipment: *+2 chain armor*, *+2 healing dagger* (heals 1d6 points of damage, 1/day), *+2 scimitar* (see **Treasure** below).

Development

If the characters indicate to Jacob that they know Bethany – as part of his doom, Jacob cannot understand words spoken under water, so they must find another way besides conversation – the ghostly captain relents, breaks off his assault, and attempts to tell the story of his tragic fate. He points to the dagger still lodged between his ribs (see **Treasure** below) and demands they take it to Bethany. He also demands the characters acquire his *blood debt* but appears barred from explaining further.

If the adventurers refuse either request, Jacob flies into a rage and resumes his attack. If the characters try to help Jacob or swear to avenge his death, the ghostly captain attempts to aid them when encountered again in **Chapter 7**.

Treasure

Jacob's remains lie under three feet of sand beneath the wreckage of his ship. Captain Razor can point out his final resting spot if the party befriends him. Jacob's *+2 chain armor, +2 healing dagger,* and *+2 scimitar* lie with his barnacled bones. From between two of his ribs juts an ivory handled dagger, with "G.B." carved into the pommel. This blade is one of a matching pair Bonedeuce often wielded in his younger years. Its sister blade hangs among the collection of daggers, rapiers, and pistols in Bonedeuce's Fort Stormshield quarters (see **Chapter 3, Area F–9** for details).

The Tunnels Below

Beneath the island lurks a small system of tunnels where ages ago the cultists of Dajobas constructed a temple in his honor. The Tulita forefathers eventually slew the cultists and sealed off the temple, though not nearly as well as they thought. In the intervening years, new inhabitants came and went.

SHARKS' AMBUSH

This optional encounter could be used to lure the players to the Tunnels below Beacon Island in the event that the party missed them on prior visits.

The characters run afoul of the Razortooth Raiders' new plan for catching meals and kidnapping candidates for infection. In the course of defeating them, the party learns that something foul lurks on or beneath Beacon Island.

> A fishing sloop anchors among the waves ahead. Two fishermen on the sloop, nets at their feet, call out hysterically to a man swimming in the water, 100 feet west of the sloop. The two on the boat gesture wildly and screams of "Shark!" drift over the water. Behind the swimming man, two fins close fast.

All the men described above, the two sharks included, are members of Dalang Jalamar's ravenous congregation. The Razortooth Raiders devoured the real anglers and stole the sloop. After enjoying their meal, the weresharks decided to use their new vessel to lure more prey. Preferring to battle in the water, the Raiders have staged this incident and hope passing altruists will leap into the water to save the "helpless fisherman" about to be torn apart by sharks.

The man in the water and the two sharks chasing him are **Razortooth Enforcers**, while the two aboard the sloop are **Razortooth Raiders**.

Razortooth Enforcers, Wereshark human form (3): HD 8; **HP** 36, 35 (x2); **AC** 7[12]; **Atk** long sword (1d8+1) or dagger (1d4+1); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** hit only by magic or silver weapons, lycanthropy;

Razortooth Enforcers, Wereshark hybrid form: HD 8; **HP** 36, 35 (x2); **AC** 2[17]; **Atk** bite (1d6+2), long sword (1d8+1) or dagger (1d4+1); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy;

Razortooth Enforcers, Wereshark animal form: HD 8; **HP** 36, 35 (x2); **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (Swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy.

Equipment: leather armor, long sword, dagger.

Razortooth Raiders, Wereshark human form (Thf4) (2): HD 8; **HP** 39, 37; **AC** 7[12]; **Atk** rapier (1d6) or dagger (1d4) or light crossbow (1d4+1); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** backstab (x2), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps, thieving skills;

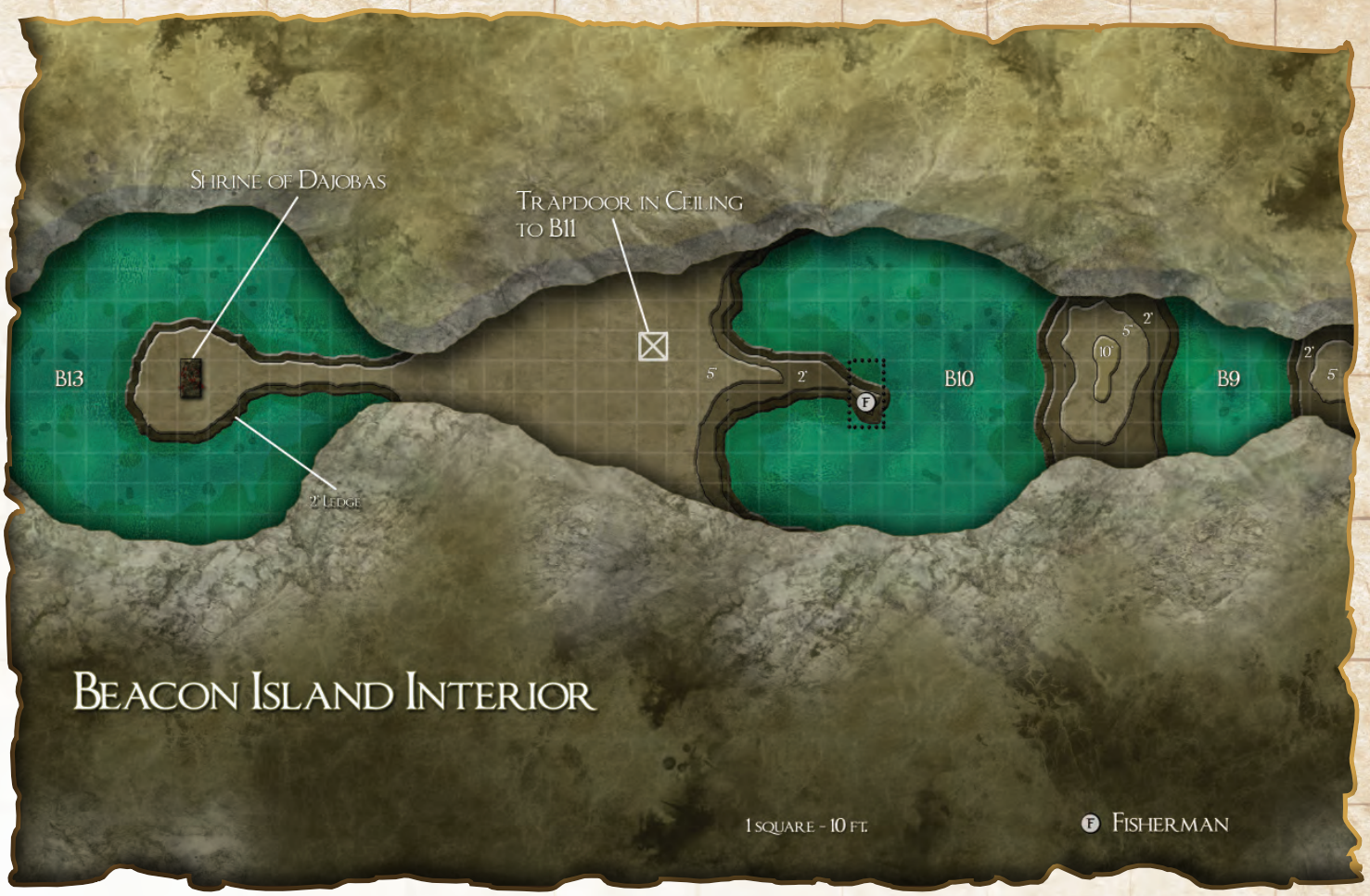
Razortooth Raiders, Wereshark hybrid form (Thf4): HD 8; **HP** 39, 37; **AC** 2[17]; **Atk** bite (1d6+2), rapier (1d6); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** backstab (x2), control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps, thieving skills;

Razortooth Raiders, Wereshark animal form (Thf4): HD 8; **HP** 39, 37; **AC** 2[17]; **Atk** bite (1d8+4); **Move** (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** backstab (x2), control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps, thieving skills;

Thieving Skills: Climb 88%, Traps/Tasks 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: leather armor, rapier, dagger, light crossbow, 5 bolts

Tactics: The Razortooth are eager for some serious eating. If the characters approach, the Raiders on the boat beg them to help their friend in the water. The three



Enforcers instantly target any characters that jump into the drink. The two in shark form rush to attack, while the one in human form draws his longsword under the water and changes into hybrid form.

If able, the Raiders transform into hybrids and board the characters' ship. If unable to board, they stay in human shape and fire their crossbows. As soon as a character closes to melee with the Raiders on their sloop, they transform into hybrid form, draw their rapiers and attack.

Any of the weresharks reduced to less than 10 hit points dive deep into the water, attempt to change into shark form, and swim back to Beacon Island. Before jumping in and fleeing they shout, "Back to Beacon!" and "To the Shirker!"

B-8. Hidden Grotto

The lightless underwater tunnel from **Area B–6** surfaces here. This cave is as dark as the passage leading here and almost as damp. The hidden grotto sits above sea level, and here Jalamar stores stolen goods he does not want damaged by the salt sea.

Setup

Three Razortooth Raiders, two Razortooth Enforcers and **eight large sharks** guard the booty. One of the three Raiders spends his guard duty in shark form, swimming the dark grotto waters with the eight large sharks. The remaining Raiders lie atop the rocky ridge and pepper the party with crossbow bolts. All of the Razortooth and sharks fight to the death once blood spills into the water. If at least one **kapoacinth** flees to here to warn the Razortooth, both Enforcers are also in the water when the party reaches this area.

Razortooth Enforcers, Wereshark human form (2): HD 8; **HP** 48, 32; **AC** 7[12]; **Atk** longsword (1d8+1) or dagger (1d4+1); **Move** 12; hit only by magic or silver weapons, lycanthropy;

Razortooth Enforcers, Wereshark hybrid form: HD 8; **HP** 48, 32; **AC** 2[17]; **Atk** bite (1d6+2), longsword (1d8+1) or dagger (1d4+1); **Move** 12 (swim 18); control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy;

Razortooth Enforcers, Wereshark animal form: HD 8; **HP** 48, 32; **AC** 2[17]; **Atk** bite (1d8+4); **Move** (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy.

Equipment: leather armor, long sword, dagger.

Razortooth Raiders, Wereshark human form (Thf4) (3): HD 8; **HP** 47, 24, 39; **AC** 7[12]; **Atk** rapier (1d6) or dagger (1d4) or light crossbow (1d4+1); **Move** 12; backstab (x2), hit

only by magic or silver weapons, lycanthropy, +2 save vs. traps, thieving skills;

Razortooth Raiders, Wereshark hybrid form (Thf4): HD 8; **HP** 47, 24, 39; **AC** 2[17]; **Atk** bite (1d6+2), weapon (1d6); **Move** 12 (swim 18); backstab (x2), control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps, thieving skills;

Razortooth Raiders, Wereshark animal form (Thf4): HD 8; **HP** 47, 24, 39; **AC** 2[17]; **Atk** bite (1d8+4); **Move** (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** backstab (x2), control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps, thieving skills;

> **Thieving Skills:** Climb 88%, Traps/Tasks 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.
>
> **Equipment:** leather armor, rapier, dagger, light crossbow, 5 bolts

Large Shark (8): HD 7; **HP** 25 (x2), 29, 35, 30, 23, 28, 40; **AC** 6[13]; **Atk** bite (1d8+4); **Move** (swim 24); **Save** 9; **AL** N; **CL/XP** 7/600; **Special:** feeding frenzy.

Treasure

The rocky ridge at the west end of the chamber keeps Jalamar's booty dry; six crates of high quality silk (500 gp value per crate load) and two barrels of Heaven's Leaf tea (1,000 gp per barrel) are currently stored here.

B-9. Eel Cave

Three giant electric eels live in this underwater cave. The eels are extremely territorial and aggressive. They immediately attack anyone intruding in their domain.

Giant Electric Eel (3): HD 4; **HP** 17, 23, 24; **AC** 7[12]; **Atk** bite (2d6); **Move** (swim 9); **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** electric shock (3d6, no save).

B-10. The Kiss of Dajobas

In this chamber, Dalang Jalamar administers his deity's razor-kissed blessing to captives taken by his Razortooth Raiders.

> A ledge along the west wall of this chamber juts like a platform eastward to the center of the water and stands just above the waterline. Rusted iron cages hang from the ceiling by chains. The water slapping on the stone is black as midnight and renders the depth of the pool indeterminate.

Jalamar's minions bring unfortunates chosen for membership here and force them off the platform into the water below. Jalamar then enters through the tunnel connected to **B–12**, deep below the water line. He violently mauls the victims, leaving them barely alive and infected with Dajobas' lycanthropic blessing.

Setup

When the characters arrive, the cages hanging from the ceiling hold **5 prisoners**. These unfortunate whalers crewed a large schooner called the *Angel's Breath* that ran afoul of the Razortooth Raiders. The Raiders brought them here, and the whalers have since watched the weresharks eat several of their fellows. Jalamar chose the surviving five, the strongest of the crew, to receive Dajobas' Blessing. All are now infected with lycanthropy, though they have not yet passed their first moon. If they survive, mark these 5 prisoners as Kiss Victims on your worksheet.

If the characters reach this area without raising a general alarm and they attack, then they arrive during the blessing of the fifth and final prisoner. The fifth prisoner is not yet infected with Dajobas' Kiss. In this case, read or paraphrase the following:

> Several pirates in leather and two hideous, lumbering shark-men with white pupil-less eyes gather around a terrified young fisherman. Half-starved and clad only in tattered garments, he struggles weakly as the shark-men grab him roughly under the arms and hurl him unceremoniously into the water below. He thrashes about wildly, desperate screams of horror ringing hollow off the pitiless stone walls.

Action

Three Razortooth Raiders and two Enforcers are present.

Watching the Blessing

If the characters do not intervene, the Raiders – all in human form – joke with the hybrid form Enforcers as the fisherman struggles. Whenever he reaches the edge, they stomp on his hands and shove him back into the water. Three rounds after they throw the hapless lad into the drink, a large black shark rises from below, and its fin cuts a path through the dark water towards the fisherman. The black shark is **Dalang Jalamar** in shark form.

Dalang snatches the defenseless fisherman in his jaws and lifts him from the water with one powerful thrust of his tail. The water foams dark crimson and the man, nearly disemboweled, stops struggling and clings feebly to life. Jalamar retires back to **Area B–12**, as the enforcers lift the fisherman from the water and stuff him back into his rusted cage. There he bleeds and moans in agony, covering the hideous gashes across his midsection with his bleeding arms.

Interrupting the Blessing

If the characters attack before the Enforcers toss the young fisherman into the water, both the Raiders and Enforcers forget him and turn to the characters. Panicked, the exhausted man staggers off into the dark toward **Area B–11**.

Jalamar lurks here as well, but does not engage the characters. He wishes to see if these heroes prove worthy of Dajobas' Blessing, so he observes the fight, hovering deep in the water near the tunnel to **Area B–13**. While Jalamar does not attack the characters directly, he casts spells to assist his Razortooth: *protection from good, 10-foot-radius* on his wereshark companions before the characters arrive.

Losing Surprise

If instead the characters alerted any weresharks to their presence or otherwise raised considerable noise invading the tunnels beneath Beacon Island, Dalang puts off the Blessing ceremony and both the Raiders and Enforcers swim the water in hybrid form, waiting to ambush the characters.

Again Jalamar lurks but does not directly attack the characters. However, he casts spells like *protection from good, 10-foot-radius*, on his wereshark companions before the characters arrive to bolster them.

If discovered at any point, Jalamar immediately retreats to the shrine at **B–13** to make his final stand.

Prisoners (5): HP 4 each; **AC** 7[12]; **Atk** fist (1 hp); **Move** 12; **Save** 18; **AL** Any; **CL/XP** B/10**; Special:** none. At least four are infected with lycanthropy but will not transform until the next full moon.

Razortooth Enforcers, Wereshark human form (2): HD 8; **HP** 36, 49; **AC** 7[12]; **Atk** long sword (1d8+1) or dagger (1d4+1); **Move** 12; hit only by magic or silver weapons, lycanthropy;

Razortooth Enforcers, Wereshark hybrid form: HD 8; **HP** 36, 49; **AC** 2[17]; **Atk** bite (1d6+2), longsword (1d8+1) or dagger (1d4+1); **Move** 12 (swim 18); control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy;

Razortooth Enforcer, Wereshark animal form: HD 8; **HP** 36, 49; **AC** 2[17]; **Atk** bite (1d8+4); **Move** (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy.

Equipment: leather armor, longsword, dagger.

Razortooth Raiders, Wereshark human form (Thf4) (3): HD 8; **HP** 41, 19, 34; **AC** 7[12]; **Atk** rapier (1d6+1) or dagger (1d4+1) or light crossbow (1d4+1); **Move** 12; backstab (x2), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps, thieving skills;

Razortooth Raiders, Wereshark hybrid form (Thf4): HD 8; **HP** 41, 19, 34; **AC** 2[17]; **Atk** bite (1d6+2), weapon (1d6); **Move** 12 (swim 18); backstab (x2), control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps, thieving skills;

Razortooth Raiders, Wereshark animal form (Thf4): HD 8; **HP** 41, 19, 34; **AC** 2[17]; **Atk** bite (1d8+4); **Move** (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** backstab (x2), control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps, thieving skills;

Thieving Skills: Climb 88%, Traps/Tasks 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: leather armor, rapier, dagger, light crossbow, 5 bolts

Dalang Jalamar, Wereshark human form (Clr11): HD 9+2; **HP** 47; **AC** 9[10]; **Atk** 2 *+2 punching daggers* (1d4+2, wounding); **Move** 12; **Save** 5; **AL** C; **CL/XP** 14/2,600; **Special:** hit only by magic or silver weapons, lycanthropy, +2 save vs. paralysis and poison, spells (4/4/4/3/3);

Dalang Jalamar, Wereshark hybrid form (Clr11): HD 9+2; **HP** 47; **AC** 2[17]; **Atk** bite (1d6+2), 2 *+2 punching daggers* (1d4+2, wounding); **Move** 12 (swim 18); **Save** 5; **AL** C; **CL/XP** 14/2,600; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. paralysis and poison, spells (4/4/4/3/3);

Dalang Jalamar, Wereshark animal form (Clr11): HD 9+2; **HP** 47; **AC** 2[17]; **Atk** bite (1d8+4); **Move** (swim 24); **Save** 5; **AL** C; **CL/XP** 14/2,600; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. paralysis and poison, spells (4/4/4/3/3).

Spells: 1st—*cause light wounds* (x2), *detect good, protection from good*; 2nd— *bless, hold person* (x2), *silence 15-foot radius*; 3rd—*cause disease*, *prayer*, *remove curse*; 4th—*cause serious wounds*, *poison*, *protection from good 10ft radius*.

Equipment: loose-fitting silk pants, hemp shoes, *Teeth of Dajobas* (*+2 punching daggers*, two of them, 1d4+2, wounding; see sidebox), unholy symbol of Dajobas. See **Chapter 1** for full details.

Development

If the weresharks from **Sharks' Ambush** defeated the characters, the adventurers may awaken in the rusted cages here. If defeated during any other encounter at sea, it is possible the Raiders came across the adventurers still clinging to life and brought them here. Dalang may even have healed their wounds, intending to induct them into the ranks of Dajobas' believers. Either way, consider allowing lost or defeated characters to awaken trapped in this area, beside a second cage of trapped fisher folk, all awaiting the blessing.

B-11. Saegen's Quarters

The former vagabond monk **Saeren** now resides here. Once a traveling champion of the weak and downtrodden, Dajobas' dark blessing freed him from his troubling compassion. Today he revels in carnage and destruction as Jalamar's trusted right hand. Now that the Blessing erased any vestige of restraint or humanity in him, Saeren enjoys putting his martial skills to deadly use. In this chamber, the monk practices to incorporate the gifts Dajobas granted him into his fighting style. When the characters enter the room, he immediately uses them to test his skills. If Saeren hears the party approach, the monk hides in the niche behind the entryway to this cavern until they enter, then he attacks from their rear.

Saeren, Wereshark human form (Mnk7): HD 8; **HP** 41; **AC** 3[16]; **Atk** 2 strikes (2d8) or weapon (+3 damage); **Move** 18; **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** alertness, deadly strike, deflect missiles, hit only by magic or silver weapons, lycanthropy, mastery of body, mastery of mind, mastery of silence, +2 save vs. paralysis and poison, +2 save vs. traps, speak with animals, slow falling, thieving skills;

Saeren, Wereshark hybrid form (Mnk7): HD 8; **HP** 41; **AC** 2[17]; **Atk** bite (1d6+2), 2 strikes (2d8) or weapon (+3 damage); **Move** 18 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** alertness, control sharks (75% normal, 50% giant), deadly strike, deflect missiles, hit only by magic or silver weapons, lycanthropy, mastery of body, mastery of mind, mastery of silence, +2 save vs. paralysis and poison, +2 save vs. traps, speak with animals, slow falling, thieving skills;

Saeren, Wereshark animal form (Mnk7): HD 8; **HP** 41; **AC** 2[17]; **Atk** bite (1d8+4); **Move** (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** alertness, control sharks (75% normal, 50% giant), deadly strike, deflect missiles, hit only by magic or silver weapons, lycanthropy, mastery of body, mastery of mind, mastery of silence, +2 save vs. paralysis and poison, +2 save vs. traps, speak with animals, slow falling, thieving skills;

Thieving Skills: Climb 91%, Traps/Tasks 45%, Hear 5 in 6, Hide 40%, Silent 50%, Locks 40%.

Equipment: tattered robes and simple rope belt.

Tactics: Saegen prefers to fight in hybrid form, which leverages his training and his new physiological assets. Saegen enjoys biting opponents while they are down. He fights until slain.

B-12. Sharkery

This large chamber is completely filled with water. The **20 large sharks** living here were once pets of Harthagoa's sahuagin servants, but Jalamar enticed them away from their former masters. When not hunting, the sharks swim here, endlessly circling and waiting for their master's commands. They viciously attack any non-shark or non-wereshark intruders.

Large Sharks (20): HD 7; **HP** 22 each; **AC** 6[13]; **Atk** bite (1d8+4); **Move** (swim 24); **Save** 9; **AL** N; **CL/XP** 7/600; **Special:** feeding frenzy.

B-13. SHRINE OF DAJOBAS

The heart and soul of the Razortooth Raiders, this shrine is dedicated to their fearsome deity. If the characters approach from **Area B–11** read or paraphrase the following:

> Razored shark's teeth of all sizes stud the walls, floor and ceiling of the tunnel before you. The entryway resembles a gaping maw, ringed with fangs – a predator awaiting its prey.

Navigating the toothy entry proves difficult. Merely passing through the razor lined tunnel inflicts 1d6 points of damage to any small creatures and 2d6 points to any larger humanoid creatures. Characters moving at half their normal Movement can avoid damage by carefully slipping between the sharks' teeth. The party may also devise magical means to pass through the passage.

Once the characters negotiate the passage, read or paraphrase the following:

> Within this hand-hewn stone chamber, a grotto of dark ocean water laps to either side of a narrow stone walkway. The walkway ends on a circular stone island in the middle of the chamber. At the center of the island looms an altar festooned in dozens of large sharks' teeth that seem to grow from the stone itself. The enormous jawbone of a gargantuan shark rises from the flat surface of the altar, row upon row of two-foot-long teeth gaping as if the altar itself might swallow worshippers whole.

Here **Dalang Jalamar** passes the days in prayer, preparing for his full moon assault on Port Shaw. **Two large sharks** accompany the priest, swimming in the ocean grotto around the shrine.

When the characters enter, Jalamar greets them in human form, happy to parley if they do not attack outright. If the party proves themselves powerful by defeating Jalamar's Razortooth Raiders, the priest offers them the Kiss of Dajobas and guarantees them positions of power in the shark god's coming new order. If the characters seem uninterested, Jalamar smiles sadly at the benighted infidels before attacking.

Dalang Jalamar, Wereshark human form (Clr11): HD 9+2; **HP** 47; **AC** 9[10]; **Atk** 2 *+2 punching daggers* (1d4+2, wounding); **Move** 12; **Save** 5; **AL** C; **CL/XP** 14/2,600; **Special:** hit only by magic or silver weapons, lycanthropy, +2 save vs. paralysis and poison, spells (4/4/4/3/3);

Dalang Jalamar, Wereshark hybrid form (Clr11): HD 9+2; **HP** 47; **AC** 2[17]; **Atk** bite (1d6+2), 2 *+2 punching daggers* (1d4+2, wounding); **Move** 12 (swim 18); **Save** 5; **AL** C; **CL/XP** 14/2,600; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. paralysis and poison, spells (4/4/4/3/3);

Dalang Jalamar, Wereshark animal form (Clr11): HD 9+2; **HP** 47; **AC** 2[17]; **Atk** bite (1d8+4); **Move** (swim 24); **Save** 5; **AL** C; **CL/XP** 14/2,600; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. paralysis and poison, spells (4/4/4/3/3).

Spells: 1st—*cause light wounds* (x2), *detect good, protection from good*; 2nd— *bless, hold person* (x2), *silence 15-foot radius*; 3rd—*cause disease*, *prayer*, *remove curse*; 4th—*cause serious wounds*, *poison*, *protection from good 10ft radius*.

Equipment: loose-fitting silk pants, hemp shoes, *Teeth of Dajobas* (*+2 punching daggers*, two of them, 1d4+2, wounding; see sidebox), unholy symbol of Dajobas. See **Chapter 1** for full details.

Jalamar's tactics are described in detail in **Chapter 1**. By now, he had plenty of time to cast the spells listed in his description.

If present and assuming his parley attempt fails, the Dajobas priest waits as each character crosses to his island. The walkway they must traverse to the island is slick. Characters that fall into the water make excellent targets for the sharks. After one or two characters cross successfully, Jalamar erects a *blade barrier* to prevent the next character from proceeding and effectively splitting the party.

Should any blood leak into the water during the battle, any of the surviving 20 large sharks from **Area B–12** immediately trace the blood into this chamber and arrive lusting for a kill. These sharks start to arrive one round after blood hits the water. Have 2d6 sharks show up each round until all 20 have arrived.

Large Shark (2): HD 8; **HP** 35, 45; **AC** 6[13]; **Atk** bite (1d8+4); **Move** (swim 24); **Save** 8; **CL/XP** 8/800; **Special:** feeding frenzy.

The moment Jalamar fears the fight is going poorly, he calls on Dajobas for aid, and the chamber begins filling completely with sea water.

Treasure

On the stone floor beneath the water in this chamber lies most of the booty Jalamar and his Razortooth Raiders have stolen from ambushed vessels the past several weeks. Some of the loot the Raiders gathered before they met Jalamar, back when Falken Drango commanded them. The haul contains a trunk of jewelry and assorted raw diamonds, sapphires, garnets, rubies, and emeralds (total value 26,970 gp) along with several sacks of silver and gold coins (totaling 20,778 sp and 1,342 gp).

The Hunt for Garr Bloodbane's Gold

During his defiance of Port Shaw, Garr Bloodbane frequently hid his ship *Dark Lady* among the shoals and reefs north of Beacon Island. Only Bloodbane and his most trusted crewmates ever successfully navigated these shoals, and they are rife with the wreckages of those poor souls who tried. Rumors abound that Bloodbane's buried treasure lies sunken somewhere inside the deadly embrace of Pirate's Nest. Of course, rumors abound that Bloodbane's treasure lies…everywhere.

Here, his golden legacy is indeed sunken within, but only the works of his favorite bard, Durrell Ravenkith, also deceased, show the exact location.

Ravenkith's Musical Map

If the characters found Ravenkith's remains (see **Chapter 4** for details), his map and the sheet music on his body (**Handout #2**), then they hold the clues leading to Bloodbane's gold.

Solving the Puzzle

If they take the sheet music and place it over the map in the correct orientation, the last five notes of the refrain trace a safe path through both Pearl Mouth Shoals and Pirate's Nest, ending on the exact spot above Bloodbane's sunken treasure.

To correctly orient the sheet music, the characters must interpret the clue in the song lyrics "north past the fold" to refer to Fold's Point on Beacon Island. Next, they must place the first of the last five notes in Ravenkith's song over the number 3, written on the map directly beside Fold's Point.

Once this first note sits atop the number 3, they rotate the sheet music to reveal that in one direction – and one only – the last five notes of the song sit directly atop a string of sequential numbers on the map. These numbers are 3, 7, 9, 10 and 12. The number 12 marks the location of Bloodbane's sunken gold.

Leaking the Clues

In cartographic terms, the numbers on the map are called soundings. They are proper nautical notation for indicating the depth water at the indicated locations; for example, a sounding number 30 means the water stands 30 fathoms deep at that location. The players can find out what the numbers mean by talking to any sailors.

Players may notice that five of the soundings marked on the map (the numbers 3, 7, 9, 10, and 12) do not indicate believable depths for the locations they mark.

Additionally, Referees might hint that it is odd for a cartographer to place sounding numbers directly on compass lines. Only the five special soundings (3, 7, 9, 10, and 12 fathoms, respectively) sit *on* compass lines instead of next to them.

Consider leaving it strictly to the players to recognize that, if the first open note above the musical staff is assigned the Number 1, then the Numbers 3, 8, 9, 10 & 12 also denote the positions on the musical staff occupied by the last five notes of Ravenkith's song.

If the adventurers attempt to sail through the Pearl Mouth Shoals or Pirate's Nest without discovering and following Ravenkith's musical course, roll once on Table 5–1 for every hour of sailing, ignoring results below 60.

Garr Bloodbane's Sunken Treasure

If the characters follow Ravenkith's secret course and dive to the ocean bottom at the marked location, some 200 feet below the surface of the waves they find several large chests scattered throughout an underwater kelp forest. The chests, some of which remain airtight, contain:

844 Platinum 'Soldier's Vice' Coins (pp)

Governments frequently paid their most elite maritime officers in platinum coins detailed with pictograms of illicit acts and services. An officer on shore leave in a foreign port of ill repute might not speak the local language, but a picture speaks a thousand words.

20,567 'Beggars Gold' Coins (gp)

Long ago, in lip service to a tithing law – soon overturned – the nobility of Port Shaw minted these specially marked gold coins and gave them to beggars. They then passed a law that no merchant or tradesmen could accept 'Beggars Gold' on pain of death.

For a brief while, beggars in Port Shaw starved with gold coins in their purse – coins swiftly returned to the nobility. This marked the Church of Quell's last attempt to force charity laws on an unwilling city. Very few recall what the carvings on these coins signify, and today they serve as normal gold coins, albeit strange ones.

62,728 Thrice-Cursed Silver Coins (sp)

Garr Bloodbane once hired an old Tulita dockhand, called him a "witchdoctor" and forced the palsied old native to proclaim a large stash of silver cursed – so Bloodbane would not have to split it with his men. Garr keelhauled the first three crew members who protested, declaring their deaths proved the curse was real. Garr's crew later waylaid the "witchdoctor," who was never seen again..

'Gold' Statue of a Sea Lion

Fit with a saddle and harness, this 2,000 lb. statue is actually lead and only plated with gold. The metal saddle is man-sized and strangely comfortable. A circular indentation sits near the saddle horn, ideal for a small tankard of ale or other beverage.

Value: 6,750 gp.

Mummified Cat

Lovingly placed in a velvet-lined jade box, once removed anyone peering inside the mummified cat's mouth catches the glint of a ruby, seemingly lodged in its throat. Removing the ruby restores the cat to life, and it scampers off never to be seen again. The ruby served as a component in an ancient spell and once removed holds no magic powers. As long as the ruby is in place, the cat radiates a strong necromantic aura.

Value: 1,200 gp

6 Casks of Rum

Two are empty. One is the final resting place of a pirate named Shiloh Pete (see below). The remaining three are filled with superior oak-aged white rum distilled by master brewer Anos Grande.

Value: 2,100 gp

Primitive *Monkey Doll*

Carved from oak and inlaid with malevolent opal eyes, this doll's ivory teeth chatter at unpredictable times. The monkey doll radiates minor transmutation.

Value: 400gp

Large Blue Sapphire.

Anyone who inspects the stone notes a small eye at its center, which seems to follow the observer.

Value: 2,540 gp

A leather bag of burnt twigs and gravel

Value: 0 gp

Wooden Carving

A large, wooden carving of an elegant sinuous dragon. Letters scratched into the base read, 'DO NOT TRUST IT!'.

Value: 800 gp

Book of Natural History

Large book with an unknown species of faerie carcass squashed flat in the middle.

The book is a natural history of insects.

Value: 220 gp

Three Leathery Eggs

Each is the size of a dog. If buried in warm sand for 1d6 days, the eggs will hatch two ravenous giant snapping turtles.

Giant Snapping Turtles (2): HD 8; **HP** 35, 40; **AC** 2[17] shell, 5[14] head/limbs; **Atk** bite (4d6); **Move** 4 (swim 9); **Save** 8; **AL** N; **CL/XP** 8/800; **Special:** none.

Value: 5,000 gp each

Tales of Love and Woe

Found in one of the airtight chests, this leather bound book scribbled in a crabbed hand relates many poorly written stories depicting the unlikely romantic encounters of the author, a lowly (but by all accounts amazingly potent) deckhand with an almost godlike power to seduce women.

Value: 15 gp

Last Words

The skeletal remains of a small humanoid with a vellum sheet shoved between its jaws. The vellum sheet holds the last words of 87 sailors. The final listing reads: *Will Romine – "Huh, now wasn't that ironic?"*

Value: 1 gp

Strip of Human Skin

This trimming of human skin holds a tattoo depicting a human female and the words *'Irena Forever'* etched under it.

Value: 3 sp

Porcelain Doll

A porcelain statue of a dancing bear, obviously well cared for.

Value: 40 gp

Fur Rug

A centaur-hide fur rug complete with head, the dead creature's gaze frozen in distorted agony.

Value: 600 gp

Bag of Holding

Contains 500 pounds of sand.

Bag tied with a gray cord

This bag continuously summons unhappy rats, perpetually soaked in seawater.

Cloak of elvenkind

This cloak has a hole through it about the size of a cannon ball. It is otherwise functional.

Gauntlets of swimming and climbing

Dried blood stains these gauntlets.

Manik Gutbeard's Cutlass of the Crazed Seas

This extraordinary cutlass, decorated with exquisite etchings of waves along the blade, sports a hilt inlaid with mother-of-pearl and gold.

Weapon	Damage	Weight (lbs)	Cost
Cutlass	1d6	4	18 gp

Manik Gutbeard's Cutlass of the Crazed Seas

This *+2 cutlass* is a fine weapon under normal circumstances, but it really shines when aiding seafarers. Eponymously named for an insane pirate infamous for his boarding actions, *Manik Gutbeard's cutlass of the crazed seas* grants several bonuses to its owner, but only grants them when carried or wielded while at sea. First, the owner gains Movement (Climb) 15, but only when navigating the masts and rigging of a ship. He can fight aboard any ship at sea without falling, including during rough seas or while standing on a small surface such as a sail boom.

Secondly, for one hour per day the wielder can breathe normally in salt water. This time need not be used consecutively.

Finally, the wielder can utter a command word and cause a special manacle to drop from the sword's hilt. This manacle magically latches onto any cannonball the cutlass's wielder touches with it. When a cannon containing a cannonball connected to the magic manacle is fired, the cannonball instantly reduces to a streak of ash in the barrel. So long as the wielder of *Manik Gutbeard's cutlass of the crazed seas* is holding the cutlass and standing within 5 feet of the cannon when this happens, the wielder flies along the path the destroyed cannonball would have traveled. The cutlass's owner takes no damage from being shot in this fashion, nor from landing. During this special flight, he is considered to have a Movement (Fly) 120, though he can only travel along the trajectory the cannonball would have traveled.

Rum Cask of the Suffering Bastard

Caked in a fine layer of sand, this 55-gallon cask is wrought from aged wooden staves and held together by two large copper hoops. A close inspection reveals a fire-etched maker's mark: 'The Suffering Bastard,' a rum distiller over a century dead. A wooden spile to draw off the liquor is clipped to the lid with removable iron bands. A cork, painted to resemble the wood of the barrel and jammed into a hole in its bottom, seals it shut.

Many years ago, Garr Bloodbane captured and killed the famed pirate-hunter Shiloh Pete. Bloodbane pickled Shiloh's body and preserved it in this cask, planning to display it to his men at his pleasure. When Garr removed the pickled body, he discovered that his sailors drilled a hole in the bottom of the cask and consumed all the rum except a single mouthful, and in the process imbibed a dead man's blood. To this day many pirates still call rum "Shiloh's blood."

While Garr declared the whole episode a lark and abandoned the barrel, the body of Shiloh Pete still lay within. His soul lingers, bound to this cask and suffering until someone consumes the final swallow. Freed from his imprisonment, the spirit of Shiloh Pete will follow, haunt and aid whoever drains the last dregs from the rum cask of the Suffering Bastard. A small gem (actually an *iridescent spindle ioun stone*) lies in the cask beside the body. Anybody who takes the item without first freeing Shiloh Pete from his eternal torment earns the enmity of the ghost, who manifests and attacks. The pattern continues whenever Shiloh Pete rejuvenates, until his soul is laid to rest.

Iridescent Spindle Ioun Stone

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, he must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from his head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while he is sleeping, for example), but he loses the benefits of the stone during that time.

There are many forms of Ioun stones. The iridescent spindle sustains a creature without air.

Shiloh Pete (Strangling Ghost): HD 5; **HP** 30; **AC** 0[19]; **Atk** strangulation (save or die in 1d4+1 rounds); **Move** (fly 12); **Save** 12; **AL** C; **CL/XP** 9/1,100; **Special:** magic or silver weapon required to hit, magic resistance (50%), strangles.

More than a little mad and eternally drunk, Shiloh remains incorporeal and invisible most of the time, uttering nondescript moans, singing faint snippets of pirate songs, fiddling with players' belongings while they sleep, and reeking of rum. However, Shiloh Pete aids whoever freed him when they are in mortal peril, descending like an avenging angel on their foe. Once Shiloh Pete saves the life of his liberator, he vanishes forever, off at last to his final rest.

If killed or turned, the ghost returns to the cask, trapped forever unless some rum remains or until someone refills his cask and drinks again.

It's time to hit the High Seas!

If you choose to do some exploring by sailing around the waters of the Razor Coast, use the following tables to check for random encounters.

For each day of travel, check 3 times for an encounter (1 in 6 chance). To determine the nature of the encounter, roll 1d100 on the table below:

1d100	Waterbourn Encounters
01–27	Swimming Creature
28-30	Dragon
31-40	Flying Creature
41-55	Merchant galley
56-60	Merchant ship
61-70	Pirate galley
71-80	Pirate ship
81-90	Privateer
91-100	Patrol

1d100	Swimming Creature
01-10	Crocodile, giant (2d8)
11-20	Jellyfish, Hypnotic (1d4)
21-25	Leeches, giant sea (2d20)
26-35	Mermen (3d20)
36-38	Giant sea turtle (1d2)
39-40	Windstorm (see **Table 5–1**)
41-45	Naga, water (1)
46-50	Octopus, giant (1: 95% or 1d4+1: 5%)
51-60	Thunderstorm (see **Table 5–1**)
61-65	Elemental, water (1)
66-75	Massive school of normal fish
76-80	Dragon Turtle (1)
81-85	Sea-ghouls (1d8 x5)
86-90	Whale, killer (1d4)
91-95	Whale, sperm (1) (deep water only or no encounter)
96-00	Crab, giant (2d20)

Dragon Turtle (11HD): HD 11; **AC** 2[17]; **Atk** 2 claws (1d8), bite (3d10); **Move** 3 (swim 9); **Save** 4; **AL** N; **CL/XP** 13/2300; **Special:** break ships, breath weapon (steam).

Giant Crab: HD 3; **AC** 3[16]; **Atk** 2 pincers (1d6+2); **Move** 9; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none. See ***Monstrosities*** for more details.

Giant Crocodile: HD 6; **AC** 3[16]; **Atk** bite (3d6), tail (1d6); **Move** 9 (swim 12); **Save** 11; **AL** N; **CL/XP** 6/400; **Special:** none.

Giant Octopus: HD 4; AC 7[12]; **Atk** 8 tentacles (1d3); **Move** 3 (swim 9); **Save** 13; **AL** N or C; **CL/XP** 6/400; **Special:** constriction, ink, jet.

Giant Sea Leech: HD 2; **AC** 3[16]; **Atk** bite (2d6); **Move** 6; **Save** 16; **AL** N; **CL/XP** 5/240; **Special:** sucks blood (1 level/round). See ***Monstrosities*** for more details.

Giant Sea Turtle: HD 15; **AC** 3[16] shell, 5[14] head/flippers; **Atk** bite (4d6); **Move** 3 (swim 12); **Save** 3; **AL** N; **CL/XP** 15/2,900; **Special:** none. See ***Monstrosities*** for more details.

Hypnotic Jellyfish: HD 3; **AC** 8[11]; **Atk** 1 sting (1d8 + poison); **Move** 0 (swim 3); **Save** 14; **AL** N; **CL/XP** 5/240; **Special:** hypnotic colors. See ***Monstrosities*** for more details.

Merman: HD 1; **AC** 7[12]; **Atk** 1 weapon (1d6); **Move** 1 (swim 18); **Save** 17; **AL** Any; **CL/XP** 1/15; **Special:** breathe water.

Sea-ghoul: HD 2; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immunities, paralyzing touch.

Water Elemental (12HD): HD 12; **AC** 2[17]; **Atk** strike (3d10); **Move** 6 (swim 18); **Save** 3; **AL** N; **CL/XP** 13/2,300; **Special:** immune to non-magic weapons, overturn boats.

Water Naga: HD 7; **AC** 5[14]; **Atk** bite (1d4 + poison); **Move** 12 (swim 20); **Save** 9; **AL** Any; **CL/XP** 10/1400; **Special:** poison, spells (4/2/1).

> **Spells:** 1st—*charm person* x2, *magic missile, sleep*; 2nd—*mirror image, web*; 3rd— *protection from normal missiles*.

Whale, Killer: HD 12; **AC** 4[15]; **Atk** bite (3d10); **Move** (swim 24); **Save** 3; **AL** N; **CL/XP** 12/2,000; **Special:** none. See ***Monstrosities*** for more details.

Whale, Sperm: HD 36; **AC** 4[15]; **Atk** bite (4d10), tail (4d10); **Move** 0 (swim 18); **Save** 3; **AL** N; **CL/XP** 37/7,400; **Special:** swallow whole. See ***Monstrosities*** for more details.

Dragons

1d100	Dragons
01-20	Black, Immature (6HD)
21-25	Black, Adult (7HD)
26-40	Brass, Adult (6HD)
41-60	Bronze, Immature (8 HD)
61-75	Bronze, Adult (8HD)
76-90	Copper, Adult (8HD)
91-96	Red, Immature (9HD)
97-00	Red, Adult (10HD)

Adult Black Dragon (7HD): HD 7 (28hp); **AC** 2[17]; **Atk** 2 claws (1d4), 1 bite (3d6); **Move** 9 (fly 24); **Save** 9; **AL** C; **CL/XP** 9/1100; **Special** spits acid.

Immature Black Dragon (6HD): HD 6 (18hp); **AC** 2[17]; **Atk** 2 claws (1d4), 1 bite (3d6); **Move** 9 (fly 24); **Save** 11; **AL** C; **CL/XP** 8/800; **Special** spits acid.

Adult Brass Dragon (6HD): HD 6 (24hp); **AC** 2[17]; **Atk** 2 claws (1d4), 1 bite (3d6); **Move** 12 (fly 24); **Save** 11; **AL** N; **CL/XP** 8/800; **Special** fear or sleep breath.

Adult Bronze Dragon (8HD): HD 8 (32hp); **AC** 2[17]; **Atk** 2 claws (1d6), 1 bite (3d8); **Move** 9 (fly 24); **Save** 8; **AL** L; **CL/XP** 10/1400; **Special** spits lightning or misdirection gas.

Immature Bronze Dragon (8HD): HD 8 (24hp); **AC** 2[17]; **Atk** 2 claws (1d6), 1 bite (3d8); **Move** 9 (fly 24); **Save** 8; **AL** L; **CL/XP** 10/1400; **Special**spits lightning or misdirection gas.

Adult Copper Dragon (8HD): HD 8 (32hp); **AC** 2[17]; **Atk** 2 claws (1d6), 1 bite (2d10); **Move** 9 (fly 24); **Save** 8; **AL** L; **CL/ XP** 10/1400; **Special** spit acid or breathe slowing gas.

Adult Red Dragon (10HD): HD 10 (40hp); **AC** 2[17]; **Atk** 2 claws (1d8), 1 bite (3d10); **Move** 9 (fly 24); **Save** 5; **AL** C; **CL/ XP** 12/2000; **Special** breathes fire.

Immature Red Dragon (9HD): HD 9 (27hp); **AC** 2[17]; **Atk** 2 claws (1d8), 1 bite (3d10); **Move** 9 (fly 24); **Save** 6; **AL** C; **CL/XP** 11/1700; **Special**: breathes fire.
See ***Monstrosities*** for more details.

Flying Creatures

1d100	Flying Creatures
01-05	Chimerae (1d3)
06-10	Sky Worms (1d6+1)
11-15	Gargoyles (2d4)
16-25	Griffons (1 or 2)
16-40	Harpies (1d6)
41	Harpy Flock (3d6)
42-50	Manticores (1d4)
51-60	Normal Seagulls (flock)
61-65	Wasps, Giant (1d20)
66-75	Hippogriffs (1d4)
76-85	Rocs (1d2)
86-95	Stirges (3d10)
96-00	Wyverns (1d6)

Chimera: HD 9; **AC** 4[15]; **Atk** 2 claws (1d3), 2 goat horns (1d4), lion bite (2d4), dragon bite (3d4); **Move** 9 (fly 18); **Save** 6; **AL** C; **CL/XP** 11/1700; **Special:** breathes fire.

Gargoyle: HD 4; **AC** 5[14]; **Atk** 2 claws (1d3), bite (1d4), horn (1d6); **Move** 9 (fly 15); **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** fly, magic weapon required to hit.

Griffon: HD 7; **AC** 3[16]; **Atk** 2 claws (1d4), bite (2d8); **Move** 12 (fly 27); **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** none.

Harpy: HD 3; **AC** 7[12]; **Atk** 2 talons (1d3) and weapon (1d6); **Move** 6 (fly 18); **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** flight, siren-song.

Hippogriff: HD 3+1; **AC** 5[14]; **Atk** 2 claws (1d6), bite (1d10); **Move** 18 (fly 24); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** none.

Manticore: HD 6+4; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d8), 6 tail spikes (1d6); **Move** 12 (fly 18); **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** tail spikes.

Roc: HD 12; **AC** 4[15]; **Atk** bite (3d6), 2 claws (2d6); **Move** 3 (fly 30); **Save** 3; **AL** N or L; **CL/XP** 13/2,300;
Special: none.

Sky Worm: HD 3+1; **AC** 6 [13]; **Atk** bite (1d6) and tail lash (1d4); **Move** 6 (fly 18); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** fly, protect rider. See ***Monstrosities*** for more details.

Stirge: HD 1+1; **AC** 7[12]; **Atk** proboscis (1d3); **Move** 3 (fly 18); **Save** 17; **AL** N; **CL/XP** 2/30; **Special:** blood drain (1d4), +2 to hit bonus.

Wasp, Giant: HD 4; **AC** 4[15]; **Atk** sting (1d4 + poison), bite (1d8); **Move** 1 (fly 20); **Save** 13; **AL** N; **CL/XP** 6/400; **Special:** paralyzing poison, larvae. See ***Monstrosities*** for more details.

Wyvern: HD 8; **AC** 3[16]; **Atk** bite (2d8) or sting (1d6+poison); **Move** 6 (fly 24); **Save** 8; **AL** N; **CL/XP** 10/1,400; **Special:** poison sting.

Merchant Ship

(using ***Swords & Wizardry Complete Rulebook***)

1d6	Ship
1-2	**Type:** Small Galley with 1 light catapult (or 6-pounder cannon treated as such) mounted at stern **Crew:** 50 rowers, 15 crew (non-classed), 3 mates (Ftr1) **Captain:** Fighter level 1d4+2 **Cargo Value:** 1d6 x 1,000 gp **Ship Value:** 10,000 gp selling price, 50% less if the ship is known to have been taken by piracy
3	**Type:** Large Galley with 2 light catapults (or 6-pounder cannon treated as such) mounted at stern and bow **Crew:** 100 rowers, 50 marines (non-classed), 20 crew (non-classed), 3 mates (Ftr1), first mate (Ftr3), 10% chance of MU5, 10% chance of Clr5 **Captain:** Fighter level 1d6+2 **Cargo Value:** 1d6 x2,000 gp **Ship Value:** 20,000gp selling price, 50% less if the ship is known to have been taken by piracy
4-5	**Type:** Small Ship (cog) with no armaments (or a 6-pounder cannon at the stern (treat as light catapult) **Crew:** 15 sailors (non-classed), 1 mate (Ftr1) **Captain:** Fighter level 1d4+2 **Cargo Value:** 1d6 x1000gp **Ship Value:** 15,000gp selling price, 50% less if the ship is known to have been taken by piracy
6	**Type:** Large Ship with no armaments (or with 1 six-pounder at the stern and 4 twelve pounders) **Crew:** 30 sailors (including 10 for gun crewing), 4 mates (Ftr1), first mate (Ftr3) **Captain:** Fighter level 1d6+2 **Cargo Value:** 1d6 x 2000 gp **Ship Value:** 25,000gp selling price, 50% less if the ship is known to have been taken by piracy

Pirate Galley

(using ***Swords & Wizardry Complete Rulebook***)

1d6	Ship
1-4	**Type:** Small Galley with 1 light catapult (or 6-pounder cannon treated as such) mounted at stern **Crew:** 50 captive rowers, 1d10 +50 pirates (non-classed), 1 tough pirate (Ftr3), 4 mates (Ftr4), lieutenant (Ftr6) **Others:** 15% chance of cleric level 1d4+10, 10% chance of magic-user level 1d4+4 **Captain:** Fighter level 8 **Treasure Value:** 1d6 x 1,000 gp **Ship Value:** 10,000 gp selling price **Bounty:** 1d10 x 100 gp
5-6	**Type:** Large Galley with 2 light catapults (or 6-pounder cannon treated as such) mounted at stern and bow **Crew:** 50 captive rowers, 50 pirate rowers, 1d20 +50 pirates (non-classed), 2 tough pirates (Ftr3), 4 mates (Ftr4), lieutenant (Ftr6) **Others:** 15% chance of cleric level 1d4+10, 10% chance of magic-user level 1d4+4 **Captain:** Fighter level 8 **Treasure Value:** 1d8 x 1,000 gp **Ship Value:** 20,000 gp selling price **Bounty:** 1d4 x 1,000 gp

Pirate Ship

(using ***Swords & Wizardry Complete Rulebook***)

1d6	Ship
1-4	**Type:** Small Ship (cog) with no armaments (or a 6-pounder cannon at the stern and 2 at each side (treat as light catapults) **Crew:** 15 sailor-pirates, 1d20 +100 pirates (non-classed), 2 tough pirates (Ftr3), 4 mates (Ftr4), lieutenant (Ftr6) **Others:** 15% chance of cleric level 1d4+10, 10% chance of magic-user level 1d4+4 **Captain:** Fighter level 8 **Treasure Value:** 1d8 x 1,000 gp **Ship Value:** 15,000 gp selling price **Bounty:** 1d4 x 1,000 gp
5-6	**Type:** Large Ship with no armaments (or with 1 six-pounder at the stern and 4 twelve pounders each side) **Crew:** 40 sailors (including 18 for gun crewing), 1d10+200 pirates, 4 tough pirates (Ftr3), 4 mates (Ftr4), lieutenant (Ftr7) **Others:** 15% chance of cleric level 1d4+10 (check 3 times; up to 3 are possible), 10% chance of magic-user level 1d4+4 (check 3 times; up to 3 are possible) **Captain:** Fighter level 8 **Treasure Value:** 2d12 x 2,000 gp **Ship Value:** 25,000 gp selling price **Bounty:** 1d6 x 1,000 gp

Privateer

(using ***Swords & Wizardry Complete Rulebook***)

1d6	Ship
1-2	**Type:** Small Galley with 1 light catapult (or 6-pounder cannon treated as such) mounted at stern **Crew:** 50 non-combatant rowers, 1d10 +50 marines (non-classed), 1 tough marine (Ftr3), 4 mates (Ftr4), lieutenant (Ftr6) **Others:** 15% chance of cleric level 1d4+10, 10% chance of magic-user level 1d4+4 **Captain:** Fighter level 8 **Treasure Value:** 1d6 x 1,000 gp **Ship Value:** 10,000 gp selling price
3	**Type:** Large Galley with 2 light catapults (or 6-pounder cannon treated as such) mounted at stern and bow **Crew:** 50 non-combatant rowers, 50 marine rowers, 1d20 +50 marines (non-classed), 2 tough marines (Ftr3), 4 mates (Ftr4), lieutenant (Ftr6) **Others:** 15% chance of cleric level 1d4+10, 10% chance of magic-user level 1d4+4 **Captain:** Fighter level 8 **Treasure Value:** 1d8 x 1,000 gp **Ship Value:** 20,000 gp selling price
4-5	**Type:** Small Ship (cog) with no armaments (or a 6-pounder cannon at the stern and 2 at each side (treat as light catapults) **Crew:** 15 sailor-marines, 1d20 +100 marines (non-classed), 2 tough marines (Ftr3), 4 mates (Ftr4), lieutenant (Ftr6) **Others:** 15% chance of cleric level 1d4+10, 10% chance of magic-user level 1d4+4 **Captain:** Fighter level 8 **Treasure Value:** 1d8 x 1,000 gp **Ship Value:** 15,000 gp selling price
6	**Type:** Large Ship with no armaments (or with 1 six-pounder at the stern and 4 twelve pounders each side) **Crew:** 40 sailors (including 18 for gun crewing), 1d10+200 marines, 4 tough marines (Ftr3), 4 mates (Ftr4), lieutenant (Ftr7) **Others:** 15% chance of cleric level 1d4+10 (check 3 times; up to 3 are possible), 10% chance of magic-user level 1d4+4 (check 3 times; up to 3 are possible) **Captain:** Fighter level 8 **Treasure Value:** 2d12 x 2,000 gp **Ship Value:** 25,000 gp selling price

Patrol

(using ***Swords & Wizardry Complete Rulebook***)

1d6	Ship
1-2	Two Small Galleys (Same) **Type:** Small Galley with 1 light catapult (or 6-pounder cannon treated as such) mounted at stern **Crew:** 50 non-combatant rowers, 1d10 +50 marines (non-classed), 1 tough marine (Ftr3), 4 mates (Ftr4), lieutenant (Ftr6) **Others on Lead Ship:** 15% chance of cleric level 1d4+10, 10% chance of magic-user level 1d4+4 **Captain:** Fighter level 7 **Treasure Value:** 1d6 x 1,000 gp **Ship Value:** 10,000 gp selling price
3-4	Small Galley and Small Ship **Galley** **Type:** Small Galley with 1 light catapult (or 6-pounder cannon treated as such) mounted at stern **Crew:** 50 non-combatant rowers, 1d10 +50 marines (non-classed), 1 tough marine (Ftr3), 4 mates (Ftr4), lieutenant (Ftr5) **Captain:** Fighter level 6 **Treasure Value:** 1d6 x 1,000 gp **Ship Value:** 10,000 gp selling price **Small Ship** **Type:** Small Ship (cog) with no armaments (or a 6-pounder cannon at the stern and 2 at each side (treat as light catapults) **Crew:** 15 sailor-marines, 1d20 +100 marines (non-classed), 2 tough marines (Ftr3), 4 mates (Ftr4), lieutenant (Ftr6) **Others:** 15% chance of cleric level 1d4+10, 10% chance of magic-user level 1d4+4 **Captain:** Fighter level 8 **Treasure Value:** 1d8 x 1,000 gp **Ship Value:** 15,000 gp selling price
5-6	Two Small Ships and 1 Warship **Small Ships** (same) **Type:** Small Ship (cog) with no armaments (or a 6-pounder cannon at the stern and 2 at each side (treat as light catapults) **Crew:** 15 sailor-marines, 1d20 +100 marines (non-classed), 2 tough marines (Ftr3), 4 mates (Ftr4), lieutenant (Ftr5) **Captain:** Fighter level 6 **Treasure Value:** 1d8 x 1,000 gp **Ship Value:** 15,000 gp selling price **Warship** **Type:** Large Ship with no armaments (or with 1 six-pounder at the stern and 4 twelve pounders each side) **Crew:** 40 sailors (including 18 for gun crewing), 1d10+200 marines, 4 tough marines (Ftr3), 4 mates (Ftr4), lieutenant (Ftr7) **Others:** 15% chance of cleric level 1d4+10 (check 3 times; up to 3 are possible), 10% chance of magic-user level 1d4+4 (check 3 times; up to 3 are possible) **Captain:** Fighter level 8 **Treasure Value:** 2d12 x 2,000 gp **Ship Value:** 25,000 gp selling price

Razor Coast
Razor Coast
Sammerlock Sails
Deadly Reef
Beacon Island
Moonfall Atoll
Parkol Island
Pearl Eye Atolls
Sloth-Eye's Doldrum
Cove of the Dead Gods
Blood Steam Jungle
Valley of the Kala'a
Blacksink Marsh
Port Shaw
Kai's Bay
Lighthouse
Fort Stormshield
Koa Islands
Witch's Teeth
Halgrin's Rest
Mount Harbinger
Nagshead Hill
Black Bear Forest
Isle of Grey Whispers

CHAPTER SIX

NIGHT OF THE SHARK

"'Twas ghastly...jus' me beauty. Me beauty and me... we was strollin'. Then the moon rises 'n says I...*sob*...says I, look honey th' moon risin' so yellow and big...*sob*... I remember that. Yellow. Like her dress 'n...'n then she turned an' her jaw dropped an' dropped an' she bit me arm clean off! *sob*

But you got t'believe me, she was still her! I could see it in her one good eye...the one that was nah shark...terrified me poor beauty was, terrified by what she was doin' *sob* Her mouth...th' teeth..tha'...tha's...all I remember. I passed out, I did.

But she loved me. She must 'ave. I be here am I nah?"

— anonymous citizen of Port Shaw,
Night of the Shark survivor

Prologues

The Savaged Trawler

As described in **Chapter 2**, this encounter helps the Referee segue into the **Night of the Shark** and turns up the tension. It requires no combat and the characters learn additional information through interrogation. However, Referees might choose to add monsters – provided as an option in the development section of the encounter – to spice things up or just to allow the characters to earn additional XP before they re-enter Port Shaw.

The Setup

The characters spot an abandoned fishing trawler – the *Good Day's Catch* or another appropriate vessel – flying a distress flag. Set adrift and listing slightly, the trawler appears badly savaged, perhaps by pirates.

If the characters are returning to Port Shaw by sea when the encounter begins, they stumble upon the trawler a half-day's sail from port. If returning to Port Shaw by land, they discover the trawler floating in a small cove, trapped just offshore.

If instead the party is in Port Shaw when the Referee springs this encounter on them, they hear about the trawler or are asked to investigate; in which case, they find it bobbing in the same small cove. This cove's geographic features prevent passing ships from spotting the abandoned trawler, but the same features mean the characters have little trouble crossing the tiny bay to reach the trawler. See **Chapter 2** for more hooks to bring the characters and the *Good Day's Catch* together.

Above Deck

Calling out to the ship garners no response. Once aboard, the party finds deep red stains painting the deck, while disheveled ropes and broken woodwork provide evidence of struggle; however, the adventurers find no bodies. Further investigation reveals smears of blood leading down into the hold.

Down in the Bilge

In the dank, salt-stained dark below, the party discovers corpses stuffed into the slowly filling bilge. They float like obscene dumplings in a sour ocean stew, bloated and weeks rotten.

The black bilge waters slosh only a foot and a half deep. Anyone brave enough to inspect the bodies notes that they all bear gruesome, jagged wounds. Many are missing limbs. To inspect the slowly bobbing bodies, the characters must stand in the brackish, rancid water. Living creatures who do so are at increased risk of catching the shakes (Save or lose 1 point of dexterity after 1 day; dexterity loss is recovered after 1 week of bed rest).

Some of the bodies have decomposed so badly they swell with gases. For each body inspected by any character there is a cumulative 20% chance the next corpse bursts when touched, releasing a noxious and sickening gas. All within a 10-foot-radius of the burst must make a save or be sick for 1d4 rounds (–1 to hit and damage). Creatures that save successfully become immune to the effect for 24 hours, including from gas released when other corpses rupture in the bilge. A cleric may have a chance to recognize the state of decomposition (Referee's discretion) and may release the gas safely, without endangering the party.

Action

The Sole Survivor

Master's Mate Geoff McDugyl, this ship's sole survivor, hides in a dark corner sodden with befouled waters, driven mad from days spent eating rats and corpses. Terrified the characters are weresharks returning for him, he hides behind a floating barrel. If found and reassured, he clings to the reassuring character and unintentionally smears them with infectious bilge water while weeping out his tale. This further increases a character's chances of contracting the shakes. From everyone on whom Geoff hangs and weeps, request another saving throw (at +1), even if this character already succeeded on a previous roll. Multiple failed saves have no additional effects.

Read or paraphrase Geoff's tale:

> "You must flee before the sharks come back! They'll eat you like they devoured my mates. They always return . . . shark-things, clambering out of the ocean when the blood moon rises. They are Dajobas' spawn, man-sharks from the tales! But real. You . . . you must leave quickly before they smell you . . ."
>
> The man convulses horribly, throwing himself around with great force and splashing filthy bilge water everywhere.
>
> "Please!" he cries, desperately clawing at you with his filthy, gore crusted hands, "Please bind me in chains before the moon rises!"
>
> Slavering, barking now with burning malevolence, he spits, "If you don't bind me soon, I shall become one of them! I shall tear out throats and gorge upon flesh!"

The man is mad and suffers no lycanthropic affliction. His strange convulsions are caused by a combination of insanity and the disease (shakes) he caught from the tainted bilge water. The characters can deduce this rather quickly by inspecting him for shark bites or for the scars from bites. They find none.

Unless they take precautionary steps, characters inspecting the madman for shark bites run an even greater risk of contracting the shakes when he spits or splashes on them during this inspection. Another failure incurs no additional effects.

Geoff McDugyl (Thf5): HP 13; **AC** 6 [13]; **Atk** *+1 dagger* (1d4+1); **Move** 12; **Save** 11; **AL** N; **CL/XP** 5/240; **Special:**

backstab (x3), +2 save vs. traps.

Thieving Skills: Climb 89%, Traps/Tasks 35%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%.

Equipment: leather armor, *+1 dagger*, *potion of healing*, gold hoop earrings (100 gp), pink pearl and platinum ring (400 gp), small leather purse with 23 gp.

If the Referee decides to include combat in this encounter, **2 Razortooth Enforcers** in the vicinity notice the party's ship or spot them approaching the beach.

Razortooth Enforcers, Wereshark human form (2): HD 8; **HP** 48, 32; **AC** 7[12]; **Atk** longsword (1d8+1) or dagger (1d4+1); **Move** 12 (swim 24); **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** hit only by magic or silver weapons, lycanthropy;

Razortooth Enforcers, Wereshark hybrid form: HD 8; **HP** 48, 32; **AC** 2[17]; **Atk** bite (1d6+2), longsword (1d8+1) or dagger (1d4+1); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy;

Razortooth Enforcers, Wereshark animal form: HD 8; **HP** 48, 32; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy.

Equipment: leather armor, longsword, dagger.

Depending on how the characters approach the trawler, these weresharks formulate a plan.

The Party Sends Others to Investigate

If the party stands by and sends non player characters to explore the savaged trawler, the weresharks slip through hatches on the far side of the trawler, unseen. Once inside, unless the NPCs are henchmen or have sufficient levels to defend themselves, the weresharks will simply kill the NPC exploration crew but otherwise leave the trawler unharmed. After which, they slip back into the ocean. Unless the characters somehow catch on and intervene, inform the players that the party hears screams, abruptly cut off, and that a fountain of blood jets from the ship's hold like a whale spout. Then silence: the wind rustles in the rigging. Wood creaks.

The Characters Leave Their Own Ship Undefended to Investigate

If the characters board the trawler and leave behind a ship with less than 25 minor NPC crewmembers, the weresharks wait until the characters board the drifting trawler before acting. Once the adventurers vanish into the hold of the trawler, the weresharks attack the characters' ship, start that ship sinking, and leave the party stranded on the damaged trawler. Then they wait, hoping to force the adventurers to swim back through wereshark infested waters to recover their listing, silent vessel.

The Characters Don't Leave Their Own Ship Undefended

Alternately, if more than 25 minor NPC sailors crew the party's ship, or it contains major or powerful NPCs – or if the characters approached this encounter on foot – then the weresharks also wait until the group boards the drifting trawler. In this scenario, after most or all of the characters descend below, the weresharks wait one more round and silently push the abandoned craft further out to sea – and away from NPC aid. Every round the weresharks push the trawler unnoticed, it moves 40 feet away from either the shore or the characters' vessel.

During the first five rounds the weresharks tow the trawler, allow any unoccupied character a 1 in 6 chance to notice the ship is moving; if an adventurer is actively engaged, they do not receive their chance to notice the ship's motion. On the second round of moving out to sea, any characters remaining on deck will automatically realize what is happening. Should all the characters remain below deck, unoccupied characters have the same chance to notice the gentle movement, otherwise no one does.

Once they separate the characters from their ship or drag them further from shore on the trawler, the weresharks rip a chunk from the bottom of the trawler's hull, then clamber in through the portholes and close on the characters in both shark and hybrid forms. In the bilge, this new hole in the ship manifests as an abrupt burst of bubbles.

The Weresharks Speak

During any battle – or if captured and interrogated – the weresharks hiss, threaten and boast of Port Shaw's impending destruction and the coming of Dajobas. They use phrases like:

"We are already there, unseen! Fools, Port Shaw is doomed."

"Take the Kiss and join us! It is not too late."

"We shall have it, the Chosen has promised!"

"When we have it, the Tulita will gutter like a candle in the blackest ocean!"

"We shall find it and crush their last hope. The Three shall never return!"

"His Banishment is ended when we crush it. The Time of the Shark is now!"

"He is The Fin that Cuts the Waters of the World! Devour or be devoured!"

Development

Saving The Trawler

As the weresharks attack, the trawler sinks. Unless someone dives beneath the filthy water in the hold and repairs the breach, the water levels in the bilge rise 1 foot per round for 6 rounds, at which point only the mast of the trawler juts from the sea and no air remains in the hold below. On the seventh round, the vessel drifts fully beneath the waves and begins its descent toward a watery grave.

Unless they take specific action to avoid it, anyone diving beneath the bilge water inhales some dribblets of the filthy sludge. This further increases the chances of contracting the shakes. Request yet another saving throw, this time at –2, even if this character already succeeded on a previous roll. A second failure has no additional effects.

The Weresharks Words

During the battle, as the Weresharks boast and threaten, characters who have Tulita heritage will recall the story of Dajobas, recognize the significance of the Time of the Shark, and know that "the three" refers to the Tulita deities Dolphin, Tortoise and Whale. A cleric of non-Tulita heritage has a 10% chance to have encountered this folklore in the past, and a magic-user of non-Tulita descent has a 5% chance to have encountered this information while reading on other subjects.

Alternately, if the characters interrogate Geoff McDugyl, he overheard the weresharks that killed his fellows boasting in much the same words, and he relates these comments to the characters.

Wrap-Up

At any point if the battle goes against the Enforcers, they retreat to the ocean, hoping to catch the characters when the boat sinks and forces the party to swim for shore. Should the characters attempt to repair the sinking vessel after the weresharks retreat, then in shark form surviving Enforcers jut their heads through the hole and harass the character making repairs, attempting a grapple to hold them under the water.

These weresharks are not part of the veteran weresharks who infiltrated Port Shaw and are calculated on the **Night of the Shark worksheet** in **Chapter 2**. However, if any weresharks survive this encounter, they swim to shore, change to human and join that list. Increase the number of veteran weresharks hiding in Port Shaw accordingly.

THE *NIGHTSLINK* MYSTERY, PART II: WHERE THERE'S BLOOD, THERE'S SHARKS

Once news of Basel and Branard's defeat (see **"The *Nightslink* Mystery, Part I"** in **Chapter 4**) reaches the rest of the Nightslinks, the remaining renegades plot vengeance. The Nightslinks return to the scene of their two compatriots' defeat, rough up a barkeep or a key NPC, and take a few bites out of nearby patrons. Before exiting, they leave an ominous message to deliver to the characters: "Where there's blood, there's sharks."

Badly shaken, the barkeep puts out the word for the characters to find him so he can deliver the Nightslinks' message. When the characters return to speak with the barkeep, the shaken fellow also adds that the Nightslinks have sworn to hunt the party down and slay them one by one. Unfortunately, he cannot reliably describe a single Nightslink attacker. The characters might be able to act first and defeat the Nightslinks, except they have no idea for who they are looking. The only person familiar with the identities of the Nightslinks is their former Captain, the dread pirate Falken Drango.

What happens next depends on how they decide to secure descriptions of Falken Drango's former crew. Falken himself is a good bet, but not the only option. Regardless, querying locals with Drango at their side or descriptions of the Nightslinks in hand, the characters quickly learn that the locals spotted men fitting the descriptions of various crewmembers poking about the Port Shaw lighthouse grounds.

Action

The characters and possibly Drango may go to the lighthouse and continue their search. When they do, the assembled Nightslinks remain in hiding until the characters discover their booty-packed crates. While this loot distracts the characters, the remaining Nightslinks attack.

Nightslinks, Wereshark human form (Thf4) (2): HD 8; **HP** 23, 42; **AC** 9[10]; **Atk** *+1 cutlass* (1d6+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** backstab (x2), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps, thief abilities;

Nightslinks, Wereshark hybrid (Thf4) (2): HD 8; **HP** 23, 42; **AC** 2[17]; **Atk** bite (1d6+2), *+1 cutlass* (1d6+1); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** backstab (x2), control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps, thief abilities;

Nightslinks, Wereshark animal form (Thf4) (2): HD 8; **HP** 23, 42; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** backstab (x2), control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps, thieving skills.

> **Thieving Skills:** Climb 89%, Traps/Tasks 35%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%. **Equipment:** *+1 cutlass*, *potion of healing*, leather purse with 35 gp.

One of the crates hidden among the rocks near the base of the lighthouse is *Captain Bloodscupper's Locker*, and a Nightslink rushes to activate it the moment they spring their ambush. The *Locker* has four charges remaining before

the Nightslink activates it.

Bone Devil: **HD** 9; **AC** 0[19]; **Atk** large bone hook (1d12) or tail (2d4 plus poison); **Move** 15; **Save** 6; **AL** C; **CL/XP** 16/3,200; **Special**: hook, immunity to fire and poison, infernal abilities, infernal resistances, magic resistance (55%), poison, summon. See the **Appendix** for more details.

Spells: at will—*fear*, *telepathy 100ft*, *teleport*; 3/day—*fly*; 1/day—*animate dead*, *charm person*, *phantasmal force*, *suggestion*, *wall of ice*.

Equipment: pirate clothing, large hook

During the battle, or if interrogated after it, the Nightslinks shout angrily at the characters. They use phrases like:

"Ye have no idea wha's comin' fools! Port Shaw be doomed!"

"Take th' Kiss an' join us! We can head t' sea together an' rule th' waves"

"Leave Dalang t' his squiffy trinket, this whole town will be naught but blood!"

"'e will have it, th' Tulita will die, only th' strong will survive – why nah t' sea wit' us?"

"'e shall loot it an' th' three shall ne'er return! Why fight? Flee wit' us!"

"Don' ye understand? Th' Time o' th' Shark be now!""

Development

If the party captures and interrogates any of the Nightslinks, they learn that secret weresharks walk the streets of Port Shaw in human form, seeking something for the Chosen of Dajobas. The Nightslinks, however don't know what it is Dalang's minions hunt, only that " 'ol Black Fin gets mighty frothy 'bout it." If pressed they reveal it's "some kind o' Tulita geegaw," but know nothing more. They were far too busy with their own plans to pay closer attention to Dalang's orders. The Nightslinks can, however, confirm that Dalang Jalamar – once Quell's missionary – is the black shark, Chosen of Dajobas. Finally, the Nightslinks know Dalang plans to wet the cobblestones of Port Shaw with hot human blood, but not when or at what signal.

However, characters who have Tulita heritage recall the story of Dajobas, recognize the significance of the Time of the Shark, and know that "the Three" refers to the Tulita deities Dolphin, Tortoise, and Whale. As mentioned above, a cleric of non-Tulita heritage also has a 10% chance to have encountered this folklore in the past, and a magic-user of non-Tulita descent has a 5% chance to have encountered this information while reading on other subjects.

Old Bloodscupper

Captain Bloodscupper's Locker

This graying wooden chest is worn and crusted with barnacles, its rusted hasp held fast only by a wooden pin. Anyone opening the chest finds only sand, dried seaweed and old bones. Yet those brave enough to chant the command rhyme inscribed inside the lid summon forth the wrathful incarnation of Captain Bloodscupper himself, a wicked and bloodthirsty **bone devil** dressed in full pirate regalia and wielding a large and wicked dock-hook.

Old Bloodscupper

He died in his locker

And was tossed to the bottom of the sea

But the Kraken won't keep him

And the devil don't need him

So he there waitin' for me

Captain Bloodscupper manifests from the chest and brutally attacks targets designated by the rhyme singer. The called bone devil remains for 17 rounds before disappearing. The chest has 5 charges, after which it ceases to function and all the bones within turn to sand.

Run-Up Encounters

WARNING THE DRAGOONS

The characters grab the first Dragoons they meet and warn them of an imminent wereshark threat.

Setup

After the characters seek out the closest Dragoons and explain they suspect an attack on Port Shaw is in the offing, the Dragoons request the party accompany them back to Fort Stormshield to repeat their story to the Fort's commander.

At Fort Stormshield, their Dragoon escort asks the characters to wait in a secure room (the bottom floor of **F-10**) – not a cell, but close. Several minutes pass before a tall guard with dark hair and wild eyes steps inside, none other than **Sgt. Darenar**, who pretends alarm at the party's news.

If the characters had earlier conflicts with Darenar, he either pretends not to recognize them, or he simply acts as if things have changed and the characters are his new best friends. Darenar ask the characters to accompany him to a safer room because "The walls have ears…"

Action

At this point, the characters might see through Darenar's bluff. Give them a chance to do so; however, if Darenar convinces the party to join him in his "secret council room" he leads them to the cellars below the fort through **F-18 to S-20**. Once there, he transforms and attacks.

Sgt. Darenar, Wereshark human form (Ftr6): HD 8; **HP** 46; **AC** 5[14]; **Atk** *+2 returning warhammer* (1d4+3, returns to thrower); **Move** 12; **Save** 9; **AL** C; **CL/XP** 6/400; **Special:** hit only by magic or silver weapons, lycanthropy;

Sgt. Darenar, Wereshark hybrid form (Ftr6): HD 8; **HP** 46; **AC** 2[17]; **Atk** bite (1d6+2), *+2 returning warhammer* (1d4+3, returns to thrower); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy;

Sgt. Darenar, Wereshark animal form (Ftr6): HD 8; **HP** 46; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy.

> **Equipment:** chain armor, blue coat and dragoon uniform, guardsman's cloak, *+2 returning warhammer* (Maelstrom), dagger, purse with 25 gp.

Development

Resisting Arrest

Should Darenar fail to convince the party to accompany him below, he grows stoic and finally informs the party they leave him little choice: he orders the characters arrested for treason. Darenar tells **4 Dragoons** to seize the characters and bring them to holding cells within the fort (**F-15**). If the characters resist, Darenar remains in human form for the struggle until the four Dragoons are disabled or near death. Then he transforms, killing any disabled or dying Dragoons before heading for the characters.

Dragoon Sergeants (Ftr6) (2): HP 41, 33; **AC** 5[14]; **Atk** longsword (1d8) or dagger (1d4); **Move** 12; **Save** 10; **AL** C; **CL/XP** 6/400. **Special**: none.

> **Equipment**: chain armor, guardsman's cloak, blue coat and dragoon uniform, longsword, dagger, purse with 25 gp.

Dragoon Wizards (MU4) (2): HP 12, 6; **AC** 9[10]; **Atk** dagger (1d4) or staff (1d6), or pistol (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 4/120. **Special**: spells (3/1/1)

> **Spells**: 1st—*charm person, magic missile, sleep*; 2nd—*darkness 15 ft. radius, web*.
>
> **Equipment**: blue coat and dragoon uniform, light blue "wizard's" cape, dagger or staff, pistol, 10 reloads of shot and powder, *potion of invisibility*, purse with 20 gp.

Thrown in Jail

Alternately, if the Dragoons successfully arrest the characters and incarcerate them, Darenar uses the intervening time to arrange their execution. He instructs a guard to behave carelessly with the prisoners, creating the opportunity to escape; for example, a guard might 'fall asleep' near the cell door with the keys in plain sight. **Darenar** and **two wereshark allies** wait for the inevitable break out, at which point they ambush and kill the characters during their flight. If instead, the characters complete their escape, Darenar and his allies track them down, wait for an opportune moment, and attack.

Dragoon Sergeants, Wereshark human (Ftr6) (2): HD 8; **HP** 55, 47; **AC** 5[14]; **Atk** longsword (1d8) or dagger (1d4); **Move** 12; **Save** 9; **AL** C; **CL/XP** 6/400; **Special:** hit only by magic or silver weapons, lycanthropy;

Dragoon Sergeants, Wereshark hybrid form (Ftr6) (2): HD 8; **HP** 55, 47; **AC** 2[17]; **Atk** bite (1d6+2), longsword (1d8) or dagger (1d4); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy;

Dragoon Sergeants, Wereshark animal (Ftr6): HD 8; **HP** 55, 47; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy.

Equipment: chain armor, blue coat and dragoon uniform, guardsman's cloak, long sword, dagger, purse with 25 gp.

Blowing the Whistle

If the characters persuade the other Dragoons that Darenar is evil before Darenar imprisons the party, Darenar transforms into hybrid form and tries to escape. If he fails to flee, the Dragoons lock Darenar instead of the adventurers in the brig. If Darenar winds up locked in the brig, he and two other Kiss-afflicted Dragoon Sergeants are unavailable during the **Night of the Shark** and should be removed from the Night of the Shark Worksheet.

Whether or not Darenar escapes, if the characters successfully warn the Dragoons of Dalang's planned assault on Port Shaw, this has two effects:

Dragoons loyal to Hargrove immediately relay the characters' statements to the elder. Other Dragoons grow fearfully concerned, fueled by their own superstitious natures and recounting of the ancient legends. They ready themselves against attack, and prepare defensible hideouts and shelters. This eases the battles faced by the characters during the **Night of the Shark**. See **Chapter 2** for details on how this works.

Because of their warning, the Dragoons of Fort Stormshield turn Dalang away just before the **Night of the Shark** (see **Chapter 2**, for details). As a result, the characters face fewer weresharks when Dalang unleashes his minions on the town.

VILE TRANSFORMATIONS

Choose one of the NPCs whom the characters befriended and afflict him or her with lycanthropy. This encounter plays more strongly if the NPC in question succored the characters during their stay at Port Shaw, is useful, or is otherwise dear to the adventurers.

This encounter features Jenkie Barnes – an old friend of Donovan Montgomery, recently and unknowingly afflicted with the Kiss of Dajobas – as the friendly NPC afflicted with lycanthropy. However, Referees may choose any appropriate alternate NPC.

Synopsis

Characters investigating daytime wereshark sightings in Port Shaw or otherwise hunting members of Dalang's conspiracy learn of an odd murder worth checking into. A trio of sailors lies gruesomely slain behind a shuttered brothel. Something tore the sailors – all known associates and occasional mates of Donovan Montgomery – to shreds and riddled their corpses with telltale shark bites.

Arriving on the scene ahead of the dragoons, the characters soon discover a bloody trail that winds through a dozen back alleys. Along the way they find further clues, including the headless body of a vagrant, his neck stump torn with by-now-unmistakable jagged markings – shark bites.

Eventually the trail leads to a small apartment, belonging to Wave Rider Donovan Montgomery's perennial companion, Jenkie Barnes. Inside, Jenkie is just waking. Confronted, he complains of horrifying dreams about monstrous sharks. Dark circles shadow his eyes. His hair is tousled and his clothes beneath the sheets are ripped and blood-spattered. Tiny bloodstains dot his small apartment, smeared on his furniture and bedding. Jenkie himself bears inexplicable wounds, but he believes he is injuring himself in his nightmares or, alternately, that something supernatural attacks him in his sleep.

Background

Jenkie's dreams started after a recent, near fatal drowning when the ship he did some part-time crew work on sank after crashing into reefs off the coast. Though he remembers little of the event, Jenkie emerged the sole survivor, and locals found his unconscious body washed ashore near the Port Shaw Lighthouse.

He does not know the crash was no accident but rather a carefully executed attack by Dalang's minions. Before the weresharks attacked, falling rigging knocked Jenkie unconscious, but because he wasn't bleeding the weresharks only discovered his body after sating their appetites. They decided to gift him with the Kiss of Dajobas, and then they dragged him ashore and left him in a pile of jetsam.

Action

The party must first convince Jenkie he is afflicted and then attempt to save him. However, if they excite Jenkie too much – for example, by attacking him – he begins to turn. The characters must use magic or other means of calming him to prevent Jenkie from transforming into a killing machine. Once the party calms him, they may seek a way to remove their friend's murderous curse.

Jenkie is days into his affliction, so eating herbs like belladonna will do more harm to the man than good. The best way to cure him is for a high-level cleric to cast remove disease. If the characters do not yet have a cleric of 9th level, they'll need to scour Port Shaw to find one.

Additionally, the Tulita shamans hold the power to undo the dreaded Kiss, but it may take some convincing to secure their aid, as it means opening themselves to the invasion of dragoons seeking to arrest Jenkie for murder. The characters must find someone within the next 6 hours, otherwise Jenkie's affliction worsens and even a cleric's intervention proves unsuccessful.

Six hours after the characters find him, only a remove curse cast during the new moon cures Jenkie. After receiving the spell, he must succeed on a saving throw at

Darenar Escapes

–2 to break the curse (the caster knows if the spell works). If the save fails, the process must be repeated. Failing to save Jenkie completely demoralizes his hero, Donovan Montgomery, who retreats to his drink and proves incapacitated when the Kraken Strikes.

In this eventuality remove one VP from the party's initial total.

Jenkie Barnes, Wereshark human form: HD 8; **HP** 32; **AC** 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** hit only by magic or silver weapons, lycanthropy;

Jenkie Barnes, Wereshark hybrid form: HD 8; **HP** 32; **AC** 2[17]; **Atk** bite (1d6+2), dagger (1d4); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy;

Jenkie Barnes, Wereshark animal form: HD 8; **HP** 32; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy.

Equipment: leather armor, 2 daggers, carpentry tools, 50 ft. rope, 6 pitons.

Development

If the party brings Jenkie to the Tulita for help, the natives take the stricken sailor into their care and send the characters on their way. Later, piecing together bits and pieces from Jenkie's raving, their kamaau (shaman) – Milliauka if he still lives and regards the characters positively – concludes that Dalang must be after the Jawbone of Kaho Ali'i (see **Chapter 4**, **Area S-6**), their last hope for rallying the People to stand against the coming of the shark god.

In response, they send a man to warn the characters. This is one possible reason why the Tulita in **The Young Warrior** (below) comes and begs the characters to recover the artifact before Dalang finds it and destroys it.

BROKEN SKULL PAYBACKS

This encounter is likely to take place if any of the characters participated in the fights at the Broken Skull and made enemies. Those enemies are so angry at the adventurers, they hire assassins to murder them – or attempt the murder themselves.

The Setup

Events begin with a Tulita street urchin from Outskirts named **Paol**, whom the would-be-killers have hired to keep tabs on the adventurers. All the while the party remains in Port Shaw, this unkempt urchin tails them, trying to gather what information he can. Things like: where they stay, any activities they plan, any regular contacts or allies they maintain – everything.

As soon as Paol collects useful information, he sends reports back to the killers. If the characters spot or catch Paol, they may either attempt to turn the tables and trail him back to his employers or shake him down for information. Here are some suggestions for resolving such a conflict, as well as some ideas for the long-term implications of how the characters deal with the spying street urchin.

Threats

Threatening to beat Paol to death works; however, if the characters release him after a successful threat, he immediately runs to his employers to tell them what occurred. Unfortunately for Paol, his displeased employers deal him the fate he feared and beat him to death. When the killers encounter the characters, one of them says, "Paol told us you were going to beat him to death, so I figured I could help out, and I beat him to death for you."

Bribes

Paol is easily paid off, though he haggles deftly to attain a 100 gp minimum, a paltry sum for powerful adventurers. Once paid off he tells all, divulging the identities of his employers as well as the location where he meets them. After spilling his guts, Paol takes his spoils and splits on the first cargo ship leaving port. Smart Paol.

Playing Sneaky

The characters might figure out Paol is tailing them, but allow him to continue while misleading him; for example, the party could stop at strange locations or perform pointless actions. Likewise the characters can hide from Paol, then trail the confused urchin to his employer's base of operations and ambush the killers.

Paol (Thf2): HP 5; **AC** 7 [12]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** backstab (x2), +2 save vs. traps, thieving skills,

Thieving Skills: Climb 86%, Traps/Tasks 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.

Equipment: leather armor, short sword, shortbow, 20 arrows

Action

Unless the characters catch-on, track, and attack the killers first, the murderers initiate the following plan. Through Paol, they determine where the characters are staying, steal up on the location, and serve the adventurers a **briny cat** – a local tradition involving slathering a stray cat with brine and fish entrails, popping it into a sack, and releasing the putrid-smelling feline into a pub or other populated building.

If possible, they slip the briny cat into the characters' room before the party returns, perhaps during their supper. Otherwise, the killers wait until the characters are in an enclosed public space, such as a grog hall or eatery, before releasing the briny cat. The stench is horrifying, and the

frazzled animal darts about in terror, clawing, biting, and otherwise creating panic until killed or driven off. The cat causes enough distraction for the killers to surprise the characters during the encounter.

Alternately, if the characters track the killers, **Kerala**, **Malfie**, and **Roeloff**, to their hangout or meeting area, consider placing these foes in a tavern – even the Broken Skull. The murderers sit at the back, and as soon as they spot the characters enter they rise slowly, draw weapons, and split up, trying to find advantageous points from which to attack.

Kerala, Elf female (Rgr8): HD 9; **HP** 40; **AC** 4 [15]; **Atk** rapier (1d6) or *+1 longbow* x2 (1d6+1); **Move** 12; **Save** 7; **AL** C; **CL/XP** 10/1,400; **Special:** alertness, scholar of healing, tracking.

> **Equipment:** *+1 chain armor*, rapier, *+1 longbow*, 50 arrows, emerald and silver hair clip (100 gp), silk purse with 27 gp.

Malfie, Halfling (Thf8): HD 8; **HP** 20; **AC** 6 [13]; **Atk** short sword (1d6) or sling (1d4+1); **Move** 12; **Save** 8; **AL** C; **CL/XP** 10/1,400. **Special:** backstab (x3), +2 save vs. traps, thieving skills.

> **Thieving Skills:** Climb 92%, Traps/Tasks 55%, Hear 5 in 6, Hide 65%, Silent 70%, Locks 65%.
>
> **Equipment:** *+1 leather armor*, *+1 short sword*, sling, 10 sling bullets, *potion of invisibility*, platinum and ruby choker (200 gp), small leather purse with 19 gp.

Roeloff (Ftr8): HD 8; **HP** 36; **AC** 4 [15]; **Atk** *+1 club* (1d4+1); **Move** 12; **Save** 7; **AL** C; **CL/XP** 10/1,400.

> **Equipment:** *+1 chain armor, +1 greatclub*, heavy crossbow, 10 bolts, cloth purse with 34 gp.

Editor's Note – Twins?

One might think that an elf, halfling and human assassination team would prove a rarity, yet Port Shaw seems to hold two such teams. Fate is a fickle creature and truth is stranger than fiction – even in a fiction. Would you believe Kerala, Malfie, and Roeloff are the less successful twin siblings of Serala, Alfie, and Olaf?

It's true.

The Mentor Assassin

Consider running this encounter if Old Fish mentors or befriends any of the characters.

Background

Hargrove, having the strategic sense to monitor the characters, decides they need eradicating once and for all. To handle the task he chooses his best assassin, Old Fish. Old Fish likely stands as a friend or mentor to at least one character, by now. This creates a dilemma for Old Fish.

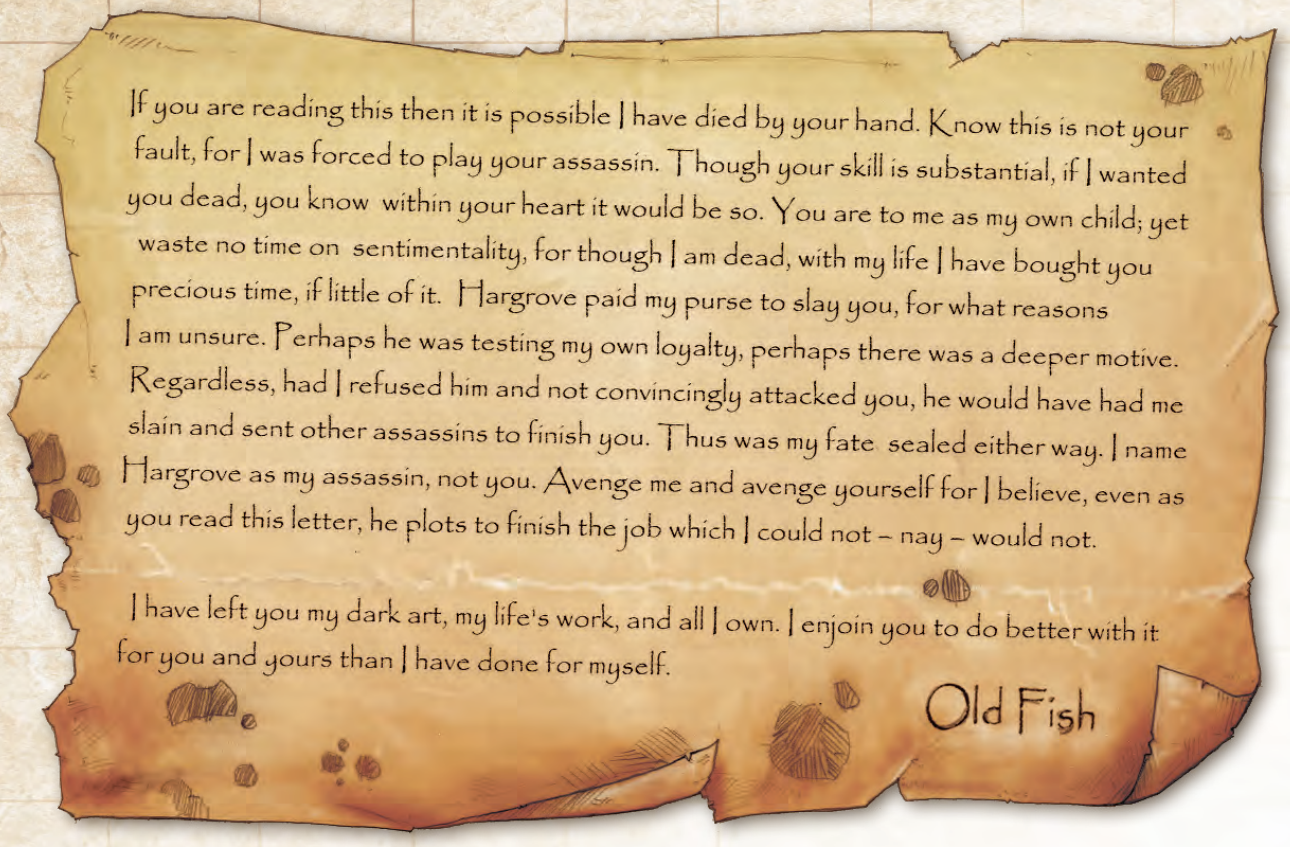
If Old Fish fails to kill his protégé, Barrison Hargrove will surely execute him for it. – if only by putting out the word across the sea that it is now open season on Old Fish in Port Shaw. Similarly, if Old Fish flat out refuses to accept the mission, Barrison will order his execution, but worse will suspect the depth of the aging assassin's involvement with the characters.

Given the circumstances, Old Fish feels his best option is to accept Barrison's orders, but throw the fight and slay himself on his protégé's blade. In this manner, he shall appear to have made the attempt but assuage any suspicions of a personal relationship with the characters.

Old Fish fears that if he does not make an effort to kill the characters and sacrifice himself, Hargrove will immediately send other equally deadly adversaries to strike at them. But if his protégé slays Old Fish – that will give other assassins pause. It is hardly a perfect defense from Hargrove for the characters, but with this plan Old Fish hopes to buy them more time, reveal Hargrove's involvement without compromising his bent sense of honor, and gift the party the tools they will need to defeat Hargrove.

Upon receiving Barrison Hargrove's letter, Old Fish quickly scribbles a message to his protégé explaining his actions and places it on the table in his secret workshop. The letter he leaves behind can be found on the following page.

Typically, if Referees unleash this encounter, then Hargrove fully understands what he asked Old Fish to do. He already suspects the semi-retired assassin developed a close relationship with the characters and fears Old Fish may have revealed too many secrets. In short, Hargrove believes the party's relationship to Old Fish has compromised him and, further, that the assassin is no longer reliable. A desire to test his theory as much as anything else, prompted Hargrove send the kill order. He half suspects Old Fish will do *something* to wriggle out of the contract. While Hargrove hopes Old Fish has not grown soft and will complete his task, the wily elder sends secondary agents to tail the assassin and slay the characters should Old Fish forego the fight.



The Setup

The encounter begins when a contact sent by Old Fish asks the characters to meet him at an abandoned shipyard. There, within a dark warehouse, Old Fish hides in the shadows and waits. When the party arrives, Old Fish calls to them, his voice huge as its echoes about the warehouse, obscuring his actual location. He challenges his protégé, informing the adventurers in an eerily dry and emotionless tone that the time is ripe for them to show their commitment to the lessons he taught. Old Fish emphasizes that he no longer seeks to test their skill, but intends to slay them if they cannot kill him first.

Old Fish puts up a believable fight and does his best to make his protégé believe he will kill them. Should the characters refuse to fight him, Old Fish goes so far as to openly attack on a characters' ally or henchman, if one accompanies them. He concentrates this attack on a single NPC target, whom he fully attempts to kill in order to prove his seriousness. Should no such NPC accompany them, Old Fish attempts a serious – but not fatal wound – on his favorite character.

Towards the end of the fight, Old Fish sacrifices himself upon his protégé's weapon. In order to perform this task believably, Old Fish must succeed at a to-hit roll at –4. Should Old Fish fail, the character realizes that the old assassin threw the fight and sacrificed himself.

This knowledge may make the characters suspicious enough to prepare for the next encounter, but even if Old Fish successfully bluffs them, back at Old Fish's store the characters learn their bittersweet victory was predetermined.

Old Fish (Assn14): HP 66; **AC** 2 [17]; **Atk** dagger (1d4 plus poison) or bolt launcher (1d6 plus poison); **Move** 12; **Save** 5; **AL** C; **CL/XP** 14/2,600; **Special**: backstab (x4), disguise, thieving skills.

Thieving Skills: Climb 96%, Traps/Tasks 90%, Hear 6 in 6, Hide 95%, Silent 100%, Locks 95%.

Equipment: simple cotton work clothes with grey smock, or black bodysuit with mask and cap, *bracers of defense* 2[17]; 2 bolt launchers concealed in sleeve (above wrist and below), 10 bolts covered with poison, adamantine dagger with poison reservoir containing 3 doses of poison, silver dagger with poison reservoir containing 3 doses poison, bag of caltrops coated in poison (1d4 plus poison), two-compartment flask filled with wine and oil of taggit (save or fall unconscious).

Action

Prior to the characters arrival, Hargrove's agents – **Serala Shrikeblooded**, **Alfie Birdsnatcher**, and **Olaf Mantracker** – tailed Old Fish to the shipyard. These agents wait outside the warehouse, watching from the sidelines. Shortly after the characters slay Old Fish (if they do), the assassins move in to finish the job.

Serala Shrikeblooded, Elf female (Rgr8): HD 9; **HP** 40; **AC** 4 [15]; **Atk** rapier (1d6) or *+1 longbow* x2 (1d6+1); **Move** 12; **Save** 7; **AL** C; **CL/XP** 10/1,400; **Special:** alertness, scholar of healing, tracking.

Equipment: *+1 chain armor*, rapier, *+1 longbow*, 50 arrows, emerald and silver hair clip (100 gp), silk purse with 27 gp.

Alfie Birdsnatcher, Halfling (Thf8): HD 8; **HP** 20; **AC** 6 [13]; **Atk** short sword (1d6) or sling (1d4+1); **Move** 12; **Save** 8; **AL** C; **CL/XP** 10/1,400. **Special:** backstab (x3), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 92%, Traps/Tasks 55%, Hear 5 in 6, Hide 65%, Silent 70%, Locks 65%.

Equipment: *+1 leather armor*, *+1 short sword*, sling, 10 sling bullets, *potion of invisibility*, platinum and ruby choker (200 gp), small leather purse with 19 gp.

Olaf Mantracker (Ftr8): HD 8; **HP** 36; **AC** 4 [15]; **Atk** *+1 club* (1d4+1); **Move** 12; **Save** 7; **AL** C; **CL/XP** 10/1,400.

Equipment: *+1 chain armor, +1 greatclub*, heavy crossbow, 10 bolts, cloth purse with 34 gp.

These high-powered thugs need to report to Hargrove even if they cannot kill the characters. Not only do they not want to die, failing to report puts Hargrove's plans at risk. They fight until they have 10 hit points or less, then attempt to flee.

Alfie and Olaf work together to generate flanking conditions, making each of them more deadly. Serala shoots right into combat, confident in her ability to hit the correct target.

Development

Any character searching Serala, Alfie, or Olaf's bodies finds a note tucked into the pocket of a fallen thug's cloak. It reads:

> Tail the Fish.
>
> If he has not the heart to do it, then finish it for him.

There is no signature; the broken wax seal on the envelope was marked by Barrison Hargrove's signet.

If all his agents die, Barrison will not know what the characters know about him. This buys the characters at least a little precious time to organize themselves and build a counter plot, now that they know Hargrove tried to have them killed.

Treasure

Searching Old Fish's body reveals a sealed letter addressed to his protégé and a key ring. The letter is a legally notarized deed granting the full ownership of Old Fish's property and business. The key ring holds five keys: one to the front door, one to the padlock on the backdoor, one to the storeroom, and one to the upstairs. The fifth key opens Old Fish's secret workshop, the door to which is hidden (1 in 6 chance to find).

If the characters discover the secret workshop, they find the assassin's cache of specialized tools and weapons, along with his book of assassination techniques and trap building. Old Fish laid all his possessions out for his protégé, along with a second note (see **Handout #3**) revealing that Barrison Hargrove tried to force his loyalties by pressuring him to assassinate the characters. This note explains Old Fish's reasons for suicide. It also asks the protégé to avenge him by assassinating Hargrove.

Bite of the Dragoons

Use this encounter to give the characters an idea of what the weresharks are up to. It can occur almost anywhere, but it works best in a bar, market, or similar enclosed public space, while the characters are simply going about their business.

The Setup

As discussed in **Chapter 2**, Dalang sent his agents to comb the town for the Jawbone of Kaho Ali'i. Disguised as Dragoons, several weresharks scour the town for both Tulita and persons with Tulita blood. Under orders to interrogate by any means necessary so long as they devour any evidence of their crimes, the weresharks travel about Port Shaw violently busting into those areas where they suspect Tulita congregate. They mercilessly beat anyone they believe is Tulita then drag off to dockside warehouses for further questioning. Within these warehouses they torture their prisoners for information on the location of the jawbone and then eat them.

Editor's Note – PG, PG-13, and R

You may have noticed by now that descriptions in ***Razor Coast*** tend to the violent. *editor waits for snarky rejoinder to pass* However, we have made a specific effort to help Referees run ***Razor Coast*** for younger audiences.

Specifically, read aloud text avoids graphic or gritty depictions of violence, limiting itself to a more PG/PG-13 anime mode wherever possible. This leaves more hardcore descriptions where Referees won't accidentally read them aloud – and where they can modify them.

For example, in **Bite of the Dragoons** instead of torture and quasi-cannibalism consider substituting angry shouts and a punch to the gut (PG-13) – or even just the threat of a beating (PG). Instead of execution with a flintlock, go for knocking a victim unconscious.

Action

In human form and dressed as Dragoons, **5 weresharks** burst into a public area containing the characters. They proclaim that Barrison Hargrove has issued an edict requiring all Tulita to come forward for census and questioning. Any clever character determines this statement is a lie and that these men are not really Dragoons.

The false Dragoons demand all Tulita step up and drop to their knees. Two or three Tulita commoners comply immediately. Other bystanders push a few more Tulita toward the fake Dragoons. Other Tulita refuse and are forced to the ground. The fake Dragoons bind the Tulitas' hands behind their heads, painfully.

Next they beat their prisoners with sticks and demand anyone else present with Tulita blood surrender themselves immediately, or they will kill the prisoners. The false Dragoons are not bluffing and if no one else steps forward, they execute one of their captives on the spot with a flintlock. If the characters intervene, the Dragoons transform into hybrid form and attack.

Razortooth Enforcers, Wereshark human form (2): HD 8; **HP** 48, 32; **AC** 7[12]; **Atk** longsword (1d8+1) or dagger (1d4+1); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** hit only by magic or silver weapons, lycanthropy;

Razortooth Enforcers, Wereshark hybrid form: HD 8; **HP** 48, 32; **AC** 2[17]; **Atk** bite (1d6+2), longsword (1d8+1) or dagger (1d4+1); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy;

Razortooth Enforcers, Wereshark animal form: HD 8; **HP** 48, 32; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy.

Equipment: leather armor, longsword, dagger.

Razortooth Raiders, Wereshark human form (Thf4) (3): HD 8; **HP** 47, 24, 39; **AC** 7[12]; **Atk** rapier (1d6+1) or dagger (1d4+1) or light crossbow (1d4+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** backstab (x2), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps, thief abilities;

Razortooth Raiders, Wereshark hybrid form (Thf4): HD 8; **HP** 47, 24, 39; **AC** 2[17]; **Atk** bite (1d6+2), rapier (1d6+1) or dagger (1d4+1) or light crossbow (1d4+1); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** backstab (x2), control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps, thief abilities;

Razortooth Raiders, Wereshark animal form (Thf4): HD 8; **HP** 47, 24, 39; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** backstab (x2), control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps, thieving skills.

Thieving Skills: Climb 88%, Traps/Tasks 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: leather armor, rapier, dagger, light crossbow, 5 bolts

If no one intervenes, the false Dragoons drag their remaining captives off to a warehouse where they gouge them with fishhooks and splash them with buckets of salt water, all the while demanding the location of the Jawbone of Kaho Ali'i. During this interrogation the Dragoons transform into hybrid-form and eat their victims alive from the swinging hooks, one by one, to terrorize the others.

Inciting Incident

The Young Warrior

In this **Incident**, a young Tulita warrior seeks to relay a message to his kamaau. He arrives on the scene grievously wounded and pleads that someone hear his dying words, carry his message to the Tulita elders, and warn them of an ancient prophecy. This encounter works best if the characters are near Tulita bystanders when the dying warrior arrives; for example, the party might simply be having dinner in a Tulita-frequented or Tulita-staffed establishment.

To start this **Incident**, read or paraphrase the following:

A young Tulita warrior bursts in, "Ama!" he screams. "Brothers, help me! Our time runs out! I have seen the coming of the Prophesy! I have witnessed the Kiss of Dajobas!"

Another Tulita, a cynical middle-aged fisherman calls back "Ha! Your head is filled with nonsense or dragonsmoke. There is no prophesy, and the time of our people has long passed. Put down your spear and take up fishing so your family can eat." A chuckle ripples through the crowd.

"But I have proof!" pleads the warrior.

"Proof?" responds the older Tulita, "what proof do you have?"

"This . . ." The warrior tears his shirt open revealing a brutal bite wound. Blood leaks from teeth marks around his chest and torso, while he clutches his viscera with his left hand. He teeters for a moment, his eyes shimmering with a grayish, far-off glaze, then he drops to his knees.

"Find Kamaau Milliauka. Tell him that–" The warrior spits up black blood and his voice dwindles into gasps. He waves desperately for someone to come closer so he can reveal his secret.

Assuming a character does kneel to hear his final words, read the following. If no character does so, than a nearby Tulita kneels, and the characters will have to get the information from him (if he survives).

Once you near, he whispers into your ear, "The Night of the Shark comes. Dajobas is summoned, and he sends his agents to rob us of the sacred Jawbone of Kaho Ali'i. If we lose it, Dolphin, Turtle, Whale, our people . . . all will perish when the Great Hunger rises . . ." Finishing his ominous statement he falls forward, clutching you for support, weakening. Then he exhales, "Beware the one they call Dalang . . . he is . . . he is . . ."

Before finishing his last sentence, the strength rushes from the young warrior, and he collapses against the listener, dying but not dead. The characters have 1 round to collect their wits before the wounded Tulita transforms into a wereshark. Head bowed, new strength rippling through him. He immediately grabs his listener, transforms into hybrid form, and attempts to bite his head off.

Tulita Warrior, Wereshark human form (Ftr8): HD 8; **HP** 32; **AC** 9[10]; **Atk** 2 fists (1 hp); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1,100. **Special:** hit only by magic or silver weapons, lycanthropy;

Tulita Warrior, Wereshark hybrid form (Ftr8): HD 8; **HP** 32; **AC** 2[17]; **Atk** bite (1d6+2), 2 fists (1 hp); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy;

Tulita Warrior, Wereshark animal form (Ftr8): HD 8; **HP** 32; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy.

Equipment: silver and malachite choker (50 gp), leather pouch with 9 gp.

Weresharks Are Everywhere

*'Twas ghastly...jus' me beauty. Me beauty and me...we was lootin' a stroll. Then Selene rises 'n says I...*sob*...says I, look honey th' moon be so yellow...*sob*...I remember that. Yellow. Yellow like her dress 'n...'n then she bit me arm clean off. She was still her! I could see it in her one glarin' eye... terrified me beauty was butt her mouth...th' teeth..tha'.. tha's...all I remember. I ne'er saw her again...*

- anonymous citizen of Port Shaw,
Night of the Shark survivor

The **Night of the Shark** begins at moonrise. Use these encounters, as described in **Chapter 2**, to plunge Port Shaw into bloody madness.

YOU'RE NOT MY DADDY!

This encounter is only available if the characters rescued Jessica McFarrows.

As the characters rush past an alley, a man falls from a balcony at their feet and dies. A bizarre caterwauling scream draws the eye upward. Standing on the balcony, blood dripping from its jaws, a four-foot-high wereshark in a blue flower dress screams its rage at the sky. A cowrie shell necklace, splattered with hot blood, dangles on a cord of twine about the creature's neck. From inside the apartment a woman's voice is calling, "Jessica? Jessica sweetie? Where's your father?" The little creature whips its head around at the call and heads inside.

The dead man is Jessica McFarrows' new foster father, and the woman her unsuspecting foster mother. The small wereshark is **Jessica McFarrows** herself.

Jessica McFarrows, Wereshark human female form: HD 8; **HP** 12; **AC** 9[10]; **Atk** dagger (1d4); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1,100. **Special:** hit only by magic or silver weapons, lycanthropy;

Jessica McFarrows, Wereshark hybrid female form: HD 8; **HP** 12; **AC** 2[17]; **Atk** bite (1d6+2) or dagger (1d4); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy;

Jessica McFarrows, Wereshark animal female form: HD 8; **HP** 12; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy.

Equipment: dagger.

FISHERMEN TURNED SHARKMEN

Wherever the characters are when the **Night of the Shark** starts, they see **three weresharks** lumbering in hybrid form marauding savagely through the streets. They maul and devour everyone unfortunate enough to cross their path. At the moment the characters spot them, a young Tulita woman flees before the monsters, screaming as they chase her down.

Fishermen, Wereshark human form (3): HD 8; **HP** 31, 35, 28; **AC** 9[10]; **Atk** dagger (1d4); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1,100. **Special:** hit only by magic or silver weapons, lycanthropy;

Fishermen, Wereshark hybrid form: HD 8; **HP** 31, 35, 28; **AC** 2[17]; **Atk** bite (1d6+2) or dagger (1d4); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy;

Fishermen, Wereshark animal form: HD 8; **HP** 31, 35, 28; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy.

Equipment: dagger.

Notes: These fishermen are a father, Jeb, and his sons named Sil and Garen, all bitten by Jalamar three weeks ago while night fishing off Toe's Reach. They counted themselves lucky to have survived their harrowing encounter with the black shark. They do not feel lucky now. They feel hungry—very hungry.

WERESHARK ASSAULT SQUAD

An assault squad of **3 Razortooth Enforcers** rampages through the streets of Port Shaw, seeking to quench their bloodlust in the bulge of humanoid flesh between teeth. Working their way from storefront to storefront, sniffing out those in hiding and feasting on them, the carnage they leave in their wake is indescribable.

The characters stumble upon the weresharks just as the monsters scent a group of orphan children and roust them from their hiding place. The kids run for their lives, but seem likely to become snacks if the characters do not intervene. If the characters do intervene, the children escape.

Razortooth Enforcers, Wereshark human form (3): HD 8; **HP** 48, 32, 41; **AC** 7[12]; **Atk** longsword (1d8+1) or dagger (1d4+1); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** hit only by magic or silver weapons, lycanthropy;

Razortooth Enforcers, Wereshark hybrid form: HD 8; **HP** 48, 32, 41; **AC** 2[17]; **Atk** bite (1d6+2), longsword (1d8+1) or dagger (1d4+1); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy;

Razortooth Enforcers, Wereshark animal form: HD 8; **HP** 48, 32; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75%

normal, 50% giant), hit only by magic or silver weapons, lycanthropy.

Equipment: leather armor, longsword, dagger.

SAEGEN'S ATTACK

This encounter is only available if Saeren survives from **Area B-11** in **Chapter 5**.

A loner by nature, the deadly monk **Saeren** delights in the opportunity to try out his new wereshark form in combination with his martial training. Caring little for the pathetic peasants and fisher folk of Port Shaw, the monk seeks to sate his blood thirst with a more worthy meal – the characters. The monk observes from the shadows as the characters deal with other weresharks. He shadows the party before springing from the darkness to attack when they least expect it.

Saeren, Wereshark human form (Mnk7): HD 8; **HP** 41; **AC** 3[16]; **Atk** 2 strikes (2d8) or weapon (+3 damage); **Move** 18; **Save** 9; **AL** C; **CL/XP** 7/600; **Special:** alertness, deadly strike, deflect missiles, hit only by magic or silver weapons, lycanthropy, mastery of body, mastery of mind, mastery of silence, +2 save vs. paralysis and poison, +2 save vs. traps, speak with animals, slow falling, thieving skills;

Saeren, Wereshark hybrid form (Mnk7): HD 8; **HP** 41; **AC** 2[17]; **Atk** bite (1d6+2), 2 strikes (2d8) or weapon (+3 damage); **Move** 18 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** alertness, control sharks (75% normal, 50% giant), deadly strike, deflect missiles, hit only by magic or silver weapons, lycanthropy, mastery of body, mastery of mind, mastery of silence, +2 save vs. paralysis and poison, +2 save vs. traps, speak with animals, slow falling, thieving skills;

Saeren, Wereshark animal form (Mnk7): HD 8; **HP** 41; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (Swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** alertness, control sharks (75% normal, 50% giant), deadly strike, deflect missiles, hit only by magic or silver weapons, lycanthropy, mastery of body, mastery of mind, mastery of silence, +2 save vs. paralysis and poison, +2 save vs. traps, speak with animals, slow falling, thieving skills;

Thieving Skills: Climb 91%, Traps/Tasks 45%, Hear 5 in 6, Hide 40%, Silent 50%, Locks 40%.

Equipment: tattered robes and simple rope belt.

DINING OUT

Passing the Kraken's Gullet (See **Chapter 3** for details on this establishment), the characters hear horrible wet crunching noises and gurgling, aborted screams. Within they find **3 Razortooth Raiders** in the common room, feasting on a slew of fresh victims. The Raiders have littered the Gullet's banquet table with the limbs and half-eaten corpses of the staff. The wereshark's most recent Kiss victim, Elder Alastair Crimmeran, cowers in one corner of the room. Beside him lies the Tulita leader Nakuakaua, who fought hard against the weresharks but was overcome, beaten and bound.

Razortooth Raiders, Wereshark human form (Thf4) (3): HD 8; **HP** 47, 24, 39; **AC** 7[12]; **Atk** rapier (1d6+1) or dagger (1d4+1) or light crossbow (1d4+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** backstab (x2), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps, thief abilities;

Razortooth Raiders, Wereshark hybrid form (Thf4): HD 8; **HP** 47, 24, 39; **AC** 2[17]; **Atk** bite (1d6+2), rapier (1d6+1) or dagger (1d4+1) or light crossbow (1d4+1); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** backstab (x2), control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps, thief abilities;

Razortooth Raiders, Wereshark animal form (Thf4): HD 8; **HP** 47, 24, 39; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** backstab (x2), control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps, thieving skills;

Thieving Skills: Climb 88%, Traps/Tasks 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: leather armor, rapier, dagger, light crossbow, 5 bolts

Tactics: The weresharks likely sense the characters as soon as they enter the Gullet. The monsters feign ignorance and continue feasting while actually readying attacks against any character that moves within 30 feet. All fight to the death.

Concluding the Night of the Shark

BATTLE FOR THE *JAWBONE*

The encounter assumes the characters have recovered the Jawbone of Kaho Ali'i and are attempting to transport it to its rightful owners, the Tulita – or at least smuggle it out of town. On the way to wherever the characters are heading, Dalang and his allies intercede, creating a hostage situation and demanding to trade the jawbone for the lives of their many captives. This event can take place anywhere in Port Shaw; however, it is most dramatic if it takes place along the docks.

Background

For this encounter, Dalang Jalamar – the usually confident and dramatic wereshark leader – altered his tactics, for he knows if he fails to recover the jawbone it may prove his ruin. Instead of simply charging forth, he lures his opponents into the most strategically advantageous territory he knows – the harbor.

Battle for the Jawbone

- Crowd
- E - Razortooth Enforcer
- R - Razortooth Rider
- A - Anstyn Irons
- D - Dalang Jalamar
- V - Oarlock

Dalang's agents scoured the Port for a dozen hostages, mostly women and children – but also any minor NPCs important to the players, as chosen by the Referee during preparation (see **Chapter 2** for details). They bound these innocents to a small raft and moored it in the harbor several hundred feet off the piers, but still in plain sight of onlookers. They then loaded the raft with wood and soaked its entire cargo – people and kindling – in whale oil.

Dalang deliberately spared the families of the hostages, but not before whispering his horrific intent into their ears. He plans to burn the raft-bound innocents alive beneath the blood-moon in honor of Dajobas. For good measure, he invited all the families to watch from the piers. Finally, Dalang placed **4 weresharks** agents in strategic locations, all carrying additional buckets of oil. Their orders are to remain hidden and in human form at least until the characters arrive.

A dark, duplicitous agent of Dalang named **Anstyn Irons** also lurks within the crowd. When the characters show up, Anstyn plans to reveal himself, loudly and publicly claim to be the Chosen of Dajobas, and demand the jawbone in exchange for the innocent lives bound to the pyre-raft. While Anstyn declaims with all eyes upon him, the remaining weresharks will move unseen, douse the pier with oil, and ignite it.

Dalang himself watches from the waters. He and **2 weresharks** circle the pyre-raft slowly, waiting for the characters to jump in and swim to the rescue.

Setup

The characters arrive at a dangerously crowded pier. The throng of onlookers pushes and shoves toward the edges, trying to get a better look across the water. The crowds even push a few spectators over the pier's edge and into the bay. Relatives of the hostages wail, raising tensions. Dragoons try to quell the crowd but only trigger further shoving, escalating the anger. Once the characters approach the crowd, a young man recognizes them and his hysterical calls for help immediately draw attention. As still more onlookers plead with the adventurers to save the day, yet another contingent of commoners irrationally blames the characters for drawing the wrath of Dajobas upon Port Shaw. A riot threatens. At this juncture, Anstyn makes his dramatic appearance. Read or paraphrase the following:

> The frenzied crowd churns wildly upon the pier. All strain for a better view of the terrible act threatening to unfold, roaring in appalled anger. Dragoons attempt to corral the throng to no avail, and an outbreak of violence seems inevitable. Suddenly, a monstrous bark rips through the crowd.
>
> "Silence!" it roars. The crowd parts suddenly, as something throws bodies aside like ragdolls in a tantrum. From the parting, panicked bodies a hideous, midnight blue man-shark emerges, its teeth glistening black with blood, clutching a cutlasses draped in glistening entrails.
>
> "I am Dalang Jalamar, Chosen of Dajobas, and I have come for the Jawbone of Kaho Ali'i! If it is not surrendered to me now, my sharks shall burn your pitiful kinfolk before your eyes!"
>
> The crowd falls into a horror-stricken silence. One fisherman dares to raise his voice: "Who be havin' this jawbone?"
>
> The man-shark lowers his gaze slowly, so it settles upon you. Then he hisses and points accusingly, "They do!"
>
> The mob erupts in fury. Many in the crowd demand you hand over the relic, while others plead with you not to succumb to threats or falter before evil.

If delayed for more than 2 rounds, Anstyn again demands, "Hand it over!" and moves toward the party, intent on taking the jawbone by force. The Dragoons draw weapons, aiming at the crowd. Just then, from the edge of the pier another cry arises. "Fire! Fire!"

The real Dalang and his minions, swimming unseen about the pyre-raft, have set it alight, and the people aboard sob out the most heart-wrenching, fearful screams. Simultaneously the four weresharks positioned about the pier ignite their oil casks and also set the docks ablaze.

Action

The Pyre Raft

Unless the characters intervene, the pyre-raft burns for 10 rounds before sinking beneath the harbor waters, a ghastly pile of bones and ash. For the first 3 rounds, the hostages stand a chance of surviving. Starting with round 4, victims immolate at the rate of 1d4 per round. There are 12 hostages total, selected by the Referee and noted on the **Night of the Shark worksheet** (see **Chapter 2** for details).

The Burning Pier

Back on the pier, crackling flames hedge the panicked crowd, and the mob tightens further, rendering movement difficult. All must shove and push their way through their fellows to navigate the pier. However, an Open Doors check allows movement at half speed. Each round, individuals must succeed on an Open Doors check or fall to the floor. Those who fall to the floor are trampled and take 1d6 points of damage per round. Anyone on the floor can attempt to stand again with a successful Open Doors check at +1. Each

check represents bodily slamming someone out of the way.

In order to break free of the flames consuming the docks, one must pass through them or dive into the water. While stuck on the dock, the flames deal 2d6 points of fire damage per round. As the fire consumes the pier, the pier's structure weakens and more and more of the crowd fall into the harbor. The fire burns in such a way as to block either side of the pier.

Initially, the fire runs 5 feet thick and cuts across the full width of the pier. Each round it spreads an additional 5 feet, until the entire length of the pier all the way back to the boardwalk burns to ash. Weresharks wait in the water, ready to attack and devour those attempting to flee but keeping a sharp watch for the characters.

Observant characters may notice dark stains on darker waters where commoners fall into the sea. They also notice that those who fall–rarely resurface.

The Chosen of Dajobas Enters the Fray

Anstyn himself attacks the party and attempts to wrest the jawbone from them single-handed. As the characters whittle him down to size he laughs and berates them, exclaiming they will fail. At 10 hit points or less, Anstyn chortles, "Fools, Dajobas will destroy you! Dalang! Dalang! Come! Show these infidels your true teeth!"

One round later, Dalang swims to the pier's edge and climbs forth in hybrid form. He orders Anstyn to fall back and cover the burning raft, "Ensure Great Dajobas feeds upon his sacrifices!"

Dalang continues the combat Anstyn began, fighting until slain, even forgetting in his fervor and bloodlust that this is all about the jawbone. If the characters defeat Dalang, all remaining weresharks flee for deep waters.

Razortooth Enforcers, Wereshark human form (2): HD 8; **HP** 26, 30; **AC** 7[12]; **Atk** longsword (1d8+1) or dagger (1d4+1); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** hit only by magic or silver weapons, lycanthropy;

Razortooth Enforcers, Wereshark hybrid form: HD 8; **HP** 26, 30; **AC** 2[17]; **Atk** bite (1d6+2), longsword (1d8+1) or dagger (1d4+1); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy;

Razortooth Enforcers, Wereshark animal form: HD 8; **HP** 26, 30; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy.

Equipment: leather armor, longsword, dagger.

Razortooth Raiders, Wereshark human form (Thf4) (2): HD 8; **HP** 42, 31; **AC** 7[12]; **Atk** rapier (1d6+1) or dagger (1d4+1) or light crossbow (1d4+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** backstab (x2), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps, thief abilities;

Razortooth Raiders, Wereshark hybrid form (Thf4): HD 8; **HP** 42, 31; **AC** 2[17]; **Atk** bite (1d6+2), rapier (1d6+1) or dagger (1d4+1) or light crossbow (1d4+1)); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** backstab (x2), control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps, thief abilities;

Razortooth Raiders, Wereshark animal form (Thf4): HD 8; **HP** 42, 31; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (Swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** backstab (x2), control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps, thieving skills;

Thieving Skills: Climb 88%, Traps/Tasks 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: leather armor, rapier, dagger, light crossbow, 5 bolts

Tactics: These Enforcers and Raiders are spread among the crowd in human form. They spend their time lighting the pier on fire and pushing commoners into the water, but do not engage the characters until Dalang attacks the party. At which point they transform and support their master.

Dalang Jalamar, Wereshark human form (Clr11): HD 9+2; **HP** 47; **AC** 9[10]; **Atk** 2 *+2 punching daggers* (1d4+2, wounding); **Move** 12; **Save** 5; **AL** C; **CL/XP** 14/2,600; **Special:** hit only by magic or silver weapons, lycanthropy, +2 save vs. paralysis and poison spells (4/4/4/3/3).

Dalang Jalamar, Wereshark hybrid form (Clr11): HD 9+2; **HP** 47; **AC** 2[17]; **Atk** bite (1d6+2), 2 *+2 punching daggers* (1d4+2, wounding); **Move** 12 (swim 18); **Save** 5; **AL** C; **CL/XP** 14/2,600; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. paralysis and poison spells (4/4/4/3/3);

Dalang Jalamar, Wereshark animal form (Clr11): HD 9+2; **HP** 47; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 5; **AL** C; **CL/XP** 14/2,600; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. paralysis and poison, spells (4/4/4/3/3).

Spells: 1st—*cause light wounds* (x2), *detect good, protection from good*; 2nd— *bless, hold person* (x2), *silence 15-foot radius*; 3rd—*cause disease*, *prayer*, *remove curse*; 4th—*cause serious wounds*, *poison*, *protection from good 10ft radius*.

Equipment: loose-fitting silk pants, hemp shoes, *Teeth of Dajobas* (*+2 punching daggers*, two of them, 1d4+2, wounding; see sidebox), unholy symbol of Dajobas. See **Chapter 1** for full details.

Anstyn Irons, Wereshark human form: HD 8; **HP** 56; **AC** 7[12]; **Atk** *+1 freezing bastard sword* (1d8+7 plus 1d6 cold); **Move** 12; **Save** 14; **AL** C; **CL/XP** 9/1,100; **Special:** hit only

by magic or silver weapons, lycanthropy;

Anstyn Irons, Wereshark hybrid form: HD 8; **HP** 56; **AC** 2[17]; **Atk** bite (1d6+6) or *+1 freezing bastard sword* (1d8+7 plus 1d6 cold); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy;

Anstyn Irons, Wereshark animal form: HD 8; **HP** 56; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy.

Equipment: leather armor, *+1 freezing bastard sword, gauntlets of ogre power, ring of fire resistance*.

Razor Coast
Razor Coast
Boneyard of the Ancients
Anchor Bay
Sammerlock Sails
Deadly Reef
Beacon Island
Blood Steam Jungle
Moonfall Atoll
Valley of the Kala'a
Sloth-Eye's Doldrum
Parkol Island
Cove of the Dead Gods
Pearl Eye Atolls
Blacksink Marsh
Witch's Teeth
Port Shaw
Kai's Bay
Koa Islands
Halgrin's Rest
Fort Stormshield
Lighthouse
Mount Harbinger
Nagshead Hill
Black Bear Forest
Isle of Grey Whispers

CHAPTER SEVEN

THE KRAKEN STRIKES

"We followed the old chart into the Pearl Eyes. It proved itself true with great frequency. The soundings in particular aided our avoidance of hidden shoals and other dangers, uncharted on any modern map I've seen. I felt we were close to deciphering the exact location of Bloodbane's pox-ridden gold when the recent unpleasantness disabled my ship and stranded us on... on that isle. That cursed isle. Damn all mutineers to the grave! To the grave, sirs!"

- Lt. Commander Trey Perrin of the *Albatross*

ACT TWO
QUEST FOR THE ALBATROSS

INCIDENT

THE HANGING OF JALIA RAMIRES

After the **Night of the Shark** concludes, the characters catch word from excited citizens that "there'll soon be a public hanging of a murderous thief." Pursuing this lead, the party discovers the thief in question is Jalia Ramires.

Characters who have previously interacted with the Wave Riders likely recognize her name immediately, while those less familiar with her background can attempt to find out more about her.

The hanging takes place on any suitable pier connected to the boardwalk.

Background

For several months, Jalia Ramires has suspected Hargrove of dealings with the Ring of the Kraken, though she has no actual idea just how deep his involvement lies or whether he is merely their pawn. Not long ago she noticed several Dragoons close to Bonedeuce were scarred with a small ring-like mark, the sign of Harthagoa. She quickly shared this observation with Lt. Commander Trey Perrin, piquing his suspicions.

Unfortunately, Perrin began his investigations by confiding in Aeron Chambers, whom Perrin wrongly considered above suspicion. He instructed a pair of city officials to allow Jalia to overhear a false but convincing conversation about documents relating to her parents' deaths.

Intrigued, the infamous cutpurse followed Hargrove's two minions into an unoccupied municipal building, only to find herself in the middle of a bloody crime scene. A chest of gold splayed across the floor and coins scattered about the corpses of six city guards. Seconds later, dozens more Dragoons rushed to the scene and arrested her.

The slain 'guards' were indigents Hargrove rounded up from the docks. After offering these homeless migrants jobs as city guards, Hargrove had them scrubbed down, dressed in uniforms, and then his assassins slit their throats. Hargrove appointed Darenar to investigate the crime, and of course, none of the dead men bore the infamous ring scar.

As the situation stands, Hargrove arranged a public hanging for Jalia, to be held on the pier at dawn. Afterwards, her executioners plan to drop her corpse into the harbor to 'feed the fishes.'

The Setup

The following events depict Jalia's hanging at the hands of Hargrove's Dragoons. The party may attempt to interrupt the sequence at any time; however, if they fail to intervene, the Dragoons successfully hang Jalia. Referees should note that Hargrove is no fool: he fully expects someone – likely one of Jalia's former allies – to hear of the hanging and come to her rescue.

Now more than ever, in the wake of the **Night of the Shark**, Hargrove craves the protection he foolishly believes Harthagoa's power brings. As of today he plans to accelerate all his machinations to aid his tentacled master. Consequently, he chose a public execution to turn Jalia into bait and lure out other potential threats to the Ring of the Kraken.

Hargrove briefed his Dragoons on a possible rescue and admonished them to watch for foolish upstarts and would-be revolutionaries.

Action

A sizable crowd of several hundred onlookers assembles upon the gallows pier. Moments later, a group of six well-armed Dragoons lead Jalia, gagged with her arms bound behind her back, through a growing and eager crowd. They march toward the end of a long pier where the gallows block stands. The crowd boos loudly at the convicted woman and pelts her with baitfish and rotten vegetables. Eventually, two Dragoons escort Jalia up a narrow wooden staircase to the gallows block. Soon after, the crowd is shocked as none other than Elder Hargrove walks to the block to address them. Quickly the throng's cries soften to mutters and Hargrove speaks.

After publicly decrying the hanging as sadly inhumane, but an unfortunate necessity, Barrison Hargrove departs, preferring the relative safety of his favorite dining establishment.

In his stead, he leaves a squat and bristle-faced Dragoon commander named Mulgrass Freth to oversee the execution. Assuming command with obnoxious arrogance, Freth gives the signal to proceed. At the top of the block, the guards turn Jalia to face the crowd. They weight her body with bags of sand and fit a noose around her neck, while Commander Freth reads aloud the crimes for which she stands convicted.

"Jalia Ramires, by my own hand, you were apprehended in Port Offices attempting to steal city funds and secret political documents concerning both Port Shaw's defenses and finances. You left behind no less than six victims, all with their throats cut. These men were my own loyal Dragoons, and I myself wiped their blood from your blade."

Then, cruelly, Freth asks the gagged woman for any last words. She screams unintelligibly around the cloth jammed in her jaws, and the riled crowd resumes booing and throwing refuse.

After allowing Jalia to struggle fruitlessly, Freth quiets the mob and pompously proclaims, "For high treason! For the capricious murders of six men! And many previous crimes, I— Mulgrass Freth, in the name of Barrison Hargrove, Elder of Port Shaw – do commit you to the highest punishment under law! Death!"

Upon his final word, the guards atop the gallows cut the cord binding the hatch beneath Jalia's feet. She drops through and, with a loud snap, her neck breaks. For a long, silent minute, her body dangles a foot or so above the dark harbor waters. Then a loud cheer rises amongst the gathered townsfolk. Moments later, one of the Dragoons cuts the rope holding her body, and it plops eerily into the water, leaving behind a ring of ripples and bubbles as sole evidence to the grim event.

Mulgrass Freth (Ftr4/Thf5): HP 47; **AC** 3[16]; **Atk** *+1 rapier* (1d6) or military pistol (1d10); **Move** 12; **Save** 11; **AL** C; **CL/XP** 9/1,100; **Special**: backstab (x2), +2 save vs. traps, thieving skills.

> **Thieving Skills**: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.
>
> **Equipment**: *+1 chain armor*, *+1 rapier,* military pistol, shot & powder for 10 shots, cloak of protection +1

Dragoon Guards (Ftr5) (5): HP 38; **AC** 2[17]; **Atk** bastard sword (1d8) or military pistol (1d10); **Move** 12; **Save** 10; **AL** C; **CL/XP** 5/240. **Special**: none.

> **Equipment**: highly polished *+1 plate armor* bearing the crest of Port Shaw bastard sword, military pistol, shot and powder for 10 shots

Note: one guard carries an elaborately decorated *+1 dagger*, which is the one used to cut the ropes holding the trap door.

OLD MAKANA'S HEX

Synopsis

While travelling and adventuring on the high seas, the characters explore the Pearl Eye Atoll. Once in the Pearl Eyes, they hear rumor after rumor of a powerful witch and (probably) decide to seek her out. Upon finding her, they can persuade the witch to summon Jacob Razor's ghost, learn certain facts, and receive confirmation that Garr Bloodbane's treasure does not lie in the Pearl Eyes after all.

Background

The pact between Jacob and the witch stems from an awkward and colorful past. This Tulita witch is none other than Makana Bloodbane, widow of Captain Garr Bloodbane the Pirate King.

Jacob Razor met Makana while serving in Bloodbane's crew, long before his love of Bethany transformed him into the pirate's king's great nemesis. As was his wont, Bloodbane stopped in the Pearl Eyes, at the isle of Makana's birth, to hide and refit his ship, *The Dark Lady.*

Jacob first met the witch while on furlough, and for a few short months they engaged in a torrid affair, sharing hot nights, stealing time from Jacob's duties, and exchanging many secrets. Eventually, against her tribe's wishes, Makana insisted on accompanying Jacob to serve Bloodbane's crew as a seer and healer.

In the end, the affair ended poorly. Makana schemed to acquire the affection of the ship's captain, Garr Bloodbane, pretending to love both men while in truth she loved neither. The resulting triangle initiated a rift of pain and betrayal that eventually prompted Jacob to set out on his own – and as fate would have it – into Bethany's arms.

However, before leaving Bloodbane's company Jacob held a final tryst with Makana. In his passion that night the young Jacob Razor succumbed to Makana's wiles and swore on an ancient blood debt scroll that he would avenge whomever slew the as-yet-unwed witch's husband – and that he would "tell no one" of this oath. In exchange for this pact, Makana offered blessings upon Jacob that assured him a future of greatness

Jacob, intending to return and take Makana for himself, readily agreed, but he foolishly underestimated the power of the blood debt and the perfidy of his Tulita witch. Upon Jacob's departure, Makana married Garr Bloodbane.

Even though Makana sought merely to protect her husband-to-be from Jacob's wrath, because Jacob died in violation of his oath, he cannot pass on to the next world and remains bound to serve the witch, a woman whom he now hates.

Old Makana holds the fate of Jacob Razor in her hands. If she knew he was her husband's killer, she would feel honor bound to hold his soul for eternity and never release the blood debt. Fortunately for Jacob, she does not know – unless, of course, the characters let this detail slip in conversation. Instead, Makana accepts (as do most) the common tale that Commander Bonedeuce slew her husband and believes Jacob lives beyond death because he foolishly told someone about his blood debt. Never one to pass up power or control, Makana keeps the shade of her former lover as a spirit-slave.

Bonedeuce himself concocted that tall tale about slaying the Pirate King – after literally stabbing a battle-weary and wounded Jacob Razor in the back. Ironically, Bonedeuce's braggadocio saved Jacob from Makana's vengeance.

Setup

A middle-aged Tulita woman lives upon this small island. Local legend claims she is a witch and resides by herself in a mud-daub hermitage atop a hill located a few miles inland. Tulita who live nearby often row to her island to offer votives and other gifts in exchange for her magic. She performs healings on the sick, blessings on babies, casts curses on enemies, reads omens, performs extispicies, and brews potions for ailments ranging from constipation to impotency. The locals name her Old Makana.

Of all the gifts Old Makana receives few please her as much as dragonsmoke, to which she is addicted. She invites any who bring her the "smoke" – along with their companions – to a special séance. Once they feel (or appear to be) good and stoned, Old Makana summons the spirit of Jacob Razor.

Makana's magic combines folklore, superstition, and a very real inborn talent passed down from a long line of witches. While her folk remedies have little effect, much of her magic remains real and potent.

Old Makana is greedy and unabashed about asking for payment. She angrily chides any who seek her services without worthwhile offerings. If the characters ask what she desires she prattles about goats in return for reading the future, gold coins for love potions, or mango fruit for blessings. If they specifically ask about Jacob Razor's ghost,

she wants dragonsmoke. She hisses through her teeth and demands they return at midnight with a cake of the smoke, a tin cup of grog, and 500 gp. If the characters don't possess these exact items – Old Makana is very particular; for example, the cup must be tin – she knows where the adventurers can get them. See **Showtime on The Sara Belle**, below, for details.

Action

When the characters return with the required ingredients, at least half the party must agree to join her at the séance, otherwise she refuses to proceed. If the séance aborts for lack of character participation, note that Old Makana keeps the smoke, grog and gold. Once enough people agree to attend, she belts the grog in one swig, belches, and sticks the tin cup on a shelf. She needed a new mug.

Encouraging all to sit in a circle and hold hands, Old Makana passes the dragonsmoke around in a hand-carved sugar cane pipe (though characters may attempt to fake ingestion), and then she drones in a personal mystic language, mumbling the oaths owed her by the souls of the damned. Characters who specifically request to listen to her initially unintelligible mutters may make out the phrase, "… by the heat of night, by the sweat stains on our stolen time, by secrets shared and love long spent, I so swear…"

Soon after the séance begins, Jacob Razor's ghost appears.

Raising Razor's Ghost, The First Time

Makana's addiction to dragonsmoke has nothing to do with the witch's power to call up Jacob's spirit. She just wants the smoke. It makes the memories his shade evokes easier to handle. Once per day she may call up Jacob's ghost. When summoned this way, his ghost manifests for no more than 10 minutes and answers no more than five questions, after which it dissipates and cannot be summoned for the next 24 hours (see **blood debts**, below, for details).

While summoned in this manner, Jacob appears as a pale flicker and can do little but answer the questions put to him. While bound to answer truthfully, his ghost retains its free will and may attempt to trick or elude its questioners.

Once Jacob appears, Referees should consider using him to divulge secrets or clear up any mysteries facing the characters. If there is an important fact they are missing, Jacob might offer it to them outside the five questions. He might even warn them not to ask their fifth question, because it allows him to remain and speak longer. Should a character accidentally ask a fifth question after such a warning, the ghost shouts the answer with an "Arr! Ye fool!" and vanishes. In particular, Jacob offers the characters the location of the *Albatross*, along with a cryptic warning that its crew and captain are in grave danger.

Conversely, Jacob might prove tight-lipped and hint ominously about a threat hanging over Port Shaw. If the

Editor's Note: Colorful Pirate Curses

Just a few choice lines to put in Jacob's mouth should he fly into a rage. Also good for any NPC bent on taunting or exhorting the characters.

Clean

- Villainous, parrot-strangling, lily-livered galley slaves!!
- Dance with Ketch, ye hook-handed crow's bait!
- Scar faced stern foulers!
- Weed choked biscuit weevils!
- The black spot upon thee, ye raft riding swabs!
- Rip and burn ye to the line, festering scuttle hounds!
- Cod-faced hairy hammock monkeys!
- Scupper licking bilge-drinking scurvy-ridden dogs!
- I'll cut yer tongue and feed the sharks, pox-faced Kraken lickers!
- Sorry, black-spotted, nattering wretches!
- Slovenly, barnacle-bottomed, lice infested milkmaids!
- I'll skewer yer gizzard, ye flea ridden, yellow bellied ballast pigs!
- Ya weevil eating, worm riddled blaggards!
- Damn ye for sneakin' puppies and hen-hearted numbskulls!
- Chuckle-headed squabs! Sniveling puppies!

Not So Clean

- To Davey's grip wit' ye duck-knee'd dung munching crap sacks!
- I'll take me boot to ye jelly-boned thumb suckin' cruds!
- Slam yer heads on a marlinspike, ye pig-faced, butt-licking baboons!
- Jumped up grass combin' syphilitic chunks o' bat spittle!
- Lard-brained screechy little gobshytes!
- Ye scabby-arsed worthless streaks o' pee!
- Ye screw-eyed, cargo-thieving jack shats!
- Maggoty cow-poxed bile bags!
- Weasel-hearted gutless kidney wipes! Pants soilin' washoons!
- Ye worm-livered, pee-soaked sons of a back alley chum bucket!

characters name Bonedeuce or display his dagger, Jacob grows angry. If no one appeases the ghost by defaming the ignoble and traitorous Dragoon commander, Jacob flies into a maddened rage, sputtering malicious and obscenely worded curses upon all present. If this occurs, the witch dispels him. She then angrily accosts the characters for upsetting her spirit. She refuses to summon Jacob the next day – or any day thereafter – without a combination of additional gifts and silky words that play to her vanity.

Lines of Questioning

Bonedeuce

If the characters convince Jacob they despise Bonedeuce, he sees them as the means to free himself from the witch and gain vengeance. From that point on, he does his best to convince Old Makana to sell his blood debt to the adventurers.

Bethany

If Bethany attends the séance, she breaks down upon seeing her husband's ghost. She pleads with the witch to sell her the blood debt so that her husband's spirit can fulfill its oath and go free. Bethany does not know how to free a bound spirit, or she would buy the oath and simply do that. Old Makana dislikes Bethany at first sight, and is not inclined to educate Razor's widow on the intricacies of blood debts.

Of course, Jacob's manifestation attempts to dissuade Bethany from accepting the blood debt. He knows that he is Bloodbane's true killer – even if the terms of the debt silence him any time he attempts to explain this – and therefore can never fulfill his original oath. As much as he desires to avenge himself against Bonedeuce, he fears being forever bound to his widow, for such a fate would crush her spirit. He is also unaware that if the blood debt is transferred, its owner may simply free him from his curse.

Miscellaneous

During the interrogation of Jacob's shade or of the witch alone, the characters might venture onto several peripheral topics:

If they ask Makana about her husband's treasure, she becomes annoyed and cackles sarcasm at them, "Are ye daft? Do ye think if I knew anything about m'husband's treasure I'd be livin' in this here mud-hut?! Oh wait. Lookee here," she picks up a chipped old bowl, "Me finest dishware, imported all t'way from t'mainland, sparin' no expense…" Turning away she mutters, "Said Pearl. Know he said Pearl. Jus can' figger it!"

If they ask about Dajobas and weresharks, she responds, "The shark god be fickle, he demands blood. He demands feedin'…how it's always been. Only they who fail t'unnerstan' sharks fears 'em. Dolphin, Tortoise Whale will keep t' Shark away. T'wer I ye, I'd be more concerned wit' t' Ring o' the Kraken!"

If they ask about Bonedeuce or the *Pride*, she responds, "I seen t'fool's ship 'bout t'islands. He be here somewheres. I sense 'im for he be marked with the Ring…"

If the characters question her further about the Ring she scolds, "T'mark of t'Krakenfiend, ye fools. Bonedeuce and his pride be but slave poppets, servants t' th' Great Squid. They be an omen. An omen, I tells ye! Kraken be rising soon t'claim his throne. Ye'll see. Oh Ye'll see. Heh heh *cough*" She hocks a phlegm ball and loogs it into the dirt, where it squats like an eyeless toad.

If they continue to push for more information on Harthagoa, any of his aliases, or The Ring of the Kraken Makana divulges the following: "Look ye. I've many a dark dream o' late. All bear auspice t' th' Great Squid. He sleeps not, an' he be a' comin'. The Kraken wants his throne built on a city o' men from which t'rule all earth and all th' sea. Many flock t' his cause. He corrupts 'em and promises great power. An' Ol' Makana know all this, for the Great Squid, he makin' me t'same offer. I throw it back at him, for his path is not mine. And ha – don't I know how foul an oath may be. Ye tell me I don't! Heh. Mark me words, soon the Kraken come t' seize Port Shaw if he hasn't already! I seen it – t' *Albatross* hides th' names o' his servants and holds th' key t' th' Kraken's undoing. There. A gift to ya. No charge. Do wit' that what ye may."

Old Makana (MU14): HD 11+3; **HP** 31; **AC** 7 [12]; **Atk** *staff of striking* (2d6); **Move** 12; **Save** 5; **AL** C; **CL/XP** 17/3,900; **Special**: +2 on save vs. spells, spells (5/5/5/4/4/3/1)

> **Spells**: 1st—*charm person*, *detect magic*, *magic missile*, *shield*, *sleep*; 2nd—*detect good*, *ESP*, *invisibility*, *mirror image*, *web*; 3rd—*clairaudience*, *fly*, *haste*, *hold person*, *lightning bolt*; 4th—*confusion*, *fear*, *monster summoning II*, *polymorph other*; 5th—*animate dead*, *conjure elemental*, *feeblemind*, *teleport*; 6th—*death spell*, *monster summoning IV*, *repulsion*; 7th—*limited wish*.
>
> **Equipment**: *staff of striking*, scroll of *charm monster*, *ring of protection +2*, incense (100 gp), specially marked bones (25 gp), unholy water font (100 gp), pouch with 110 gp, an old expended scroll.

Development

While the witch proves willing to sell her blood debt and transfer control of Jacob Razor to the characters for the right price, she is not willing simply to tell them how a blood debt works. She holds the secret workings of the blood debt close, forcing the characters to pay high prices to learn each aspect of the ritual.

Referees should extract additional payment for each of the following tidbits, never simply telling characters how every facet of a blood debt works:

- How to summon the spirit for 10 minutes of questions
- The exact words that force the spirit to answer truthfully

Blood Debts

Blood debts are a potent type of *geas* practiced along the Razor Coast. Unlike most *geas* spells, the blood debt is a willing pact between two individuals, overseen by a pact-maker (or in some cases one of the individuals pledging the blood debt may also be the pact-maker). Typically, *geased* individuals earn some great reward in exchange for their willingness to fulfill the *geas*, and the *geas* is worded to ensure the individual provides a great service in exchange.

On the Razor Coast, as in other regions where life is short and hard, individuals may not live to fulfill their blood debts. The blood debt ensures payment if individuals fail to perform their *geas* in life, but also in death by binding indebted spirits to return from beyond the veil and make good on their pledges.

Similarly, whoever holds the blood debt – and received the promise of the *geased* individual – possesses the right to sell the blood debt to another for any reason, without limitation. The sale of the blood debt frees the spirit from the seller but enslaves it to the buyer. All the entailments of the original oath remain intact, exactly as if the *geased* individual had pledged their blood debt to the new owner in the first place. Those making blood debts should be extremely careful as to the wording of their oaths. Clever pact-makers often try to trick them into impossible tasks, so they might continually summon *geased* spirits from the land of the dead.

BLOOD DEBT

Spell Level: Magic-user, 8th level

Range: 10 feet

Duration: Until task is completed (see below)

Similar to a *geas*, a blood debt places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must be able to understand and agree to the conditions set during the spellcasting.

The indebted creature must follow the given instructions until the blood debt is completed, no matter how long it takes. If indebted individuals die before fulfilling the blood debt, their spirits rise as ghosts in order to make good on the pact. Because the blood debt is accepted willingly, it cannot be broken by any means, including magical means. The debt only ends when paid in full.

Spirits bound by a blood debt may be summoned forth as a shade and subjected to questions once every 24 hours, provided the summoner invokes the ghost using words and phrases from the original pact. Questioning lasts for a time period of no more than 10 minutes. During questioning the restless shade must answer up to five simple questions truthfully, after which it dissipates. If the shade does not know the answer to a question, it may not verbalize an answer. Summoned in this manner, a shade remains completely ethereal, vaguely resembles its former self, and cannot attack or perform any other interactions beyond flickering with ghostly light and whispering.

Once per year the possessor of the debt may use words from the original agreement to implore the indebted ghost to manifest in full and perform terrifying tasks and acts, so long as such acts might lead to fulfillment of the promise sworn in the original pact. For example, the debt holder may not summon the ghost to send as an assassin against some unrelated person, unless a specific trick of wording in the original pact allows for it. While manifest in full as a ghost, the spirit may call to itself ghostly versions of the possessions, mounts, and equipment it bore in life.

Demanding a full manifestation requires debt possessors shed their own blood and scream aloud a summoning cry – again using the words of the original pact; although it is not necessary to utter the words in the original language used to forge the debt – demanding three times that the spirit come forth and live up to its pledge. Full manifestation only occurs if the possibility of fulfilling the oath actually exists.

Unscrupulous magic-users often use blood debts to imprison and enslave spirits. The most despicable casters go as far as to murder those with whom they have sealed a debt in order to manipulate them after death. The caster of a blood debt may sell or otherwise transfer the debt to another individual. Such sales transfer all the entailments of the debt to the buyer, exactly as if indebted individuals had made their oaths to the new owner in the first place. There is no limit on the number of times a blood debt may be sold.

Whoever holds the blood debt may also declare it filled by invoking the words of the original pact – even if the indebted individual has not yet fulfilled the original pledge – and free the spirit from its bondage.

Alternately, the holder of a blood debt may use the original words in a ceremony to declare the debt forever unfulfilled. This latter act involves burning the debt, either literally if the original document survives or symbolically if it does not. Burning the debt in this manner deprives the holder of the power to summon the bound spirit and dooms the ghost to remain a ghost, haunting the site of its death for all eternity.

- The exact phrase for manifesting the spirit to fulfill its task
- The fact that the spirit is more powerful when manifest
- The words to transfer the blood debt to another
- The words to set the bound spirit free

By the time the Witch finishes haggling, she squeezes a minimum of another 10,000 gp in cash, spells, and magic items from the party – plus all the dragonsmoke she can finagle. Only then will she transfer Jacob's blood debt.

SHOWTIME ON *THE SARA BELLE*

After battling fell lycanthropes, investigating grisly crimes, and generally wading through blood, this light-hearted encounter adds a pinch of levity and a dash of comic relief to the campaign's often grim undertone. Not to say that **Showtime on *The Sara Belle*** is a cakewalk. Handled incorrectly, this encounter holds death for the characters — even if they die chuckling.

Synopsis

On an uncharted, semi-deserted island in the Pearl Eye Atoll, the witch Old Makana summons the spirits of the deceased and questions them — for a price. When prospective clients arrive, all she asks for is 500 gp, a tin cup of rum, and a brick of dragonsmoke — a fair bargain for speaking to the dead.

However, if supplicants do not own these items, the wily Makana knows someone nearby who might. She directs them to a band of rowdy pirates living in a hidden cove on the other side of her island, insisting they possess what she demands.

Background

Captain Maurice Bravancello leads this band of **20 pirates**. He helms *The Sara Belle*, which currently sits in dry dock on the other side of Old Makana's island, having suffered extensive damage in an attempt to commandeer a merchant vessel and its heavily armed escort. The winds turned against *The Sara Belle* and her crew of seadogs. They gained no booty, their ship nearly sank, and they lost two brothers to the unforgiving seas.

A full store of rum, ample bricks of dragonsmoke and the perpetual good cheer of their insufferably peppy first mate, **Alastair Drimstar**, are all that buoy their flagging morale. While Captain Bravancello stews in what remains of his quarters, the effervescent Alastair determined not to let *The Sara Belle*'s sagging fortunes keep her crew down.

In their misery, they may crave nothing more than drowning their sorrows and numbing their minds with drink and drug, but Alastair plans to reinvigorate his downtrodden men by having them perform a few songs from a musical he wrote.

To state the bubbly first mate's crew lacks enthusiasm for the production might just be the Razor Coast's understatement of the year — on a par with dubbing Harthagoa a "bit of a nuisance." To make matters worse, even copious quantities of alcohol and brain killing drugs cannot hide the fact that Alastair's songs are simply, unbelievably awful. All hope seems lost for Alastair's musical until a "new cast" miraculously appears at his doorstep.

Setup

The unmistakable scents of burning dragonsmoke and spilled booze emanating from the pirates' makeshift camp make it obvious this is the right place. There is clearly enough rum to fill the witch's tin cup — and plenty of tin cups to be had — but the crew apparently consumes the last of the dragonsmoke as the party approaches. Because of their inebriated state, *The Sara Belle*'s men take little notice of the strangers in their midst and freely offer the characters swigs of rum and a hardy welcome.

A hardy welcome from everyone except for the sober Alastair, that is, who sees an opportunity to bring his musical to life. After the characters indulge in a few drinks or a few puffs, Alastair approaches them on behalf of *The Sara Belle*'s officers. He possesses a flamboyant and aristocratic demeanor and remains utterly determined to see his musical performed in all its glory.

Alastair Drimstar (Ftr6/Thf6): HD 9; **HP** 25; **AC** 6 [13]; **Atk** *+1 handaxe* (1d6+1) or throwing axe (1d6); **Move** 12; **Save** 9; **AL** N; **CL/XP** 7/600; **Special**: backstab (x3), +2 save vs. traps, thieving skills

> **Thieving Skills**: Climb 90%, Tasks/Traps 35%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%.
>
> **Equipment**: *+1 leather armor*, *+1 handaxe*, 3 throwing axes, guitar, *potion of healing*, safe key, 105 gp, small piece of dragonsmoke, vial of ink, scorebook for Bite This Dajobas.

Alastair offers the characters everything they want — gold pieces, rum and dragonsmoke — if they agree to sing four songs from his musical. He insists it will take only a few hours to learn the musical numbers. After a brief rehearsal, they would then perform the show for his men. After the performance, Alastair assures them they are free to leave the campsite, payment in hand.

If the characters agree to Alastair's terms, he gives them the musical score, asks them to review it, and requests they meet him in an hour for rehearsal. With an air of regret, Alastair refuses to give the characters any gold or dragonsmoke if they refuse his offer, but he allows them to drink the rum without limit. His backup plan is to get the characters drunk, take them prisoner, and then force them to entertain the crew.

The musical entitled *Bite This, Dajobas!* is utterly terrible and in despicably bad taste. It tells the story of a young angler who contracts lycanthropy from a minion of

Dajobas and murders his beautiful wife and their young child. It features such memorable tunes as, "I Got a Mark from a Shark," "Feelin' Younger from the Hunger," "Don't Fear the Chompers," and "Blood is in the Air…and in the Water."

The Referee should feel free to invent more songs or to spice up the production further with outrageous costumes and gonzo choreography. Nothing is too over the top for Alastair.

Action

After the preliminary introductions and initial preparations, the characters must decide on a course of action. Acquiring the rum is as easy as pouring it into a tin cup, but the gold and dragonsmoke are a different matter. Alastair keeps 1,400 gp and five bricks of dragonsmoke in a concealed and locked iron safe in his personal quarters aboard the beached *Sara Belle*, and he is the only one with the key.

Stealing from Alastair

The adventurers' might steal Alastair's key, but they must still deal with the *alarm* spell protecting the safe (see the **Appendix**). Captain Bravancello is the only crewmember who spends any time aboard the *Sara Belle*. The rest of the crew, including Alastair, mill about in the campsite when they are not looking for food, firewood or scavenging the nearby beach for any shipbuilding material that might wash ashore. However, should the alarm sound, both crew and captain rush to investigate. They immediately attack anyone suspected of attempting to open the safe.

Performing in *Bite This, Dajobas!*

If the party pulls off a good performance, Alastair refuses to attack them. Should any adventurer succeed at a great performance, Alastair warns them of Captain Bravancello's plan by knocking the poisoned rum from Maurice's hand.

Should one or more of the characters deliver a "bring the house down" performance, Alastair does all of the above but also fights with the characters against both captain and crew; although he deals only non-lethal damage when doing so.

Flattering Alastair

In lieu of a powerful performance, flattering Alastair also works wonders. Successfully flattering the wannabe musician's musical greatness also induces Alastair gives hand over a block of *dragonsmoke* in exchange for the compliment.

Grant the player some manner of a bonus for every specific element of a specific song they resoundingly praise. For example, "It's the way you hit that second octave on the shark screech in 'Don't Fear the Chompers' – Alastair, it just fills me with elation. Your singing makes me want to be a better man."

However, give the party only one attempt to stroke Alastair's ego. Like many artists, Alastair craves praise but holds deep suspicions of anyone who heaps it on him.

Lying to Alastair

Finally, Alastair detests liars. If he learns of a plan to deceive him, he calls on his captain and the rest of the pirates to join him in attacking the party.

Pirates (10): HD 3; **HP** 12, 14, 20, 21, 18, 19, 11, 17, 15, 11; **AC** 5 [14]; **Atk** longsword (1d8) or light crossbow (1d8); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special**: none.

Equipment: ring armor, shield, longsword, light crossbow, 40 bolts, signal whistle, 4d12 gp.

Wrap-Up

Once Captain Bravancello learns of the characters' arrival, he formulates his own plan. In desperate need of a new ship, the crafty pirate knows that it is easier to take someone else's than fix his own. After the show, Captain Bravancello sings the party's praises and raves about their amazing performance in such a "stellar musical miracle." He offers the characters rum spiked with poison that causes unconsciousness for 2d6 hours, with an onset of 2d6 minutes.

When the first character falls unconscious, he and his loyal crew attack the remaining characters. After they dispose of the last character, the Captain plans to leave the adventurers for dead, backtrack their path, and seize their vessel for his own.

Captain Maurice Bravancello (Ftr9): HD 9; **HP** 41; **AC** 5 [14]; **Atk** *+1 longsword* (1d8+1) or dagger (1d4); **Move** 12; **Save** 6; **AL** C; **CL/XP** 9/1,100; **Special**: none.

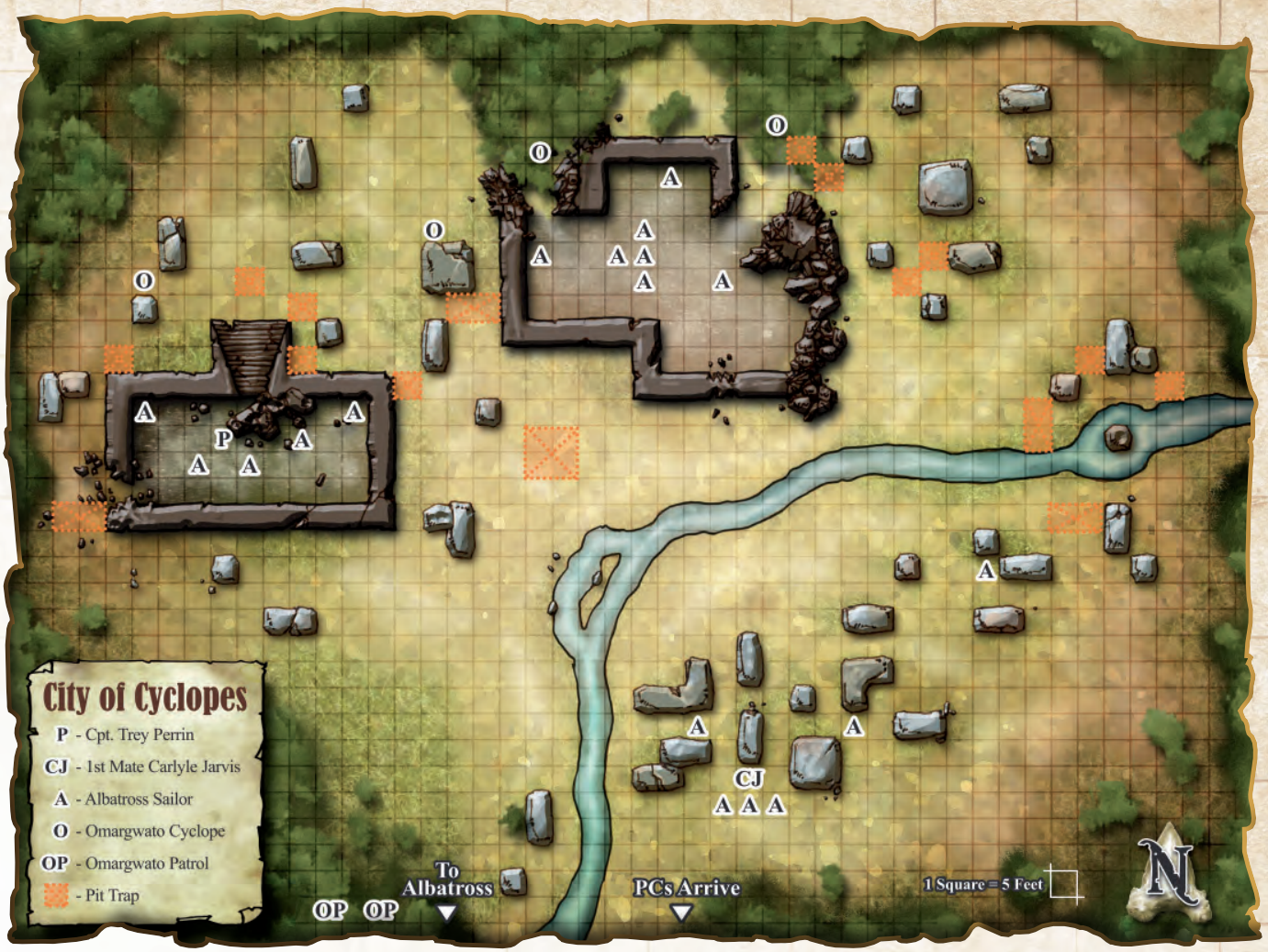
Equipment: *+1 ring armor*, *+1 longsword*, 3 daggers, 6 doses of poison, spyglass, astrolabe, vial of ink.

The only wild card in Captain Bravancello's plan is Alastair. Though he is a pirate, Alastair imagines himself an aristocrat among pirates. He is a man of his word, and if the characters uphold their end of the bargain, he intends to keep his — even to the extent of defying his captain.

COMMANDER PERRIN AT THE CITY OF CYCLOPES

The party spots the *Albatross* partially beached in a shallow bay. The ship is vacant and upon closer inspection shows signs of repairs to a damaged hull left unfinished. Still, there are no signs of violence or treachery. As if the crew simply put down their tools and vanished – which they did in an ill-fated attempt to mutiny (see **Background,** below, for details).

In the ship's supply hold, the characters find only a few sacks of grain and three barrels of water – not enough for a long voyage. They also find half a crate of mangos, but these are spoiled, perhaps two weeks old. Between the limited supplies, rotten fruit, and missing long boats, the evidence indicates the captain and crew traveled inland in search of supplies almost two weeks earlier.



Exploring the shore, the characters find no tracks or traces of the crew along the beach. Anyone searching even a little farther inland discovers four longboats, all partially buried in the soil and covered with brush to keep them hidden. A secondary search reveals tracks headed even deeper into the surrounding jungle.

The party encounters no problem following these tracks and, after a few hours, reaches a brook. From there, the tracks turn upstream and head still deeper into the darkening jungle. Several miles along, one of the adventurers stumbles upon a great stone brick. Badly weathered and chipped from countless centuries, it seems entirely out of place in the jungle. Soon they stumble upon another, then more, then bricks partially stacked upon one another. Finally, peering through the jungle beyond, they spot a massive rise of vine-gowned ruins. Entangled with vegetation and flowering lianas, covered in moss and soil, the remains of buildings lie heaped like the masonry bones of some gargantuan, primordial beast.

Background

The characters have stumbled onto the ruins of Omargwato, an ancient civilization of jungle giants who worshipped terrible and bloodthirsty gods. To honor these gods they drowned infants for rain and bled each other dry for crops. While the Omargwato have long passed on, their shrunken descendants still live within these ruins.

Malformed, primitive barbarians of tremendous size that view the world through a single eye, the degenerate descendants of Omargwato believe it their fate to guard these sacred ruins and reenact their ancestors ancient rituals at every opportunity – preparing for the day foretold, when their more massive forefathers will return.

When Perrin and his men discovered the ruins, a patrol of degenerate cyclopes – the shrunken descendants of Omargwato – ambushed them. The ensuing rout split the crew of the *Albatross* into four groups. One group the monsters hunted down and slaughtered brutally, torturing the hapless crew by binding their limbs between trees and gutting their suspended bodies with crude stone knives. The cyclopes read the exposed entrails while their victims struggled, wept, and died. They dug their thick, stumpy fingers into gaping belly wounds, grunted excitedly over this string of fascia or that lump of adipose, and argued in their strange hooting tongue over a length of red, glistening mesenteric artery. Later, jungle birds flocked to scavenge from the gory remains.

The other three groups fled in different directions, each seeking shelter amidst the ruins. All three bands find themselves trapped, and it seems only a matter of time before they suffer the same horrid fate as their fellows.

Setup

Group 1

The characters most likely encounter this group of survivors first. It consists of **7 sailors** led by Perrin's first mate, **Carlyle Jarvis**. Carlyle spends the better part of every day calming his people, trying to prevent them from revealing their location. His slowly starving followers teeter daily on the edge of panic. If the characters do not calm or cow them upon their first meeting these crewmembers abruptly freak out and attempt to flee, worried the characters arrival gave away their location.

Which gives away their location.

As soon as any of them bolt from their hiding places, cyclopes rush from behind massive piles of masonry or from the thick bamboo jungle, slay the fleeing sailors, and drag off the bodies to perform strange rituals with their remains.

Group 2

Lt. Commander Trey Perrin heads the second band of survivors, giving orders from a makeshift stretcher. His orders often make sense, but not always as he battles bouts of fever-induced confusion. Incapacitated by injuries and fighting a powerful fever, Captain Perrin looks every inch the aging gentleman – on his deathbed. With 40 hard winters under his belt, a jaw squared by determination to do the right thing, and a graying moustache trimming his upper lip like a scalpel scar, one easily misses the glassy sheen glazing his green eyes—green like the ocean, green like a vine-covered grave.

Despite their travails, he and his **5 officers** remain calm. The commander's group holds a position near enough to the forest edge to make a break for the *Albatross*. Even edging into delirium, Perrin refuses to abandon the remainder of his people.

In lucid moments, he reinforces that order, and any attempts by the characters to persuade the members of Perrin's group to abandon either their commander or other crewmembers prove fruitless. However, if the characters can lead Carlyle's group to Perrin's men or vice versa, the united force stands a better chance against the cyclopes.

Captain Trey Perrin (Ftr11): HD 9+4; **HP** 49; **AC** 3 [16]; **Atk** *+1 longsword* (1d8+1) or military pistol (1d10); **Move** 9; **Save** 4; **AL** L; **CL/XP** 11/1,700; **Special**: none.

Equipment: *+2 chain armor*, *+1 longsword*, dragoon's uniform, emerald green cloak with family symbol of a falcon soaring against the sun, dagger, military pistol, 10 rounds of shot and powder, *ring of mammal control*, *potion of invisibility*,

Commander Perrin suffers enteric fever, and is already in a weakened condition (–3 to hit and on saving throws). Rose-colored spots cover his chest and abdomen, and he is prone to fits of delirium and shakes.

Group 3

The third group faces the greatest danger. These crewmembers took shelter in a partially collapsed building. Rubble seals most of the structure's egresses. The cyclopes block the remaining two exits and keep everyone cornered. Sadistically, the monsters take their time. They toy with their prey, every so often fishing out one of the *Albatross*' compliment and sacrificing the unfortunate atop the ruins – within full view of all the other groups. As it stands, the monstrous descendants of Omargwato have whittled the third group down to **6 sailors**, a number that will drop to zero before many days pass.

Action

Ambushed by a One-Eyed Patrol

Unless they take preventative measures, shortly after the characters arrive on the scene a patrol comprised of **2 degenerate cyclopes** (see the **Appendix**, "Children of Omargwato") spots them and attacks.

Degenerate Cyclopes (Children of Omargwato) (2): HD 9; **AC** 0 [19]; **Atk** spear (3d6 + poison); **Move** 15; **Save**

6; **AL** C; **CL/XP** 10/1,400; **Special**: –2 on ranged attacks, poison spear (save or fall into coma for 3d6 days, onset in 1d6+1 rounds), spell-like abilities, surprise on 1–3 on 1d6 in jungle.

Spells: 3/day—*darkness, 15–ft. radius*

Tactics: The Omargwato cyclopes keep their spears coated in fresh dart frog venom, seeking to quickly disable foes, if possible, for later feasting. They particular enjoy making their early attacks against targets not wearing armor, as they've learned that such beings are typically capable of slinging dangerous spells but are also curiously susceptible to poison—if the damage from the spear doesn't kill the target outright, of course.

This conflict with the Omargwato patrol alerts Carlyle to the characters' presence, if he has not yet met them. After the fight, should the adventurers not discover Carlyle's group, he seeks the party out and fills them in on the situation.

Recovering the Crew of the *Albatross*

The remainder of this set-piece works best when the characters decide to help Perrin recover his crew and escape back to the *Albatross*. As things stand, the ships' compliment perishes if the characters fail to intervene. The cyclopes devour or sacrifice 3 to 4 crew per day until only Perrin's band and the characters remain.

The party might resolve the challenge posed by the Children of Omargwato through either fight or flight. If the party turns to stealth and flight, clever trickery may permit them to retrieve the trapped crew and escape. Should they decide to fight, the surviving ship's compliment – unarmored and wielding only light melee weapons – eagerly join the fray. However, it requires a minimum crew to sail the *Albatross,* and if more than five of Perrin's sailors perish he proves unable to sail his ship without either the characters aboard or some other compensating factor at work.

Albatross Sailors (Ftr1) (18): HP 6; **AC** 4 [15]; **Atk** sickle (1d6) or dagger (1d4); **Move** 12; **Save** 11; **AL** N; **CL/XP** 4/120; **Special**: none.

Equipment: ring armor, sickle, dagger, gold hoop earring (20 gp).

In addition to the cyclopes the characters encountered when they first arrive, an additional **4 cyclopes** lie hidden throughout the ruins. The cyclopes surprise on a die roll of 1–3 in 6.

Degenerate Cyclopes (Children of Omargwato) (4): HD 9; **AC** 0 [19]; **Atk** spear (3d6 + poison); **Move** 15; **Save** 6; **AL** C; **CL/XP** 10/1,400; **Special**: –2 on ranged attacks, poison spear (save or fall into coma for 3d6 days, onset in 1d6+1 rounds), spell-like abilities, surprise on 1–3 on 1d6 in jungle.

Spells: 3/day—*darkness, 15–ft. radius*

Tactics: While the NPCs remain holed-up, the cyclopes sneak about, stealthily changing positions and attempting to pick off crewmembers one by one, at range. Additionally, the Omargwato frequently tie vines to their arrows. Any character hit by such arrows, the Cyclopes drag into the surrounding jungle.

The Cyclopes have set a number of **traps** about the ruins. The Omargwato frequently make hit and run raids, hoping to lure their foes into following them right into a wide-mouth pit filled with poisoned spikes. Each pit is 30 ft. deep and filled with poisoned spikes. Characterss falling into the pits take 3d6 points of damage from the fall, 3d6 damage form the spikes, and need to make a save or suffer

Editor's Note – My Characters Aren't the Altruistic Sort

If your players seem disinclined to help Perrin's crew out of this jam, so be it. This decision could play out a number of ways.

Should your adventurers meet the surviving compliment of the *Albatross* on the site of the ruins, but then decide to abandon them, the enraged and panicked crew attacks the party. Into this mayhem, the remaining Omargwato cyclopes wade, thrusting spears and hooting their terrible howls. Alternately if the adventurers sneak up on the ruins, assess the situation, and decide to abandon Perrin and his people, unseen, that's also fine.

However, the adventure works best if the party leave the Isle of Cyclopes armed with certain information: namely that Barrison Hargrove is a member of – possibly leads – the Ring of the Kraken and that the Ring plans something horrible for Port Shaw.

Allow your party to discover the *Albatross'* logbook before they depart or, should they creep close enough, let them overhear Commander Perrin muttering in his delirium. The commander's ravings, the logbook, or both convey the information communicated when **Commander Perrin Shares His Tale** (below).

As an extra treat, should the characters abandon the crew of the *Albatross* to their fate, the *Albatross* will nevertheless eventually limp into port. Wasting away from fever and missing both an arm and a leg, the terror-haunted Lt. Commander Perrin accuses the characters of abandoning them. There is no law requiring the inhabitants of the Razor Coast to help each other out, but if the characters have been claiming the role of chivalrous heroes, the story's going get a bit tarnished after the dramatic return of Commander Perrin.

an additional 3d6 points of damage from the poison.

Development

If the characters do not first defeat the Omargwato before trying to escape the island, then it is likely that they, Perrin, and his crew flee across the beach to the ship trailing a horde of angry cyclopes. When the fleeing group reaches the ocean, their pursuers may surprise them. Instead of chasing further, the monsters stand at the shore and hurl rocks and javelins at the *characters'* ship – not at the *Albatross* – in an attempt to scuttle her.

Should the characters ship anchor within 100 feet of shore, cyclopes leap into the water and swim to the vessel. On the way, they attempt to capsize any long boats in which the crew might still be escaping. If they reach the adventurers' ship, the cyclopes climb the sides and attempt to disable it – ripping out the wheel, snapping masts, etc. – before returning their attention, first to the characters, then to all the other tasty little humanoids gibbering about.

Wrap-Up

Once the adventurers defeat the cyclopes and help Perrin and his crew back to their ship, they have the opportunity to sit down with the commander over dinner and share what they know or suspect.

Lt. Commander Perrin Shares His Tale

If the adventurers heal Perrin's disease, then he shares the information contained below over dinner. Should the characters lack the ability or the desire to heal the Perrin, then communicate the information across the man's fever-addled deathbed.

In either case, the characters learn that back in Port Shaw, alerted by Jalia Ramires but still not believing in Barrison Hargrove's complicity, Perrin began investigating Hargrove's personal associates – Gregory Bonedeuce among others – to see if they were manipulating the elder or otherwise plotting evil.

Based on his initial nosing about, Perrin soon suspected many in the town to have fallen under the influence of a criminal organization called the Ring of the Kraken. He began to suspect this group might even have ties with the ancient evil known as Harthagoa – the same creature that destroyed the Wave Riders so many years ago.

Shortly after Perrin shared his preliminary findings with Barrison Hargrove, the elder announced he'd discovered the true map to Garr Bloodbane's treasure and assigned Perrin to recover the hoard. Now suspicious of the elder, but forced to accept the mission or resign, Lt. Commander Perrin aborted his investigation and set sail.

Things went well at first. In Commander Perrin's words, "We followed the old chart into the Pearl Eyes. It proved itself true with great frequency. The soundings in particular aided our avoidance of hidden shoals and other dangers, uncharted on any modern map I've seen. I felt we were close to deciphering the exact location of Bloodbane's pox-ridden gold when the recent unpleasantness disabled my ship and stranded us on…that isle. That cursed isle. Damn all mutineers to the grave! To the grave, sirs!" Perrin belts back a drink, then slams the empty glass on the table. His straight spine abruptly deflates, "I have no idea where to go from here. I confess, none. None at all."

The map is a brilliant forgery, commissioned by Hargrove and penned by an unwitting Sagacious Samuel.

Perrin's Map

If the characters have Durrell Ravenkith's map, they can compare it to Perrin's. It is readily apparent that the two are different, and a thief's read languages skill, or the read languages spell confirms what the Lt. Commander already suspects – the map is a fake. Hargrove has a reputation as a premier map collector and boasts an even greater reputation as an appraiser and cartography enthusiast.

If the adventurers do not possess Durrell Ravenkith's map, inform the character with the highest intelligence that there is something fishy about the map, without specifying what precisely. Ultimately, if no party member draws the conclusion first, Perrin will announce he now believes the map is a fake – or at least partially fake.

Given Barrison's reputation, it is highly illogical that Hargrove would unwittingly hand Perrin a fake map; thus, it quickly clicks in the Perrin's head that Hargrove set him up. Immediately and conclusively Perrin realizes Hargrove himself must serve either as the brains behind or as a major participant in the Ring of the Kraken. Based on his own investigations, Perrin believes (correctly) that the Ring was poised to make a major move even before his departure. If Hargrove and others in Port Shaw are part of the Ring, Perrin quickly adds, the port itself must be their target.

AMBUSHED BY *BONEDEUCE'S PRIDE*

Once the characters leave the Isle of Cyclopes, Gregory Bonedeuce decides to put an end to them, once and for all. Having tailed the characters all along – or simply because he hunted the *Albatross* himself – Gregory locates the characters' ship and attacks.

Setup

By now, the adventurers should realize that if Hargrove masterminds the Ring of the Kraken, his right-hand-man, Commandant of Dragoons Gregory Bonedeuce, may also play a part in this treachery. Even if the characters fail to suspect Bonedeuce, the master of the *Pride* assumes the characters have deduced his involvement.

As a result, once the characters set sail for Port Shaw – perhaps half-crewed and guarding a limping *Albatross*

– Bonedeuce gives chase, intent on catching them several hundred miles off the coast and sending them to the bottom. Under no circumstances does Bonedeuce allow the characters to return to Port Shaw if he can help it. He would rather sacrifice himself before failing Harthagoa.

Action

Bonedeuce's Approach

How Bonedeuce initiates this attack, depends on the Dragoon commandant's relationship with the characters. If Gregory established a friendship with the party or if he believes they will keep their ships' guns covered long enough to hear him out, then Commandant Bonedeuce opens with his strong suit – sneaky betrayals. Perhaps Bonedeuce signals congratulations for their having rescued Perrin (whether they did or not) and invites the characters to dine aboard the *Pride.* It's a meal they are destined never to eat. After making the offer Bonedeuce sails close as if to offer a more convenient crossing, abruptly runs out his guns, and unleashes a full broadside at point blank range. Then he veers the *Pride* off, tacks in a half circle, and fires a second broadside from his ship's other battery.

Alternately, if antagonism between Gregory and the party runs open and virulent, the commandant may arrive unheralded, *Pride's* cannon blazing away. Either way, Dragoon Commandant Gregory Bonedeuce trades in his false smiles for grapeshot and boarding parties.

Commandant Gregory Bonedeuce (Th4/Ftr4): HP 46; **AC** 2[17]; **Atk** +*2 rapier* (1d6+2) x2 or double pistol (1d8) or 2 dueling pistols (1d6); **Move** 9; **Save** 6; **AL** C; **CL/XP** 9/1,100; **Special:** accomplished duelist (+2 to attack rolls when dueling or firing pistols), backstab (x2), +2 save vs. traps,, thieving skills.

Thieving Skills: Climb 88%, Traps/Tasks 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: *bracers of defense* 4[15], *boots of leaping, Bonny Lass* (+*2 rapier of speed*; allows 2 attacks per round), a double pistol with 10 reloads of shot and powder, a pair of dueling pistols with pressure release needle traps (See **Appendix**) tipped with poison, several uniforms, *ring of water breathing* (as the spell), *ring of protection* +*2*, a monogrammed gold-plated mechanical pocket watch (worth 1,500 gp), a fiddle and bow, a snuff box, several exquisite quality cigars, a box of matches.

Defending the *Pride*

In most cases, the characters find themselves outmatched by the *Pride* in whatever ship they sail. After weeks at sea and following their ill-fated exploration of the Isle of the Cyclopes, the *Albatross* and her weary crew prove more liability than ally. Unable to fight, the *Albatross* is a sitting duck. If not defended by the characters, a single broadside from the *Pride* starts Perrin's ship sinking.

Outgunned by the *Pride*

After foully tricking the party into allowing him close and delivering a brutal opening salvo, Bonedeuce tries to get in another. Succeed or fail, he next prefers to sail off and pound the party's ship from a distance – especially if his guns outrange theirs. If Bonedeuce can stand off, safely out of range, and bombard the characters' ship to matchsticks, he does just that. Barring another means of stopping him, the adventurers must drive their ship close to Gregory's, all the while suffering withering fire, and board the *Pride*.

Editor's Note – Rules, Rules Everywhere

To resolve this battle Referees may use any rules for Age of Sail ship-to-ship combat they like; for example, the ones provided in the ***Swords and Wizardry Complete Rulebook***, or the Pathfinder Roleplaying Game or in the ***Skull and Shackles*** Adventure Path, also from **Paizo Publishing** (will need some conversion).

However, consider using ***Razor Coast's*** own ***Fire as She Bears*** rules, as these have been specifically tailored for just such an encounter. If the party chose a ship not detailed in ***Razor Coast*** or ***Fire as She Bears***, Referees may need to generate more detailed statistics for whichever ship the characters command.

Regardless of rules, be sure to allow Bonedeuce and the characters a chance to duel it out in full pirate style. You might choose to avoid a three-way battle, as these tend to drag out. For example, if the characters split their crew to help the *Albatross* along, the encounter proves more fun with the *Albatross* a dead weight the characters must concern themselves with protecting.

Development

Bringing Bethany to Bear

If Bethany is present, her ship and crew excel at just these sorts of close boarding actions. She points *Quell's Whore* directly for the *Pride*, sacrificing crew and ship to put the characters closer to the foe. As Bethany puts it, "Go! My *Whore* can't take this pounding for very long. I'll fight the ship. Korg, prepare to repel boarders. You lot – when I drive in swing 'cross and get that bastard, Bonedeuce!"

Summoning Jacob Razor

If the characters summon Jacob Razor, read or paraphrase the following.

> Black clouds form on the surface of the water. Slowly they rise into a great, impenetrable swirling mass. Then a low ocean breeze, cutting contrary to the prevailing wind, gentles the clouds apart. From within emerges the tremendous gray hulk of the Razor's Edge. Shimmering and translucent as if trapped between worlds, its ghostly sails hang limp and tattered. Its mast and rigging sag beneath long ropey seaweed. A lone ghostly figure stands, one leg raised upon the vessel's prow, and stares at you intently. For a breath, this apparition of a ship lies still. Then the grim and vengeful spirit of Captain Jacob Razor raises his cutlass and salutes you. He lowers his blade to point at the Pride and an eerie, shrieking wind fills his tattered sails. The Razor's Edge cuts the waves and arrows straight for her inveterate foe.

The *Razor's Edge* glides right up to the *Pride*, and Bonedeuce can do nothing to stop it. Jacob's ship unloads a single broadside and then melts away to sea foam, but not before the ghost of Jacob Razor – fully manifested – leaps across the intervening gap and onto the *Pride's* deck. The ghostly broadside shatters the *Pride's* rudder, smashes all her cannon on the one side to scrap iron, and starts the *Pride* sinking. In 15 rounds Bonedeuce's ship rolls, then vanishes beneath the waves.

The Ghost Can't Win Alone

Once Jacob reaches the *Pride*'s deck, he bellows for the characters to join him and starts cutting a swathe through Bonedeuce's crew. At first, the appearance of his old nemesis' ghost horrifies Bonedeuce. He takes no action for 3 rounds, but in the end pulls himself together, shakes off his superstitions, and with a roar treats the ghostly Jacob as he would any other foe.

If the characters fail to intervene, Bonedeuce eventually defeats Jacob's ghost, shouting "Ha! I killed you once, I can kill you again!" although Gregory loses half his remaining crew in the interval. Should the party intervene and assist Jacob Razor in reaching Bonedeuce – by boarding the *Pride* themselves or by some other means – the outcome is different.

Outwitting the *Blood Debt*

On reaching Bonedeuce with the characters' assistance, Jacob spreads wide his arms. Momentarily nonplussed, Bonedeuce swiftly recovers and runs Jacob through. Instantly, the ghost vanishes – into Gregory Bonedeuce. Confused at

first, Commander Bonedeuce spends a round convincing himself he slew the ghost. Then he turns and focuses his ire on the adventurers, attacking them single-handed.

From this point forward, Bonedeuce suffers a –2 to his AC and a –4 on all attack rolls and saving throws. Referees should describe any of Bonedeuce's failed rolls as the ghost of Jacob Razor, bound inside his flesh, interfering with his actions.

If the characters slay Bonedeuce while Jacob Razor's ghost possesses him, they also slay Jacob Razor. By significantly inhibiting Bonedeuce's actions, Jacob helps slay himself, fulfilling his blood debt to the witch. When Bonedeuce dies, the character who slew him – and Bethany Razor if she is present – witnesses Jacob's ghost vanish into the ether, grateful and freed from torment at last.

If the party slays Jacob-bound-to-Bonedeuce without Bethany present, she receives a vision of Jacob's freedom when Gregory dies. Either way, the characters receive one Victory Point (see **Chapter 2** and **The Kraken Strikes** for more details on Victory Points) and, assuming she still lives, Bethany sides with the party against Harthagoa.

Wrap-Up

Defeating Bonedeuce and the *Pride*

After *Razor's Edge* fires its broadside or it otherwise grows clear that the *Pride* will sink, the remaining crew and Bonedeuce himself attempt to board the characters' vessel. First Gregory attempts to ram his now sluggish ship into the party's and leaps across the moment the gap closes. If he cannot bring his ship closer, he jumps overboard and tries to reach the characters by swimming.

Ultimately, the Dragoon commandant does not fear death, as he believes Harthagoa will save him should all of them drown. If Bonedeuce believes he cannot win, he tries to take as many of his foes with him as possible. If the battle drops Bonedeuce below 15 hit points, he attempts to flee by plunging himself into the briny depths – after delivering this sardonic warning:

"You have yet to see the last of me! Return to Port Shaw – it's a pile of ash by now. I shall personally ensure the Great Kraken's curses fall upon you. You shall serve me as slaves in Harthagoa's kingdom! Please, I entreat you. Return to Port Shaw, the jewel of His Empire. You shall number among the first to witness Him ascend the throne to which all the world shall one day bow!"

Unless stopped, Bonedeuce punctuates his message by grabbing the nearest heavy object – a small anchor, a ballast bag, or a cannon ball – and launching himself into the ocean from which he does not intend to emerge. If Bonedeuce escapes in this manner, Harthagoa saves him and a rescued, but much reduced Bonedeuce re-appears to bedevil the characters during the final Act of **The Kraken Strikes**.

The *Pride* Victorious

In the unfortunate event that Bonedeuce sinks the characters' ship, this forces them to do whatever it takes to survive. Despite his competence as a naval commander, Gregory remains a vainglorious ass – especially when victorious. As the characters' ship sinks, Bonedeuce throws a party within rescuing distance of his defeated foes. Rum flows as freely as the seawater over his enemy's gunwales, but in their drunken revelry his crew fails to hunt down and slay all the survivors. This allows the characters, any important NPCs, and a few crew the chance to escape. If they survive – for example by floating upon the flotsam of their shattered ship or by magical means – they may swim or float to the nearest island and from there beg, borrow or steal transport back to Port Shaw.

Yet More Proof

If at any time the characters search Bonedeuce's cabin on the *Pride* or seize his body – dead or alive – they find a copy of orders instructing the Dragoon commandant to find and destroy the *Albatross*, the party's ship, and any vessels in aid or comfort of them both. The order is signed:

"By the Ring and in Harthagoa's name. Soon may He rise. Long may He reign. – Barrison Hargrove."

ACT THREE
The Defense of Port Shaw

Approaching the Harbor

The characters return to Port Shaw by ship. Approaching, yet still days away, they spot alarming signs of an active siege: coils of black smoke curling above the port by day, the rumble of distant explosions and flashes of flame igniting the horizon by night.

Drawing near the harbor, the characters witness more alarming sights across the bay. Through momentary breaks in the thick charcoal smoke that hangs over the city like an immense jellyfish, they glimpse all manner of foul creatures. Four-armed fish mutants jam tridents and thrust serrated swords into foes at every turn. Hulking scrags dragging bloody anchors clamber over the bodies of Tulita and Dragoons stacked waist high. Skum toss ordinary folks from windows above the dockside warehouses. The sea-floor monstrosities clearly outmatch the scattering of Dragoons and Tulita still valiantly swinging blades, fighting back-to-back at last. Now and then, musket flashes pop yellow-orange in the thick, rolling smoke – but so few, so infrequent. Fires continue to rage through the city, and so many corpses hang over the wall above the boardwalk that, from this distance, the bodies seem the frills and folds of an immense, obscene tablecloth – and the sea wall above some monstrous table's edge.

While tumult rages beyond docks, the harbor itself

appears eerily silent and still; however, the signs of recent violent struggles float everywhere. The ever-present waves of the harbor slosh a thick, sickly dark brown, bloated bodies bobbing among the flotsam. Anything in the water for more than a moment collects a halo of rusty foam.

The bay itself flickers in the fire and shadows cast by burning ships, scattered about the waters beyond the harbor entrance.

Narrated Moments

ALL IS LOST

Read or paraphrase the following:

Pushing through the black smoke that clogs Port Shaw's streets, you come across a band of fisher folk – people you recall helping on the Night of the Shark. Seven-foot sea beasts armed with wickedly barbed tridents have them backed against a wall. One man screams as a creature leaps up and rams the three tines of its weapon down through his chest, pinning him to the building at his back. Yet no one moves.

Knuckles whiten across broken bottles and skinning knives. They push the young among them to the back and huddle closer. Yet no one moves. A hulking fish-thing chortles through a cavern of jagged teeth. Its laughter sprays slime on its fellows, who all laugh as the speared man screams again. And still no one moves – until a squat, wheezing merchant spots you behind the monstrosities.

Her eyes widen in recognition. The chortling fish-thing catches her expression, spins to look. That's all it takes. Like an anchor dropped, the merchant slaps forward "FOR PORT SHAW!!!" and rams her skinning blade into the monster's side. As one, all the citizens surge forward. They shout your names as their rallying cry. Blood and black ichor spray, and one by one the monstrosities from the deep fall or fall back.

EVERYTHING ON A KNIFE'S EDGE

Read or paraphrase the following:

Everywhere Dragoons stand locked in mortal combat with sahuagin, kapoacinths, scrags and

things you cannot name–should not have to name. Dirt, blood, and slime stain white uniforms black. The battle reduced most Dragoons to swinging their muskets like clubs or, having left a bayonet stuck in green-gray flesh, swinging their rapiers in desperation. Things roll their bulky shoulders, grin. Heavy, serrated swords rise, fall, rise again blood red. Here an invader ducks beneath a clumsily swung musket and jams a trident through a hapless Dragoon. There a Dragoon boot-slams some sea creature back against a wall and jabs a bayonet through its throat. To one side a platoon of Dragoons sets their bayonets, a desperate attempt to guard another few prying open a keg of powder.

With your arrival, the Dragoons take heart. In particular, the sight of you stiffens the back of one smoke-smeared sergeant, "Fall back!" He swings his arm, pulling in the men. "Defend the powder!"

Miraculously they hear. More miraculously, the Dragoons obey. Soldier after soldier slams the wooden stock of their weapon down and angles their bayonets out, while behind them muskets flip up. Powder pours. Ramrods rattle and slide.

Now the monstrosities roar in desperation. They smash forward, gnashing teeth and ripping their foes with 6-inch claws – but the bayonet line holds.

The sergeant snaps up his arm, "PREsent ARMS! First rank TAAAKE aim!" He slaps his arm down. "Front LINE DOWN." As one, the front line of bayonet wielding Dragoons drops to a knee. At the corner of the line, one horrendous claw breaks through, snags a throat, splashes blood across white knees. A single Dragoon gargles and topples flat. His fellows, wet with his sprayed life, do not move. They hold.

"First RANK–" The sergeant's fist shoots up. And down again "FIRE!" A crack like lightning. Shoulders rock beneath hardwood stocks. For a moment, white smoke obscures everything. When it clears, monstrosities layer the cobblestones, groaning and writhing across every inch of paving stone, dead and dying.

The sergeant steps through the carnage. With one hand he absently jabs a bayonet into a flailing foe and leaves the musket quivering upright in the body. He draws near. Through the smoke and blood that stain his face, you recognize him. A pause, and he salutes.

"Sir! Couldn't go down with you there watching, now could I? Too damn embarrassing . . . Sir!" He snaps his fist down to his side, salute complete, and grins.

VICTORY IS OURS

Read or paraphrase the following:

As the last of the invaders slip back into the harbor, this teenager in a Dragoon uniform standing beside you lets loose a mighty whoop! He drops his musket and embraces you, "We did it! We did–"

Suddenly aware of just who he's hugging, the young man steps back, as abruptly embarrassed as he was exuberant moments before. "Er . . . sorry about that . . . sir. Just be getting a little enthused is all . . . didn't mean . . . er . . . maybe I can–"

The hunk of dock smashes him to pulp and sprays you in blood and shredded uniform. Thanks to Harthagoa, you never learn what he thought he could have done. Half a boat, a handful of bodies, and the back wall of a warehouse crash through the pier around you. A splinter the size of your forearm takes a Tulita worker through the chest.

In the harbor, the water churns. The Krakenfiend rises.

Precarious Situations

THE ENEMY THREATENS A BELOVED NPC

In the smoke and chaos, the characters stumble across a beloved NPC, overwhelmed and about to die at the hands of a fearsome, **sahuagin general**.

Sahuagin General: HD 4; **HP** 30; **AC** 3[16]; **Atk** trident (1d8+2); **Move** 12 (swim 18); **Save** 13; **AL** C; **CL/XP** 4/240; **Special**: spells (2/1).

Spells: 1st–*locate animal*, *purify water*; 2nd–*create water*.

Equipment: leather body harness, trident (treat as a 3-tined spear).

Wrap-Up

Defeating the General earns the characters 1 VP.

KEEP MOVING, NOTHING TO SEE HERE

As the party passes the mouth of an alley, they notice someone blocked this end with a great stack of wooden crates, from which hangs a large empty sack. In front of the crates squats a hairy, toad-headed behemoth, clutching a battleaxe and apparently snoozing. It opens one eye, swivels a pupil in their direction and briefly focuses on the adventurers. It blinks once, closes the eye and a few moments later – it snores. Characters who take the time to listen carefully, hear weeping children somewhere beyond the crates.

This is **Gargo**, a cleric of Demogorgon who also worships Harthagoa. Gargo is lazy. He came late to the battle, wandered about Port Shaw – only slaying folks who just would *not* get out of his way – until he stumbled over the orphanage. There he filled his sack with children. Locating a likely dead-end alley, Gargo tossed the sack to the back of the lane and intimidated a few skum into stacking crates to block the exit.

Gargo believes hard work deserves rewards, so he decided to settle in for a nap. Later he'll eat lunch – provided lunch quits its mewling long enough for him to catch that snooze. If not, the orphans might just force him to eat first and grab some shut-eye later. Gargo hopes the characters just keep moving. He's tired. If not, and the adventurers insist on bothering him, he'll kill and eat them too.

Gargo: HD 12; **HP** 54; **AC** –2 [21]; **Atk** 2 claws (1d8) or battle axe (3d6); **Move** 15 (swim 15); **Save** 3; **AL** C; **CL/XP** 15/2,900; **Special**: bleeding touch (3/day; touch deals 1d6 damage for 2 rounds, save to negate), regenerate (1hp/round), spells (2/2), touch of darkness (3/day; touch imposes –4 penalty to hit on victim for 2 rounds, save to negate).

Spells: 1st—*cause light wounds*, *protection from good*; 2nd—*hold person*, *silence 15-ft radius*.

Equipment: giant battleaxe.

Wrap-Up

Defeating Gargo earns the characters 1 VP

BURN BABY, BURN!

The characters fight foes throughout the city when an odd lull in the battle overtakes them – a lull shattered when a nearby building bursts into flame. Citizens rush to their balconies, eager to escape the conflagration, but only a few manage to leap to the ground. The rest are stuck as the flames roar higher and threaten to consume the remaining inhabitants. At the base of the structure a small, cloaked figure cackles, its hands wreathed in flame.

Meet Ed. Ed is a magic-user. For many years, unsuspecting folk thought Ed the magic-user was human, but over time his skum bloodline bore through. Eventually, like all children fathered by skum, he returned to the sea.

Unfortunately for Ed, his magical heritage – gifted him by his mother's side of the family – runs to elemental fire. Even more ironically, Ed suffers from pyromania. The man desires nothing more than to burn down everything good around him, even at risk of burning to cinders himself. Needless to say, living beneath the ocean for the last century left Ed's pyromania a little frustrated.

Never very stable to begin with, unleashed in Port Shaw and finally able to burn things, Ed went entirely off his rocker.

Pyro Ed, Skum (MU7): HD 7; **HP** 20; **AC** 6[13]; **Atk** 2 claws (1d4), bite (1d6); **Move** 9 (swim 15); **Save** 9; **AL** C; **CL/XP** 12/2,000. **Special**: +2 save vs. spells, spells (4/3/2/1). See the **Appendix** for details on skum.

Spells: 1st—*charm person*, *magic missile*, *shield*, *sleep*; 2nd—*darkness 15 ft. radius*, *pyrotechnics*, *strength*; 3rd—*fireball*, haste; 4th—*wall of fire*.

Equipment: flint and steel.

Tactics: Ed casts all his spells to burn the town. His motto is "Burn it all!"

Wrap-Up

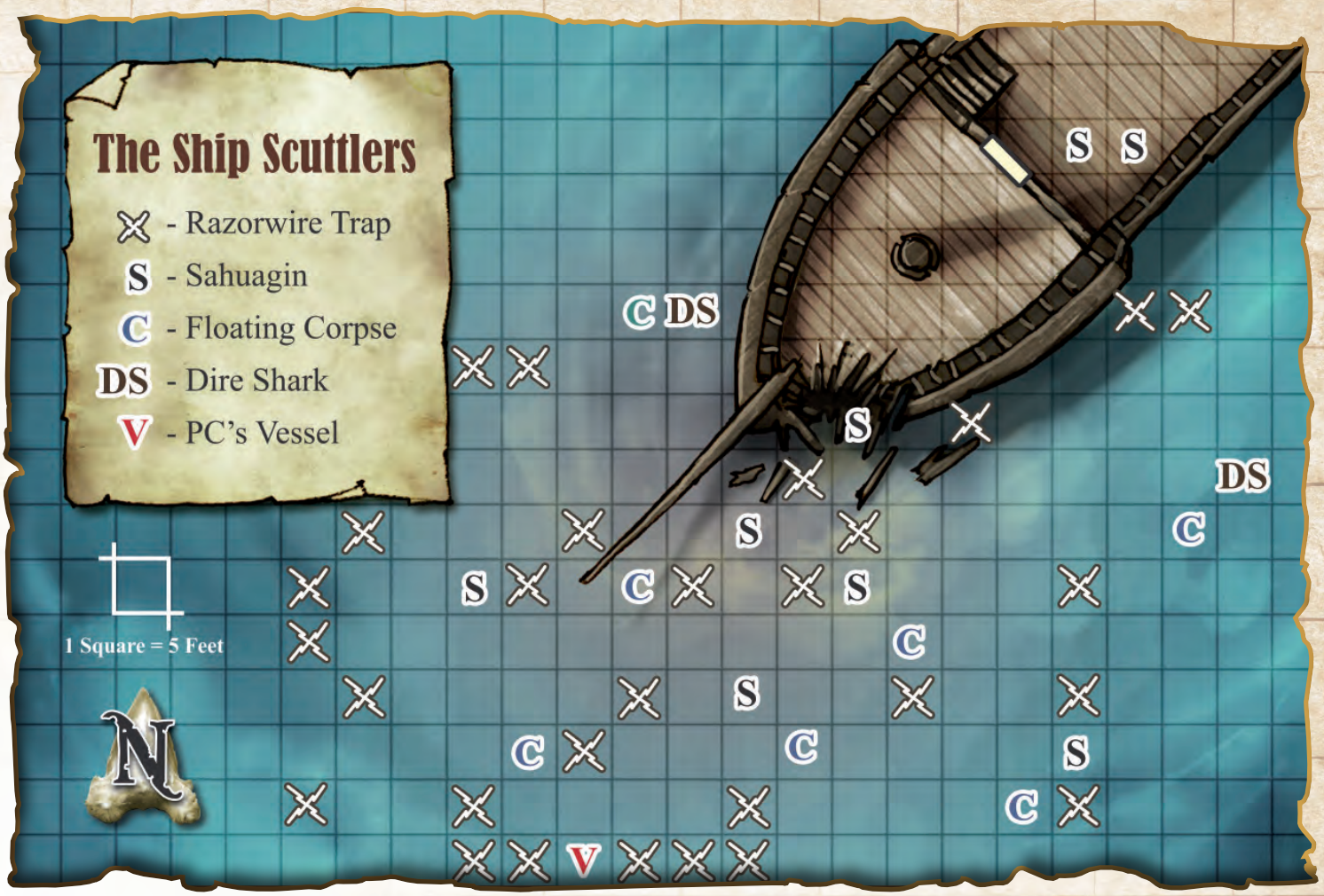
Defeating Pyro Ed earns the characters 1 VP.

Major Encounters

MAJOR ENCOUNTER 1: THE SHIP-SCUTTLERS

The characters find it simple to enter the harbor, as Harthagoa's forces are only concerned with preventing people from fleeing. However, the scene is grisly. As the adventurers sail into Port Shaw harbor, read or paraphrase the following:

> Flames streak across the shoreline, leaping like rabid dogs from rooftop to rooftop. Shanties and warehouses, inns and shops spew thick clots of greasy black smoke, shrouding everything in hellish fog. The smoke rolls across the docks and thins on its way out into the harbor, over waters churned to reddish-brown foam and littered with flotsam and floating corpses.
>
> At a glance the practical, everyday cut of the clothes clinging to the sodden, bobbing bodies bespeaks dock workers or similar laborers. With



dull thuds, the floaters bump against the ship's sides. Elsewhere, vessels in the harbor blaze with their own fires, while piscine horrors clamber from the foam-blood waters to rend helpless deckhands and toss them into the slowly churning sea.

Setup

To ensure newly arriving ships cannot flee Port Shaw harbor the Krakenfiend's troops laid a trap. 300 ft. from shore, they sank razor line, moored it to rocks and similarly heavy objects along the harbor bottom, and set it to entangle the keels and rudders of ships. The sahuagin bash holes in vessels held by the wire, scuttling them to the bottom of the bay. Typically, the sahuagin ship scuttlers do not bother to board the trapped craft but instead hide underwater, wait for crews to abandon ship, and attack them in their long boats or while they swim for shore. The ropes beneath the water entangle ships and swimmers, holding them in place until disabled or severed. The razors set into the ropes slash anyone pulling upon them – including attempting delicate task checks – dealing 1d6 points of damage; save for half. Injuries leak blood into the water attracting **2 large sharks**.

Large Shark (2): HD 8; **HP** 44, 36; **AC** 6[13]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** N; **CL/XP** 8/800; **Special:** feeding frenzy.

Action

The Characters Leave Their Ship

8 sahuagin float among the bobbing corpses of the fisher folk and dock workers, disguised in their torn, waterlogged clothing, playing dead. They remain unnoticed unless a character specifically wishes to determine whether anything lies in ambush among the corpses.

These sahuagin attempt to subtly direct the characters life rafts or longboats into the razor wire, while their companions attack the party's ship. Once the characters' boats or rafts are jammed in the wire, any disguised sahuagin who remain unnoticed surprise their trapped foes.

When surprising an enemy, the sahuagin pop up and slam down on the backs of the rafts and longboats. A successful pop-up maneuver catapults the adventurers and their companions through the air and – splash! – into the razor wire traps. At which point, the sahuagin call the sharks – if the blood in the water did not do it for them already – dive beneath the water and attack.

Once they have successfully trapped their foes in the razor wire and summoned their shark companions, the sahuagin back off to a safe distance and pepper their trapped enemies with crossbow and trident.

While the first group of sahuagin trap the characters' boats in razor wire, a second group of **8 sahuagin** swim up to the characters' ship, leave the water to clamber up the sides, and attack everyone they can reach.

These sahuagin target any characters who stayed behind, as well as Lt. Commander Trey Perrin (if present) and any crew whom the characters befriended. Once these monsters invade their ship, the characters only have a few rounds to return and intervene. Otherwise, the sea demons gut their friends among the crew and add their corpses to the hundreds of others bobbing like fleshy driftwood in the harbor.

Of course, while the characters struggle to return to their boat, the sharks attack them, coming up from below and dumping any longboats in which the characters and their allies might be traveling. Read or paraphrase the following:

> Moments after you splash into the blood-filled harbor waters, a shark fin rises slowly from the murk. Another fin soon follows.

The Characters Sail to the Rescue

Alternately, the characters may decide to stick with their ship, avoid the water, and save other vessels by sailing directly to the distressed boat. If so, read or paraphrase the following:

> The distressed fishing sloop tilts downward at an increasing slope, its prow bouncing beneath the brine with every new wave. Green-foamed ocean pours through a hole smashed through her side, near the prow, and beside the opening a grey-green monstrosity clings, nails jammed into the wooden hull, its free, webbed hand packed with shards of hull. Panicked arms grasp through the gap, as the doomed crew desperately strive to abandon ship, but every time a head or torso makes it out, the creature smashes its claws down, grinning as blood sprays the water. Nearby, fins cut the waves, drawn to the sting of death.

In this scenario, the **8 sahuagin** and the **2 large sharks** remain out of sight, beneath the waves, while the **8 sahuagin** disguised as floaters attempt to subtly direct the characters' main vessel into the razor wire as it moves to rescue an imperiled boat.

Once the disguised sahuagin capture the party's vessel in the razor wire, 6 of them start tearing holes in the side of the trapped ship. It takes them 3 rounds to rip holes large enough to start the ship sinking.

Meanwhile the other 10 sahuagin (8 undisguised and 2 disguised) swarm up the sides to attack the characters and their crew. The 6 who ripped holes in the ship remain, positioned to foil repair attempts, and both large sharks circle the characters' ship, hungry and eager for food.

Sahuagin Ship Scuttlers (16): HD 2+1; **HP** 6, 7, 11, 13, 5, 12, 11, 10, 15, 11, 12, 7, 12, 4, 9, 8; **AC** 5[14]; **Atk** weapon (1d8); **Move** 12 (swim 18); **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.

Tactics: Whenever possible sahuagin attacking on deck attempt grapple to toss crew to the waiting sharks.

Large Shark (2): HD 8; **HP** 44, 36; **AC** 6[13]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** N; **CL/XP** 8/800; **Special**: feeding frenzy.

Development

Attempting Repairs

Should the characters venture below deck to repair the holes the sahuagin ship-scuttlers smashed in their hull, they meet stern resistance. The 6 sahuagin clinging to the side of the ship and the 2 sharks enter through the openings to attack the characters and crew inside the flooding hold.

Trying to Free Their Ship

If the characters swim to the razor wire and attempt to disentangle their vessel, 6 sahuagin follow them from the deck into the water. They are joined by the 2 clinging to the sides of the ship. The eight sahuagin then attempt to tangle the characters in the razor wire, calling for the sharks as they do so.

Making for Shore

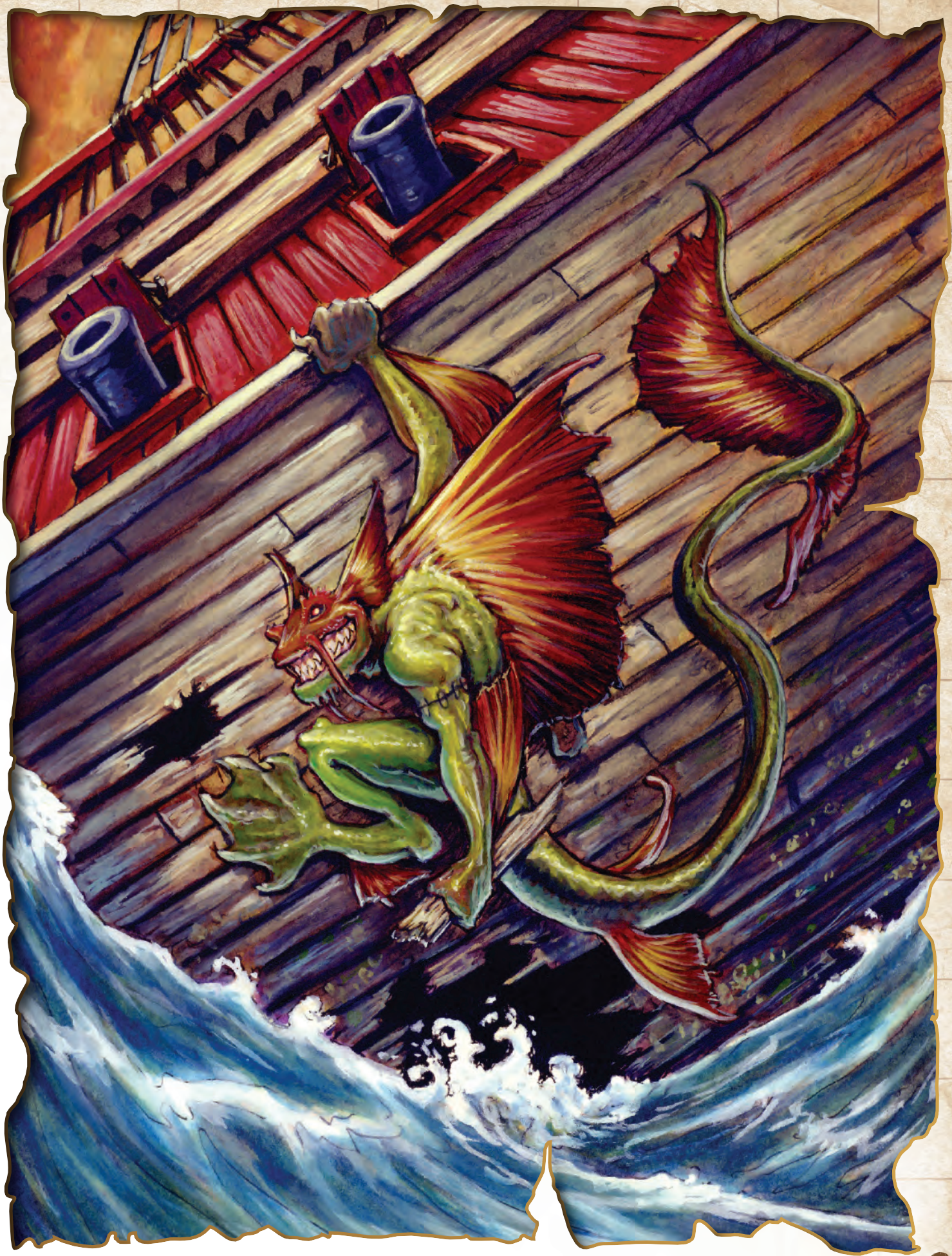
In the event the characters choose to abandon ship and make for shore in longboats or rafts, Referees should send a group of **8 sahuagin** against every three longboats or every three groups of at least six swimmers making for land. This should give the characters enough time to fight off their attackers before the sahuagin destroy more than a quarter of their NPC companions.

Blood Calls the Sharks

Anytime blood hits the water it attracts the **2 large sharks**, which swim over regardless of what the sahuagin may have told them to do. They attack bleeding, thrashing crew first, but always leave sahuagin alone. If no thrashing, bleeding crew are present, the sharks attempt to empty longboats, as described above, to get themselves some thrashing, bleeding crew.

Wrap-Up

Defeating the ship scuttlers and gaining entrance to Port Shaw earns the characters 1 VP. Doing so without losing more than three-quarters of their crew earns them 2 VP, instead.



Major Encounter 2: *Orca Zombie*

You spy a large whaling vessel bound to the docks. Its latest catch floats behind it: the bloody carcass of a great and terrible-toothed orca. Several sahuagin swarm the carcass, having just finished carving mystic symbols into its greasy black flesh. They take direction from a huge four-armed fish-beast – yet another sahuagin draped in long strands of kelp and cowries – which stands aboard the vessel's deck, gesticulates wildly and utters the last of a foul and guttural incantation.

Action

The four-armed creature is a sahuagin priest of terrible power, while the **4 sahuagin** flesh carvers scuttling on the back of the orca are his disciples. The priest just finished animating the killer whale carcass, and if not stopped shall unleash the great beast and command it to destroy what remains of the harbor docks and boardwalk.

Slidobolao, Mutant Sahuagin: HD 10; **HP** 66; **AC** 5[14]; **Atk** 4 talons (1d4+2) or *+1 heavy crossbow* (1d6+2); **Move** 12 (swim 18); **Save** 5; **AL** C; **CL/XP** 13/2,300; **Special:** spells (3/3/3/3/3).

Spells: 1st—*cause light wounds, detect magic, protection from good*; 2nd—*bless, hold person, speak with animals*; 3rd—*cause disease, prayer, remove curse*; 4th—*cause serious wounds, poison, prayer*; 5th—*finger of death, insect plague, raise dead*.

Equipment: *+1 heavy crossbow*, 10 bolts, *manual of wisdom*, *potion of healing,* holy symbol.

Orca Zombie: HD 17; **HD** 88; **AC** 3 [16]; **Atk** bite (2d10), slam (2d10); **Move** 0 (swim 30); **Save** 3; **AL** N; **CL/XP** 17/3500; **Special**: immune to mind effects and fear.

Sahuagin Greater Acolytes (4): HD 8; **HP** 51, 51, 46, 41; **AC** 1 [18]; **Atk** 2 claws (1d4), bite (1d4); **Move** 12 (swim 24); **Save** 5; **AL** C; **CL/XP** 13/2300; **Special**: spells (2/2/2/2/2)

Spells: 1st—*cause light wounds, protection from good*; 2nd—*hold person, silence 15-ft. radius*; 3rd— *cause disease, prayer*; 4th—*cause serious wounds, poison*; 5th—*finger of death, insect plague*.

Wrap-Up

If the characters kill the sahuagin high priest, the undead orca swims out to sea, as the priest had yet not given it general instructions to demolish the port.

Eliminating the Orca threat earns the characters 2 VP. Eliminating the Orca threat and killing the sahuagin high priest earns the characters 3 victory points.

Major Encounter 3: Wave Riders' Last Stand

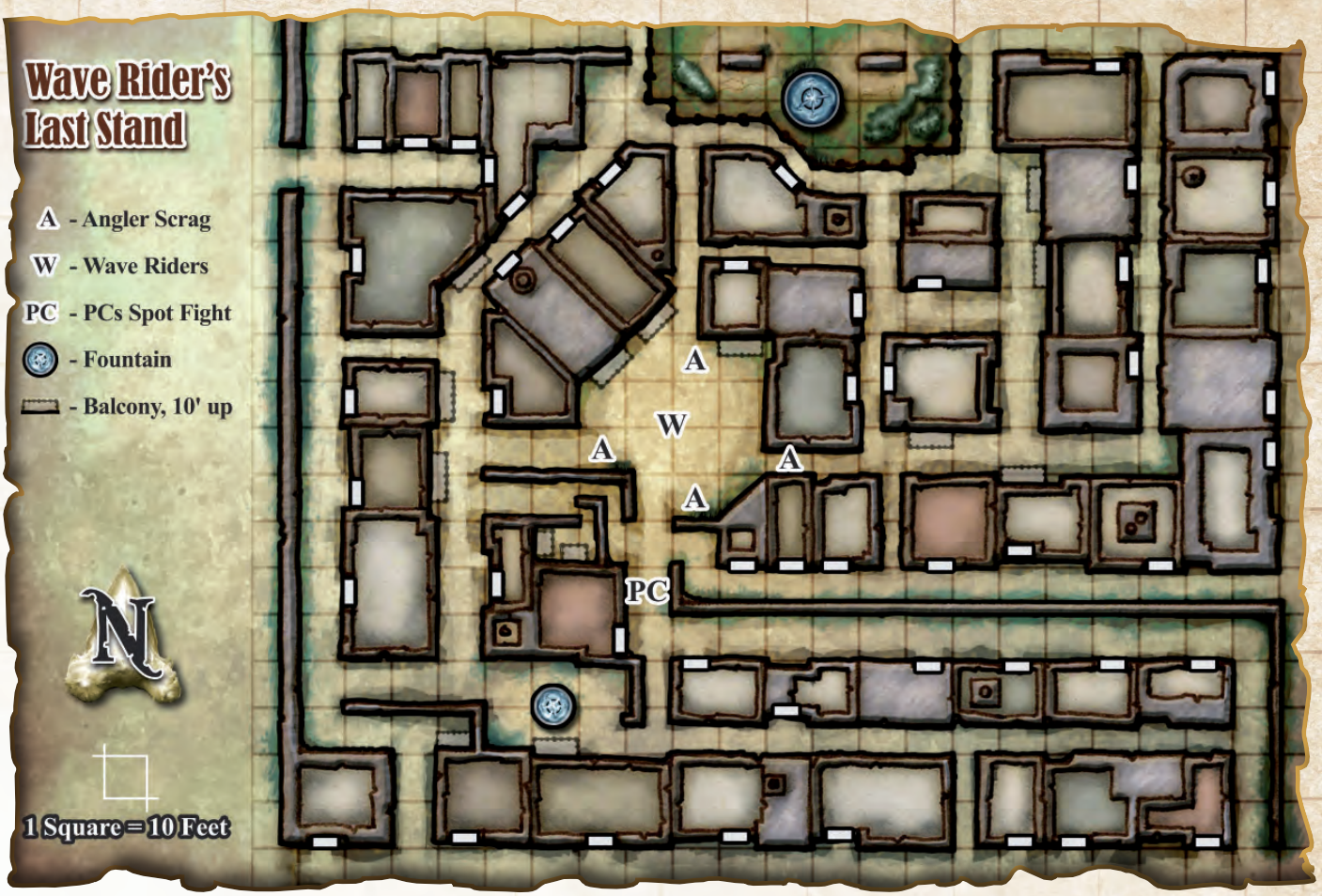
Place this encounter anywhere within Port Shaw, either as an encounter into which the characters blunder or when they specifically seek out the Wave Riders for assistance. The encounter revolves around a showdown between the last of the Wave Riders and Harthagoa's most gruesome followers, deep-sea trolls known as **scrags**.

Setup

The scrags have the Wave Riders wounded near death and pinned within a tangled section of narrow alleys. Hedged in on all sides, the fighting proceeds three dimensionally, as combatants use the streets, but also walls, balconies, window ledges and roofs as well.

Balconies stand 10 feet off the ground. Rooftops are 20 feet to 30 feet above the ground. Wherever an alley is less than 5 ft. wide, a character may use both sides of the alley to climb at half their normal movement rate, with the same chance as a thief of their level.

In this environment, when attacks miss their intended targets, they deal damage to the city around them.



Eventually such misses cause enough destruction to collapse nearby buildings. Poor fisher folk, Tulita and similarly downtrodden people inhabit these structures, and this combat places their lives at risk. The characters must work quickly to defeat the scrags before they destroy both the Wave Riders and the four dozen residents living to either side of the tangled alleys.

Read or paraphrase the following as the characters near the site:

> The streets narrow into tight tangles of dirty alleys. Ahead the bone-chilling sounds of raw combat echo above the screaming voices of helpless citizens.

Action

When the characters attempt to reach the commotion, either by stealth or by charging straight in, read or paraphrase the following:

> In a small, cramped tangle of alleyways, a horde of aberrant creatures from the ocean depths corners the last of the Wave Riders. With no avenue of escape, the aging heroes muster their remaining strength for a final stand. A hideous, gilled troll from the ocean floor leads the charge against them. Monstrous in size, it wields a brutally sharpened rusty anchor on the end of a 20-foot chain. Behind it lope more of its grotesque kin, their dark rubbery flesh trailing black muck from fathoms unknown. The sea beasts gnash and claw through the battle, snatch bystanders in their claws, gnaw them on the run, and toss aside the screaming, warbling remains. Behind this horrid entourage trails a hunched, scarred creature, missing an eye. Its fellows relegated it to gathering fallen bodies; punching great hooks through their chins and dragging them along behind like a dozen gutted fish.

Scrags, Aquatic Trolls (4): HD 10; **HP** 56, 54, 47, 35; **AC** 3 [16]; **Atk** 2 claws (1d8) or *+1 flail* (2d6+1) or javelin (1d8), bite (1d10); **Move** 12 (swim 15); **Save** 5; **AL** C; **CL/XP** 12/2000; **Special**: berserker (+1 damage per round for 15 rounds), regenerate (3hp/round), rend with claws (if both claw attacks hit, rends for additional 1d8 points of damage).

Equipment: giant rusty anchor *(+1 flail)*, 3 javelins

Tactics: Enraged at any interruption to their feeding, the Scrags fight to the death.

Development

If during combat a scrag misses a Wave Rider, a character, or similar target by more than 5 points, it slams into one of the many shanty shacks and small buildings crowded into the back alleys. In this case, roll damage as normal and apply it to the structures in the area. While the shacks are composed of different materials (driftwood, lumber, brick, etc.) and in various states of decay, for simplicity treat everything as having 15 hit points per 10 ft. by 10 ft. section.

Once a section of wall suffers 15 points of damage, it has been breached. Each time a breach occurs there is a 20% chance that something strikes a civilian on the other side of the wall, instantly killing them. When three breaches occur in a single building, a wall collapses, killing 1d3+3 bystanders. After six breaches, an entire building collapses and kills additional 3d6 bystanders. Breaches count as difficult terrain for the purpose of navigating them after something makes one.

Wrap-Up

Characters who defeat the scrags with 10 or fewer dead bystanders earn 3 Victory Points.

If more than 10 people die before the characters defeat the scrags, then they only earn 2 Victory Points.

If more than 20 people die, then the characters earn 1 Victory Point. If more than 30 people die, the characters earn no Victory Points.

Major Encounter 4: The Slaying of Mokoli Ali'i

Harthagoa understands the significance of the Tulita, including their importance to the future of the Razor Coast, so he sends one of his primary agents to track down and slay their most prominent leaders. This encounter assumes Harthagoa sends **Barrison Hargrove**, backed by a rescued Gregory Bonedeuce, now a hideous and unusually powerful **lacedon**.

If Hargrove is dead, choose a suitable replacement. Unless the characters themselves disposed of Gregory's body, his newfound ghoulish charm makes Bonedeuce a likely alternative. If the characters personally destroyed Gregory's corpse, consider substituting a similarly ghoulish version of Hargrove to lead the troops. Or use another ambitious Dragoon pledged to Harthagoa. Referees who replace Hargrove as the primary antagonist should alter the read-aloud text to reflect the change.

Background

At the beginning of Harthagoa's assault, Hargrove tracked down Mokoli Ali'i (or whoever leads the Tulita faction) and offered him a one-time invitation to join the Ring of the Kraken. Of course Hargrove expects rejection and once refused, plans to sacrifice the Tulita leader to Harthagoa.

Setup

Placing Mokoli Ali'i's Headquarters

Mokoli Ali'i headquarters in a Tulita temple on the edge of Jade District; however, if the Referee decided differently following the **Night of the Shark**, substitute that location.

The temple is a modest structure, almost unidentifiable among the other buildings on the outer edge of Jade. It is big enough for up to two dozen congregants to lay their grass prayer mats upon the plank floor, place meager offerings, and burn votives before the wooden statues of Dolphin, Tortoise and Whale.

Learning About the Abduction

The characters learn of Mokoli Ali'i's capture from a dying Tulita warrior who narrowly escaped Hargrove's (or his replacement's) Dragoons, then rushed through the siege searching for help. To initiate this encounter, read or paraphrase the following:

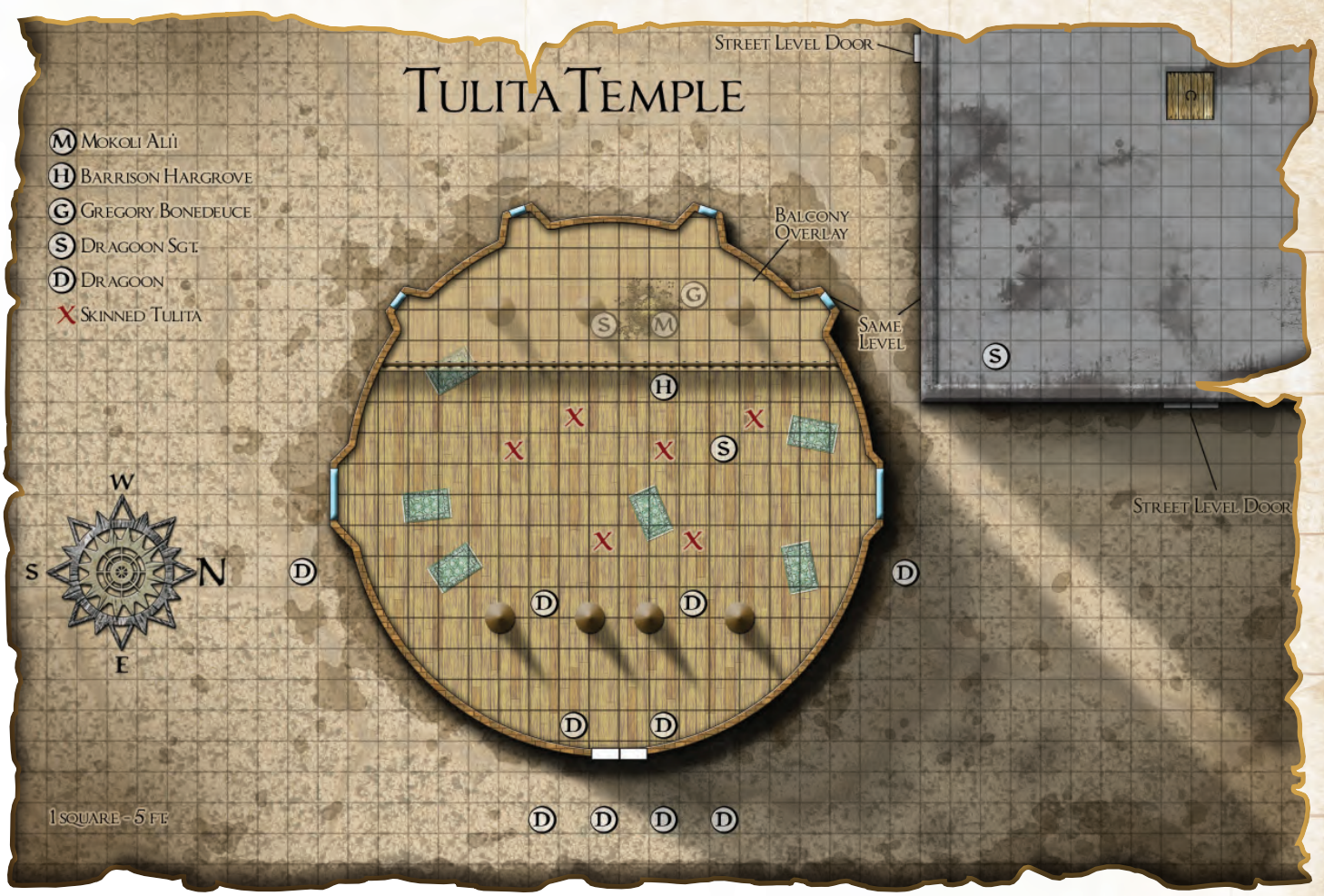
> A boy-faced Tulita warrior pushes through the crowds. Stumbling and landing at your feet, he spits blood.
>
> "Hargrove betrayed us all," he sputters. "He called the Krakenfiend upon us. He tries to make Mokoli Ali'i bow before Harthagoa, but the Ali'i is a great man. He will not yield. Even now, Barrison takes him prisoner. He sought us out and demands the Ali'i and that the Tulita people submit or die. I alone fled for help. Hargrove must be stopped."

At Mokoli Ali'i's Headquarters

When the characters arrive at the temple, a small force of Dragoons surrounds the building. From inside drift the sounds of argument.

Should the characters find a way to peer within undetected, read or paraphrase the following:

> Hargrove holds Mokoli prisoner, bound to a chunk of old ship's mast they drove into the floor. Nearby Dragoons surround a half dozen Tulita



commoners strung from the rafters. They have already flayed one Tulita. He hangs with bloody skin stripped from his torso. The wounded Tulita moans piteously. What was once Gregory Bonedeuce stands beside Mokoli, newly risen as a hideous undead vestige of the sea and barely recognizable as himself. The blood running down Bonedeuce's chin indicates that he took several bites out of the captured chieftain. The elder's skin is pale. He lies inches from dying and perhaps turning into a ghoul himself.

Hargrove paces between the swinging prisoners and Mokoli. He accuses the chieftain of forcing him to use drastic measures.

"You are either with us or against us. Harthagoa's reign is here. These," he says gesturing to the bound Tulita," represent all your people. Today, this instant, you decide whether the Tulita people live or die."

Hargrove grabs Mokoli's hair, yanks his head up, and forces him to look at the hostages.

"I care not what you choose really. I will happily skin your people alive and feed their corpses to the angry sea. Still, Harthagoa requested I offer you a choice. So choose. Do you submit to the will of Harthagoa?"

When Mokoli refuses – likely by spitting in Barrison's face – Hargrove calmly wipes himself off then in a voice dry as a withered corpse intones, "Very well… skin them."

Action

If no one interrupts then within 2 rounds Hargrove's most barbarous Dragoons finish skinning one of the hostages. At the start of the third round, these brutal Dragoons start in on the second hostage, over the frightened yowls of the remaining victims.

After the second skinning victim dies, Hargrove promises his Dragoons shall continue until Mokoli submits – or they run out of victims and skin Mokoli himself. If

at any time the characters interrupt the event, Hargrove leaves his playthings swinging behind him and focuses his persuasive powers on the characters.

Confronted, he attempts to reason with the adventurers first, telling them to hold and listen. He offers them the same opportunity to swear allegiance he extended to Mokoli. "Even better," Hargrove claims, "Harthagoa will grant you great power and positions of authority within the new world order." Hargrove offers to make the characters generals and to provide them wealth, armies, and subject kingdoms. "For only under his wing shall we finally be safe from," his hand swings toward the dangling, mewling victims and his lip wrinkles in disgust, "these." When (presumably) the characters decline, Hargrove and his men attack.

Dragoons (Ftr3) (6 outside, 4 inside): HP 21 each; **AC** 7 [12]; **Atk** rapier (1d6) or dagger (1d4) or long-barreled musket (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special**: none.

> **Equipment**: leather armor, guardsman's cloak, blue coat and dragoon uniform, rapier, dagger, long-barreled musket, 5 reloads of powder and shot, purse with 5 gp.

Dragoon Sergeant (Ftr6) (1 outside, 2 inside): HP 41, 37, 39; **AC** 5[14]; **Atk** longsword (1d8) or dagger (1d4); **Move** 12; **Save** 10; **AL** C; **CL/XP** 6/400. **Special**: none.

> **Equipment**: chain armor, guardsman's cloak, blue coat and dragoon uniform, longsword, dagger, purse with 25 gp.

Elder Barrison Hargrove (Thf14): HP 38; **AC** 4[15]; **Atk** +3 dagger (1d4+3); **Move** 12; **Save** 5; **AL** C; **CL/XP** 14/2,600; **Special:** backstab (x4), +2 save vs. traps, thieving skills.

> **Thieving Skills:** Climb 98%, Traps/Tasks 100%, Hear 6 in 6, Hide 100%, Silent 100%, Locks 100%.
>
> **Equipment:** *bracers of defense AC 4*[15], "Lightning Strike" (*+3 dagger* with a blade composed of flickering lighting that ignores a foe's armor and shield; deals additional 1d10 points of electrical damage on a roll of a natural 20), a gentleman's pistol with 5 reloads of shot and powder, a sword cane with a silver rapier inside and a one-shot pistol built into the grip (1d10 damage), a pair of silver-rimmed spectacles (that can turn a foe to stone 5/day as a medusa, save avoids), several sets of expensive clothing, *amulet against scrying*.

Barrison Hargrove rarely travels without the accompaniment of at least **two minotaur slaves** that act as his bodyguards.

Minotaurs (2): HD 6+4; **HP** 34, 36; **AC** 6[13]; **Atk** head butt (2d4), bite (1d3), weapon (1d8); **Move** 12; **Save** 11;**AL** C; **CL/XP** 6/400; **Special:** never get lost in labyrinths.

Lacedon of Gregory Bonedeuce: HD 12; **AC** 4[15]; **Atk** 2 claws (1d6+2 plus paralysis), bite (1d8+2 plus disease and paralysis); **Move** 12 (swim 18); **Save** 3; **AL** C; **CL/XP** 14/2,600. **Special**: disease (death in 1d4 day unless cured; victim rises as a lacedon), paralysis (save or paralyzed for 3d6 turns).

Development

What if the characters side with Barrison Hargrove? If the party accepts Barrison's offer, Hargrove requests they prove their acceptance by convincing Mokoli to submit to the Krakenfiend. At a gesture from Hargrove, Dragoons hand over the skinning knives and Barrison orders the characters to complete the sacrifices.

If the characters agree and perform their gruesome task, Harthagoa grants them an audience after the siege. While amused by their gesture, the Krakenfiend almost certainly scoffs at them for fools and sentences them to a grisly death by drowning. His troops whip the characters bloody, bind them to nets filled with hundreds of pounds of rock, and toss them into the ocean depths. Of course, the characters are free to dispute their sentence and attack the Krakenfiend and his court.

If the characters defeat or drive off Hargrove but fail to save Mokoli, they earn 2 Victory Points. If they defeat Hargrove and save Mokoli, they earn 3 Victory Points.

Final Showdown

The Krakenfiend Rises

Once the characters gain 20 Victory Points, the tide of the battle turns in their favor. The defenders of Port Shaw cry victory, and their exuberance rings through the streets. Their celebration is short lived. The harbor waters darken, churn and broil. Then a monstrous being bursts to the surface. Thick tentacles grab and smash all in their wake as the Krakenfiend heads straight for the Lodge, the political seat of Port Shaw, rallying his forces as he progresses. Should he reach the Lodge, Harthagoa will use it like a fort, making himself nearly invulnerable.

The details below assume the characters are in Tide District, allowing them to witness the fiend's emergence. It also assumes it takes Harthagoa 12 rounds to reach the Lodge.

Setup

The battle with **Harthagoa** starts almost anywhere the Referee likes. The Referee may also place the Lodge anywhere that makes sense. Referees who established the location of the Lodge early in the campaign may justify moving it by claimitng it was destroyed during the **Night of the Shark** then rebuilt while the characters were at sea.

Action

When Harthagoa arrives, read or paraphrase the following:

> Without warning the harbor waters roil, slowly at first, then churning madly. Bloody waves lash the shore and violently slam nearby ships into the docks. Shattered deck planking and dock timbers fly. As if triggered by the shattering wood, the sky darkens and black clouds spit torrents of rain. Then, from the bubbling waters a gargantuan leviathan erupts in a hideous, lashing mass of massive rubbery tendrils.
>
> Within seconds this towering thing tears the remaining ships to splinters and sunders the stone jetty in a shower of rock. Then it rises above the harbor, its flesh dripping black slime from the ocean depths, and unleashes a horrific bone-numbing howl. For an instant, every creature pauses. Then the dark followers of Harthagoa fall back to their butchery with a renewed and terrible intensity, chanting "Kra-ken! Kra-ken!" with every new swipe of blade and tear of tooth. **Harthagoa, The Krakenfiend aka The Demon Below**: **HD** 25; **HP** 125; **AC** –5[24]; **Atk** 6 arms (1d6 plus crush), 2 claws (2d6), 2 tentacles (2d8 plus constrict), bite (4d6); **Move** 9 (fly 18, swim 24, jet 48); **Save** 3; **AL** C; **CL/XP** 32/8,000; **Special**: constrict (2d8+4), crush (1d6+4), immune to poison, electricity, cold and acid, ink cloud (1/round as *darkness* spell with 80-ft. radius), magic resistance (50%), spells, "Strike of Chaos" (+15 damage to Lawful, 1/day), summon 1d4+1 vrocks 3/day (60%).
>
> **Spells:** at will—*cause fear, darkness 300-ft. radius, dispel magic, polymorph self*; 3/day—*control weather, control winds, part water*; 1/day—*disintegrate, suggestion*.
>
> **Equipment**: *staff of healing* (33 charges), *medallion of ESP*.

Tactics: Prior to his appearance, the Krakenfiend unleashes several of his spell-like powers. He starts with darkness and uses his ink could, darkening the harbor waters around him. Next, he uses control weather to launch devastating and dramatic weather effects. Once the weather rages above him, he slowly rises from the ocean, terrifying and violent.

Harthagoa leaves the water in a destructive rage, smashing docks and ships to splinters. His tentacles strike at random. As he moves, the Krakenfiend plucks defenders from the shore and devours them whole, grabs smaller craft and hurls them into the city. As mentioned, he heads straight for the Lodge, crushing or devouring anyone brave or foolish enough to oppose his behemoth-cephalopod potency.

Every round he rampages through Port Shaw, the Krakenfiend kills or maims its citizens. He flies low, at his full speed, smashing through buildings or other obstructions as a bird might wing through clouds. He stops only when the characters attack him. As Harthagoa moves, he summons demons to his aid and casts other spells.

See **Development** below for additional tactics.

Editor's Note – Fight Your Krakenfiend

In the Age of Sail they spoke of captains 'fighting' their ships; that is to say, sailing them into battle and working their sails and guns to the enemy's defeat. How then should a Referee fight his Krakenfiend? This round-by-round guide details a 'for-instance' illustrating how Referees might direct the action. Provided as an example only, by no means must the battle unfold this way:

Round 1: Harthagoa casts control winds and spins a hurricane around himself, an eye of calm at its center. Protected by the hurricane he moves through Port Shaw wreaking destruction as he goes.

Round 4: Harthagoa summons **1d4+1 vrocks**. The vrocks remain at the eye of the storm with Harthagoa and act as bodyguards. They attack any who penetrate the storm and reach the calm within it.

Vrock: HD 8; **AC** 1[18]; **Atk** beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6); **Move** 12 (fly 18); **Save** 8; **CL/XP** 9/1,100; **Special:** darkness, immune to fire, magic resistance (50%).

Round 5: Harthagoa casts darkness on himself and his vrock bodyguard.

Round 7: If she survives, Harthagoa's consort, Trayani, joins him. If she befriended the characters she appears and warns them not to let Harthagoa reach the Lodge, before fleeing for her life.

Round 10: Harthagoa casts control weather to intensify the storm around him.

Round 12: Harthagoa reaches the Lodge.

Round 13: Harthagoa settles into his defensive position and receives the benefit of a 100 hp bonus due to the surrounding stone structures. He targets the party's most powerful spellcaster with *disintegration*. From this point forward Harthagoa wields his weather and wind control to defend himself and attack the characters. He sends his vrocks after any character not in range of his tentacles. He also rips up and throws chunks of nearby buildings at the adventurers.

Development

If the characters fully commit to attacking Harthagoa in the first three rounds, the Krakenfiend *never summons demonic* allies and, instead, fights the characters unaided.

If Harthagoa successfully reaches the Lodge, he gains the equivalent of 100 hp, an abstraction representing his newly acquired and highly defensible position. The characters' best hope for defeating the Krakenfiend is to prevent him from rallying his troops and reaching the Lodge.

Harthagoa lost battles in the past and survived. He prefers fighting another day to allowing mortals to slay him. With both a supernaturally long lifespan and patience, he possesses the time and intelligence to rid himself of mortal pests another time. If the characters reduce him to 40 hp or less, the Krakenfiend abandons his minions and returns to the dark ocean depths to brood on new plans for enslaving the Razor Coast.

Wrap-Up

The Krakenfiend Defeated!

If characters defeat the Kraken, Port Shaw heralds them as the saviors of the entire Razor Coast. With Hargrove vanquished and the old, corrupt system torn apart, the position of Lodge Elder opens. The characters can appoint their allies to take this position (folks such as Perrin, Bethany, or one of the Wave Riders make good choices), or they may take the positions themselves. Whoever becomes a Lodge Elder honors the characters by building them a replica of the *Pride*, offers them positions as Dragoon Lords of the Razor Coast, with a mandate to combat piracy in all its aspects, and grants them a commission to detain and inspect all vessels along the Coast.

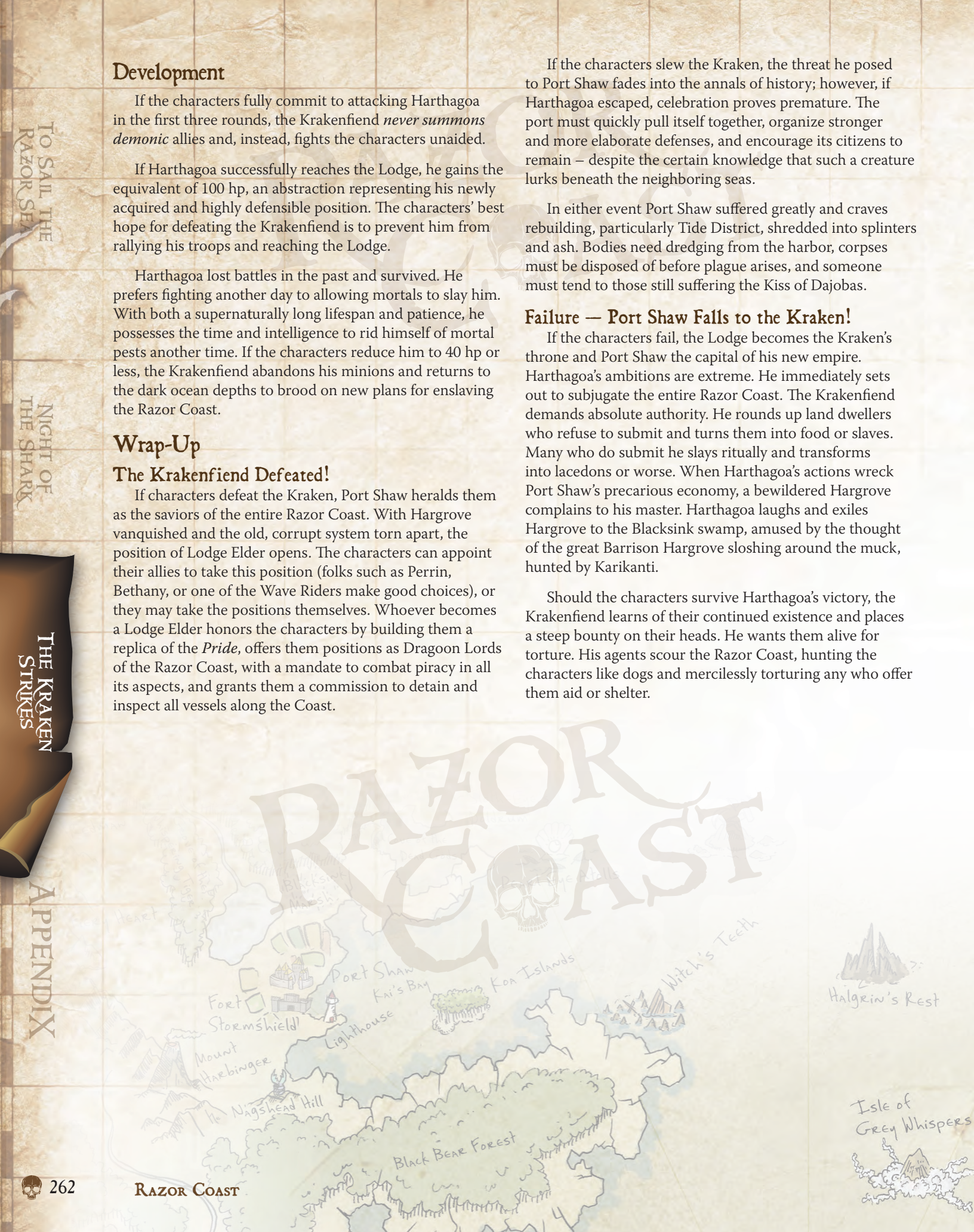
If the characters slew the Kraken, the threat he posed to Port Shaw fades into the annals of history; however, if Harthagoa escaped, celebration proves premature. The port must quickly pull itself together, organize stronger and more elaborate defenses, and encourage its citizens to remain – despite the certain knowledge that such a creature lurks beneath the neighboring seas.

In either event Port Shaw suffered greatly and craves rebuilding, particularly Tide District, shredded into splinters and ash. Bodies need dredging from the harbor, corpses must be disposed of before plague arises, and someone must tend to those still suffering the Kiss of Dajobas.

Failure — Port Shaw Falls to the Kraken!

If the characters fail, the Lodge becomes the Kraken's throne and Port Shaw the capital of his new empire. Harthagoa's ambitions are extreme. He immediately sets out to subjugate the entire Razor Coast. The Krakenfiend demands absolute authority. He rounds up land dwellers who refuse to submit and turns them into food or slaves. Many who do submit he slays ritually and transforms into lacedons or worse. When Harthagoa's actions wreck Port Shaw's precarious economy, a bewildered Hargrove complains to his master. Harthagoa laughs and exiles Hargrove to the Blacksink swamp, amused by the thought of the great Barrison Hargrove sloshing around the muck, hunted by Karikanti.

Should the characters survive Harthagoa's victory, the Krakenfiend learns of their continued existence and places a steep bounty on their heads. He wants them alive for torture. His agents scour the Razor Coast, hunting the characters like dogs and mercilessly torturing any who offer them aid or shelter.



APPENDIX

APPENDIX ONE
Everything New Except Monsters 264

APPENDIX TWO
Recurring NPCs 270

APPENDIX THREE
Bestiary 272

APPENDIX FOUR
Gazetteer of the Greater Razor Coast 284

APPENDIX FIVE
The Book of Indulgences 293

APPENDIX SIX
Deep Waters by Frank Mentzer 363

APPENDIX SEVEN
Handouts 389

APPENDIX EIGHT
Campaign Worksheets 393

Appendix 1
Everything New Except Monsters

We collected the new creations of ***Razor Coast*** here in one place, for easy reference. This does not include monsters and items from the *Heart of the Razor* book. That book contains its own Appendix of new items.

New Drugs

Dragonsmoke

Price: 25 gp

Effects: Delusions lasting for 1 hour

Description: Dragon Smoke alters the user's thoughts and perception of reality, causing disorientation and hallucinations accompanied by intense euphoria and a pervasive sense of well-being. While affected, the character suffers from *confusion* (as per the spell of the same name; save avoids).

Maht, also called "Granpappy Blackskull"

Price: 15 gp

Effects: Disease and curse; see below

Description: A thick black root, named for the island of its origin, Maht may be dried then chewed like jerky or smoked. Burning Maht smells like anise. Maht gives an imbiber +2 to hit and damage, +2 temporary HP per level, and a +1 bonus to Armor Class for 24 hours after chewing it. However, it negates the ability to cast spells, use spell-like abilities, operate magic items requiring command words, or performing any task that requires coherent thought. Maht is highly addictive; failing a saving throw at –2 after ingesting maht starts the "Maht Hunger", also known among the tribes as "Chasing the Ape".

While craving the drug, the addict suffers a –2 penalty to all six ability scores until he gets a new fix of maht. The penalties accumulate daily (–4 on the second day, –6 on the third day, etc.) and cannot be cured by any means other than breaking the addiction completely or consuming more maht.

Unlike most addictions, an addiction to maht is both a disease and a curse. The addiction itself can be cured as normal, either through spells such as cure disease or simply making the appropriate saves.

However, if the curse aspect is not removed then 72 hours after the addiction is cured – or 72 hours after an addict last consumed Maht – the afflicted character's addiction to the drug resurges, accompanied by deep, soul-rending cravings.

New Magic Items

Bowsprit of the Fallow Seas

This exquisitely carved bowsprit requires 2 days for a shipyard to properly attach to a ship. Once attached, the ship and all its occupants are more difficult to locate with spells, as if under the effects of an *amulet against scrying*.

Captain Bloodscupper's Locker

This graying wooden chest is worn and crusted with barnacles, its rusted hasp held fast only by a wooden pin. Anyone opening the chest finds only sand, dried seaweed and old bones. Yet those brave enough to chant the command rhyme inscribed inside the lid summon forth the wrathful incarnation of Captain Bloodscupper himself, a wicked and bloodthirsty **bone devil** dressed in full pirate regalia and wielding a large bone hook.

> Old Bloodscupper
>
> He died in his locker
>
> And was tossed to the bottom of the sea
>
> But the Kraken won't keep him
>
> And the devil don't need him
>
> So he there waitin' for me

Captain Bloodscupper manifests from the chest and brutally attacks targets designated by the rhyme singer. The called bone devil remains for 17 rounds before disappearing. The chest has 5 charges, after which it ceases to function and all the bones within turn to sand.

Bone Devil: **HD** 9; **AC** 0[19]; **Atk** large bone hook (1d12) or tail (2d4 plus poison); **Move** 15; **Save** 6; **AL** C; **CL/XP** 16/3,200; **Special**: hook, immunity to fire and poison, infernal abilities, infernal resistances, magic resistance (55%), poison, summon. See the **Appendix** for more details.

Spells: at will—*fear*, *telepathy 100ft*, *teleport*; 3/day—*fly*; 1/day—*animate dead*, *charm person*, *phantasmal force*, *suggestion*, *wall of ice*.

Equipment: pirate clothing, large hook

Fate's Cruel Twist

This *+2 rapier* causes wounds that refuse to heal. The victim suffers 1 point of damage per round after being struck until magically healed, to a maximum of 12. Multiple hits cause multiple bleeding wounds. Finally, this potent magical item causes opponents a –3 penalty to hit when engaging the rapier in melee combat.

FISH HOOK OF THE HUNTER

This necklace is woven from tough fibrous cord tied to an ancient Tulita fishhook carved from whale bone. The fishhook grants the wearer a +1 bonus to saves and once a day he can summon **a large shark** or **1d3 giant crocodiles**. If the bearer enters a body of water, the fish hook attracts sea creatures nearby equaling the wearers Hit Dice. The sea creatures are friendly and do the wearer's bidding.

Large Shark (8HD): HD 8; **HP** 51; **AC** 6[13]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** N; **CL/XP** 8/800; **Special:** feeding frenzy.

Giant Crocodile: HD 6; **HP** 30; **AC** 3[16]; **Atk** bite (3d6), tail (1d6); **Move** 9 (swim 12); **Save** 11; **AL** N; **CL/XP** 6/400; **Special:** none.

FOLDING BOAT

A folding boat appears to be a small wooden box that can be used to store other items. When the command word is given, the box unfolds in 1 round to form a boat 10 feet long, 4 feet wide and 2 feet deep. A second command word makes it grow to 24 feet long, 8 feet wide and 6 feet deep. Items formerly stored in the box rest inside the boat. The smaller boat has a pair of oars, an anchor, a mast and a lanteen sail. The larger ship has a deck, an anchor, a deck cabin and a mast with a square sail. The smaller boat can fit 4 comfortably; the ship can carry 15. When the boat is unoccupied, a third command word causes it to fold back into a foot-long box.

HEADBAND OF INTELLECT

This ornate head adornment duplicates the effects of a *manual of intelligence* (increases the wearers intelligence by 1 point) for as long as it is worn. It is usable by all classes.

IRIDESCENT SPINDLE IOUN STONE

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, he must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from his head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while he is sleeping, for example), but he loses the benefits of the stone during that time.

There are many forms of *Ioun stones*. The iridescent spindle sustains a creature without air.

MANIK GUTBEARD'S CUTLASS OF THE CRAZED SEAS

This *+2 cutlass* is a fine weapon under normal circumstances, but it really shines when aiding seafarers. Eponymously named for an insane pirate infamous for his boarding actions, Manik Gutbeard's cutlass of the crazed seas grants several bonuses to its owner, but only grants them when carried or wielded while at sea. First, the owner gains a movement rate of 15, but only for climbing about in the masts and rigging of a ship. He can fight aboard any ship at sea without falling, including during rough seas or while standing on a small surface such as a sail boom.

Secondly, for one hour per day the wielder can breathe normally in salt water. This hour is a total amount of time, and need not be used all at once.

Finally, the wielder can utter a command word and cause a special manacle to drop from the sword's hilt. This manacle magically latches onto any cannonball the cutlass's wielder touches with it. When a cannon containing a cannonball connected to the magic manacle is fired, the cannonball instantly reduces to a streak of ash in the barrel. So long as the wielder of Manik Gutbeard's cutlass of the crazed seas is holding the cutlass and standing within 5 feet of the cannon when this happens, the wielder flies along the path the destroyed cannonball would have traveled. The cutlass's owner takes no damage from being shot in this fashion, nor from landing. During this special flight, he is considered to have a movement rate of (fly 120), though he can only travel along the trajectory the cannonball would have traveled.

NAVIGATOR'S CAP

This stylish captain's hat grants the wearer enhanced acumen in all nautical arenas, adding +4 bonus on all saving throws (or as a 20% bonus, as applicable) to maintain the correct course at sea.

RING OF ACQUISITION

This simple gold band is featureless, save for the initials of the current wearer, which always appear inscribed upon it. Whenever the bearer of this ring picks up an item, any personal markings (monograms, engravings, etc.) vanish from it and are immediately replaced with the wearer's initials.

SHARKWARD TALISMAN

This talisman gives off no magical aura if *detect magic* is cast upon it unless it is within 60 ft. of a living shark. It appears to be nothing more than a necklace of sharks' teeth. When a shark draws near, the talisman's potent magic activates, granting the wearer a +4 armor class bonus and allows the wearer to sense creatures in the water out to 60ft.

SKINFLENSER

This *+1 scimitar* grants an extra attack once per day. It has additional gemstones worth 500 gp worked into its hilt. It also counts as the birthplace of the imandwa Hingu-Hingu, for purposes of the weakness of that undead.

SLIPPERS OF SPIDER CLIMBING

The wearer of these enchanted slippers can walk on vertical surfaces and even upside down on ceilings without fear of falling. The wearer's has a movement rate of 9 while walking on surfaces other than the floor.

SNAPPING JAW

This weapon is either made from a leathery preserved baby gator head or a pried-open shark's jaw filled with two rows of razor teeth. When activated, the user designates a target within 60 feet, and the snapping jaw flies unerringly at them, viciously biting every round on the user's turn. The jaw attacks on the same attack table as the character's class and level. The jaw deals 1d6 points of damage plus any Strength modifier and distracts its target, penalizing them –2 on attacks and saves for as long as it harries them. The user need not be holding the jaw to activate it. As long as the user is within 30 feet of the jaw, he can command it. The jaw can only be used for 10 rounds per day.

TARPAULIN OF OBSCUREMENT

Commonly, wealthy smugglers use these magical sheets of hemp to conceal contraband within their holds. When the tarp is spread over a 10 foot by 10 foot area, it masks objects within that area, blending them into the surrounding terrain, and requiring a roll of 1 (on d8) to notice them. If draped around a thief, the tarp grants a +20% bonus on Hide rolls.

TEETH OF DAJOBAS

These *+2 punching daggers* (1d4+2) were fashioned out of the teeth of an ancient great white shark. Over time, they have had a way of coming into the possession of an individual who has been selected by Dajobas to serve as his Chosen Champion—even if the possessor is unaware of the selection. Lawful and neutral creatures may wield these weapons, but they will only function as *+1 daggers* unless they are in the hands of a creature of Chaotic alignment. Any Chaotic creatures holding the daggers will hear horrible whisperings in their mind, driving them to commit great atrocities in the name of Dajobas.

A successful attack with either of these daggers causes the wounding effect in the target. Each hit causes 1 hp of bleeding damage per round until the target receives any magical healing.

The possessor of either one of the teeth can *curse* a struck opponent once per day (save avoids). If both teeth are possessed, this can be used twice per day. The curse causes the victim to suffer a –4 penalty to attacks and saving throws until the curse is removed.

When brought together by a lycanthrope (of any type, not just weresharks), the *Teeth of Dajobas* can create a *blade barrier* (the blades are actually whirling shark's teeth) once per day.

To destroy the *Teeth of Dajobas*, each weapon must first be sundered into three pieces. Once the weapons are sundered, one piece of each weapon must be fed to a whale, a turtle, and a dolphin.

TOKEN OF QUELL

This special holy symbol of Quell is adorned with a vial of water collected from the deep reaches of the ocean where the might of the Sea God is most potent. The bearer of this token may cast *water breathing* once per day, as a magic-user of the same level. Also, once per day the token may be used to automatically dispel a spell effect or dismiss a creature from the Elemental Plane of Water back to its home (no saving throw).

New Spells

Alarm

Spell Level: Magic-user, 1st level

Range: 10 feet

Duration: 2–8 turns + 1 turn/level

When the alarm is cast, a selected area is warded to register the presence of any living creature larger than a rat. The target can be a door, a section of floor, stairs, etc. As soon as any creature sets foot upon the area, touches it, or otherwise contacts it, the spell evokes a loud ringing that is clearly heard in a 60 ft. radius. (Reduce the radius by 10 ft. for interposing doors or wooden walls or by 20 ft. for stone walls.) The sound lasts for 1 round and then ceases.

Undead creatures do not set off the alarm; invisible creatures, as well as those from other planes who are otherwise alive, do so. Ethereal or astrally projected creatures do not trigger an alarm, but flying and levitating creatures do.

Blood Debts

Blood debts are a potent type of *geas* practiced along the Razor Coast. Unlike most *geas* spells, the *blood debt* is a willing pact between two individuals, overseen by a pact-maker (or in some cases one of the individuals pledging the blood debt may also be the pact-maker). Typically, *geased* individuals earn some great reward in exchange for their willingness to fulfill the *geas*, and the *geas* is worded to ensure the individual provides a great service in exchange.

On the Razor Coast, as in other regions where life is short and hard, individuals may not live to fulfill their *blood debts*. The *blood debt* ensures payment if individuals fail to perform their geas in life, but also in death by binding indebted spirits to return from beyond the veil and make good on their pledges.

Similarly, whoever holds the *blood debt* – and received the promise of the *geased* individual – possesses the right to sell the *blood debt* to another for any reason, without limitation. The sale of the *blood debt* frees the spirit from the seller but enslaves it to the buyer. All the entailments of the original oath remain intact, exactly as if the *geased* individual had pledged their *blood debt* to the new owner in the first place. Those making *blood debts* should be extremely careful as to the wording of their oaths. Clever pact-makers often try to trick them into impossible tasks, so they might continually summon *geased* spirits from the land of the dead.

Blood Debt

Spell Level: Magic-user, 8th level

Range: 10 feet

Duration: Until task is completed (see below)

Similar to a *geas*, a *blood debt* places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must be able to understand and agree to the conditions set during the spellcasting.

The indebted creature must follow the given instructions until the *blood debt* is completed, no matter how long it takes. If indebted individuals die before fulfilling the *blood debt*, their spirits rise as ghosts in order to make good on the pact. Because the *blood debt* is accepted willingly, it cannot be broken by any means, including magical means. The debt only ends when paid in full.

Spirits bound by a *blood debt* may be summoned forth as a shade and subjected to questions once every 24 hours, provided the summoner invokes the ghost using words and phrases from the original pact. Questioning lasts for a time period of no more than 10 minutes. During questioning the restless shade must answer up to five simple questions truthfully, after which it dissipates. If the shade does not know the answer to a question, it may not verbalize an answer. Summoned in this manner, a shade remains completely ethereal, vaguely resembles its former self, and cannot attack or perform any other interactions beyond flickering with ghostly light and whispering.

Once per year the possessor of the debt may use words from the original agreement to implore the indebted ghost to manifest in full and perform terrifying tasks and acts, so long as such acts might lead to fulfillment of the promise sworn in the original pact. For example, the debt holder may not summon the ghost to send as an assassin against some unrelated person, unless a specific trick of wording in the original pact allows for it. While manifest in full as a ghost, the spirit may call to itself ghostly versions of the possessions, mounts, and equipment it bore in life.

Demanding a full manifestation requires debt possessors shed their own blood and scream aloud a summoning cry – again using the words of the original pact; although it is not necessary to utter the words in the original language used to forge the debt – demanding three times that the spirit come forth and live up to its pledge. Full manifestation only occurs if the possibility of fulfilling the oath actually exists.

Unscrupulous magic-users often use *blood debts* to imprison and enslave spirits. The most despicable casters go as far as to murder those with whom they have sealed a debt in order to manipulate them after death. The caster of a *blood debt* may sell or otherwise transfer the debt to another individual. Such sales transfer all the entailments of the debt to the buyer, exactly as if indebted individuals had made their oaths to the new owner in the first place. There is no limit on the number of times a *blood debt* may be sold.

Whoever holds the *blood debt* may also declare it filled by invoking the words of the original pact – even if the indebted individual has not yet fulfilled the original pledge – and free the spirit from its bondage.

Alternately, the holder of a *blood debt* may use the original words in a ceremony to declare the debt forever unfulfilled. This latter act involves burning the debt, either literally if the original document survives or symbolically if it does not. Burning the debt in this manner deprives the holder of the power to summon the bound spirit and dooms the ghost to remain a ghost, haunting the site of its death for all eternity.

Grease

Spell Level: Magic-User, 1st Level

Range: 60 ft.

Duration: 1 round/level

A *grease* spell covers a solid surface with a fine layer of slippery grease. Anyone trying to pass through the *grease* can move at half their normal Movement, or they risk falling (saving throw to negate)

Wall of Force

Spell Level: Magic-user, 5th level

Range: 60 feet

Duration: 1 round/level

Creates an invisible *wall of force* up to 100 square feet in size. A wall of force is immune to all forms of damage save the *disintegrate* spell, which destroys it.

New Rules (Optional)

Black Powder

Many NPCs in Razor Coast make use of black powder weapons. For characters playing this campaign, black powder may be new. Since firearms are common among the seafarers of the Razor Coast, a good provisionary rule is to allow any characters other than clerics, druids, paladins (possibly), and magic-users to employ such weapons. Some character classes might only be allowed to use pistols (thieves, in particular, might be restricted in this way). The Referee might also consider allowing other classes to use firearms, but with a penalty of –1 to hit.

Black powder weapons are powerful, but are also difficult to load quickly in combat. Similar to a heavy crossbow, a black powder weapon requires a full round to reload.

Artillery requires at least two people to properly load, aim and fire. A two-man team using a cannon takes 2 full rounds to reload the weapon. A three-man firing team can do it in 1 full round.

Simplified and Optional

We included these simplified, optional rules in your appendix in case you do not wish to use the new options in the ***Book of Indulgences***, or the ***Fire as She Bears*** ship-to-ship combat subsystem (available at www.froggodgames.com).

Later in the appendices, you'll find the ***Book of Indulgences.*** This includes more rules and options you may wish to include in your campaign.

If your campaign uses Indulgences or other supplements, then Indulgence and supplement rules from **Frog God Games** always trump the rules found in this Appendix – unless you like these rules better, of course.

Powder is kept in watertight horns, barrels or casks. Each horn holds enough powder for 5 shots from a pistol or musket. A cask has enough powder for 20 shots or one artillery shot. A Barrel holds enough powder for 100 shots from either pistols or muskets, and 5 shots from artillery.

Conventional black powder weapons available along the Razor Coast are listed below:

Weapon	Damage	Rate of Fire	Range	Weight (pounds)	Cost
One–Handed Ranged Weapon					
Gentleman's Pistol	1d6	1	40 ft.	2	30 gp
Military Pistol	1d10	1	50 ft.	5	50 gp
Double Pistol[1]	1d8/2d8	1	40 ft.	8	150 gp
Two–Handed Ranged					
Long Barreled Musket	1d10	1	120 ft.	15	120 gp
Double Barreled Musket[1]	1d10/1d20	1	120 ft.	25	30 gp

Weapon	Chance to Hit (on d20)	Structural Damage	Damage	Range	Weight (pounds)	Cost
Artillery						
4-pound cannon	12 or more	3 points	4d6	100 ft.	80	400 gp
6-pound cannon	13 or more	4 points	6d6	150 ft.	240	800 gp
9-pound cannon	14 or more	5 points	10d6	200 ft	600	1,500 gp

Name	Cost	Dmg[2]	Weight
Powder			
Horn	5 gp	2d6	1 lb.
Cask	20 gp	4d6	5 lbs.
Barrel	100 gp	10d6	30 lbs.

Name	Cost	Weight
Shot		
Pistol or Musket (10)	1 gp	½ lb.
4–pound ball	5 sp	4 lbs.
6–pound ball	1 gp	6 lbs.
9–pound ball	2 gp	9 lbs.

[1] May fire both barrels at one time or fire them separately. Each barrel requires a full round action to reload.

[2] Damage given is if the source of powder is ignited.

Dueling

Opponents engaging in duels in ***Razor Coast*** may wish to use these optional rules. Typically, the opponent challenging the other to the duel offers his or her opponent the chance to choose their weapon. Traditional dueling weapons used on the Razor are limited to the rapier and the pistol. If facing off with rapiers, opponents typically fight with their own personal swords, but if pistols are the order of the day, the challenger usually supplies a pair of dueling pistols (Gentleman's or Military). The challenger always allows their opponent to select which pistol they will use in the duel.

Pistols

Pistol duels are fought with the opponents each marching an agreed-upon number of paces in opposite directions (to be counted out by the adjudicator of the duel) before they turn and fire upon one another. Common distances traveled are 10 paces (opponents ending up 20 feet from one another, no attack penalty), 20 paces (40 feet apart, –1 penalty), 30 paces (60 feet, –2 penalty), or in rare cases of exceptional talent 50 paces (100 feet distance from each other, –3 penalty).

Once they walk the declared number of paces, each opponent rolls initiative. The winner of the initiative roll fires first, attempting to hit their opponent. If they miss, the loser fires. If both miss, they reload, reroll initiative, and fire until a pistol shot hits one of them. Neither opponent moves during reloading or firing. The first hit settles the duel.

Rapiers

All rapier duels are fought unarmored. In some cases, duelists use a secondary dagger for balance and defense. Combatants traditionally fight duels with rapiers in one of three fashions: to the death, to first blood, or to decisive victory. To the death is self-explanatory: the duel begins when both opponents are ready, and they cross swords until one dies. These duels are rare, as few value honor higher than their lives.

First blood duels are common among skilled duelists who value their lives, yet wish to test their abilities against other fine swordsmen. A duel to first blood ends when one opponent scores a palpable hit upon the other, inflicting a wound from which blood freely flows. Typically, opponents dueling to first blood fight defensively as avoiding being struck is tantamount to winning the contest.

When a combatant is struck in the duel, they may attempt a saving throw (with a penalty of the damage done by the strike) to turn a palpable hit into a mere scratch, allowing the contest to continue. This does not reduce the damage they are dealt in any way, but allows them to come away with torn clothing, strains, and a scratch instead of a free-flowing wound.

Decisive victory duels end when one opponent is disarmed, killed, or yields. A duelist who strikes an unarmed or yielding opponent is disgraced in the eyes of their peers and may even find themselves the target of rivals seeking the death of such a coward.

Simplified Ships of the Razor

Quell's Whore

Large Ship (warship)

Structural Points: 20

Special: Spell Resistance (25%)

Bonedeuce's Pride

Large Ship (warship)

Structural Points: 20

Armaments: 8 long nines (stern and aft), 40 sixers (port and starboard broadside batteries).

Crew: 30 sailors

Complement: 40 dragoons, 2 dragoon officers, and 4 dragoon sorcerers

Albatross

Large Ship (warship)

Structural Points: 15

Armaments: 4 long nines (stern and aft), 20 sixers (port and starboard broadside batteries), and 4 four pounders (upper skirmish deck)

Vintage

Sloop

Structural Points: 3

Special: Lists to port

Appendix 2
Recurring NPCs

Various points throughout the adventure refer to stat blocks. While we have placed the first occurrence of a stat block in the text itself, some NPCs simply appear too frequently to make this practical. Rather than reprinting frequently recurring stats every time, we placed the short form in the text and gathered the long form of the stat blocks here for reference.

Dragoons

Dragoon (Ftr3): HP 21; **AC** 7 [12]; **Atk** rapier (1d6) or dagger (1d4) or long-barreled musket (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60. **Special:** none.

Equipment: leather armor, guardsman's cloak, blue coat and dragoon uniform, rapier, dagger, long-barreled musket, 5 reloads of powder and shot, purse with 5 gp.

Dragoon Sergeant (Ftr6): HP 41; **AC** 5[14]; **Atk** longsword (1d8) or dagger (1d4); **Move** 12; **Save** 9; **AL** C; **CL/XP** 6/400. **Special:** none.

Equipment: chain mail, guardsman's cloak, blue coat and dragoon uniform, long sword, dagger, purse with 25 gp.

Dragoon Wizard (MU4): HP 12; **AC** 9[10]; **Atk** dagger (1d4) or staff (1d6), or pistol (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 4/120. **Special:** +2 saves vs. magic, spells (3/2).

Spells: 1st—*charm person, magic missile, sleep*; 2nd—*darkness 15 ft. radius, web*.

Equipment: blue coat and dragoon uniform, light blue "wizard's" cape, dagger or staff, pistol, 10 reloads of shot and powder, *potion of invisibility*, purse with 20 gp.

Generic

Pirate Captain (Thf6): HP 23; **AC** 7 [12]; **Atk** *+1 rapier* (1d6+1) or military pistol (1d10); **Move** 12; **Save** 10; **AL** C; **CL/XP** 6/400; **Special:** backstab (x3), +2 save vs. traps and magical devices, thieving skills.

Thieving Skills: Climb 90%, Traps/Tasks 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.

Equipment: leather armor, *+1 rapier*, flintlock pistol, 5 reloads of shot and powder, a fine diamond ring worth 600 gp

Tulita

Tulita Tribesman (Ftr3): HP 19; **AC** 9[10]; **Atk** 2 fists (1 hp) or kukri (1d6) or sharkstooth club (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60; **Special:** none.

Equipment: simple kappa clothing, sandals, 2 kukri knives, sharkstooth club

Weresharks

Dragoon Sergeant, wereshark human form (Ftr6): HD 8; **AC** 5[14]; **Atk** longsword (1d8) or dagger (1d4); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1,100. **Special:** hit only by magic or silver weapons, lycanthropy;

Dragoon Sergeant, wereshark hybrid form (Ftr6): HD 8; **AC** 2[17]; **Atk** bite (1d6+2), longsword (1d8) or dagger (1d4); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy;

Dragoon Sergeant, wereshark animal form (Ftr6): HD 8; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy.

Equipment: chain mail, guardsman's cloak, blue coat and dragoon uniform, longsword, dagger, purse with 25 gp.

Dragoon Wizard, wereshark human form (MU4): HD 8; **AC** 9[10]; **Atk** dagger (1d4) or staff (1d6) or pistol (1d6);

Move 12; **Save** 12; **AL** C; **CL/XP** 9/1,100. **Special:** hit only by magic or silver weapons, lycanthropy, +2 saves vs. magic, spells (3/2);

Dragoon Wizard, wereshark hybrid form (MU4): HD 8; **AC** 2[17]; **Atk** bite (1d6+2), dagger (1d4) or staff (1d6) or pistol (1d6); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 saves vs. magic, spells (3/2);

Dragoon Wizard, wereshark animal form (MU4): HD 8; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 saves vs. magic, spells (3/2).

Spells: 1st—*charm person, magic missile, sleep*; 2nd—*darkness 15 ft. radius, web*.

Equipment: blue coat and dragoon uniform, light blue "wizard's" cape, dagger or staff, pistol, 10 reloads of shot and powder, *potion of invisibility*, purse with 20 gp.

Razortooth Enforcer, wereshark human form: HD 8; **AC** 7[12]; **Atk** longsword (1d8+1) or dagger (1d4+1); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** hit only by magic or silver weapons, lycanthropy;

Razortooth Enforcer, wereshark hybrid form: HD 8; **AC** 2[17]; **Atk** bite (1d6+2), longsword (1d8+1) or dagger (1d4+1); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy.

Razortooth Enforcer, wereshark animal form: HD 8; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy.

Equipment: leather armor, longsword, dagger.

Razortooth Raider, wereshark human form (Thf4): HD 8; **AC** 7[12]; **Atk** rapier (1d6+1) or dagger (1d4+1) or light crossbow (1d4+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** backstab (x2), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps and magical devices, thieving skills;

Razortooth Raider, wereshark hybrid form (Thf4): HD 8; **AC** 2[17]; **Atk** bite (1d6+2), weapon (1d6); **Move** 12

(swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** backstab (x2), control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps and magical devices, thieving skills;

Razortooth Raider, wereshark animal form (Thf4): HD 8; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** backstab (x2), control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. traps and magical devices, thieving skills.

Thieving Skills: Climb 88%, Traps/Tasks 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: leather armor, rapier, dagger, light crossbow, 5 bolts

Appendix 3
Bestiary

This Bestiary contains monsters advanced for Razor Coast or unique to the book, new monsters from Heart of the Razor, as well as four new monster templates. This section does not repeat new monsters or templates from **Appendix 7 –** The Book of Indulgences.

New Monsters

This Bestiary contains monsters for ***Razor Coast*** or unique to the book. It does not include new creatures from the ***Heart of the Razor*** compilation (included in their own **Appendix** in the ***Heart of the Razor***).

Anthropophagi (Fah-Jee)

Hit Dice: 4
Armor Class: 7[12]
Attack: slam (1d3+1), bite (2d4+1 plus latch)
Saving Throw: 13
Special: immune to charm or sleep spells, latch
Move: 9
Alignment: Chaos
Number Encountered: 4d10
Challenge Level/XP: 5/240

Short in stature and long in savagery, this small primitive humanoid reeks of death. A too-wide mouth, choked with filed teeth, splits the creature's face. Fah-jee stand just under 3 feet tall. Withered and dry, their compact bodies weigh between 20 and 40 pounds. With its oversize, detachable jaws, a fah-jee can lock itself onto a foe with a successful bite and deal automatic bite damage until dislodged. Fah-jee always hunt in packs, swarming along the jungle under its darkened canopy, raiding nearby villages or defending their territory from aggressors.

Anthropophagi (Fah-Jee): **HD** 4; **AC** 7[12]; **Atk** slam(1d3+1), bite (2d4+1 plus latch); **Move** 9; **Save** 13; **AL** C; **CL/XP** 5/240; **Special**: immune to charm or sleep, latch.

Fah-Jee Magus

Hit Dice: 7
Armor Class: 6[13]
Attack: slam (1d3+1), bite (2d4+1 plus latch)
Saving Throw: 9
Special: immune to charm and sleep spells, latch, spell-like abilities (3/day—*cause light wounds, detect magic*; 2/day—*hold person, silence 15 ft. radius*; 1/day—*cause disease*).
Move: 9
Alignment: Chaos
Number Encountered: 1
Challenge Level/XP: 9/1,100

A tattered headdress adorns the skull of this withered humanoid. Teeth filed to points fill a wide mouth stretching from ear to ear. Festooned in animal bones, dangling bits of dried flesh and vine, it is hard to tell where the creature's dead skin ends and its foul jewelry begins. Fah-jee magi hold sway over their tribe not only as leaders and tyrants, but also as their creators. As a rule, the fah-jee magi despise the creation of mindless undead, but if forced to it they will raise zombies, skeletons, and the like in defense of their tribe. Fah-jee magi stand just under 3 feet tall and their withered frames weigh between 20 and 40 pounds.

Fah-jee magi claim to hear the dead whispering from the night sky, often claiming atmospheric disturbances and weather patterns reflect the mood of the dead. The magi follow the movements of the stars and other celestial bodies closely, interpreting heavenly perorations as messages from their alien gods beyond the stars — messages the dead alone hear before whispering them to the magi. When sky-listening, fah-jee magi enter a form of trance divination, sometimes abetted by chewing the hallucinogenic residue that cakes their unwashed cook pots. The magi claim this trance opens them to the whispering spirits. Later, minds awash in the incoherent and inconceivable ramblings of their trances, the magi interpret and relate the whispers to the tribe. Some sages report that fah-jee magi blame any failures in the predictive value of the sky whispers on the failure of the dead to properly carry the word of the star gods.

While the magus is under trance, the strongest warrior in the tribe wears the magus's headdress and acts in his stead. Fah-jee magi claim that during the trance ritual a portion of their psyche leaves the body and transfers to the warrior, temporarily transforming the warrior into a true magus. True or not, reports indicate the chosen warriors act as if they were true magi, and Grevo reports witnessing

elevated warriors employing magi abilities. A tribe usually supports only one magus, though Grevo also reports an obscene alliance of husband and wife magi leading his study group. Of course, since Grevo vanished into the Pearl Eye Atolls with the avowed intent of becoming a fah-jee, his testimony remains suspect.

Fah-Jee Magus: **HD** 4; **AC** 6[13]; **Atk** slam (1d3+1), bite (2d4+1 plus latch); **Move** 9; **Save** 13; **AL** C; **CL/XP** 5/240; **Special**: immune to charm or sleep, latch, spell-like abilities (3/day—*cause light wounds, detect magic*; 2/day—*hold person, silence 15 ft. radius*; 1/day—*cause disease*).

Fah-Jee Totem Warrior

Hit Dice: 12

Armor Class: 6[13]

Attack: 4 slams (1d8 plus grab), fling (1d6 plus disease)

Saving Throw: 3

Special: bathed in blood, disease, fling, immune to sleep and charm spells

Move: 9

Alignment: Chaos

Number Encountered: 1d2

Challenge Level/XP: 14/2,600

This tower of body parts reeks of death, the stench filling the jungle. A massive stack of arms, legs, torsos, and dangling viscera looms above. Embedded within this tower of flesh, at least three stacked heads rotate wetly in place, eye different foes, gnash pointed `teeth or shout battle cries. The totem warrior waves its amalgam of stitched arms, slamming opponents and bathing them in gore. Fah-jee totem warriors are twice as easy to detect by scent as a standard fah-jee. Fah-jee totem warriors stand 12 feet tall and weigh upwards of 1,500 pounds.

A regularly fed fah-jee totem warrior stores blood and other mortal juices within its massive body. Every 1d4 rounds, a fah-jee totem warrior can erupt in a fountain of blood, bathing all creatures within 15 feet in slippery red ichor. Any creatures in this area must make a saving throw or slip and fall down. A fah-jee totem warrior can rend rotten parts from its body — wriggling arms, kicking legs, mummified heads, and other viscera — and throw them at its enemies as weapons. Each attack deals 1d6 points of damage and the creature struck risks contracting fah-jee rot. Anyone struck by the totem warrior must make a saving throw or contract the wasting disease (save or die in 1d4 days).

This horrid creation serves as a revered member of the fah-jee tribe and its best protection. Fah-jee totem warriors are only found at the center of a fah-jee tribe's village. Composed of dozens, sometimes hundreds, of different body parts, fah-jee totem warriors represent the pinnacle of tribe's passage into the unity of undeath. Fah-jee totem warriors reek of slaughter and rot. Their scent blows through the trees near fah-jee villages, warning living creatures away lest they end up in a fah-jee cookpot.

Fah-Jee Totem Warrior: **HD** 12; **AC** 6[13]; **Atk** 4 slams (1d8 plus grab), fling (1d6 plus disease) **Move** 9; **Save** 3; **AL** C; **CL/XP** 14/2600; **Special**: immune to charm or sleep, latch.

Fah-jee Variants

Fah-jee possess an impressive understanding of their undead bodies and frequently perform modification rituals to enhance their dead flesh with parts from non-human creatures. Apply the following two variants to ordinary fah-jee and fah-jee magi only, as the fah-jee totem warrior is itself a modification.

Aquatic Fah-jee Flippers from a sea turtle or the sweeping fins of a shark replace arms or legs in this mash-up of humanoid body parts and chunks of whichever creatures swim near fah-jee infested islands. To make an aquatic fah-jee, give the creature Swim 24.

Brachiating Fah-jee Using the long arms of monkeys and apes, fah-jee magi modify some members of their tribes to better hunt the jungle canopy. To make a brachiating fah-jee, give the creature a climbing movement rate of 9. If ape arms are used, increase the damage for the creature's attack to 1d4.

"Do we dare grant them humanity, these shrunken fiends who devour man's flesh, by calling them cannibals?" — Alexandre Grevo

"Huh? Undead cannibal whatmies?" — Nicolas Logue

Though more civilized races call these foul creatures anthropophagi, most of the Razor Coast knows and fears them by their shortened moniker —the fah-jee. As Grevo translated, fah-jee self-identify as "People Who Beat the Grave".

Some sages claim cannibal tribes feasting on undead flesh gave rise to the first fah-jee by dark happenstance, while other experts claim the existence of complex and wicked incantations that transform entire aboriginal tribes into these savage undead abominations. Whatever the original cause, today's fah-jee populate — and often swiftly *depopulate* — isolated jungle islands, particularly among the Pearl Eye Atoll, the Darkols and other archipelagos of the Razor. Always a threat to ships taking shelter in their jungle-lined bays, fah-jee also leave these island sanctuaries to raid neighboring peoples for fresh bodies to twist, modify and induct into their undead community. Recent whispers tell tales of humans who seek out the anthropophagi to learn their secret rituals of undeath and transform themselves into fah-jee. If the fah-jee do not simply eat them, these converts become respected additions to the

tribe and the fah-jee magi claim them as omens from the whispering gods.

Fah-jee pride themselves on their undeath, often performing strange rites of passage wherein they prove their ability to live chained to the bottom of the sea, consume foul poisons or fast for eternity. Anthropophagus magi — the chiefs of the tribes — claim the passage into undeath is the surest way to escape the grave. To create its tribe, the fah-jee magus butchers living creatures, boils them in a necromantic iron cooking pot and stitches the shrunken pieces back together, mixing dozens of different parts throughout individual bodies. Sages who have studied the fah-jee and escaped with their lives claim the magi regard this mixing of body parts as a religious sacrament representing the essential equality and unity of undeath.

Fah-jee Magic Items

Here are two items frequently used by fah-jee magi.

Cookpot

Some fah-jee magi use a massive cookpot as the vessel for making and modifying their tribes. Extremely rare, these artifacts are ages old and either passed from magus to magus or stolen from a warring neighbor.

Fah-jee have been known to trade for iron, not only to make simple tools, but also to craft these foul devices. This massive cookpot, boiling with necromantic energy, is composed entirely of cast and hammered iron. When filled with corpses, various local herbs, and stagnant seawater, this vessel holds the power to create the voracious undead known around the Razor Coast as fah-jee. While many believe fah-jee magi are the only creatures able to use these vessels, those familiar with necromantic rituals stand a chance to activate this minor artifact.

To operate a cookpot and create a fah-jee, a non-fah-jee must murder and butcher 1 human-size creature (or 2 small creatures) and then simmer them in the cookpot with 10 gallons of seawater, 10 gallons of blood, and 500 gp worth of red coral, shark teeth, and rare herbs. After 24 hours, the creature using the cookpot must make a saving throw or the grotesque soup fails to produce a fah-jee from the stewing body parts. If the saving throw succeeds, a fully-formed and cognizant fah-jee emerges from the cookpot — shrunken, voracious and ready to eat living flesh. Non-fah-jee users must protect themselves against these vile undead, or convince them of their intention to raise a tribe and transform into a magus.

Those who seek to destroy a fah-jee cookpot must inflict 300 hit points of damage. To complete the *cookpot's* destruction, attackers must sunder it with a good-aligned weapon within an hour of dealing the requisite damage.

Septum Fetish

This intricately carved bone is taken from humanoids, jungle predators or the jawbone of a shark. It fits through a wide piercing in the nose, jutting out from either nostril, and is covered in flaring depictions of vicious animals and abstract line art.

In order to use the magic item, the possessor must pierce his septum with the large fetish. Piercing the septum deals 1d4 points of damage, and the foul rites related to this item's creation cause the wound to bleed for 1d2 points of damage each round unless the victim receives magical healing.

After wearing the septum fetish for 24 hours, its owner receives a daily choice of benefits. The septum fetish holds 3 charges that refresh every 24 hours. Charges can be expended as follows:

1 charge — For one round, gain a +2 bonus to attack rolls.

1 charge — Receive a +3 bonus on a single saving throw. This bonus persists until discharged.

Shrunken Heads

Often, the shrunken heads swinging from the belt of a fah-jee magus grind their little jaws and speak in sky-whispers, giving the fah-jee purpose and guiding their

path on hunts. Three times per day as a standard action, a creature wearing a shrunken head can ask the withered, endlessly gnawing skull a question and receive results as if from a *legend lore* spell. With half the response the whispered repeating of foul, far-off gods and the other half spat from the spirit bound to the withered head, responses can prove unreliable. The chance for getting a reliable result is 70%.

By Adam Daigle and Louis Agresta

Beetle, Jabala

Hit Dice: 7

Armor Class: 2[17]

Attack: bite (2d4+2 plus poison)

Saving Throw: 9

Special: poison

Move: 12 (fly 12)

Alignment: Neutrality

Number Encountered: 1

Challenge Level/XP: 8/800

A jabala beetle is 10 feet long, with a protective black or dark green carapace and wing-covers. Anyone bitten by the beetle must make a saving throw or contract Jabala'ha, a strange infection that causes disgusting swelling of the victim's abdomen, face and extremities. The victim dies within 1d4 days as their body ruptures, their polluted blood and diseased innards bursting from them.

Jabala Beetle: **HD** 7; **AC** 2[17]; **Atk** bite (2d4+2 plus poison); **Move** 12 (fly 12); **Save** 9; **AL** N; **CL/XP** 8/800; **Special**: poison.

Breath Taker

Hit Dice: 8

Armor Class: 5[14]

Attack: 2 claws (1d4+1) or air-stealing touch (1d4 constitution; save avoids)

Saving Throw: 8

Special: air-stealing, immune to charm and sleep

Move: 9 (swim 18)

Alignment: Chaos

Number Encountered: 1 or 2d4

Challenge Level/XP: 8/800

A breath taker is a partially skeletal creature clad in the soggy trappings of a pirate. At first glance a breath taker might be mistaken for a brine zombie or lacedon. Breath takers are more powerful than those lesser undead, however, and such a mistake in identification can lead to a cruel death. A breath taker robs the breath from its victim. In life they were evil thieves who drowned at sea, pirates who took valuable goods at will from others that plied the waves. Now, in unlife, they seek out and steal that which was first taken from them — the ability to breathe.

A breath taker has two primary attack modes. Either it uses its long, seaweed-encrusted fingernails against an enemy, or its dreaded ability the steal the very breath from its victim's lungs. The breath taker's rotted chest visibly expands as it draws this fresh air into itself. A breath taker causes a ghostly, incorporeal hand to emerge from its own hand. If it makes a successful attack, the breath taker's hand appears to plunge into the chest of its opponent. A target that fails a saving throw loses 1d4 constitution damage per round. The breath taker must make an attack each round to maintain the connection. As long as the breath taker maintains its attack, the target must make the saving throw each round. On the second failed save, the target is reduced to 0 hp. On the third failed save, the target dies. To escape the touch of a breath-taker, the target must succeed on at least one saving throw then move out of the breath taker's attack range.

Breath Taker: **HD** 8; **AC** 5[14]; **Atk** 2 claws (1d4+1) or air-stealing; **Move** 9 (swim 18); **Save** 8; **AL** C; **CL/XP** 8/800; **Special**: air-stealing, immune to charm and sleep.

Children of Omargwato (Degenerate Cyclops)

Hit Dice: 9

Armor Class: 0[19]

Attack: spear (3d6 plus poison)

Saving Throw: 6

Special: –2 on ranged attacks, poison spear (save or fall into coma for 3d6 days, onset in 1d6+1 rounds), spell-like abilities, surprise on 1–3 on 1d6 in jungle

Move: 12

Alignment: Chaos

Number Encountered: 2d20

Challenge Level/XP: 10/1,400

The lumbering brute stands at least 18 feet in height, its brown skin seamlessly blending with the tree bark. Its most distinctive feature is the single, massive eye in the middle of its face. It wears poorly cured and ill-fitting leather armor and wields a massive spear, its point made from sharpened obsidian. The Omargwato coat the spear with the poison from the poison dart frog (save or fall into coma for 3d6 days, onset in 1d6+1 rounds). Three times per day, these degenerated Cyclopes can cast *darkness 15ft. radius*.

Degenerate Cyclopes (Children of Omargwato): HD 9; **AC** 0 [19]; **Atk** spear (3d6 + poison); **Move** 15; **Save** 6; **AL** C; **CL/XP** 10/1,400; **Special**: –2 on ranged attacks, poison spear (save or fall into coma for 3d6 days, onset in 1d6+1 rounds), spell-like abilities, surprise on 1–3 on 1d6 in jungle.

Spells: 3/day—*darkness, 15–ft. radius*

By Tim Hitchock and John Ling

Chuul

Hit Dice: 10
Armor Class: 2[17]
Attack: 2 pincers (1d6), bite (1d8), paralytic tentacles
Saving Throw: 5
Special: immune to poison, tentacle grab
Move: 12 (swim 12)
Alignment: Chaos
Number Encountered: 1 or 1d4+2
Challenge Level/XP: 11/1,700

Chuuls are heavily armored, crustacean-like predators often found lurking near the surface of ponds. They prefer to burst out of the water to grab and paralyze their prey. They have massive chitinous pincers they use to guide victims to the paralyzing tentacles around their mouth. If a chuul hits a creature with both its pincers, it transfers the victim automatically to its mouth tentacles to hold them. The victim must make a saving throw or be paralyzed for 1d6 rounds. A creature caught in the tentacles automatically takes 1d8 points of damage each round from the chuul's mandibles. A victim that is not paralyzed can make a saving throw to escape the writhing tentacles.

Chuul: HD 10; **HP** 45; **AC** 2[17]; **Atk** 2 pincers (1d6), bite (1d8), paralytic tentacles; **Move** 12 (swim 12); **Save** 5; **AL** C; **CL/XP** 11/1,700; **Special**: immune to poison, tentacle grab.

Crab, Venom

Hit Dice: 6
Armor Class: 3[16]
Attacks: 2 pincers (1d10), sting (1d4 plus poison)
Saving Throw: 11
Special: lethal poison
Move: 12
Alignment: Neutrality
Number Encountered: 1d4
Challenge Level/XP: 8/800

This monstrosity of a crab is nearly 10ft. in diameter. It has a tail coming out of its back, twice the height of a man, with a poisonous stinger (save at –1 or die).

Venom Crab: **HD** 6; **AC** 3[16]; **Atk** 2 pincers, sting (1d4 plus poison); **Move** 12; **Save** 11; **AL** N; **CL/XP** 8/800; **Special**: lethal poison (–1 save).

Devil, Bone

Hit Dice: 9
Armor Class: 0 [19]
Attack: large bone hook (1d12) or tail (2d4 plus poison)
Saving Throw: 6
Special: hook, immunity to fire and poison, infernal abilities, infernal resistances, magic resistance (55%), poison, summon
Move: 15
Alignment: Chaos
Number Encountered: 1 or 2d4
Challenge Level/XP: 16/3,200

Bone devils are akin to the demons of the many underworlds, although they are found in rigid hierarchies that are controlled by powerful lords of Chaos known as the Arch-Devils. The Arch-Devils have little to do with the Demon Princes, and the two types of fiends are never found in the same nether planes. The devils are generally fixated upon persuasion and temptation, resorting to violence only as a last measure – unlike the demonic entities, whose princes are generally the only ones to even consider a course of action other than wanton destruction.

In the hierarchy of the demons, bone devils fall somewhere in the middle, perhaps more powerful than most of their kin. They stand nine feet in height, and resemble skeletons with desiccated skin clinging to the bones. A tail of vertebrae rises over the creature's back, tipped with a long, bone, stinger like that of a scorpion. These devils ordinarily employ a two-handed bone hook in combat. If the hook hits with a die roll that is greater by 2 or more than the necessary to-hit number, then the devil has hooked the opponent, who cannot move or attack until released. The devil can automatically hit the captured target with its tail thereafter. Note that the tail is not fast enough to be used in combat as a second weapon; the devil can only employ the tail against a target that is already hooked.

A bone devil's tail poison does not cause death, but if a saving throw fails, the victim loses 1d4 points of strength for 10 rounds. Loss of strength is cumulative, and if strength is reduced to 0, the character dies.

A bone devil has the following infernal-magic abilities: At will: cause *fear* (5ft radius), *telepathy 100ft*; Unlimited times; *teleportation*; Once per day: *animate dead, charm person, phantasmal force, suggestion, wall of ice.* Three per day: *fly* (as per the spell).

As with all devils, bone devils are immune to fire and take only half damage from cold.

Bone devils may attempt to summon the help of others of their kind, as many times per day as desired. The attempt requires a full round, and the chance of success is 40%.

Bone Devil: **HD** 9; **AC** 0[19]; **Atk** large bone hook (1d12) or tail (2d4 plus poison); **Move** 15; **Save** 6; **AL** C; **CL/XP** 16/3,200; **Special**: hook, immunity to fire and poison, infernal abilities, infernal resistances, magic resistance (55%), poison, summon.

Spells: at will—*fear*, *telepathy 100ft, teleport*; 3/day—*fly*; 1/day—*animate dead, charm person, phantasmal force, suggestion, wall of ice*.

Drolsharg

Hit Dice: 10

Armor Class: 2[17]

Attacks: 2 claws (1d6+2 plus maw), bite (1d8+2), shark-mawed tail (1d8+2)

Saving Throw: 5

Special: accelerated lycanthropy, frenzy, gift of Dajobas, hundred maws

Move: 12 (swim 24)

Alignment: Chaos

Number Encountered: 1

Challenge Level/XP: 11/1,700

Drolshargs are hunger made flesh, the perfect killing machines and ground zero for a plague of Dajobas design. These nightmares only appear when Dajobas' slumber is disturbed or the shark god draws closer to our world. Drolshargs hunt the open ocean but seek humanoid prey above all else. They follow in the wake of ships, board them and devour the crew, usually leaving a few alive as weresharks to spread mayhem when the vessel drifts ashore or is discovered by another ship.

A drolsharg does its best to hide and catch its prey unawares. Anyone bitten or struck by the drolsharg's tail must make a saving throw or contract an accelerated form of lycanthropy that instantly turns the victim into a wereshark. A drolsharg can detect blood in the water up to a mile away, and can sense the blood of a living creature within 240 feet. In the presence of blood, the drolsharg enters a frenzied state and gains +2 to its attacks. Any opponent struck by both of the drolsharg's claws is dragged against the creature's torso where dozens of shark jaws rip and tear flesh for 2d6+2 points of damage each round until the creature is freed.

Drolsharg: **HD** 10; **AC** 2[17]; **Atk** 2 claws (1d6+2 plus maw), bite (1d8+2), shark-mawed tail (1d8+2); **Move** 12 (swim 24); **Save** 5; **AL** C; **CL/XP** 11/1,700; **Special**: accelerated lycanthropy, frenzy, gift of Dajabas, hundred maws.

Harthagoa, The Krakenfiend, The Demon Below

Hit Dice: 25 (125 hp)

Armor Class: –5 [24]

Attacks: 6 arms (1d6 plus crush), 2 claws (2d6), 2 tentacles (2d8 plus constrict), bite (4d6)

Saving Throw: 3

Special: constrict (2d8+4), crush (1d6+4), immune to poison, electricity, cold and acid, ink cloud (1/round as *darkness* spell with 80-ft. radius), magic resistance (50%), spells, "Strike of Chaos" (+15 damage to Lawful, 1/day), summon 1d4+1 vrocks 3/day (60%).

Move: 9 (fly 18, swim 24, jet 48)

Alignment: Chaos

Number Encountered: Unique

Challenge Level/XP: 32/8,000

Harthagoa is the spawn of Demogorgon and an enormous she-kraken. In appearance, Harthagoa looms straight out of a god's nightmare. His body is more than 50 feet in length, and his tentacles are twice as long, ending in barbed talons – a mark of his demonic heritage. These razor-barbed tentacles are speckled with ugly sucker-rings capable of shredding a great blue whale to chum in a mere moment. Yet the greatest indication of his father's vile blood lies in the enormous pair of leathery bat-like wings that extend from Harthagoa's bulbous body, allowing the Demon Below to take to the air if need be. His large eyes glow with a malevolent fire, and his maw is filled with jagged poisonous teeth. The Krakenfiend's thick arms can reduce a frigate to driftwood as casually as a man might a crush paper lantern.

Harthagoa is a fearsome opponent in combat, making devastating use of his demonic magical abilities and deadly tentacles. If he strikes an opponent with either 60-foot tentacle, he grabs the foe and automatically constricts for 2d8+4 points of damage each round thereafter. If he strikes an opponent with an arm, the foe is automatically held and crushed for 1d6+4 points of damage each round. A victim can only break the creature's hold by rolling under the character's strength score on 5d6.

Harthagoa 's other powers include: a magical "Strike of Chaos" (+15 damage to Lawful 1/day), spells (at will—*cause fear, darkness 300-ft. radius, dispel magic, polymorph self*; 3/day—*control weather, control winds, part water*; 1/day—*disintegrate, suggestion*), ink cloud (1/round as darkness spell with 80-ft. radius).

The demon is immune to poison, electricity, cold and acid.

Harthagoa can summon 1d4+1 vrocks 3/day, having a 60% chance to succeed on any given attempt.

Harthagoa, The Krakenfiend aka The Demon Below: **HD** 25; **HP** 125; AC –5[24]; **Atk** 6 arms (1d6 plus crush), 2 claws (2d6), 2 tentacles (2d8 plus constrict), bite (4d6); **Move** 9 (fly 18, swim 24, jet 48); **Save** 3; **AL** C; **CL/XP** 32/8,000; **Special**: constrict (2d8+4), crush (1d6+4), immune to poison, electricity, cold and acid, ink cloud (1/round as *darkness* spell with 80-ft. radius), magic resistance (50%), spells, "Strike of Chaos" (+15 damage to Lawful, 1/day), summon 1d4+1 vrocks 3/day (60%).

Spells: at will—*cause fear, darkness 300-ft. radius, dispel magic, polymorph self*; 3/day—*control weather, control winds, part water*; 1/day—*disintegrate, suggestion*.

Equipment: *staff of healing* (33 charges), *medallion of ESP*.

Karikanti (Gatorfolk)

Hit Dice: 8

Armor Class: 3[16]

Attack: slam (1d6+3), bite (1d6+3), tail slap (1d8+3)

Saving Throw: 8

Special: death throes, devour, drowning curse, smell falsehoods

Move: 12 (swim 15)

Alignment: Chaos

Number Encountered: 2d10

Challenge Level/XP: 11/1,700

This lumbering, scaled horror has the head of a gator atop its humanoid body. A long heavy tail trails from its lower torso, and its eyes glow an unnatural dark crimson. Gatorfolk stand six feet tall on average, are broad shouldered and heavily muscled, and weigh about 250 pounds. Gatorfolk are rumored to be the cursed descendants of a once-glorious civilization that ruled from the Blacksink Marsh. These twisted monsters are fiercely territorial and defend their homeland savagely against any intrusion. Tribal by nature, they respect strength above all else and may be persuaded to ally themselves with particularly powerful foes whom they deem worthy allies. When slain, a gator-man thrashes about in a frenzy inflicting 2d6 damage to any creature within five feet (save for half). Once per day, a gator-man may target any foe within 30 ft. with their drowning curse. Those who fail must make a saving throw with a –4 penalty each time they swim or begin to drown. A karikanti can devour a humanoid foe to regain 5 hp up to full hit points. The karikanti cannot be deceived; they smell lies like foulness on the water.

Karikanti (Gatorfolk): HD 8; **AC** 3[16]; **Atk** slam (1d6+3), bite (1d6+3), tail slap (1d8+3); **Move** 12 (swim 15); **Save** 8; **AL** N; **CL/XP** 8/800. **Special**: death throes, drowning curse, devour, smell lies.

Kelp Devil

Hit Dice: 8

Armor Class: 2[17]

Attack: 6 fronds (1d6)

Saving Throw: 8

Special: charm, immunity to electricity, resistance to fire (50%), resistance to blunt weapons (50%), underwater concealment

Move: 12 (swim 18)

Alignment: Chaos

Number Encountered: 1

Challenge Level/XP: 10/1,400

Kelp devils are relatives of kelpies. To the casual observer, the kelp devil resembles a large colony of slow moving seaweed about 20 feet in diameter. A closer look reveals six 10-foot long pseudopods extending from its body. Kelp devils speak the common tongue.

Kelp devils are patient creatures. They lie perfectly motionless until potential prey moves within 10 feet. Once

their prey is within range, they strike quickly with their pseudopods, attempting to grab an opponent. Grappled creatures are dragged underwater and drowned. Slain creatures are devoured by the kelp devil.

Twice per day, on a successful hit with a frond, a kelp devil can affect the opponent as by *charm monster*. The creature can make a saving throw to resist the effects.

Creatures hit by a kelp devil's fronds must make a saving throw or be entwined and dragged under water to drown. Kelp devils are expert at squeezing the air from a creature's lungs, so their victims can only hold their breath for 1 round per 2 points of constitution before they drown.

Kelp Devil: **HD** 8; **AC** 2[17]; **Atk** 6 fronds (1d6); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 10/1,400; **Special**: charm, immunity to electricity, resistance to fire (50%), resistance to blunt weapons (50%), underwater concealment.

Lacedon of the Krakenfiend

Hit Dice: 7

Armor Class: 4[15]

Attack: bite (1d8+2 plus disease and paralysis), 2 claws (1d6+2 plus paralysis)

Saving Throw: 9

Special: disease, immune to charm and sleep, paralysis

Move: 12 (swim 18)

Alignment: Chaos

Number Encountered: 1 or 1d4

Challenge Level/XP: 9/1,100

These sea-ghouls are undead corpse eaters raised by the Krakenfiend to do his foul bidding, stronger than normal lacedons. They are immune to *charm* and *sleep* spells. Their touch and bite paralyzes victims for 3d6 turns. Anyone bitten must also contend with a deadly disease that causes death in 1d4 days unless cured (save avoids). Anyone who dies from the bite of one of these creatures rises as a lacedon (a normal ghoul, but with webbed fingers and toes, that can swim at a rate of 9).

Lacedon of the Krakenfiend: **HD** 7; **AC** 4[15]; **Atk** bite (1d8+2 plus disease and paralysis), 2 claws (1d6+2 plus paralysis); **Move** 12 (swim 18); **Save** 9; **AL** C; **CL/XP** 9/1,100; **Special**: disease, immune to charm and sleep, paralysis.

The Living Iceberg (Frozen Water Elemental)

Hit Dice: 16

Armor Class: 2[17]

Attacks: strike (3d10 plus 1d6 freezing)

Saving Throw: 3

Special: icy blast, immune to cold, immune to non-magic weapons, overturn boats

Move: 12 (swim 18)

Alignment: Neutrality

Number Encountered: 1

Challenge Level/XP: 18/3,800

The Living Iceberg is a massive frozen water elemental floating atop the waves. The iceberg moves through the waves, crushing ships in its icy embrace and freezing swimmers in the water. Three times per day, the elemental can cause an icy blast of cold air and icy pellets to engulf opponents (3d10 points of damage, no save).

The Living Iceberg (Frozen Water Elemental): **HD** 16; **AC** 2[17]; **Atk** strike (3d10 plus 1d6 freezing); **Move** 12 (swim 18); **Save** 3; **AL** N; **CL/XP** 18/3,800; **Special**: icy blast, immune to cold, immune to non-magic weapons, overturn boats.

Locathah

Hit Dice: 2

Armor Class: 6[13]

Attack: weapon (1d6)

Saving Throw: 16

Special: none

Move: 12 (swim 12)

Alignment: Neutrality

Number Encountered: 1d20 or 3d10 x10

Challenge Level/XP: 2/30

The locathah are a race of aquatic humanoids that roam the great seas, hunting the bounty of the watery depths. Locathah appear as pale yellow to light green-skinned bipeds, with fan-like ears and eyes that are large, black ovals. Locathah can see and hear twice as far as a normal human when under water.

The locathah are a territorial and insular race, but occasionally trade with other races for items not found in the sea. The locathah society is based on a monarchy; they live in kingdoms beneath the waves, and are led by their king and queen respectively.

Locathah warriors prefer the spear, light crossbow (adapted for underwater use), trident, and net and dagger in combat, and have been known to ride eels into combat.

Locathah: **HD** 2; **AC** 6[13]; **Atk** weapon (1d6); **Move** 12 (swim 12); **Save** 16; **AL** N; **CL/XP** 2/30; **Special**: none.

Necroworm

Hit Dice: 2

Armor Class: 8[11]

Attack: stinger (1d4 plus acid)

Saving Throw: 16

Special: animate inhabited corpse, immune to acid, disease, cold and poison, inject acid

Move: 12 (swim 12)

Alignment: Chaos
Number Encountered: 2d4
Challenge Level/XP: 3/60

This bloated white worm inhabits corpses and animates them to do its bidding. Its tail ruptures from the back of the lurching corpse and ends in a vicious stinger that injects a deadly acid. Needle-like teeth fill its mouth, lurking behind rotting human teeth. The worm can attack with its stinger from the body of the zombie host. These dangerous aberrations were created by the arch necromancer Tarath-Vreen. Necroworms animate corpses in order to amass a feeding pile for their queen. If a queen is slain, the necroworms flee until another consumes enough corpses to transform into a new queen. If the corpse they inhabit is felled, they seek a new husk to animate. Necroworm-inhabited corpses cannot be turned or commanded.

Necroworm: HD 2; **HP** 10; **AC** 8[11]; **Atk** stinger (1d4 plus acid), bite (1d4 plus 1d4 acid); **Move** 12 (swim 12); **Save** 16; **AL** C; **CL/XP** 3/60; **Special**: inject acid, animate inhabited corpse, immune to acid, disease, cold and poison.

Zombie, inhabited by Necroworms: HD 2; **AC** 8[11]; **Atk** strike (1d8), necroworm tail sting (1d4 plus 1d4 acid); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm, inhabited by necroworms.

Necroworm Queen: HD 10; **HP** 77; **AC** 7 [12]; **Atk** bite (1d8+5 plus 1d6 acid); **Move** 12; **Save** 9; **AL** C; **CL/XP** 14/2,600; **Special:** immune to acid, cold and disease, spawn necroworm (3/day, spawn 1d4 necroworms every 1d6 rounds), spell-like abilities, spit acid (once every 1d4 rounds; 30 ft. cone that does 4d6 damage, save for half), telepathy 100 ft.

Spells: 3/day—*charm person, dispel magic, hold person*; 1/day—*fear, suggestion.*

Phasm

Hit Dice: 11
Armor Class: 3[16]
Attacks: By weapon or slam (1d4+1)
Saving Throw: 4
Special: amorphous, immune to paralysis, poison, and sleep
Move: 12
Alignment: Chaos
Number Encountered: 1
Challenge Level/XP: 12/2,000

In its natural form, a phasm is a 400-pound ovoid of protoplasm covered in dark spots. The intelligent ooze enjoys imitating humans, however, and often is encountered in this form. While mimicking people, it does as it pleases, going on adventures, stealing, exploring and indulging its desires. When discovered, the phasm attempts to slay those who unmask it, although it might negotiate if overmatched. The phasm attacks with whatever weapons its human form carries, or with a pseudopod slam attack.

Phasm: **HD** 11; **AC** 3[16]; **Atk** by weapon or slam (1d4+1); **Move** 12; **Save** 4; **AL** C; **CL/XP** 12/2,000; **Special**: amorphous, immune to paralysis, poison, and sleep.

Ripper

Hit Dice: 10
Armor Class: 0 [19]
Attacks: 2d10 pincers (1d4)
Saving Throw: 5
Special: immune to piercing weapons
Move: 12 (burrow 6, swim 12)
Alignment: Neutral
Number Encountered: 1 (rarely 1d3)
Challenge Level/XP: 12/2,000

Hideous, thousand-pincered insects some 20 to 35ft long, that resemble vast centipedes with legs covering their entire body. The Rippers burrow through warm sand, loose soil, and decaying peat, but avoid rocky terrain.

The Rippers are always found near a large body of water. These chitinous titans rarely surface from the bowels of the underground but sometimes creep forth on moonless nights to feed. On occasion, they also feel the unwholesome urge to reproduce by spewing thousands of eggs, always into nearby waters. These eggs are too small for the human eye to observe, and more than one fisherman has swum in Ripper-taint or drank river water infused with the eggs of these strange horrors. The eggs take root in the bowels and a fast spreading sickness results, bloating the victim beyond recognition in hours. Ripper-spawn burst forth shortly thereafter and immediately slink towards their parents burrows, unless another suitable lair is readily available.

It is rumored the Rippers are a larval form of an even larger subterranean beast.

Ripper: **HD** 10; **AC** 0[19]; **Atk** 2d10 pincers (1d4); **Move** 12 (burrow 6, swim 12); **Save** 5; **CL/XP** 12/2,000; **Specia**l: immune to piercing weapons.

Roach Swarm

Hit Dice: 3
Armor Class: 8 [11]
Attacks: swarm (1d4+2 plus disease)
Saving Throw: 14
Special: immune to cutting/piercing weapons, swarming attack
Move: 12 (climb 12, swim 12)
Alignment: Neutral
Number Encountered: 1d2
Challenge Level/XP: 3/60

A roach swarm is almost always unnatural in origin, although in tropical regions there are some roaches vicious enough to join into this sort of swarm. The swarm has an area 10ft in diameter, and will attack anything in that area (even if this results in attacks on multiple opponents).

Because the swarm is made up of thousands of roaches, it is immune to weapons that cut or pierce, being vulnerable only to a weapon that can crush roaches. When the swarm's hit points are gone, this means that the swarm disperses – the roaches do not all have to be killed to "kill" the swarm itself. Obviously, if the swarm was killed by means of a fireball or falling ceiling, the casualty rate would approach 100%.

If a dispersed roach swarm was assembled by magic, it will take at least 20 minutes before the roaches can be reassembled into another swarm. If the roach swarm was a natural phenomenon, it will likely not re-form for days.

Roach Swarm: **HD** 3; **AC** 8[11]; **Atk** swarm (1d4+2 plus disease); **Move** 12 (climb 12, swim 12); **Save** 14; **CL/XP** 3/60; **Special**: immune to cutting/piercing weapons, swarming attack.

Shark, Bale

Hit Dice: 7
Armor Class: 6 [13]
Attacks: bite (1d8+4)
Saving Throw: 9
Special: feeding frenzy
Move: 0 (swim 24)
Alignment: Chaos
Number Encountered: 1 or 1d4+1
Challenge Level/XP: 8/800

In the deeps of the oceans, bale sharks are to normal sharks as worgs are to wolves. They have a malign intelligence that might almost be the presence of a possessing spirit. They kill more than they devour, they ally themselves with powerful leaders of Chaos in the undersea realms, and they will serve as mounts to aquatic raiders and reavers.

Other than their evident intelligence and strangely mottled markings, bale sharks are not physically different from an unusually large, but normal, shark. Since other sharks tend to roam in the same area, however, a bale shark attack may trigger the approach of other sharks, and a feeding frenzy. The feeding frenzy operates as per normal, although the bale sharks are able to control themselves.

A feeding frenzy will cause 2d6 sharks of any size to appear from surrounding waters. All the shark will attack madly, and each time a shark attacks there is actually a 1 in 6 chance that it will target another shark instead of a human.

Bale Shark: **HD** 7; **AC** 6[13]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 9; **CL/XP** 8/800; **Special**: feeding frenzy.

Skum

Hit Dice: 2
Armor Class: 6 [13]
Attacks: trident (1d8) or 2 claws (1d4) and bite (1d6)
Saving Throw: 16
Special: none
Move: 9 (swim 15)
Alignment: Chaos
Number Encountered: 1d20
Challenge Level/XP: 2/30

Skum are aquatic humanoids that were created by the aboleths in some distant past (possibly a different place than this world) when entire aboleth civilizations thrived and bent a world into new and horrible shapes in accordance with the plans and dreadful aesthetics of these abhorrent, fish-like masters. Regardless of when and where the skum were created, they now have a firm foothold in the deeps of the sea and the lightless subterranean waters of the realms below the earth.

In general, the presence of skum signifies that an aboleth may be established in a lair nearby, although one might from time to time encounter a tribe that has lost its master to old age or disease. These deep ones are capable of breeding on humans; the hybrids are born human, but as they age, they take on more and more characteristics of the skum, and finally take to the deep waters of the sea. Skum are typically found in raiding parties of 1d8+1, or legions of 1d100 or even more.

In some forgotten places far underground, explorers may occasionally stumble upon vast, labyrinthine ruins that were once the cities of the aboleths and their skum legions. Such places may still be occupied by the vestiges of the skum armies, for these creatures do not perish of old age, although their ranks have been utterly decimated by disease, war, and famine in the deadly winnowing of the Under Realms.

For more about the skum, see also the ***Cyclopean Deeps*** series by **Frog God Games**.

— Matt Finch

Skum: HD 2; **AC** 6[13]; **Atk** 2 claws (1d4) or trident (1d8), bite (1d6); **Move** 9 (swim 15); **Save** 16; **AL** C; **CL/XP** 2/30. **Special**: none.

Slough Shade

Hit Dice: 9

Armor Class: 3[16]

Attack: 2 slams (1d6+2)

Saving Throw: 6

Special: immune to sleep and charm, song of the mire, spell-like abilities (3/day—*obscuring mist, speak with animals, speak with plants*), stench, vomit dead water, vortex

Move: 9 (swim 24)

Alignment: Chaos

Number Encountered: 1

Challenge Rating/XP: 11/1,700

The slough shade is a vile, undead creature spawned from the souls of dozens of tormented mothers who watched their children ripped apart on Dajobas' razor-toothed altars. Now these spirits hate the land, and envy the cries of children which only serve to remind them of their lost loved ones. It wishes to add all their voices to its undead choir. A typical slough shade dwells in still waters and will seek to surround itself with dead children it has lured to its mire. The hag-like thing acts as a mother to these children and will do her utmost to protect, and add to, her brood.

An old nursery rhyme tells the tale of the Cailleach Brey — a dreadful slough shade who was once married to a giant. Her dark mire was a place called the Mother's Fen, and locals used to say they could hear her children singing at night, there were so many that they sounded "like a great temple choir."

Unless her children are threatened the shade will generally cautiously approach any visitors in the hope of finding children to tempt into the water. The shade often mistakes small creatures for children. The slough always seeks to charm children to enter the water, and tries to stay in the waters to charm others in. If those who enter are not children, she usually forms a vortex and attacks. The shade always fights to the death to protect her children. Those sad shades without babes often fear combat and will flee as soon as they are injured. The shade can sing to charm those within 60 feet. Anyone hearing the song of the mire must make a saving throw or be captivated. A captivated victim walks toward the slough shade, taking the most direct route available, even if that route is underwater. Any child slain by a slough shade rises at the next dawn as a slough born.

Essentially a being composed of dead stagnant water, the shade has a terrible stench. All living creatures within 20 feet must make a saving throw or be sickened for 1d6+4 minutes. Creatures that make the save are immune to the stench effects for 24 hours. A shade can vomit dead water at an opponent within 10 feet once every 1d4 rounds. Anyone struck by the water must make a saving throw or be stunned for 1d4 turns. A slough shade can transform itself into a whirlpool vortex that lasts for 9 rounds. The vortex is 30 feet wide. Anyone caught in the swirling waters must make a saving throw or suffer a –2 penalty to attacks.

Slough Shade: **HD** 9; **AC** 3[16]; **Atk** 2 slams (1d6+2); **Move** 9 (swim 24); **AL** C; **CL/XP** 11/1,700; **Special**: immune to sleep and charm, spell-like abilities, song of the mire, stench, vomit dead water, vortex.

Spells: 3/day—*obscuring mist, speak with animals, speak with plants*

Slough Born

Hit Dice: 2

Armor Class: 4[15]

Attack: slam (1d6+2)

Saving Throw: 16

Special: drench, vortex

Move: 6 (swim 18)

Alignment: Chaos

Number Encountered: 2d4

Challenge Level/XP: 3/60

The children taken and drowned by a slough shade give up their old form and become small water elementals that still retain a likeness to the children they were in life. These creatures are chaotic and have the ability to add to the slough shade's song of the mire by joining in the songs. For every two slough born within 60 feet of a slough shade, anyone hearing the song suffers an additional –1 penalty to their saving throw (maximum –5).

The slough born can also drench opponents, putting out any nonmagical flames. They can form a 15-foot-diameter

underwater whirlpool around themselves that forces opponents to make a saving throw or suffer a –2 penalty to attacks.

Slough Born: **HD** 2; **AC** 4[15]; **Atk** slam (1d6+2); **Move** 6 (swim 18); **AL** C; **CL/XP** 3/60; **Special**: drench, vortex.

Wereshark

HUMAN

Hit Dice: 8

Armor Class: by armor

Attacks: by weapon

Saving Throw: 8

Special: control sharks (75% normal, 50% giant), lycanthropy, hit only by magic or silver weapons.

Move: 12

Alignment: Chaos

Number Encountered: 2d6

Challenge Level/XP: 9/1,100

HYBRID

Hit Dice: 8

Armor Class: 2 [17]

Attacks: bite (1d6+2) and weapon (1d6)

Saving Throw: 8

Special: control sharks (75% normal, 50% giant), lycanthropy, hit only by magic or silver weapons.

Move: 12 (swim 18)

Alignment: Chaos

Number Encountered: 2d6

Challenge Level/XP: 9/1,100

SHARK

Hit Dice: 8

Armor Class: 2 [17]

Attacks: bite (1d8+4)

Saving Throw: 8

Special: control sharks (75% normal, 50% giant), lycanthropy, hit only by magic or silver weapons.

Move: 0 (swim 24)

Alignment: Chaos

Number Encountered: 2d6

Challenge Level/XP: 9/1,100

Weresharks are humans that have been infected with extremely rare shark-lycanthropy. The disease is similar to other forms of lycanthropy: anyone losing 50% hit points to wereshark bites will become a wereshark. Moreover, as with other lycanthropes, weresharks can only be damaged by weapons that are either magical or silver (spells affect them normally).

In any form, a wereshark can communicate with sharks, and can usually command them. A wereshark has a 75% chance to control normal sharks (up to **8HD**), and giant sharks (**13HD**) have a 50% chance to fall under the sway of the wereshark's persuasiveness. The commands that a wereshark can give to sharks include "friend," "foe," "flee," "bring that," and "attack." The commands are generally useful for combat and guarding; sharks do not have long memories or much in the way of abstract thought.

In some cases, weresharks might have more skills or training than a normal human; these may be treated as having levels of experience, or simply given improved abilities by the Referee. In the Razor Coast region, weresharks are particularly common due to the presence of the Cult of Dajobas, where they are often found working together in groups rather than living the feral and solitary existence common to these creatures in places elsewhere. Outside the confines of the razor, these apex predators are encountered singly.

Any character becoming a wereshark immediately falls under the Referee's control as a monster unless the Referee decides otherwise.

Ordinary wereshark:

Wereshark, hybrid form: HD 8; **AC** 2[17]; **Atk bite (1d6+2), weapon (1d6); Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), lycanthropy, hit only by magic or silver weapons.

Wereshark, animal form: HD 8; **AC** 2[17]; **Atk bite (1d8+4); Move** 0 (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** control sharks (75% normal, 50% giant), lycanthropy, hit only by magic or silver weapons.

One example of a more powerful wereshark that might, for instance, be a pirate captain infected with the shark-lycanthropy:

Wereshark, hybrid form (Ftr10): HD 9+2; **AC** 1[18]; **Atk** bite (1d6+3) and longsword (1d8+1); **Move** 12 (swim 18); **Save** 5; **AL** C; **CL/XP** 11/1,700; **Special:** control sharks (75% normal, 50% giant), lycanthropy, hit only by magic or silver weapons, +1 to hit and damage strength bonus.

Equipment: *leather armor +1*, shield, longsword.

Appendix 4

Gazetteer of the Greater Razor Coast

An archipelago of fire-blackened stone and volcanic earth rises from the bloody waters of the Razor, a slash of islands like a jagged wound on the surface of the sea. This coast was once a sprawling kingdom, ruled by the mighty chiefs of the Tulita. With a wave of their hand, these chiefs commanded the fires of Pele's fury and the winds of the fiercest storms. They danced darkly with old inscrutable gods. Their ancient powers now wane, and a new mandate has come to their home. Foreign ships of wood and canvas prowl the Razor, shedding the blood of the oldest gods with cruel steel harpoons and peeling back their sacred flesh with hook and blade.

Old enemies rise from the deep and even more ancient gods stir from their slumber to lust for blood once more. Meanwhile, Pele, ever fickle, fumes over the invasion of her children's home, threatening a deluge of magma and fiery death at any moment.

The Razor Coast keeps the secrets of thousands of souls, all gone to the depths, bathed in god-fire, or torn apart by unwholesome things in the night. Naturalists plying the waves strive their best to catalogue the thousands of monstrous oddities lurking in her bosom, and cartographers descend on her treacherous waters every year to coax her curves and secrets onto parchment. Even so, hundreds of islands remain uncharted on the Razor's surface, and the horrors inhabited by them are better kept from the world.

Here follows all I can share.

- Malza Trintos, naturalist and explorer of the Razor Coast

These areas of the ***Razor Coast*** mega-campaign have deliberately been left lightly or entirely undeveloped, and are presented here as inspiration for the Referee.

On the Mainland

Blacksink Marsh

These dreary wetlands house all manner of poisonous creatures as well as tribes of Karikanti who prey on any explorers foolish enough to brave the Blacksink. Beneath the marsh lies the ruins of an ancient Tulita culture and some believe the Karikanti gatormen are the cursed descendants of this once august people.

Blacksink was not always a mired wasteland. In ancient times, this stretch of land was a fertile paradise where red jack, moltado fruit, and other exotic wonders grew by the dozen on lush green trees. Taro farms, well-tended by the Tulita tribes of the Razor, produced more largess than the people could eat, and the sonorous cries of the gold-plumed kovalo bird put even the finest minstrels to shame. Beneath the life-giving shade and gentle rains of this peninsula, the Tulita practiced the old ways, revering their gods with powerful chants and dances. Their obeisance to Great Pele, the goddess of fire and wrack, kept their enemies at bay with searing flames, while the three totems of Dolphin, Whale and Turtle kept careful watch over the people and provided for all their needs. There was no Tulita word for disease in this age, and the peninsula known today as Blacksink was a paradise.

Nothing lasts forever. In that long ago age, the wars began. Brother turned on brother and the Tulita fractured, the many tribes taking up arms against one another. The waters of Kai Bay ran red with Tulita blood, desperate gambits to control the coast pushed tribes to engage in

escalating atrocities, and the three totems left for the deep waters in disgust.

When the first sharks came to feed in the bloody, corpse-strewn waters of once-sacred Kai Bay, the embattled Tulita marveled at these creatures' power. They devoured all things, heedless of harpoon or spear, and fearlessly tore swimmers to shreds. A terrible force of fear and carnage, many tribes saw the sharks as an exemplar of the warrior spirit. In the time of the Great Wars, tribes claimed the shark as their new totem and so Dajobas, He Who Eats the World, came to the Razor Coast.

Of all the Tulita tribes who worshipped his voracity, none pleased Dajobas more than the Karikanti. Most tribes made sacrifices to the Shark God, but the Karikanti splayed every enemy captive with a sharkstooth blade – and then ate them. Practicing the darkest cannibalism, they even fed their own sons and daughters to Dajobas' gory maw.

Pleased, the Shark God offered the Karikanti a great boon. The first gators came to the Razor Coast, children of the Shark God, possessed of his dread appetites, but gifted with legs to walk on land. These scaly-hided hunters came to the Karikanti Tulita and served them in battle, striking down the tribe's enemies upriver and inland, where no shark could prowl. Brother to gators, empowered by Dajobas gift, the Karikanti devoured their foes, spread, and claimed the fertile peninsula as their own. They erased entire tribes from existence in gory sprees of slaughter.

Faced with the terror of the Karikanti – true disciples of the Shark – many tribes foreswore the wars of retribution and returned to the old ways. They practiced the ancient chants and dances in secret, calling across the waves with sacred drums and pleading with their totems to return. After decades of dark slaughter Dolphin, Whale, and Turtle returned to the Razor, coaxed by shamanic efforts. Together, Totem and Tulita, they cast the Shark God back into the deeps.

The Karikanti faced grave judgment at the hands of their old gods, and Dajobas' gator children remained a blight on the land. Companioned to the Karikanti tribe, bred and nurtured by them, these foul abominations could not simply be cast back into the sea. In anger, the old gods cursed the Karikanti Tulita to resemble the hideous scaly predators they had fostered, like a plague, throughout the Razor.

The Karikanti's glorious ziggurats and temples sank into the marsh. The peninsula was drowned by the gods' fury, salty brine corrupting the once lush forests and leaving the formerly fertile soil a barren wasteland, where only marsh weed and fungus grow. The gods turned the trees black and twisted, and made them weep blood-red sap as a constant reminder to the transformed Karikanti that the savage slaughter and consumption of their Tulita brethren had brought them to this fate.

For more information on Blacksink Marsh or to take a trip there, see the ***Still Waters Indulgence***, an adventure for four to six 6th level characters by Richard Pett. Also, the ***Shrine of Frenzy Indulgence***, an adventure for four to six 7th level characters by Brendan Victorson and David Posener.

Dreadsmoke Mountains

West of the waves and beaches, the Dreadsmoke Mountains loom high into the sky, their talon-like shadows scratching at the outskirts of Port Shaw. Ominous enough, these shadows cannot compare to the menace promised by the sulfurous smoke clouds staining the night sky crimson. Magma brewing beneath the Dreadsmoke Range threatens to wipe the city of Port Shaw off the map any day.

Myths and legends shroud these slumbering volcanic behemoths. Some say their fires are the fires of creation, and that they gave birth to the first Tulita, forged by Pele even before the islands sprang from the sea. Others claim the gods erected the mountains to choke and burn away offending newcomers with fire and ash. The latter view may yet hold some credence.

Though the volcanoes have not erupted in recent history, on the day of the last Tulita army's defeat fifty years ago Mount Harbinger began to spew black smoke into the heavens. The clouds thicken with each passing year, and in the past few months smog has darkened the sky. On particularly ill-humored days it even hazes out the sun, turning noon to night. Fire cults have sprung up among the young Tulita, all praying for a cataclysm of magma and flame to purge the newcomers from their land forever.

Mount Harbinger stands closest to Port Shaw. The magma welling in its crater and the rivers of lava burrowing beneath threaten to tear the land apart. Some view the volcano's recent activity as evidence of Pele's displeasure, but the eldest and wisest among the Tulita are quick to remind youngsters that Mount Harbinger is not Pele's chosen home – she resides at Fiery Heart. More than one adventuring party ventured to Mount Harbinger in recent years to investigate its rumblings and tremors, but none returned save a few singed lunatics claiming demons live in the mountain.

Whether demons dwell in the depths of Harbinger or not, one thing is certain - the mountains are home to all manner of fearsome predators. The myriad tribes of fire giants inhabiting the smoldering innards of Dreadsmoke are doubtless the most powerful force in the immediate region. Mount Redmaw stands at the center of the fire giants' power, where their tribal council holds warmoots and their elders decide the course of destiny.

The giants of Redmaw never troubled the Tulita in the past. They and the Tulita share the blood of the old gods, and this common ancestry protects the Tulita from annihilation. Elders claim Pele birthed both races. With the newcomers' seizure of power, the giants may become

restless. When rumors of a war party in the making reach the ears of concerned citizens in Port Shaw, the Dragoons prepare barricades and cannonades in case the giants make good on their threat.

Fiery Heart, the largest mountain in the range, is the domicile of Pele, Goddess of Fire and Wrack, Mother of the Razor Coast. None but Tulita elders dare approach this mountain. The journey alone is harrowing. Venturing through the burning haze of Dreadsmoke's valleys, braving the ever-hungry jaws of fire worms and tribes of zealous giants, proves fatal to most who dare. Fiery Heart itself is home to a vortex of elemental chaos impossible for a mortal mind to grasp, much less for a mortal body to withstand.

The Jolohai, the dread sisters of Pele, jealously guard their elder. The breath of these accursed horror-hags burns a man's soul away while leaving his body unscathed. Guardians of living magma with great searing fists the size of a man-o-war prowl the enormous mountain's deadly heights, obliterating any trespasser. Furies, a bleak sisterhood of fire giant oracles obsessed with death and madness, also make their home in Pele's embrace, and the sick torments these withered crones wreak upon mortal encroachers are best left unwritten. These are but a few of the dread denizens of Pele's demesne.

Ho'oka'la, Cove of the Dead Gods

This forlorn cove of still water and black sand once housed resplendent altars and temples to the Tulitas' eldest gods. Their names are forgotten now, erased by the scouring of time, negligence and salt wind. Black wooden idols carved in their fearsome visages still rise from the sand on the beaches here, though no one remembers to what dread pantheon the terrifying faces belonged.

The cove, however, is not aptly named. The gods in residence here are not dead, merely forgotten, and their rage at abandonment simmers in the still air. No sound rings out on the beach, and even the ocean's caressing waves scorn this rancorous place. The Ho'oka'la's waters are deadly calm, and no fish swim here.

Ho'oka'la was once a place of refuge, and the gods here looked after criminals and outcasts, safeguarding them from the brands and spears of those who sought vengeance. No one knows why it was abandoned, but a dread curse has lain on the cove ever since. Those who trespass become the playthings of Ho'oka'la's dead gods, who seek to expand their dark influence into a world that scorns them. Some say the cove's idols possess the weak minds of mortals and send them back to the world, either to sow murder and horror or to rekindle the forgotten gods' dark worship among outcasts and criminals once more.

Nagshead Hill

This large inland sand dune perseveres by the grace of some dread confluence of winds, whose fierce breath carries sand from the coast and deposits it beyond Port Shaw's city limits. At its peak, depending on the winds, the dune reaches heights of over 600 feet – dwarfing the smaller mountains at the base of the Dreadsmoke range.

Hideous, thousand-pincered insects burrow in the warm sand here. These chitinous titans, called Rippers, rarely stray from the bowels of the dune but sometimes creep forth on moonless nights to feed. On occasion, they also feel the unwholesome urge to reproduce by spewing thousands of eggs into nearby waters. These eggs are too small for the human eye to observe, and more than one fisherman has swum in Ripper-taint or drank river water infused with the eggs of these strange horrors. The eggs take root in the bowels and a fast spreading sickness results, bloating the victim beyond recognition in hours. Ripper-spawn burst forth shortly thereafter and immediately slink towards Nagshead Hill, unless another suitable lair is readily available.

Rumors say Barrison Hargrove even keeps three Rippers as pets, churning through gigantic piles of loose dirt surrounding his plantations. The downtrodden whisper that he regularly feeds them slaves too infirm or diseased to continue their labors.

An expanding band of dangerous outlaws also makes their home upon Nagshead Hill, hiding amongst the sands and unimaginatively calling themselves the Horse Beacon Killers. Their favorite ploy is to light a bright whale-grease lantern and hang it around a horse's neck, while marching the beast around the top of the dune. Merchant vessels often mistake the light for Moonwatch Lighthouse located below Fort Stormshield and set course inland only to smash on the treacherous shoals off the coast. The outlaws then row small vessels out to the wreckage, knife all survivors, and loot any cargo washed up on the shoals.

Lost Colonies

Ruins and abandoned sites dot the coast and pepper islands – all failed attempts to expand 'civilization' into the Razor. Several governments and private organizations have attempted colonial expansion but so far have met with nothing but failure. Gatormen, giants, or other hazards have overrun some colonies and forts; other colonies just vanish into the jungle leaving behind vacant buildings full of unanswered questions. Enterprising scavengers will pick an abandoned site clean within days of discovery, so often there nothing left to point to the true fate of the colonists. There are ruins and abandoned sites all along the coast and islands – failed attempts to expand civilization into the Razor.

On the Razor Sea

Small islands and atolls abound off the Razor Coast. Many are famous fishing sites, once well kept secrets of the Tulita, now visited daily by the sloops of Port Shaw's fisher folk. Others are rumored to be perfect locations to dive for salt-water pearls. Motley communities of pirates and outcasts inhabit a token few islands off the coast, while

some serve as secret bases for notorious pirate captains like Falken Drango and Smitty Gayden. Still others host strange tribes, long ago cast out by the Tulita, who worship soul-sucking night terrors as their gods. Some islands hide insane mages who conduct experiments too abominable for any civilized realm to tolerate, and others offer refuge to bizarre cults from foreign lands seeking a place to worship their strange deities away from prying eyes.

Anchor Bay

Anchor Bay is the site of the Siege of Dralnor Crackhull, among the greatest of piratical battles and recorded both in song and by the quills of dozens of sages. Here, two great pirate kings and their armadas fought over an unknown but much sought artifact of obscene power rumored to lie beneath the waves of this solitary bay. Legends purport over forty ships clashed, rending each other asunder in the close quarters of the bay. The water ran red with the blood of hundreds of men hacking each other to bits with axe and blade.

During the high point of the bloody siege, an explosion blasted water a mile into the air, and waves of fire coursed across the surface of the bay, incinerating flesh and ship alike in a blossom of white-hot energy. The only evidence these two pirate armadas existed now lies on the bottom of the bay – hundreds of misshapen, half-melted anchors, scored by tendrils of some sinister arcane fire.

The source of the all-consuming explosion is unknown, but horrifying theories abound. One such theory suggests the contested artifact is the cause. Ancient lore speaks of a great black helm adorned with skeletal wings once worn by a demon king named Zaldronagus. Zaldronagus led an army of fiends in a gambit against the heavens, but tasted only the bitter bile of defeat.

Supposedly, when a chorus of angels destroyed Zaldronagus, his helm fell from the sky to an unknown location on the surface of the Known World. Some claim the helm fell to the floor of this bay. More than one sage suggests the helm lured the pirate armadas there, whispering promises of power and glory, and then consumed their life force in the blast. Sated for now, Zaldronagus' ancient helm harbors his wrathful spite-blackened soul and may yet call others to their doom. Other sages purport the demon assembles a new body for his helm – one of shipwrecks and molten man-flesh, with great cannons for eyes, a back bristling with masts, and the faces of a thousand dead mariners screaming out its hellish visor.

Bainwright Island

This sliver of forested hell-by-the sea was claimed by a robed man with jaundiced skin and freakishly long rotting fingers named Bainwright. He pays heaps of silver to any slaver with fresh chattel. What he does with these slaves is unknown, but the mysterious man employs some of the coast's best naturalists as well, and those who have worked with him speak of shuddering experiments, lurching beast-men and spastic golems - part man, part animal, and part monster. Ships passing near the isle report inhuman howls tearing from the isle's interior and sightings of misshapen silhouettes skulking along the tree line.

Beacon Island

A small island, Beacon Island served as an outpost for Port Shaw decades ago. A lighthouse was constructed here to guide merchant ships safely through the network of hazardous shoals surrounding Kai Bay. Five years ago, the last lighthouse keeper and his family disappeared; and since then, this accursed lighthouse stands unmanned. Passing ships report spotting a clutch of wyverns circling the top of the lighthouse. Beacon Island and its environs figure prominently in the **Night of the Shark** Background Plot.

Bonedown of the Ancients

Long has Whale watched the shores of the Razor, fed men and protected them from the terrible secrets of the sea's deep reaches. When the whales' long lives of diligent service near their ends, these tireless sentinels come to Bonedown to find their rest eternal. The bones of thousands of whales litter the sea floor here. Their ribs reach up towards the light in silent homage to the oldest gods.

Tulita elders claim whales slain before their time rest uneasy and their murders taint the seas. Tulita who find whale remains always painstakingly carry them to this distant reach of sea and lay them to rest with their ancestors.

With the arrival of foreign whaling fleets, this task is proving impossible. Whales, slaughtered by the hundreds, now lie festering on dozens of beaches or roll about the shallows of coves claimed by innumerable whalers and their ships.

Carcass

South of Port Shaw across the Razor Sea, at the mouth of the steaming Sea of Bile, lies the single most repulsive community of pus-ridden pirate scum the world has ever seen. Ruled only by the mind-crushing enchantments of the Mage Kings, Carcass is home to slavers, demons, necromancers, cannibals, trolls and worse. Much of the city is built on the broken but still floating remains of over a dozen attack fleets – a massive raft of wreckage held together by weaves of animate kelp and by the several thousand writhing tentacles of some nameless horror beholden to the Mage Kings. Carcass is the single most hideous cesspool in existence, and no half-sane captain steers within 20 leagues of this festering port of sorrow.

Darkol Island

More than a few unnamed islands in the Razor serve as penal colonies, where pirates, fools and murderers are dropped with a few casks of water and left to fend for themselves. Darkol Island remains the most infamous of them all.

This island's many mines yield silver, iron, and even the odd deposit of adamantine. Most criminals consider a life sentence to Darkol to be far worse than any other fate. The slave-masters of the island prison are notorious for doling out terrible abuses, mutilations and rape as punishment for misbehavior, and the strange monsters that prowl the mines feast on the very souls of the criminals laboring in their depths.

Dragon's Dredge Rift

The Tulita elders remember the reign of Lakano Mua, the Red Misery, through the old chants passed down the generations. The red dragon's wings blotted out the sun for a hundred years, and his fire reduced entire tribes to cinders. Finally, Lakano Mua boasted his flames could singe Pele's hair from her head, and the goddess of fire and wrack responded with a volcano's fury.

Their savage struggle raged across the Razor for two moons and a day, before Pele finally cast the great wyrm down. Lakano Mua plummeted into the waiting embrace of Father Sea and sank into cold darkness. So hard was the wyrm's fall he shredded through the water and smashed deep into the ocean floor. The crater left behind is now called Dragon's Dredge and is one of the deepest rifts in the sea's depths. The crushing cold of the place squeezes the life of everyone who braves it. Hideous leviathans, misshapen by pressure and the icy clutch of the sea's darkest secrets, roam freely in the rift, occasionally rising from the inky depths to engage in terrifying sprees of violence. Sages whisper of a more frightening secret in the Rift: the dread spirit of Red Misery lives on, awaiting the right time to rise from his grave and reassert his rule of the Razor.

To meet the Children of Lakano Mua and live some of her story, try **Angry Waters**, an adventure for 5th – 7th level characters by Richard Pett found in ***Heart of the Razor***.

Face of the Frozen God

The foreigners believe this strange collection of floating icebergs and glacial islands is nothing more than a climactic aberration cast adrift from the frozen black seas and the frozen grasp of the Ebon Shroud, far to the north. They tell themselves this twenty-mile wide flotilla of ice will melt with the summer heat.

In truth, this cryptic formation of ice islands has occupied the same reach of the Razor for as long as anyone can remember. Tribal elders claim the ice is the face of an old god, and the strange drifting of the islands are its ancient spirits' ways of communing with the world. Far above the floating atoll, a race of icy-winged predators haunts the cloud. Ever circling, they read the dreaming god-speak spewed by frothing waters through the frozen mouth and icy jaws of a thousand toothy icebergs. This god gazes skyward with crystal eyes the size of islands, speaking prophecies of frozen doom – or perhaps revealing secrets lost to the ages.

Halgrin's Rest

Legend speaks of an impossibly huge giant, a being who dwarfed even the Dreadsmoke range. He sailed the seas in a canoe of earthen stone long before the first volcano rose above eternal Father Sea. Halgrin they named this giant, and in an age before time his jilted lover the Storm Goddess slew him, for he chose the freedom of the sea over marriage to her.

She capsized his canoe here, and now strange, gargantuan jags of rock crest the waters of the ocean. Supposedly, a giant skeleton as tall as the Everpines of distant Krajin rests in the deep waters below.

As his last act before the drowning sea invaded his massive lungs, Halgrin buried his spear deep in the ocean floor, where it still rests. His last thrust quelled the sea's wrath, and so long as this spear pierces deep into the heart of the sea floor, Father Sea cannot drown the world. Sages claim the fiercest storms are Father Sea struggling to pull the spear from his insides and rage free upon the land once more.

Isle of Grey Whispers

Sailors avoid this mist-shrouded isle, claiming the tendrils of fog call to those who draw too near, promising carnal delights, glory and power. These whispering voices persuade listeners that rewards await them on the island's shores. However, as ships draw closer to shore, the fevered utterances change, swearing the promised delights and rewards lie not on the island, but rather in the guts of their fellow crewmates. More than one ship has emerged from the mists festooned in the innards of its crew with a few gibbering survivors cackling into the wind, playing with slippery entrails as if they were piled gold, or embracing hunks of gore as they would lovers.

Rumors abound that Garr Bloodbane buried his treasure on the Isle of Grey Whispers, and that the mists are a curse left by the pirate king's greedy spirit. Tulita elders tell any who listen how the mists circled the isle long before Garr Bloodbane was born. They say the mists are alive, the breath of an old god who betrayed the world in a bid to rule it. As punishment, this fell deity was imprisoned on the island for all time, and its name was obliterated from the Book of Existence.

Demented aboleths frolic in the deeps around Grey Whispers. These freakish intellects hold court around whatever filthy god now lies imprisoned here. Some Tulita elders claim the slimy abominations are deformed children of the lost god, consigned to circle his prison for the rest of eternity. Morlocks and other hateful monsters still bow to this nameless power as well, occasionally rowing out on moonless nights to seize sacrifices for their forgotten god. An army of skum roils beneath the waves near the island, souls claimed from various settlements and warped by the aboleths' dark caresses.

Isle of Maht

This island is named for a deadly black root that grows all over it. Maht — also called 'Granpappy Blackskull' — creates a terrifying transformation when chewed or smoked. Users' skin shrivels tight to their bones. Their faces sink and cling to their skulls. Their hair falls out. Eyes weep blood and fingers recede to skeletal claws.

The frenzy ensuing from the herb's work on the body soars beyond any barbarian's rage or transcendental tribal dance. The change the root inflicts is permanent if addiction occurs and is irreversible except by the application of potent magic. Even those returned from the experience never forget the terrifying heights of wrath and power they felt under its influence, and most do anything for another taste of maht.

The tribe inhabiting this island uses maht to create mad berserkers to defend it from interlopers. Maldraht maht (roughly translated as "one claimed by the maht") may be pinioned by fifty arrows and not slow their stride until they have chewed the head off the offending archer.

The blood worship of the Maldraht maht defies understanding. Their temples are charnel houses of wholesale slaughter, the only worship their faceless gods crave. Rumors abound of strange slave ships, floating sacrificial ziggurats, reaping the Coast's other tribes and leaving a tide of gore in their wake. Recent sightings of these floating shrines are on the rise.

See the **Appendix, New Drugs** in the ***Heart of the Razor*** for the statistics on maht. Maht features in two adventures in ***Heart of the Razor*** – **Sinful Whispers** from Tom Knauss and **Jungle Fever** by Owen K.C. Stephens.

Kakeou

The Tulita tribes who still inhabit this island cling fiercely to the old ways. Offering obeisance to Whale, Turtle and Dolphin, they have staved off foreign invasion; but even so, sharks prey upon their fisher folk with increasing frequency, and more warriors go missing on patrols of the island with each passing week. Friends of these tribes speak of a taboo cove, a forbidden place where an ancient shrine of sacrilege still stands, and of dark shapes moving in its waters.

Koa Islands

These islands once numbered among the Tulitas' most sacred sites. Here, groves of koa trees lie nestled in secluded glens. The wood from the koa is taboo for anyone but chiefs to use, and they craft clubs and war canoes from the trunks of these majestic trees, only culling one tree each year, per tribe. Now, the foreigners plunder these sacred groves with abandon, hacking down thousand-year-old forests, chopping them to lumber and shipping the precious wood far across the sea for a hefty profit in gold.

Recently though, axe-wielding crews of plunderers have been vanishing in the shaded glens. Survivors claim an unseen beast, silent as shadow, devours those who trespass in the ancient groves. Several merchant captains offer a steep reward to anyone who can eliminate the predator. Those foolish enough to try never return.

Kraken's Reef

This complex of reefs and caverns deep below the waves is the court and home of Harthagoa, the Demon Below. A sprawling nest of sea serpents, demons, hag queens, aboleth abominations and hordes of sahuagin, Kraken's Reef is the single most dangerous stronghold of evil on the Razor – a place where heroes do not dare. Harthagoa's redoubt is a center of blasphemy and pain, where sick obeisance paid to Demogorgon corrupts the water and befouls the coral with a cold evil. As the Demon Below grows stronger and his influence spreads, so too does this poisonous corruption of the sea. Soon enough, the water will curdle men's blood in their veins at a touch and end entire civilizations. This location may play an important role in the **Kraken Strikes** Background Plot.

Moonfall Atoll

An age ago, a shining star plummeted to the Razor Coast. Wreathed in fire, this heaven's stone slammed through the sea and dug into the ocean floor like a tick. The tip of the giant meteor still breaches the surface, glittering like a small island of blue steel off the coast. A circle strange, iridescent coral grew up, entirely enclosing it.

Ancient Tulita lore speaks of a second moon shining silver in the sky, which disappeared the night this strange meteor fell to earth. Destroyed by some unknown force of impossible power, the second moon broke into a dozen pieces, all of which now lie scattered about the Known World. Moonfall Atoll is said to hold one of the twelve pieces of this shattered moon.

Pearl Eye Atolls

The Pearl Eyes consists of nine major islands, all tropical and volcanically formed, but scattered throughout these major landmasses lie an extraordinary number of massive coral ridges and fluorescent atolls in every color of the rainbow. Piercing the waters between islands, unique and vibrantly colored coral of these atolls often surrounds volcanoes creating formations like luridly painted eyes. The archipelago is also known as Bloodbane's Knuckles for its many dormant, but smoking volcanoes.

Birthed by an undersea mountain range, each of the nine major islands has a high point – a bluff, plateau or peak – to which adventurers can climb and from where, weather permitting, one can view both their island and a few surrounding islands.

Most of the Pearl Eye islands hold sources of fresh water, gatherable fruit and wild game. A few of the islets cradle tiny settlements, called cargo pits, populated by either indigenous tribes or the descendants of early explorers.

Most cargo pits eagerly trade food and water for woefully scarce mainland goods, such as metal tools and weapons.

This series of small atolls is the source of the Razor's largest and most lustrous pearls. Sought after across the Known World, they adorn the necks of queens and ladies in courts East and West. The Pearl Eye Atolls are sacred to the Tulita. In the past, to ensure these holy treasure troves remained unspoiled, the tribes never allowed a visitor to claim more than one pearl per season.

Now, under new custodianship, pearl-hungry foreigners – dozens of bands of pearl divers and buccaneers – plunder the Atolls daily. Often small, intercine wars break out over control of this territory, but the Dragoons are happy to ignore the conflicts as long as someone is handing over a hefty supply of the pearls claimed from the depths. Lately, shark attacks in this region have grown to a staggering rate, causing all but the greediest divers to give up this once lucrative profession.

The Pearl Eye Atolls and its environs figure prominently when concluding your ***Razor Coast*** campaign

Sammerlock Sails

This island was once a mighty fortress maintained by a distant elven kingdom from far across the sea. An age ago, these sylvan lords gazed across the ocean at the rich natural wonder of the Razor with envious eyes and arrogance in their hearts. The thought that others might be divinely entrusted to safeguard the glory of the sparkling ocean and lush forested coast unsettled the elves. They dispatched legions of sylvan mariners and gossamer-sailed warships to take possession of the coast. They made the island of Sammerlock Sails their stronghold and soon crossed mithral blades with the warclubs of Tulita chieftains.

In the end, Pele intervened on her people's behalf, raining molten fire down on the elven keep, blanketing the ocean with waves of shimmering heat and scouring the elven armada from the coast. Pele's wrath reduced every last elf to smoke on the wind, and now only charred ruins remain where once a silver-spired mile-long fortress stood.

Passing ship's guards claim something haunts the island now. Some say the hate-fueled spirits of elven warlords cry into the wind for vengeance. Others claim an elven priestess robbed of life and love when the Pele's fire's came wanders the ruins of the fortress as a banshee, her wails striking deckhands dead.

Shark's Folly

Nine atolls crest the waves, forming a coral circle of power dedicated to the valiant guardian spirit of the old gods – the Dolphin. Fearless in the face of predators, and striking foes with sharp jabs from their snouts to drive them from the Razor Coast, schools of these majestic creatures held back tides of terror in the distant past. No shark dares come within three leagues of this circle of atolls. The Tulita consider the cerulean waters encircled by the islets to be a sacred refuge. Schools of dolphins dance among the waves here, patrolling this holy site, ever vigilant against intruders.

Skull Sargasso

The sea's dead number in the tens of thousands: scallywags blasted from their deck by cannonades; unpopular captains hurled overboard in the dead of night by mutinous crew; the unwary knifed on the docks for a few sullied coppers and swallowed by the tides. These dead men vanish into the deeps, and most are never seen again. Their skulls, however, find a home among tangles of the Skull Sargasso. This strange weed bed stretches over three miles wide, nothing but floating skulls yawning askance amidst putrid swells of rotting seaweed.

Legend says the skulls of the sea-claimed dead all find their way here eventually. Shamans of the Tulita speak of "dead water," a horrid patch that draws the souls taken by the sea's killing clutches. The source of this forbidding sargasso remains a mystery, but the crew of any ship who passes into its skull-bobbing waters always emerges headless.

The oldest crusty dogs to ever helm a ship whisper yet more terrifying tales. They aver the sargasso did not always float in its present location, but that it used to prowl the Razor, a leviathan of seaweed and yellowed bone, preying on anything to cross its putrescent path. Some whisper it is only a matter of time until the sargasso awakens from its temporary torpor and resumes its prowling, unwholesome predations.

Sloth-Eye's Doldrum

A pirate captain of old, Galgros Sloth-Eye, once called this stretch of still water and mudflats home. His fleet of deadly vessels raided passing freighters and retreated to these treacherous sucking fen-waters when pursued by powerful warships. Talons of craggy rock loom beneath the dark water here, ravaging the hulls of unwary captains' ships, and the Doldrum's mud wallows and shallows make navigation a constant vexation.

Some stretches of quick-mud can slurp a freighter-sized vessel below the slimy brown sea-crud of the Doldrum in seconds, usually taking all hands to suffocating doom. Rumors of Galgros' buried treasure lure some adventurers to explore this dread stretch of mire, while others are drawn by stories of ancient ships of pure mithral and silver – dreadnoughts of the sylvan fleets of Sammerlock, sails armed with magical treasures unlike any found in today's Known World, lying perfectly preserved in the sludge of the Doldrum.

The Witch's Teeth

These vicious shoals present one of the sea's most fearsome threats to mariners. The shoals are a labyrinth of coral reefs, jagged rocks, leviathan bones and shipwrecks, all shrouded in a persistent fog called "witch's breath." The

winds around the teeth are treacherous as well, turning ships against course every time a helmsman strives to correct. Most vessels that brave the Teeth end up smashed like eggs on the rocks.

Garr Bloodbane often prowled the Teeth, and it is a testament to his skills as a captain that his ship never splintered apart. Today, the only mariner who braves the Teeth from time to time is a fearsome pirate lord named Witch Sader.

Beneath the Waves

The Razor Sea is home to a locathah kingdom. The Sea King holds court amongst the lava tubes and lush kelp forests of a great rift. Once these strange, scaled denizens of the depths dominated the ocean floor and even surfaced to trade with the Tulita tribes, exchanging shells and coral for wood and other goods.

The arrival of Harthagoa, the Demon Below, broke their power. The Krakenfiend crushed all opposition, enslaving and uniting the majority of the fractious sahuagin tribes. The Kraken absorbed the buffer kingdoms and border zones and smashed locathah armies. At present a cease-fire prevails

The locathah have withdrawn into their inner sanctum, surrendering their whole swathes of their once vast empire to the Kraken. Within his ever-shrinking dominion, the harried Sea King struggles to hold onto his power. The Krakenfiend's armies push from without, while traitors and scheming assassins haunt his court. For more information on the Dominion of the Sea King or to adventure there see **Blood Waters,** an adventure for 4-6 7th level characters by Greg A. Vaughan, in the ***Book of Indulgences***.s.

Razor Coast
Razor Coast
Boneyard of the Ancients
Anchor Bay
Sammerlock Sails
Deadly Reef
Beacon Island
Blood Steam Jungle
Moonfall Atoll
Valley of the Kala'a
Sloth-Eye's Doldrum
Parkol Island
Cove of the Dead Gods
Pearl Eye Atolls
Blacksink Marsh
Witch's Teeth
Port Shaw
Kai's Bay
Koa Islands
Halgrin's Rest
Fort Stormshield
Lighthouse
Mount Harbinger
Nagshead Hill
Black Bear Forest
Isle of Grey Whispers

The Book of Indulgences

In the beginning, there was Hunger and the World could not abide. Hunger ate the Land, drank the Sea, devoured all Things before they could Become. Even Nothing was afraid Hunger would eat it too, and the Gods agreed something must be done. So they locked Hunger in a cage of flesh and fin they called Dajobas, but the Hunger ripped free, tearing open a terrible maw in his cage's flesh, framed with rows of razored teeth. The Hunger could not be controlled, and he turned on those who imprisoned him. He ate the Gods, but as he did, their will was done. The World was born while Dajobas feasted on their divinity. When he returned, Dajobas found Land and Sea and All Things thrived and grew faster than He could eat them. Dajobas eats the World for all eternity. He will not stop, cannot stop, until he swallows Time itself.

Chapter 1
Campaigning

Dajobas, Devourer of Worlds

An Introduction to the Devourer of the Gods by Nicolas Logue

Sharks prowl the sea. Perfect hunters who do not sleep and never cease to feed - no creature's killer instinct compares. They scent their prey miles away. They know the taste of blood before they are born. Their teeth shear flesh, strip muscle, and crush bone. To the native Tulita tribes of the Razor Coast, these murderous beasts are not just the killers of the sea. They are a constant reminder of their people's darkest hour.

Twenty generations past, the forefathers of the Tulita warred for supremacy. Their war canoes sailed the Kai Bay and Razor Sea, and their mightiest warriors tore each other apart with spear, adze, sharkstooth clubs, and their bare hands. The seas ran crimson and sharks flocked to Kai Bay by the thousands drawn by the taste of carnal slaughter. The Tulita came to know these hunters of the sea and the warlike tribes gaped at the fearsome power of the shark. Many cast aside their idols, banished their old totems, and befouled their once sacred shrines with bloody sacrifices to a new god, a terrible devourer spirit they called Dajobas. The shamans abandoned their watcher spirit, the Whale, spurned their protector, the Dolphin, and forgot the healing arts Grandfather Turtle taught them. They embraced the Shark instead.

War turned to genocide, whole tribes were butchered, their children beheaded. Crops and fields forgotten as cannibalism spread madly among the Tulita, the land withered, trees hacked down and fed to the raging cook fires day and night. Atrocity piled atop atrocity until no act, no matter how brutal, even gave the Tulita pause.

One tribe in particular, the Karikanti, dominated in the latter years of the war. They blessed the altars of Dajobas with the blood of twelve entire tribes, and erased their family names from existence for all time. Their god sent them a special gift, another of his hungry servants — a reptilian thing, with a yawning maw of gnashing teeth, and cascades of ugly black and green bumps on their leathery hide. Alligators — Teeth Who Walk, Dajobas' new servants came to the Karikanti and devoured their foes by the hundreds.

Dajobas' hunger might have ended the Tulita entirely. But a handful of shamans refused to bow before the shark

god. They hid their idols to Whale, Dolphin, and Turtle deep in the jungles or in secret sea caves, unknown even to the sharks. There they sang the old songs, danced to the old drums and called across the waves to their gods. Their prayers took years to reach the old gods, but finally, they returned. The Whale drew the sharks from Kai Bay, the Dolphin drove their schools deep into the Razor, and the Turtle began the long and grueling healing of Dajobas' massacre.

The Karikanti were punished for their obeisance to the shark and gator. Their bodies twisted, their skin sloughed away and replaced by the leathery ridges of Dajobas swamp lurking alligators, and their faces freakishly elongated into snout-like maws of ripping teeth. Their kingdom sank. The tides laid siege to their land, poisoning the earth and slushing rock and sand to fetid mud and brackish salt water. Their kingdom, henceforth called Blacksink Marsh, remained a blight on the Razor Coast, and a constant reminder to the surviving Tulita what their worship of Dajobas cost their people.

Now Dajobas, imprisoned deep in the sunless chasms of the undersea strains his bonds, awaiting the Red Feast, a slaughter so devastating that the entire sea runs red with spilled blood and draws him once more to the shallows where men, foolishly thinking themselves safe from his gory maw, dangle their feet in the waves.

Dajobas

Alignment: Chaos

Areas of Influence: Cannibalism, Carnage, Hunger, the Ocean, War, Blood, Sharks, Gators, Swamps and Ruin.

Symbol: Open shark's jaws.

Garb: Blood-stained tatters of whatever was being worn before transforming into wereform. Scars from the infecting bite are prominently displayed among weresharks.

Favored Weapon: Sharks-tooth club or a punch dagger fashioned out of a large shark's tooth.

Once per day you may eat the flesh of a slain foe as a ritual, and recover a spell slot of up to the foe's hit dice in level. You also gain the Chosen of the Shark God Gift of Dajobas.

Form of Worship and Holidays: Blood moon (the full moon when a group victims of newly infected by the Kiss of Dajobas make their first transformation into weresharks). Worship usually takes place in the form of ritual infection of new populations of victims or wanton slaughter and devouring of such populations. There is little organized worship.

Typical Worshippers: Weresharks, sahuagin, sharks, cannibalistic pirates

Cast off by his worshippers, Dajobas was hurled into the black depths of the ocean's deepest rift where the night-waters flow cold and the only sustenance are cold bloodless things, tube worms, and wretched slimy sacs of spur-like bone. There he wallows, his hunger raging, and dreams darkly of revenge and slaughter. His bloody dreams streak through sea and mist, cling like barnacles to passing ships, or crawl a-land, spewed out by the sea like venomous humors. These cancerous thoughts, born from Dajobas' rage and hunger sometimes take hold in the hearts of sahuagin warlords, hunting dire sharks, blood-drenched corsairs and vikings, and priests of other sea gods, led astray by the Shark God's promise of terrible power.

Most sharks that prowl the waters now are mindless things, cast off husks of Dajobas' power, and degenerate children of their once gloried god of slaughter. Some though, know the taste of men's flesh, and revel in carnage. These baleful sharks, their flesh turned charcoal-black and eyes gone crimson, swim the seas in great reeving schools, sinking ships in the dead of night and feasting on the screaming sailors cast into the brine. These are the true children of Dajobas and as the god's essence swims closer to the world, more sharks return to his fold, and turn into feral hunters of man.

The sahuagin tribes were the second of Dajobas' children. Shark-like men, fearsome in battle, they served as shock troops in the armies of those Tulita who willingly bowed before their god, and slaughtered infidels who refused their master's red blessing. When Dajobas fell from the world, the sahuagin scattered. Petty feuds and territorial disputes ripped their great host asunder, splintering them into tiny

tribes of scavengers and hunters, many of which were driven from the Razor Coast by the locathah warriors of the Coral Kingdom. Others fell under the sway of Harthagoa, the Demon Below, and serve the kraken as fodder in his constant war to bring the seas under his command. Now, as Dajobas returns to the world, the sahuagin answer his call. Many flee the demon kraken's banner and gather in great tribes once more, preparing for the Red Feast.

Red-bearded corsairs, oft considered mere buccaneers out for plunder, in the days of old were some of the first men and women to swear their bloody blades to Dajobas. The shark god promised these predators ferocious power in exchange for cannibalistic rites and human sacrifices. Many corsair ships sported bloody razortooth-studded altars in the crimson times of Dajobas' reign. These marauders sent ships to the sea's floor, holds still brimming with gold and silver. The corsairs' true plunder was the flesh of the sailors and passengers, offered to their god in gory sacrifice.

All of the above are nothing more than reavers and killers. What Dajobas needs now is a dark master to lead his burgeoning forces, a priest whose rites can summon the shark god's full power back into the world of men. Always a predator, Dajobas hunts his priests from the flocks of other sea gods, turning them to his worship with an infectious bite and seductive power. Those chosen for his service rarely resist the call, and become his Dalangs, shamans devoted to blood and carnage, gifted with the killer instincts of the fiercest shark and the ability to turn others to Dajobas' worship with a bite. See the Dalang of Dajobas prestige class below for details on these shamans.

Sometimes when Dajobas is roused from his dark slumber, more powerful servants of his hunger are unleashed on the world, such as the dreaded drolsharg, his heralds, sent to the seas of man to initiate the Red Feast.

Servitors of Dajobas

Drolsharg

A dark green giant of fin, scale, and teeth rises from the surf. This towering humanoid's arms end in five talons, studded on all sides with shark's teeth. The thing's massive chest is a field of shark maws spasming insatiably for prey. The thing's face is squashed, its dark beady eyes squinting over a yawning mouth filled with countless rows of razor teeth.

The horrific drolshargs are described fully in Appendix 3, The Bestiary.

Gifts of Dajobas

Dajobas rewards those who bow to his bloody service both with great power and terrible weapons of power. Below are some of the options available to those who pledge their faith to the shark god.

Blood Frenzy

When a Dalang of Dajobas tastes the blood of an enemy, they may enter a blood-frenzy. The dalang gains a +2 bonus to attacks and damage for 2d4 rounds. The dalang cannot end the frenzy early, and continues attacking until the frenzy runs its course.

Blood Hunter

This boon from Dajobas lets the recipient sense living foes by smelling the blood in their veins. The possessor can detect living foes within 60 feet regardless of whether or not they can see them. A wounded and bleeding creature can be detected up to 120 feet away. Invisible or displaced creatures can be detected up to 30 feet away.

Chosen of the Shark God

The possessor of this gift hears the savage call of Dajobas and feels his hunger. Only the blood of his foes sates the desire. Whenever the recipient kills a foe in battle, he gains 5 temporary hit points that last for 1 round. The possessor must kill at least one creature each day.

Devourer

A Dalang can feed on the flesh of his enemies to gain greater power. In one round, a dalang possessing the devourer trait can consume a human-sized foe, bones and all. For each foe they devour, the Dalang receives a +1 bonus to attacks and saves, and gains 10 temporary hit points (30

maximum). These bonuses last for 1 hour.

Predator Not Prey

This gift turns the creature into a hunter that feeds on lesser creatures. Nothing can feed on it. Any creature that drains blood (such as a stirge) cannot feast on the recipient's blood.

Reaver's Frenzy

When this gift possessor tastes the blood of a foe, the fury of Dajobas rages through his veins, giving him the power to shred foes. The recipient gains an additional attack per round for the first four rounds of combat.

New Magic Items

SNAPPING JAW

This weapon is either made from a leathery preserved baby gator head or a pried-open shark's jaw filled with two rows of razor teeth. When activated, the user designates a target within 60 feet, and the snapping jaw flies unerringly at them, viciously biting every round on the user's turn. The jaw attacks on the same attack table as the characters's class and level. The jaw deals 1d6 points of damage plus any Strength modifier and distracts its target, penalizing them –2 on attacks and saves for as long as it harries them. The user need not be holding the jaw to activate it. As long as the user is within 30 feet of the jaw, he can command it. The jaw can only be used for 10 rounds per day.

TEETH OF DAJOBAS

These *+2 punching daggers* (1d4+2) were fashioned out of the teeth of an ancient great white shark. Over time, they have had a way of coming into the possession of an individual who has been selected by Dajobas to serve as his Chosen Champion—even if the possessor is unaware of the selection. Lawful and neutral creatures may wield these weapons, but they will only function as *+1 daggers* unless they are in the hands of a creature of Chaotic alignment. Any Chaotic creatures holding the daggers will hear horrible whisperings in their mind, driving them to commit great atrocities in the name of Dajobas.

A successful attack with either of these daggers causes the wounding effect in the target. Each hit causes 1 hp of bleeding damage per round until the target receives any magical healing.

The possessor of either one of the teeth can *curse* a struck opponent once per day (save avoids). If both teeth are possessed, this can be used twice per day. The curse causes the victim to suffer a –4 penalty to attacks and saving throws until the curse is removed.

When brought together by a lycanthrope (of any type, not just weresharks), the *Teeth of Dajobas* can create a *blade barrier* (the blades are actually whirling shark's teeth) once per day.

To destroy the *Teeth of Dajobas*, each weapon must first be sundered into three pieces. Once the weapons are sundered, one piece of each weapon must be fed to a whale, a turtle, and a dolphin.

Dalang of Dajobas

Dajobas eats the faithful flock of others now, just as he once devoured the gods themselves. His chosen ones are most often devotees to an erstwhile deity of the ocean or a divine stormbringer, visited in fever dreams by Dajobas and imbued with his insatiable appetite for carnage. Thus clerics are most often swayed to the shark god's ravenous holy mission, surrendering their allegiance to whatever deity formerly blessed them and receiving Dajobas' razor-mawed red kiss. They rise again from water clouded in their own blood, forever changed. On occasion, Dajobas chooses other servants — great reavers who prey on man as his own favorite children do, cannibal corsairs with a taste for human flesh and an appetite for destruction.

Below are two current Dalangs of Dajobas that the Referee can use in campaigns set along the Razor Coast.

Jalamar is a vicious herald who swims the waters along the Razor Coast, inciting his wereshark minions to greater depravities.

Dalang Jalamar is the unholy herald of the savage god Dajobas and intends to satisfy his master's lust for wholesale slaughter. Jalamar no longer sees himself as one of the pathetic mortal humanoids he served diligently when he still wore the robes of Quell. His life among the people of the coast seems a fever dream now — a hallucination from the sick days spent wallowing in ignorance of his master's glory. He sees his former flock as prey, and he savors the taste of their flesh and blood in his mouth.

Jalamar is driven to prepare for Dajobas' second coming, a dark future beclouding the fate of the Razor like squid ink in water. He waits patiently for the night of the full moon when he shall announce Dajobas' return to the Known World in an orgy of terror and blood.

In human form, Jalamar is a large, well-muscled, dark-skinned man, his head shorn bald. Bare-chested, Jalamar wears his holy symbol of Dajobas (the pried-open jaws of a small shark) on a heavy chain hung loosely around his neck. His chest is marked with two long jagged shark bite scars, one on either side. He wears loose-fitting silk pants and a bejeweled belt from which he hangs his sacred punch daggers, the *Teeth of Dajobas*.

In hybrid form, Dalang Jalamar is a jet-black shark-man. He hunches over, and a serrated fin crests his back. His maw is enormous and filled with row upon row of pearly white razor teeth. The thick chain bearing his holy symbol hangs tightly around his large bulging neck.

In shark form, he is a midnight black shark with smoldering red eyes. While in this form, his scars turn fiery

red, appearing almost like two jagged red stripes of unholy light along his flanks.

In any of his forms, Dalang can communicate and empathize with sharks to influence the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Dalang Jalamar, Wereshark human form (Clr11): HD 9+2; **HP** 47; **AC** 9[10]; **Atk** 2 *+2 punching daggers* (1d4+2, wounding); **Move** 12; **Save** 5; **AL** C; **CL/XP** 14/2,600; **Special:** hit only by magic or silver weapons, lycanthropy, +2 save vs. paralysis and poison, spells (4/4/4/3/3);

Dalang Jalamar, Wereshark hybrid form (Clr11): HD 9+2; **HP** 47; **AC** 2[17]; **Atk** bite (1d6+2), 2 *+2 punching daggers* (1d4+2, wounding); **Move** 12 (swim 18); **Save** 5; **AL** C; **CL/XP** 14/2,600; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. paralysis and poison, spells (4/4/4/3/3);

Dalang Jalamar, Wereshark animal form (Clr11): HD 9+2; **HP** 47; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 5; **AL** C; **CL/XP** 14/2,600; **Special:** control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, +2 save vs. paralysis and poison, spells (4/4/4/3/3).

> **Spells:** 1st—*cause light wounds* (x2), *detect good, protection from good*; 2nd— *bless, hold person* (x2), *silence 15-foot radius*; 3rd—*cause disease*, *prayer*, *remove curse*; 4th—*cause serious wounds*, *poison*, *protection from good 10ft radius*.
>
> **Equipment**: loose-fitting silk pants, hemp shoes, *Teeth of Dajobas* (*+2 punching daggers*, two of them, 1d4+2, wounding; see **Appendix**), unholy symbol of Dajobas.

The Red Raider Varog Gorebeard

Some turn to cannibalism in desperation; others do so because they hear the call of Dajobas in their predatory hearts. Indeed, **Varog Gorebeard** ate the heart of a rival captain to steal his strength and prove himself most ruthless among the pirate lords of the Razor Coast. The moment the corsair tasted the hot blood of his own kind, Dajobas took hold of his soul forever. Varog still prowls the Razor now, but he seeks no plunder, only fresh offerings for his master's voracious maw. His service does not go unrewarded. The Hunger has granted Varog power over the savage sharks of the Razor, and they now follow his ship in ravenous schools. Wherever the winds take him, Gorebeard leaves sorrow and death in his crimson wake.

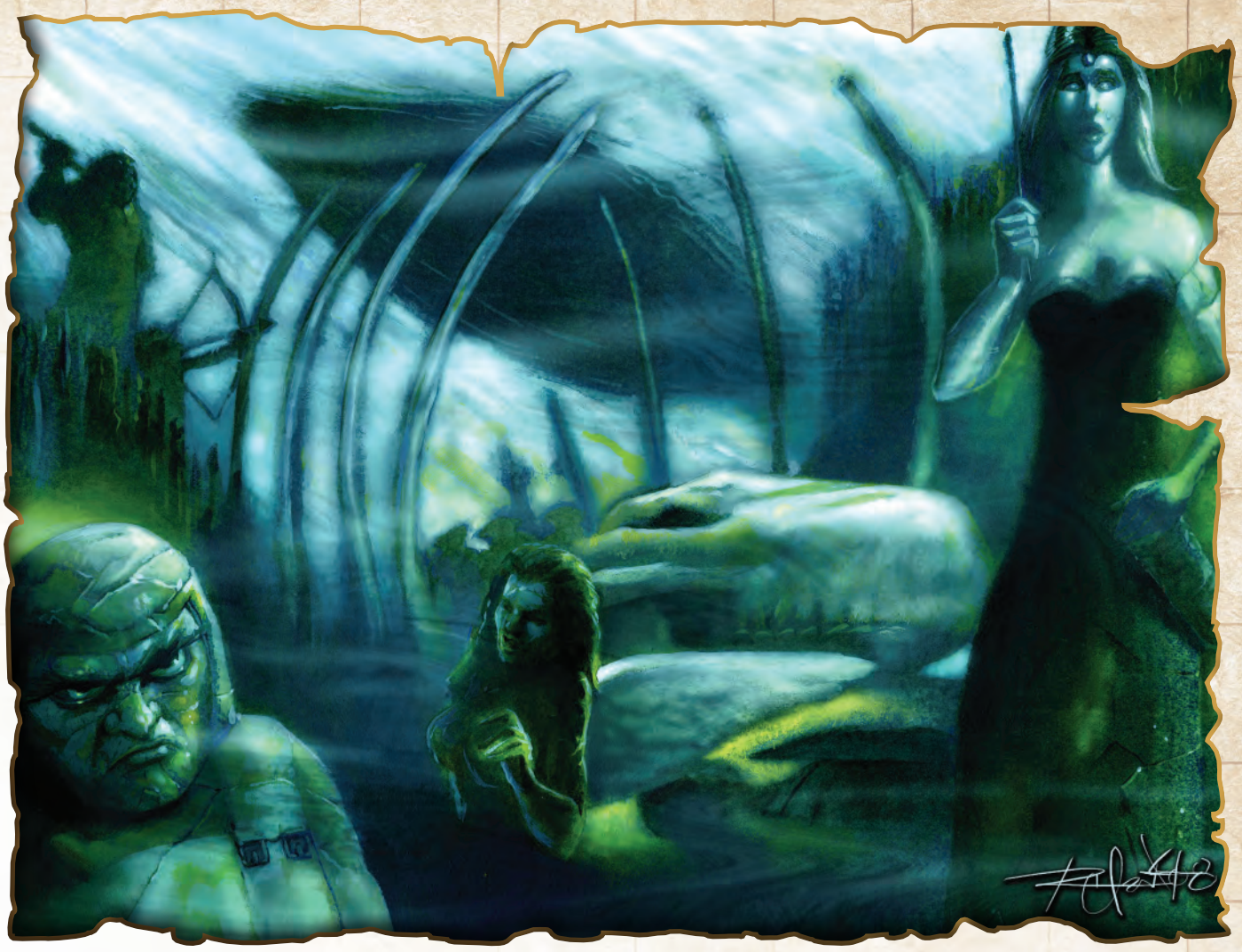
Dalang Varog Gorebeard, Wereshark human form: HD 9+2; **HP** 47; **AC** 9[10]; **Atk** 2 *+2 punching daggers* (1d4+2, wounding); **Move** 12; **Save** 5; **AL** C; **CL/XP** 14/2,600; **Special:** blood hunter, hit only by magic or silver weapons, lycanthropy, +2 save vs. paralysis and poison, rage (+2 bonus to attacks/damage for 2d4 rounds), reaver's frenzy, spells;

Dalang Varog Gorebeard, Wereshark hybrid form: HD 9+2; **HP** 47; **AC** 2[17]; **Atk** bite (1d6+2), 2 *+2 punching daggers* (1d4+2, wounding); **Move** 12 (swim 18); **Save** 5; **AL** C; **CL/XP** 14/2,600; **Special:** blood hunter, control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, rage (+2 bonus to attacks/damage for 2d4 rounds), reaver's frenzy, spells;

Dalang Varog Gorebeard, Wereshark animal form: HD 9+2; **HP** 47; **AC** 2[17]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 5; **AL** C; **CL/XP** 14/2,600; **Special:** blood hunter, control sharks (75% normal, 50% giant), hit only by magic or silver weapons, lycanthropy, reaver's frenzy, spells.

> **Spells:** 3/day—*locate animals* (sharks); 1/day—*obscuring mist, cure light wounds*
>
> **Equipment**: *Teeth of Dajobas* (*+2 punching daggers*, two of them, 1d4+2, wounding; see **Appendix**), *potion of extra healing*, holy symbol of Dajobas.

Varog uses his *Teeth of Dajobas' blade barrier* ability to divide his enemies and then moves into melee combat, biting and slashing through his foes. Varog does not flee a fray unless he feels he can better serve Dajobas elsewhere.



Death Beneath the Waves

An Essay on Underwater Adventuring by Wolfgang Baur

Underwater adventuring has been unfairly maligned for many years in fantasy RPGs: people argue that it's dull, it's complicated, the movement rules are terrible, and everyone drowns. However, a well-built underwater adventure is wildly different from a land-based one, but it can be just as exciting if not more so if you know how to set it up and you provide the players with some cool toys that they just wouldn't get on land.

Into the Depths

The first trick to underwater adventuring is convincing the party that it's worth the bother. The party must either be lured by enormous sunken treasure to be had (not that difficult, given the ocean's reputation for swallowing up ships laden with gold) or convinced that some grave threat from the sea must be dealt with on its inky home turf below the waves.

From the Editors — Conversion Notes

Wolfgang's underlying article contains various resources that are couched in the rules of the ***Pathfinder Roleplaying Game***, and is published in the Pathfinder version of Frog God Games's Razor Coast. Since this is the ***Swords & Wizardry*** version of the Razor Coast, it would be confusing – and perhaps irritating – for the reader to find a considerable chunk of the interesting content written for a different game system. Therefore, Skeeter and I—in that order—have undertaken to adapt Wolfgang's essay for ***Swords & Wizardry*** (and other older rulesets). In doing so, we have been careful to point out where our interpretation starts to diverge from Wolfgang's.

— Matt

— Skeeter

Luring Them

Luring a group with treasure requires no elaboration here; a few rumors or a map to a sunken treasure fleet and your players do the rest. For a slight variation on this, you might lure a party into the water with stories of secret lands under the waves, merfolk magic unknown anywhere else, or other hidden knowledge. In these cases, the treasure is magic or the thrill of discovery rather than gold, but the principle is very similar. Make it sound enticing, and the players will pursue that loot to the ocean depths. Perhaps the characters seek knowledge over gold, hunting a long lost shipwreck to discern what secrets went down with her crew. The wreck of the Razor's Edge in Razor Coast is perfect opportunity send the party into the deeps in search of answers as much as in search of sea-claimed silver.

Luring the characters to adventure with threats and fear is another matter. You really need to sell the threat to convince the party, and give them time to prepare whatever countermeasures they think they need to go diving to the depths. One option is the old "invasion from the sea" approach, which has been done every so often going back to the TSR days. But I think you're probably better off with a smaller-scale threat - how believable is it that aquatic monsters will rule the land? About as believable as air-breathers conquering the seabed. Still, creatures of fell power such as the twisted offspring of a kraken and a demon might have dire plans for any land-dweller communities clinging to the coastline.

Let's look at an example of a lesser threat. Consider a twisted aquatic giant with webbed hands who terrorizes the shore. He may rape women, he may steal cattle, and he may sack monasteries just for the amusement value. But land-based knights or heroes cannot defeat him, because every time he sees a foe coming, he walks into the sea where no one can touch him. In this sense, the ocean is like the Under Realms - a place where only heroes venture, and where evil breeds and festers. The sea giant knows this, and skulks onto land on dark days or at night, when he can strike and retreat to safety before any response is organized. But beneath the waves, the monster is certain he is safe.

Perhaps your villain is a raider from a submerged kingdom of lightless death, or an enchantress from below the foamy seas, forcing the party into a confrontation in that alien environment. The watery terrain itself is the party's first challenge, but not the last. If you convince them they must delve the deep, they'll take precautions and venture out far from shore. Then you need to be ready to make the action so much fun (or the loot so appealing) that they'll be less hesitant next time out.

Sinking Them

Some heroes are reluctant to get into the water, no matter how big the threat or how rich the loot. In these cases, I think it's perfectly acceptable to sink their ship out from under them and railroad them into the adventure. Once they make the first couple drowning checks, things will get desperate. Ask them if they want to hold onto their swords and shields and armor. Let at least one character start drowning. Then hit them with a devil's bargain: Have a sahuagin priest with a potion of water breathing show up, or an aboleth with his water-breathing slime.

This is, of course, a completely cruel and sadistic thing to do to a party of heroes, but you can make sure that they recover some of their toys (and their dignity) later. Show no mercy; sink them and have them enslaved or at least beholden to some watery villain… Then it is even more satisfying when they get to turn the tables on their evil "benefactor" later.

Watery Spells and Gadgets

The Pathfinder Roleplaying Game does a good job of bolstering rules for underwater adventuring, but there remains room for expansion. Consider the drowning rules (see the "Drowning" section in Chapter 13), which have a nasty reputation among designers because they kill all heroes equally. I'm not sure this is such a bad thing, necessarily, but it's a reason PCs have to avoid the water. You need to help them get past their reluctance with the lures or sinking mentioned above, and then provide some tools so that your game doesn't become an endless stream of drowning checks.

Here, Wolfgang makes a couple of points about the drowning rules in the Pathfinder Roleplaying Game, mainly about how they have a nasty reputation among game designers and have a tendency to drown characters, thereby creating a disincentive for underwater adventuring.

In the case of Swords & Wizardry, there are no specific drowning rules, so that's actually the threshold issue. How long can you hold your breath?

Most players overcome their hesitation when characters can use appropriate magic.

Water breathing is, of course, the spell that changes the game as far as underwater adventuring is concerned.

Players can easily grow too reliant on magical help; any underwater spellcaster worth his saltwater knows that dispel magic is a powerful offensive spell against magically protected surface dwellers. It's not a trick you can play often, but it will definitely make your players sweat.

Some DMs may be tempted to hand out water breathing

Holding Your Breath

It's up to the Referee, but there are lots of ways to handle this – and it fits the particular profile that I personally think of as "ruleworthy." Why is it worth making a consistent rule about how long a character can hold on without breathing? Because it's something that (a) will come up more than once, (b) will involve a player making strategic decisions depending on the rule, and (c) is most exciting when it involves a random factor. When you have those three factors, it is worth making a consistent house rule for your group and jotting it down in your copy of the rulebook (the last two pages of the rulebook are titled "Notes," and this is why).

One possibility (thanks to Jeff Faller and Tim Huntley) is the Constitution ability (Con), divided by 2, as the base number of rounds that a person can hold his breath. For each round after this limit is reached, the character must make a saving throw: the first attempt is made at –2, the next at –4, the next at –6, and so on with the cumulative –2 modifier. Once the saving throw fails, the character drowns. If these numbers appear too unrealistic for a one-minute round, use Con/3 instead of Con/2 as the base time.

Another possibility (thanks to James Smith) is to allow one round (1 minute) as a given, and then begin requiring constitution checks as follows: in the first round roll equal to or lower than your Con on 3d6. In the second round use 4d6. In the third round, 5d6, etc.

A third possibility (thanks to Brendan Strejcek) is to use a d20 ability check (roll equal to or lower than your constitution to succeed) each round, and instead of making the roll more difficult each time, to allow three failures at the roll, after which time the character is drowning.

Keep in mind that if you have a method that you prefer to any of the above, use the method you'd comfortable with. There is not a wrong answer.

In each case, the "realism" of the method can vary wildly depending on whether you are using the 1-minute round, or a shorter round that is measured in seconds. Ultimately, however, the realism is not the most important factor; the most important factor is to allow for limited actions, danger, and an unknown amount of available time. The rest is detail.

— Matt and Skeeter

items like candy, with easy potions, scrolls, and even permanent items providing the spells that turn underwater into just another type of scenery.

Resist this temptation! It's bad for the game for two reasons. First off, it's just not logical for an aquatic native to make spells and potions for the air-breathers; the undersea civilizations don't need that stuff. Second, part of the challenge of the environment is forcing players to devote precious resources to just overcome the environment. Every 3rd and 4th level spell slot devoted to breathing water is a slot that doesn't turn into a fireball. The party should be using up a substantial part of its daily spell allotment to keeping up movement and breathable air, or they should be forced to surface every so often. Underwater is hostile terrain, and making it too easy takes away some of the sense of overcoming adversity that makes for real heroes.

Wolfgang's point about underwater adventures being hostile terrain cannot be stressed enough. Do not turn this into a standard dungeon crawl that just so happens to be under tons of water. That cheapens the experience for both the players and yourself. This is an exotic, exciting realm, and fully worthy of your best efforts in detailing. Please take this opportunity to stretch the imagination, think about exploring in 3 dimensions (more about this later), and enjoy a whole new world!

—Skeeter and Matt

Piercing Weapons: While bludgeoning or slashing weapons should suffer penalties underwater, piercing weapons do not unless the individual is both unable to swim and lacks firm footing. It's worth giving the party a magical piercing weapon or two in the adventure before you plan to send them underwater. Even if it is a simple spear or trident, it can make a big difference to fighters who have nothing but enchanted swords and axes, let alone something interesting like a harpoon.

Custom Armor: The party might be able to buy specially made swimming armor, complete with weights and air bladders to control buoyancy. As an added feature, these might feature an "air bladder helmet" with an emergency bit of air as insurance against a foe's dispelling a *water breathing* spell. Undersea denizens would surely sell these helmets for a steep markup.

Shark Arrows: These enchanted arrows are tipped with giant shark teeth and ignore the usual range and damage penalties for ranged fire underwater. They fly through the water with a hiss for normal damage. Part of the fun of putting big restrictions in place is then lifting them. Players love having the edge.

Wolfgang's new spells, as adapted for older-school gaming by the Chaos-Genius mind of Skeeter Green:

Buoyancy

Spell Level: Magic-User, 2nd Level

Range: 120 feet

Duration: 1 round/level

This spell makes the receiving creature more or less buoyant in water, as the caster directs. The caster can move the recipient up to the surface by 20 feet per round, make it neutrally buoyant, or sink it by 40 feet per round. The spell provides no protection against the bends or against the cold of the depths, and can be used offensively to sink foes into the oceanic abyss. An unwilling target is allowed a saving throw to negate the effect. Even if the saving throw fails, the victim can use its own movement to partially counteract the rising or falling movement of the spell.

Deep Dive

Spell Level: Magic-User, 4th Level

Range: Touch

Duration: 1 hour/level

This spell grants the target creature's immunity to the effects of deep water, including immunity to all normal cold. Moreover, it grants darkvision to 120 feet and immunity to the bends and surfacing effects.

[Skeeter's Note: Adding the Mother of All Underwater Spells]

Freedom of Movement

Spell Level: Cleric, 4th Level

Range: Touch

Duration: 10 minutes/level

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, *solid fog*, *slow*, and *web*. The subject automatically escapes a grapple or any creature with the grab special ability.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The *freedom of movement* spell does not, however, grant water breathing.

Magic Pearls: You might consider creating a new category of magical items to replace potions or scrolls (which dissolve in water, or are awkward at best). I'd recommend replacing them with black pearls, which can be easily swallowed for the same effect.

Depth and Pressure

So right, the heroes have some cool gear and they are packing their own created items for *water breathing* spells when underwater adventure beckons. Assume that the PCs are high enough level that they can brush aside the need for air and free motion with their own created items and spell resources. How can you make the environment challenging if they move through water as if it were air?

Well, the thing about the oceans is that they are very deep and very dark. Oceanic trenches can easily be as deep and dark as Mt. Everest is tall and airless. So put some of your biggest and baddest villains deep in the lightless depths, where the freakish hagfish, tubeworms, and vampiric squid live. One such creature is the Benthic Serpent presented below.

For characters who venture into that deep water, having air isn't enough. The pressure crushes any submarine vessel, and just moving water in and out of lungs is hard work. The party must make frequent checks against the cold (use the rules for exposure in any cold-environment book; the water is actually just below freezing at a few thousand feet down, but kept liquid by the intense pressure).

As a change-up, you can also relieve some of the pressure of the hostile environment (and give your players a palpable sense of relief), by setting your finale encounter in a half-water, half-air-filled cavern. Sure, the heroes still have movement penalties, but they'll be extremely grateful when they can bring out the dwarven axes and magical maces again without attack and damage penalties.

Waterborne Tactical Mapping

So, given that so much of underwater adventuring is about restricting choices for players, how can you make it more fun? Make the three-dimensional nature of underwater combat work for you!

Like aerial combat, part of the challenge with fighting underwater is strictly about bookkeeping. How deep is that monster? How much higher in the water column is the sorcerer? Can the spell range reach? It's annoying to track this in the middle of an otherwise exciting combat.

My solution is to ignore most, but not all of it, by simplifying the water depth.

Matt's adaptation of Wolfgang's underwater battle tips:

Divide the water into two, three, or more layers, and only worry about who is within that layer for combat. For instance, a fight near the shore might just have two layers, creatures on the surface and creatures in the shallow waters below it. Travelling up or down requires "swim" movement of 6. Those without a "swim" movement presumably have a swimming movement between 1 and 4 (this likely depends upon armor type). As a rule of thumb, try dividing the character's movement rate by 3 to determine an approximate swimming speed per round.

Want a deeper environment? Add more layers. Somewhere out on the open ocean, a merfolk city might be in the last lighted layer before the oceanic abyss. So characters fighting or chasing something there might have the choice of 4 or even 5 layers: surface, shallows, mid-depth, last lighted, and deep abyss. Moving from one to another is the same as before, and combatants must be within the same layer to engage in melee or spell attacks. If you like, use Legos or colored paper to mark which character is in which layer.

The upside of this approach is that you can stop worrying about feet and have normal fights within a marine layer. Give the creatures the option to attack from above or below a foe (or flank that way), and call it good. Your goal for these combats is to provide some sense of the water and swimming up and down, but not to perfectly simulate a scientific dive team. Keep it heroic by keeping it simple. Your players have enough to worry about with the gigantic benthic serpents trying to eat their heads.

Benthic Serpent

A serpent easily the length of the grandest frigate to sail the seas rises from the churning brine. Its sinuous body is marked with a white lateral line, its spine a strange luminous green hue. The titanic dragon's eyes are enormous, fully four feet across, and surrounded by small glowing tentacles that ripple hypnotically.

BENTHIC SERPENT

Hit Dice: 12

Armor Class: 4[15]

Attacks: 2 claws (2d6), bite (3d8 plus constrict)

Saving Throw: 3

Special: capsize, constrict, deepwater stare, immune to fire, sleep and paralysis

Move: 4 (swim 18)

Alignment: Chaos

Challenge Level/XP: 13/2,300

The benthic serpents are aquatic dragons of the deep ocean trenches, dark grey creatures that surface only rarely. Normally they feast on whales, dolphins, walrus, seals, and merfolk, whatever they can catch. Sometimes, however,

their lust for treasure drives them to attack ships or even coastal lands. When they prowl the surface or shallows, their lust for gold is as great as any land dragon's: they often destroy all shipping in a huge region.

Benthic serpents attack by capsizing and crushing any vessel they encounter. (95% chance for ships less than 20 feet long; 50% chance, 20 to 60 feet long; 20%, more than 60 feet long) When hungry, they may sweep a deck, swallowing half a dozen sailors in an instant.

After a successful bite, a benthic serpent can constrict and deal 4d10 points of damage.

Their deepwater stare also helps them lure large warships onto reefs and rocks, usually by dominating the sailor at the helm during a long night watch. A benthic serpent's deep yellow-green eyes hypnotize victims who meet their gaze (save avoids). Once the serpent establishes a telepathic dominance, it can command the victim to do simple things such as "come here," "go there," "stand still" and "fight." A benthic serpent can only command one person per combat.

Benthic serpents are far from mindless and flee if their food proves too troublesome.

Benthic Serpent: HD 12; **AC** 4[15]; **Atk** 2 claws (2d6), bite (3d8 plus constrict); **Move** 4 (swim 18); **Save** 3; **AL** C; **CL/XP** 13/2,300; **Special:** capsize, constrict, deepwater stare, immune to fire, sleep and paralysis.

Olaus the Grey, a Benthic Serpent Villain

The new sea serpent present above can easily be part of your game, and can even be a recurring villain. Here's a quick timeline of how he can appear and reappear.

First Meeting: Olaus should first appear when the party is low-level, and he might roar at the captain of their ship. The captain probably throws a goat or sheep overboard, the sea serpent eats it, and that's that. This works fine at 1st or 2nd level, just to make it clear that Things Live In the Water.

More: The next time the heroes see Olaus, he's just as big and hungry, but this time he speaks, demanding "more tribute!" The captain has to make a quick decision: the goat is not enough. Should he sacrifice a sailor? If so, who? It's clear the captain doesn't want to consign anyone to that horrible fate, so he hesitates, and the serpent chooses for him. If the party attacks, let them. Arrows and spells don't bother Olaus much, and he casually eats the captain. This is fine anytime around 3rd level. The characters might be clawed by Olaus, but not bitten, and survive.

Constant Danger: The next couple of trips are dangerous, as Olaus's appetites grow and grow. He may charm a character on watch or the steersman of their boat, to sail the party's ship onto the rocks. He may sweep the deck, eating up most of their crew. He may knock a hole below the waterline, hoping to eat everyone on board. Any seaborne voyage runs at least a 75% chance of meeting the nasty bugger, and the players should be relieved when he doesn't show up. This works until about 6th level.

Sporadic Resistance: At 7th level and up, the party likely can get underwater and ask the local sahuagin and merfolk where the serpent lives, what its weaknesses are, and try to fight him. Olaus refuses to fight except on his terms, and capsizes the characters' ship every time he can. The party can probably do decent damage to him, even to drive him away, but never enough to finish him. This is a good stage for 7th or 8th level.

Into the Water: If the party goes to pursue Olaus, they won't have an easy time of it. The benthic serpent lives too deep in the water to fight easily, and avoids any combat that isn't going well. Eventually the party finds a way to get there, and do what they've wanted since they first met the monstrosity: face Olaus in combat and win. The party needs to be at least 9th level for this to really work.

Sahuagin of the Razor Sea

A Look at the Ecology of the Sahuagin
by David Schwartz

Though his goal is simple and his success inevitable, even Dajobas, Devourer of Worlds, needs servitors to be his eyes and nose, his hands and feet in this World the gods have created. As Dajobas set to his task, each tooth torn from his bloody gums became a shark, each patch of flesh shed from his flanks, an alligator. Then, as his children consumed, they fed Dajobas's body and mind.

The other gods also created servitors, creatures with soft limbs and blunt teeth. Though inferior to Dajobas's children in every way, these humanoids possessed something his spawn did not: the ability to make new things. The offspring of Dajobas could destroy, but they could not create.

Inspired, Dajobas birthed a second litter of children. His new spawn would combine the resilience and strength of sharks and alligators with the adaptability and craft of humanoids. Like Dajobas himself, these new beings would subsume as well as consume, taking on the worthy characteristics of those they defeated. Thus, Dajobas created the sahuagin.

Physiology

The sahuagin are a frightful mix of man and beast. A typical sahuagin is humanoid in form but lacks the obvious sexual characteristics that differentiate mammalians. An adult male stands around 7 feet tall and averages 250 pounds. A sahuagin's muscular tail is roughly half the length of its body; it provides propulsion while swimming and balance when standing.

Coin-sized scales cover the sahuagin's flesh, each nail hard and rough textured. Beneath its scales, bone plates protect the sahuagin's vital organs. Most sahuagin are green in color, darker on the back and lighter toward the belly. Younger sahuagin display colored stripes or splotches – considered attractive for sahuagin of both genders – which fade with age. Spiny ray-fins project from limbs and tail.

A sahuagin's webbed hands and feet end in sharp claws, and large jaws dominate the sahuagin's face. Like a shark's it contains several rows of triangular teeth. The sahuagin's large, round eyes sit near the top of its head, protected by bony ridges. Sahuagin possess excellent vision in even the darkest depths, but are extremely sensitive to bright light. Only small pits mark the sahuagin's nostrils and ears, though the organs function extremely well. The sahuagin also possess an enhanced sensitivity to minute electrical currents in the water. Taken together, these additional senses grant sahuagin an exceptional sense of their surroundings even when otherwise unable to see.

Though aquatic, a sahuagin moves about on its legs and tail as easily as any land-bound humanoid. Underwater it breathes through gills in its neck, and a typical sahuagin can survive out of water for up to six hours before it begins to dehydrate.

Sahuagin dwell exclusively in saltwater, and a sahuagin submerged in freshwater becomes sluggish.

These details, however, describe only the typical sahuagin. As many as one in a hundred sahuagin are born with a mutation, ranging from extra limbs to a completely alien appearance. Several mutations are described below.

Society

Born from the flesh of Dajobas, it's no wonder the sahuagin view the world as capricious and cruel. Possessing the insatiable hunger of their divine patron, one would expect the sahuagin to be savage and nihilistic. Yet many sahuagin are civilized, even honorable in their own way. They follow a strict regimen of social and personal rituals. Though unwilling or unable to modulate their innate savagery – especially in the throes of blood frenzy – sahuagin rituals help them be more than mindless hunters.

Sahuagin society is hierarchical, a meritocracy that favors strength and guile. A sahuagin's aptitudes determine his caste early in life, while future status is earned through skilled work and the ability to dominate both physically and socially. Status can also be lost, and any sign of weakness invites formal challenges from ambitious underlings. The Sahuagin respect hunters and warriors most, though accomplished craftsmen and visionary priests often earn high regard.

No sahuagin is born into a position of leadership. As with everything in sahuagin society, titles must be earned – usually by defeating the previous holder in a duel of honor. Though not inherited, sahuagin titles often translate into common as feudal titles, such as knight or baron. The highest position a sahuagin can attain is monarch: the ruler of a sahuagin nation. To become monarch a sahuagin must first challenge the reigning monarch and defeat him or her in mortal combat.

Throw any group of sahuagin together and they instantly form a hierarchy – sometimes swiftly, sometimes violently. Even when working with other races, sahuagin demand a clear chain of command. A leader must continually defend his position, as sahuagin do not bow to empty promises or empty threats. They never tolerate ineffective or unsuccessful leadership.

Dajobas created the sahuagin to be a servant race and, though the vicissitudes of time have separated many sahuagin from their god, this instinct remains strong within them. The pinnacle of any sahuagin hierarchy – even above the sahuagin monarch – is a powerful and invariably evil entity. Since the exile of Dajobas, sahuagin tribes have served immense undersea monsters, scheming devils, savage gods, and even near-epic mortals.

Ritual Culture

Only dogma keeps this vicious society from falling into disarray. Intricate social rituals allow sahuagin to resolve their conflicts without too much bloodshed. Formal contests or duels decide questions of status and disagreements between peers. Except for the most important decisions of justice or succession, sahuagin rarely fight these combats to the death. Surprisingly, sahuagin value courtliness; though, what they practice might not always resemble what others call courtliness. In the battle of wits at court, Sahuagin enjoin the principle they call "up to the line." Take every insult and move in the game of court right up to it – but not over. They value control. Excessively rude or unnecessarily bloodthirsty sahuagin earn the derision of their peers.

Scrupulous personal customs also hold passion in check, preventing the sahuagin from succumbing to frenzy among themselves over the slightest provocation. Routines such as strict schedules, choreographed exercises, and repeated mantras are common. A sahuagin denied its daily rituals grows agitated – some become withdrawn, others overly frank – and it may even enter blood frenzy without physical provocation.

Eating is one of the most sacred aspects of a sahuagin's existence, governed by the belief that they consume not just the flesh, but also the spirit of whatever they ingest. It is important to a sahuagin that it eats only the worthiest prey. Fare deemed unsuitable to the sahuagin's station is left to lesser sahuagin or to non-sahuagin scavengers. Sahuagin consider it a mark of respect to eat a fallen enemy, though few other races see it that way. Of course, such distinctions are far from the mind of a sahuagin in the midst of blood

frenzy. If during a frenzy the sahuagin consumed a being unworthy of his station, afterwards the sahuagin may feel the need to perform a cleansing ritual.

Life Cycle

Mating is just as ceremonious as other aspects of sahuagin society, and the intricate courtship rituals allow suitors to display their discipline and prowess. A suitable mate is almost as important as a worthy diet, and many couplings are born of political maneuvering. Bloodlust, however, is not the only passion difficult to restrain, and relationships across caste and station (and sometimes without proper courting) are not unknown.

Mating produces a clutch of fertilized eggs that are laid in specialized hatcheries, where they are buried in mud until hatching two to three weeks later. When first hatched, newborn sahuagin appear as tiny fish-like fry. Within a few weeks they grow to fingerlings, tadpole-like creatures that spend most of their time consuming each other. Fewer than one in ten sahuagin survive beyond this stage. Those that do are placed with the rest of the community when they reach the size of a human toddler. From there, they grow to adolescence and adulthood. Sahuagin reach maturity only a few years earlier than humans do.

Though a sahuagin can live for nearly a century, few do. Instead, most succumb to violence – whether in external warfare or internal dissension – well before reaching their final years. Death is a not a fearsome prospect for the sahuagin, but a mere continuation of the cycle of consumption.

History of the Razor Coast Sahuagin

The Rise and Fall of Dajobas

Though in ages past sharks were not unknown in the Razor Sea, a great and bloody war among the Tulita attracted these predators in record numbers. With the sharks came the Shark God, and soon Dajobas displaced the traditional gods of the Tulita.

The sahuagin acted as the Devourer's evangelists, teaching the Tulita horrific, bloody arts. They led the converted in battle against worshippers of the old gods, and when no tribe stood against Dajobas, the Devourer set his loyal Tulita against each other to keep the blood flowing.

It seemed Dajobas and his minions would exterminate the people of the Razor Coast. Yet in their darkest hour, the gods of the Tulita returned. Whale's strength repulsed the sahuagin horde, and Turtle's healing broke their spell over the Tulita. Yet the sahuagin say that the greatest indignity came from Dolphin. Unable to kill Dajobas (and eat him, as is right and proper in the eyes of the sahuagin), the old god forced the Devourer into exile and barred him from return with deceitful magic.

The loss of their creator and patron affected the sahuagin greatly. Some succumbed to ennui, others to frothing madness. Infighting spread, and without a divine mandate no sahuagin monarch could keep order. The once unified sahuagin nation sundered along tribal lines. Some tribes survived by hunting and scavenging, others by raiding the conclaves of merfolk and locathah.

The Krakenfiend Wakes

Plagued by the raids of feral sahuagin tribes, the then nascent Coral Kingdom organized a response and broke whatever hold the sahuagin still held beneath the Razor Sea. Some sahuagin left the region altogether, spreading into the wider world. Others migrated to the lightless trenches cut deep into the sea floor. The locathah and their allies avoided the deeps, for that was the home of Harthagoa, the Demon Below.

It remains unknown whether the sahuagin's exploration awoke the immense kraken, or whether ageless Harthagoa expected their arrival. Even Harthagoa was surprised at how easily he enslaved the sahuagin. The sahuagin were lost without their god, and all it took was a show of power and a few honeyed words for the sahuagin to place themselves in the kraken's tentacled grasp.

The sahuagin flourished under Harthagoa's patronage. Within a generation or two, the Kraken had united many of the sahuagin tribes and an army of sahuagin hunters emerged from the depths. Aided by deep-sea squid and less recognizable slaves of the kraken, these sahuagin conquered in Harthagoa's name. As their successes mounted, other sahuagin rejoined with their returned brethren to serve under Harthagoa's banner. Despite their fecundity, the kraken dictated that no monarch should rise from among the sahuagin. Instead, the sahuagin follow numerous generals, who each answered only to Harthagoa.

Face of the Malenti

The first target of the kraken's wrath was the Kingdom Eternal —the sea elves. Though the elves may have all but forgotten their kingdom's involvement in defeating Harthagoa many ages past, the kraken had not. Harthagoa commanded the sahuagin to annihilate the aquatic elves, a task they took to with pleasure.

After a period of small sniping attacks, the sahuagin assaulted in earnest.

Though outnumbered by the sea elves, Harthagoa's army quickly gained a foothold in their territory. The sea elves possessed many experienced warleaders, yet the sahuagin always seemed to know where the elves would strike and where their defenses were weakest. The elves employed abjurations and ciphers, yet still the sahuagin stayed one step ahead. More and more of the elven kingdom fell to the

voracious sahuagin, until after many years of war, only the capital, Inarentis, and a few besieged bastions remained.

A failed assassination attempt against the elven queen at last revealed the sahuagin's secret: embedded into elven society were Malenti, spies who superficially resembled sea elves but were sahuagin through and through. While elven wizards sought to discover what magic could create such perfect disguises, paranoia spread through the High Court of the Kingdom Eternal in Inarentis. Who was an elf and who a Malenti? In the end, the siege of Inarentis did not end on the tip of a sahuagin trident. Instead, a series of bloody witch-hunts brought down Inarentis from the inside. As the sahuagin moved in to mop up the pieces, the surviving elves scattered.

Conquest of the Coral Kingdom

Many of the elven survivors found refuge in the Coral Kingdom, a sprawling collective of undersea races. Through fair trade and peaceful treaties, the locathah had spread their culture and governance to merfolk, nereid, tritons, and others. Even as the elven kingdom faded, the Coral Kingdom entered a golden age.

There was some fear that the sahuagin would march coastward and immediately continue their war of conquest. When this didn't happen, the peoples of the Coral Kingdom grew complacent. The locathah blamed the fall of the Kingdom Eternal on the decadence of the sea elves, dismissing the might of the sahuagin. The locathah leaders made a show of rooting out unrelated sahuagin bandits, but did little else to bolster the kingdom's defenses.

Some years later, when Harthagoa's army mustered at Kraken's Reef in alarming numbers, the locathah rulers responded as always – they sent diplomats and traders. The sahuagin showed their respect for the Coral Kingdom by eating the delegation. The survivors returned with a message: in light of that generous (and delicious) offering, the sahuagin would make the sea peoples' enslavement to Harthagoa as painless as possible.

Horror struck the rulers and citizens of the Coral Kingdom. Quickly, laborers were conscripted into militias, craftsmen turned out arms and armor, even spells and prayers were put to martial ends. As the war commenced, the diversity of the Coral Kingdom's citizenry proved advantageous, each race providing a unique style of military and magic. The sahuagin were relentless in their attacks, but remained unable to undermine the Coral Kingdom as they had the court at Inarentis.

Eventually, attrition drained the locathah kingdom's resources. When outlying areas could no longer be profitably sustained, they were surrendered to the Krakenfiend's horde. Ultimately, the king could not guarantee the safety of trade routes, which cut the lifeblood of the Coral Kingdom.

Today, what was once a thriving nation has withdrawn into itself. Harthagoa holds most of the kingdom's former border zones and buffer settlements in thrall.

The Great Rift, once demarking the capital of the Coral Kingdom, is now the last bastion of the locathahs' former empire. Presently a cease-fire prevails, and locathah spies hear whispers that something unknown calls sahuagin away from Harthagoa's army.

The Sahuagin Race Today

Return of Dajobas

The sea peoples would not be so thankful if they knew what new power contested the Krakenfiend's tyranny. The Red Feast approaches, as Dajobas returns. Even now, the Devourer's fin cuts the dark waters of exile, and his dark desires infiltrating the dreams of depraved souls along the Razor Coast. Though many sahuagin remain loyal to Harthagoa – they forget Dajobas's many victories and remember only his last failure – a significant number heed the call of their erstwhile creator. Eschewing service to the Krakenfiend or a life of petty savagery, these sahuagin gather once again, the seeds of a new and terrible nation.

In his precipice fortress, King Michintlachi claims the position of sahuagin monarch, a title none has ventured since the Devourer's defeat. Whispers say that Michintlachi is a four-armed mutant of uncommon size and that Dajobas speaks to the king in his dreams. The imagery of the dreams, however, is so confused and maddening that Michintlachi employs dozens of Dajobas's priests to interpret their master's message. While the Shark God's current plans remain a mystery, they no doubt involve great bloodshed beneath and above the Razor Sea.

The Devil and the Deep Blue Sea

A third attitude exists among the sahuagin of the Razor Sea. Some sahuagin reject Dajobas, Harthagoa, and any other would-be god. Local sailors know these independent sahuagin by many names, the least crude of which is 'sea devils.'

During the centuries of Dajobas's absence, many sahuagin lived as raiders, attacking Tulita canoes and foreign trade ships. Years of interacting with surface races – stealing from merchants, trading with smugglers, and, of course, eating people – brought these sahuagin a different perspective. Not content to be the servants of dark powers, the sea devils seek to forge their own destiny.

Most sea devils operate in bands exclusively comprised of fellow sahuagin, coming to land only to trade their ill-gotten gains. Increasingly, however, lone sahuagin join the crews of surface pirates, where their physical strength and unique talents prove lucrative. Though they bow to no god or monarch, sea devils still have the sahuagin need to know

their place in the pecking order. They continually test the worthiness of their comrades and leaders, a quality that does not endear them to other races.

Removed from the social rituals of their kin, many sea devils fill the void with elaborate personal rituals. These individual regimes quell the sahuagin's hunger such that it can operate in a civilization not its own. Many sea devils find the mind-calming art of Mai'kal (see "The Warrior's Way") particularly suited to their needs. A minority of sea devils, on the other hand, revel in their bestial nature. To these sahuagin, blood frenzy is not a curse, but a blessing, and their reverence for the state resembles the veneration in which many barbarian tribes hold "raging."

Sahuagin Mutants

There is a human saying, "You are what you eat." For sahuagin, this is religious doctrine. Just as in some legends Dajobas attained godhood by consuming the gods, so do the sahuagin believe they gain power by consuming the strong. The relatively high rate of mutation among sahuagin supports this belief.

Along with nutrients, sahuagin claim to absorb the essence of those they eat. While this has little apparent effect on the individual, every tribe of sahuagin bears some number of mutant children. These sahuagin mutants display characteristics of the consumed, in addition to their native sahuagin features. As many as one in a hundred sahuagin display mutant features at birth. Though the sahuagin attempt to increase the number of mutants born with rituals, the frequency and timing of mutant births remains stubbornly random, as uncontrolled and unpredictable as Dajobas himself.

Sahuagin treat their mutant offspring as they would any child – strictly and cruelly. Rumors persist, however, of a mutation too monstrous for even the sahuagin to let live.

The following mutations are among the most prevalent beneath the Razor Sea.

Four-Armed (polymelia)

Alongside shark and alligator, the sahuagin servitors of Harthagoa revere the giant squid. Though rarely seen by surface dwellers, these immense creatures number among the great hunters of the ocean, using their serrated tentacles to draw other fish into their unbreakable beaks. Only toothed whales and sahuagin tribes prey on giant squids.

Polymelia is unusually common among the Krakenfiend's minions. Nearly one in two hundred sahuagin are born with an elongated torso that accommodates a second set of fully functional arms, situated below the sahuagin's primary arms. In some four-armed mutants, a hard beak and muscular, toothed tongue (or radula) replaces the typical shark's gape.

Extra arms give these mutants a distinct advantage over other sahuagin. Young four-armed sahuagin often serve as elite hunters and warriors, and older mutants quickly ascend the ranks of leadership.

Gulper

Gigantism is arguably the most common mutation among sahuagin. While many chiefs stand head and shoulders above their cohort, rare cases of true gigantism produce sahuagin who stand half again or even twice the normal height. Such mutants appear more often (though still uncommonly) among the followers of Dajobas, and sometimes sport other mutations.

Gulper sahuagin always grow to larger than man-size (and rumors speak of even bigger specimens). Though clearly of sahuagin stock, a gulper's body is less humanoid and more reptilian, with splayed limbs and clawed hands unsuited for fine manipulation. The most striking difference is the gulper's mouth: instead of a shark's maw, the mutant possesses the elongated jaw and distensible belly of a gulper eel (see ***The Tome of Horrors Complete***). These mutants often display bioluminescent features, and sometimes their normal-sized relatives possess these as well.

Despite their monstrous appearance, gulper sahuagin are no less intelligent than their smaller brethren.

Malenti

During the fall of the Eternal Kingdom, the wisest sea elves sought to unravel the secret of the sahuagin's spies in their midst. Yet the infiltrators' disguises were not the result of magic or artifice, but mutation. Not even the sahuagin knew what caused their progeny to bear the face of their enemy. Although they could not predict when and where these mutants would be born, the sahuagin were quick to see the advantage of nigh undetectable spies. This race of mutant sahuagin proved the Eternal Kingdom's undoing.

Though superficially indistinguishable from sea elves, these mutants' internal organs retain the ichthyic characteristics of other sahuagin. Of particular note, they retain the sahuagin's sensitivity to bright light. During the latter days of the sea elven kingdom, inquisitors used flashes of light to test suspected sahuagin. Other sahuagin can tell mutant from sea elf thanks to the combination of an attuned sense of smell and their electrical sensitivity.

Today, malenti mutants outnumber surviving sea elves within the Razor Sea. The people of the former Coral Kingdom are slow to trust a sea elf, afraid (with good reason) that he or she might in fact be a sahuagin mutant. Though no longer useful as spies below the waves, the malenti find it easier than other sahuagin to hide among the surface races.

Narekhin

Unique to the water's depths are many wonders, both fair and foul. Alchemists and poisoners eager for exotic

ingredients journey to the water's edge to trade with the sea devils. The sahuagin bring unusual plants and animals – mostly venomous – exchanging them for gold and goods from the surface world.

Some tribes of sea devils even consider these toxic creatures worthy of consumption. These sahuagin believe that if they can survive the poison's effects, they gain improved strength and resilience. While the efficacy of this practice is debatable, it has resulted in yet another mutation among the sea devils.

Nearly one in two hundred sea devils are born with the bright striations and elongated spines of a lionfish, and like those fish, the narekhin's spines are envenomed. Any character who attacks the narekhin with an unarmed attack or grapples with the sahuagin, has a chance of being poisoned.

A character need only make one saving throw per round, regardless of the number of attacks he or she attempts.

Sharkin

The surface races only recently encountered this mutation, which appeared among the independent sahuagin within the last few decades. Less than one in hundred sea devils is born with this mien. Sailors of the Razor Coast know them as 'sharkins' or 'soggies' (the latter may be a corruption of the word 'sahuagin' or merely descriptive).

Sharkins resemble human men and women, save their skin is dull grey and sandpapery like that of a shark. The rough texture results from countless tiny denticles that reduce water resistance when the sharkin swims.

Both genders of sharkins possess square, masculine features, and their wide jaws hold a surprising number of pointed teeth. Sharkin hands and feet are webbed, but they lack the claws of typical sahuagin. Though physically and mentally weaker than their parent race, the more human-looking sharkins can survive out of water indefinitely, allowing them to more easily integrate with surface races.

Sharkins can see in the dark (darkvision) to a range of 60 ft, can swim with a movement rate of 12, and breathe both air and water. Non player-character sharkins may have more water-based abilities or mutations.

Sahuagin Weapons

The warlike sahuagin use a variety of weapons. The twisted helicasta could only have come from the equally twisted mind of a sahuagin, while the island hook is a native tool/weapon that has gained favor among the sea devils.

Helicasta

Carvers extract and sharpen the interior portion of a conch shell to create the spiraling blade of the helicasta, or shell spear. Each shell has a right- or left-handed orientation; if you are not ambidextrous, you suffer a –2 penalty when employing the wrong orientation of spear.

When properly wielded – by slotting the butt of the spear into a whale or dolphin-gut wrist sling and launching it at foes – the helicasta spear spins as it thrusts, screwing the point into the foe's flesh. This rotation also reduces water resistance. Those using the helicasta, suffer only a –1 attack penalty for each 5 feet of range (instead of –2 as normal) when releasing the weapon underwater.

Helicasta spear: Damage 1d6; **Rate of Fire** 1; **Weight** 10 pounds; **Range** 5 feet; **Cost** 50 gp.

Island Hook

This weapon consists of an oversized, bone fishhook at the end of an arms-length haft. The lens-shaped hook has a sharpened point at its nadir and another at its recurve, allowing the wielder to stab with a thrust or a pull. The common name derives from the legend of a native ancestor-god who – the story goes – raised the islands of the southern ocean with a giant fishhook.

For those using the island hook, it counts as a free hand when climbing ropes or surfaces (such as a tree). You (obviously) cannot attack with the island hook while using it to climb.

Island Hook: Damage 1d8; **Weight** 10 pounds; **Cost** 30 gp.

Chapter 2
Player Options

Art of the Duel

A Treatise on Swordplay by Craig Shackleton

Alfonse paused and took a breath, willing himself to relax even though his stomach churned. None of the rabble must see his distress. A gentleman is never distressed. Not that anyone here was important enough to affect his reputation, but here among the commoners, he represented all gentlemen. He looked out across the river pretending to enjoy the scenery and after a few minutes, his desire to vomit faded. The warehouse where the duel would take place was near. Alfonse had never been there even though he owned it. The irony brought a brief smile to his face. He would never dirty his hands with the banal day-to-day matters of the warehouse, but now he would stain them in blood.

As he approached the building, the reality of what was about to happen returned. He was about to die. He had fought duels before. He had been injured in one, a brutal thrust through his shoulder that still ached in the winter. Once, years ago, he had killed a jumped-up bravo with a

murderous lunge through the man's heart. But today was different, and these memories seemed like a mummers' farce in light of what faced him within.

Alfonse was a close match for his opponent in skill, though it hardly mattered. This was a deadly affair. Alfonse recalled the words of his first maestro, Marko Delterrari: "When blades cross only a man who is willing to kill his opponent without hesitation proves victorious." Alfonse wondered if he had it in him today. He tried to remember exactly how things spun so out of control.

Suddenly Ernesto was there, removing his hat and bowing slightly — it was a sign of respect to remove his hat first when he was of higher standing than Alfonse, although of course he never lowered his eyes. Alfonse returned the greeting.

Ernesto spoke. "They are inside. All is prepared. Have you any final arrangements should the worst happen?"

Should the worst happen, Alfonse would be there to make the arrangements himself, but it would not do to say so to an old and trusted friend who was about to watch him die. "I am prepared, as I am sure he is. Let us go in."

Ernesto looked at him intently, quelled a desire to speak further, shook his head slightly and opened the door. Alfonse stepped inside and allowed his eyes a moment to adjust to the dim interior. It was clear that everyone was ready. Alfonse moved forward to the place they left for him. If he delayed now, he might not be able to go on.

His opponent turned to face him. The other man looked pale but determined, and Alfonse fought the urge to flee from the room. Instead, he drew his rapier and saluted his eldest son, the man who would kill him in a few moments.

The Rapier and the Duel

No blade is more loaded with history and culture than the rapier. It is a refined killing tool, a murderous brush applied to the canvas of death. Any oaf can heft a broadsword and hack at a man, but consistently plunging your rapier's point into an inch-wide target with the grace of a pouncing leopard takes years of dedication to the art of the sword.

The rapier was historically a civilian weapon, specifically associated with a gentle social class, especially in the halcyon days of the Renaissance. In the sixteenth and seventeenth centuries, a gentleman was expected to wear a rapier in public and know how to use it. The rapier was an essential symbol of class; if a man wore a rapier, he was clearly a gentleman. If a man was a gentleman, he never set foot out of doors without his rapier hanging at his side.

The rapier's purpose was primarily to defend one's life and/or honor in a duel with another gentleman. These were typically formal affairs rather than wild melee sparked in a tavern or alley. The law tolerated dueling to a greater or lesser degree in different times and places, but among gentlemen, dueling was vital in maintaining one's social standing.

Occasionally, duels were used as a means to murder someone without real consequences. A highly skilled bravo could intentionally instigate a duel against an opponent, citing honor as their cause when dubious ulterior motives – the desire to rid oneself of an enemy for example – lurked beneath. More than a few noble families throughout history snatched land and power by burying their sword point in a rival's heart. Likewise, some duelists provoked fights with famous gentlemen in order to cut their name into history.

Contrary to popular belief however, most duels were probably not intended to be deadly. Usually the intent of the duel was to demonstrate a willingness to risk your life for your words or deeds, or to stand against the word of your opponent. Since there are no accurate records of the statistics of duels, we cannot know how many men lived or died engaging in these tests of honor, but certainly fatal wounds occurred. For most disagreements between gentlemen, fighting until one man sustained an injury was sufficient. In fact, a famed English fencing master named George Silver lamented specifically that duels became more deadly with the advent of the rapier, and the further development of the murderous smallsword (or foil) in the Restoration period eventually resulted in stringent laws against the practice. The lethality of these new weapons turned a vital display of honor into a deadly affair far too often.

The rapier was also a gentleman's means to defend oneself from ruffians and the like, but this was generally seen as undignified, and a gentleman would certainly not engage a commoner in a duel. Truth be told, it was uncommon for a gentleman to be dealing with low-class ruffians at all, and if so, drawing a rapier might only invite later derision upon a gentleman so accosted.

Of course, in a fantasy RPG, the "realism" of dueling may take a back seat in some campaigns leaning more towards the swashbuckling side. The process of finding seconds, negotiating terms, setting a time and place, and conducting a formal duel may be interesting in some adventures, but just as many players are more excited by the prospect of shouting a challenge across a crowded room and fighting from tabletop to tabletop.

As a civilian weapon, the rapier was not a useful weapon for war. The techniques taught for its use and the specific limitations of the weapon made it a bad choice for prolonged combat facing multiple opponents and tactical situations.

Of course, many gentlemen engaged in war felt it important to carry the symbol of their class, and used them on the battlefield regardless. Military experts across Europe repeatedly wrote against this practice, their vitriol-filled

reports indicating how frequently it happened.

Most rapier instruction focused on the use of the single rapier as the foundation for other combat skills. Many duelists, especially early on, relied upon a secondary weapon in their off hand. The dagger and buckler were popular choices, depending upon the time and place, but occasionally other weapons were used. Early rapiers were long and heavy, and parrying effectively with these cumbersome blades proved difficult. Secondary weapons were used for defense and the rapier for attacks. As technology improved and rapiers became lighter, the rapier could be relied upon for primary defense, and more options became available for secondary weapons. Bucklers fell out of style since their use was largely defensive, and daggers became more popular, as with one in hand a duelist could defend or threaten a foe as needed. Continued advances in sword technology and techniques, and the advent of the smallsword eventually led to the abandonment of secondary weapons entirely.

New Equipment

The standard rapier (use the short sword information in Swords and Wizardry) assumes a simple hilt design, of which there were many variations. The rapiers described below are suggestive of special hilts designed to give specific advantages in combat. They are treated like normal rapiers in all other regards.

Cup-Hilt Fighting

According to the rules in ***Swords & Wizardry Complete***, fighting with a weapon in each hand normally gives a +1 to hit, in rounds in which the attacker wins initiative. This can be a bit complicated with the bonuses and penalties with cup-hilt weapons. Never fear!

If an attacker uses a cup-hilt dagger and a cup-hilt rapier at the same time, and fights defensively (taking a penalty of –3 to your attack), the attacker gains a +2 to Armor Class, in rounds in which he wins initiative. The intent to fight defensively must be declared before the initiative roll, just as spell declaration. If he does not win initiative, he still takes the –3 penalty to hit for that round. While it is a steep price to pay, frequently in age of sails campaigning, it is more important not to be hit, than to hit. Again, these are only suggestions; I personally prefer the highway pistol to the dagger & rapier!

—Skeeter

Cup-Hilt Rapier: The cup-hilt rapier has quillons as well as a large bell-shaped guard over the hand. This guard can be used defensively in combat. When using a cup-hilt rapier and fighting defensively (taking a penalty of –2 to your attack), you gain an additional +1 to AC. This bonus is in addition to the bonus for using a cup-hilt dagger. **Price:** 75 gp

Swept-Hilt Rapier: The swept-hilt rapier has a complex guard made up of heavy wire forming a swirl-patterned basket. These wires are neither simply decorative nor just protection for the hand. They are specifically designed to entrap an opponent's blade. When using a swept-hilt rapier, you receive a +1 bonus on attempts to bind (see binding, below) an enemy wielding a one-handed sword, rapier, or similar bladed weapon. **Price:** 50 gp

Case of Rapiers: These twin rapiers are designed to fit in elegantly in one sheath and be drawn and wielded in concert. They are lighter than standard rapiers and less sturdy, suffering –1 to hit, but grants the wielder +1 damage (in rounds where the attacker wins initiative; see ***Swords and Wizardry Complete***, "Specific Situations," for more information). **Price:** 250 gp

These specialized daggers below are usually made to match a rapier and used in the left hand. They are treated as normal daggers in all other ways.

Cup-Hilt Dagger: Sometimes called a main-gauche, this dagger actually has a large triangular hand-guard and quillons. When using a cup hilt dagger and fighting defensively (taking a penalty of –2 to your attack), you gain an additional +1 to AC. This bonus is in addition to the bonus for using a cup-hilt rapier. **Price:** 50 gp.

Swept-Hilt Dagger: The swept-hilt dagger has a complex guard made up of heavy wire forming a swirl-patterned basket, designed to entrap an opponent's blade. When using a swept hilt dagger you receive a +1 bonus on attempts to bind (see binding, below) an enemy wielding a one-handed sword, rapier, or similar bladed weapon. **Price:** 40 gp.

New Combat Maneuver

Bind

As a melee attack, you may attempt to gain control of your opponent's weapon. Each attacker makes individual to-hit rolls, including all appropriate modifiers. If your attack roll is higher than your opponent's you bind their weapon. If your opponent's roll is higher, you fail to bind their weapon. In the case of a tie, the combatant with the higher attack bonus wins. If this is still a tie, roll again to break the tie.

While bound, you and your opponent may not use the bound weapons. On their turn the opponent may attempt to free their weapon with a second opposed attack roll, or they can drop it. If they do not free or drop their weapon they may not move away.

While binding your opponent you suffer the same limitations, except that you may end the bind at any time you are allowed to move.

Design Note: Why use Bind?

Binding is a sword-fighting technique near and dear to the author's heart, and one that has provoked many discussions of historical techniques and sword design in my sword-fighting classes. It is also a technique we see in movies all the time. Binding is a core element of the oldest known manual of swordplay, written around 1300 (although in that case it often simply means actively blocking your opponent's weapon) and the technique was developed and perfected throughout history. But what use is it in game? At first glance it seems that it is easier to simply attempt slay your opponent. Binding offers some advantages, however. A bind may hamper your opponent if they try to free their weapon and fail, thus giving your companions time to engage or flee, as needed. During a bind, strained but intense conversation can be had. And, all other things considered, it's cool, and adds a distinct flair and specific flavor to a swashbuckling campaign!

The Warrior's Way

An Ethnography of the Tulita by Nicolas Logue

Kala's skull bounced off the jagged rock. All he could hear was his own bones grinding on unforgiving basalt. Thoughts of a counter-attack or of breaking Mauko's grip on his throat spat through his jumbled wits. Kala couldn't grab an idea fast enough to act on it, not that it mattered - Mauko gave him no time.

The bigger boy pulled Kala up with one hand, never releasing his throat. The world closed in and the edges of his vision began to blur. The bright blue of Kai Bay turned a hazy gray as unconsciousness closed in for the kill. Suddenly the choking hand vanished and light returned to Kala's world, slowly. Old Kimo stood over him. The leather-faced warrior's one good eye stared ponderously down.

"Get up, boy." The old teacher's voice, like grinding stones, cut through the buzzing in Kala's ears. He staggered to his feet against a spinning world conspiring to plant him on his face. "You are defeated… again." There was no disappointment in Old Kimo's voice – just cold, hard fact.

"Mauko is stronger. He's bigger. He fights like a mad boar with a drakmaht root up its ass. How can I fight that?" Old Kimo looked over at Mauko. The meaty boy already stood taller than most of the men in the Ridge Back tribe. He would be a giant in two more summers. His arms were already thick as the grasping tree serpents of Blacksink, who could snap a man's neck in an instant. Kala wasn't wrong about the bigger boy's warrior spirit either. He fought like a wrathful thrashing whale. The fires of Dreadsmoke Mountain burned fiercely in that one's heart.

"Mauko is Pele's child. A fire burns in him. His heart is lava. His fists are the black stone of the mountains," said Old Kimo down at Kala. The boy was the scrawniest among his novices. He trained harder than most, ate heartily, but simply could not put on the thick muscle his peers displayed in abundance. But the boy had other gifts. Even as Mauko bears down on him, Kala never panics. He remains calm, almost thoughtful, even as he is choked into oblivion or pummeled unconscious. Kimo sighed deeply. "You are a child of Father Ocean, Kala. Your strength is your clarity: the flowing of your waves, and the deep currents running within you. You shall become like the sea, and those enemies who seek to grasp you shall find you slip between their fingers. Those foes who would break you find you yield before the force of their blow. You shall wash them away, and grind their stone to sand with patience and skill."

Kala was silent in thought for a moment before he spoke again, "But how, teacher?"

Old Kimo smiled. Kala had never seen his teacher's face wear anything but a frown before. "I will teach you."

Born Where the Fire Meets the Sea

"In the beginning, there was the sea. The Great Eternal Ocean flowed on into the horizon forever. But Pele was not pleased. The goddess rose up from below the waves and at her whim great mountains with hearts of fire breached the ocean's surface and cast flaming lava high. Smoke rose above the water and wove itself into the sky, and where the fire met the sea, lava rock steamed into being, creating thousands of islands and the jagged coast. At the heart of her new kingdom, Pele stood alone. The Goddess of Fire and Wrack yearned for children, and birthed from her smoldering womb a great race of giants, with flames for hair and black coal for skin. They bowed to her command and served Pele well, but they feared the sea and would not stray near the coast. Pele was dismayed. She wanted her children to caress the sea as she once did, to enter the waves and they once entered her. And so she hurled smoking rock into the sea, and from the smoking stones the first Tulita came. Their people were born where the fire meets the sea, and they possess both in their hearts - the burning power of their mother, and the ancient changeless wisdom of the Great Eternal Ocean."

— Creation Chant of the Tulita

The Tulita of the Razor Coast

The Tulita are the children of the Goddess of Fire and Wrack, born from the ancient power of the sea. Their ancestors plied the waves thousands of years before the foreigners crawled from their caves. The great war chiefs of old hurled titans from the sky, bathed in the fires of Dreadsmoke Mountain, and wrestled tsunamis for sport. They are a proud race of warriors and mystics whose traditions are wrought over thousands of years. The foreigners dismiss the Tulita as a conquered race of savages. They mistake the natives' hospitality and patience for weakness. Visiting priests of distant religions claim the Tulita are coddled children of idle gods, living in isolation with no knowledge of the world's many terrors. This couldn't be further from the truth. The Tulita have seen darker times than most peoples and prevailed. When the Shark God laid claim to their coast, the sea was changed to bloody brine and the land burnt to ash. Still the Tulita live on. They cast the Hunger from them, and someday too they shall rise again and bring harmony to the Earth, Sea, and Sky once more.

The Warrior's Way

The warrior tradition of the Tulita is a mystery to most foreigners. They wield no steel, scorn the foul-smelling smoke of gunpowder, and many carry no weapons but their bare hands or simple knives or clubs. Yet the few foreigners who have witnessed a Tulita's hamala'kal, or heart of fire, knows just what these proud warriors can do. A Tulita trained in the Warrior's Way is as implacable as the volcano's fury or as elusive as a drop of water in the ocean. During the Kai uprising, twelve unarmed Tulita warriors routed a full brigade of Dragoons armed with rifle and saber in a matter of minutes. Witnesses claim these warriors were "everywhere and nowhere at once. Their skin scorned shot and fire, and they tossed armored Dragoons from the docks as a man might scatter a halfling child from his path."

Many pirates and Dragoons who have tangled with the Tulita curse their ways, claiming witchery or demon blood is the source of their martial power. The truth is that the Warrior's Way is drawn from the rocks and shoals, from the waves and the creatures who call them home, and from the searing heart of the Razor Coast's dread volcanoes.

The Warrior's Way is evolved from a thousand years of warfare, self-cultivation, and quiet observance of the raw and unforgiving power of the earth itself. Those trained in its mysteries are no longer men or women; they become a force of nature instead.

Training in the Warrior's Way

Teachers of the Way are called kumu, and they are notorious for their intense adherence to discipline and tradition, not to mention their fierce dispositions. Training in the Way begins before a child can walk. The student is hurled into the sea and snatched back again wailing only moments before the waves claim him for good. Many of the best initiates are drowned by their kumu and revived with secrets of the old chiefs. It is said that a boy or girl thus claimed by the sea forgets the meaning of fear, and that the water cannot harm them thereafter. As soon as the students can walk, smoking coals from the cook fires are pressed to their palms and the bottoms of their feet. Before the burns heal, they dance the old dances while carrying great stones.

As a child matures, true training begins. They wear gauntlets to catch the spears hurled at them from all sides. Practice intricate dances for a dozen grueling hours, with no break for food or water. Spar and wrestle interminably on the most treacherous of ground, including atop jagged rocks, among the sucking tides of Drowned Gull Cove, or balancing on vine ropes 30 feet above the jungle floor.

Music and dance play a great role in the Warrior's Way. The dances make the body supple and strong, and the beat of the drum teaches students to gauge their foe's rhythm in combat. Some astute warriors can even hear the beating of an enemy's heart quicken a moment before they attack. Trances entered during dance and music also give warriors the ability to act without thought and turn aside blows that would stagger a giant.

Instruction varies widely from tribe to tribe, but most

focus on unarmed techniques in the early years and then incorporate weapons as they grow towards manhood. A warrior's training culminates with the *hamala'kal Mak*, or the test of their heart of fire. During this test, the petitioner journeys into the searing reaches of Dreadsmoke and test their mettle against Pele's firstborn — the fire giants who dwell within the volcano's core. They return a master of the Way, and become *kumus* in their own right if they wish.

Tulita Tattoos

The Tulita art of tattooing is as ancient as the ocean. Most among the tribes bear the legacy of their family or the record of their own great deeds inscribed upon their skin. Some of these tattoos are more than mere decoration or history. Shamans use potent alchemical inks ground from various herbs and plants at specific times of the day or year, and employ old scrimshaw needles filled with the mana of their tribe to inscribe powerful tattoos into the flesh of a warrior with an ancient rite. Tulita wise men and women are the only persons who know the ancient rituals necessary to properly inscribe these pictograms.

The magic of these tattoos can only be activated three times a day. A creature may only bear one of these tattoos. When a Tulita character reaches 6th level, they may opt to gain a tattoo as a rite of passage. If they do not choose to do so at 6th level, they may do so at 9th or higher. Some sample tattoos are described below:

Ridge-Backed Whale: This tattoo allows its wearer to cast *strength* on themselves.

Viper's Fang: This tattoo allows the character to ignore the effects of one dose of poison.

School of Dolphins: This tattoo allows the character to cast *cure light wounds*, or add a +1 to attack and +1 to damage on all attacks made against any shark, wereshark, Dajobas worshipper, or any other monster related to Dajobas in a single round.

Turtle: This tattoo grants the character a +2 to their AC for 10 rounds, or the ability to cast *shield* for 3 rounds.

Volcano: This tattoo allows its bearer to inflict an additional 1d6 fire damage on all unarmed strikes for one round (including grappling and throwing, see below), or gain immunity to fire for three rounds.

Crescent Moon: This tattoo grants its bearer immunity to cold and level drain for three rounds.

Weapons of the Tulita

The Tulita make use of the weapons of the natural world. They forge no blades, mix no alchemical gunpowder, and rely on no steel plating. They trust instead in the vicious items and creatures that share the Razor Coast with them, fashioning weapons from urchins, coral, conch shells, sharks' teeth, and the bones of mighty whales. Instead of steel, most weapons are fashioned from bone, obsidian, or coral. Armors are made of various hides (gatorhide, whale hide, sharkskin) or scrimshaw bones, and most shields are made of shells (turtle shells most often). The following are a few examples of the Tulita's more dangerous handiwork.

Conch Gauntlet: These gauntlets are fashioned from hard conch shells whose back are studded with sharp ridges. They inflict 1d4 damage and on a 19 or 20 the gauntlet has a 30% chance of smashing to shards (after they inflict damage). **Price:** 20 gp.

Coral Bracers: These bracers made of jagged coral strapped to tanned whale hide are wrapped around the wielder's forearm. Anyone trained in their use gains a +1 bonus to their AC while they are equipped. The coral bracers can be used as a primary weapon inflicting 1d4 points of damage. **Price:** 30 gp

Sharkstooth Club: These clubs are usually made of koa wood, which is incredibly sturdy, yet lightweight. The sides of the club are then studded in ridges or rows of sharks' teeth. These weapons inflict 1d6 points of damage. **Price:** 10 gp

Spined Sea Whip: This whip fashioned from a stingray's tail is then studded with spines. This whip is made of incredibly tough sinew and inflicts 1d6 points of damage affecting even armored opponents. **Price:** 25 gp

Throwing urchins: The carcasses of dozens of sea urchins wash up in Kai bay daily, most are smashed to bits of dried detritus, but some are left mostly undamaged by the tides. These whole urchins are coated in koa resin and left to bake in the sun for days. Thereafter they make vicious throwing weapons with a rate of fire of 2, range of 10 feet, inflicting 1d3 points of damage. The spines of one of these urchins splinter in the flesh of a foe causing terrible pain as they shred flesh and meat. Anyone struck with a throwing urchin suffers a –1 penalty to attacks and saves until someone painstakingly removes the shards (which takes one minute), or the application of curative magic. This penalty increases from multiple urchin spine wounds, but never exceeds –4. **Price:** 10 gp each

Urchin spine bracers: These bracers are identical to coral bracers except they are also studded with dozens of urchin spines as well. The spines of one of these urchins splinter in the flesh of a foe causing terrible pain as they shred flesh and meat. Anyone struck with the bracers takes 1d3 points of damage, and suffers a –1 penalty to attacks

and saves until someone painstakingly removes the shards (which takes one minute) or curative magic is applied. This penalty increases from multiple urchin spine wounds, but never exceeds –4. **Price:** 50 gp

New Attack: Throw

When in a grapple, if you defeat your opponent's d6 roll (see the optional unarmed combat rules in the *Swords and Wizardry Complete* rulebook) you may then hurl them a distance away from you equal to 5 feet per every point your Strength exceeds your opponents Strength. You may throw a successfully grappled opponent in any direction you like. You may always throw an opponent 5 feet, even if their Strength exceeds yours. Throwing a foe is all that can be done in a round.

Chapter 3
Adventures

The adventures presented in this chapter are not specifically a part of the overarching Razor Coast adventure but were instead first presented as ***Indulgences*** by Sinister Adventures. They were and are intended as adventures set within the Razor Coast setting that can be easily used with Razor Coast as side adventures and convenient means to gain both needed experience and treasure or as short stand-alone adventures designed to give your players a taste of the Razor without necessarily playing through the greater adventure arc.

Blood Waters (7th Level)

"Blood Waters" is a deep sea adventure of murky intrigue and death by Greg A. Vaughan designed for four to six 7th-level characters. Tie it directly into ***Razor Coast*** *to expand the campaign, or run it as a stand-alone delve into the depths.*

This adventure takes place beneath the waves of the Razor Sea, and as such requires the characters have water-breathing magic themselves. If the characters do

not possess these resources, provide them at the beginning of the adventure. For useful info on running underwater adventures and facing aquatic dangers, see "Death Beneath the Waves" in ***Chapter 1*** *of this book.*

Adventure Background

The seaside city of Port Shaw that makes Kai Bay brim with mast, sail and cannon is not the only power that holds sway along the Razor Coast. Not far away rests a sprawling kingdom largely beyond the knowledge of the land-bound folk. In the kelp-forested depths of the Great Rift reigns the Court of the Sea King. The Coral Kingdom was once a powerful force on the floor of the Razor, a nation of locathah that kept the peace beneath the waves and held at bay the more fearsome predators of the Far Deeps. Through the Sea King's benevolent guidance, his people spread far and wide, annexing other peaceful undersea communities such as the Merfolk Triperium, the triton clans of Murdrak Hold, and even the frivolous Nereid Sisterhood. So powerful was the Coral Kingdom's royal influence they were even able to conduct trade and make treaties of alliance with several tribes of the indigenous Tulita natives dwelling along the Razor Coast.

Then came Harthagoa, the Demon Below. This Krakenfiend from the Far Deep cowed the savage sahuagin shark riders, and even intimidated the inscrutable aboleths into his service. The Demon Below rallied all manner of barbaric and villainous creatures from the deepest reaches of inky darkness. With this army under his tentacles, Harthagoa began his own conquest of the waves. The Sea-Elven Enclave fell to his crushing grasp, and he spewed misery upon the Empire of the Sea Elves. Underwater kingdoms fell before the kraken one after the next. Only the locathah continued to resist, striking out from their labyrinthine Coral Kingdom and hiding under the shroud of their dense kelp forests.

Unable to take the Court of the Sea King by force, the kraken's servitors nevertheless pressed at their borders in a constant low-grade war of attrition. The locathah held firm but were spread too thin to defend all of their holdings and allies. One by one the communities and territories of the Sea King's allied peoples fell away into the dark embrace of the Demon Below never to be seen again, until even the Sea Kingdom itself was whittled down to a splinter of its former glory. Now the kingdom encompasses little more than the locathah stronghold of the Court of the Sea King nestled deep in the well-protected Great Rift.

Though the locathah held firm and seem to have carved

some breathing room for themselves from the constant onslaught of the Demon Below's dark servants, their position is far from stable. In fact, the relative peace they enjoy in recent tides is not born from their valiant resistance, but is rather the rotting fruit of the Demon Below's latest stratagem. Two great-tides ago, the Sea King's beloved mate suddenly died after an unfortunate encounter with a rare sea urchin. After a suitable period of mourning, Gla'gool, the current reigning Sea King announced he would take a new wife in the tradition of his ancestors, in order to renew and cement old alliances. He named as his bride the mermaid lass Avareth, a breathtaking beauty and one of the only survivors of Harthagoa's brutal assault on the Merfolk Triperium. Unfortunately for the Sea Kingdom, Avareth is more than she seems. The mermaid is no mermaid at all, but rather a deadly sea hag who serves the Demon Below as a deep-cover agent. Her dowry is the destruction of the locathah people. She plans to bring the realm of the Sea King to its knees from within.

Adventure Summary

The characters travel willingly (or the Referee lures them) into the depths, where they encounter Jab'roth, the sea-changed retainer of one of the Sea King's sons who recently disappeared. At his urging, the characters must find a way into the palace in the Court of the Sea King where Jab'roth believes his prince's betrayal took place, and where he fears his master is being held under guard. By utilizing resources within the Sea King's court, the characters are able to infiltrate the inner recesses of the undersea palace – a wonder of coral and cooled magma, sculpted from ancient lava tubes by Gla'gool's ancestors when the sea was young. There they unravel the truth of the Sea King's new bride and confront her in the secret throne room she established as part of her impending coup. It is up to the party to end the menace she represents or abandon the locathah peoples to the cold mercy of the Demon Below.

Adventure Hooks

There are several ways that the characters can become involved:

Some of these hooks incorporate material from the ongoing plots to be found in *Razor Coast*, and link directly to that campaign. Choose one of the following or create your own hook to draw the characters into the machinations of the Sea King's court. If the characters do not possess the means to adventure beneath the waves on their own power, Old Edigar provides them with this ability as described below.

Sunken Treasures

The party chartered a vessel and set out to plumb the depths of the Seafarer's Graveyard and a king's ransom worth of treasures lost there over the years. In this hook, the characters have taken on Old Edigar as a member of their crew, relying on his expertise to aid them in dives down to the wrecks of the lost ships below.

Reclaiming the Beacon

The Elders Council of Port Shaw takes an interest in reclaiming the lighthouse of Beacon Island for use in better protecting its shipping lanes. They provide the characters with transport out to Beacon Island, warning the party to beware of the restless spirits of the former light keeper's family that may haunt it as well as the hungry wyverns that are known to nest in its lamp tower. However, as the characters journey out to the island, their ship is beset by tumultuous storms and runs aground on a reef near its shores. They are rescued and brought to land by Old Edigar, who lived on the island as a hermit for the last several years. Edigar avoids the lighthouse, "Nothing but shadows and whispers live there, ain't fit for the living no more."

The characters are free to explore the haunted lighthouse if you wish (see **Chapter 5** of *Razor Coast* for details), but when the party elects to return to Port Shaw they will need to brave the waves to do so, possibly with Old Edigar's assistance.

Trading Troubles

The characters are hired as part of the Sea Spider Trading Company to serve aboard a rich cargo vessel bound for Port Shaw. While still a few days out from port, a ship flying the Municipal Dragoon colors stops their vessel.

The ship claims to be a customs vessel of the Port Shaw Municipal Dragoons and boards the party's ship to search it for contraband. During the search, a scuffle breaks out between a customs inspector and member of the adventurer's crew who hid some ivory totems in the covers of his bunk. In the course of the scuffle the inspector's shirt tears, revealing a large circular scar like the mark from the tentacle of a giant octopus on his chest. The inspector immediately orders his soldiers to execute the man and all witnesses.

The characters and other crewmembers battle desperately only to find, just as they fight their way to the top deck, that the customs ship has pulled away and opened fire. Shot and ball splinter their hull, and the characters watch helplessly from their sinking vessel as the other ship sails away. Not even their lifeboats survived the treacherous broadside. As their ship slips beneath the waves, the characters find that they are the only survivors, along with a grizzled crewmember named Old Edigar.

Razor's Revenge

One dark night a masked man approaches the characters and claims to be a relative of Captain Jacob Razor, a murdered hero of the Pirate War that almost destroyed Port Shaw a decade past. The masked man wishes to hire the characters to prove to the government of Port Shaw that Captain Razor's murder was also treachery and wants the party to root out the corrupt Municipal Dragoons responsible for the great captain's death.

The masked man plans to sail to the site where he believes Captain Razor's ship, the Razor's Edge, went down, use magic to contact the deceased captain's spirit, and learn the truth of his death. One of the members of this clandestine expedition is Old Edigar who will help them reach the sunken wreck of Jacob's ship, the Razor's Edge.

Old Edigar

Old Edigar is essentially a tool for the Referee that allows the characters to adventure beneath the waves if they do not have the capabilities to do so on their own. He is not intended to join them on the adventure, for such a powerful NPC would almost certainly end up in charge of the adventure, and be relied upon by the characters for the solution to any problem. Old Edigar is a Neutrally-aligned sea-druid. He is a wizened individual with grizzled gray hair and a long beard. He wears simple brown, home-spun robes belted with a piece of lanyard and eschews the wearing of shoes ("a bizarre custom of you land dwellers I'll never understand"). Long a devotee of the open ocean, this sea druid spends most of his time in solitude on or beneath its waves. If the characters need assistance in traversing the depths, he can cast mass countenance of the deeps for them and provide them with general information about adventuring underwater (see side bar below).

Old Edigar is actually the great uncle of the sea captain Bethany Razor and has his own reasons for helping the characters in whatever endeavors they are undertaking in this side trek. He does not reveal this relationship to his infamous grand-niece both for her protection and his, though if you choose, he can become a recurring NPC in the *Razor Coast* mini-campaign to serve as a constant source of aid and information to the characters and possibly to eventually reveal his familial ties.

Adventuring Underwater

Although house rules can change any of the guidelines, it might be useful to have these three critical "parts" of the framework for underwater adventuring. All three of these should be explained – in whatever detail you have developed – to the players before the adventure actually begins. Even though the actual implementation of the rules is up to you as the Referee, the players need something to begin with.

Movement

Those without a "swim" movement presumably have a swimming movement between 1 and 4 (this likely depends upon armor type). As a rule of thumb, try dividing the character's movement rate by 3 to determine an approximate swimming speed per round.

Air

For various possible house rules to use in underwater adventuring, see the Side Box entitled "Holding Your Breath" on page 301.

Weapon and Spell Restrictions

Thrown weapons are ineffective underwater, and all other ranged weapons have a –2 penalty to attack rolls for each 10 feet of water they pass through. Slashing and bludgeoning weapons also have a –2 penalty to attack rolls and deal half damage.

Fire spells do not function underwater unless the caster makes a saving throw. Even then, the spell creates a burst of damaging steam rather than fire but otherwise works as described.

—Matt and Skeeter
Based on Greg's original *Pathfinder* commentary

Part One: A Cry For Help

Whatever the party's reason for entering the waves, not long afterward a swimming form approaches them—a sea-changed man named **Jab'roth** (Neutral Thf3). He approaches the characters in peace, obviously unarmed. If allowed to speak, he does so in stumbling common.

Sea-Change

Supernatural Nature of the Sea-Change

The *sea-change* is a supernatural condition often found in the Great Rift. Multiple castings of *remove curse* over a period of five days will reverse the condition – but apparently only if the object of the spell desired the condition to be removed. In the case of animals, *remove curse* generally succeeds. The condition cannot be dispelled, nor does it react to the casting of a remove disease spell. In cases where a toxin or venom will create the condition, spells that affect poison will neutralize or slow the toxin, but only until it has taken hold. Saving throws (and possibly bonuses thereto) would also apply, depending on the nature, potency, and concentration of the poison, as the Referee decides.

One example of the *sea-change* is described in the eponymously named new Druid spell.

Effects of the Sea-Change

A person (or creature) affected by the *sea-change* becomes, effectively, amphibious, for the duration of the spell. The spell's recipient becomes a fast swimmer (having a swimming speed of half the ordinary movement rate on land), and can comfortably breathe both water and air due to the sprouting of gills upon the neck. The *sea-changed* creature's frog-like skin will dry out and eventually begin cracking; full immersion in water for at least 10 minutes every 12 hours is required to avoid this problem, which causes a –2 to hit and on any saving throws.

The strange man approaches, the incandescent light reflected off the coral reef nearby revealing his mottled complexion, a slight touch of blue to his skin, subtle webbing between his finger and toes, and gaping red gills like slash wounds on the sides of his neck. He bows as he bobs with the current and speaks with a torrent of bubbles.

"Greetings, landlings. I see you have adapted well to our ways beneath the waves. Please allow me to vent my gills for an eddy if you have the time. I am Jab'roth, First sworn Finman to Cal'la'joola, Seventh Prince of the Court of the Coral Kingdom. I come to you on behalf of my master, Prince Cal'la'joola, who went missing these past seven tides. It is believed, and the Sea King has publicly declared to his subjects, that the Honorable Prince Cal'la'joola was surely lost in the border wars with the Demon Below and such is a great tragedy to the allied peoples of the Undersea. However, I know that my master left the fighting at the front to return and report to the Sea King at his palace before he went missing, so it is impossible he was lost in battle. I fear some treachery within the palace itself waylaid my master and deceived his father, the King of the Seas. Unless you would have the waves froth with blood foam to taint even to your dry shores, I beseech you to help me find my prince before news of the treachery gets out and rends the Sea Kingdom from within. I would not see my realm reduced to blood waters, and I fear that outsiders such as yourselves may be the only hope to stem this red tide."

While Jab'roth is an excellent manservant and information gatherer, he is not much of an adventurer. Therefore, he cannot gain the characters access to the palace itself. However, he can help them make contacts with certain individuals who can as described below. If the party agrees to help Jab'roth, he offers them an armband of rare golden coral inset with rough diamonds worth 2,500 gp if they can locate Prince Cal'la'joola and rescue him if still alive. He explains that the armband belonged to the prince and was gifted to Jab'roth as a reward for years of faithful service. He will part with it, his most prized possession, if it will bring his master to safety.

Entering the Coral Kingdom

The rim of the Great Rift, a tall ridge of coral encrusted basalt, is now the heavily defended border of the tattered remnants of the Coral Kingdom. Though the kingdom is not currently under siege, agents of Harthagoa and other dangerous predators lurk just beyond the border. Locathah patrols roam on sea cat back, skirmishing with sahuagin shark raiders. The water here is misted with blood and the torn carcasses from casualties on both sides draw dangerous scavengers. As Jab'roth leads the characters past the border into the kelp forests and coral canyons of the Great Rift, roll d4 from the options below or simply choose the encounters you like and toss them the characters' way.

1. Sahuagin Shark Raiders

A band of **10 sahuagin** and their **3 black-finned bale-sharks** roam the border seeking locathah patrols to devour. The characters make a fine substitute, especially when the leader of the sahuagin, a fat bloated specimen of his vile race named Kartanga, spots Jab'roth and recognizes the sea-changed human as the right hand man of one of the Coral Kingdom's Sea Princes. If the sahuagin detect the party before they themselves are detected they hide in a thick swash of kelp under a coral outcropping and suddenly surge out to attack.

Katanga: HD 3+1; **HP** 22; **AC** 5[14]; **Atk** weapon (1d8); **Move** 12 (swim 18); **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none. See ***Monstrosities*** for more details.

Sahuagin Raiders (9): HD 2+1; **HP** 8 (x2), 9, 16, 6, 14, 12, 5, 7; **AC** 5[14]; **Atk** weapon (1d8); **Move** 12 (swim 18); **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none. See ***Monstrosities*** for more details.

Bale-shark (7HD) (3): HD 7; **HP** 33, 28 (x2); **AC** 6[13]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 9; **AL** N; **CL/XP** 7/600; **Special:** feeding frenzy. See the **Appendix** for more details.

2. Yarrowdalg the Soul Render

Formerly a sea giant warlord and despicable demonist, Yarrowdalg betrayed his people to Harthagoa by opening up their enclave's dragon turtle shell dome to the kraken's legions. Yarrowdalg proved an apt lickspittle and formidable commander in the Demon Below's hordes, but was slain in furious battle with a cantankerous benthic serpent (see "Death Beneath the Waves" in Chapter 2) who refused to yield his territory to the Krakenfiend without a fight. Harthagoa begged his demonic sire to restore his servant, offering the blood of an entire merfolk village in sacrifice. Yarrowdalg rose from the depths again as a hideous undead servitor of the Demon Below who now terrorizes the locathah holding the border of the Great Rift, sating himself on their souls day and night.

Yarrowdalg the Devourer (Sea Giant Ghoul): HD 14+1d6 points; **HP** 61; **AC** 2[17]; **Atk** 2 claws (2d6) or trident (6d6), bite (2d4); **Move** 15 (swim 24); **Save** 3; **AL** C; **CL/XP** 15/2,300; **Special:** hurl boulders, immunities, paralyzing touch. See ***The Tome of Horrors Complete*** for more details on the Sea Giant.

3. Locathah Patrol

Brave warriors whose loyalty is unquestionable, this band of **4 locathah** reconnoiter the dangerous eddies on the edge of the Great Rift along with **Mab'lil'kar**, their trusty orca whale companion. When they see the party, the leader, a female locathah named Blool'dra, hails them and asks Jab'roth to explain why he's bringing outsiders into the kingdom. Blool'dra is on the lookout for spies of the Demon Below, and carefully inspects Jab'roth, trying to discern if perhaps he is an illusion, an enemy in disguise, or under the influence of some foul enchantment magic. If the characters start trouble, the locathah attack in a paranoid frenzy. If the party remains calm, the locathah let them pass and may also engage them in idle conversation, during which Blool'dra confides in Jab'roth that the king is sadly absent from daily affairs now and spends his days sequestered in some secret reach of the palace out of sight, entreating with no one except his new bride.

Locathah (4): HD 2; **HP** 11, 7, 10 (x2); **AC** 6[13]; **Atk** spear (1d8) or aquatic light crossbow (1d4+1); **Move** 12 (swim 12); **Save** 16; **AL** N; **CL/XP** 2/30. **Special:** none. See the **Appendix** for more details.

> **Equipment:** spear, aquatic light crossbow (doesn't suffer range penalties underwater), 10 crossbow bolts.

Mab'lil'kar, Killer Whale: HD 12; **AC** 4[15]; **Atk** bite (3d10); **Move** 0 (swim 24); **Save** 3; **AL** N; **CL/XP** 12/2000; **Special:** none.

4. Stinging Manta-core

These dangerous predators, with a stingray's body and fins, a sea cat's head and claws, and a cluster of sinewy spine-flinging tails are a constant menace in and around the Great Rift. When the **manta-core** spots the party, it hides behind a giant clam's shell (giving it cover) and then barrages them with its tail spines.

Manta-core (sea manticore): HD 6+4; **HP** 29; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d8), 6 tail spikes (1d6); **Move** 12 (swim 18); **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** tail spikes.

The Usual Suspects

Once the Jab'roth and the characters draw near the Sea King's Palace, they'll need to devise a means of entry. Queen Avareth manipulated her beloved king into sealing the palace up tight "to prevent dangerous agents of the Demon Below from gaining entry, of course!" Additionally, Jab'roth already searched the palace up and down for his master, but cannot locate him. He knows the Queen ordered a sub-level built recently as a redoubt for the royal family in case of a siege, but Jab'roth cannot locate the entrance to this level. Jab'roth's recent snooping has not escaped notice, and many suspect he is a spy, or worse, that he contributed to his master's death on the frontlines. The poor sea-changed servant is now persona non grata in the palace grounds.

Since he cannot grant the characters access to the palace or reveal the prince's whereabouts, he instead points them towards some people who might. Following is a list of three individuals that he may suggest that the characters speak to if they meet the prerequisites as described below. All dwell in the Great Rift near the palace, and he can set up introductions on short notice. The characters can speak to one or all of them as they see fit.

Draveross Untillion, King's Door Warden

If the characters ask about an official who controls access to the palace or keeps records of visitors, Jab'roth nods and says: "Draveross, the King's Door Warden. He monitors the comings and goings of the palace!" Tales of the Sea King's Door Warden's unwavering allegiance to the King are well known. It is easy to gain an audience with Draveross, and he listens gravely to any concerns they express over the prince. If they reveal their mission, he leans in conspiratorially and whispers that he too believes there may be disloyalty in the palace and will tell all he knows but not here. He asks the characters to meet him at dark tide (midnight) at an inconspicuous location where he can fill them in on what he knows. His words are duplicitous, however; he is actually a servitor of the queen, and his directions lead the characters into an ambush by a force of 8 skum. If his subterfuge is detected, he retreats behind the protection of his 12 gate guards (male locathahs) who can summon equal reinforcements in 2 rounds. The characters will be unable to gain further contact with Draveross.

Skum (8): HD 2; **HP** 13 (x2), 6, 12 (x2), 5, 8, 9; **AC** 6[13]; **Atk** trident (1d8), 2 claws (1d4), bite (1d6); **Move** 9 (swim 15); **Save** 16; **AL** C; **CL/XP** 2/30. **Special:** none. See the **Appendix** for more details.

Equipment: trident.

Locathah (12): HD 2; **HP** 11, 7 (x2), 5, 10 (x3), 9, 13 (x2), 6 (x2); **AC** 6[13]; **Atk** spear (1d8) or aquatic light crossbow (1d4+1); **Move** 12 (swim 12); **Save** 16; **AL** N; **CL/XP** 2/30. **Special:** none. See Appendix for more details.

Equipment: spear, aquatic light crossbow (doesn't suffer range penalties underwater), 10 crossbow bolts.

Ffluesh'pa Makko, Master Cellarer

If the characters ask about anyone who might have free access throughout the palace grounds or knowledge of the palace's staff, Jab'roth suggests Makko. Likewise, any question they ask about some related service industry such as innkeeper, cook, vinter, or brewer causes Jab'roth to reveal that the palace has a cellarer who knows the lesser monitored servants' means of entering the stronghold.

Makko is an old friend of Jab'roth and helpful but knows nothing in particular about the prince. He does know that a new lower level has been secretly added onto the palace beneath the throne room and that the Sea King and his queen spend quite a bit of time there. He suspects a secondary entrance to these chambers lies on the southwest side of the palace. If pressed, he remembers that a local drunk named Keb sometimes roots through the palace refuse near that area.

Keb, Local Derelict

Keb's name comes up if the characters ask about any local riff-raff that hangs around the palace and might have seen or overheard anything in regards to the prince's disappearance. In addition, he might come up in conversation with the master cellarer. Keb can be located by asking around. Keb (Neutral lizardman) is dead-drunk when found and uninterested in dealing with the characters. A bribe worth at least 10 gp changes his attitude. Though largely incoherent, he relates that he knows of a new secret entrance to the palace (the one mentioned by Makko) and that he saw some fishy thugs (not sure what kind) carrying a locathah-sized bundle into it at dark tide within the last tide- cycle (week)—he cannot be more precise in his current state and will not sober up soon. He can give precise direction to the back door at **Area 1** in **Part Two**, though.

Part Two: Palace of the Sea King

The Sea King's palace is a majestic construction built in and among the fanciful spires, tubes, and coral reefs of an ancient, picturesque lava flow. Several portions of it are festooned with thick kelp forests serving as the royal gardens. The palace is a massive affair inhabited by hundreds of undersea races and guarded by three companies of veteran locathah warriors, fiercely loyal to the Sea King. Fortunately for the characters, most of this side trek takes place in only a small isolated corner of the palace.

Features

The palace is comprised largely of ancient lava tubes of basalt and colorful igneous rocks — deep purples and smoldering reds are most common, with mineral streaks of gold and blue interspersed. The lava tubes are circular in cross section and average around 15 feet in diameter. The kelp forest surrounding the palace is quite dense and grows as high as 50 feet. The dense kelp conceals creatures moving through it, but also cuts their Movement in half. In places, paths have been cut through the kelp to form swaying tunnels that shift with the currents. These are typically 10 to 20 feet in diameter and let in little, if any, light.

1. BACK DOOR

The swaying forest of kelp has a small break in it here at the lower corner of the great basalt ridge in which the palace has been constructed. Someone hacked an opening in the dense seaweed to create a dark tunnel. Occupying a makeshift camp at this tunnel entrance are four misshapen fishmen. These hideous squat creatures with hunched backs and twisted arms and legs each sprout a muscular fluke-like tail from their lower torso.

This back door into the new lower reaches of the palace has recently been constructed by Queen Avareth to expedite her coming and going at will.

Creatures

Guarding this entrance are **four skum**. These creatures serve Avareth at the command of their aboleth masters. They typically hide within the kelp but have grown lazy of late since no one ever comes this way and are caught by the characters lounging out in the open. They eye the characters warily and attack if they approach. They make one attack each and then retreat back into the mouth of the kelp tunnel to lure the characters within range of a ***sea-changed*** **otyugh** that serves as their garbage disposal, waiting hidden in the kelp beside the entrance with total concealment. The otyugh unleashes a belch of brackish slime and lumbers forward to attack as soon as it hears the sounds of battle nearby.

Skum (4): HD 2; **HP** 6, 8, 9 (x2); **AC** 6[13]; **Atk** trident (1d8), 2 claws (1d4), bite (1d6); **Move** 9 (swim 15); **Save** 16; **AL** C; **CL/XP** 2/30. **Special:** None. See the **Appendix** for more details.

Equipment: trident.

Otyugh: HD 7; **HP** 34; **AC** 3[16]; **Atk** 2 tentacles (1d8) and bite (1d4+1); **Move** 6 (swim 6); **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** disease, sea-changed.

2. FALSE PRISON

The kelp passage widens here to reveal a side hollow. At the back of the hollow, a humanoid struggles in bonds of living kelp that hold it in place. It is a mermaid, and the green tendrils wrap around her supple body and pin her arms. They are likewise secured over her mouth forming an effective gag. Brilliant green eyes stare at you imploringly over these unnatural fronds.

Creatures

This small chamber is the lair of a kelpie named **Kritha**, a demented thing that lives only to feed on others. When she hears the sounds of battle without, Kritha takes the form of an imprisoned mermaid. The kelpie is comprised of both the mermaid herself and the kelp bonds that seem to hold her. She attempts to charm one of them into helping her. When she has grasped a creature or her ruse has been unmasked, she telepathically calls **2 breath takers** that lurk in the kelp forest behind the characters to come to her assistance. They arrive in 1 round.

Kritha, Kelpie: HD 5; **AC** 2[17]; **Atk** slam (grab, drowning); **Move** 9 (swim 12); **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** amphibious, charm, reshape form, resistance to fire (50%), telepathy 1 mile. See ***The Tome of Horrors Complete*** for more information.

Breath Takers (2): HD 8; **HP** 41, 33; **AC** 5[14]; **Atk** 2 claws (1d4+1) or air-stealing touch (1d4 constitution; save avoids); **Move** 9 (swim 18); **Save** 8; **AL** C; **CL/XP** 8/800; **Special:** air-stealing, immune to charm and sleep. See the **Appendix** for more details.

Tactics: Kritha tries to lure a foe into her grasp, then uses charm against another foe to serve as a defender. If reduced to 20 hp, the kelpie releases any grappled foes and flees into the kelp beds.

The breath takers attack with their air-stealing ability. Breath takers are partially skeletal creatures clad in the soggy wrappings of a pirate. In life, they were evil thieves who drowned at sea. They cause a ghostly hand to emerge from their own to attack opponents within 10 feet. If the attack succeeds, the ghostly hand enters the victim's chest and drains 1d4 points of constitution per round the breath taker maintain the hold (requires a successful attack each round). At zero constitution, the victim drowns.

3. CROSS CURRENT

A lave tube crosses your path here perpendicularly, sloping from the west down to the east. A strong current flows through in the direction of this slope. The lava tube you have followed splits in two on the opposite side after surmounting ledges about 10 feet high.

A constant current flows from an opening high to the west down through a passage descending to the east. Swimmers must make a saving throw or be swept along to the east and take 1d6 points of damage each round from bouncing along the rough walls. Swimming against the current (at movement rate divided by 3) requires a successful saving throw each round, but will avoid damage.

Creatures

Clinging to the roof of the crossing tube here at the intersection is a **giant octopus**. It always keeps two tentacles lodged in place to keep it stationary (it cannot attack with those two tentacles). It attacks any who try to cross the current. On the far side a group of **6 locathah warriors** guard the two tunnel exits from the ledges, three in each opening. The octopus ignores them.

Giant Octopus: HD 7; **HP** 29; **AC** 7[12]; **Atk** 8 tentacles (1d3); **Move** 2 (swim 10); **Save** 9; **AL** N; **CL/XP** 10/1,400; **Special:** constriction and pinioning.

Locathah (charmed) (6): HD 2; **HP** 11, 6, 8 (x2), 3, 7; **AC** 6[13]; **Atk** spear (1d8) or aquatic light crossbow (1d4+1); **Move** 12 (swim 12); **Save** 16; **AL** N; **CL/XP** 2/30. **Special:** none. See the **Appendix** for more details.

Equipment: spear, aquatic light crossbow (doesn't suffer range penalties underwater), 10 crossbow bolts.

Tactics: The locathah remain atop the ledges to avoid entering the current and use their crossbows on intruders. The locathah are all charmed by Avareth and fight to the death. If the characters take one tunnel to the north, the surviving locathah head north in the other lava tube to join their queen in **Area 4**.

4. QUEEN'S BOUDOIR

The water grows warm, then hot, as you proceed down the tunnel. Before you sprawls a cavernous chamber, created when a giant bubble formed and hardened in the ancient lava flow. In its center, an upwelling of magma continues its slow percolation, gradually creating a new sea mount and bathing the entire chamber in a lurid red glow. Floating beyond this super-heated vent is a tall and regal looking male locathah wearing a crown of gold. At his side, a mermaid, her gorgeous body and features sculpted as if by the gods themselves, lounges on a giant conch shell, wearing a crown composed of coral and emeralds atop her brow. Swimming overhead is a massive shark, almost 20 feet long, with bits of its last meal clinging to its rows of jagged teeth.

Avareth constructed this chamber in the new throne room for when she assumes control of the Sea Kingdom. The magma upwelling moves at an extremely slow pace and cools very quickly. However, anyone within 10 feet of its hot center (red on the map) takes 3d6 points of fire damage per round. In the west wall is a secret door closing off a holding cell. Within is a bound and gagged Seventh-Prince Cal'la'joola, whom Avareth intends to soon sacrifice to the Demon Below's father by slowly roasting him over the magma vent.

Creatures

Occupying this room are **Queen Avareth** and her pet **bale shark**. Likewise, any locathah that survived **Area 3** have retreated here to defend their queen to the death. **Gla'gool the Sea King** is also present, though he has been thoroughly charmed by Avareth and defends her unless the characters realize he is befuddled and free him via dispel magic, protection from evil or other magic. He is aware of the secret side chamber where his son wallows, but Avareth convinced him his son was hatching seditious plans to

usurp him. Though it pains Gla'gool greatly, he has agreed that his son must pay with a burning death for his "crimes."

The locathah warriors are affected by Avareth's horrific appearance, but the bale shark is not. When Avareth employs her horrific appearance, all the locathah (including the king) get a free additional save against her charm. Even if they fail the save they take no actions for one round before attacking the characters anew.

King Gla'gool, Locathah Aristocrat: HD 8; **HP** 27; **AC** 4[15]; **Atk** *+1 shocking returning spear* (1d8+1 plus 1d6 electric shock) and *+1 sickle* (1d6+1); **Move** 12 (swim 18); **Save** 8; **AL** N; **CL/XP** 8/800; **Special:** spells (2/1). See the **Appendix** for more details.

Spells: 1st—*cure light wounds, detect evil*; 2nd—*hold person*.

Equipment: *+2 coral slate scale mail* (–3 [+3]),*+1 shocking returning trident, +1 sickle, potion of extra healing*, golden crown encrusted with black pearls (500 gp).

Tactics: During combat, Gla'gool is more interested in protecting Avareth than he is in killing the characters. He viciously attacks anyone who harms his loving wife, laying waste with his trident and sickle. When Avareth reveals her horrific appearance, he gets a new save against her charm. Even if he fails the save, he takes no actions for one round as he reels from his love in horror. Thereafter, Avareth claims he is seeing "a foul illusion created by these interlopers!" If he failed his save Gla'gool buys this and renews hostilities against the characters.

Gla'gool fights to the death unless he is freed of Avareth's enchantment. If freed he is dazed for 2 full rounds. With her hold finally broken, Gla'gool's mind crumbles as he realizes the grotesque lie he's been living under for weeks. He grabs a jagged piece of coral from the floor and gouges his eyes out to ensure he does not fall prey to Avareth's witchery again. Blood billows from his vacant eye sockets in a great rust-colored cloud. His ragged coughing voice croaks out two words in common - "Never again." Any surviving locathah warriors immediately cease fighting and bow down to their monarch. All of them turn their attacks against the Queen and aid the characters from here on out.

Queen Avareth the Sea Crone (half-mermaid, half-sea hag): HD 9; **HP** 48; **AC** 3[16]; **Atk** 2 claws (1d4+2), bite (1d4); **Move** 6 (swim 18); **Save** 6; **AL** C; **CL/XP** 11/1,700; **Special:** death gaze, spells (4/2/2), weakness gaze

Spells: 1st—*detect magic, magic missile, protection from good, shield*; 2nd—*invisibility, phantasmal force*; 3rd—*dispel magic, hold person*.

Equipment: *cloak of protection +3*, *necklace of steam bursts* (this item is identical to a *necklace of firebaubles* except the explosions produce bursts of steam with the same area of effect and damage), *ring of fire resistance*, coral and emerald crown (3,500 gp), gold and coral armlets (200 gp each), pearl nipple ring (100 gp).

Tactics: When she becomes aware of a threat, Queen Avareth casts *protection from good* and *shield* on herself, in that order. The effects of these spells are not included in her stat block.

Avareth opens combat by hurling her most powerful steam bursts from her necklace at the characters. Doing so likewise unleashes her horrific appearance, and she chooses a Thief or Magic-User for its deadly effects. She tries to remain at a distance from the characters, relying on spells or her weakness gaze to slow them down.

Avareth knows that if she fails the Demon Below she will be destroyed and sent to an eternity of agony at the tentacles of Demogorgon in the Abyss. Therefore, she fights to the death to overcome the characters.

Upon death, Avareth's soul travels to the Abyssal layer of Demogorgon. Resurrection spells can return her to life, but she is otherwise confined there for eternity serving at the whim of her Abyssal master.

Bale-shark (Large Shark, 7HD) (3): HD 7; **HP** 32, 50, 34; **AC** 6[13]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** N; **CL/XP** 8/800; **Special:** feeding frenzy. See the **Appendix** for more details.

Tactics: The shark takes the offensive immediately, and attempts to push characters into the magma vent if able. The shark fights until slain.

Concluding The Adventure

If the characters manage to defeat Avareth without slaying Gla'gool, the king is grateful even though he is newly blinded and horribly shaken from his ordeal. The Sea King rewards them with not only all of Avareth's possessions but 10,000 gp in pearls as well. They are also named as Protectors of the Court of the Sea King and can come to him for aid whenever they need to do so. The Demon Below still threatens from all around, but now the "Blind King" can redirect the sea peoples' efforts effectively against his menace without distraction. The Sea Kingdom may yet survive after all, and the characters have gained new allies in their fight to save the Razor Coast from Harthagoa's grasping tentacles.

If the characters kill the king and Avareth survives, and the characters do not find and free the Prince, her work is done for her. Playing the part of the bereaved widow with panache, she wins the hearts and minds of the Coral Kingdom's subjects, maneuvering them into horrible danger and opening their borders to agents of the Demon Below. The seas belong to Harthagoa in this case, and the sea-fiend turns his smoldering gaze upon the distant shores of the Razor Coast with a burning hate, and a hunger for fresh souls to feed his demon father's insatiable appetite.

If the characters slay Avareth and the king, but manage

to free the prince from bondage, he is distraught to see his father dead at the party's hands, and may apprehend them, or order them executed if they point out they were trying to rescue him, and remind the prince that the king was complicit in his imprisonment). In this case he banishes the characters instead. They have gained no ally among the locathah this day, and when the time comes for Harthagoa to move against Port Shaw, the party faces annihilation alone.

Mysteries of the Razor Sea (1st Level)

The Razor Coast swallows ships and souls by the thousand. Dangerous shoals, benthic serpents, terrible nor'easters, dark shapes beneath the waves the size of atolls, cannibal pirates, corrupt dragoons, and of course the voracious predations of Harthagoa the Krakenfiend are but a few of the terrors awaiting those who sail the open ocean.

Most salty dogs who sail the seas can tell enough tales of death and danger to fill every night of a month long voyage. The most terrifying are not stories of grasping tentacles from the deep, nor the savage war chants of the cannibals of Mal'Drakmaht echoing across the waves. Rather, the tales that quickest unscrew a man's courage are of ghost ships. The Razor Sea is prowled by vessels with no man at their helm, their rigging tangled in wild knots like the hair of some crazed hag and not a single living soul aboard. The fates of their crews are known to none but the gulls and waves. The dark holds of these creaking derelicts are now home to restless spirits and nameless terrors. Some say the ships take on an unnatural life of their own.

Here follows the Tale of the Seabear, another ship claimed by the Razor's many mysteries…

"The Tale of the Seabear" is an adventure by Nicolas Logue for four to six 1st-level characters, perfect for introducing your players to the dark horrors that await them in ***Razor Coast*** *or on any ocean.*

There are powers on the Razor Coast best left undisturbed. Rancorous idols of forgotten gods seethe on the beaches of long abandoned coves. Once honored as fierce guardian spirits, these cracked, wind blasted idols are now attended only by a congregation of tangled seaweed, driftwood, cawing gulls, and a host of skittering crabs. When a ship washes ashore in these forlorn coves, a wise crew gets their vessel seaworthy and heads for the open ocean again as fast as possible. Those who linger on these accursed beaches earn the ire of hate-filled gods, and those who take these idols with them taint the entire sea with an ancient evil best left buried in the sands.

Adventure Background

The Seabear was a proud freight-hauling cog whose well-salted bow had crested the Razor Sea for over one hundred years. The tough old ship scorned the deeps' embrace on more voyages than most elves have years and her helm outlasted no less than seven captains. The Seabear was not an impressive ship to behold, but everyone knew her. She was lucky, and any man who earned a berth on the cog slept a little easier out there on the Razor, knowing full well she'd come home safely near a thousand times before. When the freighter was reported missing over six months ago after it failed to turn up in Port Shaw, more than a few people held out hope. The captain of the ship was an old sea trader by the name of Mortimer Cray, who knew the Razor as well as any man could. They took on a load of fleece and a small cache of expensive tea from distant Port Shaw. No one ever expected the Seabear to flounder.

During the voyage, a sudden storm rose up nearly swallowing the freighter and her crew in a flurry of towering waves. Mortimer's excellent seamanship alone saved the vessel, but its timbers lay ravaged by the squall. Unable to answer her helm, the Seabear ran ashore several leagues down coast of Port Shaw in a cove the Tulita call Ho'oka'la, an ancient ceremonial place of holy refuge, where fierce gods, older than any worshipped by their people today, once dwelt.

The refuge was a sacred burial ground and a place of asylum. The old ways dwindled an age ago, and now the refuge is long abandoned. Still the dark idols oversee the ancient burial mounds, their fearsomely carved visages leering out at any who draw near. These gods, forsaken by their people and left to ignominy, roil with a malice no mortal could ever hope to understand.

The Seabear shored at the refuge behind schedule and short on supplies. Captain Mortimer Cray decided there was no time to head inland and find suitable timber for a new main mast to replace the one battered to splinters by the storm. He opted instead to cut down one of the koa wood idols to serve as the Seabear's new main mast. Mortimer never cared much for the ridiculous superstitions of the Tulita. This was his only mistake as a sea captain, and his last.

As they put to sea once more, a ferocious menagerie of demonic faces rising from their center deck, the crew grew uneasy. When the morning watch found a host of dead seagulls on deck, it was decided by most of the seamen operating the freighter that the Seabear was cursed. The vengeful spirits of the Tulita idols worked their dark magic on the mind of Mortimer and his crew. Mistrust, fear and paranoia spread among the men like an illness until finally they turned on one another. No member of the Seabear's crew survived. Their blood painted the deck red.

The dark idol's thirst for revenge can never be sated. One horrific death for the defilers was not enough to satisfy its rage. A living part of ship now, the Tulita god sails the sea in search of others to serve as vessels for Mortimer and his crew. Anyone who encounters the ghost ship becomes a plaything for the idol. The evil artifact infests the newcomers' bodies with the spirits of Captain Cray and his crew – puppets of flesh and blood to dance at its whim, reenacting the horrible massacre of the Seabear's occupants once more to the idol's sick delight.

The last crew to encounter the Seabear was a pirate vessel, named the Kingfisher, captained by an unsavory pirate by the name of Vincent Crane. Shortly after boarding the ghost ship, the Kingfisher's crew succumbed to the idol's curse. Imprinted with the personas of Captain Cray and his men, the pirates soon slaughtered one another. The only member of the crew unaffected by the curse was a stubborn-minded sailor named Thalios Dondrel, son of Mordekai. As paranoia rose while the pirates searched the Seabear for booty, Thalios, though unaffected by the spreading distrust, was beaten unconscious by his mad crewmates, stripped to his skivvies and clapped up in the brig of the Seabear. He listened, trussed up in the darkness as his former compatriots slaughtered one another. The ship maintains its dread mission, prowling the waves of the Razor with a wild hunger for men's souls. It happens upon the characters vessel in the dead of some dreary drizzling night.

Ghost Ship Off the Port Bow

The characters encounter the cursed ship two days after the pirates boarded her. Just before dusk, the party's own ship crosses their path. Read or paraphrase the following:

> A dark fog settles over the water, muffling the ocean's churning waves. No birds fly here, and the air is still and heavy. Without warning, a dark shape looms out of the thick fog ahead. A freighter cog crosses your path, her hull worn and beaten by years under the waves' battering assault, boards stripped of varnish showing through like splintered ribs in places, and her sails hanging in rags like flayed flesh. A strange black wood mast rises from her warped deck, its surface inexplicably carved with hideously inhuman faces leering in the fog, fangs bristling from the gouges of their maws. The ship's rigging sways directionless and no one helms her. She is adrift. Chipped painted lettering shows on the side of her prow, reading "Seabear."

Getting the Characters Aboard

While curiosity and the desire to discover what strange fate brought the Seabear to this dread state may be enough to spur many characters to board the derelict, feel free to use any of the following hooks as well:

1. Tales of Treasure

One of the most common rumors for why the Seabear may have floundered and been lost at sea is that the ship carried a secret treasure somewhere on board. A few even suggested Captain Mortimer Cray recently learned the location of the Pirate King Garr Bloodbane's lost hoard. More than a few salty mariners and sea sages claim the crew probably came to blows over how to divvy up the loot and murdered one another. There may be no truth to this tale, or you may decide that Captain Cray did have a small cache of personal treasure aboard (perhaps he was saving for his own ship), either way, rumors of lost gold are often enough to convince characters to brave the warped deck and dark hold of a mysterious derelict.

2. Friend of the Crew

Perhaps one or more of the characters was an old friend or even relative of one of the Seabear's crew. They may wish to discover the fate of this crewmember or maintain hope that they still live huddled in the dank hold of the ship.

3. The Secret Letter

One of the characters was expecting an important missive or letter from Port Shaw, a message from a mentor, patron or contact that would reveal a traitor in their organization's ranks, or tell them the name of their long lost daughter, or some other information of burning importance to the character. The last they heard, the secret missive was entrusted to an honorable Captain Cray who was making the voyage around Carcass to Port Shaw and offered to deliver the letter. The writer of the letter was assassinated shortly after handing it over, and now this piece of parchment is the only source of this information.

4. Ramming Speed!

The Seabear emerges from the fog suddenly. Pushed on by some unholy speed, the derelict's prow smashes into the starboard broadside of the characters own vessel. The characters ship is pinioned on the prow of the Seabear and begins to take on water. Their vessel breaking up and sinking beneath them, the party has no choice but to seek shelter from the waves embrace aboard this strange ghost ship, lest they wish to drown.

Editor's Note – Ship-to-Ship Combat Rules

A Referee who uses Ship-to-Ship combat rules like those found in the *Swords and Wizardry Complete* rules, or *Fire as She Bears* may wish to play out this encounter. The only unacceptable outcome is that the *Seabear* sinks rapidly. A very slow sinking could add a measure of suspense. Regardless of the outcome, when all is said and done the characters likely choose to explore the strange ship that crashed or nearly crashed into them.

Curse of the Dead God

As the characters explore the *Seabear*, the idol senses their presence. In its own time, the idol pulses its sinister power through the ship's hull, spreading malevolence like a cancer through the vessel's boards and bulkheads. The Referee should roll a secret saving throw for anyone spending longer than 10 minutes on board. Those characters who fail grow mistrustful of their companions. The Referee should take aside the players who fail and feed them some fake "evidence" of suspicions they have against their fellow party members. If pre-existing mistrust or suspicion exists, play upon it. Also, anything that happens during their excursion to the *Seabear* suddenly becomes someone in the party's fault (see each area below for details and ideas).

Feel free to invent false information, as the curse sows strange seeds of doubt and imagined betrayals into the victims' minds. Take players aside and tell them the party thief is the reason they are missing their spellbook, or that the party fighter is the one who caused the crates to fall on them in **Area 7**.

After another 10 minutes pass, make another secret saving throw. Characters who fail two saves in a row are imprinted with the spirit of one of the *Seabear's* original crew (see below). Characters who fail one save simply become paranoid as described above. Every 10 minutes thereafter, all characters receive new saves. If they make their save they come to their senses for those 10 minutes, if they fail, they sink deeper into the curse (taking on a persona if they haven't already, or falling deeper into the persona's paranoia).

Alternatively, instead of using a hard time limit of 10 minutes, you may wish to choose dramatically appropriate times to call for a save. You may wish to also call for a save at particularly perilous times, or when a character is about to take murderous action against another character.

The Lost Crew Of The Seabear

Those imprinted with the spirits of the original crew take on their personality and fears, but also gain access to some of the skills and abilities the men possessed in life. As soon as the party boards the *Seabear*, choose one of the following crew members to try and possess each character. When a character fails his saving throw, they take on a couple of the possessing persona's tics and habits and grow paranoid of the others (as described above) but retain their sense of self. When they fail the second saving throw, they believe they are the crew member detailed here and act accordingly. If three characters are fully possessed, then other characters failing their second save just stay paranoid – but if a spirit is ejected from one of the other characters, it will find in them a comfortable home.

Every area of the ship detailed below has a "Ghosts" subsection that details how possessed characters may interact with this area.

Captain Mortimer Cray

Captain Cray was a career seaman. He never married, and joked that the ocean was cruel enough of a mistress without a wife to please as well. His crew always respected him. Once the curse takes effect, he believes his "men," actually the rest of the party now, are planning to mutiny at any minute. A streak of bad luck, the storm tossing them in that forbidden place, and now the fearsome image of those idols leering at them from the masts have set his men on edge. They blame Cray for it all, and he hates them for doing so. He will tolerate no insubordination from his crew and plans to be ready if his men turn on him…in fact he might even have to kill one or two first to keep the others from rising up against him.

He'll never let them have his ship. He'll smash it to splinters on any nearby shoals or rocks before he lets her fall into mutineers' hands.

A character imprinted with Cray's personality gains an intimate knowledge of how to sail the ship, even during the roughest weather.

Artillery Sergeant James Riggs

Riggs was a young man who just made sergeant in the merchant guild marines. He was engaged to a beautiful woman named Scarlet who meant the world to him, putting a ring on her finger and a kiss on her lips only a few hours before setting sail on the *Seabear*. Shortly after the *Seabear* took on the accursed idols, Riggs lost his hand in a cannon explosion that occurred during a routine firing drill. Now in the grips of his paranoia, he is certain that it was no accident. He won a great deal of silver from his crewmates in a dice game the night before the accident and he distinctly remembers Kalae Manu muttering "You sure do roll remarkably when you throw with that damned left hand." Riggs is sure that Kalae, and possibly the other crewmembers, wanted revenge and over-filled the powder in the cannon before the drill.

The character imprinted with Riggs' spirit believes he is missing his left hand and acts accordingly, even showing the "stump" to the others accusingly. The character gains a +2 bonus to attacks when using a bow or firearm.

First Mate Tristan Dawson

Tristan was a handsome man with a sly tongue. He was one of those pompous dandies with a pretty face, always very popular with the ladies. Under the effects of the curse, he knows the others hate him for his luck with women. What's more, he has also carried on with several of the others' wives behind their backs. He always thought his silver tongue could turn any suspicion aside, but now he sees the look in their eyes. They know. They know, and they are going to kill him unless he kills them first.

The character imprinted with Dawson's spirit gains the ability to use suggestion (as per the spell) three times per day to get his way.

Ensign First Class Kalae Manu

As a half-Tulita and an experienced sea hand, Kalae was secretly against tearing down the idols in order to repair the *Seabear*, but he was afraid to challenge the captain's orders. Now, under the effects of the curse, he knows that the rest of the crew is doomed for defiling the refuge and angering the gods. He must make it right by sacrificing the defilers to the dark idols, bathing the old gods in his crewmates' blood. Only then will the idols be appeased and release him.

A character imprinted with Kalae's spirit receives a +2 bonus to attacks and damage and finds he now knows much of the history of the gods of the Razor Coast. The character also gains the ability to speak and understand Tulita.

AREA 1. THE MAIN DECK

The long, even-timbered deck of the *Seabear* shows signs of damage from the storm. The most distinctive feature of the deck is the *Seabear's* newly acquired mast:

> Rising from the center of the deck of the ship is a towering dark koa wood mast. Adorned with fearsome visages and fanged animalistic faces, the dark eyes seem to pierce right through the darkness of the sea around you. The faces leer horribly; the sculptor responsible for their expression no doubt channeled a lifetime of spite and cold fury into their rendering.

Creature

This dark idol is the cause of the curse afflicting the *Seabear*. Its evil has sunk into the old timbers of the freighter now as well, and the only way to end the curse is to destroy the ship. The mast ignores the characters unless they attack it. It is far more interested in seeing the party tear itself apart than it is in smashing them to pulp. Attacking the mast only serves to anger the spirits who respond by animating sections of the ship to attack the characters. Every round thereafter the boards beneath their feet spring up and lash out at them. Hatchways slam shut on their appendages breaking bones like twigs. The timbers directly below a character on the deck may suddenly open wide, swallowing them into the cargo hold below. Any character attacked in this manner takes 1d6+2 damage and may fall into the cargo hold or be knocked off the deck into the cold waters below at the Referee's discretion (save to avoid falling). In addition, if the characters attack the mast, the corpses of the old crews in Area 11 animate and attack any living occupants of the ship. If the mast is broken or otherwise destroyed, the ship's timbers cease their attack, but the curse of paranoia and possession continues unabated until the Seabear is destroyed or sunk.

There is a cannon on deck here facing aft. If readied with powder from the Powder Room below deck and loaded with

a ball (there are 12 balls on deck next to the cannon), it may be fired. When fired, the cannonball flies in a line for 500 feet and inflicts 6d6 points of damage on the first target it hits. Loading the cannon takes two full rounds, though if a pair of characters act in concert they can reduce this to one full round.

Tulita Idol Mast (Animated Object, Ship): HD 4+3; **HP** 31; **AC** 5[14]; **Atk** 3 slams (1d6+2); **Move** 0 (immobile); **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** The mast is rooted in place and can attack only those within reach (10 feet). For enemies farther away, it must use the ship as described above.

Ghosts

Anyone possessed by Kalae's spirit feels the need to come above deck and make obeisance to the idol. If possible they try to capture another character alive, drag them up here and sacrifice them to the mast. They are certain this is the only way to stop the idol's evil reign of terror and believe attacking the idol only leads to folly.

Paranoia

Any character affected by paranoia thinks the others are staring strangely at the mast as if it were communicating with them telepathically.

AREA 2. THE CAPTAIN'S QUARTERS

This well-appointed cabin is filled with a large featherbed pushed up against the portside wall, a mahogany desk to starboard, and the aft wall is adorned with several mementos from journeys far and wide: a pair of strange hunting knives made from the broken carapace of a monstrous scarab, paintings from the magnificent white-treed elven kingdom of Sarefein, a scaly-hide horsewhip with a peacock feathered handle, and other like oddities.

A pipe and a pouch of fine smoke sit idly on the desk, as if the occupant of this cabin still planned on enjoying it later.

This is where Captain Mortimer Cray lived for most of his life. The captain was a true seaman who couldn't abide being on land for more than a few days at a time. This cabin was his only real home.

Anyone who searches the desk finds the captain's log therein. It describes the journey of the *Seabear* in detail, including the encounter with the storm and the defiling of the Tulita burial ground. All entries after the desecration are tainted with paranoid delusions as described in the "Captain Mortimer Cray" entry above.

Treasure

The remainder of the crew's pay and the expenses for the trip are stored here in a locked box beneath the bed. It contains 200 gp in all. The mentioned items on the wall are curios worth at least 50 gp apiece (total of 150) in any specialty shop in Port Shaw.

Ghosts

Anyone possessed by Cray is compelled to come here, claim his pipe and smoke it (he's been craving some smoke for a good long while now).

Paranoia

Anyone affected by the paranoia of the curse believes another member of the party pocketed some of the treasure found here; they are sure they saw a tiny ruby-studded golden hawk among the treasure but then it goes missing. The rats (see side box below) then plant an idol like this in a character's pack or among their belongings later (100 gp value).

AREA 3. THE CREW'S QUARTERS

This cluttered cabin is crowded with four bunks. Three of the bunks are in disarray, their simple home-spun blankets messily piled atop them, but one of them is spotless and well-made as if it were never slept in. One of the disheveled bunk's sheets and pillow are discolored and caked with red grime. Chipped and cracked strong boxes rest at the foot of each bunk, a rusted lock on one, the others left unlatched.

This is where James, Tristan and Kalae kept their quarters. The fourth bunk was for a seaman named Randal Kamm, who took violently ill just hours before the Seabear set sail. He cursed his luck, as the promised pay for the seemingly simple expedition was hefty, never knowing how the gods favored him with that bout of stomach troubles.

Creature

James Riggs was a good natured enough man before a cannon took his hand and a curse stole his wits, but he had his strange predilections too. On one voyage while ashore, a large centipede crawled into his coat and stung him, but instead of mashing the thing, he took to feeding and caring for it (much to the dismay of his bunkmates). The centipede, large as it was, turned out to be a young specimen of a truly gigantic breed called Mopaka'mu'loa by the Tulita, or "Many Legged Dog Killer." It never bit Riggs again once he took to caring for it, but the others weren't so lucky, and after a time he was ordered by every captain, he served under to keep the thing locked in his strong box.

Shortly after Riggs lost his mind, he took a cook's cleaver to Tristan's neck while the man was sleeping. After the first hack opened his neck, the dandy shot Riggs through the chest with a small pistol he'd taken to sleeping with. Riggs finished the gruesome job of beheading the First Mate and his last act before succumbing to the sucking chest wound the pistol left him was to toss Tristan's pretty little golden-haired head into his strong box for his Mopaka'mu'loa to enjoy. The centipede has been feeding on Tristan's rotting brains and succulent cheeks for weeks. What's worse, it laid its eggs in Tristan's ruined throat and recently gave birth to a few tiny friends.

When someone opens the strongbox the overpowering smell of rot assails them, and they are greeted with the macabre sight of a dead man's grin. Most of Tristan's face is chewed away, revealing caked blood and skull beneath. His succulent eyes were the first dish Mopaka'mu'loa treated itself too. Below the bloody head lays a leather satchel that belonged to Riggs. Anyone who picks up or otherwise disturbs the head riles the centipedes inside and they skitter out of Tristan's vacant eyes, rotted ears and ruined stump of a neck to attack.

Mopaka'mu'loa, Giant Centipede (small, lethal): HD 1d2hp; **AC** 9[10]; **Atk** 1 bite (0 + poison); **Move** 13; **Save** 18; **AL** N; **CL/XP** 2/30; **Special:** poison bite (+4 save or die).

Centipede Swarm: HD 3; **AC** 7[12]; **Atk** 1 (1hp + non-lethal poison); **Move** 3; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** immune to piercing and slashing weapons, non-lethal poison.

Treasure

Anyone searching Kalae's bunk finds a set of three small carved idols in the shapes of a dolphin, a turtle and a whale. These simple protective charms are worn or carried by many Tulita and any character possessing at least one of them receives a +2 bonus on saves made on the Seabear. Tristan Dawson's strongbox is the locked one and contains a silver cigar box inlaid with pearls (100 gp) hidden among his clothes.

Ghosts

Anyone imprinted with Tristan's spirit feels the need to come here and collect his silver cigar box. If someone else already took it, that character is compelled to try and retrieve it, resorting to violence if necessary. A character imprinted with Kalae's personality comes here to find his small wood carvings (which actually helps this character break the curse). Anyone imprinted with James Riggs' personality comes here to check on Mopaka'mu'loa. The centipede doesn't recognize "James," however, and attacks the character.

Paranoia

Anyone under the paranoia who opens the strong box containing the moldering head of Tristan believes someone else made them do it (if there is a spellcaster in the party, they are sure the caster used an enchantment to compel them). Anyone under the paranoia who didn't open the strong box thinks the person who did and picked up the head did it on purpose trying to get them all killed.

AREA 4. MAP ROOM

A large table takes up the center of this room. Several sheaves of parchment depicting nautical charts and maps are strewn atop it, along with instruments for tracking course and heading. Lockers sit set into the aft wall of the chamber.

The charts here are disheveled, and Captain Cray tore several of them to bits after the paranoia took hold, hoping to damn the crew to sail the Razor endlessly if their mutiny against him succeeded. Anyone who pieces them together can discern the ship's travels up until they went adrift. The charts show that they washed up in Ho'oka'la. Anyone with knowledge of local Tulita history (or who is possessed by Kalae) knows the place is a ceremonial burial ground and place of refuge thought to be cursed by dark forces since it was abandoned by the Tulita years ago. They also know the place is where idols to dark gods lay forgotten, and recognize the idol on deck as one of the totems left there.

Creature

The locked full-length cabinets here contain more charts and armaments (in case the ship came under attack by pirates), but another nasty surprise has been stuffed into the starboard locker. **Tristan**, his head hacked off, was animated as a zombie by the idol and menaced Kalae and Captain Cray before they were finally able to lock the horrid thing in one of these lockers. It gave up pounding on the sturdy oak door and now slumps within, but as soon as someone opens the door to the cabinet, the headless First Mate lurches out to attack the nearest creature. The zombie pummels foes, and if it manages to down a creature, it pulls the poor victim's head off and tries (unsuccessfully) to jam it onto its own ruined neck.

Headless Tristan, zombie: HD 2; **AC** 8[11] or with shield 7[12]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm.

Ghosts

Anyone imprinted by Tristan's persona does not attack the zombie, gibbering madly to themselves instead. When it is slain, they try to claim its reeking half-rotten clothes for their own and wear them. They also go and retrieve the head from Area 3 and place it with the body of the zombie, awakening the centipedes if they haven't already been dealt with. Anyone imprinted with James' persona continues to hack or otherwise attack the zombie after it falls, and must make a saving throw to stop. If they succeed at the save or are forced to stop by another character, they snap out of their possession for the next 10 minutes.

Paranoia

Anyone under the effects of the curse's paranoia becomes certain somebody in the party is responsible for tearing up the charts while they weren't being watched.

AREA 5. THE WETS

A few casks of water and grog are stacked along the wall in this cramped little chamber, one lays broken in splinters on the floor, and a large clay cistern stands at the room's center. The room smells rank like curdled ale and the walls here are patched with dark spots where fungus has taken hold.

The Wets is where the crew of the *Seabear* stored their grog and fresh water, close at hand and easy to reach. The water has long ago gone stale, and the cistern in the center of the room is filled with dark brackish water.

Creature

A common hazard on the Razor is a fungus, called **black curdle**, which grows when ale or grog goes bad. Most crews put the alcohol away too fast for these menaces to spawn from it, but when casks of grog are laid in the baking heat for days on end, a dark fungus thickens within, eventually spreading or even bursting the confines of its cask and slouching about the ship. Once a black curdle comes about, only burning the wood it infests rids a ship of it for good (if the curdle is slain a new one will spawn between the bulkheads before long if the infestation isn't dealt with). A black curdle grew inside the now broken cask of grog and now clings to a dark corner of the ceiling where it festers and spreads into the timbers of the ship. Anyone inspecting the pieces of the broken cask sees the traces of black curdle mold growing in the wood bits.

Black Curdle: HD 3; **AC** 7[12]; **Atk** 2 tendrils (rot); **Move** 1 (burrow 10); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** burrow through wood, camouflage (75% chance to go unnoticed in shadows and against dark wood), tendrils cause rot.

Development

The black curdle's self-preservation instincts are particularly strong, especially for a fungus. If reduced to less than 10 hp it burrows into the wood of the ship. It harasses the characters for the rest of the adventure by coalescing on bulkheads and rafters to lash out at them with a tentacle peeling away a strip of tasty flesh, and then trying to flee back into the wood before they can mount a counterattack.

Ghosts

Cray died of thirst eventually. Anyone imprinted with his spirit tries to drink the stagnant, befouled water here and becoming nauseated for 1d4 hours if they fail a saving throw. If another character tries to stop them, they assume the greedy character wants all the "fresh" water for themselves.

Paranoia

Anyone under the effects of the curse's paranoia assumes this water was fresh until one of the party members

corrupted it with a spell. Or, they assume the party cleric can purify this water, and if the cleric cannot, they assume the cleric is lying and plans to return alone, purify the water and then drink it down themselves.

Area 6. Mess Hall

This long chamber is filled with a thick wooden table, its surface cracked and chipped from decades of wear. Atop the table a few dishes and pieces of crockery lay in disarray, more than a couple of which have smashed to pieces on the floor as well. The stink of rotted food is heavy in the air.

This room has seen many good times. Ten separate crews over the past hundred years have called the *Seabear* home, and this is where they caroused together, shared their bread and told a tale or three about wenches, ghosts or the sea. When the dark idol's curse struck, the first sign of unrest was a terrible brawl that broke out here between Kalae and Tristan, which soon escalated into a four way slugfest. The room is in shambles now.

Creature

The only occupant of the room now is the captain's pet cat **Alabaster**. The poor thing is half starved and terrified, spending most of its time hiding in the corner of the room behind a toppled chair. Alabaster hides when the characters enter, hissing if they approach. If befriended, Alabaster eventually comes out from hiding. If any character can speak with animals, Alabaster has some horror stories to tell; otherwise, she simply nuzzles whoever feeds her, but flees at the first sign of trouble. Her name is carved into a simple silver collar the captain had made for her (worth 5 sp).

Alabaster (Cat): HD 1d4hp; **AC** 8[11]; **Atk** 2 claws (1hp); **Move** 12; **Save** 18; **AL** N; **CL/XP** B/10; **Special:** none.

Ghosts

A character imprinted with Cray's ghost takes in Alabaster, and knows her name, saying it aloud for the other characters to hear. The cat responds to the name as well, no doubt raising questions in the other party members' minds as to how this imprinted character knows the cat's name.

Paranoia

If anyone knows the cat's name, they know other things about the ship they aren't letting on!

Area 7. The Cargo Hold

The massive hold that comprises the belly of this ship is filled with rotting perishables in the way of exotic fruits and vegetables. The rancid stink of rotting fruit and food fills the air. Tiny flies buzz incessantly throughout this large cargo hold. Barrels of water and grog are stacked aft, crates of putrid, corrupted consumables litter the hold. At the port wall stand three crates the flies avoid.

The stench of this hold is not caused by the rotten food alone. Below in Area 11 are the corpses of the crew of the *Seabear* and the pirates who visited two days past. Decay has set in and the stink of their corrupted flesh wafts into the hold above. Characters might realize quickly that the rotten smell is not just fruit and food, but also the more sinister decay of human flesh. A secret trapdoor beneath a couple of the food crates leads to **Area 11**.

Creatures

The plentiful rats infesting the *Seabear's* lower decks are all now the pawns of the dark idol. These rats are controlled as if they shared a hive mind, doing the bidding of the evil gods slavishly. Small throngs of rats prowl the whole ship, watching the party and getting up to nasty tricks. The rats are capable of much more than a common rat thanks to the evil intelligence now festering in their tiny minds. If possible they plant the ruby-studded idol on a character, or steal a spellcaster's spell book. When the party enters this area a large swarm of these rats surge out together to attack them, showing unnatural fearlessness (especially when so much alternate food lies nearby). Anyone can tell something is very unnatural about these rats, and the characters can see their eyes burn with a hellish gleam in the dark.

Rat Swarm: HD 2; **HP** 11; **AC** 7[12]; **Atk** bite (1d4); **Move** 12; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none.

Treasure

The three crates avoided by the flies carry some items unaffected by the increased length of the trip. Two of the crates are filled with exquisite quality fleece and fetch 400 gp a crate back at port. The third box is filled with dried tea leaves, which may be sold, to a ship's chandler or other small shop back at a port for 200 gp.

Paranoia

A character under the effects of the curse's paranoia assumes things like falling crates, tripping over coils of rope, or food gone bad constitute another party member's attempts on their life.

Area 8. Powder Room

This small room is filled to the brim with barrels of powder for the cannon on the *Seabear's* deck. As it saw no action on the voyage over, and training drills were cancelled after the accident, there is almost a full stock of powder (20 casks). This provides the characters with a way to destroy the cursed ship. There are plenty of fuses here as well and the characters can set the *Seabear* to blow and attempt to escape. As soon as they do, the ship animates and hinders their escape by attacking as described above

in **Area 1**. The ship's first action is to close the hatch to the staircases leading down to **Area 7** and lock the party below deck with the piratical undead. If anyone inflicts 5 hp fire damage on one of these casks, it blows up inflicting 5d6 damage on anyone within 10 feet. Additionally a cask of powder allows the cannon on the deck (**Area 1**) to be readied and fired.

AREA 9. THE BRIG

This small simple cell is locked. The key is on one of the pirate corpses in **Area 11**. Within the cell is a salty sea dog and buccaneer by the name of **Thalios Dondrel**, son of Mordekai. He is the only survivor of the crew of the Kingfisher. He has been stripped of all his belongings, even his clothes, and trapped in the dank, darkness of the brig for two days. If he hears noises outside his cell, he calls out: "Who be there! If 'n ya release me, I do swear that I, Thalios Dondrel, son of Mordekai, will serve ye better than any man. No one knows the helm of a ship better than meself. Thalios Dondrel is the scourge of the Nine Seas!" He will continue to tout his skills as a seaman and pirate loudly for hours if the party doesn't let him out.

The lock on the cell isn't very sturdy and a couple of blows from a solid weapon breaks it off. If freed Thalios lurches out of the cell muttering "Pardon me nakedness, captains."

Thalios Dondrel, Son of Mordekai (Thf2): HP 7; **AC** 9[10]; **Atk** 2 fists (1 hp); **Move** 12; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** backstab (x2), +2 save vs. traps and magical devices, thieving skills.

> **Thieving Skills:** Climb 86%, Traps/ Tasks 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.
>
> **Equipment:** Just his *lucky coin necklace* given to him by his father, though he has no idea of its power (+3 to saving throws).

Tactics: Thalios hides if able to surprise his foe. During combat the pirate does his best to fight an enemy with the characters and delivers punishing bare-knuckle punches unless armed by someone. Thalios is determined to get revenge for his crewmates; he'll do everything in his power to destroy the idol.

Development

Thalios is the last in a long line of pirates. He is deeply gracious for being freed from his predicament. He also immediately informs the characters of the danger of the ship. He suggests they "put our keel to this accursed ship and the sooner the better." If allowed to accompany the characters he serves them well, but, being a pirate, will eventually seek to steal their ship from them without harming them if possible. He attempts to convince the party to allow him to guard the ship at some point further on the voyage while the party investigates something in the water and then he sets sail for the high seas and all the booty he can imagine. If asked why he hasn't succumbed to the curse or why he isn't affected by the madness induced by the *Seabear*, he shrugs and then tells a tale about how his father, Mordekai, took him before all the wise men of his village when he was wee, so they could all spit on him (said to warn off the curses of the sea). Whether this is true or not, no one knows, but Thalios remains impervious to the curse (it may have more to do with his lucky coin necklace).

AREA 10. GUEST CABIN

> The door to this chamber has been smashed off its hinges and now lays half in the room. These simple quarters contain a small bunk and a cracked wooden writing table. A leather cloak hangs on a peg on one wall.

These quarters are reserved for the occasional guest who took passage on the *Seabear*.

Creature

Before the end, after Riggs and Tristan murdered each other, Captain Cray lost his mind. Kalae hid from the mad captain back here in the aft guest cabin, but Cray busted down the door, broke Kalae's neck and ate the Tulita slowly over the course of the next few weeks. He stuffed the poor man's bones under the bunk here to hide his vile sin. The captain died of thirst shortly thereafter and he rose as a ghoul, eventually preying on the pirates who dared to board his vessel. Now Cray and his new ghoulish crew hide below in **Area 11**.

Kalae's gnawed bones don't rest easy here. When he detects someone entering, the shreds of his soul still hanging on believe they are Cray returning to eat him again. Kalae's skeleton waits for people to come near the bunk, then grabs them tries to pull them underneath and claw them to death.

Kalae's Skeleton: HD 1; **HP** 5; **AC** 8[11] or 7[12] with shield; **Atk** 2 claws (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells.

Ghosts

Anyone imprinted with Kalae's persona does not attack the skeleton, and once defeated this character is compelled to wrap it in blankets, performing a burial chant over it in traditional Tulita fashion.

Paranoia

Anyone under the effects of paranoia believes the leather cloak on the peg is magical, and anyone who tells them otherwise is a filthy liar who wants the precious garment for themselves.

Area 11. The Smuggling Hold

> Half flooded with a putrid mix of congealed blood and other less savory bodily juices and bilge water, this damp dank hold is empty save the moldering remains of four sailors, all bloated with rot and brine.

This secret bilge hold is used only when the *Seabear* is carrying goods or passengers it would prefer others don't find when touring or inspecting the vessel. Now it serves as watery grave to both the *Seabear's* crew and a few unfortunate pirates, who mistook the drifting vessel for easy salvage.

Creatures

Within are the sorry remains of **Captain Cray**, **James Riggs** (who also animated as a ghoul) and **two pirates** from the *Kingfisher*. These wait below until the party passes overhead, and makes their way to the brig. If the characters didn't investigate this hold first, the ghouls creep out and infest the ship (have them attack when and where you wish in this case, in concert or singly). If the mast is attacked or the characters take any action to destroy the ship, the ghouls become instantly aware of it (the idol pulses out calling for their aid in defending the vessel).

Cray, Riggs and Ghoulish Pirates (Ghouls) (4): HD 2; **HP** 7, 10, 13, 12; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immunities, paralyzing touch.

One of the ghouls is missing his right hand (formerly James Riggs) and loses one claw attack.

Treasure

The gear of all these dead pirates and sailors is at the bottom of the disgusting bilge water and includes two short swords, a rapier, and six daggers. Their leathers and armor are mold-ridden and useless now.

Concluding the Adventure

If the characters destroy the *Seabear* they put the curse of the dark idol to rest. If, on the other hand, the characters merely escape back to their own vessel, or otherwise flee the ship, it continues to prowl the waves and spread death and hate. It's possible the *Seabear* seeks the party, or another mariner who boards it is possessed by one of its crew and seeks the party out for vengeance.

Other Mysteries of the Razor

The Coast is home to a thousand tales, legends and unspeakable perils. The *Seabear* is a great introduction to the terror and mystery the characters are likely to experience on the Razor Sea, but included below are a few other encounters awaiting heroes brave enough to set sail from Port Shaw or other locales.

Most of these are not intended for a 1st-level party; rather they are here to help lend a "Razor Coast" flavor to your campaign beyond the early levels.

1. The Plague Ship

> A small dory bobs gently upon the waves. Within sit four emaciated men in ragged clothes, their sun burnt bodies peeling and pocked with small lesions. They wave frantically, yelling and screaming for help.

These men claim to have been set adrift by pirates. Starving and dehydrated, they beg for food and passage back to shore, eagerly offering their aid as crewmembers.

While they are starving, they've left out a few details to their tale. While they were set adrift by pirates, they fail to mention that they are pirates themselves who came down with a foul disease after a shore night spent in a dockside brothel. In addition to their lesions, all

Survival Horror On The High Seas

This adventure makes a great kick off to any high seas campaign, and is an ideal opener to Razor Coast. At the same time ***The Tale of the Seabear*** also makes a fantastic survival horror one-shot in which most or all of the characters are not expected to live through the harrowing experience. If you wish to run the adventure this way, simply call for saving throws against the curse more often and do not pull any punches once the ghouls are unleashed from the Smuggling Hold (**Area 11**). In this case, the point of the adventure no longer becomes victory, or even escape, but rather the party may end up with no option left but to try to destroy the entire ship (and themselves) before the horrid undead cannibalize them.

If you or your players are not fans of this adventure genre, you may wish to soften the power of the Tulita idol's curse, or dispense with it altogether. If your players do not appreciate having their characters controlled by the Referee, you may wish to ensure the party shows up at the *Seabear* with a few NPCs onboard to serve as hosts for the personalities of the dead crew. As always, you know your players' preferences better than any game designer could and you may wish to tailor the horror elements of this adventure to their tastes.

of the men have slight shakes and twitches, a trait they attribute to sunstroke. While they remain true to their word and eagerly provide aid, anyone they come into physical contact with is at risk of contracting the shakes and taking 1d4 points of damage per day until cured (saving throw avoids).

One of the pirates has a small scrawny cat with him. He refused to let the others eat his beloved "Twiggles" (though they tried!). Unbeknownst to all, Twiggles is actually a quasit named **Boils**, whose poisonous tail also infects those stung with the shakes. Boils is the source of the plague. The foul little thing has moved from ship to ship for years in various guises (sometimes as a gull, sometimes as a little terrier, others as a pet weasel) spreading disease and malfeasance. This insidious demon has single handedly wrought the downfall of over thirty ships, and the characters are next.

Boils, Quasit Demon: HD 3; **HP** 17; **AC** 2[17]; **Atk** 2 claws (1d2 + non-lethal poison), bite (1d3); **Move** 14; **Save** 14; **CL/XP** 7/600; **Special:** magic resistance (25%), magical abilities, non-lethal poison, regenerate (1hp/round).

2. THE BLACK TIDE

The surface of the water glimmers with the viscous oily sheen of a pulpy layer of black sea fungus.

Black Tides form when sea fungi build upon the surface of the water. Black Tides typically fill quarter-mile to five-mile stretches of water along the coasts. When black sea fungus comes in contact with wooden hulls, it begins to crust over and eat away the wood beneath. Each day the fungus remains, it weakens the wood, dealing 1 Structural Point of damage. Once the wood's Structural Point reaches zero, it becomes fragile and easily damaged, springing leaks and breaking apart. Removing the fungus is simple and requires no more than a brisk 5 minute brushing per every 20 square feet of hull.

Alternatively, a black tide encountered is a huge **Black Curdle** (see "The Tale of the *Seabear*" above), one that fermented in the hold of a frigate and preyed on the crew for months. Eventually the thing's putrid tentacles infested the entire vessel reducing it to the spongy mass of black mold that now floats on the water. This new advanced breed of Black Curdle is far more dangerous than the one encountered in the *Seabear*.

Giant Black Curdle: HD 10; **AC** 6[13]; **Atk** attack (3d8); **Move** 6; **Save** 5; **AL** N; **CL/XP** 11/1,700; **Special:** acidic surface, divides when hit with lightning, immune to cold.

3. THE ALBATROSS

A great white albatross wings across the horizon. Arching against the breeze, the seabird suddenly flies towards your ship and lands in the crow's nest.

The albatross claims the crow's nest, using it as its aerie for the next week. During the day, it alternately dives for fish and squid, then returns to its perch to sloppily devour the meals, spilling the fish entrails to the deck below. It squawks obnoxiously, hits crewmembers with its droppings and viciously pecks at anyone attempting to shoo it off. However, should anyone kill or injure the albatross, they bring its curse upon the entire ship. Weather turns foul, the supply of water begins to turn brackish, and waves suddenly pull crewmembers overboard. Additionally, every crew member suffers as if afflicted by a curse (–4 penalty to attacks and saving throws, save avoids).

4. THE BOTTLE

A small wine bottle floats past. It appears to have a map inside.

As soon as anyone uncorks the bottle, a gout of swirling smoke gushes forth materializing as a pirate's ghost. The ghost claims to be the capricious **Captain Mad-Grog Bludknuckles**, bent on the vengeful destruction of his craven crew of mutineers that chained him to a cannon and dropped him into the deep waters 5 miles off the coast. He claims the map inside leads to a treasure he once buried in the hills overlooking a small cove and promises to lead anyone there provided they deliver a locket he placed within the chest to his illegitimate daughter. Whether or not she is his illegitimate daughter or whether a more complex ruse is at play are details left to the Referee.

The treasure is buried only a few miles in from shore and while easy enough to find, it was recently dug up and expropriated by a greedy athach named **Muggle-Sog**. Now decked out head-to-toe in gaudy jewelry and other pirate spoils, he parades about and bashes in the heads of any who fail to address him as "Your Highness."

Mad-Grog Bludknuckles, Strangling Ghost: HD 5; **HP** 31; **AC** 0[19]; **Atk** strangulation (save or die in 14+1 rounds); **Move** 0 (fly 12); **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** magic resistance (50%), magic or silver weapon required to hit, strangles (if hit, save or die in 1d4+1 rounds). See ***Monstrosities*** for more details.

"Prince" Muggle-Sog, Athach: HD 8; **HP** 37; **AC** 4[15]; **Atk** great club (2d8), slam (1d8); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** physical deformity (third arm, allowing slam attack). See ***Monstrosities*** for more details.

5. FLOTSAM AND JETSAM

Drifting in a small tangle of sargasso weed, float the shattered planks of a ship's hull along with several sealed crates. The transom plate reads "Queen Alcia."

The flotsam came from a privateer's ship from distant

Alcaldor ruled by Queen Leonore-Alcia. All the crates bear the Queen's Brand along with a date. The barrels contain sugar and other spices impounded from several pirate ships, each one worth 50 gp on the open market. Anyone caught carrying these cratesis immediately arrested in connection with the missing privateer's ship.

6. SEA-CURSED SLAVES

A foul smell drifts on the water. In the calm ahead float a dozen or so bloated corpses, their graying flesh sloughing off in the brine. Seagulls and smaller birds swoop and perch atop the corpses, pulling off bits of flesh and flying away.

The **corpses** are human, though they wear the clothes of wild savages. Their remaining features are too waterlogged to identify. These poor creatures were once slaves pitched into the sea for disposal when they failed to please their evil master. However, a dark turn of events raised them from the depths to take vengeance as zombies.

Worse, one of these undead monstrosities has a strange jade collar with a blood stone set in it around its moldering neck. This is the lost phylactery of a terrible lich slave lord, **Taldrao the Jaundiced**. If someone claims it, a short time thereafter the lich is slain by a paladin and his entourage hundreds of miles away. The Jaundiced's vile soul flits across the dark waves and finds its phylactery where it infests the body of the possessor and turns them into Taldrao over the course of a few hours.

Zombie (12): HD 2; **HP** 7, 9 (x2), 6, 10 (x3), 8 (x3), 15, 13; **AC** 8[11]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm.

Taldrao the Jaundiced, Lich (12HD): HD 12; **HP** 45; **AC** 0[19]; **Atk** hand (1d10 + automatic paralysis); **Move** 6; **Save** 3; **AL** C; **CL/XP** 15/2,900; **Special:** appearance causes paralytic fear, touch causes automatic paralysis, spells (4/4/4/4/4/1).

> **Spells:** 1st—*charm person, light, magic missile, shield*; 2nd—*ESP, invisibility, phantasmal force, web*; 3rd—*dispel magic, fireball, fly, lightning bolt*; 4th—*confusion, dimension door, fear, ice storm*; 5th—*animate dead, cloudkill, passwall, teleport*; 6th—*death spell*.

7. THE SCREAMING FOG

A thick low rolling fog billows towards the ship, blotting out the horizon. In minutes, visibility becomes severely limited and it's almost impossible to see your hand in front of your face. Slowly, from deeper in the fog rises the sound of tortured screams.

Hiding within the fog is an ancient **sea demon** that devours anything it encounters. Natives from a nearby island appease the being with sacrifices they lash to timbers and drift into the mist. In this way, they hope to dissuade the beast from devouring their island. The current sounds come from a crude timber raft lashed with half a dozen prisoners. The prisoners have been lacerated so that they drip blood into the sea to attract the creature's attentions. For the sea demon use a great white shark, or if you have ***Shrine of Frenzy*** or ***Dajobas, Devourer of Worlds***, you might substitute the shark for an iku-tursas (the dreaded spawn of Dajobas) or a drolsharg.

Great White (Giant Shark): HD 13; **HP** 68; **AC** 5[14]; **Atk** bite (1d10+8); **Move** 0 (swim 18); **Save** 3; **AL** N; **CL/XP** 13/2300; **Special:** feeding frenzy.

or:

Iku-Tursas, Spawn of Dajobas: HD 15; **HP** 70; **AC** 2[17]; **Atk** bite (2d6+2) or thrash (3d6+2); **Move** 0 (Swim 30); **Save** 3; **AL** C; **CL/XP** 18/3,800; **Special:** control water, swallow whole on natural 20. See ***Shrine of Frenzy*** for more details.

or:

Drolsharg: HD 10; **HP** 55; **AC** 4[15]; **Atk** (1d8+2), 2 claws (1d6+2), shark-mawed tail (1d8+2); **Move** 12 (swim 24); **Save** 5; **AL** C; **CL/XP** 11/1,700; **Special:** accelerated lycanthropy, frenzy, gift of Dajobas, hundred maws. See ***Dajobas, Devourer of Worlds*** for more details.

8. THE LEAKY BILGE

A rancid smell rises from below deck. It seems the bilge has backed up a bit and stagnant sewage from the bilge floods the cabin floor.

The sewage is about 1 inch deep and seems to be rising at the slow rate of 1 inch per hour. While the ship isn't at risk of sinking, the bilge water threatens to damage important goods or anything else on the cabin floor. Anyone touching the bilge water must wash off within the hour or the extended exposure leads them to contract slimy doom. Additionally, the cause of the flood is an amphibious **phasm**, a disgusting alien thing from the deeps that squirmed its way in through the bilge and now infests the ship. It is an amorphous creature that can assume the guise of almost any other creature or object. In its natural form is about 5 feet in diameter and 2 feet high at the center, swirls of color indicating its sensory organs. In this form it slithers about like an ooze attacks with a pseudopod. The phasm begins murdering crew and replacing them shortly after it comes on board.

Phasm (Amphibious): HD 11; **HP** 59; **AC** 3[16]; **Atk** slam (1d4+1); **Move** 12 (swim 18); **Save** 4; **AL** C; **CL/XP** 13/2,300; **Special:** amorphous, immune to poison, sleep and paralysis. See the **Appendix** for more details.

Tactics: When faced with potential danger, the phasm is equally likely to retreat, parley, or attack, as its fancy strikes. When seriously hurt, it changes to a sea gull to escape over

the side, where it then transforms into a shark to make its escape.

9. DUNES OF THE VENOM CRAB

> As you navigate along the coast, suddenly you hear a loud grinding noise, then a small racket of creaking boards and straining rigging as the ship slams to a halt.

As you navigate along the coast, suddenly you hear a loud grinding noise, then a small racket of creaking boards and straining rigging as the ship slams to a halt. The ship strikes a long sandbar and wedges fast. To free it, crewmembers need to jump overboard and push the ship free. This takes about 10 minutes. While the characters are doing their best to free the ship, a gigantic **Venom Crab** emerges from the silt to menace them.

Venom Crab: HD 6; **HP** 34; **AC** 3[16]; **Atk** 2 pincers (1d10) and sting (1d4 + poison); **Move** 12; **Save** 11; **AL** N; **CL/XP** 8/800; **Special:** lethal poison sting. See the **Appendix** for more details.

10. THE LIVING ICEBERG

> Drifting slowly in the open sea, you spot a huge mountainous ice chunk three times the size of a war frigate.

This **iceberg** is a dread sentinel dispatched by the Snow Witch Ketrelda. The mountain of ice is alive, and it patrols the seas preying on any ship that draws too close to the witch's floating ice palace now drifting a few leagues off in a dense fog. As it draws nearer, the iceberg's terrifying face with giant cavernous maw, capable of swallowing ships whole, becomes visible. To add more mystery to this fearsome encounter, frozen deep within the iceberg stand strange rune-covered menhirs that bear ominous warnings of a coming apocalypse.

The Living Iceberg: HD 16; **HP** 88; **AC** 0[19]; **Atk** strike (3d10 plus 1d6 freezing); **Move** 12 (swim 18); **Save** 3; **AL** C; **CL/XP** 18/3,800; **Special:** icy blast, immune to cold, immune to non-magic weapons, overturn boats. See the **Appendix** for more details.

11. THE THERMAL VENTS

> The waters here seem unusually warm. A low haze creeps across the surface of the sea and in several places the waters curl into small spinning vortices.

Beneath this section of sea opens a series of geothermal vents. They keep the waters tepid and full of life, exception those occasions when a vent suddenly ruptures, spitting forth a geyser of hot water, steam and noxious gases.

Single eruptions usually trigger several more geysers in the surrounding area. Any ship passing through an eruption site risks getting splashed with scalding water and chemicals. Thankfully, passing ships rarely suffer a direct hit; however, even indirect splashes can be painful (2d6 points of damage, save for half). Direct hits deal 1d6 Structural Points to the ship and 10d6 points to the crew (save for half).

More dangerous are the strange predators these thermal vents attract. A rare breed of **aquatic fire worms** wriggle about in these vortices of superheated water. They view any intrusion as a threat to their favored territory and attack, searing holes right through ship's bulkheads and often lighting them aflame.

Fire Worms (6): HD 3; **HP** 8, 17, 13 (x3), 12; **AC** 6[13]; **Atk** slam (1d6+1 plus 1d4 fire damage); **Move** 12 (burrow 9, swim 12); **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** superheated body (1d6 points of damage to anyone grabbing the worm)

Shrine of Frenzy (7th Level)

The Razor Coast has always been dangerous to those who ply the waves. Peril comes in many forms out there on the open ocean, whether pirate, beast, gods, or the unforgiving sea itself, the Razor Coast has earned its dread reputation. Now a new terror rises from the waves, one that has not cursed the Razor in many hundred years. A recent earthquake churned the waters and left them changed, the seas seem swelled with a frenzy not known in recent history. Some say a sleeping god has woken and set its red gaze on the Razor once more.

The sea itself whirls with serrated teeth and coarse fins, shark attacks have been on the rise as if something is calling these killers to the coastline… three weeks past when the earth shook, a long forgotten shrine to shark god Dajobas rose from beneath the waves. Dajobas' forgotten shrine re-emerged and is calling his servants to do what they do best…to feed and frenzy.

"Shrine of Frenzy" is an aquatic dungeon crawl for four to six characters *of 7th level by Brendan Victorson and David Poessner. Due to the probable nature that sea creatures including sharks may be involved it may benefit a group to have a druid or ranger in the party. The adventure is a perfect interlude for a Referee seeking a short adventure in an aquatic background or as the characters play through* ***Razor Coast****. This is also a good opportunity for any* character *who wants to introduce a Tulita character to the group as the adventure begins with an encounter with the native people of the Razor Coast.*

Adventure Synopsis

The characters first attend a gathering of three Tulita tribes where they must convince the elders to allow them

to break taboo and investigate strange goings-on at the Cove of the Dead God. The characters travel to the Shrine of Frenzy to not only face remnants of the shark god's shrine, but also stop the sacrifice of one of the tribal elder's sons. If they can prevent the sacrifice they may be able to stop Ka'noa – a recent convert to the shark god – from summoning a spawn of Dajobas, and hoepfully expunge his vile cult from the Razor Coast.

Adventure Background

Spread throughout the Razor Coast are dozens of smaller land formations dotting the sea. These tropical islands, along with the main coastline itself, are home to the human tribes collectively known as Tulita. The Tulita are the indigenous people of the Razor Coast, practicing their ancient religion to the beating of old drums and the chants passed down to them from their ancestors. They have long prayed to the Whale, Dolphin and Grandfather Turtle, bringing harmony between the earth and sea. However, in a dark time forgotten by most Tulita, there was another totem prayed to on the Razor, a god of teeth and hunger, imprisoned by the other gods of the sea to quell its great frenzy and keep it from destroying their human kin. He was Dajobas and before his imprisonment, in a dark time of near constant war, he counted most Tulita tribes among his followers. Shrines dedicated to his worship sprang up like lesions all across the Razor, shrines where ancient blood magic called forth twisted spawn to serve the Devourer of Worlds.

The spawn of Dajobas were his avatars, the dark god's flesh given life by the blood of the Tulita. Now with the return of his dread Shrines of Frenzy, Dajobas' agents can once more call forth his spawn to feed upon the world. Not far from Blacksink marsh, one island in particular once knew the carnage of Dajobas and his followers of the Karikanti tribe. This island, Kakeou, was once at the heart of a great kingdom of twelve sacred tribes of Tulita. That was until the Karikanti decimated and devoured each of these nearly to the last tribesman. Called the Red Feast, this genocide brought Dajobas to a new height of power, and he blessed the Karikanti for slaughtering their brethren. There on Kakeou in a sheltered cove the Karikanti raised a shrine of stone and blood to sacrifice to the Shark God and bring forth his spawn. Dajobas sent them a horror beyond any the seas had ever known.

However, when the ancient gods Whale, Dolphin, and Turtle answered the Tulita shamans' prayers, Dajobas was thrown into a deep abyss allowing the Tulita on Kakeou to vanquish the Karikanti and drive them from their island back to the land now known today as Blacksink marsh.

The three sea gods sent a great wall of water, submerging the entire northern part of the island with a massive tidal wave and casting the Shrine of Frenzy back into the sea. The three tribes who resettled Kakeou labeled the hidden cove that once held the shrine to Dajobas as taboo, shunned by all members of the tribe. The punishment for trespassing there was to be flayed alive and left for the gulls.

Within seven generations, all but the elders of the remaining tribes forgot why the hidden cove at the furthest end of the island was forbidden. For the place of taboo known only as the Cove of the Dead God was a dark place, inhabited by fierce monsters. This secret of the hidden cove, passed down with the greatest care from elder to elder in sacred rituals became part of the tradition of the Tulita tribe.

Washing away the memory of the dark time of Dajobas helped begin the healing of the Tulita people, but now the dead god stirs anew beneath the waves. The arrival of the foreigners with their dread ships spewing smoke and their harpoons piercing the sacred flesh of Whale and spilling hundreds of gallons of his blood into the Razor Sea has lured Dajobas back from his exile. Three weeks ago, the Shark God roared in the deeps, the earth shook and the Shrine of Frenzy rose from the depths once more.

Long since forgotten and believed dead along with the rest of the Cult of the Shark, the reemergence of the shrine caught the attention of a young Tulita by the name of Ka'noa. Temporarily exiled to the far side of the island after breaking tribal law, Ka'noa was planning to spend his punishment drunk on fermented coconut milk. The fates had something else in store.

No sooner did he paddle out of sight of the village than a black shadow the length of his canoe glided silently beneath him. Frightened at the size of the beast, Ka'noa dipped his paddle into the foam and rowed as never before. The shadow followed all the way to the other side of the island where Ka'noa maneuvered into a silent cove hoping to lose the ancient hunter. His fear was quickly replaced by awe when he gazed upon an ancient stone shrine covered in years of coral, algae and seaweed. Fear crept into his heart again as he realized he had broken taboo and entered a cove forbidden to all of his people. This would mean his death, but this realization was short lived when the beast that chased him here, a shark the color of night with stripes as crimson as blood, burst from the water and snatched Ka'noa from his canoe. The black shark sunk his teeth deep into Ka'noa's flesh and drank deep of his blood. This would have surely been his death but Ka'noa was surprised when the shark suddenly loosened its vice-like grip and cast him away. Released from imminent danger, Ka'noa crawled into the shrine to die.

Ka'noa collapsed, his blood running in streams from the wounds on his chest. But he did not die. Instead he experienced visions of tribal members covered in blood, thousands of shark teeth in snapping jaws, frothing crimson waters, Tulita warriors battling, and other horrifying images of death and hunger. After several days, Ka'noa woke from his feverish dreams to find himself injured but alive. A new servant of Dajobas was born.

Ka'noa pledged himself to the Shark God, resurrecting the ancient cult and gaining followers from his own people, outcasts like himself seeking new purpose. With his discovery of the shrine, he has also rediscovered the ancient rite of creating the spawn of Dajobas on a scrimshaw plate secreted within the lost temple. He plans to ingratiate himself with the Shark God by bringing an iku-tursas into the world and unleashing it upon his people in retribution for daring to exile him.

Adventure Hooks

There are several ways that the characters can become involved with the Tulita of Kakeou Island and the Shrine of Frenzy, some of these hooks and the adventure itself can be tied to the ongoing events surrounding the Razor Coast. Using these as links, the Referee can draw the characters into the world of the Razor Coast.

1. Fortune and Glory

Reports from old sea dogs and smugglers that have plied the waves of the Razor Sea for decades now contain stories of an ancient sea shrine raised from the depths in a forbidden cove on Kakeou Island. Some claim it is shrine to a long dead god, while others claim it belongs to the ancient ancestors of the Tulita that once ruled a utopian society. Whatever the story, the mysterious structure is said to hold the treasures of the nine lost tribes of the Tulita who were murdered in a terrible atrocity. The treasure is sure to be priceless and could make a simple adventurer as wealthy as any king.

2. Filial Duty

Friends or family members of the characters who live among the Tulita on Kakeou Island claim that since the earthquake, the waters around the island are far more dangerous and many fear it has something to do with the rumors surrounding the forbidden cove. The three tribes are planning a big meeting to make a decision, but the characters' friends or family believe the elders can't see past their own fears and strict taboos against going to the cove. They beg the characters to come to the meeting and speak on their behalf.

3. The Job

Life on the high sea has always been dangerous, especially around the Razor Coast, but since the earthquake, life aboard ship has been even worse with stories of the savages, dark gods and seas filled with sharks told far and

wide. The Municipal Dragoons are not equipped to deal with the constant reports of terror and blood on the Razor. Commandant Gregory Bonedeuce at Fort Stormshield is looking for volunteers to meet with a tribe of locals on Kakeou Island and look into rumors of a hidden cove and an ancient sea shrine. They wish to discover whether it is all just silly native superstitions or if there is something more sinister at work. The Municipal Dragoons are willing to offer a hefty reward of 5,000 gp to anyone who can calm the situation and deal with any dangers on the seas.

Part One: The Natives Are Restless

Whatever the situation that initially draws the characters' interest to the rumors of the Shrine of Frenzy, they are referred to a local Tulita guide who is a known commodity on the docks of Port Shaw.

Tulita Joe

Tulita Joe, as he is commonly called by the city folk, is a native ranger banished from his island tribes who came to live among the sailors and mariners of Port Shaw many years ago. When the characters ask around about the Shrine of Frenzy, he is the one who approaches the characters. Tulita Joe wears the clothes of a common sailor but his dark bronze skin and tattooed face betray his ancestry among one of the tribes of the Razor Coast. With a big macaw perched on his shoulder, he approaches the characters.

> "Joe hear your name around the dock. You be those adventurers? They say you look for Joe. Well, Joe look for you too! Uncle be elder of Tulita tribe, and they have big problem. Some lads go missing and sharks a prowlin' the bay in schools. Many say this because all you outsiders coming here to the Razor, but Uncle think that something bad coming, and not just Tulita in danger, but everyone. Big meeting between three tribes of Kakeou coming up and Uncle need help convincing other tribes that evil coming from taboo place and not from outsiders like you. Uncle need someone brave to help to find out what going on in place where Tulita cannot go."

If the characters need some persuading to assist him in his cause, he offers the characters 25 gp each just to go to his island and speak with his uncle. If the characters don't ask for any money at the outset, Tulita Joe gives each of them the 25 gp when they get to island. If the characters try negotiating for more, Tulita Joe grows angry and storms off saying he'll hire a bunch of pirates instead; they have more honor. If the characters are pirates and point this out, Joe spits back he'll hire honorable pirates!

If the characters agree to speak with Tulita Joe's uncle, he charters a boat and takes the characters to Kakeou Island. The journey takes only a couple days and no encounters of note ensue, though the characters spot sharks off the bow and dark shapes moving below the waves.

Once they arrive at Kakeou Island, Tulita Joe gives them a seashell with intricate symbols of sea animals carved into the surface. He explains to the characters that this is the missive of his uncle Tal'ou, elder of the Ridge Back Tribe and this will afford them safe passage to meet the elders.

The Gathering

The natives of the Razor Coast have spent the last twenty generations forgetting the bloody past and trying to reclaim their heritage. However, a new threat to their once insular world has come in the form of foreigners in seagoing vessels. The once secluded Kai Bay has become the wealthy trading post Port Shaw. The wealth of trade has also brought pirates, fleets of bloodthirsty whalers, and other undesirable elements, all of this driving the village elders to fear for the future of their people. However, now with rumors of the Shark God once more adrift on the waves, the elders of the Tulita tribes have tried in many ways to cope and find their way in this new world.

The tribal elders of the Kakeou are no different. They have refused to trade or do business with "outsiders" except for other Tulita tribes and have actively squashed rumors about the Shark God. They do not wish their island's dark history to bring disaster upon them, however, little can be done. The foreign vessels have opened their once insular island life and now one of their own has begun to see images of the dark god.

When the characters arrive on Kakeou, the islanders greet them with suspicion and fear, but the missive they have from Tal'ou gives them access to the village and safe passage under heavy guard of **10 Tulita warriors**. Entering a clearing at the center of the village of houses built on stilts and covered in pili grass, they find a public discussion going on between elders of the three tribes of Tulita that dwell on Kakeou.

The **Whistle Tops** are the keepers of the shrine to Dolphin and are led by tribal elder **Honalu**, a deeply pious man whose vanity is only overshadowed by his pride in the glorious shrine to the Dolphin his people tend. Only the piety of a devoted servant of the gods impresses Honalu.

Hard Shells are the keepers of the shrine to Grandfather Turtle and are led by tribal elder **Lai'kua**, a brave warrior woman who takes pride in her martial talents and her warriors. She is impressed with martial prowess.

Ridge Backs are the keepers of the shrine to Whale and lead by tribal elder **Tal'ou**. Tal'ou is an intelligent and sensitive old man who takes in the whole picture before speaking his mind.

Tulita Tribesman (Ftr3) (10): HP 19 (x2), 17 (x2), 18 (x2), 14, 20 (x2), 10; **AC** 9[10]; **Atk** 2 fists (1 hp) or kukri (1d6) or sharkstooth club (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60; **Special:** none.

Equipment: simple kappa clothing, sandals, 2 kukri knives, sharkstooth club.

The arrival of the characters causes quite a commotion among all in attendance. If the characters don't ask to speak to Tal'ou when they arrive, he steps from the forefront of one group of villagers and walks over to the characters. He greets them, then turns to the gathered villagers, and asks that the gathering break so he can speak with their "honored guests."

"We don't have much time and my people are facing a desperate future. If my visions prove true then Dajobas the dark god is trying to return to the world. The only way to be sure is for someone to journey to the forbidden cove and see if the rumors of the shrine's reemergence are true. I would ask you to journey there and see for yourselves since it is a forbidden place for us and to merely look upon the cursed place would mean our death. You are not of our tribe and you can enter, but we need the agreement of all three tribes. That is what this gathering is about. My tribe is behind me and knows that Whale is speaking to me, but the other leaders need convincing. Tomorrow morning we will hold council and make our decision. Maybe if you speak to the other tribal elders they may see what is happening in the rest of the Razor Coast and know that we all face a new threat from the Shark God.

"I know all too well what danger we face. I've lost my son to it already. Pe'koa, my son, blood of my blood, went out fishing a few weeks ago, and he did not return. His splintered canoe washed up on the beach with bite marks all through it. I grieve for him, but soon I fear all our people shall grieve unless we root out this threat at the forbidden cove."

Tal'ou concern for his son is eclipsed by his fear that Dajobas is returning to the world. He has not been able to even speak the grief chants yet, so busy has he been conducting negotiations with the other tribes' elders and hearing reports of Tulita telling of dark things roving the waves. Tal'ou tells the characters the following about the elders of the other two tribes.

"The Whistle Top elder, Honalu, believes that the gods are angry with our straying from the olds ways and that has caused these present woes. He believes we need to sacrifice more to the ancient shrines of Whale, Dolphin, and Turtle."

"The Hard Shells believe that there is nothing to worry about from the gods and that the cause of these latest problems are due to the foreigners in their waters attracting the sharks with their fishing fleets. They are already calling for the organization of battle chants and building war canoes. It is Lai'kua's wish that we war with the outsiders and drive them from our coast. Old Turtle is a healer, but he is also a great warrior and protector god. The recent unpleasantness allowed Lai'kua to gain control of her tribe, whereas in the past shamans and healers used to lead the Hard Shells."

As long as the characters stay civil and do not make any outwardly hostile action they are allowed to move about the village without a guard. While they are waiting for the next Gathering to take place the following morning, the characters may gain some knowledge that helps them sway the other tribes to allow them to visit the cove. Both of the other elders are initially unfriendly to the characters, but good deeds go a long way toward changing their attitudes about allowing the party to head to the Cove of the Dead God. The characters can increase their chances to gain the trust of the elders in the following ways.

1. Defilers!

The elder Honalu is beginning to believe elder Tal'ou but fears disturbing the forbidden cove will cause him to lose favor with the gods. If the characters can make assurances that they pay the proper respect to the sea gods then they may earn his trust. If Honalu witnesses a character cast a divine spell or otherwise use a gift granted by their god, he believes the characters capable of traveling to the forbidden cove without angering the gods.

2. Dueling Drums and Dances

The Whistle Tops revere music as much as they do the sea. Most of the most famous and impressive chants and dances are born from the Whistle Top tribe. After nightfall, a great bonfire is lit and the Whistle Tops gather round to play drums, pipes, conch shells and chant into the night. Any character who takes part immediately earns the respect of the Whistle Tops and their support at the Gathering the next day.

3. Warrior's Heart

Mai'kua's warriors engage in battle drills and play games with scrimshaw blades and axes deep into the night. More than a few Tulita engage in wrestling matches. If a character wrestles one of the Tulita and wins, the party gains the warriors' respect. The warrior they face is a hulking Tulita named **Kaikila'ma**. The character must pin Kaikila'ma to win their support. If Kaikila'ma pins the character instead, Mai'kua and her warriors side against the characters journeying to the cove.

Kaikila'ma (Ftr7): HP 52; **AC** 4[15]; **Atk** 2 fists (1d2+2) or kukri (1d6+2) or sharks-tooth club (1d6+2); **Move** 12; **Save** 8; **AL** N; **CL/XP** 7/600; **Special:** none.

Equipment: simple kappa clothing, sandals, *bracers of defense* 4[15], 2 kukri knives, sharks-tooth club.

4. Dreams of the Lost Brother

Mai'kua's twin brother was killed in an unfortunate fishing accident involving a foreign fishing vessel, thus creating her distrust of foreigners. Since the accident she has been cursed with haunting dreams of her lost twin, and hasn't gotten a single restful night. If a character casts remove curse on Mai'kua, she sleeps well that night, and they gain an ally at the Gathering.

If a character mentions how Tal'ou lost his son in the recent troubles and the old wise man believes the source of the troubles lies in the Cove of the Dead God, Lai'kua looks past her own recent troubles to see just how steadfast Tal'ou has remained. She begins to be swayed to the old man's side.

If the characters can gain the trust of one or both the elders of the other tribes, the next morning at the Gathering a decision is made in favor of seeking out the truth about Dajobas in the hidden cove. The tribes agree to allow the characters to enter the Cove of the Dead God without incident. The characters are promised a canoe and a guide to the other side of the island. Once there the guide will point out the cove entrance and leave them, from there the characters are on their own.

If the characters fail to convince the tribes that their quest is worth violating the taboo, they are asked to leave the village and not return. Tal'ou, saddened by this failure, secretly begs the characters to journey to the cove on their own, giving them a map carved on a piece of wood. If the characters journey to the cove against the wishes of Lai'kua and Honalu, they encounter a war party of **10 Tulita warriors** who have converted to the worship of Dajobas when they draw near the cove. The warriors demand the party turn back, and resort to violence if necessary. If the party slaughters these Tulita they make eternal enemies of Lai'kua and Honalu, and the tribes hunt them.

Tulita Tribesman (Ftr3) (10): HP 19 (x2), 17 (x2), 18 (x2), 14, 20 (x2), 10; **AC** 9[10]; **Atk** 2 fists (1 hp) or kukri (1d6) or sharkstooth club (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60; **Special:** none.

Equipment: simple kappa clothing, sandals, 2 kukri knives, sharkstooth club.

Part Two: Cove of the Dead God

In a cove hidden from man and god, a shrine carved from hewn limestone has arisen out of the sea. The once azure waters of the cove are tainted with a reddish hue now, obscuring the coral forest from sight. Dark shapes gliding just below the surface are the only things visible through the murky waters.

THE COVE

When the Tulita once thrived throughout the Razor Sea this cove was a sacred place of worship dedicated to all the gods of the ocean. When Dajobas came to the coast, his agents corrupted the water with sacrifices of blood and raised a shrine in his honor. Built upon mighty coral reefs, the shrine seemed to float above the water, but when Dajobas was overthrown, the gods of the sea sent a mighty wave and drowned the cove, casting the shrine deep below the waves. The cove of the dead god, forbidden by the Tulita people, became a smugglers' haven in years past as foreign powers descended upon the Razor Coast. Teeming with sharks and ancient shipwrecks of those that came before, the hidden cove on the Tulita island seems a perfect place for pirate and smuggler alike to hide from the eyes of Port Shaw's Dragoons or enemy bands of raiders. Since the earthquake though, the cove is now avoided by seafarers as well as Tulita, because of the "spooky heathen shrine" that arose from the sea, and the increased predations of dire sharks and other horrors capable of tearing a ship to driftwood.

A high stone cliff face that descends into deep jungle surrounds the cove. The stone wall itself is pockmarked from years of weathering sea storms. The cove is actually a natural deep-water harbor with a draft capable of allowing small trading cogs and caravels in without fear of running aground. There are, however, several sizeable coral formations that lie no more than a foot or two below the water, depending on the tide. A couple wooden hulks lie impaled upon these coral spires, bitter warnings to those seeking the shelter of the cove to mind these undersea obstacles. However, what is most astonishing is the stone shrine and archway that seemingly arose from the depths of the cove itself where it has lain hidden for centuries.

The archway yawning into the shrine looks to be half of some primordial shark's jaw sporting huge teeth, set deep into the stone. Large enough to sail a canoe through, the razor-toothed arch was once a gate beckoning the faithful of Dajobas to his Shrine of Frenzy. The shrine, made from quarried limestone, still bears the reminders of its years

Cove of the Dead Sea God
N
W
E
S
The Shrine of Frenzy
One square = 10 feet

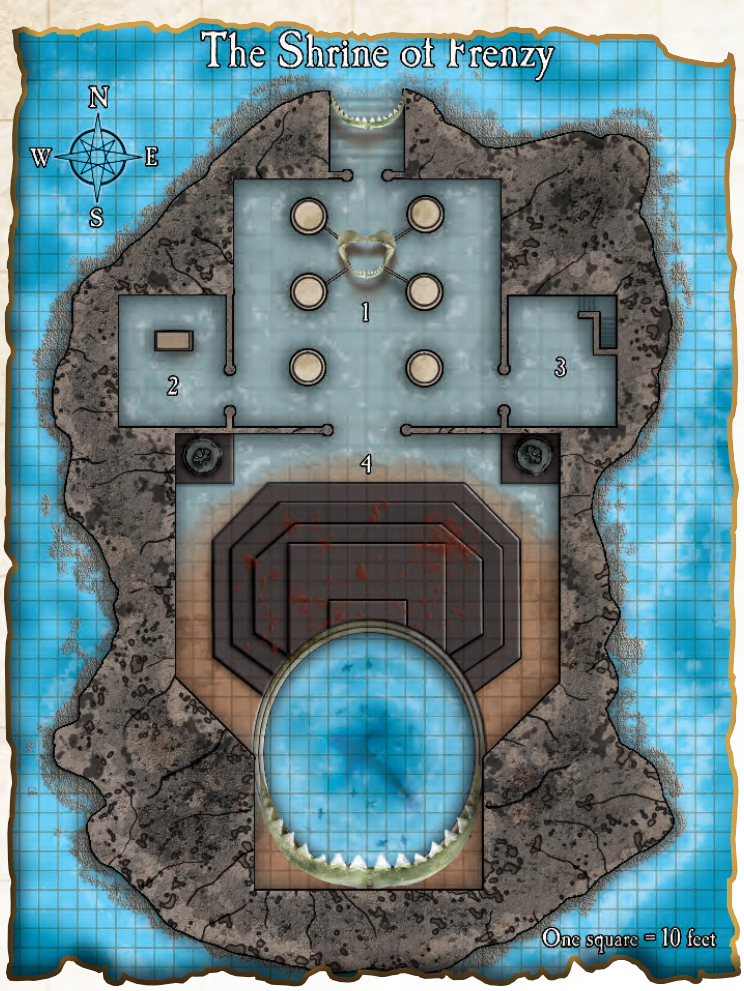
beneath the waves. Barnacles and swaths of sunbaked seaweed cling to its ridges and roof. Carvings of great sharks devouring everything in their path cover the shrine, telling the story of Dajobas' Great Hunt and the predations of his beloved progeny. Besides the shrine, a small sand beach is the only patch of dry land in the cove. The walls of the small rocky island the shrine rests within are pock-marked with the openings of small caves used by smugglers and pirates to hide their illicit goods.

The cover is no longer safe for any vessel to broach. Dajobas' children prowl the waters here now. **Four large sharks** hunt the waters here. These predators are unnaturally aggressive. They attack swimmers, ships, or anything that enters their territory. As soon as the characters enter the cove, the sharks ram their canoe to capsize it, then close in for the kill.

Large Shark (8HD) (4): HD 8; **HP** 51, 41, 37 (x2); **AC** 6[13]; **Atk** bite (1d8+4); **Move** 0 (Swim 24); **Save** 8; **AL**: N; **CL/XP** 8/800; **Special:** feeding frenzy.

Treasure

Anyone able to search the beach find a small cache of bottles buried under the sand. Eleven of the bottles are rum; the twelfth is filled with a *potion of extra-healing* (enough for two doses).



Part Three: Shrine of Frenzy

1. Antechamber

The smell of sea foam and rotten fish seems to have soaked into the stone itself as the hewn tunnel opens into an antechamber slick with sea silt and algae. The tropical rays filter in through an opening high above the floor, yet the carved relief and stone murals give the feeling of being several fathoms below the surface. The air is humid and stale and the water flowing from the interior chamber has turned a darker shade of red.

This short entryway opens into the shrine's antechamber. A vaulted ceiling held aloft by six mighty limestone pillars depicts sharks and other predators of the deep feasting on all manner of beings. Suspended by the first two pillars is a massive set of jaws that belongs to some immense shark. Two of the characters could easily fit in the gaping maw. The room is filled with water from high tide and is about 1 foot deep throughout the chamber. All manner of objects litter the floor, from the broken bones of aquatic sea life to remnants of Tulita warriors.

Trap

The hanging shark jaw belongs to a dire shark and is actually a trap. Stepping on a pressure plate located right within the entrance of this area causes the jaws to swing forward and snap shut (2d8 points of damage, and jaws snap shut on the victim).

This chamber was once the gathering and preparation hall for the faithful of Dajobas. Now a bizarre abattoir has been prepared to fend off intruders. **Six Tulita warriors**, who have forsaken the tribes and joined Ka'noa, wait here to defend the shrine while the ceremony is underway.

Dajobas Worshippers (Ftr3) (6): HP 16, 12, 18, 11, 6, 23; **AC** 6[13]; **Atk** scrimshaw trident (1d8+2); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60; **Special:** none.

Equipment: scrimshaw trident, gator-hide armor (–3[+3]), *potion of extra healing*, purple coral bracers (20 gp value), 10 sp.

Tactics: Tulita warriors work well in small groups and will use their speed and fervent devotion to Dajobas to the fullest. They position themselves throughout the hall, hiding behind pillars. They wait until the characters have sprung the shark maw trap and then rush into battle. They prefer to prove themselves by taking on warrior types.

However, The Tulita will change tactics if they find they are having trouble injuring or killing one of the characters. If the Tulita cannot take down a warrior by himself, they pair off to engage enemies from the front while others will

try to slip behind to attack from the rear. These warriors are new converts to Dajobas and fight to the death to prove themselves.

2. TREASURE ROOM

A curved archway beckons into darkness like the maw of some great behemoth from the deep. Brackish water, ankle-deep, ebbs and flows in concert with the sound of waves echoing from the antechamber outside. However, the sound of lapping seawater is punctuated with thick splashing sounds like a wet haunch of meat slapping stone.

This chamber was once a treasury and coffer for some of the riches of the shrine. It now only contains a few scattered coins (3 gp, 14 sp and 22 cp) and a large coral reliquary that holds one of the idols of Dajobas.

A **shark** currently occupies this chamber. It passed through the shrine during high tide, and the receding water stranded it. The shark is slowly suffocating, but the dying shark is still dangerous and will lash out at any who comes close to it.

Large Shark (8HD): HD 8; **HP** 49; **AC** 6[13]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** N; **CL/XP** 8/800; **Special:** feeding frenzy.

Trap

The room is also a clever trap designed to capture and kill would-be thieves. Stepping anywhere in the area around the reliquary triggers a pressure plate causing the archway to slam shut and sea water to pour into the room. The room floods completely in 3 rounds. This is quite a relief to the shark, but not so much to others caught in it.

Treasure: Locked within the reliquary lies a length of whalebone carved in the likeness of a shark with ancient scrimshaw art depicting the story of Dajobas, devourer of worlds. The carved ivory piece is worth about 2,000 gp or maybe much more to a zealot.

3. PRIEST CHAMBER

The wall on the eastern side of this room directly across from the treasure room is completely devoid of any marking except a single shark's tooth made from obsidian. Depressing the obsidian shark tooth causes a portal like that of a shark maw to yawn wide. The portal offers access to the chambers of the priest of Dajobas.

The room the portal opens into is dank and dark, and filled with the putrid scent of sea brine mixed with dead fish. In the center of the room is a large shallow stone basin. The basin is filled with seawater and a dark form lies beneath the water.

Two scrags who once made their homes in the hidden cove now serve Ka'noa as personal guards, watching over him as he sleeps in his basin of seawater and accompanying him when he leaves the shrine. After witnessing the power that Dajobas conveyed upon Ka'noa, they anticipate with relish the carnage and bloodshed the Shark God's return shall bring. At this time, only the **female scrag** is in the chamber, lying in the basin of seawater.

Scrag (Sea-Troll): HD 6+3; **HP** 34; **AC** 4[15]; **Atk** 2 claws (1d4) or bite (1d8); **Move** 12 (swim 18); **Save** 11; **AL** N; **CL/XP** 8/800; **Special:** regenerate 3hp/round.

Tactics: The female scrag will attack anyone other than Ka'noa who enters the chamber. After bursting from the water and attacking the characters, the next round the scrag will call for her mate to join the battle. If the female scrag drops below a quarter of her hit points, she flees along the quickest way to the sea.

Treasure

Near the foot of the stone basin in a small metal chest is a *folding boat* (see the **Appendix**); its activation word is "Riptide" and is written on the inside of the chest.

4. DEEP SANCTUM AND SPAWN POOL

Stepping into this chamber feels like entering the gullet of a massive fish. The only light comes from large basins cut into the limestone walls filled with deep sea fish. These demonic looking fish, with their strange glowing adaptations, give off the faint green light barely illuminating the dim chamber. The alien green glow plays off the vaulted ceiling and the two massive coral statues of shark-like humanoids that stand sentinel near the entryway. The overpowering smell of brine mixed with a heavy odor of decaying flesh and rotting sea life stand as a reminder to all that they are but food for the hunger of some terrible waiting maw.

Rising in the center of the room is a tiered altar that glistens with black ichor and bloody viscera, overlooking a pool shaped like a shark's maw. The pool is filled with more deep sea fish glowing green, and a large shadow can be seen moving below the surface. Swimming back and forth in almost choreographed movement, the hidden beast seems to be waiting for something.

A still more horrible sight lies atop the altar – a Tulita man thrashes weakly, bound to the slab, his arms gnawed to short stumps. His eyes shine an unnatural black as he gnashes his blood stained

shark's teeth. A bit of cloth shirt hangs wetly from the teeth—cloth from his own shirt, snagged on his jagged incisors when he ate his own arms.

Ka'noa stands on the altar next to a stone slab that hangs over the lip of the spawn pool. Tal'ou's son, **Pe'koa**, lies bound to the slab. Pe'koa was not eaten by sharks; rather Ka'noa and his cultists attacked him, wounded him, and dragged him here as a special sacrifice.

Having heard the battle outside, Ka'noa hastily began the ceremony to summon the spawn of Dajobas. Speaking words in a long-forgotten tongue, Ka'noa stands poised to thrust a shark-tooth ceremonial dagger into the helpless Pe'koa. He has but to disembowel Pe'koa and let the blood and viscera spill into the spawn pool. Pe'koa has 2 hp if Ka'noa disembowels him and expires the second round after he is tossed into the spawning pool. The characters might be able to save him with healing magic to keep him from death.

The lengthy preparation ritual for creating the spawn of Dajobas creates a dread connection between the one who prepares it and the victim. If Pe'koa is saved by the characters, Ka'noa instead plunges a ceremonial dagger into his own heart and falls into the pool, completing the ritual in Pe'koa's place. Either way, once blood enters the water, the ritual begins. When the characters enter, Ka'noa summons **3 crocodiles** using his fish hook of the hunter to keep the characters busy while he makes the killing stroke. If the characters enter from the Sea Caves, Ka'noa uses the fish hook to summon another shark. Once he finishes the ceremony, he joins the crocodiles battling the characters as the spawn forms. If the characters make it by his crocodiles, Ka'noa uses his whip to attack foes and then moves in on weakened or dying characters using his club and bite attacks. If he is severely injured, he spends a round and devours a slain enemy to gain hit points as per his Devourer gift from Dajobas.

Dalang Ka'noa, Wereshark human form (Rgr 9): HD 10; **HP** 63; **AC** 4[15]; **Atk** *+2 shark-tooth club* (1d8+2) and shark bite (1d6+2) or spined sea whip (1d6+2); **Move** 12; **Save** 6; **AL** C; **CL/XP** 9/1,100; **Special:** alertness, gifts of Dajobas (shark bite, 1d6+2; devourer—gains +1 bonus to saves and attacks and gains 10 temporary hit points per foe devoured, 30 maximum), spells (1), tracking;

Dalang Ka'noa, Wereshark hybrid form (Rgr 9): HD 10; **HP** 63; **AC** 4[15]; **Atk** *+2 shark-tooth club* (1d8+2) and shark bite (1d6+2) or spined sea whip (1d6+2); **Move** 12; **Save** 6; **AL** C; **CL/XP** 9/1,100; **Special:** alertness, control sharks (75% normal, 50% giant), gifts of Dajobas (shark bite, 1d6+2; devourer—gains +1 bonus to saves and attacks and gains 10 temporary hit points per foe devoured, 30 maximum), spells (1), tracking;

Dalang Ka'noa, Wereshark animal form (Rgr 9): HD 10; **HP** 47; **AC** 2[17]; **Atk** bite (1d6+2); **Move** 0 (swim 24); **Save** 6; **AL** C; **CL/XP** 14/2,600; **Special:** alertness, control sharks (75% normal, 50% giant), gifts of Dajobas (shark bite, 1d6+2; devourer—gains +1 bonus to saves and attacks and gains 10 temporary hit points per foe devoured, 30 maximum), spells (1), tracking;

Spells: 1st—*cure light wounds*

Equipment: *+1 gatorskin armor, +2 shark-tooth club, ring of protection +2, fish hook of the hunter* (see the **Appendix**), *potion of extra healing*, 4 red coral bracelets (50 gp each), red and blue coral ring worth 150 gp, and 33 gp.

Tactics: Ka'noa is nearly complete with the ritual of creating a spawn of Dajobas. He has but to disembowel Pe'koa and let the blood and viscera spill into the spawn pool to initiate the transformation. When the characters enter, he will summon crocodiles using his fishhook of the hunter to keep the characters busy while he makes the killing stroke. Once finished, he joins battle with the

Iku-Tursas, Spawn of Dajobas

Hit Dice: 15
Armor Class: 2[17]
Attacks: bite (2d6+2) or thrash (3d6+2)
Saving Throw: 3
Special: control water, swallow whole on natural 20
Move: 0 (swim 30)
Alignment: Chaos
Challenge Level/XP: 18/3,800

This beast resembles an enormous shark whose endless rows of teeth have escaped its maw and now sheath its form, like a lodestone encrusted with needles. A deluge of sanguine, briny seawater oozes from the creature's flesh, forming a gory wake wherever it thrashes. Void-filled, edacious jaws promise swift oblivion.

The Iku-Tursas dwarfs even the largest shark along the Razor Coast, and is the unnatural alpha hunter in its territory, stripping the sea and coast bare of life. Typically 30 feet long and weighing 8,000 lbs, it is covered in tooth-like spines from snout to tail, with the exception of the dorsal, pectoral and caudal fins which are bony, serrated blades.

Created by the Tulita tribes during vile, desperate exultations to Dajobas, the Iku-Tursas is tasked to take revenge upon the tribe's enemies by flooding their towns and devouring them wholesale. Any alliance with an Iku-Tursas is treacherous, as the beast immediately attempts to supplant the tribe's leader.

The Iku-Tursas floods an area with its control water ability (160-foot-by-160-foot cube that is 32 feet deep) before attempting to swallow its opponents. It thrashes if engaged by multiple opponents. An Iku-Tursas is cursed to remain endlessly ravenous. Any swallowed opponents are subject to a disintegrate effect (as per the spell). In addition, the Iku-Tursas may eat through a 10-foot cube of material of any type (including wall of stone, iron or ice). An Iku-Tursas swallows an opponent whole on a roll of a natural 20 to hit.

Variants

Several variants of the Spawn are known to exist — the type described above reflects the local Tulita tribes' vision of Dajobas' avatar. Other variants reflect regional shark species (hammerheads, mako and tiger), as well as crocodilians, enormous rays and even swarms of piranha. These changes in appearance are superficial, and the statistics above can be used for any of the varieties.

Creation

The rites of transformation are held as one of the most horrific secrets of the Cult of Dajobas. Firstly, the "volunteer" is forced to fast for weeks, then the supplicant is purged by forced consumption of blood-laced seawater from sunset to sunset to induce vomiting. The Dalang then begins a ritual where the volunteer is prepared for sacrifice. During this ritual, the supplicant's skin is engraved by a priest of Dajobas with dark, esurient runes, which are filled with ground black pearls worth 6,000 gp. At the end of the fast, the petitioner's teeth, wasted from starvation and forced regurgitation, are regrown as rows of vicious, triangular shark's teeth as he is filled with the desperate hunger of He Who Eats Worlds.

In the final ceremony, the supplicant feasts on his own arms until nothing remains but gory stumps — macabre semblances of a shark's pectoral fins. The cult leader then must summon one of Dajobas children to a spawn pool (any shark). The Dalang then eviscerates the volunteer, spilling blood and guts into the spawn pool to complete the ceremony. The shark's tooth-filled gizzard expands outward and reverses to envelope their body to form the Shark God's Harbinger. The preparation process of the sacrificial victim bonds the preparer to the victim. Once the ritual is prepared, either the victim or the preparer's blood can serve to incite the shark's transformation.

Chant of the Iku-Tursas

From the ocean rose a giant,
Dreadful Tursas, ever hungry,
Spread the monster's mighty jaws,
And rounds itself a dark corona,
Raises it above the ragged cliffs,
Far it stretches out its voided maw,
Swallows white-clouds in their courses,
With its razor-teeth it rends the sunlight,
With its many spines, the moonbeams,
And the starlight dies in heaven.

— A Tulita death chant translated by the explorer Greyson Thornfield

crocodiles as the spawn is formed. If the characters entered from the Sea Caves below and slew the shark therein, Ka'noa instead uses his fish hook of the hunter to summon another shark to use for the ceremony.

Disemboweling Pe'koa takes Ka'noa a full round. If Pe'koa is saved by the characters, Ka'noa instead plunges a ceremonial dagger into his own heart and falls into the pool, completing the ritual in Pe'koa's place.

If the characters make it by his crocodiles, Ka'noa uses his whip to attack foes and then moves in on weakened or dying characters using his club and bite attacks. If he is severely injured, he spends a round and devours a slain enemy to gain hit points as per his Devourer gift from Dajobas.

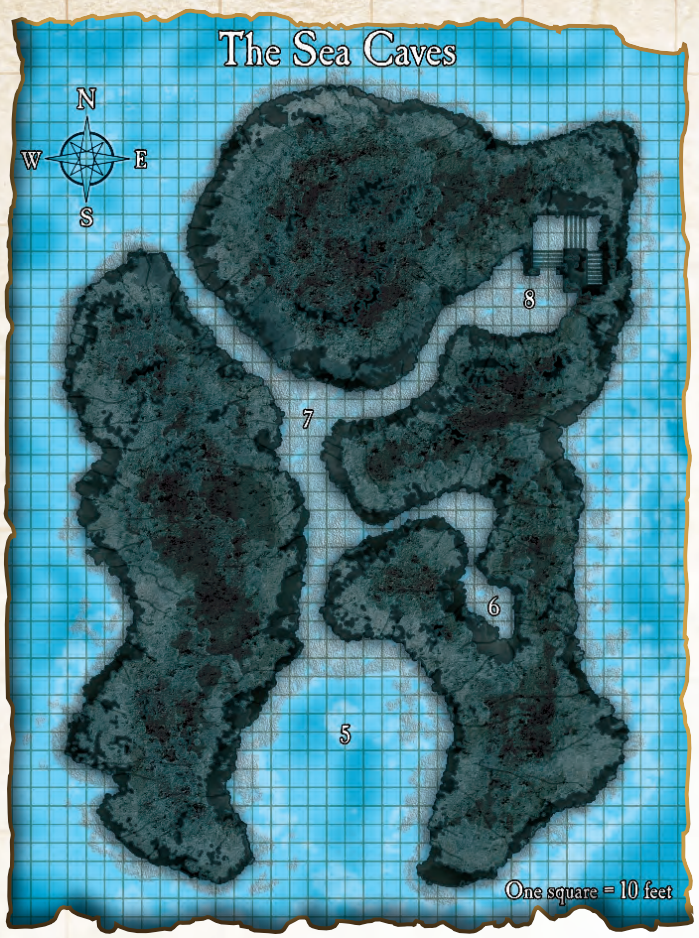
If Ka'noa is successful in completing the ceremony, he may choose to flee the shrine and let the spawn deal with the characters. If he is not successful, Ka'noa will use his final act to devour his own arms and fling himself into the spawn pool to complete the ritual and bring fourth the **Iku-Tursas**, the Spawn of Dajobas.

Pe'koa is at –1 hp after being disemboweled and will expire the second round after he is tossed in the pool. The characters might be able to save him with healing magic to keep him from dying, either way, once his blood is in the water the ritual begins.

The moment that either Pe'koa or Ka'noa's lifeblood flows into the pool of glowing seawater, it begins to bubble and the shark beneath the surface thrashes madly. The bubbling water soon turns crimson and the entire pool begins to froth with red foam. The green glow cast by the deep-sea creatures becomes a kaleidoscope of red light as Dajobas' infernal power begins to ignite the pool. The whole process from the minute the blood of a Tulita enters the pool until a spawn has fully formed requires 4 rounds. Once the ceremony completes, the shrine quake and pieces of the roof cave in. The temple collapses the following round killing anyone that remains inside, and the most likely means of escape (unless the characters have some quick teleportation magic on hand) is by diving into the spawn pool, where the Iku-Tursas awaits them. Once the shrine collapses, the only way out is through the Coral Sea Caves below. The Iku-Tursas will flood the area with its control water ability before attempting to swallow its opponents. It will thrash if engaged by multiple melee opponents. The Iku-Tursas always fights to the death.

tIf healed, Pe'koa's eyes, teeth, and mind return to normal, but he is armless and is weak and traumatized by his experience.

Iku-Tursas, Spawn of Dajobas: HD 15; **HP** 70; **AC** 2[17]; **Atk** bite (2d6+2) or thrash (3d6+2); **Move** 0 (swim 30); **Save** 3; **AL** C; **CL/XP** 18/3,800; **Special:** control water, swallow whole on natural 20. See sidebox for more details.



Part Four: The Coral Sea Caves

The shrine to Dajobas was built on a coral formation that rose from the sea. The coral proved to be perfect foundation for the structure and afforded it many ways to enter the shrine above and below the water. The coral formation is riddled with openings and sea caves. At one time, caves ascended all the way through the formation and connected with the Shrine itself to allow Dajobas' agents quick access to water. Currently the caves are little used by Ka'noa and his fellow cultists, but his scrag bodyguards prefer to lurk in the salty brine here. They avoid the cave of the spawn due to the ill temper of the dire shark who lives there. The scrags recently discovered a chuul nesting in the caves and look upon the vicious thing as their pet, feeding it scraps of flesh and chum.

5. Cave of the Spawn

Red coral walls the color of blood expand out creating a massive underwater chamber opening to an air filled chamber above. The pool is lit with a greenish light that comes from strange deep sea fish bobbing about.

The cave below the spawn pool is a large natural sea cave with two entrances. The one furthest toward the back of the cave is large enough to for a huge creature to navigate without trouble. Another smaller sea cave entrance branches from the other side of the cave and lead into a series of tunnels beneath the shrine. The entrance is only big enough for a man-size creature to pass through easily, though a large creature could squeeze through.

The **shark** called by Ka'noa to complete the ceremony to bring forth a spawn of Dajobas is a ferocious thing missing one eye and with a jagged scar down one side of its body (from a close encounter with a ship's keel). The creature eagerly awaits the dark blessing to become an even greater killing machine in Dajobas' service. If the characters happen upon this chamber before they have gone to the deep sanctum, the shark will leave them alone as long as they don't attack it.

Large Shark (8HD): HD 8; **HP** 44; **AC** 6[13]; **Atk** bite (1d8+4); **Move** 0 (swim 24); **Save** 8; **AL** N; **CL/XP** 8/800; **Special:** feeding frenzy.

or if the ceremony is already complete:

Iku-Tursas, Spawn of Dajobas: HD 15; **HP** 70; **AC** 2[17]; **Atk** bite (2d6+2) or thrash (3d6+2); **Move** 0 (swim 30); **Save** 3; **AL** C; **CL/XP** 18/3,800; **Special:** control water, swallow whole on natural 20. See sidebox for more details.

6. DEAD END

The sea cave seems to narrow even more and the warm waters of the cove cool unnaturally. The water just seems to sit like dead liquid waiting to congeal.

This cave narrows slightly making it difficult for large creatures to pass by squeezing but still allowing man-sized creatures to move unhindered. Unlike the rest of the tunnels, the sea caves under the shrine this passage has no pockets of air and ends at a solid limestone wall. This passage is a dead end and still holds the remains of an unlucky pirate salvager who drowned in the caves long ago.

Treasure

Little remains of the forgotten pirate except brittle bone, a burnt out torch, and, attached to a rusted chain belt, a *+1 returning net* (no damage; entangles victim on successful hit).

7. SEA CAVES

Warm current moves through the naturally formed caves that lie below the shrine. Porous coral walls coated with slick algae leave just enough room for a man to move through without much trouble.

There is no light in the caves and the passages are narrow. Man-size creatures will have no problem moving about, but larger creatures must squeeze to pass. Using weapons is difficult

due to the close quarters. Piercing weapons suffer no penalty but slashing or bludgeoning weapons suffer a –2 to attack (in addition to the normal underwater combat penalties). The sea caves are not totally without air. Small pockets in the stone above the water line have formed allowing breathable air to be trapped in the ceiling of the sea cave. Throughout the sea cave there is a pocket of air every 20 feet. Each pocket of air contains enough air for two man-size creatures to refill their lungs once or one larger creature to do the same.

Wandering through the sea caves is a **chuul** that found this cove just recently and enjoys the gory leavings the sharks' feeding frenzies bring. Although it is a large creature, its aquatic nature and familiarity with the sea caves allow it to move unhindered through the area.

Chuul: HD 10; **HP** 68; AC 2[17]; **Atk** 2 pincers (1d6), bite (1d8), paralytic tentacles; **Move** 15 (swim 12); **Save** 5; **AL** C; **CL/XP** 11/1,700; **Special:** immune to poison, tentacle grab. See the **Appendix** for more details.

8. Submersion Chamber

Lit by blue glowing algae smeared across the ceiling of the small cave, this chamber holds a small stone platform that descends into the warm waters below the shrine. Small piles of bones lie about the platform.

Opening up from the sea caves, a small cavern just above water level holds the chamber the priest of Dajobas used to enter and leave the shrine in secret. Ka'noa has little use for this room at this time, so he has given it over to his scrag bodyguards.

One **scrag** can always be found here guarding the stairway that leads up into the priest's chambers (Area 3). The horrid looking scraggily-haired troll squats on the platform, chewing on a squirming eel. The minute the scrag sees someone come into the chamber it dives into the water to engage the target. If it hears its mate battling foes above, the scrag clambers up to join the fray.

Scrag (Sea-Troll): HD 6+3; **HP** 36; **AC** 4[15]; **Atk** 2 claws (1d4) or bite (1d8); **Move** 12 (swim 18); **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** regenerate 3hp/round.

Tactics: If the scrag notices the characters entering the chamber by the sea caves, he slips off the platform and engages the characters in the water. If he starts to have trouble with the characters, he will bellow for his mate to join the battle. The scrag flees to his mate if reduced to a quarter of his hit points.

Treasure

If the characters search the room they find a well picked skeleton at the bottom of the chamber gripping a scroll made of inscribed sea shells with the spells water breathing and control water on them.

Concluding the Adventure

If the characters defeat Ka'noa and destroy the Iku-Tursas, they have averted disaster for now. Dajobas is far from finished with the Razor Coast, but now the Tulita tribes realize what is at stake and begin to prepare for the return of the Shark God. Tal'ou and the other elders award the characters 4,000 gp worth of precious polished shells and obsidian. They also offer the characters a small chest containing sea charts for the Razor Coast. If they managed to save Pe'koa from his fate and return him to the tribe, they are also given the title tamari, friend of the tribe. They are considered allies and allowed to come and go as they please to the island, and receive discounts for services and items from members of the tribe.

Still Waters

You sink into the slime, who dare
To knock upon their door,
While down the grinning gargoyles stare
And noisome waters pour.
Beside the rotting river-strand
The drooping willows weep,
And gloomily the gorcrows stand
Croaking in their sleep.

– J.R.R. Tolkien – The Mewlips

Something has risen from the mire and walked clumsily onto the lands of men. This broken creature from a bygone age of slaughter wants to praise its dead god the only way it knows how—by drowning the children of his enemies in a mournful temple sunk beneath the bog—a stinking wet hell of weed, silt and slime where hungry things crawl and the dead refuse to lay buried.

"Still Waters" is an adventure by Richard Pett suitable for four 6th level characters*. The adventure takes the* characters *through the living mire of Blacksink Marsh and into the drowning remains of an ancient temple to the shark god Dajobas, where one of his ancient worshippers plans a watery sacrifice.*

Adventure Synopsis

When several villagers go missing and plantation slaves disappear into the night, the only evidence is a few strange eyewitness accounts of monsters lurching from the swamps and dragging wriggling human-sized sacks back into the darkness with them. The constabulary of Port Shaw needs heroes to brave the many terrors of Blacksink Marsh and

discover the fate of these hostages.

In the mire, the characters face all manner of dread predators: true gators the size of horses, a girallon half-mad from the rusty blades of the Karikanti, and of course the terrifying gatormen themselves. After braving these terrors and tracking the kidnappers through the marsh, the characters arrive at the Hungermire, a sucking black abyss of swamp that eats any who brave its depths. There they face a dread slough shade, the spirit of a dozen mourning mothers who watched their children sacrificed on the Shark God's altar. If they survive this wet hell of mud and murder, the characters come to the Drowning Temple wherein Karikanti, undead monkeys, and the Caller of Crooked Forms await. Worse, the captives collected by the Caller are trapped within a wickerwood maw, a cage poised to be sunk into the sucking mire, the first such offering to Dajobas in centuries.

Adventure Background

Blacksink Marsh has always had an ill reputation. The thorns that grow there are poisonous, beasts and changed things rove the waters lurking in wait for foolish travelers, and the twisted descendants of an accursed tribe hunt beneath the dark canopy of black willow trees. Explorers tell of strange crumbling buildings suddenly happened upon at dusk that vanish with the last red rays of the sun, and gators who walk on two legs and drown men from afar with a mere glance.

Blacksink was not always a mired wasteland. In ancient times, this stretch of land was a fertile paradise where red jack, moltado fruit, and other exotic wonders grew on lush green trees. Taro farms, well tended by the Tulita tribes of the Razor, produced more largess than the people could eat, and the sonorous cries of the gold-plumed kovalo bird put even the finest chant-singers to shame. Beneath the life-giving shade and gentle rains of this peninsula, the Tulita practiced the old ways, revering their gods with powerful chants and dances. Their obeisance to Pele, the goddess of fire and wrack, kept their enemies at bay with searing flames, and the three totems of Dolphin, Whale and Turtle kept careful watch over the people and provided for all their needs. There was no Tulita word for disease in this age (today there is, a word synonymous with "foreigner"). The area known today as Blacksink was a paradise.

Then the wars came, and brother turned on brother. The Tulita fractured, their many tribes taking sides and taking up arms against one another. The waters of the Kai Bay ran red with Tulita blood, and desperate gambits to control the coast pushed tribes to engage in escalating atrocities. Murdering the children of an enemy before they could become warriors became a widespread practice.

Facing annihilation, tribes turned away from the old gods, who were believed to have turned their backs on their children when the wars began. Pele fumed at the arrogance of her children. Fury and violence were hers alone to dole out, and so she spewed magma and ash upon the Tulita in hopes of quelling their ridiculous wars, but the tribes, entangled in feud and spite, fought on even as fire rained from the sky and laid waste to their lands. Grandfather Turtle fled his beaches, and the healing powers of the shamans vanished overnight. The Turtle would not watch his gifts be squandered on fools who would throw their blessed lives away on enemy spears. The Dolphin and Whale left the bay, fleeing deep into the ocean, and with these guardians' departure, other things came to the waters of the Razor.

When the first sharks came to feed in the bloody, corpse-strewn waters of the once glittering Kai Bay, the Tulita marveled at these creatures' dread power. They devoured all things, heedless of harpoon or spear, and fearlessly tore swimmers to shreds. A terrible force of terror and carnage, many tribes turned to the sharks as an exemplar of the warrior spirit. In these bloody times of the Great Wars, many tribes claimed the Shark as their new totem, and so Dajobas, He Who Eats the World, came to the Razor Coast.

Of all the tribes who worshipped at his voracious maw, none pleased Dajobas more than the Karikanti. Most tribes made sacrifices to the Shark God, but the sheer number of victims the Karikanti bled on his altars made the other tribes' offerings seem paltry by comparison. The Karikanti splayed every enemy captive with a sharkstooth blade, and even fed their own sons and daughters to Dajobas' gory maw. The Shark God was pleased, and offered the Karikanti a great boon. The first alligators came to the Razor Coast, children of the Shark God, possessed of his dread appetites but gifted with legs to walk on land. These scaly-hided hunters came to the Karikanti and served them in battle, culling the tribe's enemies on land and in the rivers where no shark could prowl. The Karikanti claimed the fertile peninsula as their own and erased entire tribes from existence in gory sprees of slaughter. They erected great ziggurats to Dajobas' glory. They drowned the land in blood, painting these great temples red with gore and sacrificing men, women and children to the Shark God without respite in a desperate attempt to appease his unending hunger.

Faced with the terror of the Karikanti, many of the other tribes returned to the old ways. They practiced the old chants and dances in secret, calling across the waves with sacred drums and pleading with their totems to return. Finally after decades of dark slaughter, the Dolphin, Whale, and Turtle returned to the Razor, coaxed by these shamans' efforts. Together, they cast the Shark God back into the deeps.

The Karikanti faced grave judgment at the hands of their old gods. For one, their slaughter of the other children of the coast was a blasphemy beyond comprehension. Perhaps even more terrible was the infestation of Dajobas' gators.

These foul abominations could not simply be cast back into the sea. They creep in rivers all along the Razor even to this day. In anger, the old gods cursed the Karikanti to resemble the hideous scaly predators they had brought, like a plague, to the land. The Karikanti's glorious ziggurats and temples sank into the marsh. The land was drowned by the gods' fury, salty brine corrupting the once-lush forests and leaving the once-fertile soil a barren wasteland where only marsh weed and fungus grow. The trees turned black and twisted, weeping thick blood-like sap as a constant reminder to the Karikanti of their savage slaughter of their Tulita brethren.

When Dajobas fell from grace, the Caller of Crooked Forms, a Karikanti shaman, fled into the swamp hoping to find some sign of his now-silent god. As he wandered aimlessly through the corrupted marsh, the Caller questioned if his god would ever answer his dark prayers. At last, some festering disease of the swamp took him, and whilst wandering the Blacksink Marsh, a pack of undead wights, once children the Caller had offered to Dajobas' altar with his own sharkstooth blade, found the dying shaman. For three nights they chased him, visiting misery and despair upon the old shaman in recompense for the brutal torments they suffered under his knife. In time, they tired of their quarry, and decided to feast upon him. The chase slowed, became a dance, and the wights moved in for the final kill…

The Caller stumbled into the waters of the Hungermire, a living bog haunted by a creature called a slough shade, a dark monster of the deep who loves to drown children and keep them as her own. It saw the wights taunting the Caller and grew hungry for their joyful souls; it thought the undead were children coming to play in its embrace and die. Even as the wights took to the black mire in pursuit of their own prey it sighed hungrily and moved closer, but when it saw what they truly were the slough shade quaked with fury—it did not thrive on unlife, unlife was its gift and its children sang dolefully to it in the night from the deeps. The wights didn't see the blackness of the waters until it was too late, and the singing screams of the shade masked their own cries as they were dragged into the deeps to be punished.

The Caller took the slough shade for a sign from his lost god. The shaman stumbled into a drowning ruin at the edges of the bog, a former temple to Dajobas, and fell into a final sleep. The swamp took him then, and he sank deep into the mire. There he remained for hundreds of years. A recent earthquake finally shook the Caller of Crooked Forms from the reverie of death. He awakened a wight and clawed his way up through the mire for weeks before he emerged from the foul-smelling mud. The shaman did not fall into madness at his new undead existence but instead saw his strange rebirth as another sign from Dajobas – who he felt ate his old life away and gave him new purpose. His grip on this thought enabled him to retain most of what he was before his awakening into undeath. The ruin would be his temple, and the slough shade guardian his protector in the task ahead – to create a holy site worthy of the Eater of Worlds here in the stinking swamp of Blacksink where insect feeds upon insect, animal feasts upon animal and all flesh eventually fails, feeding the land's decay. Blacksink is a dark place feasting upon itself for all days. The perfect place for Dajobas to be reborn…

Adventure Hooks

Drawing the characters into this adventure is a simple matter of involving them in the chaos left in the wake of the recent disappearances. As the characters are going about their business in Port Shaw or just passing through on their other adventures, the port town is abuzz with fear and despair. Every street corner is alive with talk about the taking of slave children from the Hargrove Plantation, and with stories of other missing folk. Whet the party's appetite with a rumor or two, and lure them into the events of this adventure. If you want, use one or more of the following hooks to connect the characters more personally to the events of "Still Waters".

Suffering of the Tulita

Take the opportunity to introduce a few Tulita NPCs to the characters while they are in Port Shaw. In particular a four-year-old Tulita boy named Kaliki – the son of an indentured couple working the Hargrove plantation – finds the characters enchanting. He follows them around, pretending to be an adventurer. Little Kaliki's parents cannot take care of the boy, as they are slaves worked day and night by their overseers at the plantation. The boy is destined for the same as soon he grows old enough to work the fields, but for now, he slips away to the city often, scampering and playing about with other street urchins. Kaliki is enamored of the party and plans to become a brave hero too, someday, so he can help his people throw off Port Shaw's yoke. After a while, Kaliki goes missing. A group of Tulita indentured servants from the Hargrove Plantation are loading up barrels of flour onto a wagon at the port a few days after the boy vanishes. One of them bumps into the character and in a terrified whisper says "Please sir, you must help us—something is taking the children from the Hargrove Plantation. Please, sir, they don't care for us—no one will help." The party soon learns that Kaliki numbers among the missing.

The Angry Mob

The characters arrive in Port Shaw as an angry mob gathers outside a watch station of the Municipal Dragoons, demanding action to prevent any more disappearances. But the Dragoon captain says he has no men to spare to go off on a wild goose chase in the swamps. Pressured by the crowd, the captain offers a reward of 500 gp to anyone willing to brave the Blacksink and find the source of these disappearances.

The Missing

One of the party's relatives or old friends has gone missing as well. Perhaps they were visiting Port Shaw, or wandered into Blacksink to find the missing townsfolk themselves and were taken.

Dark Dreams of the Drowning Temple

A cleric or religious character receives strange visions from her god in her dreams. It shows her a forlorn, creeper-choked ruin deep in the Blacksink Marsh. In the dream, the ruins open like a maw and the land drains away into its abyss. The entire coast, the entirety of the ocean, and even the character's distant homeland in Akados (if she is not a native of Port Shaw) disappears into the ravenous maw in the swamp before she awakens in a cold sweat.

Part One: The Hargrove Plantation

The huge plantation lies on the very edges of the suburbs of town, and consists of about 3,000 acres of pineapple fields, toil, sweat and misery. The plantation has no fences and a single dirt road leads to the Grand House. The Grand House is a three-story timber construction with about thirty rooms and designed in the grand local colonial style–white timber slat boards with a stone flagged roof. Three dormitories house the scores of indentured servants whose debts Hargrove purchased. Now their lives are forfeit. These slaves work from dawn till dusk and visitors aren't welcome in the foul-smelling, cramped, and dirty sheds. Generally, at least three overseers watch each dormitory at night; the others watch the laborers work during the day.

Hargrove employs about **30 overseers** to watch his slaves, who mostly consist of refugees who couldn't pay their boarding fees on the ships that brought them to Port Shaw, displaced Tulita whose ancestral lands were stolen away by foreigners, and a handful of minotaurs from the island of Kortaro. The overseers are an unpleasant bunch

The Blacksink Marsh Disappearances

Consult the following chart if the party attempts to learn more about Blacksink Marsh. Roll a d10 to find out what the characters learn:

ROLL	RESULT
1-6	These dreary wetlands are home to all manner of poisonous creatures as well as cannibal tribes of Karikanti who prey on Tulita and any explorers foolish enough to brave the Blacksink. It could be that the gator-men are responsible, but no tracks have ever been left by these creeping predators and no one knows where these accursed creatures lair.
7-8	The Blacksink is a dead place overgrown with marsh weeds and strangling vines. Before the colonists arrived, when the Tulita still ruled the Razor Coast, criminals whose offenses were particularly loathsome earned a sentence of exile into the marsh—a fate deemed worse than death by most.
9	Beneath the marsh lie the ruins of an old tribe of Tulita, the rumored ancestors of the cursed gator-folk. Legend holds the Blacksink was a powerful kingdom, ruled by the Karikanti tribe, whose shamans forsook their deities and instead bowed to a ravenous god of hunger and brutality who claimed mastery over the sea. The shamans were betrayed. The evil god's power could not hold back the salty tides. The proud land turned to mush and poisoned mud as the sea invaded the shore. The kingdom sunk into the earth leaving a fetid marsh as legacy of the Karikanti's folly. The only survivors of the land's death were forever transformed into hideous gator-men and doomed to serve as guardians for the sunken ruins of their forgotten kingdom. More than a few eye witnesses claim the gator-men are responsible for the nightly abductions, and those brave enough to enter the Blacksink Marsh report strange lights near an old ruined structure by a particularly dark and desolate region of the swamp, a place called Hungermire.
10	The disappearances were frequent, but have not occurred for the last two nights. The Hargrove Plantation, which lies right on the outskirts of the Blacksink Marsh, has been very badly hit. They say that the indentured servants there used to deal with a trio of kindly poachers who would bring them food, but the poachers were the first to be taken. Old Hargrove is a difficult man to deal with. His family has controlled much of the plantation land along the Razor for generations, and he has long held great influence and power in the region.

and not much for small talk. Master Quynn, an imposing man with a twitch who serves as Hargrove's butler, greets characters arriving at the house. Quynn's family has served the Hargrove's for generations, and he is fiercely protective of the old plantation owner. Quynn will only allow important visitors to see the Master. Allow the characters a favorable circumstance if they mention the disappearances and show an interest in bringing the missing laborers back.

Overseers (Ftr3): HP 19 each; **AC** 9[10]; **Atk** 2 fists (1 hp) or by weapon (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60; **Special:** none.

Barrison Hargrove

Hargrove is a rail-thin man in his early sixties. He dresses in light, practical clothing and talks in a slow measured drawl. He has a habit of forgetting names and usually refers to everyone as sir or madam accordingly.

Hargrove is a tricky customer, he feigns a doddering grandfatherly disposition, but in truth his mind is razor sharp, and he's murdered more men in his quest for control of the Razor's most fertile lands than most warriors do in a lifetime of campaigning. He first presents a concerned front, hoping no ill has come to his "faithful servants." He pretends to care deeply for the Tulita under his care, claiming "they are like the children I never had." He condescends to any character questioning his motives or treatment of the natives, claiming he "elevates their thinking" and blustering "I teach them to make the best use of this land" and "when their indenture is up I offer each a plot of their own" (this is true, though usually these plots are lifeless stretches of over-harvested land that produce next to nothing, and Barrison requires them to pay for the privilege of planting on "his" land).

Regardless of what the characters think of Hargrove, he does want the servants back and is willing to help the characters with information besides offering a reward of 500 gp for the return of his faithful servants. He informs the party that several of his workers have disappeared over the past couple of weeks — many of them youngsters. No tracks have been left and although a few of his overseers went out with hounds, they found nothing. However, up until two days ago attacks have been occurring nightly, he reasons therefore that the attacker must be local and the proximity of his lands to Blacksink Marsh spawns suspicions of gator-men behind the attacks. Whilst he is happy that the attacks have suddenly stopped, he can't help wondering why, and if they might just as easily begin again. Hargrove is a keen businessperson and doesn't like surprises. He plans to find the source of these disappearances and pull it out by the roots.

Hargrove has questioned the slaves himself and they know very little, but he will welcome any attempt to stop the disappearances. If the characters mention the reports of activity around the Hungermire, Barrison tells them he sent a group of men out to the Hungermire not more than a week ago but that when they returned they reported nothing amiss.

The Lying Overseers

Mugg, Clayne and Barran were the three overseers who, acting upon instructions from Hargrove, went out to the Hungermire. They reported that they saw nothing. This is a lie, they saw plenty. They arrived at the Warn Tree (see **Part Two**) and saw the signs there. Terror gripped all three, and they decided to return, claiming there was nothing amiss in Blacksink. Mugg and Clayne are good liars but Barran, whom they are careful not to leave alone, is not as gifted in deception.. All three stick to their story, fearing not only being sent into the swamp again but also that Hargrove may fire them. Barran is particularly quiet as Mugg and Clayne tell their tale, only nodding and adding the occasional "ayep" to the conversation. If separated from the other two and questioned closely, Barran gives up the facade and tells the truth about what they saw at the Warn Tree.

> "There's a tree out there in the swamp, a twisted old thing the locals call the Warn Tree. Something that lives in the swamp hangs animal carcasses there, people too sometimes. We got

to the tree and there was blood all over it. Bits o' people hung all over the thing, and strange signs carved into the wood. We didn't dare go no further. If you're smart, you won't either. It ain't called the Warn Tree for nothing. Something uses that tree to tell people not to come around. If I were you, I'd pay attention."

All three of the overseers will be dismissed if the characters share their discovery with Hargrove. They will bear a grudge against the characters for their actions as they head to Port Shaw to try to find work.

Talking to the Slaves

The slaves do not find discussing things easy and fear retribution. Careful coaxing draws out the following information:

Far away screams from the direction of the dreaded Hungermire, a place of ill omen and with a reputation for swallowing up over-curious children.

A trio of poachers who used to trade with the slaves for food (the slaves are careful not to mention what they traded) have stopped coming.

A man has been seen on the edges of the swamps — a badly deformed man — bent as though he has rickets and walking with the aid of a great bent staff topped with a scythe blade.

The slaves will be able to give the party approximate directions to the Hungermire but warn the adventurers to be careful—"the marsh is a bad place." Most staff at the plantation know about the Hungermire, and they can give the characters directions. When giving directions, they add that the overseers have already searched the place.

Part Two: Into the Blacksink

The Hungermire lies about 3 miles from the plantation, and is reached by following a narrow twisting trail which follows a particularly foul-smelling brook whose banks often collapse. The earth here has turned to mush and rot long ago, and swallows unwary travelers whole. A 3-mile journey shouldn't take the party too long under normal circumstances, but the sloughing, sucking mud and tangles of vines throughout the trail make it slow going. Treat the entire area as difficult terrain during any encounters.

Voracious Vermin

Insects abound in the Marsh, and every few seconds the characters will have to fight off a cloud of biting hungry mosquitoes.

This punishing assault is unrelenting, although a purplish weed called Lala'paka, if crushed against the skin, releases a disgusting smelling paste that keeps all but the most savage mosquitoes at bay. Those uncoated by Lala'paka must make a saving throw or suffer a –1 penalty to attacks and saves as they wear down under the constant onslaught of the mosquitoes and stinging flies.

Beetles and spiders of great size inhabit this corrupted landscape as well. After an hour or so of travel, the characters cross the path of a **Jabala beetle** the size of a large wagon. The vermin has burrowed into the soft cool mud along the bank of the brook to digest its last meal (a wild boar). Its antenna twisting up from the mud tangled in thick vines, and a bit of carapace that might just appear like a dark stone stuck in the mud. If the characters do not notice the Jabala beetle and step on it, it suddenly bursts from the bank of the trail, surprising the characters.

Jabala Beetle: HD 7; **HP** 44; **AC** 2[17]; **Atk** bite (2d4+2 plus poison); **Move** 12 (fly 12); **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** poison. See the **Appendix** for more details.

Skinned Poachers

Three poachers named Vartag, Solomon and Dakar, all formerly farmers who were forced off their plots by Hargrove, make their homes on the outskirts of Blacksink. Since then they have poached wild boars from the plantation owner's private preserve, often smuggling some of the meat to his mistreated indentured servants. Sadly, the poachers ran afoul of the Caller of Crooked Forms and his Karikanti minions. The karikanti skinned the men and hung them in a tree, but the Caller decided to gift them with undeath as a cruel parting jest. These **skinned wights**, oozing foul, congealed blood, still hunt the lands, but now their preferred prey is human. Though they retain only vestiges of their former life, they still know how to set a snare and now leave their snares on the trail where people might pass. The poachers lay in ambush in a thicket alongside the trail and leap out to menace the party after they trip the snare or circumvent it.

Wights (3): HD 3; HP 21, 16, 19; **AC** 5[14]; **Atk** claw (1hp + level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 5/240; **Special:** drain 1 level with hit, hit only by magic or silver weapons.

The wights are polluted with Dajobas' foul power. Anyone striking one of the wights or otherwise touching them is splattered by the blood and suffers 1d6 points of damage as the disgusting fluid takes root on their flesh and festers (save for half damage). The wights also fling the blood and fluid on anyone within 10 feet.

To a Waiting Maw

As the characters make their way along the bank, one of the Blacksink's giant alligators spots them and prowls alongside. The dark shape moves silently in the river below, what first might be dismissed as an old leather sack floating on the water. The "sack" is the scaly ridged head of the gator

biding its time to strike. If the **gator** is discovered it surges out of the water to attack. If not, it shadows the party until they reach a weak section of the bank that buckles under the lead character's weight, and then it snatches this person up in its maw.

Blacksink Gator: HD 6; **HP** 38; **AC** 3[16]; **Atk** bite (3d6), tail (1d6); **Move** 9 (swim 12); **Save** 11; **AL** N; **CL/XP** 6/400; **Special:** none.

Blacksink Gator: CR 2; AC 14/10/13; SVS +6/+4/+2; MELEE bite +5 (1d8+4 plus grab) and tail slap +0 (1d12+2); CMB +7 (+11 grapple); CMD 18 (22 vs. trip); 22 hp; see *Pathfinder Roleplaying Game Bestiary* "Crocodile" for complete stats.

The Warn Tree

> The Warn Tree is a twisted cypress tree that dragged itself from the swamp. It is sick and old, its limbs failing, its boughs rupturing from some sort of fungal sickness. Nailed to the tree are various animal corpses and the tree is so covered in carvings and crude writings and symbols that it is almost a living totem.

A **girallon** was caught recently by the Karikanti and left hung on hooks at the top of the tree in the belief that it was dead and they could return to feast on the hung, rotting meat later. However, the creature recovered slowly and has been trying to free itself from the hooks that bind it. The arrival of the characters spurs it on. The tormented creature believes the party is the Karikanti returning to finish it off and flies into a rage. The lumbering gorilla monster pulls itself off the hooks in a spray of blood, roaring as it leaps down to defend itself. The thing is a terrifying vision of pain and misery. Its once silver-black fur is now rent with ugly gashes and matted with blood, it's missing one eye, and one of its arms, the bone shattered, flops limply about as it charges.

Girallon (wounded): HD 5; **AC** 6[13]; **Atk** 3 hands (1d4), bite (1d8); **Move** 12; **Save** 13; **CL/XP** 4/120; **Special**: hug and rend. One of the mutated gorilla's arms is broken, giving it one less claw attack.

Girallons of the Veiled Island

Hit Dice: 5
Armor Class: 6 [13]
Attacks: 4 hands (1d6), bite (1d8)
Saving Throw: 13
Special: hug and rend
Move: 12
Alignment: Neutrality
Number Encountered: One, 1d4, or 1d10+5
Challenge Level/XP: 4/120

Girallons are among the Veiled Island's most dangerous predators, resembling four-armed, albino gorillas. They are aggressive, carnivorous, highly territorial, and incredibly strong. Their four muscular arms are capable of inflicting incredible damage. An adult girallon is 8 feet tall, broad-chested, and covered in thick, pure white fur. It weighs roughly 800 pounds.

If the girallon hits with two arms, it will crush and rend for an additional 1d8 points of damage. If the girallon hits with all four arms, it will crush and rend for an additional 2d8 points of damage

Girallons live in troops led by a dominant male. Solitary girallons are usually young males looking to start their own troop. Girallons are very territorial and tend to attack intruders without warning, including strangers of their own kind. Groups of girallons may attack in a line to drive prey toward a cliff or other hazard, or quietly form a ring around their target and suddenly close in.

While most girallons are little more than beasts, ancient carvings and the oral traditions of some island tribes hint that the girallon wasn't always the stupid creature it is today. According to these legends, the first girallons were men who called upon savage demon gods to gain great strength, yet in so doing abandoned their humanity. With each generation, these first girallons grew more and more savage and feral, and the same legends maintain that these intelligent girallons still dwell in the darkest part of the jungle. In addition to their cunning intellects, these girallons retain a vast appetite for cruelty.

Girallons appear in the ***Heart of the Razor*** **Appendix**. Reprinted here.

Development

The carvings, corpses and cuts are all recent. Karikanti tracks abound here, leading off toward the Hungermire. The tracks of the overseers can also be found mingled among the karikanti prints, but the human tracks stop at the Warn Tree and then head back to the plantation. The Hungermire lies approximately a half mile upstream from the Warn Tree, a quick jaunt even through the laborious quagmire of the marsh.

Many of the carvings and symbols on the tree are to Dajobas, the Maw of the Deep, He Who Eats the World.

Dajobas

For more information on Dajobas, see **Chapter 1 Dajobas, Devourer of Worlds** and Razor Coast. If any character wishes to know more about Djobas, they may consult the following table:

ROLL	RESULT
1-5	Dajobas, called He Who Eats the World, is a god of endless hunger who plagued the Razor Coast centuries ago.
6-7	The tribe of Karikanti, foul reptilian men who mated with alligators in ancient times, still worship the god in the dark recesses of the Blacksink Marsh.
8-9	Dajobas is a shark god, but he is the father of the scaled and greedy gators as well.
10	The Hungermire was once the site of a great temple to Dajobas' glory, but it sunk into the swamp ages ago. There sacrifices were made to the God of Hunger by feeding victims to the mire's drowning embrace.

THE HUNGERMIRE

The mire eventually becomes little more than greenish bog the consistency of soup. All possibility of continuing on foot ends at a small rotting jetty. The remains of two coracles lie drowned at its side, whilst far away you can make out a clump of bent trees that appear to be strangling a building – you can just make out horribly fractured gables, a collapsed wall, peeling statues, and, nearby, a curiously strangled spire which rises from the waters.

Between you and this choked carcass of a structure lies a quarter mile of ooze; stagnation assaults your senses here. The surface of this mire is not still however, and you can make out small eddies and the sound of sucking coming from beneath the waters. Cypress and willow trees bend on the banks as if in worship of the awful place. A horde of a thousand insects buzz about you.

The Hungermire is full of strange sucking undercurrents and although appearing clam, is difficult to swim across. Hidden in bushes some 50 feet from the jetty are three coracles used by poachers up to a few weeks ago when the ruin began to be reoccupied and they became dinner for the Karikanti. Although the tracks to the boats have long since gone, a faint trail through the marsh exists. These coracles are somewhat moldy but perfectly water tight. For more information on these boats, and rules for improvising other rafts, see the side box.

The Mire contains the soul of a living creature — a dread monster known as a **slough shade**, a wraith of the marsh, spawned from the agony of the mothers whose children were offered up to Dajobas in sacrifice. Their misery spurs the horrid thing on to horrid acts. This creature lives to drown children — children it then regards as its own. These children come out of the waters at night and sing mournful nursery rhymes on the bank to their hag-like mother. At night, therefore, travelers encounter them on and around the edges of the mire. The slough shade currently has **5 slough born children with it in the mire.**

Slough Shade: HD 9; **HP** 39; **AC** 3[16]; **Atk** 2 slams (1d6+2); **Move** 9 (swim 24); **Save** 6; **AL** C; **CL/XP** 11/1,700; **Special:**

Coracles and Rafts

Small boats will be useful in this adventure. Coracles are round rafts — somewhat like a floating shield with high sides — generally designed for one or two occupants. Trying to carry more passengers makes them prone to flipping their occupants into the mire. The party could also lash logs together with the plentiful reeds and vines to create a flat raft. Materials to build these boats are readily available throughout the Blacksink Marsh. Building a coracle or raft takes about 4 hours.

Fighting on a coracle is precarious. Characters using thrusting or missile weapons need only make a saving throw before each attack to avoid falling into the water. Those with slashing and bludgeoning weapons must save with a –5 penalty every time they use the weapon. Fighting on a flat raft requires no saves.

A favorite tactic of the gator-folk is to upend the boats from underwater and dump those aboard into the swamp. Tipped coracles can be righted in a round.

immune to sleep and charm, song of the mire, spell-like abilities, stench, vomit dead water, vortex. See the **Appendix** for more details.

Spells: 3/day—*obscuring mist, speak with animals, speak with plants*

Slough Born (9): HD 2; **HP** 10 (x4), 11, 13 (x3), 8; **AC** 4[15]; **Atk** slam (1d6+2); **Move** 6 (swim 18); **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** drench, vortex

Part Three: The Drowning Temple

Once the characters successfully navigate the Hungermire, read or paraphrase the following:

> Here the walls rise like fractured limbs from the dank waters at their feet. Chaos, collapse, and damp overpower your senses. Ivy and boughs above, weeds beneath, both strangle the building and its nearby spire. This is a building approaching the welcome embrace of collapse.

General Features

Every section of the temple sank into the murk and is now flooded. Unless stated, waters are 4–5 feet deep, and the floors are covered in silt. Corridors and rooms, except where stated in the text, have vaulted ceilings 12 feet high, generally leaving 7 feet above water, however, at every location where there is a door, the waters lie but 1 foot below the lintel, and characters passing through on rafts or coracles must do so lying down. The doors have long since rotted into murk.

Floors are tiled but uneven (a result of the upheavals in the sinking building) and there are frequent fissures and pits shown on the map. As a rule, pits are 10 feet deep unless marked in the text. Characters that are swimming won't sink, but those walking will, although they won't take any damage from such a fall. Any characters dropping into a pit must swim out.

Ever-present Danger of Collapse

The structure is in danger of collapse at any moment and you may wish to consider the use of collapses both as a weapon and as a penalty if characters use certain spells such as fireball. Such a decision rests with you but as a rule of thumb, if you decide to use this option consider that for each d6 of area of effect damage inflicted there is a 10% chance of collapse.

Cruel Hands

At places marked with X on the map, the temple occupants have driven rusty butcher's hooks they found in the ruins into the floors. Treat such areas as being covered with caltrops, bearing in mind that the water is murky, making theses rusty hooks difficult to see through the silt and muck.

Caller of Crooked Forms and the Broken Temple

The Caller has been busy working on his temple, and in his work recruited three followers — descendants of his tribe, now warped into horrid monsters by the old gods' curse. In addition, the Caller carefully fed his guardian, the slough shade in the great mire outside. He and his followers are now able to move in and out of the ruin unmolested by the creature for now.

Two weeks ago, the Caller dreamed Dajobas commanded him to consecrate the temple by sacrifice — a sacrifice through drowning, to be followed by a great feast, at which he would bless his followers with the gift of undeath and then taste the flesh of the drowned.

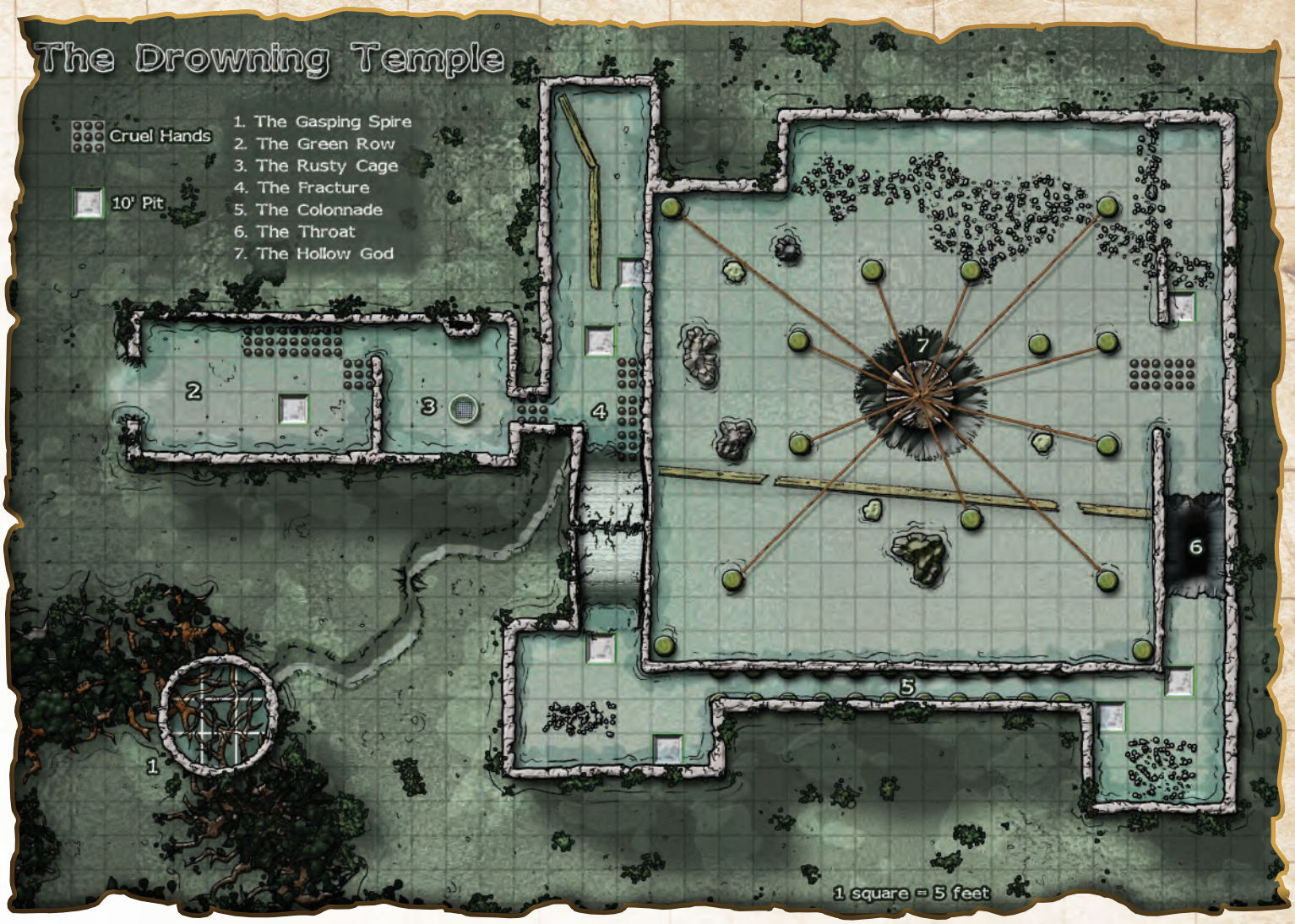
To prepare for this event, the Caller created the Hollow God — a great figure of wicker and wood in the likeness of Dajobas, into the belly of which would go the sacrifices. It spent the last few days gathering waifs and tramps, the homeless and a few slaves to fill the belly of its god. Now the belly is full, and the pleading of those already eaten by Dajobas goes unheeded, the Caller needs only time to prepare itself to begin– the sacrifice must begin soon.

For the past two nights all has been still as the Caller prepares the great sacrifice.

1. The Gasping Spire

> A spire here reaches out of the water like a drowning man's hand. Ivy and choking limbs of trees strangle it. The spire rises some forty feet out of the waters, and branches have stabbed into the heart of the structure, fracturing a gaping hole in it near the top.

The spire became home to a creature the Caller attacked when he first crawled out of the mire a few weeks ago — a monkey that dragged itself here to die and lived on as a **wight.** It has been here for days and often at night can be seen staring into the waters of the mire looking in vain for fish that it no longer needs to eat. During the day the monkey broods within the skeletal structure of the spire, where it is at its most advantaged if attacked. The spire is straightforward to climb, with a narrow opening 35 feet up. This entrance is narrow, barely wide enough for humans to squeeze through (20% chance of getting stuck). Within, the spire is like the skeleton of a vast creature — a lattice of beams and boughs and ivy. It is hard to see anything within. The monkey wight lurks in the cover of ivy, and will wait until someone either gets stuck as they enter, or more than



3 creatures enter the room—then it will scream and attack. The monkey is a terrible sight, a mangy creature covered in horrible wounds, a terrible gash is opened up in the side of its head and one eye is white. It is alive with flies, with maggots crawling in its mouth and open sores.

Monkey Wight: HD 1d4 hp; **AC** 7[12]; **Atk** 2 claws (1d3 plus level drain); **Move** 15; **Save** 18; **CL/XP** 1/15; **Special:** drain 1 level with hit, hit only by magic or silver weapons.

Development

The rest of the spire lies below water. Some 30 feet below the surface is a wide doorway leading to a partially collapsed masonry tunnel, this leads to the Fracture (**Area 4**), but the tunnel is a narrow squeeze at the point marked **X,** and man-sized characters have a 30% chance of getting stuck in the narrow space.

Movement Within the Spire

The area inside the spire is crisscrossed with so many boughs and beams that vertical, as well as horizontal, movement is possible. Moving from beam to beam through the spire (either vertically or horizontally) requires a saving throw. Failure means the character barely catches himself on the beam as he moves. Failure by 5 or more means the character plummets to the water-filled bottom of the spire and strikes their head on a beam or two on the way down (1d6 points of damage). Unconscious characters who fall into the water begin to drown unless rescued.

2. THE GREEN ROW

A large broken doorway lies above the waters here. The lintel stone fell in two but vegetation still supports the opening, which is broad enough to allow a coracle or raft through. Beyond, the waters enter a wide chamber where a frightening crack runs along one wall, whilst at the far end is a similar opening. The surface here is cloyed with weed and algae.

Two Karikanti lurk in the waters here guarding the entrance. They always crawl just beneath the surface and try to attack by surprise. When they move to attack, read or paraphrase the following description:

The waters stir and the weeds sway, suddenly a whorl becomes a rush and a thing bursts from the waters: a green disjointed creature like a reptile but with too many elbows and joints. It shambles uneasily as it leaves its stagnant home, stinking weeds clothing it; its elongated mouth of broken teeth yawns greedily.

Karikanti (Gatorfolk) (2): HD 8; **HP** 40, 52; **AC** 3[16]; **Atk** slam (1d6+3) or bone greatclub (1d8+3), bite (1d6+3), tail slap (1d8+3); **Move** 12 (swim 15); **Save** 8; **AL** N; **CL/XP** 8/800. **Special:** death throes, devour, drowning curse, smell lies. See the **Appendix** for more details.

Tactics: Gatorfolk are dangerous opponents, especially in the waters of their homeland. They are skilled hunters and often ambush their prey. They make liberal use of their drowning curse ability to incapacitate their enemies – for example, when their enemies are in boats – dragging them half drowned into the water afterward. Fanatical in their defense of their territory, gatorfolk often fight to the death and their death throes usually claim the lives of their slayers.

3. THE RUSTY CAGE

This chamber is in a bad state of repair, the roof sags and a trio of large crows roost in what is left of the chimney.

The well shown on the map is 60 feet deep and originally used to draw water for the inhabitants of the building. The Karikanti have placed a cruel trap at the top of the well. A rusty iron cage lies flush with the top and anyone stepping on it has a 2 in 6 chance of falling through as the corroded mesh crumbles underfoot. The victim then plummets 60 feet down the well, taking 6d6 points of damage as he falls onto hooked barbs.

4. THE FRACTURE

This chamber is literally broken in two with both ends sunk into green water, while a central section hemorrhaged up out of the bog and nearly touches the roof 30 feet above, making for a narrow squeeze under the ceiling, if such a decaying and broken structure is worthy of the name. Between you and that lofty spot is a slick tiled floor festooned with many cracks.

The Fracture resulted from a build-up of marsh gases that erupted upward, forcing the floor into the ceiling. The floor rises steeply up to the ceiling, which is 30 feet high and consists of heavy stone slabs gripping onto rotting timberwork. The steeply slanting floor is 60 feet long and must be climbed. The narrow space beneath the ceiling is a tight squeeze (30% chance of getting stuck). Destroying the ceiling causes a collapse. Beyond, the wall slopes steeply downward.

Two karikanti lurk in the waters keeping watch on **Area 3**.

Karikanti (Gatorfolk) (2): HD 8; **AC** 3[16]; **Atk** slam (1d6+3) or bone greatclub (1d8+3), bite (1d6+3), tail slap (1d8+3); **Move** 12 (Swim 15); **Save** 8; **AL** N; **CL/XP** 8/800. **Special:** Death throes, drowning curse, devour, smell lies.

Tactics: Like those in Area 2, these beasts seek to gain advantage of their terrain by using their drowning curse and then attempt to upend any boats and attack from their own environment.

5. THE COLONNADE

This colonnade lies entirely under water as it is only five feet high. The entrance door lintel is just visible above the waters. Things hang in the water near the surface of the colonnade – bloated faces and white bodies of the drowned, lashed to rusted hooks and sconces in the walls, their pale, wasted limbs wreathed with weeds like green wedding veils.

Three victims of the Caller were not fortunate enough to be either placed in the Hollow God or simply eaten. This trio of unfortunates have become **3 wights**, and have been instructed to remain here as guards should the 'temple' be violated.

Wights (3): HD 3; **HP** 28, 19, 20; **AC** 5[14]; **Atk** claw (1hp + level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 5/240; **Special:** drain 1 level with hit, hit only by magic or silver weapons.

Tactics: The wights, who have no need to breathe, will seek to trap characters in the colonnade. One will block the exit ahead, whilst the other two seek to split the party, facing back to back if possible to avoid being flanked.

6. THE THROAT

The Throat is an opening in the floor of the building leading to a narrow water-filled vent some 180 feet deep. The Throat has its own peculiar undercurrents, making it more difficult to swim through. Characters who fail a saving throw are drawn downward at 10 feet per round. At the foot of the Throat lie the skeletal remains of a warrior – his metal breastplate beaten and still shining slightly in the murk, his skeletal jaw hanging slack, and filled with weeds.

Treasure

The skeleton wears *+1 platemail,* and has a leather satchel which contains the mushy, illegible remains of some maps in leather scroll cases, a small knife with an ivory handle engraved with bats with tiny rubies for eyes (worth 300 gp), and 23 pp scattered in the base.

7. THE HOLLOW GOD

A vaulted chamber kneels dying at the end of the frightful colonnade, crippled by the breaking of its back – a single huge beam which is now fractured in two places, and which barely supports the stone-flagged roof, itself barely held aloft by the boughs of trees invading the room. The entire floor is covered in weeds and algae, and bits of broken architecture jut from the water like green teeth – parts of statues and pillars, a fallen wall and a splintered beam.

A single structure dominates the broken chamber. It is a giant pair of crocodile jaws made from wood and wicker, a colossus of sharpened teeth-like branches that binds its victims tight within its iron grip. Thick ropes tie the structure to various parts of the chamber, keeping it, for the present, precariously above a dark hole in the water. The clamped wicker jaws are filled with people, all of who cry out in terror.

Thirteen of the missing townsfolk are in the belly of the Hollow God, a great wicker-and-bough maw created by the use of wood shape by the Caller. They are bound tightly and cannot move to aid themselves unless cut free. Combat and area effect spells within the chamber are incredibly risky to the victims (see side box), who will begin to scream loudly if they perceive any chance of help.

A deep well lies directly beneath the Hollow God, a vile sucking mire with undercurrents similar to those encountered in the Hungermire outside. Anyone navigating the water here must make a saving throw or be dragged down. The Well itself is 120 feet deep and 15 feet across.

At various sections on the map are finger-like pillars and stones jutting from the water. These provide dry areas that characters may use to attack from.

The Caller of Crooked Forms is within the chamber along with his three most faithful **Karikanti followers**. The Caller is a horrid dead thing shuffling about and leaning on an enormous staff of aged elm topped with a gleaming scythe blade. The thing is emaciated and a blackened robe clings to its bony form. The Caller's eyes are deep set and leathery skin hangs off its frame like a coat.

The Caller of Crooked Forms: HD 8+2; **HP** 57; **AC** 3[16]; **Atk** scythe (2d4+2) or slam (1d4+2 plus level drain); **Move** 9; **Save** 8; **AL** C; **CL/XP** 10/1,400; **Special:** chosen of the shark god, drain 1 level with hit, hit only by magic or silver weapons, spells (3/1).

New Gifts

Chosen of the Shark God

You hear the savage call of Dajobas; his hunger is yours now. You can only feed it with the blood of your foes. Whenever the possessor of this gift kills a foe in battle, he gains 5 temporary hit points. These hits points last 1 minute. The possessor must kill a living creature every day.

Preventing or Aiding the Sacrifice

The Hollow God is 20 feet high and 10 feet across. The structure can be destroyed by doing 100 points of damage to it. For every 10 hit points delivered, assume that one victim is able to escape the Hollow God.

Eleven ropes hold the Hollow God out of the mire. The structure will remain above water provided at least one rope remains; however, as soon as they are all cut, the structure drops into the Well. Unfortunately, the weight of the structure is such that, once half the ropes are cut, there is a chance that the others snap due to the weight. With six or less ropes remaining, there is a 20% chance that another snaps every round.

Worse, those using slashing weapons and area effect spells risk cutting ropes accidentally. Every time a character using a slashing weapon standing adjacent to a rope misses an attack against a foe there is a 50% chance they sever the rope near them instead, if their attack roll would hit the rope's AC. Area spell effect damage is applied to all ropes in the area of the spell.

Clever characters may seek to make use of spells that can help release the sacrifices. Spell like warp wood will certainly free those trapped within the Hollow God, and other spells may partially release them or prevent the god from sinking — damage-dealing spells which can be targeted on a single section of the god may release single victims, wall of ice may be large enough to fit across the Well itself, or other ice spells may freeze the waters of the temple area at your discretion. As ever, the Referee has the final say in the effect of these spells or other pieces of improvisation on the part of your cunning players.

The fallen Hollow God sinks at a rate of 10 feet per round; the townsfolk are bound within various portions of the statue but assume that once it sinks 10 feet everyone begins drowning. Three rounds after sinking, assume that 1d3 townsfolk drown.

Spells: 1st—*detect magic, faerie fire, locate animals*; 2nd—*warp wood*

Equipment: *staff of swarming insects* (18 charges, per *insect plague* spell) topped with a scythe blade.

Tactics: As soon as the inner temple is violated, the Caller cries out to his followers to "make the sacrifice," at which point his karikanti followers rush to the support ropes and begin cutting unless distracted by attackers. For more details on what happens afterward, see the Preventing or Aiding the Sacrifice sidebar.

Karikanti Followers of Crooked Ways (3): HD 8; **HP** 34, 56, 45; **AC** 3[16]; **Atk** slam (1d6+3) or bone greatclub (1d8+3), bite (1d6+3), tail slap (1d8+3); **Move** 12 (swim 15); **Save** 8; **AL** N; **CL/XP** 8/800. **Special:** death throes, devour, drowning curse, smell lies.

Treasure

Someone propped up a large shark skull as a temporary altar against the far wall of this chamber. Scattered around this and liberally doused in sacrificial blood are the following: 212 sp, 304 gp, a pair of fine jet gemstones (worth 150 gp each), some dead, mummified crows, 11 corn dolls and a fine enameled picture held in a platinum case depicting a rosy complexioned beauty and inscribed "To KC – Loved" (worth 500 gp).

Concluding the Adventure

The slaying of the Caller effectively ends his reign of terror over the plantations, but he is only one of Dajobas' many faithful now returning to the world. If the characters defeat the Caller and its minions, but are unsuccessful in preventing the sacrifice, you may wish to consider staging another adventure in these ruins at a future date when the temple calls out to more deadly inhabitants of the Blacksink and forces them to bow to Dajobas' dark whims. If the sacrifice is averted, then these ruins sink away into the mire completely over the next few days and vanish into the sucking mud of Blacksink forever.

Regardless of the outcome, the plantation owners in the area, especially Barrison Hargrove, are quick to try to associate their names with these brave new heroes who dared to venture into Blacksink. Various propositions and gifts will come the characters way over the next few days, the exact type or value of which is left to you to decide.

Deep Waters

"The Razor Sea, the pirates' playground, is filled with the ancient curses of the Tulita islanders. It is an easy place to die, and a stretch of water where countless legends are born."

— Reiker Glassgrinder

"One of tay beauties of tay Sea is her hidden potential; anyting could lurk Below, anyting at all. And so it is with tay Tulita; we are deep waters."

— Aman the Speaker

The Razor Coast
Distance in Miles
0
100
Face of the Frozen God
Bonedown of the Ancients
Anchor Bay
Sammerlock Sails
Dominion of the Sea King
Beacon Island
Blood Steam Jungle
Moonfall Atoll
Dreadsmoke Mountains
Valley of the Kala'a
Darkol Island
Kraken's Reef
Redmaw
Sloth-Eye's Doldrum
Cove of the Dead Gods
Pearl Eye Atolls
Grove of the Whispering Tiger
Fiery Heart
Blacksink Marsh
Halgrin's Rest
Kai's Bay
Koa Islands
Witch's Teeth
Port Shaw
Fort Stormshield
Lighthouse
Mnt. Harbinger
Bonegnaw's Cove
Isle of Grey Whispers
Nagshead Hill
Malicious River
Black Bear Forest
Godsmask Peninsula
Kakeou
Bainwright Island
Dragon's Dredge Rift
The Devil's Bight
Shark's Folly
N
W
E
S
Isle of Maht
Carcass
Skull Sargasso
SCM

Appendix 6
Deep Waters

by Frank Mentzer

This is a sea-story. It might be real; it probably isn't. Once these events conclude, no record will remain. There will be no golden doubloons to waste on wenches and wine nor arcane relics to brandish. Nothing comes of this...well, nothing but an undefined association with a being who might — or might not — be helpful at some other time. "A favor to be named later" is the classic phrase, common to adventurers everywhere. A favor is a doorway to the future, perhaps even to an alternate reality... and this one may sway the fate of the Razor and all who dwell there.

Deep Waters is an adventure designed for the *Swords & Wizardry Complete* Roleplaying Game. Characters may be of any level above third, and with any equipment, magical or otherwise. While it is connected to the ***Razor Coast*** campaign, it does not take place specifically on the Razor Coast or the nearby seas. Rather it takes place on the extreme edge of the Razor Sea where it becomes part of the great world ocean Oceanus. This adventure involves five spirit-beings who dwell on the far fringes of the Razor Sea. They function as a type of angels, intermediaries between gods and mortals. They are called the Loa.

On Belief Systems

Some of the spiritual concepts expressed herein derive from existing belief systems (of African origin) found throughout the western hemisphere of the globe. Their common structure, featuring spirit-beings acting as servants of God (sometimes 'angels'), is common to many major religions. A few actual names and symbols (most from traditional *voudu*) are used herein for verisimilitude, but this fictional work containing those derivative elements is offered in all due respect, with no intention to derogate the religions themselves. Notably, all Roman Catholic elements, normally widespread among these belief systems, are absent from this treatment. The author wishes to thank the late Joseph Campbell for his pioneering work in this field, forging a bridge between the mystic and the mundane.

Adventure Background

The Tulita of the Eastern Sea

The legends of the origins of the Tulita peoples are many and convoluted. Seemingly every individual tribe has its own version of their creation at the hands of Pele and their own place of primacy in that tale. However, what has been gleaned by scholars from these many tales and the bits of anthropological evidence to be found are that the Tulita were originally a Sea People that spread far and wide in their early migrations millennia ago. Whether they originated in the vicinity of the Razor Coast or just came across it as a habitable land in their migratory wanderings is open to debate. What is not open to debate is that they

Names & Terms

Name/Term	Pronunciation	Definition
Aizan	aye-ZAHN	mistress of Water and the Seas (Loa)
Captain's Mast		1 A formal hearing by the ship's commander, for the handling of legal matters involving his personnel. 2 A legendary magic item enabling total control of one's vessel
Damballa	dahm-BALL-ah	mistress of the Air (Loa)
Legba*	LEG-bah	important Loa who serves as the principal
Loa	LOW-ah	a spirit being (Aizanes-Tulita belief system)
Oggun	OH-gun	master of the Earth (Loa)
Samedi**	sa-MAY-dee	master of Death (Loa)
Tulita	too-LEE-tah	natives of the Razor Sea
Veve (also Vévé)	VEY-vey	semi-abstract line drawing, specific to a
Voudu (also Vudu)	VU-du	widespread belief system common to natives of the Caribbean in the real world and the eastern reaches of the Razor Sea in the world of Lloegyr

* Often 'Papa Legba'

** Often 'Baron Samedi'

settled on what would become known as the Razor Coast and its many surrounding islands and made it the home of their people for countless generations. What is also not open to debate is that the Razor Coast is not the only place that they settled.

Far to the east of the Razor Coast, where the Razor Sea bleeds into and becomes a part of Great Oceanus, between the Razor Sea itself and the distant islands of the Pirate Confederacy, is an archipelago known to the cartographers of Akados and Libynos as the Aizanes Islands. The Tulita tribes that ultimately settled there and remained isolated for many centuries differed greatly from their western cousins, developing a culture distinctly their own. Traders from the southern paramountcies of Libynos eventually reached the islands several centuries ago and brought their own mix of culture and customs, and more recently the captains from both the Razor Coast and the Pirate Confederacy have used various islands of the chain as their own ports of call. As a result, the Tulita of the Aizanes, while sharing cultural roots with their western cousins, have very different beliefs and socio-cultural systems. To the Tulita of the Razor Coast, the Tulita of the Aizanes are as different and mysterious as an entirely separate people and, in general, the Tulita and settlers of the Razor Coast have little to no knowledge of the ways of the Aizanes Islanders. To understand the Aizanes-Tulita is to meet the Aizanes-Tulita and get to know them—whether the individual in question is of mainlander/colonial descent or western Tulita descent.

One of the biggest differences between Tulita of the Razor Coast and Aizanes-Tulita is their religious belief systems. While the Tulita of the Aizanes revered Whale, Dolphin, and Father Turtle in antiquity, their separation from their cousins and their lack of involvement with the great religious struggles that took place on the Razor left them with a less-intensive version of the faith supplemented heavily with ancestor worship. When the Libynos traders showed up centuries ago, they brought with them their own customs and religions and, as they established permanent trading communities, over the years their own tribal beliefs became incorporate into those of the Tulita. The culmination of this assimilation of cultures led to the discovery of the Loa, which is the religious faith that most defines the Aizanes-Tulita to this day.

Loa

Loa have powers vast by mortal standards and are immune to almost all mortal spells and weapons. Yet they are minor, almost insignificant, when compared to true deities. They all have a fascination for mortals and mortal life, and choose to function as both caretakers and bringers of justice. Despite this, they rarely intervene unless properly invoked. All actions by Loa tend to be reparative or preventative, and they are almost never aggressive. Even the dread Baron Samedi obeys customs, only bringing doom to those who deserve it — even in his role as the purveyor of Death itself.

The Five

The five Loa primarily venerated in the Aizanes Islands are Aizan (for whom the islands were named by Libynos traders), Damballa, Legba, Oggun, and Samedi. They almost never reach beyond their respective realms (elemental or otherwise).

Aizan is the Loa with dominion over Water, especially the sea. Often considered a deity of commerce, her colors are gold, yellow, and white, and her symbol (or veve) is a palm frond. She is regarded as the archetypal Priestess (and her husband Loco is likewise 'the great Priest').

Damballa, ruler of Air, may be a super-Loa. She is considered by the Aizanes-Tulita to be the goddess of the sky, and is sometimes called the primordial creator of all life. Her colors are blue and white, and her symbol is a pair of serpents.

Legba (often "Papa Legba") is the intermediary between the Loa and humanity. The patron Loa of speech and understanding, he is the first and last spirit invoked in any ceremony involving the Loa, as his permission is required. He opens and closes the doorway to the spirit-world. His only color is white, and his symbol is either a dog or a crutch (or cane).

Oggun, lord of Earth, presides over hunting and metal. Some claim he has dominion over both politics and war. He is the patron Loa of smiths. His colors are brown and green, and his symbol is a blade (machete or saber). He is the archetypal Military General (Fighter).

Samedi (often "Baron Samedi"), the Loa of Death, is also a spirit of Fire. The most fearsome of all the Loa, his is the realm most closely associated with the Aizanes-Tulita beliefs commonly called *voudu*, or death-magic. His colors are red and black, and his symbol is a coffin. His 'wife', the Loa "Maman Brigitte," is technically a cohort in his black arts, though more often his servant than partner.

Adventure Synopsis

The characters receive a mysterious summons to the bottom of the sea where they encounter the Loa, Papa Legba. He advises them that they have been chosen by Aizan to complete a quest to recover three personal objects for her from three other Loa. To assist in this he provides them with a powerful artifact called the *Captain's Mast* that enables their ship to take to the air or land as easily as the sea.

If the characters follow this commission and use their new artifact, they take ship to both the sky-realm of Damballa and the primeval forest of Oggun to recover the

necessary items. When these tasks have been completed, they learn that they must enter the Realm of the Dead to recover the final item from Baron Samedi. The guidance they are provided takes them into the very heart of the volcano Mount Harbinger where they enter Samedi's realm and recover the item–only to learn that once the living enter the Realm of the Dead, they can never leave. Trapped among the dead, the characters must contrive some way to convince Samedi to eject them from his realm in order to return to their ship and deliver the acquired items to Aizan. Success may provide them with a boon that will come in handy as they continue their adventures on the Razor Coast. Failure will leave them in the realm of the dead for all eternity.

Beginning the Adventure

Two factors are primary in considering when and where to begin this adventure:

Reputation: The characters have had time to explore part of the Razor Coast, and have done some adventuring therein. This leads to their notoriety, and their notice by the Loa

Location: The characters are on a seagoing vessel with appropriate crew. It may be under their control, or quite the opposite. One or more of the crew should be Tulita, at least one of whom has a more-than-passing familiarity with the Aizanes Islands (having originally hailed from those islands).

Use a ship of your own design or one of the many options provided in the ***Razor Coast*** campaign. The details of the ship itself are not particularly important to this adventure, just as long as the characters have free access to it. Below are sample stats, if you need them for members of the crew and officers.

Ship's Mate (Ftr1): HP 6; **AC** 7[12]; **Atk** cutlass (1d6) or heavy crossbow (1d6+1); **Move** 12; **Save** 14; **AL** C; **CL/XP** 1/15; **Special:** none.

Equipment: leather armor, cutlass, heavy crossbow, 10 bolts, 1d8 sp

Ship's Officer (Ftr3): HP 21; **AC** 7 [12]; **Atk** rapier (1d6) or dagger (1d4) or pistol (1d10); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special**: none.

Equipment: leather armor, rapier, dagger, pistol, 5 reloads of powder and shot, purse with 10 gp.

Captain (Ftr6/Thf4): HP 44; **AC** 6[13]; **Atk** *+1 rapier* (1d6+2), *+1 dagger* (1d4+1); **Move** 12; **Save** 6; **AL** N; **CL/XP** 10/1,400; **Special:** backstab (x2), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 88%, Trap/Tasks 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: *+1 leather armor, +1 rapier, +1 dagger, potion of flying, potion of healing,* magnifying glass, spyglass, thieves' tools.

When you are ready for this adventure to begin, run the following encounter while the characters are seabound aboard a ship with a crew including the aforementioned Aizanes-Tulita sailor.

Part I
The Wise Man and the Loa

Event 1: A Message from Beyond

At some point when one or more of the characters are wandering the ship (whether making rounds as members of the crew or ships' officers or just roaming about while bored en route to some other adventure), a character is in the crews' quarters (perhaps for a friendly game of cards or dice) notices a simple chalk-drawing on the bulkhead. It depicts a stylistically rendered palm frond about 4 inches square, rendered in green and yellow. It is drawn above one of the crewmember's bunks and is partially obscured by an old piece of stuffed sacking used as a pillow.

The characters at this point should have no knowledge of the Aizanes Islands or their culture, so they are at a loss in determining its meaning. However, despite its seeming innocuousness, it gives off a compelling sense of purpose. In fact, anyone viewing it must make a save (at +2) or feel the overwhelming urge to find out more about it. Anyone failing this savte who fails to follow up on the geas suffers a –2 to hit from sickness, until such time that they do so. This can be removed by means of a *remove curse* spell.

The picture is a veve (VEY-vey), a line drawing, the emblem of a particular Loa.

If the characters ask the crew about the carving, those of mainlander descent know nothing of it and are not affected in the same supernatural way as the characters. Those crewmembers of Tulita descent, however, are strangely reticent to speak of it.

A large group of characters will find only denial and secrecy on this topic, no matter how friendly they may act. A more subtle approach can succeed even after a failure of this sort, but reactions will be slightly more guarded in that case.

Some of the crew know that a Tulita named Aman drew the veve yesterday. If approached and asked quietly, any of them may name him, and even subtly point him out if convenient. Aman can then be successfully approached (again, if only one or two characters are involved).

Aman is a 38-year-old Tulita man in good physical condition and of average appearance, except for odd earrings (which depict a dog and a crutch, respectively). He is a part-time practitioner of Voudu, the religion of many eastern Tulita. His accent and mannerisms are somewhat strange to characters accustomed to the Tulita of the Razor Coast, and only a seasoned traveler of the Razor can place him as a Tulita from the Aizanes Islands far to the east across the Razor Sea.

Aman (Clr5): HP 27; **AC** 9[10]; **Atk** club (1d6); **Move** 12; **Save** 11; **AL** L; **CL/XP** 5/240; **Special:** +2 save vs. paralysis and poison, spells (2/2).

Spells: 1st—*cure light wounds, protection from evil*; 2nd—*bless, hold person*.

Equipment: club, tribal and religious fetishes

Development: Given a relatively quiet and relaxed setting, Aman will be quite forthcoming. He explains that he is from the Aizanes Islands where the Tulita revere the Loa of the spirit-world. He admits to having drawn the symbol (which he refers to as a veve) and identifies it as being the symbol of the Loa Aizan, Mistress of the Sea. After he answers the characters' initial questions about the veve, he waxes lyrical.

"One of tay beauties of tay sea be her hidden potential; anyting could be Below, anyting at all. You no see't until tay's upon you...like Life itself. So it 'tis wit me people, de Aizanes-Tulita. We be deep waters, most hidden. Some can see tay clues... gesture when enter some places, small symbols...an' tay other signs of our old, old fait'. Of teez realm, tay fait', be tay Loa. We all know tem, but tay legends be not consistent. All tay Loa have many, many forms, it seem, an' many power...off'n tose matching tay interests of tay story-tellers." He grins briefly and continues, "But all agree...tay Loa be far beyond we mortals, you and I. Tay be another life form, nearer tay gods. Tay have tere own interest, which be not ours."

Here he solemnly levels his gaze at you. "An' tey are not to be trifled wit'. Beware."

After his discourse, Aman explains more of his general beliefs about the Loa, even explaining that his earrings represent Papa Legba, without whose permission nothing involving Loa can even begin. Aman has a surprisingly practical view of his faith. He is well aware that it is not generally shared by Tulita outside the Aizanes and can describe it in very impersonal terms, but when performing religious functions he takes it quite personally with deep and true feeling. (He is willing to refer to the rites only very generally.) The Aizanes-Tulita often refer to the Loa in various daily matters, but all such are akin to "hoping for luck" rather than serious pleas for divine assistance. Aman's main function is to ensure that the Loa hear their cries, for he specializes in service to…

"Papa Legba, tay gate-keeper; not'ing come to pass wit'out his blessing!"

Aman will share that the reason he drew the veve of Aizan was a premonition, a dream he had the night before. He will not elaborate, but insists that She, the mistress of the sea, has taken a personal interest in the ship, its journey, or someone aboard, he knows not which. What the characters do with this information is up to them as there are no further clues, and divination attempts do not turn up any useful information. The ship simply continues on its course as planned with no seeming ill effects.

If the characters wish to investigate Aman further, he will allow them to search his belongings to allay any misgivings that they may have if they treat him respectfully. His private stash, the kit of his "tools of his trade," is hidden in an out-of-the-way nook in the cargo hold. It consists of special themed earrings and necklaces (each specific to a different Loa), colored chalks, some dried animal parts (mostly feathers and claws), and a few packets of mysterious powders, but no written texts. None of his items are inherently harmful, valuable or illegal under any known laws.

EVENT 2: A WATERY GRAVE?

This event occurs on sunset of the day the party makes Aman's acquaintance. At some point when a character is on watch or otherwise on deck, read the following.

Inbound clouds are blocking the skies, and the ocean view — normally bright and clear in the moonlight — becomes dark and limited. Visibility drops, and the ship is slowed accordingly as the helmsman orders sails dropped to safely navigate morass. There is something sinister and unsettling about the sea tonight.

Allow any character on deck to realize that the ship is sinking! The visible waters around the ship are rising against its hull. Seconds later, however, it becomes evident what

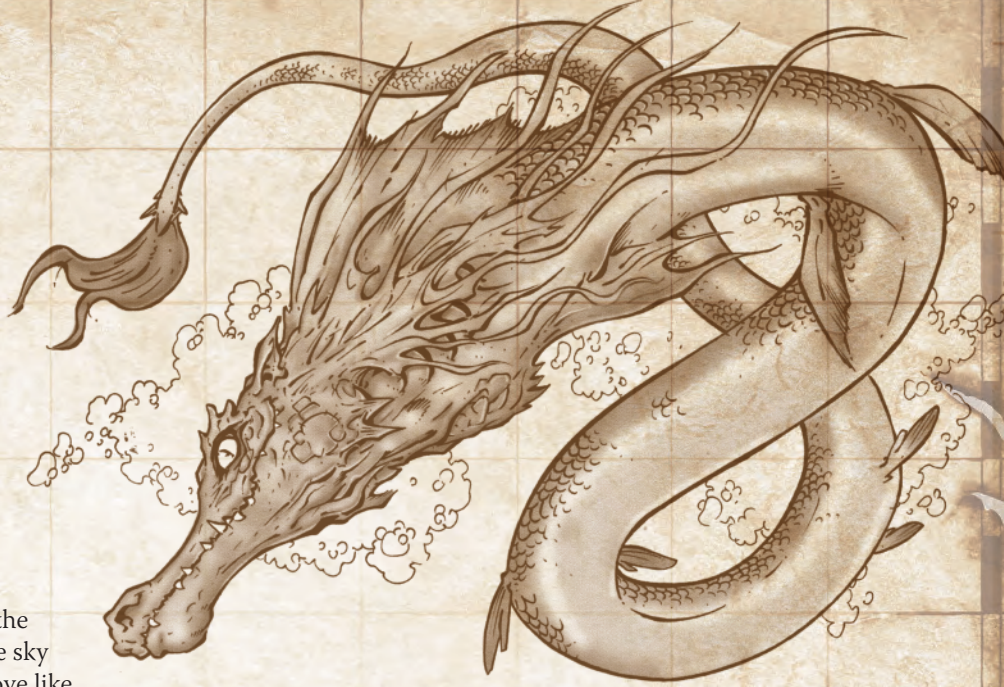
is really happening, a hole is forming in the sea underneath the ship, and as the water level within this hole lowers, the ship descends as well. A Tulita crewman shouts that this is no whirlpool or other natural phenomena, as the water is not swirling — it simply appears that the ship is being lowered into the ocean like a bucket down a well, but no water is pouring in to the fill the hole above the ship.

The vessel drops gently into this great hole in the sea —only slightly larger than the vessel itself — watery walls rising ominously around it. Any crew members in the rigging clamber down quickly, fearful, shouting, and howling their warnings. Then, as the tips of the masts drop below the surface high above, the sky disappears slowly as the water converges above like a black dome. All is dark, except for onboard light sources...and then the black, watery roof begins to drop, coming down the masts.

At this point the characters can take what actions they wish. The ship is sinking at a rate of 20 feet per round, and the suction it is creating in the surrounding water is such that anyone attempting to swim away from the ship will fail unless teleportation magic is used. The captain of the ship (if other than the characters) orders all hands below decks to try and take advantage of air pockets that are sure to form within the hull until a way to escape can be discovered. After 2 rounds the airy dome over the deck of the shrink shrinks away to nothing and the hull itself begins to fill. All non-magical light sources are extinguished, engulfing the ship in inky darkness. Buoyant objects start to bob upward, getting caught in the sails. Air pockets have formed within the hull, but they are insufficient for everyone aboard to utilize, though the characters may have magic that allows them to breathe underwater. Inevitably at least a few crewmembers (and possibly characters) will find themselves bereft of air pockets or magical protection and begin holding their collective breaths.

A few rounds pass before the first crewman violently exhales, surrendering to the watery death, then another and another. And then…revelation. The "dead" are surprised, trying to talk, gesturing! Somehow they can breathe the sea, and did not drown. In the garbled sounds of trying to talk underwater can be heard the inevitable question, "How?" And soon someone adds that chorus, "Why?" Everyone aboard the ship is under the effects of a supernatural *water breathing* effect that cannot be dispelled.

As the ship continues to sink, serpentine shapes, 15 feet long with vast, tooth-filled maws and red eyes come swimming out of the darkness. A pair of **fanged sea serpents** has stumbled upon the sinking vessel and are now attacking what they suppose to be a drowning and helpless crew. Crewmembers (including Aman) take cover below decks if not already there, while the sea serpents focus their attacks on characters, breaking through bulkheads and decking as necessary to reach them. Remember that unless there are magical light sources the fight occurs in total darkness (not a problem for the serpents).



Fanged Sea Serpents (2): HD 15; **HP** 75, 67; **AC** 6[13]; **Atk** bite (2d12); **Move** 0 (swim 20); **Save** 3; **AL** N; **CL/XP** 16/3,200; **Special:** swallow whole. See ***Monstrosities***, "Sea Serpent", for more details.

Development: After 13 rounds, the ship suddenly lands with a great thump on the sea floor 260 feet below the surface, shuddering violently. The masts totter and start to slowly fall. Weird sounds fill the water as two great cracks appear in the deck, breaking the ship into three parts. The whole ship slowly collapses into wrack, irretrievably holed. It was never built for such a beaching. Anyone on deck must make a save or take 2d6 damage from the falling masts and rigging. Those below decks must save at +2 to avoid 1d6 damage. Assume that the crew survives in general with only bumps and bruises.

EVENT 3: AN UNEXPECTED AUDIENCE

This event occurs as the characters and crew gather themselves in the wreckage of the ship after their strange descent.

> Everyone's eyes slowly adjust to the gloomy undersea conditions, and a greenish glow is soon seen emanating from the planks of the ship itself. The sea floor is remarkably uncluttered, almost entirely sand with a few small rocky outcroppings.

The usual small creatures, mostly crabs and small fish, dart about the place, giving no clue as to what would make the strange events of the last few minutes.

The moment of reverie is broken by the rush of bubbles and motion as the Aizanes Islander, Aman, suddenly bursts from where he had sought cover in the crew quarters and half swims, half leaps towards the broken remains of the cargo hold. The words he is shouting warp hauntingly in the watery depths.

"He comes! I must entreat him. Prepare!"

Unless the characters stop him, Aman heads into the hold and retrieves his kit as described under **Event 2**. If asked who is coming, he hurriedly answers, "Papa Legba, Papa Legba; he comes!" as he begins to put on the ceremonial items he has collected—a necklace of chicken claws, a headpiece made from the black feathers of a cock. He is very excited and, if pressed for details, confirms (or reiterates) that he believes that Papa Legba himself is near, and should soon arrive. Meanwhile the glow from the ship's planking continues to glow with an increasing brightness until creating a ghostly dome of light here on the sea floor. Certainly it appears that *something* is about to happen.

Aman believes that Papa Legba is approaching, and so he is. An observant character spots the small, dark figure approaching from the east before he reaches the perimeter of the ship's glow. If not spotted before then, he eventually steps into the green glow of the ship 50 feet away, a Tulita man of indeterminate age wearing a coarse jute wrap and straw hat, limping noticeably and using a simple crutch under his left arm. He looks like an old, discarded slave from a Port Shaw plantation. He limps toward the ship at a slow rate across the sandy sea floor, which affords plenty of time for actions by the party.

Aman is bursting with adoration and desire, but his Lawful nature wins out, and he urgently requests permission to go and greet Papa. Ensuing actions at this point vary once again by the party's choices, but the end result is essentially the same. Papa offers friendly greetings and talks freely (with a heavy native Aizanes accent). He wants everyone to come out and chat; he'd like to meet them all. The reactions of the crew are mixed: Tulita (even those of the Razor Coast) are be quite willing (and nearly as excited as Aman), but others may be more cautious, especially those who are skeptical about the religious claims of Aman.

If attacked, Papa reacts with sadness but no retaliation. He easily shrugs off any damage or magical effects the characters may throw at him. Assuming the characters allow them to have discourse, when Aman meets Papa Legba, the Loa blesses him for his piety and constancy, and then speaks a few unintelligible words while gesturing over Aman's kneeling form. Aman is thereby promoted to full Priest, and given the official title "Aman the Speaker." If he survives, he may become a major religious figure amongst the oppressed Tulita of the Razor Coast as a blessing from their far eastern cousins.

After initial greetings are over, Papa Legba turns to address the reason the characters have been brought here to the ocean's floor. Proceed with the **Event 4** below.

EVENT 4: THE COMMISSION

The small Tulita man looks at you impassively, but his gaze carries an aura of incalculable power. He addresses you in a voice, calm and even, but the water dares not distort its sounds and the words carry the hint of great truths and secrets.

"You be wonderin' why Papa Legba be comin' te see you. Aizan, tay Mistress of tay Sea, she tay one who callin' you down here tay talk wit' me. You tay ones who caught her eye, and now she be sendin' me te see you - te ask you. Tis a triflin' ting. She has brought you here and be protectin' you from tay sea since it be her own domain. But she has a task for you if you be worty for it - tree tasks really. Some of her friends an' fellow Loa, tey be prankin' herself. Tey took tree tings of hers tat she be wantin' returned. She could be goin' and gettin' tem on her own, but she has reasons tat she don't wanta' do it herself. So she choosin' you te do it for herself.

"Tay tings she be wantin' back are her comb, an' brush, an' mirror. And tay ones who be keepin' tem from her be Oggun, Damballa, an' Samedi. Tey be made of tings of te sea - sea urchin, an' coral, an' pearl, so you will know tem when you see tem. Tey won't be hard te recover; she jus' don' be wantin' to do it herself."

He stops and looks you over speculatively. Finally, after a moment's pause he finishes.

"Be you helping Aizan or be you not?"

Other than saying that each of the items in question are 3–5 feet long and giving the general description of their materials, Papa Legba has no further information to give the characters in regards to the items they are to recover. He reiterates that they won't be hard to obtain, but Aizan cannot handle it personally; the reasons involve certain customs of her people — the Loa — and are not relevant.

It is likely to dawn on the characters that they are completely at the mercy of Aizan, being stuck on the ocean floor and kept safe only by her goodwill. Even if they do have some means of escape, it is unlikely that they could rescue all of the crewmembers of their ship as well. In order to maintain her goodwill, at least long enough to get everyone safely to the surface, they are likely to agree to help the Loa. Although the characters will essentially be forced to help Aizan, their relationship is yet to be defined. They can, for example, quite legitimately ask, "What's in it for us?" (or some variation thereof), and skeptical crewmen will certainly broach that question. With forethought, some may also ask of Papa, "Can you do anything to help?" (Questions relating to transportation will be waved off, for the moment.)

Papa Legba is not sure the characters are worthy of Aizan. Thus, in response to all such questions, he suggests that they prove themselves. Without waiting for anyone's approval or agreement, he gestures, and large shapes are seen arriving just outside the light, about 60 yards away. **Ten giant crabs** emerge from the surrounding murk and attack the characters. Aman and any crewman flee back into the hull of the ship as the crabs approach, and the crabs do not direct any attacks towards the ship unless the characters flee there as well. If the characters agree to help Aizan without any such question, Papa Legba does not call upon the crabs to test the characters.

Giant Crabs (10): HD 3; **HP** 11, 12, 12, 14, 13, 9, 12, 8, 14, 6; **AC** 3[16]; **Atk** 2 pincers (1d6+2); **Move** 9; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none. See ***Monstrosities***, for more details.

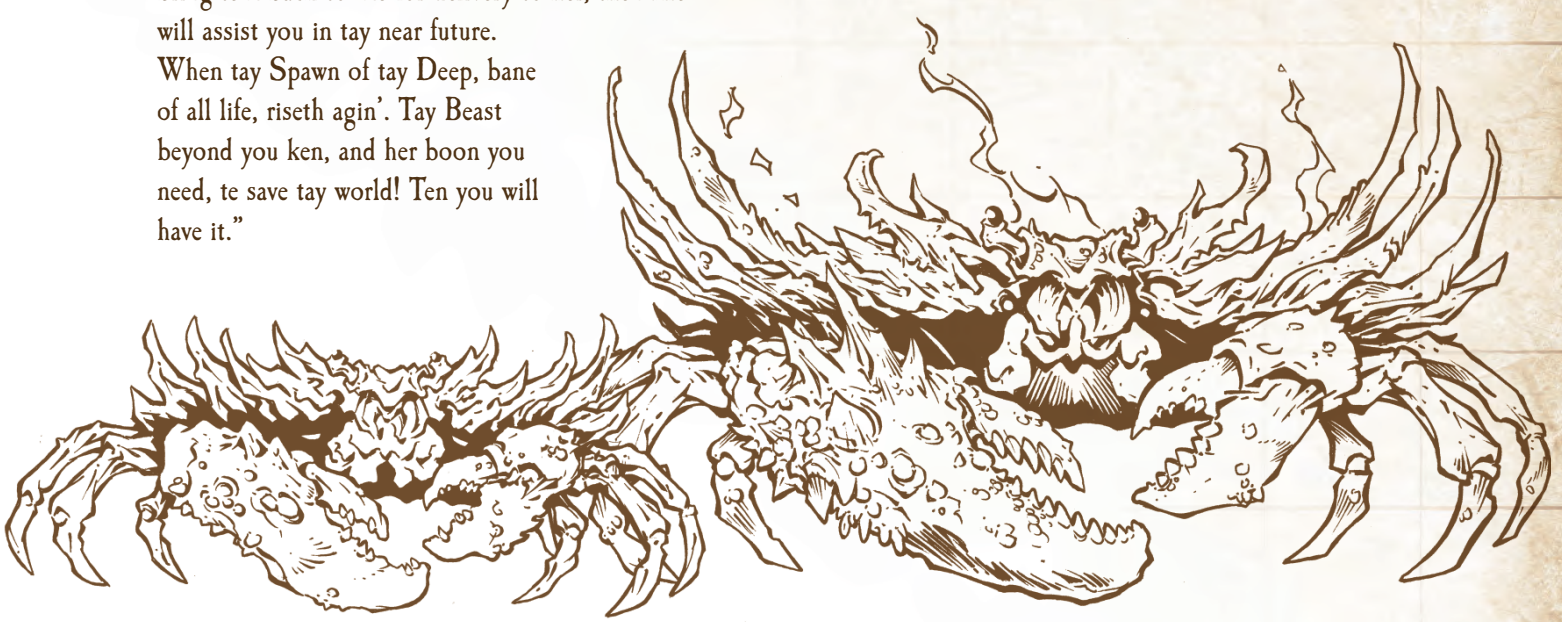
Development: If the characters successfully defeat the crabs or agree to help Aizan without making any demands of their own, Papa Legba is convinced of their mettle, and turns to the topic of their reward.

> "If you retrieve Aizan's tree possessions and bring tem back to me for delivery to her, then she will assist you in tay near future. When tay Spawn of tay Deep, bane of all life, riseth agin'. Tay Beast beyond you ken, and her boon you need, te save tay world! Ten you will have it."

Papa Legba does not give any more explanation in regards to the prophecy he just uttered, but it refers to when the Krakenfiend reaches forth at the conclusion of ***Razor Coast***. At that time an alliance with the Loa can make a huge difference. See "Concluding the Adventure" for details.

Once the general deal is established (perhaps after a captain's mast involving all of the crew and characters), some will press for more tangible rewards. Surprisingly, Papa Legba agrees! He gestures, and a great treasure chest emerges from the sea floor beside him. He reaches out with his crutch, and it opens with a touch. He reaches in and extracts a leather sack after which the chest closes firmly, but not before the characters catch a glimpse of vast numbers of gold and silver coins. The chest, sack, and contents of each exist at the Loa's whim, and thus cannot be pilfered. Papa Legba unties the mouth of the sack, and reaches in. From the mouth of the sack he procures a handful of gold pins. There are just enough for him to give one to each of the characters, Aman, and any ship's officers. The pins are 2 inches long and depict a stylistic palm frond. They are worth 100 gp each. Papa Legba explains that this is the Veve of Aizan, and will be respected by Believers if they see them. After distribution, Papa comments, "You keep tese after, if she permit."

After distributing the pins, Papa Legba extracts an elongated box from the sack, and puts the sack down on the sandy floor. He opens the box, removes a wand, and drops the box (which floats gently down to the sack). Gesturing with the wand he says, "Tis fix you ship." Papa Legba explains that, first and foremost, some *one person* must accept the responsibility for this wand, called the *Captain's Mast* — there may be gasps if veteran seamen are nearby as this is a legendary item indeed. The user must be a reasonably experienced sailor; it is useless in the hands of a landlubber. The user need not be the actual ship's captain but the captain of a ship must permit the wielder of the



wand to use it to affect his ship, or it will not function.

Once a recipient has been selected, Papa Legba glances at the box, which floats back up to him, and puts the *Captain's Mast* back inside. He then gives the box to the designated character, muttering a brief blessing. The character instantly knows all its functions and procedures when it is first touched.

After presenting the *Captain's Mast*, Papa Legba suggests that the first task would be to reassemble the ship. The user of the *Mast* can do so easily, and the process takes about 30 minutes. In conclusion, Papa Legba asks where the characters want to go next. Although three items must be recovered, one is especially tricky, and should be done last in his opinion. That 'problem' item is the *comb of Aizan*, held by a particularly powerful Loa, Baron Samedi. If this name is mentioned aloud, poor Aman will pale very noticeably, knowing that that opponent will be Death Incarnate. The immediate choice is thus of the other two: The *mirror of Aizan*, held by Damballa in her domain of the Air or the *brush of Aizan*, in the earthen realm of Oggun.

Whichever is chosen, Papa Legba nods wisely and offers a few brief words of encouragement as the characters and crew board their vessel (all parts of which are still glowing brightly). Once the characters have chosen which of the two they wish to recover first, read the following.

> The ship seems to know where to go once everyone is aboard and you have chosen your destination. It rises smoothly from the sandy floor of the sea, as Papa Legba watches calmly from below. The glow of the ship starts to fade almost immediately, and it rises majestically through the waters.
>
> Somehow it's morning, though it was dusk seemingly only an hour or two earlier, and the cerulean skies offer a welcome panorama as the ship broaches the surface of the Deep, the water streaming from every spar reflecting the sparkles of a thousand sunbeams. Everyone is soon breathing air again, and the water in the hold mystically drains until all is right once again...if a trifle damp.

Depending on which item the characters have chosen to recover first, proceed either to **Part Two** for Damballa's mirror or **Part Three** for Oggun's brush. The characters may divert the vessel temporarily from these 'quests,' but Aizan expects them to fulfill her mission. Thus, should a side jaunt be proposed, consider it from her point of view. For example, if the party wishes to first handle an encounter (random or otherwise) with a hostile vessel, they may do so. Yet they will not be permitted to go sailing about the Razor Coast region in search of adventure (in actuality, showing off their newfound powers).

Aman the Speaker is a special situation. He stays close to the characters to provide them with advice and information about the Loa. He does not willingly engage in combat and always takes cover below decks when trouble comes. The characters would do well to make sure that he survives any encounters as he holds considerable knowledge that may be of use to them.

Part II
The Airship

The characters may start this episode either first (immediately after their meeting with Papa Legba) or after the land-journey to the realm of Oggun. In this portion of the adventure the characters journey vertically to the sky-realm of the Loa Damballa. However, she is offended at their intrusion and presents a champion to challenge them.

As the characters journey towards where they hope to find Damballa's realm (they don't actually kow where it is), the user of the *Captain's Mast* realizes that the ship wants to continue upward into the air. It is bucking, trying to lift its bow, but is unable to succeed unless he bestows upon it the elemental essence of air and commands it to fly (see the *Captain's Mast* sidebox in **Part One**).

Activating the elemental essence function of the *Mast* and concentrating on the move ship ability, the user can send the ship flying into the air towards Damballa's sky-realm. If the user fails to concentrate the ship does not fall, it merely stops in place and waits for the user's concentration to begin again. Remember that those affected by the *Mast's* Air enchantment are likewise able to fly (albeit only slowly). If for whatever reason someone falls overboard, he discovers that he does not fall and can hover and maneuver as desired. Those not so enchanted, however, are pulled normally by gravity, and should stay below decks or hang on tight, lest they fall to the sea below.

> The ship rises, water streaming from its sides and keel, and majestically floats upward toward the partly cloudy skies. The view becomes more and more amazing; few alive have ever seen the Razor Sea from this vantage as islands take on the appearance of tiny discolored bubbles in a vast sheet of smooth glass.

Keep track of time as each elemental effect lasts only 4 hours per day. The ship takes 45 minutes to reach an altitude of half a mile (2,600 feet), entering dense clouds shortly before that point. While within the clouds it levels off, which provides considerable comfort to any still hiding or hanging on to avoid falling. Sunlight illuminates the fog brightly, but visibility is obscured beyond 50 feet. At this point the ship entered the realm of the Lady of the Skies, the Loa Damballa. See **Event 5** below.

The Captain's Mast

This stout, palm-wood wand is slightly longer than most wands, reaching nearly 18 inches in length, and approximately 1 inch in diameter. With a deep chocolate coloration and the fibrous texture typical of coconut palms, the *Captain's Mast* looks more like a piece of driftwood than a divine artifact.

The *Captain's Mast* exists by the will of Aizan. She can retrieve it with a moment's thought. If that occurs, all the *Mast's* magical effects cease immediately. (Aizan being a benevolent sort, she will move the vessel to a safe location, intact, if the lack of magic would leave it in peril.)

Procedure: Aim and concentrate; the ship will obey. No verbal elements.

Duration: Unlimited; full control is enabled as long as concentration is maintained.

Area of Effect: One vessel (and all components & contents) but no life forms of any sort. (A Tertiary power may optionally affect all life forms aboard, though individuals may freely decline, thereby being automatically unaffected.)

Range of Effect: 100 feet

Movement rate: 1 foot per second (regardless of material or mass)

Powers (3): As given below. Note that Primary, Secondary, and Tertiary functions may be used simultaneously; for example, a vessel in reassembled form (Power I) can be elementally enchanted (Power III) and moved (Power II).

I. Primary Power: All parts of one vessel designated by the user of the *Mast* will move about, individually and severally, to achieve the reintegration envisioned by the user. Any single 'part' is as small or large as the user desires (to about 1/2" at minimum) except for items made of metal, which cannot be subdivided. Alterations to the user's 'vision' may be freely made during the process. No transmutation is possible; all materials and substances retain their normal nature, though all except metals* may be subdivided at whim.

Examples: The user may cause all or part of vessel to 'morph' into a different type or shape of vessel, a bridge, a building, a floor, a shelter, specific tool(s), a 'creature' (construct), and so forth.

* Referee Note: Metals are the domain of Oggun, a different Loa, and are not subject to Aizan's powers.

Secondary and Tertiary powers of the *Mast* derive from its essence, giving the captain total control of the vessel in all conditions.

II. Secondary Power: The vessel can be moved by the concentration of the user of the *Mast* at the standard rate (roughly 2/3 mph, 1.1 kph), subject to environmental conditions. The force is typically resisted easily by most stationary masses. A vessel in altered form (Primary Power), and/or all parts thereof, can likewise be moved if within range (100').

III. Tertiary Power: The user may imbue the vessel, and optionally crew (a one-time all-or-none effect at the user's discretion), with the essence of any one element (air, earth, fire, water). One elemental effect can be invoked per day (thus 4 in all), and each lasts up to 4 hours, or until earlier discontinued by the user. Two elemental effects cannot coincide. All beings so affected become partially immune to adverse effects from that element, and gain a +4/+20% bonus to related saving throws and resistances, and damage reduction of -2 per die. The nature of the element (normal, magical, pure elemental, or other) is irrelevant. Certain logical movement effects are bestowed; a protected individual might 'swim' in fire, for example. Gravity applies normally in any event.

Specific Elemental notes:

Air: The ship can sail the skies freely, at any angle, to any altitude up to 10 miles (16 km). Crew (if imbued) can likewise move aerially (though at the same abysmally slow rate, please note), so they probably will not fall out.

Earth: The ship's hull becomes rock-like, and gains higher density and weight. Creatures affected similarly undergo physical changes (gaining a +8 bonus to Armor Class, needing no air to breathe, but having a much slower movement rate, and exhibiting other effects at the Referee's discretion; this should not impede their normal abilities, such as spellcasting). Anyone and anything so affected will sink quickly — literally 'like a rock' — in air, fire, or water.

Fire: A light green fire flickers along every edge of the vessel, protecting it utterly from almost any fiery danger; it could sail on lava, for example. Those affected can even breathe fire or superheated air.

Water: Sinking is impossible unless permitted by the *Mast's* user. Blessed by Aizan in this instance, all affected will generally not be attacked by aquatic creatures.

Reminder: All effects persist within 100 feet of the *Mast*, but cease abruptly at that limit. Restoration of effects does not automatically occur thereafter when a creature or object returns to within range. (Note the one-time-only application of effects during each tertiary use, and the once-per-day limit on same.)

Event 5: Unfriendly Skies

After an hour of traveling, this encounter occurs.

> The clouds part abruptly revealing the panorama of the Razor Sea far below, and the brilliant warm sun shines down upon the ship. The experience is exhilarating, and beautiful. You notice that a soft singing can be heard, as if a heavenly choir of angels was heralding your arrival. The source of the song must be invisible, though, for no figures can be seen, only a few small clouds passing lazily by, leaving the sunny sky virtually unblemished.

The scene is idyllic, but not for long. A character may spot a small cloud nearby moving against the wind towards the ship. It slows at 100 feet, now clearly visible to everyone, and transforms into a symbol of a pair of entwined serpents, the veve of Damballa (as identified by Aman) drawn in wispy clouds. Then the choir goes silent, and a husky female voice booms out from the cloud, "This is *my* realm, not yours. BEGONE!"

Regardless of how the characters respond to the voice of Damballa, the ship cannot leave fast enough to avoid her wrath. She summons forth one of her servants.

Another small cloud is spotted in the distance, but this time it's a dark, roiling mass. As the party watches, it starts to extrude dark tentacles, and grows in size as it approaches. Its speed is hard to guess, but it should arrive within 5 minutes.

The crew is panicky and useless for a short time, then mustered to Battle Stations (assuming such discipline exists aboard). Related: see "Firearms" below.

Sky Kraken: HD 20; **HP** 100 plus 10/tentacle; **AC** 7[12]; **Atk** up to 20 tentacles (2d6 plus slam or grab); **Move** 0 (fly 24); **Save** 3; **AL** N; **CL/XP** 24/5,600; **Special:** immune to non-magical weapons, slam (2d6 additional damage) or grab (see details below).

The Sky Kraken

The sky-kraken can (slowly) assume any size up to 300 yards across. It can extrude up to 20 cloud-like tentacles in all directions, and 1d6 of them reach toward the ship as the monster approaches. 1d3 more tentacles will join the battle each round. The leading tentacles (tapering up to 10' diameter, 10 hp each) arrive 3 minutes after it is first sighted. Three more minutes later its body arrives, enveloping the ship in dark fog until it is dispersed.

The magical and vaporous nature of the sky-kraken renders it immune to non-magical weapons (other than firearms; see below). Magical spells/devices that affect air may prove more than ordinarily useful (the Referee should scale these up as appropriate), and fire-based magic inflicts normal damage, but water- and earth-based magics produce no substantial results.

Firearms, however, can ultimately win the day. Each cannon shot fired into the body inflicts 5 points of damage, and each musket shot 1 point. The efficacy is immediately obvious, as a cannon shot leaves a great hole through a tentacle (far greater damage than most other attacks). Once this is realized, the captain or first mate will order a full bombardment. The duration of the battle thus depends somewhat on the configuration of the cannon and the speed of that response. The ship's form may have been altered by the *Mast*, so this is highly variable. If all cannon are available for a massive broadside at close range, the fight will be over quickly.

The wielder of the *Captain's Mast* will not be attacked at all; the monster senses the artifact's supernatural power, and will not challenge it.

When a tentacle hits, the sky-kraken can either **slam** or **grab**. If the former, it inflicts only 2d6 damage, as its form has minimal substance.

The target of a **grab** makes two saving throws.

If the first saving throw *succeeds*, the target either (2nd save succeeding) escapes narrowly but unharmed (probably by vigorous action), or (2nd save failing) takes half damage (1d6).

If the first saving throw is *failed*, the victim is either (2nd save succeeding) dangling above the ship (during which time others can react) or (2nd save failing) pulled quickly away and probably dropped to the ground below.

In battle, the sky-kraken will grab various crewmen and pull them off the vessel at the same time it is fighting the characters, and will not initially target the characters more than anyone else. The grabbed crewmen will scream and struggle, but most will prove unable to escape the sky-kraken's lethal grip. A victim thus grappled is swung across the sky at great speed, dangling helplessly in the curled end of the tentacle. The hapless victim is then thrown, either upwards or downwards at the sky-kraken's whim, ultimately

falling half a mile to the sea below, with lethal impact in most cases. Sharks will quickly eat what little remains. (The huge monster is about 200 yards across at the time it nears the ship, and remember that the range of the flying ability from the *Mast* is but 100 feet...)

The sky kraken battles until killed. Once it is reduced to 0 hit points, its form loses cohesion, and it quietly dissolves. What was once a huge and lethal monster suddenly becomes a wispy cloud bank, its former body parts now drifting aimlessly in the slight breeze.

EVENT 6: DAMBALLA RETURNS

This event occurs 5 minutes after the sky kraken is defeated, so the characters have time to cast spells to recover hit points and prepare for further trouble.

> The clouds are dispersing, and the brilliant sun returns. The cloud displaying Damballa's veve has been hovering a few hundred yards away the whole time and now approaches once again. The same loud and strident voice returns as well. "We can all destroy; enough for now. What do you be want?"

Assuming the characters are forthright in their request for *Aizan's mirror* (Damballa will know if they are not), the voice growls and then asks, "If I keep it, you have no recourse. I could demand *any*thing. What do you offer?"

This should elicit concern, and may inspire some discussion among the characters and possibly Aman. Damballa will not debate the matter, and eventually she curtails the chatter by saying, "Oh, do be silent. You mortals drive me crazy. Never mind, this trifle isn't worth a fuss. Here, catch."

An object is ejected from the cloud, rotating end-over-end as it heads for the character who said the most in the above dialogue (or the mast-wielder otherwise). It's the *mirror of Aizan*, of course. Shaped like a typical hand mirror, its silvered glass is mounted on a giant 'sand dollar" (flat sea urchin) 3 feet across, with a golden handle. In total it is 6 feet long and weighs 55 pounds. Someone should use a sail or net to entrap the object, but it can be caught with bare hands (any attempt to catch must hit an AC of 4[15]). If it collides with the ship it will be utterly unharmed, but may inflict 1–2 points of structural damage (though this is again easily repaired by using the mast).

The ill-tempered Loa does not respond to any further pleas or comments. As the characters eventually depart, she merely adds one further taunt, as described below. Her current attitude is a result of events entirely unrelated to this adventure. Loa have important issues to handle, and mortal treasure-hunts are unimportant. If encountered in the future, Damballa will be quite cordial. Yet for now, her final words (from a distance) are, "...and don't come BACK!"

The Air power bestowed by the *Mast* should have sufficient duration remaining to enable the ship to descend safely to the sea once again. The half-mile descent takes 45 minutes. If characters want to go sailing about Damballa's sky for overlong, she will intervene angrily, sending the ship quickly back to its 'rightful place' on the seas. Though other than a bumpy, vomit-inducing drop from the sky, no harm will be done to the ship of the crew.

Once the characters have the mirror, they can proceed either to **Part Three** to recover Oggun's brush (if they have not yet completed that quest) or to the final encounter in **Part Four** to recover Samedi's comb (if they have).

PART III
JOURNEY TO THE CENTER OF THE EARTH

The characters may begin with this section immediately after their meeting with Papa Legba or after the aerial journey to the realm of Damballa. For this quest, the characters must sail through the infamous Witch's Teeth at the edge of Kai's Bay (see The Razor Coast area map). Thereafter they reach the east end of the Godsmask Peninsula (the peninsula dominated by the Black Bear Forest). Using the Earth enchantment of the *Captain's Mast*

enables the vessel to 'sail' on land and penetrate the mystic realm of Oggun. There the characters can easily retrieve the *brush of Aizan*. However, their departure from this place involves a complication.

The journey to the Teeth may involve days of sailing, during which time the characters may make short work of any intervening encounters, due to the power of the *Captain's Mast*. Such events are part of the fun, so feel free to add anything appropriate as long as it does not disrupt the overall flow of the adventure. The party will lose the *Mast* soon enough, so give them time to play with it! A sample random encounter table is included below that you can use as you see fit, or use the Events and Encounters tables in **Appendix Two** of ***Dead Man's Chest*** by **Necromancer Games**.

SEA ENCOUNTERS

d%	Encounters	Source
1–35	See High Seas encounters and roll again	*Complete*, Table 59
36–37	1d8 aqueous orbs	*Monstrosites 18*
38–44	1d4 bunyips	*TOHC* 77
45–46	1d2 eyes of the deep	*TOHC* 237
47–51	1d20 barracuda	*Monstrosites 18*
52–56	1d3 brykolakas	*TOHC* 74
57–61	1d3+1 corpse candles	*TOHC* 106
62–64	elasmosaurus	*Monstrosities 122*
65–72	2d6 sea lions	*Monstrosites 414*
73–79	1d10+6 spore rats (ship infestation)	*TOHC* 455
80–81	dragonship	*TOHC* 212
82–86	1d3 gray nisps	*TOHC* 306
87–91	Sea giant	*TOHC* 278
92–95	hypnotic jellyfish	*Monstrosites 272*
96–98	sea spider	*TOHC* 484
99–00	giant sea turtle	*Monstrosties 492*

TOHC = The Tome of Horrors Complete

*Complete = **Swords & Wizardry Complete** rulebook*

The Witch's Teeth

These vicious shoals located at the tip of the Godsmask Peninsula are a labyrinth of coral reefs, jagged rocks, and shipwrecks, all shrouded in a fog called "witch's breath." The winds are similarly treacherous. The characters' ship with its Aizan-blessed *Captain's Mast* clearly 'wants' to go through the Teeth (as can be easily sensed by the user of the *Mast*). Additionally, the ship clearly does not want to fly above the Teeth; they must be traversed in order to access the spirit-realm of Oggun.

This process of sailing through the Teeth would be fatal to almost any vessel or captain, save the legendary masters of the shoals — Garr Bloodbane (RIP) and Witch Sader. Both names are well-known to much of the crew, and their histories as the only captains to have ever successfully navigated the Teeth is common knowledge along the Razor. Upon sighting the Teeth, the crew becomes more than a little anxious, and they turn to the characters for salvation. The key, of course, is the *Captain's Mast*.

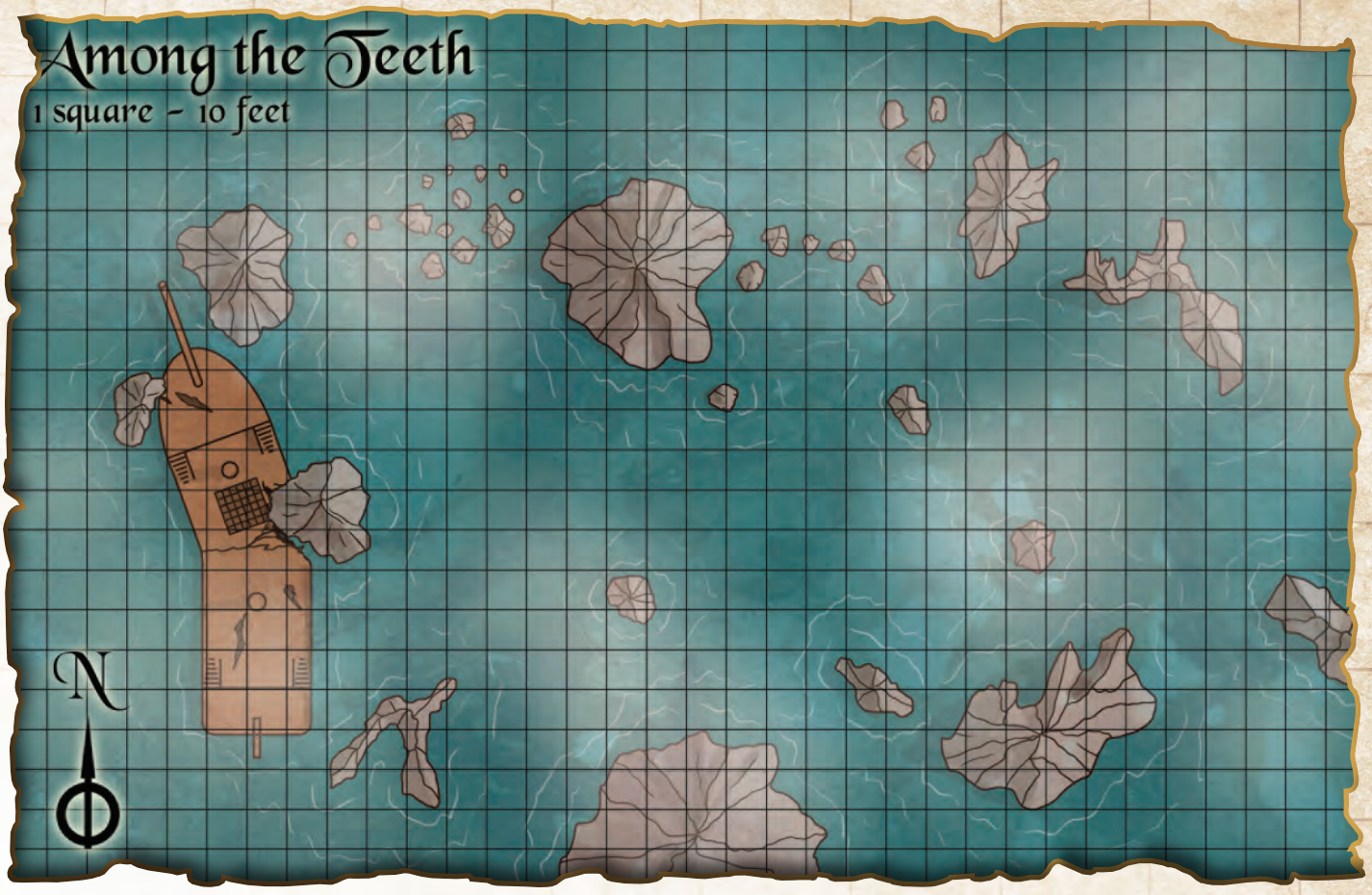
No matter how carefully the captain steers the ship, the Witch's Teeth will claim their due. No power of the *Mast* will prevent severe collisions in the Teeth, but the *alter ship* and *move ship* powers will prove crucial. The ship can be altered in form, minimizing either the collisions themselves (creating a spider-like walker legs to carefully step from shoal to shoal, for instance) or the damage incurred thereby (creating a smaller, reinforced double-or triple-hulled craft, for instance). Using the Earth power of the *Mast* to turn the ship's hull stony will not be useful at this point if it is still floating, as the weight of the stone ship would simply sink. Despite all this, damage will almost certainly occur, and the ship will start taking on water (if still floating) or risk breaking apart (if not). However, through liberal use of the alter ship ability to effect repairs, and if the players are reasonably creative in this attempt, they can keep the ship operational and moving. If their efforts are substandard or lackadaisical, feel free to require saving throws at appropriate intervals to avoid taking 2d6 damage from particularly jarring collisions to the ship. Assess the ingenuity that the players used in coming up with their plan to move through the Witch's Teeth, and assign it a score on a scale of 1–10 (10 being the highest). Remember this score for later when it will become pertinent during their dealings in Oggun's realm.

Regardless of the preparations made by the characters for this journey, run the passage through the shoals dramatically. Strongly convey the extreme peril that the ship is constantly under and the sure destruction that it would face were it not for the use of the *Mast.*

EVENT 7: AMONG THE TEETH

The encounter occurs when the ship is in the midst of the Witch's Teeth.

> Visibility is minimal as the mysterious mist known as witch's breath gathers round and seems to cling to the ship itself, like the greedy fingers of some ghostly giant. Through the fog can be seen the looming shapes of jagged rocks and long-dead reefs. Just ahead sits the shadowed broken silhouette of some unlucky merchantman that ran aground and was left to the mercy of the Witch's Teeth. Whether its crew ever made it home or were stranded to die



a lonely death upon the Teeth is something no one may ever know. However, the ghostly point of light that suddenly appears on the ship's deck 50 feet ahead is sufficient to raise your hackles and wonder if all the dead from such a tragedy rest easy.

The characters ship has stumbled through the domain of a covey of hags, the self-proclaimed witches of the Teeth. Two of the hags are not currently present, but the third member — an **annis hag** — remains here with some their minions. They have spotted the approach of the characters' ship and prepared an ambush. Currently standing upon the deck of the grounded vessel is a **hill giant**. It is shrouded in sail cloth to blend in with the mist. It holds a bulls-eye lantern that it is shining at the characters' ship to capture their attention. While it does so, **an air elemental** (invisible in the witch's breath until they attack) float up over the ship's rail and get into position to attack. Finally, 10 gillmonkeys are paddling silently in the water nearby. If no one is keeping watch over the side, the party will have no warning of the approaching gillmonkeys until they climb over the ship's rail (hopefully while the elemental has the characters distracted). Once battle is joined, the hag uses her wand to allow the hill giant to fly over to the ship and join the attack. The hag herself stays back on the shipwreck and only attacks if someone attempts to board that ship.

Air Elemental (8HD): HD 8; **HP** 31; **AC** 2[17]; **Atk** strike (2d8); **Move** 0 (fly 36); **Save** 8; **AL** N; **CL/XP** 9/1,100; **Special:** immune to non-magic weapons, whirlwind.

Hill Giant: HD 8+2; **HP** 32; **AC** 4[15]; **Atk** weapon (2d8); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** throw boulders.

Annis Hag: HD 8; **HP** 30; **AC** 1[18]; **Atk** 2 claws (2d8), 1 bite (1d8); **Move** 12; **Save** 8; **AL** C; **CL/XP** 10/1,400; **Special:** hug and rend, polymorph, call mists. See ***Monstrosities*** for more details.

Equipment: *wand of fly* (2 charges left)

Gillmonkeys (10): HD 1d6 hp; **HP** 4, 2, 3, 3, 4, 5, 3, 5, 5, 4; **AC** 6[13]; **Atk** bite (1d4), 2 claws (1hp); **Move** 6 (swim 12); **Save** 18; **AL** C; **CL/XP** B/10; **Special**: breathe underwater. See ***Monstrosities*** for more details.

Treasure: If the wrecked ship is searched, it is seen to serve as the lair of both the monsters encountered as well as at least two more hags of indeterminate type and another dozen minions of various races. They are not currently present, and there is no indication if they are returning soon or not (they are not, but this should encourage the characters to move along as quickly as possible). A hidden smuggler compartment is concealed in the ship's bulkhead, and found on a roll of 1 on d6. Within it is the covey's cache consisting of 4,954 cp, 1,378 sp, 6,643 gp, 520 pp, 2 black pearls (600 gp each), 3 sapphires (800 gp each), a gold Tulita totem mask (450 gp), a gold chess set (500 gp), a silver plate

inset with amethysts around its rim and engraved with a woodcut of the light on Beacon Island in its heyday (200 gp), a suit of *+1 leather armor*, a *wand of metal detection*, a *potion of dragon control*, a *potion of treasure finding*, and a *scroll of commune*. This is the main treasure haul for the adventure, so don't feel bad allowing the characters to loot this cache with impunity. However, they must consider that there are two more hags out there that may hold a grudge and seek out those who stole from them.

Event 8: Landfall

From the time they first enter the Witch's Teeth, the characters must pass several miles of shoals. The hills and forests of the peninsula are visible in the distance, ever nearing as the perilous journey progresses. The Teeth come to an end very near the shore, only 200 yards distant, and during this final uneventful jaunt any damage to the ship can easily be repaired (via the mast's alter ship ability as usual). As the vessel approaches the eastern shore of the peninsula, it will 'want' to continue moving up on land. While floating on water, it can proceed only to the rocky shore, there coming to a grinding halt.

This is the time to activate the Earth power of the mast. Keep approximate track of time from the initiation of the Earth power. The party has 4 hours before it elapses. Aman will add that it should be used to include the characters and crew as well since they are seeking to gain entrance to Oggun's earth-realm and may need to find his favor.

If the characters (possibly with some crew) proceed on foot, leaving the vessel at the coast, they will not find Oggun. The only way to penetrate the Veil (**Event 10** below) is in a vessel that is 'earth-like', i.e., under the enchantment noted. If the party proceeds without the ship, mention to the user of the mast that it doesn't feel right, and try not to extend their fruitless woodland jaunt unnecessarily.

Event 9: Into the Black Bear Forest

The Earth-based power of the mast enables the ship to sail up onto the rocky beach and beyond. Characters may notice that the great weight of the vessel is somehow supported by the ground (be it sand, rocks, soil, or other); its passage leaves only a track, not a great gouge. The traces indicate that a broad 'thing' of some sort passed along here, with a central 1-foot-wide channel only 6 inches deep indicating the path of the keel.

The great Black Bear Forest begins half a mile from the shore. The intervening terrain is a fairly flat plain, filled with shore-grasses and little else, and is easily traversed, though at the ship's slow speed this takes about 45 minutes. En route, the watch will sound alerts about occasional large boulders in the ship's path. If these are avoided, they are of no consequence. If not avoided, the ship will violently lurch to one side or another with each impact, possibly throwing incautious crew overboard.

The forest itself is dense, its eastern edge being an irregular but unmistakable boundary. The ship in its normal form is too broad to pass between the trees, most of which are thick and old, yet the vessel 'wants' to continue into the woods. The minimal force of the magical movement is insufficient to plow through the trees, and the ship is unlikely to survive such an approach, so a shape alteration is definitely in order and, once again, will be a matter of the players' imagination. (One or more great 'walking devices' are certainly possible, for example, as are wagons or carts for ground travel.) The nearest trees are smaller than those farther west, standing 15–30 feet tall. Deeper into to the woods, great firs and spruce tower to 50–60 feet, but they are generally the tallest, though a few rare exceptions protrude from the canopy here and there.

The crew and characters soon spot wildlife fleeing from their inelegant passage. Handle all such matters as you wish, but an observant character notices a large **black bear** which, oddly, does *not* flee, merely watching the ship's passage from its location about 70 feet away. This is an opportunity, as an astute player may surmise. The bear has a wounded haunch, and nearly fell victim to some passing hunter a day earlier.

Black Bear: HD 4+1; **HP** 1; **AC** 7[12]; **Atk** 2 claws (1d3), bite (1d6); **Move** 9; **Save** 13; **AL** N; **CL/XP** 4/120; **Special**: hug (1d8).

Development: If the characters stop the ship and investigate, the bear's weakened condition leaves it unable to respond; it merely lies there, awaiting its fate. Its wound is obvious at close range. At that point characters may either slay it, bypass it, or help it (with magical curing and/or other means). If the latter occurs, it displays no gratitude; it merely rises and ambles off through the woods.

Should conversation ensue through magical means, the bear will explain, in very simple terms that nearby is the realm of the 'nature god' (referring to Oggun of course, though it does not know that name). He imparts no other information of note.

During this woodland journey, again evaluate the players' creative ingenuity on a scale of 1 to 10, but modify that for their treatment of the woodland beings, especially the bear. If any woodland creatures are attacked, deduct 1–4 points, but if Jack (or any other forest creature) is aided, adjust the total upward in similar fashion (10 maximum).

Event 10: Piercing the Veil

This event occurs 5 minutes after the characters leave the bear behind.

> The ship continues through the forest when it suddenly pauses a moment as the forward end strikes something seemingly solid but apparently invisible. A great shimmering field of air flickers as it divides,

producing an effect much like curtains parting. The forest beyond, however, seems identical to that previously passed. This shimmering barrier continues to part as the ship moves forward.

If the characters stop the ship, it does not penetrate further, however, it will need to continue forward in order to enter Oggun's realm. The shimmering effect moves down both sides of the vessel as it advances and vanishes completely once the ship is past it. Here the vessel parts the Veil, entering the mystic realm of Oggun. Oggun's veve (a machete) is carved into in the bark of one great nearby tree.

EVENT 11: THE LONE RANGER

At some point 1d6 x 100 yards later, the ship is hailed by a single woodland humanoid figure standing peacefully 75 feet to starboard. Only those individuals who have been transformed by the Mast's earth power can see the following. To any others there is simply no one there.

"Hello the ship!" comes a cry from the forest off to one side. A lone man stands there among the trees. He wears leather garb, boots, and a woodsman's cap and is unarmored. However, a machete hangs at his belt while a saber is suspended from a baldric over his shoulder.

"You've obviously come along way, and I like the cut of your jib—or whatever that thing is. You look like my kind of people. Are you looking for me?"

This, of course, is Oggun himself, as he will confirm if asked. Like the other Loa, he cannot be harmed or even perturbed by any aggressive actions the characters may make, so he remains nonplussed even if threatened. He clearly sees the rock-like countenances of those characters and crew affected by the mast's Earth power, and finds them very appealing. It will take much to antagonize him.

Aman does not volunteer to approach Oggun. If asked, he demurs, explaining that he serves Papa Legba, not others. Oggun, likewise, takes absolutely no offense at this. If the characters get around to asking about Aizan's brush, he laughs and responds:

"Oh, that thing! I forget who dropped that off . . . it's around here somewhere. No interest, frankly. Glad to be rid of it!"

He gestures casually, and a huge boar comes trotting of the nearby woods. It amicably approaches, crosses its eyes, and falls over. The transformation begins, and the great pig shrinks slightly as it changes, its whiskered snout becoming the bristles of a huge brush, all else becoming its handle. The end result is about 6 feet long, and the handle appears to be a sawfish snout rather than a woodland creation. A small and simple palm frond veve is inscribed on the brush end, opposite the bristles.

The *brush of Aizan* weighs 40 pounds. The characters are welcome to take it, and may board their ship and depart without hindrance. They are free to converse with Oggun, if they wish, but are under no compulsion of course, nor is the Loa willing to spend much time on them.

Development: If any party member is a professional woodsman (ranger, druid or similar), the character may want to interact with this powerful near-deity of Nature. However, that action involves a degree of risk. Oggun can, at will, view the character's entire life and career in his mind. If the character has always been utterly true to the forest and its denizens — *always*, without fail — then Oggun may give his Favor. Otherwise (for even the slightest flaw, at any time in the past), Oggun bestows a *quest*. This matter is at the Referee's discretion, but should be focused on reparations to a specific woodland. The recipient of such an effect cannot otherwise dispel or remove it; the task must be completed satisfactorily (but within a liberal time frame, perhaps months), at which time Oggun will reappear and bestow his Favor.

By contrast, a literally perfect ranger (or whatever class) may here receive Oggun's Favor. If the character has a palm-

leaf brooch, it transforms into a tiny machete brooch. The character immediately gains a spell-like ability to *speak with animals* 3/day. All normal animals, and even woodland fey will be favorably inclined to the character. If at any time that character is untrue to a woodland (as liberally interpreted by the Referee), the brooch and the related power both vanish immediately, signaling Oggun's displeasure.

When the interview with Oggun has ceased, he simply hikes away into the trees and disappears from sight. The characters will be unable to locate him again.

Event 12: Not Out of the Woods Yet

This encounter occurs while the characters are still within Oggun's realm, before they have reached the Veil-boundary.

> The ship makes its way slowly through the primordial forest, making its way back to the Veil that will allow you to pass back into your world and leave this god-realm behind. As you near the point where you recall the Veil to be, a shout rings out from one of the crewmen on watch, "Repel boarders!"

Tiny rock-like creatures, heretofore unseen, are climbing aboard and heading for the occupants. These are **bronks** (bugs-not-rocks, though only Aman will know of either term), and are potentially quite dangerous. A bronk appears to be a mobile pebble about 1–2 inches across, rolling along of its own accord. It can 'unwrap' itself to become crab-like, acquiring small rocky legs and pincers, and able to climb at the same speed. It always attacks the part of a target that is closest, most likely the feet or ankles. The bronks form into swarms that stream over the sides of the ship onto the deck—overlapping in the limited space (and inflicting cumulative damage) if necessary. Refer to your previous notes on the characters' score of 2–20 (for ingenuity and other factors). Subtract the result from 25 to get the number of bronk swarms appearing.

Bronk Swarms (3): HD 5; **HP** 20, 22, 21; **AC** 0[19]; **Atk** swarm (1d6 plus seek heart); **Move** 6 (swim 6); **Save** 12; **AL** N; **CL/XP** 5/240; **Special:** distraction, seek heart, surprise on roll of 1–3 on 1d6, swarm. See the **Appendix** for more details.

If the players have been notably unimaginative in their use of the *mast's* abilities and/or have behaved badly in the woods, they may be overrun by these nasty little critters. If on the other hand their score was exceptionally high, very few bronks attack. Such is fate in the realm of the Loa.

Event 13: Departure

Soon after the bronks encounter, the ship and occupants again pierce the Veil at the boundary of Oggun's realm, emerging into normal woods (though it generally appears the same). The edge of the woods is only 5 minutes away, though the coastal plain will take some time to reach — 45 minutes once again. By this time the end of the ship's 4 hours in Earth-form is approaching, and may even be imminent. The characters may wish to avoid the dread Witch's Teeth and can do so by reentering the water immediately and then sailing along the coast to the east or west.

Damage from the shoals can again be quickly repaired by the mast, whether or not they again pass the Teeth, and the crew will merely have to bail for hours to alleviate the flooding. In the worst case, however, time will run out while the ship is still distant from the waters. In this case the party may have to spend the rest of the day on land, camped near the stranded vessel until the next day when they can again use the Earth power of the *Mast* to reach the sea and continue their adventures.

After this section, the characters will proceed either to **Part Two** (if they have not yet completed that) or to the final encounter in **Part Four** (if they have).

Part IV
And Death Awaits You

After acquiring Aizan's brush and mirror, only the comb remains to be recovered. In this section the characters proceed to a "back door" to Mount Harbinger, the live volcano near Port Shaw. Therein they are caught by Baron Samedi, Loa of Death and Fire.

Event 14: A Coffin to Guide Her By?

After successfully concluding the first two missions, the characters should be eager to finish off their quest for Aizan. Unfortunately, unlike in their journeys to recover the mirror and brush, the *Mast* offers no clues to where they should proceed in order to recover this final item. Apparently they must go somewhere or do something before Aizan's artifact will offers a solution, but they know not where or what.

Allow the characters to make what inquiries they wish towards which direction to proceed, be it with divination spells or by talking to Aman or other Aizanes-Tulita familiar with the Loa — there are some few that dwell in the slums of Port. This is also an opportunity for the characters spending a few days gathering supplies or other resources in Port Shaw as they prepare for the final leg of their journey.

Even the most detailed divinations provide only the clue "Seek the carriage of the dead." If the characters manage to make contact with an Aizanes-Tulita in Port Shaw, they receive the same clue. If this clue is presented to Aman, he gets a look of sudden inspiration on his face and tells the characters to let him work on it for the night and he'll get

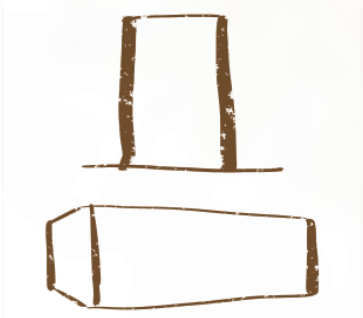
back with them in the morning. Read the following when Aman seeks the characters out the next morning.

> Aman approaches you with an excited look on his face and some sort of contraption in his hands.
>
> "Papa Legba; he show me where we go and how to make tees fo' you! It be tay last carriage tat anyone would eva' need."

He holds up the item he has constructed. It consists of two thin wooden rods, each no more than a foot tall with a spindle running between them and connecting them together. Mounted on this spindle is small block of wood shaped like a coffin — though closer inspection reveals that it is an actual coffin constructed from thin sheets of wood and held together by cobbler's nails. It stands no more than 8 inches tall. Inscribed on the face of the coffin where the decedent's own face would be if the coffin was open is a small line drawing of a coffin as well, the veve of Baron Samedi. The two side poles are painted red with the coffin itself painted black. The veve on the coffin is painted in red.

The contraption is constructed so that when the two poles are held at their bases, the coffin itself can rock and even spin freely between them. As Aman holds up the item and the coffin rocks a bit, you can hear the sound of something solid shifting inside it. You're not sure you want to know what it is.

Inspired and enabled by Papa Legba, Aman has constructed a talisman of voudu called the *night journey gris gris* (see sidebox). The coffin is nailed shut, and if the characters insist on opening it, they find only the decomposing body of a ship rat sacrificed by Aman to complete the gris gris. As long as it is nailed shut again, it will function normally.



Allow the characters time to react and interact. Aman explains that it is a sign, indicating which way the ship should go; the talisman tilts toward the desired path. If placed upright and steady while turning slowly in a circle, the coffin will tilt as described until it is pointing at the path that the ship needs to take. In this case it points out to sea to follow a course out and around the Godsmask Peninsula to the south. Unless the characters order otherwise, the captain has Aman sit by the ship's binnacle and hold the gris gris throughout the day, to point the ship on its course.

Night Journey Gris Gris

Created by the practioners of voudu among the Aizanes-Tulita and some of the tribes of southern Libynos, this type of gris gris talisman honors Baron Samedi, the Loa of Death, and can only be used by someone whose religious faith is in the Loa. The night journey refers to the final travel of a mortal as his spirit makes the voyage to the realm of Baron Samedi for judgment in the afterlife.

When used by a voudu beliver, the *night journey gris gris* will show the way to the nearest physical portal leading into the spirit-realm of Baron Samedi. It confers no protection for such a journey, nor does it provide a means for an individual who has entered Samedi's realm to leave (usually a one-way trip). The gris gris functions by the coffin spinning to point in a direction and show the most direct navigable route to this entrance. The gris gris can continue to guide its wielder for days or even weeks, if necessary in order to reach his destination.

Following the directions of the gris gris takes the ship along the south coast of the Godsmask Peninsula and eventually into The Devil's Bight just north of the Isle of Maht. It will ultimately guide them up the Malicious River to the foothills at the base of Mount Harbinger, but before they make it that far, proceed with **Event 15** below.

EVENT 15: THE DEVIL'S BIGHT

> As the ship enters the jaws of The Bight, Aman's eyes suddenly light up and he shouts, "Mama Aizan happy, you do good! So she help; tay smartfeesh help!"
>
> Looking over the bow of the ship you see the Bight illuminated under a beautiful, nearly cloudless sky, showing a clear course for you ahead. And ahead and to either side of the ship several river dolphins can be seen swimming in the estuary and escorting your way forward. They are joined by more until a pod of a dozen or more dolphins parallel your course as if guiding the ship along.

The sight of dolphins (river or otherwise) cavorting along in a ship's wake or along its course is universally viewed as a sign good fortune by those who ply the waves, and the timely appearance of these is no exception.

Event 16: River into Darkness

Dolphins continue to appear regularly as the ship sails north, reaching the mouth of the Malicious River in due course. They continue to escort the vessel even as it enters the river, and a freshening breeze from the south propels the craft along smartly, covering the entire 150-mile journey to the foothills near Mount Harbinger in only 6 hours.

The river journey is unhampered until the last hour. At that point the river has narrowed significantly, and a narrowing of the ship's dimensions (via the *Captain's Mast's* alter ship ability) is in order. The dolphins continue to accompany the ship as long as possible. As the jaunt nears its completion, Aman approaches the characters once again, though this time with less positive news.

> The dolphins continue to caper along the ship's course up the river, keeping the crew in good spirits, and the gris gris coffin continues to point this as the correct way. All appears to be finally going well. That is why it is such a surprise to you when Aman approaches with a somber look and draws you aside to speak privately.
>
> "You not know about tay Baron; I tell. If you enter he realm, tay dead-land, tay no way out. That be place where souls go. No way out. I not go tay place where no way out... hogay?"

This may elicit concern and prod discussion, but there is no getting around it. Aman acknowledges that, by long-established custom and perhaps some sort of spiritual Law, anyone who enters the Land of the Dead cannot leave it. He states that this entry will not occur without warning; entry must be a conscious decision. Exceptions to the rules are known for some who were not fated to die, entering by happenstance, but they are rare. In those instances they were allegedly thrown out, ejected from Samedi's realm, returning whence they came. If the characters hope to have any chance of success, they must try to become one of these rare happenstances; they must find some way to have themselves ejected by the will of Samedi himself. Don't outright tell them this, but that means they must behave in a way that is antithetical to Death, but they must discern exactly what that means. This will be made clear in **Event 21**.

This leg of the trip concludes at a tiny river cove on the Malicious River near the foot of Mount Harbinger. Aman's gris gris continues to point at the optimal route, which is now...uphill. The steep volcano towers above the ship, and deep rumbles occasionally shake everything quite ominously. At this point the characters can choose to disembark from the ship and proceed on foot or rely on the powers of the *Captain's Mast* to allow the ship to make the ascent.

Event 17: Up We Go

Unless the characters wish to proceed on foot, they must use one of the powers of the Captain's Mast to get the ship up the mountain. The characters may think it more logical to just leave the ship behind, but Aman will offer another piece of advice: he states that Samedi's realm is known to be one of fire, so the ability of the *Mast* to make the ship and its occupants impervious to fire would likely come in extremely handy. Ultimately it is up to the characters, though. The adventure assumes that they choose to take the ship with them. If not, simply modify the subsequent events as necessary.

With the *Mast*, the ship can either be reconfigured to walk on land or be moved on land (as occurred in Part Three) to ascend the mountainside, or it can be made to fly (as in Part Two) and simply take a direct route to the top. If they choose to use the land route, they will need to activate the Earth essence of the *Mast* to protect the hull from the extremely rough and sometimes steaming-hot ground. Either way, the objective is the summit of the huge volcano. The distance by land is 2 miles (approximately 3 hours for the ship's movement), or by air it is 1-1/2 miles (2 hours and 15 minutes for the ship to fly). Whichever method is chosen, the ship arrives at the summit of Mount Harbinger in 2 or 3 hours. Read the following as they ascend.

> Mount Harbinger has belched forth smoke for the last two generations and has been known to spit fireballs and small rivulets of lava from time to time, but here on the western slope, the situation is clearly more severe. Great stony lava flows, many having obviously occurred within the last few years mark the slope of the mountain and divide it into glossy black runnels and craggy cliffs and ridges. Clearly the minor volcanic activities visible from Port Shaw are not all that the mountain has been up to. Despite these signs of recent lava flow, there are not currently any fresh ones, and the smoke belching forth from the peak has the same consistency as normal. All appears to be quiet on Mount Harbinger – or at least as quiet as it has been for the last 50 years.

After the ship reaches the summit and nears the edge of the caldera, they quickly discover that the volcanic activity within the cauldron makes it extremely hot within and directly above the cauldron — dangerously so, in fact.

Event 18: The Big Dive

The ship can come safely to rest on the edge of the cauldron at the very top of the active volcano. Anyone or anything passing over the lip of the cauldron immediately experiences 2d6 fire damage per round of exposure.

Actually coming into contact with the lava deals 6d6 fire damage.

> The heat is considerable, and the view is astounding. Several acres of liquid fire lie 200 feet below, encircled by a steep rocky rim. Sporadic bursts create molten lava fountains that nearly reach the crater's lip. Pele does not sleep this day. Waves of great heat, emanating from the orange hues not far below wash over the ship and crew promising a fiery end to anyone that steps over the edge of the cauldron. Unfortunately, the coffin gris gris points directly down into that hellish inferno.

The user of the *Mast* obviously must initiate its Tertiary power specific to Fire. The ship can, as usual, be in any form(s) desired, all its parts still configured within the 100 foot limit. When the enchantment occurs, green fire flickers along every edge of the vessel. All its parts and passengers are protected for the next 4 hours.

You may wish to emphasize the gravity of the situation, asking players: "You're sure you want to jump into a live volcano? Do I have this right?"

The vertical limit of approach (beyond which parts of the unprotected vessel will ignite) is the rim of the caldera. Optimally it is there that the power should be invoked. If the ship is aerial at that instant, it falls. If on the rim, it topples and slides. Either descent is 200'. Describe the harrowing experience dramatically.

Yet the power of the Mast triumphs. The wielder keeps the ship steady (we shall all assume) as it descends, and it either glides gently into the molten mass (if sliding) or splashes, bobs up, and down again, sending out small waves in the lava-pool as it stabilizes. No significant damage is inflicted. The molten rock behaves much as water would, though far thicker.

The light is quite red-orange though not flickering much, as the lava remains fairly constant. The hopeful, fearful crew take a moment to adjust to the sensations; one can feel the heat in a way, but it's as inoffensive as air itself. Everyone's breathing apparatus is perfectly comfortable. No 'flammables' (such as gunpowder & paper) ignite; they too are immune. (Note that this renders the gunpowder useless.)

The ship 'wants' to head for a point near the opposite edge of the caldera.

EVENT 19: GATEWAY OF DEATH

> The light is the red-orange of fire, though not flickering much, as the lava's glow remains fairly constant. The glimmer of greenish fire cast by the ship's own enchantment is almost lost in this furnace glow. It takes only minutes for the ship to traverse this lake of magma until ahead you see an opening in the rock of the crater wall. It is not a natural formation; the hole is in the shape of a coffin but slightly larger than man-sized – not large enough for a ship, however. A large and ornate veve is incised in the smooth rock above it. The gris gris points directly at this opening.

The portal stands only 20 feet away from the ship's closest approach while sailing on the lava. At this point the crew has reached its limit. They have digested Aman's warning and will not voluntarily enter Samedi's realm — equivalent to suicide, they feel. They offer to wait for the party, remaining with the ship. And they hope the characters return soon, because in a little less than 4 hours the magical protection runs out and they'll have to abandon the crater somehow before then.

The characters can easily disembark — wading in lava or ferried by a ships' boat — and approach the portal. There is no door; utter darkness lies within, not at all welcoming. Faint lettering circles around the perimeter of the portal, depicting the classic, "Abandon All Hope Ye Who Enter Here." (If the reader rolls a 1 on d6, they also notice a small "SM" inscribed at the right upper shoulder of the final letter. This cryptic marking has no apparent relevance to the characters.) Enter the characters must, to complete the mission of Aizan. They may gulp and hesitate, but there is no alternative. As they enter, the *night journey gris gris* dissolves, vaporizing in seconds.

Event 20: Dancing with the Dead

You pass through a short passage in total blackness and then suddenly everyone is in a great hall over 100 feet wide. It appears to be a festive party; dozens of pairs of dancers cavort to the echoing sounds of island music, though the performers cannot be seen. The ceiling is far above, shrouded in dancing shadows created by the dozens of flames that erupt almost constantly from cracks in the floor. Booths and tables, typical of a fine tavern, line most of the perimeter of the room.

Once they have arrived, the characters can no longer find the portal by which they entered the room. Behind them is only blank wall. To add to their concern, closer inspection of the dancers immediately reveals them to be haggard and rather undead-looking — **1000 zombies** in fact. All are dressed in formal clothes, all their garb appearing quite fine, until further inspection reveals it to be funeral attire. The zombies continue to dance to the lively music and ignore the characters unless attacked, in which case the ones attacked will fight back, along with 2d6 others at a time. As any zombies are killed, more will arrive from places where the characters are not looking.

Zombies (1000): HD 2; **HP** 10 each; **AC** 8[11]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special**: immune to sleep and charm (also, in this case, immune to fire but taking 1d6 damage from water).

Disrupting the band has no effect other than to agitate the zombies.

Land of the Dead

Within the Dead Realm, Samedi's rules apply. Undead cannot be turned or commanded and are otherwise immune to channeled energy. *Protection from evil* does not function here, nor can the illumination be raised above the current dim conditions, even by magical light sources. This is a realm of Fire: everything in it (including the party) is immune to fire, but water functions like acid. Time passes normally within Samedi's realm.

After the characters have had a few minutes to take in their surroundings (and possibly to start a panicked battle), Baron Samedi makes his appearance.

The music stops and a charming male voice is heard from quite nearby, almost as if the speaker was standing at your elbow.

"Thank you all! Wonderful dance . . . joyous. And now we take a moment to welcome our newest guests, right over HERE!" The voice then proceeds to name each of you present by your first name as if it had known you your whole lives.

As your names are called out, fire from the floor suddenly flares up in your midst, effectively spotlighting you for the crowd. Most of the listless dancers turn to watch, somehow hungrily. A portion of the mob parts as a tall figure approaches. His top hat looms three feet over the dancers, but he is horribly thin, seven feet tall and skeletal, hairless coal-black skin stretched tight over his bones beneath the folds of a fine suit that hangs loosely from his shrunken frame. Despite his strange appearance, his eyes are entirely human.

A broad grin of pearly teeth appears upon his face as he greets you, "WELcome, and thank you SO much for joining us, my new friends! What sort of dances do YOU prefer?"

Baron Samedi, Loa of Death, is the party's host...for all eternity if they do not find a way out. He is a charming host, intelligent, considerate, and witty. He is averse, however, to shaking hands or otherwise touching anyone. He is, however, like the other Loa completely immune to any attacks or magical effects the characters might attempt to use on him, and he politely ignores any uncouth efforts by the characters to attack him.

The music resumes at Samedi's command, and he invites the group to be seated at a nearby booth, along the wall which happens to have just enough seats for him and all of the characters. A member of the waitstaff comes by shortly, taking food and beverage requests, though they serve only uncooked meats and related fluids such as blood (certainly not anything water-based in this realm of fire). The Baron's chit-chat is trivial, but he accepts any sort of dialogue the characters initiate.

When the comb is brought up he says, laughing, "Ah yes, Mother Aizan's comb. It is a thing of beauty but utterly out of place here in my humble home." Snapping his fingers for immediate service, he orders that it be brought to out and adds wryly that they'll enjoy carrying it forever throughout the afterlife…so best to get used to it as quickly as possible

Samedi will make no comment or answer in regards to the characters' problem (their departure) at this time, and evades the subject if necessary. He is quite willing to explain that He maintains the gateway to the afterlife. Whatever fates await his visitors (very much including the characters), they lie beyond this place, not back in the world of the

living. There is thus no exit in that direction, for there is no need for such.

The comb soon arrives, carried to the table by two zombies in tuxedos. It is very beautiful in the flickering firelight, all silvery-opalescent nacre from the shell of a giant nautilus with wonderfully cut teeth. A full 8 feet long, it weighs 150 pounds. With the acquisition of the comb, the characters have gained what they came for and should be thinking of an urgent need to leave this realm.

Should the characters try any of the food or beverages available (at no cost), each bite or sip requires a saving throw. With any failure, the victim decides that life is over, and that acceptance of a future in the afterlife is the only sensible approach. (Such characters will need to be rescued. The effect can be easily *dispelled* by appropriate magic.)

Once the Baron has wasted enough time on the characters, he rises, repeats his welcome, and departs to mingle. He cannot be stopped, though he can easily be followed if the characters wish to continue to engage him in conversation or other activities.

EVENT 21: ESCAPING THE JAWS OF DEATH

A search of the dance hall reveals that it is 200 feet square, all surfaces made of hardened lava or pure fire that is as unyielding as a wall of force. Tables and booths line three walls with a long bar occupying the fourth. Doors behind it lead into a kitchen that likewise has no exits. There are no exits and, as mentioned, the initial portal through which the characters arrived cannot be found in the wall of fire. No ability or magic that the characters have can penetrate any of these barriers. A large (10 ft. x 20 ft.) sign hangs in each corner, diagonally hung and facing the center of the room. The four signs depict the four ornate veves of the Loa encountered previously: Aizan, Damballa, Legba, and Oggun. (Those nearest the veves were, in life, followers and/or worshippers of the being represented by each veve, though it now makes no difference in death.) On the floor beneath the feet of the dancers are two great iron doors the same color as the hardened lava flows that comprise the floor and apparently lead to the wine cellars of the dance hall.

The characters are free to fight the zombies to their hearts' content, as described earlier. New zombies keep appearing whenever the party's attention is focused elsewhere.

Despite any fights started, none of them disturb Baron Samedi or cause him to want to eject the characters. Characters may try to irritate him through conversation, but that won't work as he doesn't rise to the bait, simply laughing off all such gambits as petty and irrelevant. He sips from a chalice of blood now and then, but declines other sustenance. The dances continue. Zombie waiters continue to offer poisoned food. The band plays on.

Papa Legba's Veve

Among the Dead

It is possible, even likely, that the party will encounter one or two people they have slain. These zombies will shun the party, dancing away. If the characters encounter a dead friend or two, the friends might try to help them figure out how to escape, but zombies are poor communicators. A friendly zombie might at least point to the wound that killed it. If the players decide that the zombie is just whining about it, then the best clue the zombies can think of has been squandered. They will help no more.

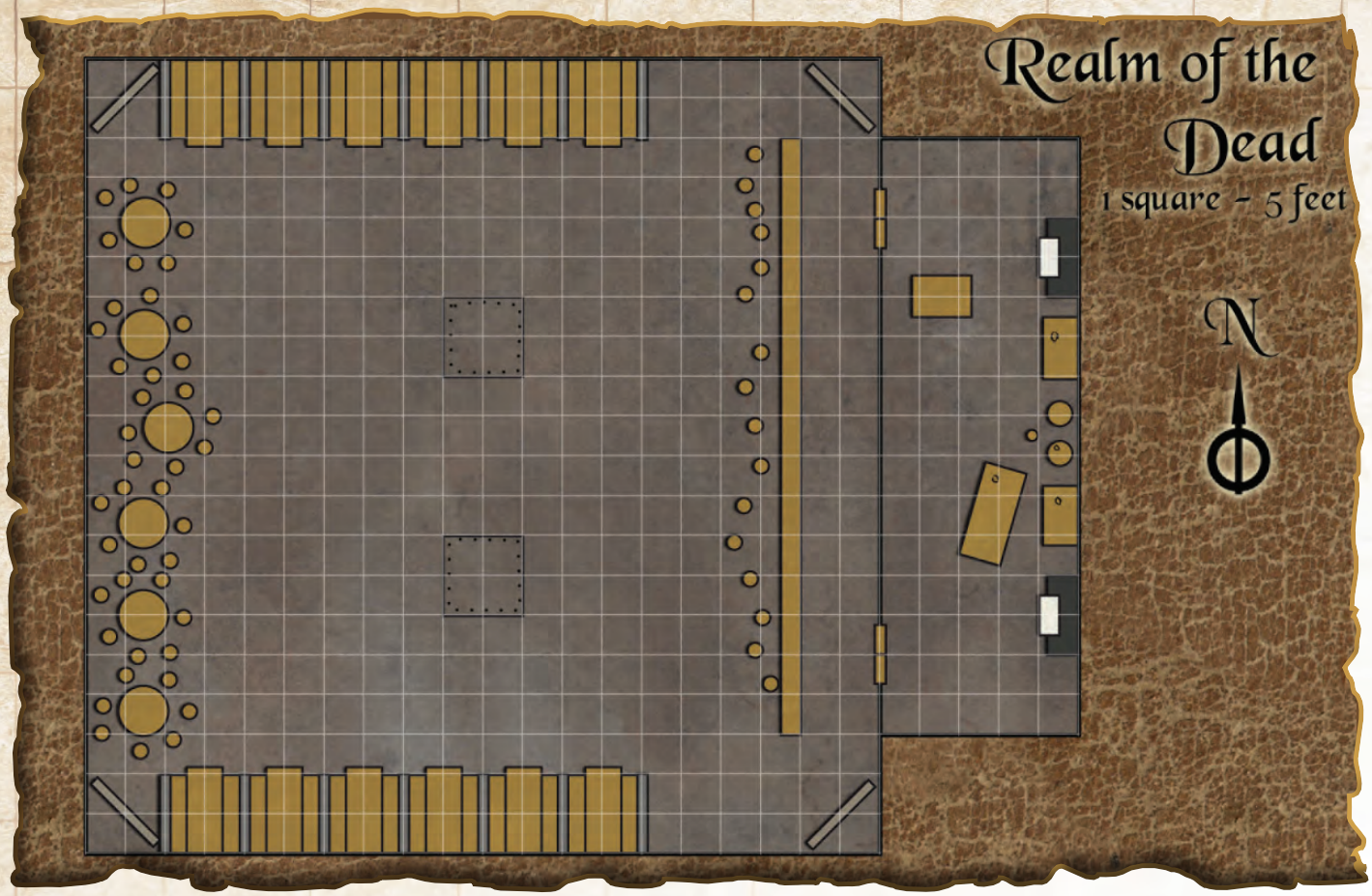
How Do We Get Out of Here?

Whatever damage the characters inflict (if any), they will not make a dent in this place. (Remember to account for the characters' handling of the huge 150-pound comb.) Damage, death, and destruction are the 'meat and drink' of Baron Samedi, and as custodian of the gateway to the netherworld he thrives on such things. Ultimately violence only serves his purposes.

The most logical solution to becoming abhorrent to the Realm of the Dead is to sow life in this field of death. The use of any such magic in this place (healing of *any* sort) will irritate Samedi. Any sort of *raise dead* or other resurrection magic gets immediate expulsion and the subject of the spell is immediately sent back to the realm of the living.

The use of any curative magic on a juju zombie produces a startling and immediate effect. Its rotting form changes, life and hope returning to the face. Curing 10 hp of damage will transcend a former zombie into a spiritual form, which melts, ripples, and then flows upward into the fiery air — the opposite of the dusty disintegration accompanying a violent demise. If cured insufficiently (less than 10 hp), a zombie is left paralyzed, in a horrible limbo-state and unable even to dance.

As mentioned, a single example of magic that raises the dead will trigger Samedi's displeasure. Lesser healing



will also produce this effect but only in proportion to the expenditure or healing resources used by the party. To gain this level of notoriety, the party must expend fully half of its available healing spells. When the necessary threshold is reached, read the following.

> The music stops abruptly, and the dancers part as Samedi comes to investigate. He stops nearby and shouts, "Insolent fools! I will send you to the nether regions; your fate awaits! STOP THAT IMMEDIATELY!"

The Baron is not to be appeased, but neither will he strike immediately. There is a pause in the action, and characters may act. As long as they make one more effort at healing, Samedi gives in, shouting, "STOP and you may return. Get out of here! That's quite enough of this."

The word of a Loa is good. Baron Samedi gestures and a curtain of fire parts, revealing the portal back to the caldera. Any resurrected individuals await therein. No parting words are required, and the Loa glares wordlessly; he is quite affronted. He will get over it, though he does give them parting admission, "I will see you again soon." Despite this, he is practical, and knows he cannot have them until their allotted lifetimes reach their fated ends.

Award each character 10,000 XP for successfully escaping the Realm of the Dead without help, or 5,000 XP if the players required the hint from the zombies.

EVENT 22: LEAVING THE VOLCANO

The characters return to their vessel, carrying the *Comb of Aizan*, and they defeated Death in his own realm to acquire it! They have accomplished quite a task. The crew is intact, undisturbed in the interim (which seemed to be an hour at most, to them), but worried about environmental changes. The lava has become far more agitated, both in frequency and volume of lava ejected. A full eruption may even be imminent!

Sufficient time should remain for the fire enchantment to protect everyone until they depart the lake of molten lava, but the method is problematic. The ship cannot fly until the morrow when a new elemental essence can be activated, and even if the fire resistance could last that long, the moment the Air power was activated in place of the Fire power, the ship would be incinerated. Likewise, the walls of the caldera are too steep for any sort of walking configuration of the ship to be able to scale — even up any ramp-slide that the characters may have created to enter the crater. While it is possible the characters may have the means to magically save themselves and even the crew, it seems unlikely that the vessel could be saved.

The level of the lava lake is rising. Soon the entrance to Samedi's realm is completely obscured below the level of the molten rock. As the agitated mountain continues to

vent, that is when a possible solution presents itself. At the southwest portion of the rising lake great gouts of lava are sporadically spewing up and over the rim to form a lava flow down the mountain's western slope. If the ship were maneuvered into that area in time for one of these great spurts of lava, then it is likely that it could be carried up and over the edge as well. Once again, the ship will need to be configured into some kind of a reinforced arrangement that can withstand the forces involved, but the ascent should be no more rigorous than the sliding descent was. The characters may divine another way of escape, but the adventure assumes they ride the lava tide, so adjust things accordingly if they use another method.

The helmsman must bring the ship into position over the churning lava. Once in position, the next great gout of lave surges upward and carries the vessel with it, depositing it over the rim in the ongoing lava flow making its way down the mountain's western face. Once at the bottom it is easy to move the ship back to the Malicious River for the return journey.

Despite the surge in activity in the volcano, Mount Harbinger does not erupt and from the perspective of Port Shaw all that occurred was a bit of rumbling and a few fireworks at the mountaintop. As usual, the main lava flows remain concealed on the mountain's backside.

Part V
The Delivery

When the characters, crew, and ship return to the open waters of the sea, bearing Aizan's three objects — the mirror, brush, and comb — the wielder of the *Captain's Mast* feels that the ship 'wants' to descend once again into the depths. He may choose to seek a bit of adventure while possessing the artifact, maximizing its use, but such activities are entirely at the Referee's discretion, not the whims of the players.

When the characters are ready, the wielder can activate the Water power of the mast to begin the last phase of the adventure. At that time the ship's prow dips, and it smoothly sails down into the waters, flooding as it goes. As in the previous instance, all those enchanted can breathe the water easily. All parts of the ship start to glow faintly green, the intensity increasing as she descends ever deeper.

The ship reaches a clear area on the ocean floor, about 250 ft. deep (as before), coming to a gentle stop on the sand — far less catastrophically than during its initial visit. Within minutes a humanoid figure approaches on foot, but it is not Papa Legba. This old Tulita woman is adorned by a large palm leaf entwined about her simple garment, and carries a small primitive rattle.

Mama Aizan beckons for her visitors to disembark and approach. She thanks them for their outstanding service, and welcomes them to her undersea realm. If the characters have arranged for some of the crew to serve as bearers of her objects, they can be presented. In that case she steps forward, and each item vanishes at her touch. If they are not presented, she merely comments that she has retrieved them (and they instantly vanish from their location, be it in the ship's hold or elsewhere).

Concluding the Adventure

Aizan first entertains any questions the characters (and players) may have. You may here reveal a bit more about the Loa, emphasizing their recalcitrance to intervene in mortal affairs...yet their corresponding care for and about mortals, producing the resulting system of rituals, symbols, and other ways the Loa may be approached. She emphasizes that Papa Legba is the key to all such communication, and that the characters' new ally Aman the Speaker can be a great asset in dealing with the native Tulita peoples of the Razor Sea.

Finally, as to the characters' promised reward, Aizan pledges to assist the characters through her personal intervention, just once, when they need such power in a just cause. (She reveals no details of the Krakenfiend, though she knows it well.) If the characters have successfully completed this mission for Aizen, then when the Krakenfiend rises they will find that the sea is their ally. In any combat that occurs while they are in or upon the water they are considered to have the effects of *freedom of movement* and *water breathing*. Furthermore, regardless of whether they are on land or upon the sea, they will receive a +4 bonus to their AC and a +2 bonus to all saves for the course of the entire battle as luck seems to side with them and all the little things just seem to go their way. Once the Krakenfiend has been defeated, these boons disappear.

The characters are permitted to keep their palm-frond pins, indicating their alliance with (not subservience to) the Loa Aizan. Anyone who accepted a similar alliance with Oggun can similarly keep their variant pins.

At the conclusion of affairs, the characters and crew are told to return to their vessel, and their lives. In one final gesture, Aizan is seen suddenly holding the *Captain's Mast* and its case, having retrieved it with a thought. The Water enchantment does not change until the ship reaches the surface, and all are fully able to depart safely. The vessel again rises upward through the waters, though no longer under the command of the once-powerful character who held the Mast, until it breaches the surface once more.

> The colorful skies offer a welcome panorama as the ship broaches the surface, the water streaming from every spar reflecting the sparkles of a thousand sunbeams. Everyone is soon breathing air – with no problems in the transition – and the water in the hold mystically drains, until all is right once again...if

a trifle damp. A slight shiver of deja vu is shaken off, and the ship resumes her voyages.

Now, where were you going, before you got sidetracked?

New Monster Appendix

A small stone unfolds itself, revealing a beetle-like creature that crawls forward with tiny pincers and claw-like legs. Dozens more of the nearby pebbles undergo the same transformation until there is a veritable swarm forming.

Bronk Swarm

Hit Dice: 5

Armor Class: 0 [19]

Attack: swarm (1d6 plus seek heart)

Saving Throw: 12

Special: swarm, distraction, seek heart, surprise on roll of 1–3 on 1d6

Move: 6 (swim 6)

Alignment: Neutrality

Challenge Level/XP: 5/240

A bronk swarm appears to be a pile of mobile pebbles about 1–2 inches across, rolling along of their own accord. Each individual bronk can 'unwrap' itself to become crab-like, acquiring small rocky legs and pincers, easily able to climb and attack larger creatures. A bronk swarm initially resembles a small avalanche; a mass of pebbles swarming towards their prey.

A bronk swarm that was able to deal damage to the target releases an individual bronk to immediately crawl into the body at the wound dealing an additional 1d3 damage and then starts crawling through a vein, heading for the heart. Although this has visible effects and appears quite horrible (the lump moving slowly up the leg, at first), it inflicts only 1 point of additional damage per round. It can be killed by a blow aimed directly at the visible lump (divide the rolled damage between the victim and the bronk). If the bronk's progress is not impeded (1d6 rounds), the target must make a save or the bronk slays its victim upon reaching and punching a hole through the wall of the heart. It then stays within thereafter, snacking on internal body fluids. A single bronk has 1 hp.

Fortunately, they are only known to be found in the divine-realm of Oggun but some scholars believe that they may be spreading outward.

Bronk Swarm: HD 5; **AC** 0[19]; **Atk** swarm (1d6 plus seek heart); **Move** 6 (swim 6); **Save** 12; **AL** N; **CL/XP** 5/240; **Special:** distraction, seek heart, surprise on roll of 1–3 on 1d6, swarm.

Sky Kraken

Hit Dice: 20

Armor Class: 7 [12]

Attack: up to 20 tentacles (2d6 + special)

Special: immune to non-magical weapons, slam (2d6 additional dmg) or grab (see details below).

Move: 0 (fly 24)

Saving Throw: 3

Alignment: Neutrality

Number Encountered: Unique

Challenge Level/XP: 24/5,600

The Sky Kraken is a creature summoned forth by the Loa Aizan, although it could conceivably be created/summoned by a powerful magic-user as well.

The sky-kraken is made of dark cloud, and can (slowly) assume any size up to 300 yards across. It can extrude up to 20 cloud-like tentacles in all directions (tapering up to 10' diameter, 10 hp each).

When a tentacle hits, the sky-kraken can either **slam** or **grab**. If the former, it inflicts only 2d6 damage, as its form has minimal substance.

The target of a **Grab** makes <u>two</u> saving throws vs. Death.

If the first saving throw *succeeds*, the target either (2nd save succeeding) escapes narrowly but unharmed (probably by vigorous action), or (2nd save failing) takes half damage (1d6).

If the first saving throw is *failed*, the victim is either (2nd save succeeding) dangling above the ship (during which time others can react) or (2nd save failing) pulled quickly away and probably dropped to the ground below.

The magical and vaporous nature of the sky-kraken renders it immune to non-magical weapons (other than firearms; see below). Magical spells/devices that affect air may prove more than ordinarily useful (the Referee should scale these up as appropriate), and fire-based magic inflicts normal damage, but water- and earth-based magics produce no substantial results.

Firearms, however, can ultimately win the day. Each cannon shot fired into the body inflicts 5 points of damage, and each musket shot 1 point.

Sky Kraken: HD 20; **HP** 100 plus 10/tentacle; **AC** 7[12]; **Atk** up to 20 tentacles (2d6 plus slam or grab); **Move** 0 (fly 24); **Save** 3; **AL** N; **CL/XP** 24/5,600; **Special:** immune to non-magical weapons, slam (2d6 additional dmg) or grab (see details below).

The Razor Coast
Face of the Frozen God
Bonedown of the Ancients
Anchor Bay
Sammerlock Sails
Deadly Reef
Beacon Island
Blood Steam Jungle
Moonfall Atoll
Dreadsmoke
Valley of the Kala'a
Sloth-Eye's Doldrum
Parkol Island
Redmaw
Whispering Tiger
Grove of the
Cove of the Dead Gods
Blacksink Marsh
Pearl Eye Atolls
Fiery Heart
Witch's Teeth
Port Shaw
Kai's Bay
Koa Islands
Halgrin's Rest
Fort Stormshield
Lighthouse
Mount Harbinger
Nagshead Hill
Isle of Grey Whispers
Black Bear Forest
Dragon's Dredge Rift
Kakeou
Bainwright Island
Shark's Folly
Skull Sargasso
Isle of Malt
Carcass
scm

Seek ye seek - ye Garr Blood - bane's gold

Trav - el north - be - yond the fold

North - of Bea - con to Pearl Mouth Shoal to

Pi - rate's Nest and Tra - la - la - la - lo

Tra - la - la - la - la - la la - la - la - lo

La - la - la - la - la - la La - la - la - la - lo

If you are reading this then it is possible I have died by your hand. Know this is not your fault, for I was forced to play your assassin. Though your skill is substantial, if I wanted you dead, you know within your heart it would be so. You are to me as my own child; yet waste no time on sentimentality, for though I am dead, with my life I have bought you precious time, if little of it. Hargrove paid my purse to slay you, for what reasons I am unsure. Perhaps he was testing my own loyalty, perhaps there was a deeper motive. Regardless, had I refused him and not convincingly attacked you, he would have had me slain and sent other assassins to finish you. Thus was my fate sealed either way. I name Hargrove as my assassin, not you. Avenge me and avenge yourself for I believe, even as you read this letter, he plots to finish the job which I could not – nay – would not.

I have left you my dark art, my life's work, and all I own. I enjoin you to do better with it for you and yours than I have done for myself.

Old Fish

Apologies for my brevity, but at this juncture, time is not one of our luxuries–
Show this letter to no one, and burn it after finishing.

If you read this, then I have not returned. I am at present aboard the Albatross, commanded by Lt. Commander Trey Perrin. Prior to our hastily ordered departure, we'd been investigating a smuggling operation run by a group known as The Ring of the Kraken.

Yestereve, I and some others accompanied Trey to a small bar portside and witnessed his conversation with a woman whom I believe to be Jalia Ramires, a former Wave Rider. Later, when I pressed him about the conversation, he dismissed it as nothing. Then he signaled me to silence by twisting my finger.

This morning, we received orders to set sail for the Pearl Eyes, wasting not a minute. Our mission is to search for Bloodbane's treasure. A notoriously ill-fated mission, previously attempted only by greedy fools who've yet to return! I doubt, as do many, the treasure even exists.

Unfortunately, I have not yet had time or privacy to speak with Lt. Perrin. They gave us no time to pack our ship or check its supplies ourselves, instead assuring us that Hargrove himself had ordered it cleaned and well-stocked. Despite these assurances, or perhaps because of them, I fear we've been sent on a fool's errand. If I can, I shall converse with Commander Perrin and hope to glean his suspicions, which I shall forward as soon as possible. I'm quite sure this trip had something to do with our investigations or possibly his conversations with Jalia Ramires – or whoever she was.

Campaign Worksheets

Worksheets

Every level range comes with a Worksheet. Worksheets help you make a list of what you need to prepare (encounters to read, monsters to study, Whispers to release, etc.) for your next gaming session.

To use a Worksheet, print out the one corresponding to the current average level of your party, then follow the steps in the Prepping section for that level. This tells you how to fill out your Worksheet. When you complete this exercise you create the list of what to prepare and jot down any notes you'll need for the session. Keep it handy when you run.

NPC Checklist

NPC NAME	Hostile	Indifferent	Friendly	Wereshark Kiss Victim	Wereshark Serving Jalamar	Ring Of The Kraken	Dead
Dramatis Personae							
Aeron Chambers	☐	☐	☐	☐	☐	×	☐
Barrison Hargrove	☐	☐	☐	☐	☐	×	☐
Belok Talorg	☐	☐	☐	☐	☐	☐	☐
Bethany Razor	☐	☐	☐	☐	☐	☐	☐
Dalang Jalamar	×	☐	☐	☐	×	☐	☐
Donovan Montgomery	☐	☐	☐	☐	☐	☐	☐
Falken Drango	☐	☐	☐	☐	☐	☐	☐
Gregory Bonedeuce	☐	☐	☐	☐	☐	×	☐
Harthagoa	×	☐	☐	☐	☐	×	☐
Jalia Ramires	☐	☐	☐	☐	☐	☐	☐
Milliauka	☐	☐	☐	☐	☐	☐	☐
M'okol'i Ali'i	☐	☐	☐	☐	☐	☐	☐
Xander Brim	☐	☐	☐	☐	☐	☐	☐
Zalen Trafalgar	☐	☐	☐	☐	☐	☐	☐
Important NPCs							
Armory Fairbanks	☐	☐	☐	☐	☐	☐	☐
Brunner Hammerfell	☐	☐	☐	☐	☐	☐	☐
Carthias Delnor	☐	☐	☐	☐	☐	☐	☐
Darenar	☐	☐	☐	☐	☐	×	☐
Duggan	☐	☐	☐	☐	☐	☐	☐
Elder Nakuaka	☐	☐	☐	☐	☐	☐	☐
Inquisitor Salem Vin	☐	☐	☐	☐	☐	☐	☐
Jin	☐	☐	☐	☐	☐	☐	☐
Korg	☐	☐	☐	☐	☐	☐	☐
Lester Farrows	☐	☐	☐	☐	☐	☐	☐
Major Roland Lawrence	☐	☐	☐	☐	☐	☐	☐
Old Craw	☐	☐	☐	☐	☐	☐	☐
Old Fish	☐	☐	☐	☐	☐	☐	☐
Trey Perrin	☐	☐	☐	☐	☐	☐	☐
Varion Drakemoor	☐	☐	☐	☐	☐	☐	☐
Viscount Senegar Deepwarden	☐	☐	☐	☐	☐	☐	☐
Other NPCs							
Alastair Drimstar	☐	☐	☐	☐	☐	☐	☐
Archibald Noeliss	☐	☐	☐	☐	☐	☐	☐
Baris	☐	☐	☐	☐	☐	☐	☐
Barrett	☐	☐	☐	☐	☐	×	☐
Blister	☐	☐	☐	☐	☐	×	☐
Carlyle Jarvis	☐	☐	☐	☐	☐	☐	☐
Carna	☐	☐	☐	☐	☐	☐	☐
Cather	☐	☐	☐	☐	☐	☐	☐

NPC NAME	Hostile	Indifferent	Friendly	Wereshark Kiss Victim	Wereshark Serving Jalamar	Ring Of The Kraken	Dead
Other NPCs (cont'd)							
Chiho Molina	☐	☐	☐	☐	☐	☐	☐
Crabman	☐	☐	☐	☐	☐	☐	☐
Dontorion	☐	☐	☐	☐	☐	☐	☐
Durrell Ravenkith	☐	☐	☐	☐	☐	☐	☐
Eddie	☐	☐	☐	☐	☐	☐	☐
Elder Allistair Crimmeran	☐	☐	☐	☐	☐	☐	☐
Falgor Finney	☐	☐	☐	☐	☐	☐	☐
Farral-Kylos	☐	☐	☐	☐	☐	☐	☐
Francois	☐	☐	☐	☐	☐	☐	☐
Garen	☐	☐	☐	☐	☐	☐	☐
Garreg Meldenbourne	☐	☐	☐	☐	☐	☐	☐
Gedavin Sagebrows	☐	☐	☐	☐	☐	☐	☐
Geoff McDugyl	☐	☐	☐	☐	☐	☐	☐
Grymmer Reefstead	☐	☐	☐	☐	☐	☐	☐
Harok McFarrows	☐	☐	☐	☐	☐	☐	☐
Hathra	☐	☐	☐	☐	☐	☐	☐
Inquisitor Salem Vin	☐	☐	☐	☐	☐	☐	☐
Jacob Razor	☐	☐	☐	☐	☐	☐	☐
Jeb	☐	☐	☐	☐	☐	☐	☐
Jenkie Barnes	☐	☐	☐	☐	☐	☐	☐
Jessica McFarrows	☐	☐	☐	☐	☐	☐	☐
Jeth	☐	☐	☐	☐	☐	☐	☐
Lucinda	☐	☐	☐	☐	☐	☐	☐
Modar	☐	☐	☐	☐	☐	☐	☐
Niri	☐	☐	☐	☐	☐	☐	☐
Old Makana	☐	☐	☐	☐	☐	☐	☐
Paol	☐	☐	☐	☐	☐	☐	☐
Raogul	☐	☐	☐	☐	☐	☐	☐
Relgin McFarrows	☐	☐	☐	☐	☐	☐	☐
Rikard Bleardon	☐	☐	☐	☐	☐	☐	☐
Sagacious Samuel	☐	☐	☐	☐	☐	☐	☐
Selman Piter	☐	☐	☐	☐	☐	☐	☐
Sil	☐	☐	☐	☐	☐	☐	☐
Tao	☐	☐	☐	☐	☐	☐	☐
Thodris Blount	☐	☐	☐	☐	☐	☐	☐
Tomas Garell	☐	☐	☐	☐	☐	☐	☐
Trayani	☐	☐	☐	☐	☐	☐	☐
Valana	☐	☐	☐	☐	☐	☐	☐
Wharfmaster Creely	☐	☐	☐	☐	☐	☐	☐

Razor Coast

Worksheet Level 5-6 (1)

Referee: _____ # Players _____ Date: _____ XP Awarded/Player: _____

VIGNETTES	SHOWN	POSITIVE RESPONSE
False Beggars	☐	☐
The Madman	☐	☐
A Shattered Man	☐	☐
Out to Sea	☐	☐
Entering Bawd	☐	☐
Until Someone Loses an Eye	☐	☐
The Little Mugging	☐	☐
Chewed Out	☐	☐
Kids Will Be Kids	☐	☐
The Jade Heavens	☐	☐
Get Your Fish Here	☐	☐
Whale Oil	☐	☐
Here Come the Dragoons	☐	☐

SHORT ENCOUNTERS	USED
Blood Orphan	☐
Drunken Sailors	☐
Wanna Smoke	☐
Bone Hunters	☐
Agents of Skum	☐
Ravenous Roaches	☐
Dragoon Patrol	☐

WHISPERS	USED
Hargrove is a map collector	☐
Bonedeuce is well liked	☐
Falken Drango murdered his crew	☐
Harok called for his wife Jessica	☐
Harok murdered his family over a woman	☐
Harok says a man-shark attacked his village	☐
The Tulita want a witchdoctor in the Lodge	☐
The Viscount's niece ran off	☐
Zalen Trafalgar is healing the sick	☐
Dragonsmoke pollutes the streets	☐
They sell dragonsmoke on the docks	☐
Something destroys shipping out past Darkol Island	☐
They found a map to Garr Bloodbane's gold!	☐

OWN HOOKS

OWN VIGNETTES

OWN ENCOUNTERS

1

XP

2

XP

3

XP

4

XP

Encounter Notes and Statistics

Razor Coast
Worksheet Level 5-6 (2)

Referee: _____ # Players _____ Date: _____ XP Awarded/Player: _____

PORT SHAW RANDOM ENCOUNTERS	USED
Blood Orphan	☐
Drunken Sailors	☐
Wanna Smoke	☐
Bone Hunters	☐
Agents of Skum	☐
Ravenous Roaches	☐
Dragoon Patrol	☐

INCIDENTS	SHOWN	POSITIVE RESPONSE
An argument about the Black Shark introduces Old Craw	☐	☐
Intervene as Dragoons threaten to beat an old Tulita Man	☐	☐
The infamous pirate Drango escapes	☐	☐
A team of dragonsmoke pushers reveals their supplier	☐	☐
A mad brawl between Tulita and newcomer dock workers	☐	☐
A fire on the docks grants the chance to be local heros	☐	☐
A pickpocket attempt embroils the PCs in the Kraken's plots	☐	☐
A chance meeting introduces Bethany Razor	☐	☐

WHISPERS	USED
Unwhispered:	☐
Unwhispered:	☐
Unwhispered:	☐
Unwhispered:	☐
Unwhispered:	☐
Unwhispered:	☐
Unwhispered:	☐
Unwhispered:	☐
Unwhispered:	☐
Unwhispered:	☐
Unwhispered:	☐
Zalen Trafalgar offers a reward for a missing person	☐
Chapterhouses of Quell along the Razor are gutted and gone	☐
A new drug called Brainfog shoed up in the Islands	☐
Elder Nakuaka is a dragonsmoke user	☐
Hargrove found the map to Garr Bloodbane's gold	☐
My cousin's mother found Garr Bloodbane's gold	☐
Shark attacks killed serveral fisherfolk near Port Shaw	☐
They're sending the best Dragoons to find Garr Bloodbane's gold	☐
Always seek Quells blessing before heading to sea	☐

ADVENTURE OPTIONS

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
_____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
_____
_____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
_____
_____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
_____
_____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____
_____
_____

Encounter Notes and Statistics

Lt. Commander Trey Perrin sailed the *Albatross* out to sea

Razor Coast

Worksheet Level 6-7 (1)

Referee: _____ **# Players** _____ **Date:** _____ **XP Awarded/Player:** _____

PORT SHAW RANDOM ENCOUNTERS	USED
Bone Hunters	☐
Agents of Skum	☐
Ravenous Roaches	☐
Dragoon Patrol	☐

ADVENTURE OPTIONS	
In and Near Port Shaw	
Discover a secret entrance into Fort Stormshield in the sewers	☐
Tangle with the Dragoons as they leave the sewers	☐
Fight or join Port Shaw's criminal underworld	☐
Rescue a child stolen by the roachlord	☐
Lay a pirate bard's spirit to rest and find a treasure map in the sewers	☐
Root out a nest of the Kraken's spies in the sewers	☐
Brawl bare knuckle for fame and profit in Port Shaw	☐
The Coast and the Continent	
Investigate an abandoned village plagued by shark attacks	☐
On the Razor Sea	
Redeem an Elf noble by rescuing her shipmates from an abyss-haunted isle	☐
Lured inside an underwater mountain, the PCs confront extradimensional invaders	☐
Fight monsters on the high sea	
#1: **Electric Eels**	☐
#2:**The Lurking Aboleth**	☐
#3:**Pirates!**	☐
#4:**Goblin Raiders**	☐
#5:**Territorial Dispute**	☐
#6:**Merrow Maurader**	☐
#7:**St. Dunstan's Tooth**	☐

WHISPERS	
Unwhispered:	☐
Unwhispered:	☐
Unwhispered:	☐
Elder Nakuaka isn't just a user, he's a dragonsmoke addict	☐
The Lodge sent Trey Perrin to find Bloodbane's gold in the *Albatross*	☐
Some one broke in and stole stuff from Barrison Hargrove	☐
The Tulita plan to kill us all!	☐
There be a black shark!	☐
Belok's going to try to take his title back from Jin	☐
Children have been going missing around the docks	☐
Barrison Hargrove is going to open his map and art collection to public viewing	☐
Tulita warriors are in town hunting bones or something	☐
The found Garr Bloodbane's treasure at Halgrim's Rest	☐
Word is Perrin and the *Albatross* madd the Pearl Eyes	☐
You can fence goods at Old Fish's supplies	☐
The *Albatross* headed out to sea awfully quickly	☐

ADVENTURE OPTIONS

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Encounter Notes and Statistics

Razor Coast

Worksheet Level 6-7 (2)

Referee: _____ # Players _____ Date: _____ XP Awarded/Player: _____

PORT SHAW RANDOM ENCOUNTERS	USED
Ravenous Roaches	☐
Dragoon Patrol	☐

ADVENTURE OPTIONS

In and Near Port Shaw

- ☐ Discover a secret entrance into Fort Stormshield in the sewers
- ☐ Tangle with the Dragoons as they leave the sewers
- ☐ Fight or join Port Shaw's criminal underworld
- ☐ Rescue a child stolen by the roachlord
- ☐ Track an Elven diplomat's stolen magic ring in the sewers
- ☐ Lay a pirate bard's spirit to rest and find a treasure map in the sewers
- ☐ Put down a criminal gang extorting Tulita in the outskirts
- ☐ Root out a nest of the Kraken's spies in the sewers
- ☐ Brawl bare knuckle for fame and profit in Port Shaw

The Coast and the Continent

- ☐ Brave Blacksink Marsh to save kidnapped plantation workers from sacrifice
- ☐ Explore a shrine to the shark god, revealed by an earthquake
- ☐ Wipe out a ring of humanoid trafficking drug smugglers

Fight monsters on the high sea

- ☐ *#1*: **Electric Eels**
- ☐ *#2*:**The Lurking Aboleth**
- ☐ *#3*:**Pirates!**
- ☐ *#4*:**Goblin Raiders**
- ☐ *#5*:**Territorial Dispute**
- ☐ *#6*:**Merrow Maurader**
- ☐ *#7*:**St. Dunstan's Tooth**

WHISPERS

- ☐ Unwhispered:
- ☐ Unwhispered:
- ☐ Unwhispered:
- ☐ Unwhispered:
- ☐ Unwhispered:
- ☐ They spotted the *Albatross* in the Pearl Eyes, floating like a ghost ship
- ☐ No one has heard from the *Albatross* in weeks
- ☐ The nude body of an alchemist floated up from the sewers and out to sea
- ☐ Commander Perrin on the *Albatross* found Garr Bloodbane's gold!
- ☐ Someone is buying up every Garr Bloodbane map in the city
- ☐ Sagacious Samuel found Garr Bloodbane's treasure map in the sewers
- ☐ There's an underwater garden off Beacon Island where Garr Bloodbane hid his treasure!
- ☐ Aeron Chambers will fight a duel soon against some luckless fool

ADVENTURE OPTIONS

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Encounter Notes and Statistics

Razor Coast

Worksheet Level 6-7 (3)

Referee: _____ # Players _____ Date: _____ XP Awarded/Player: _____

PORT SHAW RANDOM ENCOUNTERS	USED
Dragoon Patrol	☐

ADVENTURE OPTIONS

In and Near Port Shaw

Tangle with the Dragoons as they leave the sewers	☐
Fight or join Port Shaw's criminal underworld	☐
Track an Elven diplomat's stolen magic ring in the sewers	☐
Lay a pirate bard's spirit to rest and find a treasure map in the sewers	☐
Put down a criminal gang extorting Tulita in the outskirts	☐
Root out a nest of the Kraken's spies in the sewers	☐
Brawl bare knuckle for fame and profit in Port Shaw	☐
Hunt the lost treasures of an ancient necromancer in the sewers	☐
Uncover a demonic plot to detonate Quell's chapterhouse in Port Shaw	☐

The Coast and the Continent

Wipe out a ring of humanoid trafficking drug smugglers	☐

On the Razor Sea

Investigate why the lighthouse on Beacon Island went dark	☐
Stop an assassination attempt on Zalen Trafalgar	☐
Foil the Kraken's plot to marry a double agent to the locathah king	☐

Fight monsters on the high sea

#1: **Electric Eels**	☐
#2: **The Lurking Aboleth**	☐
#3: **Pirates!**	☐
#4: **Goblin Raiders**	☐
#5: **Territorial Dispute**	☐
#6: **Merrow Maurader**	☐
#7:**St. Dunstan's Tooth**	☐
#7: **Fog on the Horizon**	☐

WHISPERS	
Unwhispered:	☐
Unwhispered:	☐
Unwhispered:	☐
Unwhispered:	☐
Dontorion recently died of a shark attack	☐
Sharks attacked fishermen up and down the Razor	☐
Dragoons found the *Nightslink* empty, scarred, and bloodstained	☐
Some ghost keeps scaring people to death at night on the docks	☐
The *Albatross* went missing and Perrin was captured by sirenes!	☐
The merchant league hs hired a ship to hunt Captain Bravancello of the *Sara Belle* and sink her	☐
They found Garr Bloodbane's treasure in a trunk at an old widow's house in Bawd	☐
Vagrants have been vanishing off the streets	☐
Merchants are whining and crying about their ships getting eaten by a kraken	☐

ADVENTURE OPTIONS

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Encounter Notes and Statistics

Gregory Bonedeuce and Aaron Chambers set sail on the Pride.

Razor Coast
Worksheet Level 7-8

Referee: _____ # Players _____ Date: _____ XP Awarded/Player: _____

ADVENTURE OPTIONS

In and Near Port Shaw

- ☐ Track an Elven diplomat's stolen magic ring in the sewers
- ☐ Lay a pirate bard's spirit to rest and find a treasure map in the sewers
- ☐ Put down a criminal gang extorting Tulita in the outskirts
- ☐ Brawl bare knuckle for fame and profit in Port Shaw
- ☐ Hunt the lost treasures of an ancient necromancer in the sewers
- ☐ Uncover a demonic plot to detonate Quell's chapterhouse in Port Shaw
- ☐ Battle a sewage elemental beneath Port Shaw

The Coast and the Continent

- ☐ Wipe out a ring of humanoid trafficking drug smugglers

On the Razor Sea

- ☐ Investigate why the lighthouse on Beacon Island went dark
- ☐ Stop an assassination attempt on Zalen Trafalgar
- ☐ Foil the Kraken's plot to marry a double agent to the locathah king
- ☐ Hunt for underwater treasures and discover the wreck of the Razor's Edge
- ☐ Scout the home base of the Krakenfiend and hope to escape alive
- ☐ Bargain with a loa and travel the elemental realms on a mission for a demi-god

Fight monsters on the high sea

- ☐ *#1*: **Naga's Hubris**
- ☐ *#2*: **Goblin Raiders**
- ☐ *#3*: **Territorial Dispute**
- ☐ *#4*: **Merrow Maurader**
- ☐ *#5*:**St. Dunstan's Tooth**
- ☐ *#6*: **Sahuagin Raiding Party**
- ☐ *#7*: **Fog on the Horizon**
- ☐ *#8*: **The Draconic Tyrant**

WHISPERS

- ☐ Unwhispered:
- ☐ Unwhispered:
- ☐ Unwhispered:
- ☐ Unwhispered:
- ☐ Unwhispered:
- ☐ Unwhispered:
- ☐ The Dragoons have been roughing up merchants, looking for something
- ☐ The merchants are outfitting another expedition to sink the *Sara Belle*
- ☐ The pirate, Witch Sader, found Garr Bloodbane's treasure!
- ☐ Lights have been spotted in the Port Shaw lighthouse at night
- ☐ Everyone's talking about how Bonedeuce set off to rescue Perrin
- ☐ Sagacious Samuel was arrested for forging official documents
- ☐ Bonedeuce made the Peral Eyes in the *Pride*

ADVENTURE OPTIONS

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Adventure Option # _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Encounter Name / Ch. _____
Hook _____

Encounter Notes and Statistics

Razor Coast

Night of the Shark Worksheet

Referee: _____ # Players _____ Date: _____ XP Awarded/Player: _____

NIGHT OF THE SHARK ADVENTURE OPTIONS

	USED
Prologue	
Explore an abandoned vessel floating offshore. Rescue the sole survivor and learn what he knows	☐
The Nightslinks lay a trap for the PCs then boast about their escape from Jalamar	☐
Run Up	☐
Attempt to warn the Dragoons of Jalamar's coming attack, but encounter Jalamar's mole instead	☐
Save a friend from the Kiss of Dajobas	☐
The PCs won once too often at the Broken Skull. It's payback time!	☐
Old Fish, the PCs mentor and friend, accepts a commission to assassinate them	☐
Stop Jalamar's minions from torturing Port Shaw citizens in an old warehouse	☐
Incident	
A young Tulita warrior, wounded and terrified, bursts in on the PCs	☐
Weresharks Are Everywhere	☐
Rescue Jessica McFarrows foster mother from the little girl the PCs once saved	☐
The anglers the PCs freed and returned to Port Shaw now stalk the streets as weresharks	☐
Save a gang of terrified orphans from three rampaging weresharks	☐
Jalamar's lieutenant, the deadly monk Saegen, seeks out the PCs	☐
Rescue Nakuaka and Alastair Crimmeran from certain death	☐
Final Showdown	
Battle for the Jawbone	☐

WHISPERS

Unwhispered: ☐
Unwhispered: ☐
Unwhispered: ☐
Unwhispered: ☐
Unwhispered: ☐
Unwhispered: ☐
Unwhispered: ☐

PROLOGUE

Yes/No ☐ Name: _____

RUN-UP

Yes/No ☐
Encounter Name _____
Encounter Name _____
Encounter Name _____
Encounter Name _____

INCIDENT

Encounter Name _____
_____
Where is the Jawbone? _____

WERESHARKS ARE EVERYWHERE

Base # Encounters _____
Min/Max Encounters Faced _____

Encounter Name _____
Encounter Name _____
Encounter Name _____
Encounter Name _____

NPCs ON PYRE RAFT

Name: _____	**Name:** _____
Name: _____	**Name:** _____
Name: _____	**Name:** _____
Name: _____	**Name:** _____
Name: _____	**Name:** _____
Name: _____	**Name:** _____
Name: _____	**Name:** _____
Name: _____	**Name:** _____

Encounter Notes and Statistics

Razor Coast

The Kraken Strikes Worksheet

Referee: _____ # Players _____ Date: _____ XP Awarded/Player: _____

THE KRAKEN STRIKES ENCOUNTER ORDER

Narrated Moments

- All is Lost ☐
- On a Knife's Edge ☐
- Victory is Ours ☐

Precarious Situations

- The Enemy Threatens a Beloved NPC ☐
- Keep Moving, Nothing to See Here ☐
- Burn Baby, Burn! ☐

Major Encounters

- The Ship Scuttlers ☐
- Orca Zombie ☐
- Wave Riders Last Stand ☐
- The Slaying of M'okol'i Ali'i ☐

Final Showdown

- The Krakenfiend Rises ☐

VICTORY POINT TRACKING

OPENING

Cribbed Text _____

Major Encounter Name The Ship Scuttlers

ALL IS LOST STAGE

Narrated Moment Name _____

Precarious Situation Name _____
Precarious Situation Name _____
Precarious Situation Name _____

Major Encounter Name _____
Major Encounter Name _____

EVERYTHING ON A KNIFE'S EDGE STAGE

Narrated Moment Name _____

Precarious Situation Name _____
Precarious Situation Name _____
Precarious Situation Name _____

Major Encounter Name _____
Major Encounter Name _____

VICTORY IS OURS STAGE

Narrated Moment Name _____

Precarious Situation Name _____
Precarious Situation Name _____
Precarious Situation Name _____

Major Encounter Name _____
Major Encounter Name _____

THE KRAKENFIEND RISES

Encounter Notes and Statistics