

## Adventure &2



**What horror from the depths is leaving ships adrift, cargo untouched, stealing the crews for some unspeakable fate?**

# Rage from the Waves

by Nicole Massey

**An adventure for 3rd to 7th level characters**





## The Staff

Publisher:

Nicole Massey

Chief Editor/Layout:

Bryan Fazekas

Editors:

Jeremy Dow

Andrew Hamilton

Dan Rasaiah

Art Director:

Ralph Glatt

Cartographer:

Andreas Claren

Logo Design:

Payton Gauldin

Cover Art:

Caleb Horowitz

Interior Art:

Geoff Zitzmann

## Featured Artist

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This is Caleb's third offering for the *& Publishing Group* – his art has previously graced the covers of *Issue 1* and the adventure module *The Valley of Eternal Rest*. His line art has added to the feel of a large number of our publications.



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# Adventure &2

## Rage from the Waves

### Interior Art

Each article or filler item has the author credit, but not so the artwork.

Geoff Zitzmann

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The other art in this publication is art that has been released to the public domain.



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## Preamble

When the *Bride of Utu* was found, the authorities were concerned. It was found adrift in Halberdshead Bay, all hands missing but still fully laden with cargo, just like two before it: the *Queen of the May* and the *Morning Sister IV*. The *First Virtue* is still missing and is believed to be in the same situation.

These aren't all the ships lost, either; the Phatenite merchant fleet has suffered many mysterious losses recently, some of them dating back almost four years. In every instance, there were no clues, and no survivors. It was as if some mysterious force took the sailors away from the ship. The ships all had signs that something happened abruptly: there were half-eaten meals, books open, and covers thrown back on bunks as if someone was roused and then never came back. The log revealed absolutely nothing out of the ordinary, and divination attempts were vague, only saying that the crews were suffering the effect of vengeance or retribution for past deeds, and that they were underwater.

It got personal when the *Love of Valeria*, one of the crown's trade ships operated by Paul Comstock that brought much-needed sacks to hold grain destined for the famine-torn lands down south, was found adrift. This time there was one small bit of evidence. Someone shot something else with a crossbow, but the evidence was weird: it looked like the blood of some animal, perhaps a dolphin, mingled with human blood. Also, they found a strange weapon: spear-like but oddly marked.

Now the ship is in the royal dockyard at the port, its cargo delivered, but the crown is without a key captain and crew, and both are needed to ship grain for famine relief. This needs investigating.

The Wizard's guild is willing to use the remnants of the blood to clone who or what was shot, but that will take months, and the famine is happening right now. This shipment of grain will both aid the starving folks down south and also the Phatenite farmers and merchants who are hungry not for grain, but instead for the coin of those who are all too ready to spend it for their wares.

## The Adventure

Players, stop reading now! If you read any further you'll spoil the adventure for yourself. The adventure is a mystery, and giving away the cause and reason for things that have happened will turn an adventure designed to challenge your skills as a player into one that is easy and boring.

*Rage from the Waves* is an adventure for 4–6 characters. If your party is resourceful and likes cerebral challenges, then a party as low as 3rd–5th level can succeed. If they are the "I kill it with my sword" type of party you'll need to run a party of 5–7 levels, possibly more, and psionics or methods to counter them will be very helpful.

Party members with sailing or island experience are helpful, and any character of an aquatic race will speed this adventure greatly, as they will know from the outset that sirens are behind this situation and most likely the reason why. So it's best if they're not in the party or else aren't forthcoming about the sirens for their own reasons. Other than that the standard array of character classes will do well.

### Classes Table

Abbrev	Description
Ca	Cavalier
C	Cleric
F	Fighter
Ma	Mariner *
T	Thief
MU	Magic-User
S	Sage *
Mi	Minstrel *

\* Details regarding use of these classes follow



Foes are described using the standard format: AC (armor class); MV (movement adjusted for all normal factors); (class level); hp (current hit points); #AT (number of attacks); D (damage per attack); AL (alignment). The Classes table lists the common classes and their abbreviation.

In the case of multi-classed characters their level is listed as a single number, which means they are that level in both classes – this was done simply to save space and to make certain calculations much easier (*Since the author is blind all random statistics were calculated by computer*).

Full statistics are listed in the table near the end of the adventure in case such information is required or if the DM desires to use other elements of the character or to use these characters in other situations. **Note that characters indicated with an asterisk (\*) are female.**

Maps: This adventure contains maps for the two ships, two businesses, Sand Island (DM and player maps), and the sirens' cave complex. The island map also provides a rough layout for the dozen building shells in the village. If the DM wants to do more in the village he or she can prepare a map of that space. The other cavern complex is not mapped; that too is left up to the DM.

There are a couple of character classes mentioned here that aren't in the normal books: the minstrel and the sage. Enough information is provided to run these characters for the purposes of the adventure. These classes will be fully outlined in *The Tome of War* or the *Tome of Arcane Magics*, which will be published in the future. (Minstrel spells were selected so that only ones from other class spell lists were chosen.) DMs are also directed to the Mariner class (in the article, "For Sail: One New NPC: Welcome to the Mariner Aboard in Your Game, in *Dragon* #107, page 38, by Scott Bennie) for the abilities of most of the sailors in the chart.

Random wandering creatures were left without statistics so the DM can generate them as he or she prefers or replace them with other creatures that better fit his or her campaign.

The assumption is that the characters will finish the adventure and return to Seakeep for their reward.

### A Note about the Setting

This adventure is set on the author's game world of Onobor, but it will work in any game world. The home nation of the characters is Phaten, a very old magical society where humans, elves, dwarrows (the older plural of dwarves), halflings, and several other races coexist.

Phaten is a society with high amounts of non-violent magic that is bordered to the east by the Atlan Sea, to the south by Halbardshead Bay, to the North by the Frozen Sea, to the northwest by the Norse-like nation of Wulfshiem, to the west by the great wood to the north end of the country, and to the west on the southern half by the great nation known as Frelan. On the other side of Halbardshead Bay is their principal ally, Baarvia, while further south is Montberg, a mostly forested land neutral to all other nations.

Across the Atlan Sea is Atlantis, the major political foe to Baarvia and a cold war opponent to Phaten. Off the coast of Montberg is the vast chain of islands known as the Archipelago of Kraat, the northern end being the Shark Islands. With these relationships in mind the DM can place this adventure in his or her campaign using whatever names he or she wishes.

Players who want to re-inhabit the island, explore some more or get sidetracked, can have some minor adventures (referenced on Sand Island), and of course the DM can include more.

### How The Adventure May Progress

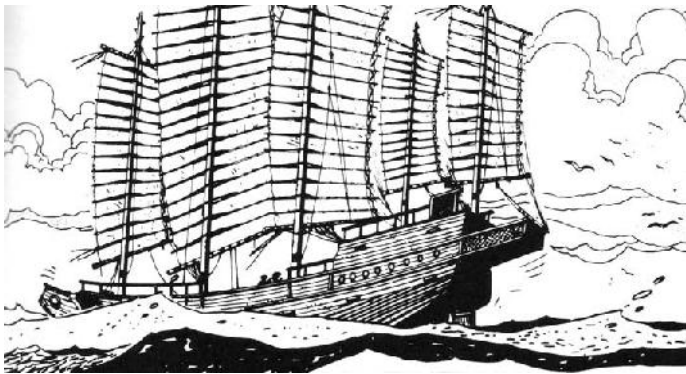
Following is the most likely sequence of events for this adventure, provided to help the DM prepare for the adventure. However, if the players go in a different direction the DM will have to adjust in reaction to the players' actions.

1. Mystery: The crown loses a vital ship captain and crew. The party investigates down at the docks. They go aboard the ship and find the evidence, but it doesn't make sense, with luck



they also find the cabin of the men from the *Nantucket*, which points to a possible motive.

2. The PCs find a sage who has information needed about the spear and its markings, which point to sirens. They also learn information on the three men from the *Nantucket* on board and where any others of her crew might be. After this they take a trip to a disreputable inn to find out more information.



3. The party next goes on a fact-finding mission to determine what the common factor is, and subsequently, who was on the *Nantucket*. This leads to a search to determine what members of the crew are still alive. As a result, the party discovers that the only crew not dead or touched by this mystery are on the *Luminous Pearl*.
4. The PCs then book passage or take crew positions on the *Luminous Pearl* or otherwise formulate a plan to visit the Sirens' home.
5. Trip and possible capture.
6. The Talespinner's tale.
7. Finale.

If the players get stuck and are making no headway, it's not unreasonable to have an encounter with an NPC who will offer hints or suggestions. However, it is not recommended to over play this as it will take away from the players.

The Sirens have the following steps to *their* plan:

1. Research the crew of the *Nantucket*. This involves bringing the Shaman inland and letting him read records in port, then tracking

the men to their current berths (already completed).

2. Capture the sailors and take them to their cave complex (in process—one more ship to hit).
3. Find the men responsible. (All humans look alike to them.)
4. Turn the men responsible over to the Orca Clan to be fed to the Orcas.
5. Determine what to do with the rest of the men—probably a humane death, as they do not want their existence revealed. The clan is of two minds about this. Purris wants all of them dead. Khetti, her sister and rival, disagrees. So far, the Kya has not decided.

The problem is that they were trying to take all their targets without any clues as to what's going on. Ships get lost all the time, and the Atlan Sea is a war zone, as there is a cold war between Atlantis and Phaten and a tepid war between Baarvia and Atlantis. But something went wrong when the siren hunter teams hit the *Love of Valeria*, and one of the sailors was resistant to their charms. He managed to hit Ventra in the leg, and she bled on the deck. Purris also lost one of her short stabbing spears without realizing it until she got back to their cave complex, and before she could go and find it, it was on a ship being towed to Phaten."

The party could cause serious problems for their plans. When they arrive, the clan will either be planning the final raid they need or will have just executed it, bringing the party along. Several outcomes are possible. The party can help the Sirens and find a way to get the men free; they can try to stop the Sirens; they can try to kill the Sirens; they can try to steal away the men and foil the Sirens' plans. The resolution is up to the party and will probably depend on the alignment of the party members.

If they double-cross or thwart the Siren's plans and leave any of the Sirens still alive, they will have to deal with the enmity of the clan. If the Shaman survives the party will also have to deal with a very angry whale on the way home. If Purris remains alive, she will hunt the party down one by one.

Purris is unmated. If the party is friendly and doesn't thwart the Sirens' plan, she may develop an attraction to one of the party members.

## Royal Summons

Your group is approached by a representative of the crown, a knight named Sir Vartiel of Prenn, who has heard of your group's abilities and is asking you to speak with their majesties. His words make it clear that this is not a request, and some subtle hints indicate that some good sum of gold is the reward for solving the problem at hand.

Sir Vartiel of Prenn AC -1; MV 6"; Ca6; hp 51; #AT 3/2; D 2d4+2; AL LG; plate armor and broadsword.

He wears full plate armor, clanking around like a tinker's wagon, and wears a polished broadsword in an ornate scabbard. The arms of House Prenn, Argent, an Iris, purpure, the house of the current king, are conspicuous on his tabard.

Sir Vartiel will lead the party to the government sector. When he arrives he will take them to a plush room behind the thrones. After seeing if they need food or drink and making sure they are properly bathed in preparation for the queen's delicate nose, he will send word and the queen and king will interrupt their petitioners and go to speak with the party.

The king and queen waste no time expecting the PCs to make the typical pleasantries and homages, as there's a lot to discuss and not much time to do it. The king will unhesitantly tell the party that he wants them to find out what happened to his crews, bring them back if at all possible, and deal with any threat to shipping with minimal fuss and no future complications if at all possible. This is the order in which he values this situation, and he will pay 100 gp per captain, 30 gp per officer, 50 gp for mages and healers, and 5 gp for each crew member returned alive, per party member. Finding out what happened to the *First Virtue* is worth 200 gp, and if the party happens to find her and bring her back he'll reward them with 500 gp each. He will also pay an additional 3,000 gp to the party for solving the dilemma, and additional funds if they solve the

problem in a way that minimizes problems for the Phatenite navy moving forward. As for magical assistance, he will provide spell components for any spells the magic-users think they'll need to cast, **Landlubber's Earcuffs** for any who are landlubbers (jewelry that negates the -3 penalty for maneuvering on a moving ship, see new items) and can also provide scrolls of **Water Breathing** spells in abundance. If asked, he will reluctantly volunteer that he does have a wizard who is working on a wand of water breathing, and if he finishes it before they leave on their search he might be willing to loan it to them. He will not, however, front any money for equipment or other expenses, though he will, if they request it, arrange to get them into crew positions on the *Luminous Pearl*.

He also wants regular reports on what the party discovers. He's not going to be the least bit hands off on this, as a threat to the navy is a threat to Phaten's sovereignty in the face of the current cold war with Atlantis.

When the audience is over, Sir Vartiel tells the party the *Love of Valeria* is moored in the royal dockyard, and if they will follow him they can take a look and see if they can find any additional clues.

## The Love of Valeria

### Ship Statistics and Map

Ship: The Love of Valeria

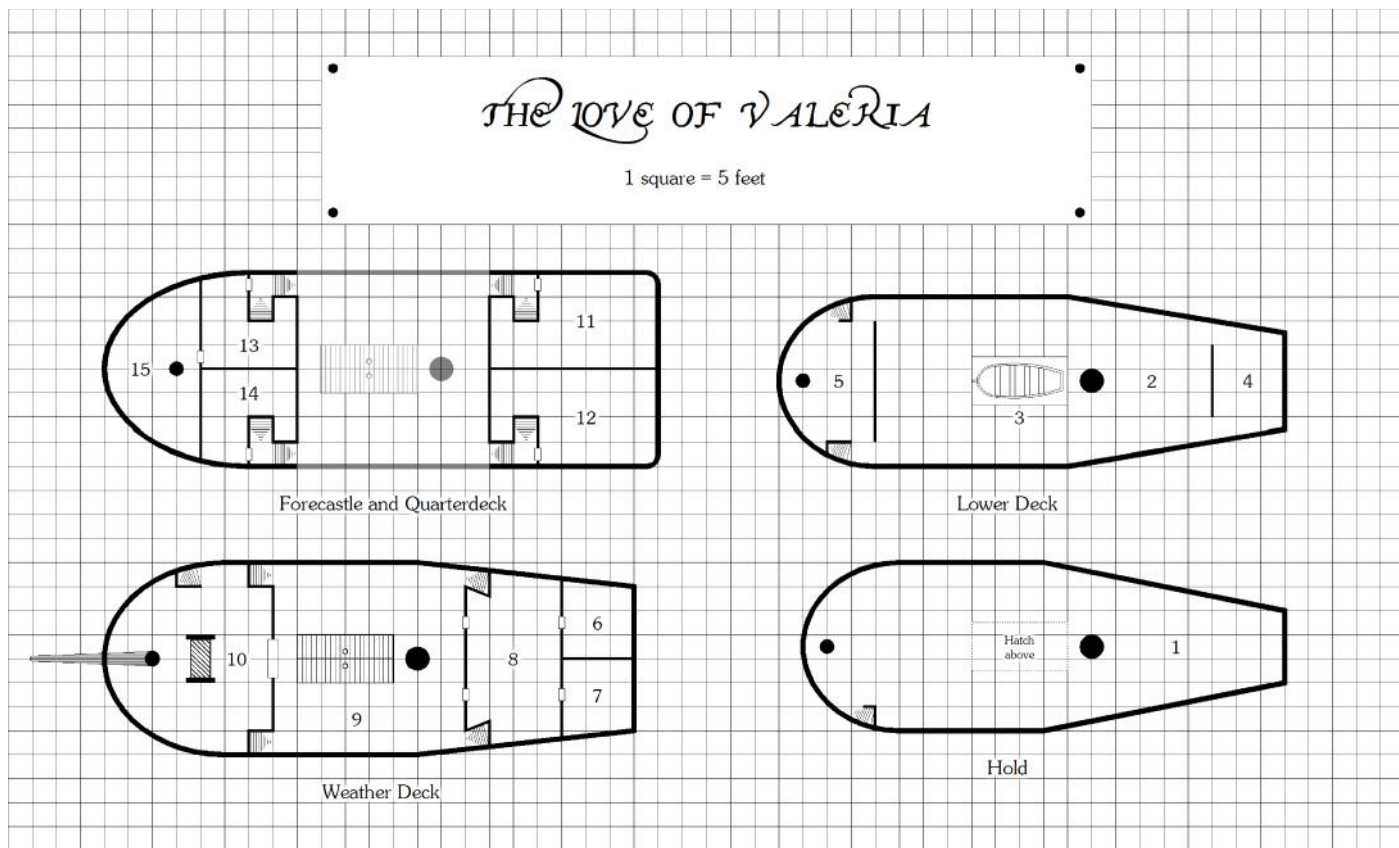
Length: 257 Feet • Beam: 38 Feet • Draft: 17 Feet

General setting of the ship:

The *Love of Valeria* is moored in the royal shipyards and is under guard. Nothing has been disturbed on board the ship, and guards accompany the party to make sure it remains so. The head investigator, a sheriff named Bembo Longshanks, makes notes of anything the party does on the ship, and if they ask to remove anything he will make them sign for it after making careful note of exactly where it was.

Bembo Longshanks AC 5; MV 9"; F5; hp 42; #AT 1; D 1d6; AL LN; chainmail and short sword.





Sherriff Longshanks is a fussy individual who wants everything done exactly as procedure dictates, and he has little love for interlopers who have been thrust into his investigation. That said, he hasn't gotten much done, so he also may be concerned about looking incompetent or lazy.

The ship is in good condition in spite of being left abandoned near the Shark Islands and towed back to Seakeep in an impending squall. The rigging is intact, and save for a single spear and some strange blood on the deck by it the ship is undisturbed. There are some daggers of the eating type dropped in places, but all of the ship's weapons are stowed in their places in the locker, and even the Captain's saber is still in its scabbard in his cabin. The same is true for the Navigator's long sword. The decks still gleam (Phatenite naval vessels use sand on their decks to keep the decks clean and bright, much like how the British navy did), and the ship is uncluttered and in good repair inside, with possessions kept in sea chests.

There are eight guards. Their names are not important. All are dressed in chain mail, but they wield various weapons.

Guard 1; Human; AC 5; MV 9"; F4; hp 44; #AT 1; D 2d4+1; AL LN; armed with broadsword

Guard 2; Human; AC 5; MV 9"; F1; hp 9; #AT 1; D 2d4; AL LN; armed with broadsword

Guard 3; Human; AC 5; MV 9"; F2; hp 14; #AT 1; D 1d8; AL LN; armed with Long sword

Guard 4; Half Orc; AC 4; MV 9"; F1; hp 12; #AT 1; D 1d6+3; AL LN; armed with club

Guard 5; Human; AC 5; MV 9"; F1; hp 8; #AT 1; D 1d4+1; AL LN; armed with hammer

Guard 6; Human; AC 5; MV 9"; F3; hp 34; #AT 1; D 2d4+1; AL LN; armed with broadsword

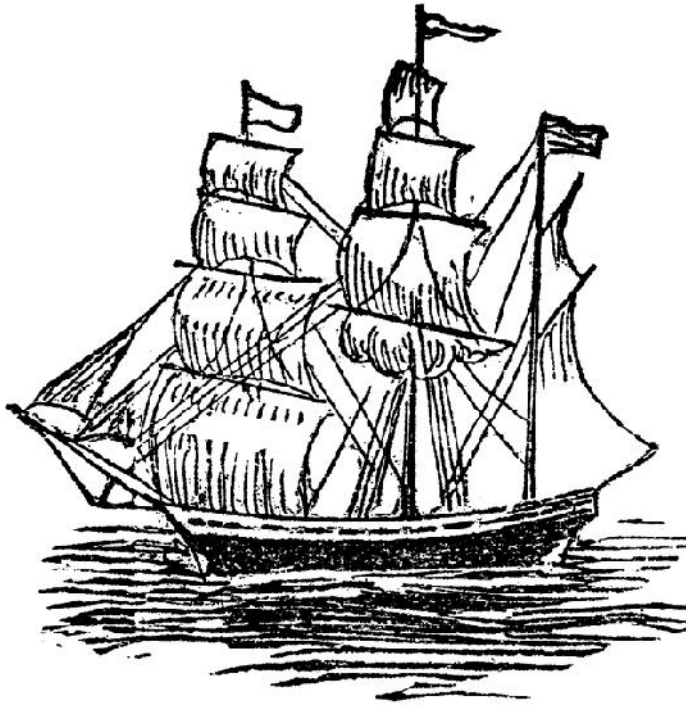
Guard 7; ½ Elf; AC 3; MV 9"; F2; hp 16; #AT 1; D 2d4; AL LN; armed with broadsword

Guard 8; dwarf; AC 5; MV 9"; F1; hp 13; #AT 1; D 1d8+4; AL LN; armed with battle axe

If the party has a mariner or two within its ranks there's a possibility the Crown might allow them to use the ship (with a new crew, captain, navigator and other officers) to go searching for the crew after all other information has been ferreted out. In that case all personal possessions of crew members will



be removed and placed in secure storage until the fate of the crew has been determined.



## The Hold

1) Cargo Hold: This area, almost at the bottom of the ship, is completely empty save for the occasional grain of wheat or scrap of rope. All of the cargo, consisting mostly of grain sacks, was taken out, and the ship's stores were likewise removed for other crews. There is nothing of any value here, and only a couple of trap doors lead down to the bilge.

1a) Bilge and ballast (not mapped): This area is damp and a bit moldy in smell. The only thing in this area is a layer of various non-rusting metals, large waterproof bags of sand, and a small amount of foul water. A hose for a bilge pump is located in the center at the deepest part of the area. There is nothing of any apparent value here.

## Lower Deck

2) Upper cargo hold: This hold has nothing in it, but marks on the decking make it clear that crates and bales were stored here: most likely more of the sacks as well as some provisions. This hold is cleaner than the lower hold, though scrapes and dents make it

clear this was the more used of the holds. There is nothing of value or interest here.

3) Cradle and shore boat (directly under a hatch to the main deck and over the hatch to the hold deck): This "jolly boat" is in good repair, as is its cradle. There is nothing out of the ordinary here, and everything looks completely normal.

4) Kitchen and food stores (at the stern): This room has a pile of fire brick stacked in the center with the remains of a fire. Cooking utensils line the walls, while a good-sized pantry almost the size of a berth is connected to it for storing current foodstuffs and spices for use in cooking the daily meals. There's also a soiled apron hanging on a peg by the door, and a port goes through the stern to let smoke out of the galley space. A door leads to the pantry, where some staples are still stored. There's nothing of real value here, and everything looks completely ordinary.

5) Starboard watch quarters and dry storage (no doors but a partitioning wall, at the bow, 35' beam and 20' max width, average 10', crew sleeps in hammocks over sail cloth, rope, pitch, etc.; (houses eight crew): This room has standard naval stores, including bales of sail cloth, rope, and barrels of pitch. At one end of the room sits eight sea chests. Five of them are fairly nondescript, but the other three have the inscription "S.S. Nantucket" and the word "Whales" followed by four to fourteen tick marks. Some of the other chests have similar markings, but these are the only ones denoting whale kills.

## Main Deck/Weather Deck

6) Quartermaster/Boatswain's cabin (at the stern, accessed through 8): This cabin has two berths and two sea chests, both nicer than the ones in the crew quarters. Clothes hang on pegs, including heavy weather coats. There is nothing unusual or of value in this room. The sea chests are locked, and if asked the Sherriff will state they have been opened and gone through and there is nothing of interest in either one.

7) Carpenter/Cook's cabin (at the stern, accessed through 8): This cabin is functionally identical to the



other one off the officer's mess except for the substantial tool chest in one corner. Likewise there is nothing of value in this room, and everything is as it should be.

8) Officer's' Mess/Chart Room: This area does double duty, as it functions both as the main chart room and also as the officer's' mess. The room has a large table with a hinged top and a storage compartment below to hold charts and maps. Six chairs surround the table, with two more against the walls. **Glow Globes** (see new items) are hung in a metal framework large enough to hold up to eight in case maximum light is needed. A gangway leads down to the galley to ease serving. On one wall is a detailed map of the coast of Phaten, while the opposite side contains a detailed map of the coast down to Porthaven in Montberg from Seakeep, with careful mapping of Baarvia (Phaten's southern neighbor) and northern Montberg. On the third wall is a map of the Shark Islands, with careful notations of depths of the various straits.

9) Deck (has a hatch to 2, netting to store additional cargo or chicken coops): This deck is the site of the spear and the strange blood. The guards are very protective of this, and only the Sherriff is allowed to go into the marked-off area. If specifically asked he will allow the party to take the spear to a sage for identification.

10) Port Watch quarters and Windlass and Chain Locker (where the windlass used for the anchor and the cargo crane is located, along with spare rope and chain, tools, pitch, and wood). This room has a huge capstan and windlass used to raise the anchor and lower it as needed. The room also has four hammocks, each shared by two crew (one day and one night) and eight sea chests. Nothing in this room is of any real interest and all is as it should be. The Sherriff will stop anyone from going through sea chests, saying that they've already been searched.

## Quarter Deck

11) Captain's Quarters (35" by 20"): This room has a heavy bed with drawers under it about four and a half feet wide and six and a half feet long. There' is

also a sturdy and ornate desk of the roll-top type, a smaller version of the larger bed, a large map cabinet, two huge sea chests and another iron bound chest with the Captain's monogram on them, four more chests bearing the royal Phatenite seal, and a large table in the center of the room with eight heavy chairs.

All chests have been searched, as have the contents of the room, desk, and all drawers. The small bed, looking mostly unused and fairly new, is for a cabin boy. (This captain didn't have one and disliked them on principle.) The Captain's saber is hanging on a peg by the door next to a Wulfshiem "furred wool" cloak of high value. (Furred wool is made by trapping additional threads into the warp and weft of woven cloth, resulting in superior warmth and water-repellant qualities. Cloaks of this cloth are considered to be of very high value to seafarers.)

12) Navigator's Quarters (35" by 20"): This room is large, and besides a bed with drawers under it similar to the Captain's bed, a large sea chest, and a flat chart table, it is empty. A cold weather coat hangs on a peg, and a long sword is in a scabbard hanging from a peg next to it.

The sea chest and drawers have been searched, and the sheriff won't allow them to be searched again.

## Forecastle

13) Surgery, with a door to 15: This room consists of four berths and space for four hammocks, eight in extreme cases. A cabinet holds components, bandages, and other medical equipment. There' is an empty water barrel in here, and a cabinet that holds a large number of white cloths for various purposes along with spare blankets, pillows, and bolsters. Each berth has pulleys over it to elevate limbs as needed. There is nothing out of the ordinary here, and the party won't be allowed to search things past a cursory examination.

14) Armory: This room holds a large number of cutlasses, crossbows, spears, tridents, melee nets, and larger nets to repel boarders. There are several boxes full of crossbow bolts, and spare bowstrings, prods, and firing wheels are located in a large chest. There 'is a shelf holding a box of whetstones and

'four skins of honing oil hanging from pegs on the wall. The lock has been picked under royal decree. Nothing in here is out of the ordinary, and there is speculation that the keys to this room are still on the person of the boatswain, captain, and navigator.

15) Ship Mage and Healer's cabin (at the bow, 35' width but 20' depth at deepest, but about 10' average): This cabin is the berth of the ship's mage and ship's healer. On one side of the room the cabin is spotless, with a twin-sized bed (three feet three inches wide, six feet six inches long) that is made in "hospital corners" with a sea chest at the foot of the bed carved with a surgeon's hook into the lid. The bed has drawers under it, and in it are two portable medical kits, more components for spells, and a thick woolen blanket. On pegs along the wall are sets of trousers and wrap-around tops in linen, all spotlessly clean.

The other side of the room is cluttered. There is no bed, but a cleared space about seven feet in diameter has a stack of blankets and pillows around it. There's a large scroll cabinet mounted to the wall that seems excessively dry when opened. Robes hang on pegs on the wall, most of which aren't that clean, and several bags of stuff are scattered around on the floor.

This room has also been searched, so an extensive search won't be allowed. It's also the only room on the ship that has any magical emanations. The healer has several objects that heal wounds and help patients sleep when placed on their persons (bracelets, circlets, and necklaces), as well as a **Bag of Holding** of the largest size holding more bandages and components. The ship's mage has a **Dagger +1**; a ring that casts a variation of **Tenser's Floating Disc** that lasts for nine hours, stays level in relation to the horizon, and has a soft upper surface (he uses it as his bed, of course); and a **Ring of Spell Storing**. The guards will watch the party like hawks in this room, and the objects have been placed in clear sight.

## Upper Deck Surfaces

(Unnumbered)

**Foredeck:** This deck is mostly empty save for capstans for the foremost sails and two medium ballistae with a supply of bolts for them in large chests. It is accessed through a pair of ladders, one on each side of the ship.

**Poop Deck:** A short ladder on both sides of the doors into the stern cabins leads to this raised deck. This is a standard poop deck, with rails, a stern tiller (wheels came later in ship development), and a binnacle that holds the compass, chart under use, and a glow globe. (The cabinet under the binnacle also holds a knotted cord with a weight to take soundings, a spyglass, and other navigational equipment.) The chart sits under a pane of glass, and the one in place is that of the coast down to Porthaven.

## Investigation

After their search of the ship the party has something to go on: the spear and the marked sea chests from the Nantucket. The party has to go to two places to find out information on these items. Fortunately they're in a big city where those who know what they need to know are available. When they look at the spear Bembo Longshanks will say, "Hmm, that spear looks like a sea critter made it. Probably want to talk to Nelwin Hoopbinder about it, as he knows everything about sea folk."

Nelwin Hoopbinder is a sage who specializes in undersea races. He has a shop in the Government Sector on Sage Row.

## Nelwin Hoopbinder

**Owner:** Nelwin Hoopbinder is a short, rotund Halfling who dresses in dark blue robes and wears spectacles perched on top of his balding head. He has reddish-brown hair, like a fine polished mahogany, and brown eyes the color of polished walnut, with a trim and well-kept Van Dyke beard and moustache. He's the owner of this combined library, business, and residence, and he's proud of it.

Nelwin Hoopbinder AC 10; MV 12"; S6; hp 19; #AT 1; D 1d6; AL NG; unarmored and short sword.

Areas of Knowledge:





- Undersea Races (50%)
- Atlan Ocean Geography (35%)
- Fish and other water animals (25%)
- Aquatic plant life (15%)



**Hours of Operation:** Nelwin is present almost all of the time, but he sleeps from 11 pm to 7 am, and he sleeps like the restful dead, so there's no waking him. His wife, Harborea, also sleeps like the dead, but it's the restless dead, so she's often sleepwalking, scaring the neighborhood pets, and emptying the larder in late-night eating binges. Most folks around think she's possessed, so they stay clear of her.

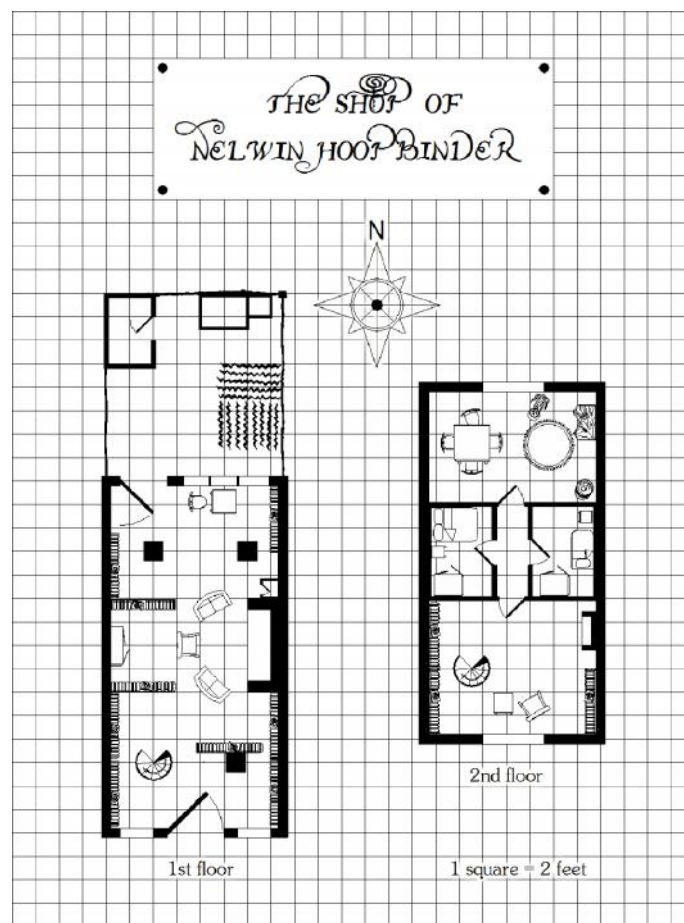
Harborea Hoopbinder \*; AC 10; MV 12"; Non0; hp 4; #AT 1; D None; AL NG; unarmed and unarmored.

Nelwin also doesn't take new commissions during the regular nine meals of Halfling society (morning snack, first breakfast, second breakfast, lunch, midday snack, tea, dinner, supper, and before-bed snack), but he will discuss existing research during these times. To him a person is only a stranger at their first meeting, and after that he or she is either a friend or a foe. There is no middle ground, and most people are friends.

**Exterior Description:** Nelwin's shop is a typical two-story structure, fifteen feet across the front and thirty feet long. The shop has a single large window on each side of the door with shutters set in grey granite. The windows are made up of square panes with a moderate amount of roundels, though all of these are in the lower portion of the windows to make sure enough light gets into the rooms. There is

no awning or balcony. The door is inset about three feet and tall enough for most folk to get in. The upper floor has three large shuttered windows also of square paned glass, but these have almost no roundels. The roof is slate shingled. The shop fits close with the neighboring buildings, so there are no windows or side wall features. The rear consists of a yard with a small barn housing three goats, a chicken coop, and a hutch for rabbits. Harborea also has a nice tidy vegetable and spice garden. The back of the house consists of one large window on the bottom floor broken up into three sections and a door on the right-hand side if you're facing the back. The second floor has an inset balcony with a wrought iron railing decorated with acorns in the motif and a set of French doors entering into the couple's living area. The roof has three chimneys.

**Interior Description:** Two things impress someone entering this space: light and books. The room is situated with many mirrors on the walls and ceiling, so any light is reflected all over, providing plenty of illumination. The room is also liberally scattered



with glow globes. The other main feature is books, books, and more books, along with loose pages and scrolls.

The entire first floor is open save for a few support beams, a large fireplace along the right-hand wall, and a staircase opposite it. The space is set up to provide plenty of light for reading. In front of the fireplace, which is shielded by a heavy brass grate that detects as magical (a fire suppression charm), sits a comfortable, overstuffed chair with a pair of end tables flanking it and two long couches. To the left of the chimney is a door for a dumbwaiter, and the slate floor is covered with thick pile rugs. The rest of the space is filled with shelves of books in an orderly but unusual referencing system. Most of the bookcases have glass doors on them for protection, and all of them radiate magic (more fire suppression charms). On the opposite wall sits a large case with detailed maps from the binnacle and other sources of the coastal waters around Phaten, Baarvia, Montberg, Wulfshiem, Frelan, and even some around Sitzycatl. Next to it is a large cabinet holding dozens of scrolls. The cabinet is so tall that Nelwin needs a short ladder to remove things from the upper shelves. A map table sits at the rear windows along with another reading chair.

Upstairs there are four rooms. The entire back section is about seven feet deep and consists of the living area, with a fireplace on the right-hand wall. The next two rooms are each about six feet wide and eight feet deep and consist of two bedrooms, one of which is decorated as a guest bedroom while the other is the couple's room. A hallway between them leads to the front room, with a fireplace on the left-hand side and more books and other materials scattered about. The attic also houses books, scrolls, and maps along with single sheets of parchment, papyrus, paper, and even vellum, all of it covered with information.

**Price Range:** Fair

**Quality Range:** Excellent to Superb

**Outstanding Items:** Nelwin is unequalled on the eastern half of the continent in his knowledge of marine races. His wife makes an outstanding pot of tea, and her blueberry rolls are legendary. Some of his books are magical in nature, and he also has

some spell books in his collection for most classes as well as song folios for bards and minstrels. He doesn't make these available, though, so it would take special circumstances—, and also a lot of money—for him to provide these to someone.

**Cash Box:** Nelwin keeps all money paid to him on his person. Harborea has pin money stashed in a crock marked "raisins" in the kitchen area upstairs.

**Occupants:** Nelwin and Harborea are the normal occupants. Nelwin's apprentice, Felandia, sometimes stays over, especially when she's up late working on a research or scribing project.

**Staff:** Nelwin and Felandia constitute the entire staff. Nelwin is almost always here, as he's a homebody and a lucrative commission gave him the money to purchase and outfit the home he wanted.

Felandia Deuhlarre \*; AC 10; MV 12"; S1; hp 4; #AT 1; D 1d4; AL CG; unarmored and dagger.

Areas of Knowledge:

- Aquatic Races (25%)
- Aquatic animals (10%)
- Aquatic plants (5%)

Customers: one or two customers may be present asking questions.

**Loiterers:** There will be 2–5 people in the main room at any given time researching things or just reading books. This is not a lending library, so all books stay on the premises, which means anyone wanting to read something will have to stay to do it. Nelwin charges a reading fee which includes tea (don't get it on the books!) and some of Harborea's baking; for some this alone is worth the fee.

**Special Options:** (if any) The DM should write down the information the party might need and assign values to it. Nelwin charges by the piece of information. For this adventure see Appendix A, including prices for specific pieces of information.

Nelwin Hoopbinder was an unusual Halfling boy, as he was more fascinated by books than by farming, sherriffing, or any of the other typical pursuits of his folk. So he talked his parents into apprenticing him to a noted sage, and he did well. However, his parents weren't completely



comfortable with having a bookworm son, so the sage they apprenticed him to was in Haven. On his trip to the Dorian River, which would get him to the biggest city on the continent, he spent most of his time at the rail and was lucky enough to see a pod of Merfolk. This sparked curiosity in him, so soon he was researching Merfolk, Tritons, Kuo Toa, Sirens, and other undersea races. He took a second area of study in undersea creatures and a third in coastal geography and cartography, with minor areas in sea commerce, ships, and seaborne combat. Upon returning he married his childhood sweetheart, Harborea Finsterman, and settled down to answer questions and study some more. People sought him out for his knowledge about all kinds of things involving the sea and his explanation of some of the notations on Captain Perry's maps. A lucky guess and careful reading of a map resulted in the salvage of the wrecked ship *Vivendia*, which was laden with magic items and gold. His share was substantial enough to refurbish his house and let him live comfortably for the rest of his life. In fact if it weren't for Harborea's sleepwalking, everything would be perfect. (See the data in Appendix A with costs for information.)

## Slagarr's Inn and Tavern

*cheap lodging and watered drinks*

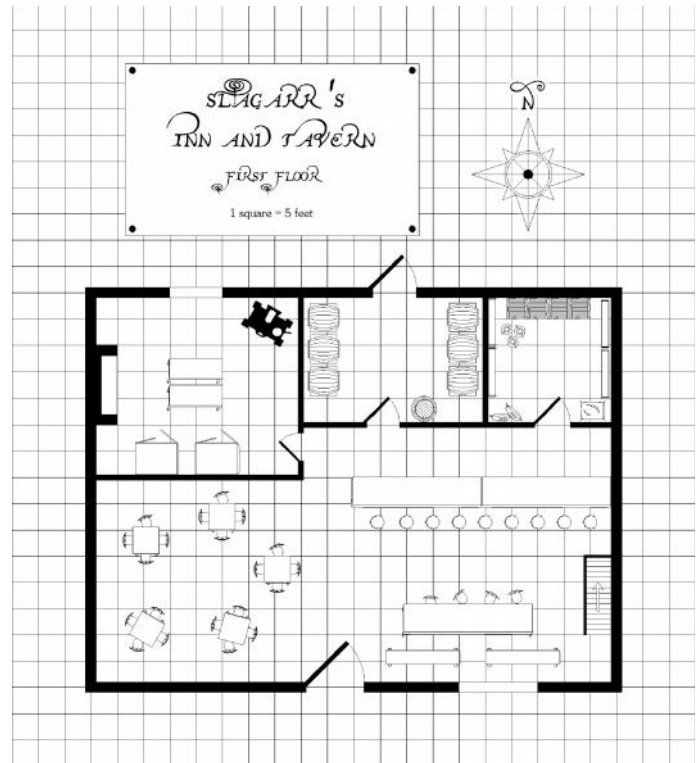


After this the party needs to find out who was on the *Nantucket* and if there's a connection. A good sailor's bar will do the job, and it just so happens there is a good one close by the docks. (Note that "good" in this case refers to its status as a sailors' bar, not its status for any group of people.)

**Owner:** Slagarr Crutch is a short, dark, and cheap-looking man who tries to put on airs and fails miserably at doing it. His inn and tavern are the sort of place a sea hand gravitates to, as the rooms are cheap and the tavern is a great place for a fight.

Slagarr Crutch; AC 10; MV 12"; Non0; hp 10; #AT 0; D None; AL NE; unarmored and none.

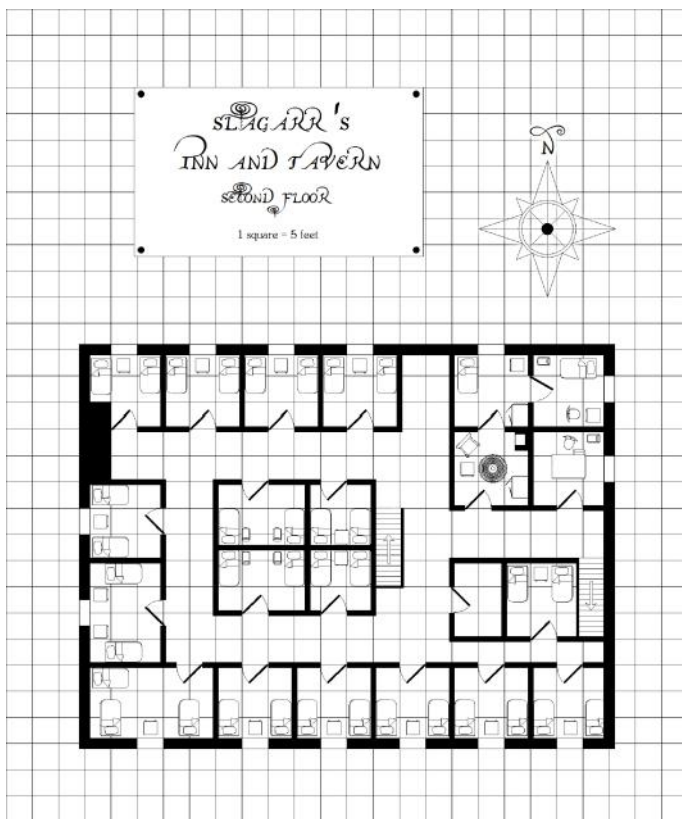
**Hours of Operation:** The inn takes lodgers from around 10 am to 7 pm; the tavern is open from around noon to whenever they either run out of beer or the last customer staggers out.



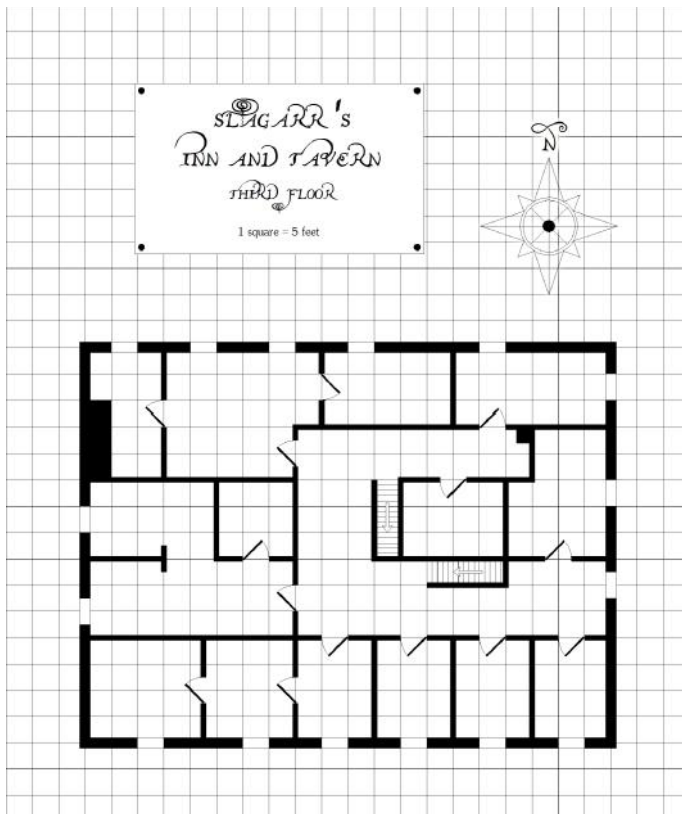
**Exterior Description:** Slagarr's establishment is an old wooden structure that might once have been a nice place: windows with wooden shutters that are missing a few slats; a shabby wooden door on the first floor made out of oak and bound with rusty iron straps; a well at the rear that is crumbling and useless, as it's been fouled with seawater; and a roof made of wood shingles with thatch stuffed into leaky spots, with a chimney on either side. The rear of the building has a storage building and a wide door leading into the taproom. The second floor has five windows like the front, while the third floor is more of the same. The building is rather deep, so the rear yard is shallow, with very little space between main building and storage barn.

**Interior Description:** The tavern room on the main floor takes up most of the space. To the left is the kitchen where meals are prepared, while behind the bar is the taproom and a fairly large storage room. To the right is a staircase and then a door which leads to Slagarr's living quarters and office. The tavern room is dim with lots of natural dark wood





and smoky oil lamps. Slagarr's rooms consist of a living room and two bedrooms, one for him and one for a guest, with low-quality furniture that looks like it may fall apart at any minute. The second floor consists of eighteen rooms and a closet for storage.



The beds are shabby and rickety and have straw mattresses, and if a lodger is lucky he'll get a hook on the wall and maybe a small table. The third floor has seven rooms like the floor below, along with two three room suites and a room for Skar the bartender, a grumpy and very surly half-orc. The attic is packed with all kinds of junk, including some replacement furniture in case something gets damaged, and most of it is water damaged from the leaky roof.

**Price Range:** Cheap

**Quality Range:** Shoddy

**Outstanding Items:** The only outstanding thing about this place is how cheap it is, but that's not surprising after you've spent a night here. That said, Dinora, the main cook, makes a good stew, and her crusty bread isn't bad.

**Cash Box:** Slagarr keeps money in a safe in his rooms. Skar takes money for drinks and food and keeps it in a bag under the bar. Once an hour he pours it through a hole in the wall that drops into a box in Slagarr's room.

**Occupants:** Slagarr and Skar live here. No one else can stand it for long.

**Staff:** Dinora has a couple of cooks working with her, and the tavern has half a dozen serving wenches that rotate in and out.

Skar AC 7; MV 12"; F4; hp 46; #AT 1; D 1d6+1; AL NE; unarmored and club.

Dinora \*AC 10; MV 12"; Non0; hp 8; #AT 1; D None; AL NG; unarmored and none.

Cook 1 \*AC 8; MV 12"; Non0; hp 6; #AT 1; D None; AL TN; unarmored and none.

Cook 2 \*AC 8; MV 12"; Non0; hp 6; #AT 1; D None; AL NG; unarmored and none.

Wench 1 \*AC 9; MV 12"; Non0; hp 5; #AT 1; D None; AL CG; unarmored and none.

Wench 2 \*AC 10; MV 12"; Non0; hp 6; #AT 1; D None; AL NG; unarmored and none.

Wench 3 \*AC 9; MV 12"; Non0; hp 8; #AT 1; D None; AL TN; unarmored and none.



Wench 4 \*AC 10; MV 12"; Non0; hp 6; #AT 1; D None; AL NG; unarmored and none.

Wench 5 \*AC 10; MV 12"; Non0; hp 7; #AT 1; D None; AL NG; unarmored and none.

Wench 6 \*AC 8; MV 12"; Non0; hp 9; #AT 1; D None; AL NG; unarmored and none.

**Customers:** The inn fills up on most nights, and if several ships are in town the tavern will get to standing room only around dusk and stay that way until around midnight.

**Loiterers:** 2d8 loiterers will be in during peak hours, but there will be none outside of that time, as Skar doesn't like people who just sit and don't pay for nothin'.

**NPC Encounters:** A lot of sailors come through, and over the course of a week, most of the hands for the *Luminous Pearl* will pass through, including the Boatswain and Quartermaster.

**Special Options:** If a wench gets pestered by a patron she is on her own, for the most part, unless someone in the tavern stands up for her. Mistreatment of wenches is the most common cause of bar fights. Since a lot of sailors get sloppy drunk here this is a good place to pick up gossip about what's going on in several nations.

Slagarr runs a typical low-budget tavern and inn. The rooms are shabby, the drinks are watered and will take a while to get you drunk, and with the exception of the stew and crusty bread the food is bland. The only reason to enter this place is to either get into a bar fight or to listen for gossip—not to mention that it is the cheapest inn in all of Seakeep.

## Rumors

The party will hear the following rumors in the tavern. Roll 1d6 to determine the number of rumors they hear for every hour they're in the tavern, and then choose from the list or roll randomly (1d20). Also for each hour they're in the tavern roll on the random event table, and if a result comes up read it to the players.

1. Baarvia is going to invade.
2. Baarvia is going to go to war with Atlantis.

3. The barbarians from the north are going to invade.
4. The barbarians from the north are going to invade Baarvia.
5. The Barbarians in the north are going to attack Atlantis.
6. There are a lot more whales right now on the run to Phaten. I think Baarvia is summoning them to use against Atlantis.
7. There are a lot of whales on the run to Montberg. I think they're looking for sailors who served on whaling ships. Almost all of the sailors from the *Nantucket* have already been taken.
8. The Shark Islands are more dangerous right now, as more ships have been lost there in the past few months than on any other sea route.
9. Baarvians are press ganging ship's crews for their own navy in a planned fight with Atlantis.
10. The missing crews were taken by Phatenite navy ships to supplement their crews because the admirals are planning for upcoming war.
11. The Chaos Bard was spotted heading this way in that odd ship of hers. It's a good time to get out to sea.
12. The missing crews were taken by merfolk.
13. The missing crews were taken by tritons.
14. The *Nantucket* was the greatest whaler ever seen. It's a shame she was destroyed.
15. The *Luminous Pearl* is looking for crew. She needs a ship's mage, a healer, and a couple of hands, and she might also need a navigator.
16. His Majesty is going to put a stop to whatever is taking the crews.
17. It's demons and devils that are taking the crews for some evil plan of theirs.
18. The Pirate King is the one behind the missing crews.

19. The Phatenite navy is offering good money to any sailor who will sign up.
20. The crews were taken by someone looking for vengeance against the *Nantucket*, and they're based in the Shark Islands.

#### Event List (1d10):

1. A group of sailors comes into the bar and disrupts everything by trying to evict a group of sailors from a rival ship from "their regular table."
2. A Sherriff and several barristers come in and check everyone in the tavern. They're looking for a sailor who robbed a cart vendor. He's not in here, so they leave.
3. Someone gropes a wench. She laughs it off.
4. Someone gropes a wench. She slaps him on the face, but he's too drunk to do anything about it.
5. Someone gropes a wench. She screams for help. Someone intervenes and no fight ensues.
6. Someone gropes a wench. She screams or hits him, and a fight ensues.
7. Two groups of sailors start arguing about something trivial, and a fight ensues.
8. Someone, clearly very drunk, takes a swing at Skar. Skar beats him senseless and then tosses him out in the street.
9. A food fight starts. Skar shuts it down fast.
10. At this number or higher nothing happens.

#### Nantucket's Crew

Crew Position	Name	Where now?
Captain	Nelafin Verduni	<i>Queen of the May</i> Captain – Captured by Sei Sirens
1st mate	Enden Briarfield	<i>Bride of Utu</i> Captain – Captured by Sei Sirens
2nd mate	Melamar Kist	<i>Luminous Pearl</i> Captain – In port at Seakeep Harbor
Boatswain	Nelios Delajar	<i>Luminous Pearl</i> 1st Mate – In port at Seakeep Harbor
Quartermaster	Jari Stoddard	<i>Morning Sister IV</i> Quartermaster – Captured by Sei Sirens
Cook	Hector Milkesson	<i>Bride of Utu</i> Cook – Captured by Sei Sirens
Navigator	Idvard Pylaes	<i>Morning Sister IV</i> Navigator – Captured by Sei Sirens
Lookout	Gramali Pertonilane	Died of a heart attack in Reef Rock
Harpooner a	Gary Pogue	<i>First Virtue</i> Quartermaster – Captured by Sei Sirens
Harpooner b	Simon Todd	Died from drowning in Montberg
Rower 1 a	Elias Whiting	<i>Love of Valeria</i> Hand – Captured by Sei Sirens
Rower 2 a	Frak Tamner	<i>Love of Valeria</i> Hand – Captured by Sei Sirens
Rower 3 a	Henry Burgess	<i>Queen of the May</i> Hand – Captured by Sei Sirens
Rower 4 a	Victor Logan	<i>First Virtue</i> Hand – Captured by Sei Sirens
Rower 1 b	Robore Fransilton	<i>First Virtue</i> Hand – Captured by Sei Sirens
Rower 2 b	Dubois Stoneybrook	<i>Love of Valeria</i> Hand – Captured by Sei Sirens
Rower 3 b	Ky nap Soon	Died of a bar fight in Seakeep
Rower 4 b	Finedal Vitt	<i>Luminous Pearl</i> quartermaster – In port at Seakeep Harbor

## The Nantucket

The *Nantucket* was a whaling schooner working the Atlantean Sea. Throughout its lifespan it made more

kills than any other whaler working that particular ocean. Its last kill was one that is still talked about: She took a very large bull Sei whale about 4 years ago, mostly through trickery and magical assistance, as Sei whales are nearly impossible to catch with hand-thrown harpoons. After reaching port, she

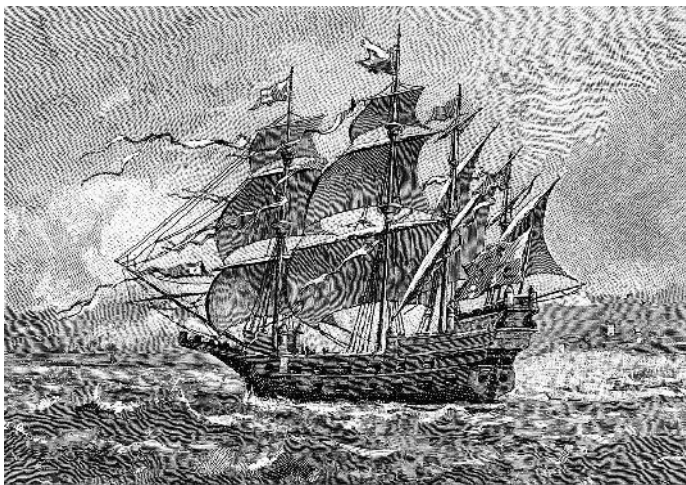




caught fire and was destroyed, taking much of the dock with her. The crew split up and took assignments all over the place. (See the table *Nantucket's Crew* for details of where they went.)

**Schooner:** The schooner used for whaling was the smallest of the whalers, usually with two masts and fore-and-aft-rigged sails, and carried two or three whaleboats. Their ordinary length of voyage was six months. The schooner was especially favored because it was economical to outfit and involved less financial risk than larger vessels. A two-boat vessel needed at least sixteen men. Whalers were intended to be spacious and seaworthy, rather than fast.

Each whaleboat had a crew of six: The boatheader, usually the captain or one of the mates, stood on a narrow piece of wood across the stern. He handled the steering oar and commanded the boat. The harpooner or boatsteerer pulled the bow oar up front and four crewmen rowed with oars that were balanced in length so the boat could be rowed equally well by four or five men.



## The Luminous Pearl

The *Luminous Pearl* is a sister ship to the *Love of Valeria*, so she's much the same. Only sections with any substantial change are outlined here; otherwise use the descriptions from the *Love of Valeria*.

General setting of the ship:

The *Luminous Pearl* sports two guest cabins in the stern castle for passengers. The ship is in excellent

repair, with gleaming white decks. She sits low in the water, as she's already laden with a full load of wheat, maize, rice, and barley destined for the port of Porthaven in Montberg. Of course any crew positions taken by the party will not be present, and soon after the party comes on board the ship will cast off from the docks and make her way on her journey. No one on the ship, including the captain, knows of the party's mission, so the party must not speak of it and must act like normal crew whenever possible.

### The Hold

1) Cargo Hold: This area, almost at the bottom of the ship, is completely full with sacks of grain. A couple of trap doors lead down to the bilge, which are the only places anyone could move about in this hold.

### Lower Deck

2) Upper cargo hold - This hold is also full with provisions, stores, and more sacks of grain. This hold is better laid out, with clear walkways. Nothing is removed from this hold without prior approval from the quartermaster.

4) Kitchen and food stores (at the stern): This room has a pile of fire brick stacked in the center with a fire burning on them and a large pot hanging over it full of bubbling liquid exuding an appetizing smell. Cooking utensils line the walls, while a good-sized pantry almost the size of a berth is connected to it for storing current foodstuffs and spices for use in cooking the daily meals. There's also a soiled apron hanging on a peg by the door, and a port goes through the stern to let smoke out of the galley space. A door leads to the pantry, which is completely laden. There's nothing of real value here, and everything looks completely ordinary.

5) Starboard watch quarters and dry storage (no doors but a partitioning wall, at the bow, 35' beam & 20' max width, average 10'; crew sleeps in hammocks over sail cloth, rope, pitch, etc.; houses eight crew): This room has standard naval stores, including bales of sail cloth, rope, and barrels of pitch. At one end of the room sits eight sea chests, all of which are fairly nondescript.

## Main Deck/Weather Deck

6) Deck (has a hatch to 2, netting to store additional cargo or chicken coops): This deck is a normal deck, with a scuttlebutt on a stand and a barrel of nuts beside it, currently still sealed. The water in the scuttlebutt is clear and fresh.

## Quarter Deck

11) Captain's quarters (35' by 20'): This room has a heavy bed with drawers under it about four and a half feet wide and six and a half feet long. There's also a sturdy and ornate roll-top desk, a large map cabinet, two huge sea chests (one of them is carved with the name "Nantucket" and "Whales" followed by two five-mark groupings, indicating ten whales killed) and another ironbound chest with the captain's monogram on them, four more chests bearing the royal Phatenite seal, and a large table in the center of the room with eight heavy chairs.

The captain's saber is hanging on a peg by the door next to a wool cloak.

11a) Passenger's quarters (2) - These rooms have beds and wardrobes in them, with drawers under the beds and all furniture bolted down. There are also paired hooks for hammocks in the walls. The bed is a standard full sized bed. Each room also has two glow globes -- a large one in the center of the room and a small one at the head of the bed. There are pegs on the wall to hang weapons or cloaks and other protective gear, and a drop leaf table lowers. There is also a sturdy chair in each room.

12) Navigator's Quarters (35' by 20'): This room is large, and besides a bed with drawers under it similar to the captain's bed, a large sea chest with the name Nantucket on it and the notation of "Whales" followed by eight marks (one group of five, one of three), and a flat chart table, it's empty. A cold weather coat hangs on a peg, and a long sword is in a scabbard hanging from a peg next to it.

## Forecastle

15) Ship Mage & Healer's cabin (at the bow, 35' width but 20' depth at deepest, but about 10' average)

This cabin is the berth of the ship's mage and ship's healer. There are two beds with drawers under them, pegs on the wall that hold either robes or white wraparound tops and trousers, and a large scroll cabinet on one side of the room bolted to the wall. This is the only space in the ship that detects as magical, and that is mostly from the scroll cabinet, which has a water repellant charm on it. Each bed also has a sea chest at the foot.

## Crew of the Luminous Pearl

The following crew are aboard the ship. Players may take up any position except for the Captain, First Mate, or Quartermaster, as they're set and have to be present for the ship to garner the attention of the sirens.

Captain Melamar Kist; AC 6; MV 12"; Ma 7; hp 59; #AT 3/2 D 1d6+1; AL LN; mariner's leather armor and saber.

The captain is an older man, and he's worried about the fate of his former crewmates and what that means for him. He says often this is his last voyage, and then he's going to retire to the small kingdoms and raise sheep. He's strong on discipline but not overly so, and the crew likes him.

First Mate Nelios Delajar; AC 6; MV 12"; Ma/MU6; hp 49; #AT 1; D 2d4; AL LN; mariner's leather armor and broadsword.

Spells: Armor, Feather Fall, Mending, Spider Climb, Bind, Strength, Gust of Wind x2.

The first mate and Navigator is one of the "sea elves", elves who make their living on the sea, as opposed to aquatic elves, who live under it. He's a good navigator, but he's distracted, and he spends a lot of time in the crow's nest looking out at the waters.

Boatswain Nurbart Vendel; AC 8; MV 9"; Ma5; hp 39; #AT 1; D 1d6; AL TN; mariner's leather armor and cutlass

The boatswain is the only one of the senior officers who is relaxed. He has a happy go lucky attitude, and he keeps telling his fellow officers that everything is going to work itself out and that



they'll make it just fine on this trip, they have nothing to worry about.

Quartermaster Finedal Vitt; AC 8; MV 9"; Ma5; hp 36; #AT 1; D 1d6; AL LE; mariner's leather armor and cutlass

The quartermaster is one of the most nervous men anyone could meet. He's always looking over his shoulder, and he sleeps in his armor with his cutlass on his chest. He's not a charming man, though he makes a good first impression.

Orlo the Stupendous; AC 9; MV 12"; MU6; hp 18; #AT 1; D 1d4; AL CN; unarmored and dagger

Orlo has an inflated opinion of his abilities, but he has been a good ship's mage, outlasting all of the officers and most of the crew on the ship. He's handsome, with only his slightly pointed ears giving away his half-elven racial makeup.

Spells: Feather Fall (x2), Magic Missile, Spider Climb, Bind, Levitate, Gust of Wind, Water Breathing.

He also has four scrolls, two which each have seven instances of **Water Breathing** and two which each have seven instances of **Gust of Wind**.

Ventom Downeyfoot; AC 8; MV 12"; C6; hp 43; #AT 1; D 1d6+1; AL CG; mariner's leather armor and mace

Canon Downeyfoot is quiet for one of his race, (He's a Halfling) but he manages to remain positive. He's always ministering to the men, who don't take him seriously. They do, however, respect his abilities to patch them up when they get hurt.

Spells: Cure Light Wounds x4, Sanctuary, Resist Fire x4, Slow Poison, Create Food and Water, Cure Disease.

Gendrose Harker; AC 10; MV 12"; Ma3; hp 22; #AT 1; D 1d3; AL LN; mariner's leather armor and knife

Gendrose does the cooking for the crew. He likes things spicy, saying that it covers the dull flavor of salted meat and dry biscuit.

Nendo Rightfingers; AC 5; MV 12"; F4/T4; hp 26; #AT 1; D 1d6+1; AL LN; mariner's leather armor and short sword

Nendo is the ship's carpenter. He talks constantly when he's not either eating or sleeping, and he does this while he's working, too. It's not uncommon to hear him going on about some aspect of politics while holding several nails in his mouth as he works. Like all halflings, this isn't as bad as it might be with their nine meals a day.

The rest of the crew (called hands in seagoing parlance) are generic NPCs that the DM should feel free to use for all crew on any ship the party encounters. If a random sailor is needed, roll d8, d2 to get a number between 1 and 16.

Day Crew 1; AC 8; MV 12"; F3; hp 38; #AT 1; D 1d6+3; AL LN; mariner's leather armor and cutlass

Day Crew 2; AC 8; MV 12"; Ma2; hp 15; #AT 1; D 1d6; AL LN; mariner's leather armor and cutlass

Day Crew 3; AC 4; MV 12"; F2; hp 23; #AT 1; D 1d6+1; AL LN; mariner's leather armor and cutlass

Day Crew 4; AC 5; MV 12"; T2; hp 9; #AT 1; D 1d6; AL LN; mariner's leather armor and cutlass

Day Crew 5; AC 6; MV 12"; Ma/T1; hp 12; #AT 1; D 1d6+1; AL LN; mariner's leather armor and cutlass

Day Crew 6; AC 5; MV 12"; Ma/T1; hp 10; #AT 1; D 1d6; AL LN; mariner's leather armor and cutlass

Day Crew 7; AC 8; MV 12"; F1; hp 12; #AT 1; D 1d6; AL LN; mariner's leather armor and cutlass

Day Crew 8; AC 8; MV 12"; F/T1; hp 13; #AT 1; D 1d6+3; AL NE; mariner's leather armor and cutlass

Night Crew 1; AC 8; MV 12"; Ma/MU3; hp 20; #AT 1; D 1d6; AL LN; mariner's leather armor and cutlass

Spells Feather Fall, Spider Climb, Bind.

Night Crew 2; AC 8; MV 12"; F2; hp 11; #AT 1; D 1d6; AL LN; mariner's leather armor and cutlass

Night Crew 3; AC 8; MV 12"; Ma/C2; hp 14; #AT 1; D 1d6; AL LN; mariner's leather armor and cutlass

Spells: Cure Light Wounds (x4)

Night Crew 4; AC 5; MV 12"; F/MU2; hp 18; #AT 1; D 1d6+2; AL LN; mariner's leather armor and cutlass

Spells: Spider Climb x2.

Night Crew 5; AC 4; MV 12"; T1; hp 5; #AT 1; D 1d6; AL LN; mariner's leather armor and cutlass

Night Crew 6; AC 4; MV 12"; Ma/T1; hp 10; #AT 1; D 1d6+2; AL LN; mariner's leather armor and cutlass

Night Crew 7; AC 8; MV 12"; Ma1; hp 10; #AT 1; D 1d6; AL LN; mariner's leather armor and cutlass

Night Crew 8; AC 5; MV 12"; F/T1; hp 8; #AT 1; D 1d6+1; AL CE; mariner's leather armor and cutlass

## To the Shark Islands

The trip to the Shark Islands is rather uneventful. That said, there are still some chances for things to happen, both as fixed points and as random encounters.

Seakeep is on the "blade edge" of Halberdshead bay. Dead center in the bay is a vortex of magical power centered over the location of the Phatenite High Academy of Magical Arts and Occult Sciences, located on the sunken island of Cheral. Ships give this a wide berth, as the protections though engulfed are still active. Two things happen when the ship passes this point – the wind goes strange and the ship's mage is called on to keep the ship moving, and the crew starts muttering insults and deprecations toward Atlantis, who sunk the island. This is a major sore point with Phatenite sentiment, and though it's been over six hundred years since Cheral was deluged, this has not been allowed to die out in the hearts and minds of the Phatenite populace.

This experience puts the crew in a surly mood, and if any of the party are the type to run their mouths they'll get some push back from the crew. How they handle it will make a huge difference on how the adventure goes.

If they're on the *Luminous Pearl* the captain, first officer, and quartermaster will also show some

nervousness. They're the only three of the crew of the *Nantucket* left, and they're as nervous as a rooster in a cat convention. The captain will order regular watches, armed and armored. It'll be clear to anyone who is paying attention that this will be the state of affairs all the way down to Porthaven.

Exiting Halberdshead Bay doesn't relieve the tension, as now the ship is in the Atlan Sea (also called the Atlan Ocean) and Atlantean ships are the reality of these waters. Most Phatenites fully believe that Atlanteans each have about two score slaves apiece, eat mainlander children for dinner, and would kill someone for breathing too loud, so they're nervous and hypersensitive to anything out of the ordinary. The Baarvian coast to the west reinforces this, as many towns and villages are fields of rubble from the protracted war between the two nations, one that Baarvia never has a chance of winning in the face of far stronger Atlantean naval power.

The following random encounters are possible on a 10% chance each twenty-four hours. (The entire trip takes a week) Use the various monster manuals to determine the characteristics of any creatures or person encountered. Also note that you can choose these encounters for flavor or to soften up the party.

## The Shark Islands

The Shark Islands are a small group of islands that sit right in the middle of the best route between Seakeep and Porthaven, which is probably the busiest or second busiest shipping lane on the planet. They're located right along the Montberg coast, starting about 100 miles south of the northern border where Montberg abuts Baarvia, and form the northernmost boundary of the larger island region known as the Archipelago of Kraat.

They're coral islands for the most part, with lots of caves and craggy harbors, and the passages between the islands are somewhat treacherous. New charts are coming out all the time with new soundings and hazards denoted. A lot of ships have sunk here, adding to the risk.





## Random Sea Encounter table

d12	Encounter
1	A pod of orca take interest in the ship, trying to push it onto a rocky outcropping near the coastline. All hands are called to keep the ship on course while the off crew tries to dissuade the creatures from their actions by the use of crossbows and gaff hooks.
2	An Atlantean Cinquerieme is shelling a town on the Baarvian coast. The people in the town are gathered outside it, (The Atlantean fleet always warns people their town is about to be destroyed) and are looking on as the massive catapults bombard the town into rubble. The captain decides not to get involved, saying, "I'm no warship."
3	Shipwrecked sailors and passengers are encountered in four lifeboats. The captain decides to rescue them and drop them at Awad at the north end of Montberg. He gives the crew liberty for the night. Awad is known for high grade white and red wines, and the crew comes back rather drunk. If the party is low level (third or less) they might also take in a bit of adventuring, as this is the site of the module Citadel by the Sea by Sid Fisher, published in Dragon #78, P41. In this case the captain finds that some of his grain is about to go bad, a shipment of barley, and a local brewmeister offers to take it off his hands and bring in some maize to fill the holds, so the ship is waiting for the party to finish and the cargo to arrive, which will happen at the same time.
4	The ship is attacked by a pod of octopi. There are 1d8+4 of them, and they're aggressive.
5	Pirates! A light merchantman comes into view with 36 pirates and 8 officers on board. If the party is strong then the pirates get close enough for a fight, while a weaker party has the benefit of the captain losing the pirates.
6	The lookout cries out, "Chaos Bard off the Port Bow!" The crew panics and runs around like chickens with their heads cut off until the captain orders them to make to starboard to give her a wide berth. The crew does as he commands, and they're all tense for the rest of the day, though the strange sloop isn't sighted again.
7	A Baarvian galley pulls aside and demands an inspection. The trip is delayed for four hours as the captain of the galley and his crew inspect the cargo. There is a 5% chance someone has some contraband aboard the ship, at which point that person is taken off the ship with the contraband. The Baarvian mates and hands are a surly bunch, and they're just looking for a chance to throw some punches, so there may be a chance for some weaponless combat if the players mouth back.
8	A gale blows up. Seasickness and minor accidents abound. Roll vs. dexterity each hour to determine if the character takes d3 damage from the heaving ship. The gale lasts 3d3 hours.
9	A Phatenite merchant ship (Carrack sized) heaves into view, and the two captains trade flag signals. The captain tells the crew afterward that the other ship warned of a squall ahead, but also said that the Shark Islands passage between Sand Island and Frill Island was calmer than usual.
10	The ship is attacked by a huge white sperm whale.
11	As the sun rises you discover that your ship has sailed into the middle of an Atlantean merchant convoy bound for Wulfshiem. The captain is asking for ideas on how to get out of this situation.
12	Giant Squid Attack! A giant squid attacks the ship. You'll have to fight it off.

The Shark Islands are so named because there are a large number of sharks around them, and because they're all named for a breed of shark. That said, there is an oasis of lower shark frequency around Sand Island, which forms one of the two major boundaries of the most common passage. Sand Island is located across a broad strait from Frill Island, and south of the Pygmy shark islands and

Bramble Island. To Sand Island's east are Pocket Island, Prickly Island, and the expanse of the Lantern islands and Dogfish islands, a collection of much smaller islands and atolls that are a major hazard to navigation. The largest islands of the chain are far eastward, and are Great White Island and Nurse Island, respectively. All in all there are over 360 islands in the range, and most sages feel the group hasn't been completely explored.



## Sand Island

Sand Island is one of the bigger islands in the shark island range, and is about five miles across and three miles wide at its widest point. It has five coves, only two of which form lagoons with beaches of white sand. (The other three end in short cliffs between ten and fifty feet high, and have reefs under water that can rip holes in a ship with a draught over ten feet) The island is a low hump in the water, with palm trees and other tropical plants on it. The island rises to about seventy feet above sea level in its grassy center, forming a meadow that continues to a cliff edge over the two cave complexes.

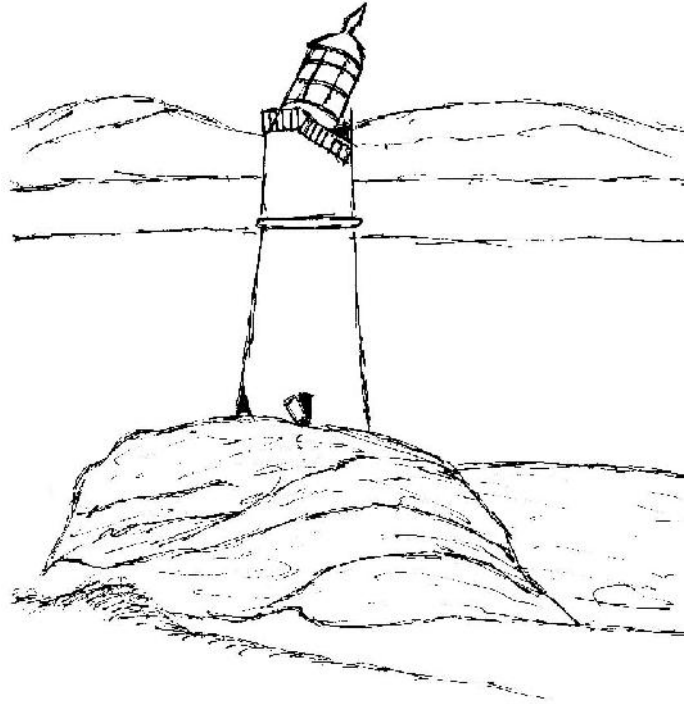
Sand Island once housed a lighthouse and small fishing community, but something mysterious happened and it was abandoned about a hundred years ago. A few sheep still graze here, left by the villagers. There are a dozen stone houses, their roofs gone, and the dock still has a couple of pilings above water, but is gone for the most part and unusable.

When the party's ship arrives in the vicinity the lookout will call out, "Ship adrift!" and quick investigation will determine it's the *First Virtue*. The captain will order her secured. She's had a bad time of it, and her rigging is fouled and some of the sheets are torn and useless – she'll have to be towed.

The cave complex is located on the eastern end of the island, opposite the main shipping lane. If the party is on the *Luminous Pearl* then the sirens will be ready to attack, and will use mass domination and charm to attack and overpower the crew. The crew will succumb to a man, and only the members of the party will get a save.

### Expanding the Adventure

The lighthouse may be an empty one, the *Tower of Terror* from & Issue 3, or something the DM designs and populates. One of the wrecks around the island could also be the *Wreck of the Stalwart Lady*, also from & Issue 3 – if so then increase the frequency of sharks and include some siren encounters.

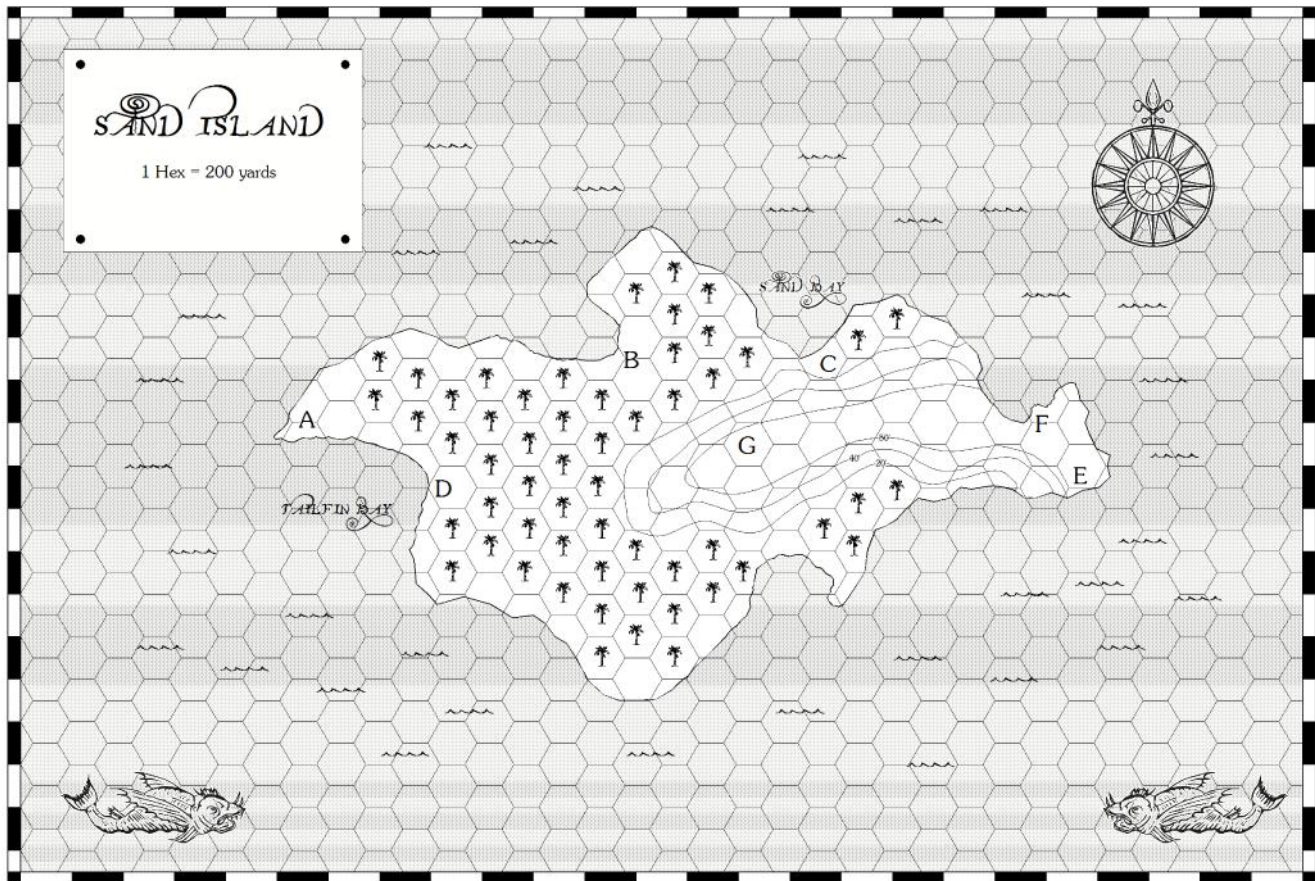


If the party is on another ship they will face only Purris and her two team members. Ships aren't subtle in the water, and all manner of sea creatures, especially dolphins and whales, are notifying Purris of any ships, so there's no chance of surprising her, even at night.

She will wait to find out if this ship is a threat, then attack if she thinks she can take the ship out or go for reinforcements. She will consider landing on Sand Island, using magic to explore underwater, (including both water breathing spells and/or items and the casting of lower or part water spells) or significant display of arms to be threats. Wrangling the *First Virtue* is not a threat to her, as the drifting ship has been something of a nuisance to the sirens.

If Purris leads an attack she'll start out in concealment and she and her two team members, Ventra and Lotral, will use psionics to shut down as many as possible.





Purris (Purr-riss) \*; AC 6; MV 12"/18"; F6; hp 48;  
#AT 1; D 1d8+1; AL LN; unarmored and long sword

Psionics: 149/149, 298; AD/FG; Levitation,  
Empathy, Domination, Object Reading ; Mass  
Domination

Lotral (Low-tral); AC 6; MV 12"/18"; F5; hp 55; #AT  
1; D 2d4+3; AL LN; unarmored and broadsword

Psionics: 141/141, 282; ADE/FGI; Detection of  
Good or Evil, Empathy, Clairvoyance,  
Domination; Mass Domination, Telepathic  
Projection

Ventra (Ven-trah) \*; AC 6; MV 12"/18"; F4; hp 29;  
#AT 1; D 1d6; AL TN; unarmored and glaive

Psionics: 119/119, 238; ABDE/FGHIJ;  
Clairaudience, Domination, Expansion ; Mass  
Domination

If the party has come on the *Luminous Pearl* she will  
have the sirens from the guard area, (See cave

complex area C; and area D, and also have the clan  
Shaman and leader present

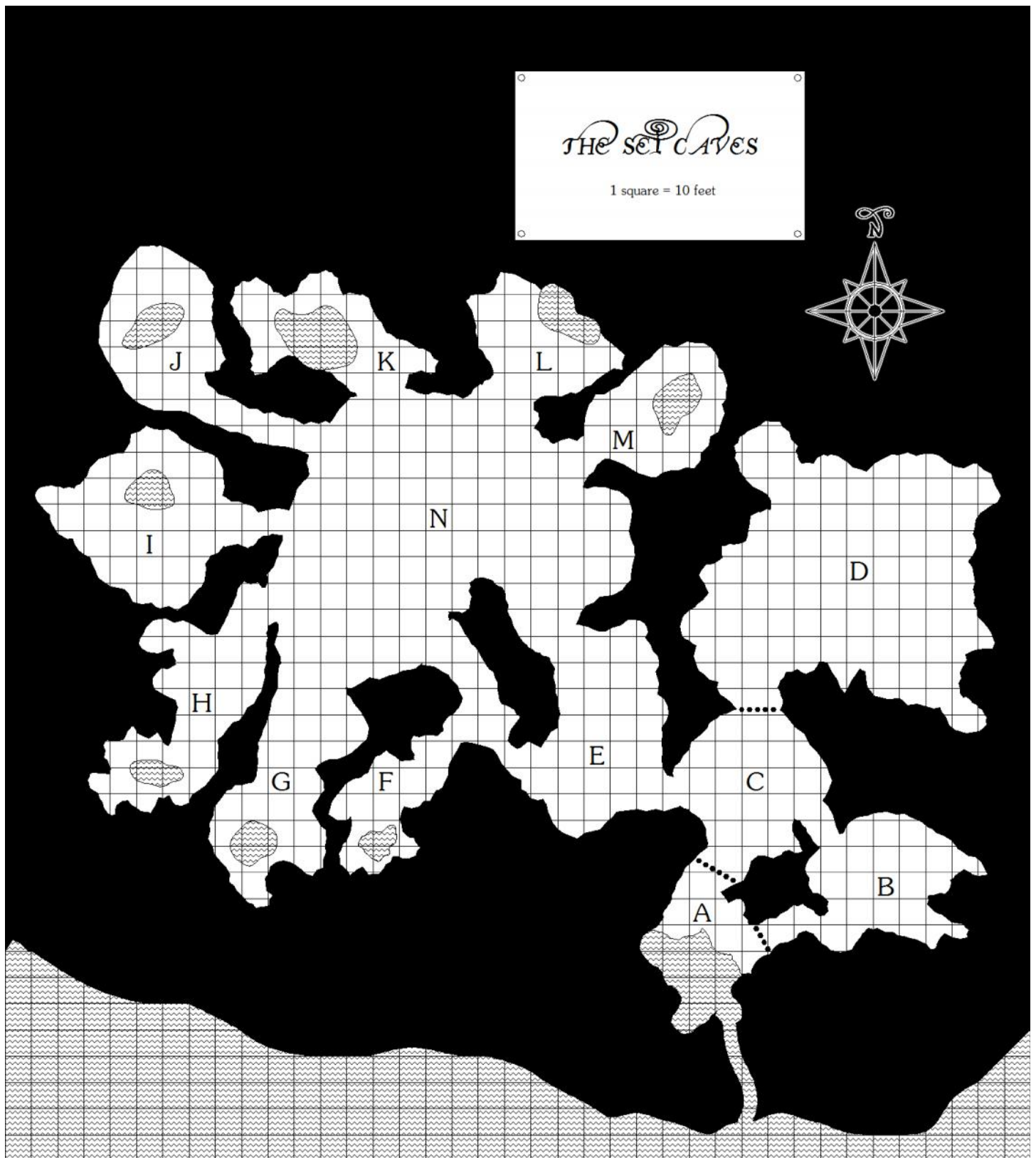
Kya (Chief) Nolaiyo (no-lie-yoh); AC 6; MV 12"/18";  
F8; hp 65; #AT 3/2; D 2d4+2; AL TN; unarmored and  
broadsword

Psionics: 131/131, 262; ADE/FGHI ; Empathy,  
Domination, Invisibility, Hypnosis; Telepathic  
Projection, Mass Domination.

Sukorre (Suh-CORE-ray); AC 6; MV 12"/18"; C7; hp  
55; #AT 1; D Special; AL LN; unarmored and net

Psionics: 123/123, 246; ADE/FGI; Domination,  
Empathy, Hypnosis, Mind Over Body,  
Clairvoyance; Telepathic Projection.

Spells: Curse x2, Command, Cure Light Wounds  
x2, Sanctuary, Chant, Hold Person x2, Know  
Alignment, Silence 15' Radius, Blindness, Dispel  
Magic, Water Walk, Sticks to Snakes.



Then they'll use blowguns to hit those still standing with anemone poison, which will knock them out in 2 rounds. (Save vs. poison at -2, no abnormal resistance for dwarves, Halflings, or gnomes) The second round all statistics will drop to half their normal value. No above water dweller has a

resistance to this, as it is not sleep based, but instead a metabolic poison that stuns the brain for 2d4 turns. Purris will target any former crew of the *Nantucket* first, then any obvious spell casters, then fighters. She will then fire another volley of blowgun needles, resulting with hits in a save at -4



vs. the poison. (Only a neutralize poison or a magical anti-venom potion will combat this progressive drop in saves) Her last resort is melee. Remember too that any hands will have already succumbed to mass domination, and will go to sleep per her suggestion.

The main goal for the party is to locate the cave complex. They have several ways to do this, but the easiest is through smoke. The area where the complex lies ends in a cliff with a forty-five foot drop to the sea, and the cook fire in the caves is venting smoke through a group of small holes in this rocky area. This should alert the players that something is going on there.

The island has few wandering monsters. Each hour roll a D20, and on a 1 a wandering monster shows up from the table below.

#### Wandering Monster Table for Sand Island

d6	Encounter
1	3 giant centipedes
2	2 giant crabs
3	Giant Eagle (From the Tower of Terror)
4	Giant Scorpion
5	Brown Snake
6	Spectre (from the abandoned town)

#### Key to Sand Island areas

A: Lighthouse

B: Abandoned village

C: Sand Harbor

D: Tailfin Harbor

E: Cave complex (Not the right one)

F: Cave complex (Si clan tribal home)

G: Sheep meadow

## The Sei Clan's Cave Complex

The Sei Clan lives in an underground cave complex off the coast of Sand Island. A method of breathing water is required for this adventure unless the party is captured either by a raid on the *Luminous Pearl* or

through an encounter with the Sei sirens. Let the party work this out on their own instead of providing an option, as there are a lot of possible options for the players to survive underwater.

## Key to the Sei Cave Complex

### A: Entrance Chamber

This chamber has a white sand beach that slopes down to the waterline. A series of small holes in the ceiling provide air to the caves, but the only entrance is through the narrow tunnel leading to this place.

The beach is littered with broken chests, crushed barrels, and other debris from shipwrecks. There are two exits from it, covered by bent and tattered bronze gates somehow bolted in place.

DM: The gates are secured using bolts in three places and have heavy padlocks holding them closed. The padlocks aren't difficult to pick, but due to their condition it will take 2d4 rounds to get the mechanism to work.

There is nothing of any value in the debris. The wood in this material serves to fuel cook fires.

### B: Storage Chamber

This room is packed with all kinds of things ranging from rope, pulleys, food barrels, and folded sails in somewhat water damaged shape to chests and boxes of cargo, furniture, and a large mirror of ornate design with several pieces of the decorative work removed or lost. There are also bags of coins lying around, some broken open. Things look like they're stacked in here beyond the normal capacity of the room, as some of the stuff is in well-ordered arrangements, while other stuff is piled haphazard around it.

DM: There are 4,533 gold pieces in here, along with 153,226 silver pieces and well over a half a million copper pieces in various nations. There are ten gems of 10,000gp value, 23 of 1,000gp value, 53 of 500gp value, 122 of 100gp value, 225 of 25gp value, and around 426 of 10gp value. Artworks account for 1500gp, while miscellaneous cargo and other items are worth around 5,000gp. Three things detect as



magical -- a +2 mace of defense, (as per the defender swords) a shield +1, and the mirror, which is a mirror of soul possession. (see Pegasus magazine issue 9, p71, or create it yourself) The Sirens know this, and will warn the party not to touch it if one of the tribe is present.

### C: Guard Chamber

If the Party snuck in: This chamber has two sirens standing guard and armed with tridents and swords. There is a gate to another room, also bronze, though only tied, and behind the gate are the sounds of many men grumbling, groaning, and a few talking or singing to pass the time. If the guards detect the party one of the guards will sound an alarm by blowing a conch shell while the other one moves to confront the party.

If the party is brought in by Purris' hunting party: This chamber has two sirens standing guard and armed with tridents and swords. There is a gate to another room, also bronze, though only tied, and behind the gate are the sounds of many men grumbling, groaning, and a few talking or singing to pass the time. You're being taken into the room behind the gate. Neither guard moves to assist you or even acknowledge your presence.

If the entire raiding party was involved in the capture of the Luminous Pearl:

This chamber is empty. There is a gate to another room, also bronze, that is well secured. The sirens who captured you are taking you to the room behind the gate.

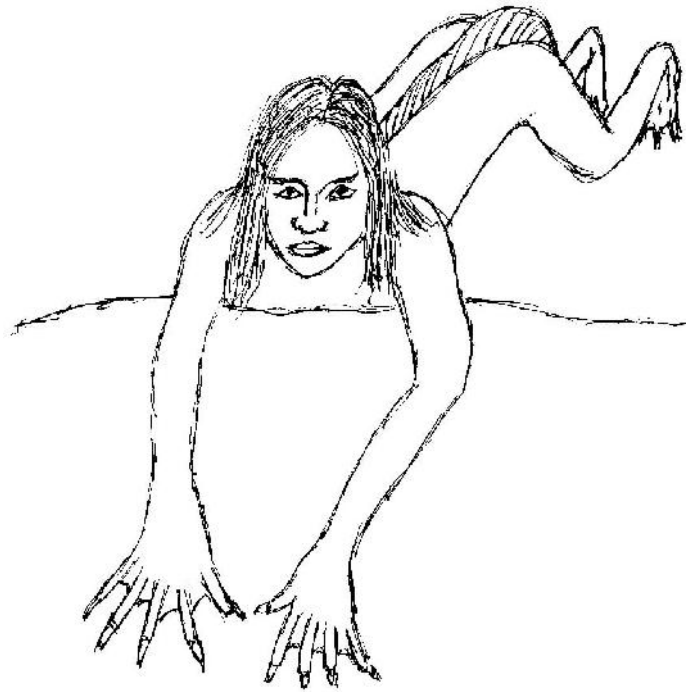
DM: These two guards are Natran and Nykra. Nykra will blow the alarm.

Natran (Nah-tran); AC 6; MV 12"/18"; F4; hp 33; #AT 1; D 2d4; AL TN; unarmored and broadsword

Psionics: 109/109, 218; AD/FGHI; Empathy, Domination, Mind Over Body; Mass Domination

Nykra (nick-rah) \*; AC 6; MV 12"/18"; F4; hp 30; #AT 1; D 1d6+1; AL TN; unarmored and falchion

Psionics: 113/113, 226; AD/FGI; Invisibility, Domination, Empathy, Detection of Good or Evil; Mass Domination



### D: Main storage area

If the party sneaks in or is brought by the siren hunting party: This room looks like it was a large storage room, but space has been cleared to make room for a lot of prisoners. Most of them are sleeping or seem listless, while a few are talking, a couple are singing, and a group in one corner is playing a word game. There are still a lot of boxes, chests, barrels, and crates stacked high in here, some of them tottering as they're bumped. The men near them look nervous when they move at all. One guard is in the room, watching the bound men but ignoring any words directed at her.

If the party was taken with the crew of the *Luminous Pearl*: This room looks like it was a large storage room, but space has been cleared to make room for a lot of prisoners. All of them are sleeping or seem listless and out of touch with their surroundings -- they're probably drugged. There are still a lot of boxes, chests, barrels, and crates stacked high in here, some of them looking unstable and ready to fall.



DM: There are 125 prisoners in this room – 24 from the *Love of Valeria* and *Bride of Utu*, 23 from the *First Virtue*, and 27 from the *Queen of the May* and *Morning Sister IV*. There are five captains, mages, clerics, first mates, boatswains, quartermasters, cooks, and carpenters each, with two minstrels and a steward. The rest are crew. If the party was taken in a raid on the Luminous Pearl all sailors in the room are drugged and there is no siren guard in the room, otherwise see below.

The prisoners are currently housed where the Sirens normally store things. As a result, the place is very cluttered. This is wearing on their minds. The prisoners are bound hand and foot and have to be fed. The warriors are very careful with them. Many of the most violent prisoners are kept drugged with anemone venom – they are sailors after all. Paul Comstock is not drugged. The metal gate is very secure, and escape unaided is impossible. In a fight, the Sailors will be useless – they're too weak and malnourished to be of any aid.

There are exceptions to this – the healers are in decent shape, and can cast spells if they can manage to get their hands free. Several of the sailors (3d4) have skill with ropes, especially getting out of them, and are actually not tied completely. They'll have to untie their feet, but they can act. Of the captains Paul Comstock is the only one not drugged, and he has managed to wear through his ropes by rubbing them on a rock outcropping behind him. He's waiting for a good chance to act.

Most of the containers here are filled with cargo, but there is one box near the door that is full of medical supplies.

The current guard is Ohna. She's been on duty for a long time, and she's not as sharp as normal. In about an hour she'll be relieved by Lotral.

Ohna (Oh-nah) \*; AC 6; MV 12"/18"; F3; hp 22; #AT 1; D 1d6+1; AL TN; unarmored and falchion

Psionics: 107/107, 214; AD/FGHI ; Domination, Empathy; Telepathic Projection.

The ship's crews are as follows. Use the generic hands from the Luminous Pearl for hands on the crew.

## Love of Valeria

Paul Comstock; AC 8; MV 12"; Ma7; hp 79; #AT 3/2; D 1d6+1; AL CG; mariner's leather armor and saber

Karlind the Windmaster; AC 10; MV 12"; MU6; hp 29; #AT 1; D 1d6; AL CN; unarmored and quarterstaff

Spells: Feather Fall, Strength, Spider Climb x2; Bind, Levitate, Gust of Wind x2.

Lindalin Piouscarskin; AC 8; MV 12"; C5; hp 38; #AT 1; D 1d6+1; AL CG; mariner's leather armor and mace

Spells: Cure Light Wounds x3, Light, Sanctuary, Hold Person, x3, Slow Poison x2, Cure Disease.

## Morning Sister IV

Captain Hamdo Stavebinder; AC 8; MV 12"; Ma7; hp 71; #AT 3/2; D 1d6; AL LN; mariner's leather armor and cutlass

Fellarital Skymaker; AC 9; MV 12"; MU5; hp 14; #AT 1; D 1d4; AL CG; unarmored and dagger

Spells: Feather Fall, Magic Missile, Spider Climb x2, Bind x2, Gust of Wind.

Polelel el Nadim; AC 8; MV 12"; C5; hp 42; #AT 1; D 1d6; AL NG; mariner's leather armor and club

Spells: Cure Light Wounds, x4; Sanctuary, Hold Person, Slow Poison x2, Cure Disease.

## Bride of Utu

Captain Enden Briarfield; AC 6; MV 12"; Ma7; hp 61; #AT 3/2; D 2d4; AL NG; mariner's leather armor and broadsword

Darr the Surehanded; AC 8; MV 12"; MU5; hp 16; #AT 1; D 1d6; AL LN; unarmored and quarterstaff

Spells: Feather Fall, x2; Spider Climb x2, Bind x2, Gust of Wind.

Argie Cooper; AC 8; MV 12"; C6; hp 30; #AT 1; D 1d6; AL CG; mariner's leather armor and club

Spells: Bless, Cure Light Wounds x3; Sanctuary, Dust Devil x2; Hold Person, Slow Poison x2, Create Food and Water, Cure Blindness, Cure Disease.

## Queen of the May

Captain Nelafin Verduni; AC 7; MV 12"; Ma7; hp 58; #AT 3/2; D 1d8; AL CG; mariner's leather armor and long sword

Karlyn Forsettilin the shining; AC 8; MV 12"; MU6; hp 20; #AT 1; D 1d4; AL NG; unarmored and dagger

Spells: Feather Fall, Jump, Spider Climb, Tenser's Floating Disc, Bind x2, Gust of Wind x2.

Norlaval Forsettilin; AC 8; MV 12"; C6; hp 39; #AT 1; D 1d6+1; AL CG; mariner's leather armor and mace

Spells: Cure Light Wounds x5, Dust Devil, Resist Fire, Slow Poison x3, Cure Disease x2.

## First Virtue

Captain Luis Polarski; AC 8; MV 12"; Ma7; hp 52; #AT 3/2; D 1d6+1; AL LN; mariner's leather armor and saber

Benton the Sly; AC 10; MV 12"; MU6; hp 18; #AT 1; D 1d6; AL NE; unarmored and quarterstaff

Spells: Feather Fall, Magic Missile, x2; Spider Climb, Bind, Levitate, Gust of Wind x2.

Kveldulf Ulricsson; AC 8; MV 12"; C6; hp 36; #AT 1; D 3-6; AL CG; mariner's leather armor and hammer

Spells: Cure Light Wounds x2; Endure Cold/Endure Heat, Light, Resist Cold, Hold Person, Resist Fire, Slow Poison, Spiritual Hammer, Cure Disease, Remove Curse.

## Generic ship's officer and job profiles

Generic Ship's First Officer/Navigator; AC 8; MV 12"; Ma6; hp 53; #AT 1; D 2d4; AL LN; mariner's leather armor and broadsword

Generic Ship's Boatswain; AC 8; MV 12"; Ma5; hp 41; #AT 1; D 1d6; AL LN; mariner's leather armor and cutlass

Generic Ship's Quartermaster; AC 8; MV 12"; Ma5; hp 45; #AT 1; D 1d6; AL LN; mariner's leather armor and cutlass

Generic Ship's Cook; AC 10; MV 12"; Ma3; hp 26; #AT 1; D 1d3; AL LN; mariner's leather armor and knife

Generic Ship's Carpenter; AC 8; MV 12"; Ma3; hp 28; #AT 1; D 1d4+1; AL LN; mariner's leather armor and hammer

Generic Ship's Steward; AC 10; MV 12"; Ma4; hp 31; #AT 1; D 1d6; AL LN; mariner's leather armor and cutlass

Generic Ship's Bard; AC 8; MV 12"; Mi5; hp 30; #AT 1; D 1d8; AL LN; mariner's leather armor and long sword

Druid Spells: Charm Person or Mammal. MU Spells: Friends, Sleep, Fear. Illusionist Spells: Fascinate, Phantasmal Force.

## E: Storage Passageway

This wide tunnel has all manner of boxes, barrels, and crates lining it in a haphazard fashion.

DM: Very haphazard – a character could manage to pull some of them down and create a blockage that will stop the Sirens from catching him or her for 2d4 rounds as they clear the items out of the way. It's obvious that this is more stuff being stored in a place not used for storage under normal circumstances.

## F: Chamber of Purris

This room is almost empty – there's a shallow pool of water fed by small cracks in the floor where a siren could sleep, along with a small chest filled with the typical garment worn by siren females. There is also a pair of javelins, a large trident, a quiver with six short stabbing spears, and a bronze long sword. On a short end table sits a row of sea urchin spines with something grey dipped on the tips. The only other thing in the room is a lamp.

DM: There is nothing of real value in the room, though some might find value in the blowgun needles on the table. The poison on them will last for 2 weeks, losing one point of strength every two days, so in two days a target will save at -1, while after two weeks they'll save at +4, after which the poison will go inert.

## G: Chamber of Lotral, Kharta, Ritrin, and Ghar

The sleeping pool in this room is wider and a bit deeper than the one in room F. The room also has a pair of chests and both a small and large wooden





box, along with a table. The chests contain clothes of the typical siren type, and along a wall are a glaive, two blowguns, a bronze broadsword in a scabbard on a woven kelp belt, and a belt of the same material fashioned into a bandolier that holds six bronze daggers. Attached to the wall is a lamp beside a bronze ring with several strands of fibrous undersea plants that form a weave, and a strip loom (also called an inkle loom) is sitting under the table. On the table are at least two score blowgun darts, an irregular fragment of glass used as a mirror, and a soiled cloth with baby burp stains on it.

DM: See room F for notes on the blowgun needles. There is nothing else of any real value in this room.

### **H: Chamber of Nykra, Natran, Jenda and Zel**

This chamber has the usual sleeping pool, a table, and four chests, one of which is tiny. Two tridents, a melee net, bronze broad sword and falchion, two dagger bandoliers, and three blowguns with easily four score needles drying on the table are the armaments in this room. The chests contain typical siren clothes except for the small one, which contains cloths of the type woven from undersea fibrous plants. A bronze harp sits under the table – it has one broken string. Also on the table are a lamp and a short bow with a broken string. (A woven plant fiber string is next to it, indicating that someone is trying to repair it)

DM: See room F for the blowgun needles. Nothing else here is of value.

### **I: Shaman's Quarters**

This room is a chamber with a table and a shallow pool. On the table sits a lamp, a brazier, and some loose incense. This is the only room with any paper items in it, and on a sheet of parchment is the list, in an angular hand, of the crew of the *Nantucket*.

DM: Sukorre lives here and performs worshipful activities for the clan. There is nothing of value in this room, but Sukorre wears a gold bracelet worth 500gp – it has aquamarines and sapphires inlaid in it in the shape of sei whales.

### **J: Chamber of Kya Nolaiyo**

This chamber has only a sleeping pool and a single chest in it. A lamp hangs on the wall. In the chest are loincloths, a few decorative shells, and carved wooden figurines of sea creatures. A broadsword and a trident sit next to the chest – both are dusty.

DM: The sword is a +2 sword of free action – underwater it acts as if it were being used in open air. There is nothing else of value here. The carvings are from wrecked ship wood, and were carved by one of Nolaiyo's deceased mates.

### **K: Chamber of Ohna, Nota, Ventrah, and Fah**

This is the most cluttered sleeping chamber of the sirens, with two tables, a lot of weapons, and five chests. It's a smaller chamber, mostly taken up by the sleeping pool, but the occupants have managed to fill it well. The chests have typical garments for sirens except for the small one, which has a few poncho shaped clothes for Fah. The extra chest is locked, and it's apparent to any thief that someone has been trying to pick it. The tables are cluttered with items, including some stone tablets, and this is the only sleeping chamber lit by a glow globe.

Along the long wall opposite the sleeping pool stand two tridents, a glaive, two falchion swords, three blowguns, a hand axe, and two bandoliers with six daggers each on them. Two score blowgun needles are drying on one of the tables under a sheet of glass salvaged from some wreck. (So Fah, who is at that age of putting everything in the mouth won't get to them)

DM: The chest is from a recently sunken ship, and Nota is trying to pick it, but his lock picking skills leave a lot to be desired. The blowgun needles are just like those in room F.

### **L: Chamber of Lanrea and Ahlnoa**

This sleeping chamber has the common sleeping pool along with three chests and a table. The room is lit by a lamp, and on the table are an assortment of beads on necklaces of unusual patterns. Under the table sits a bronze harp with nine gut strings.

DM: This room has nothing of value. The necklaces are memory aids for remembering tales. There are some duplicates, as Lanrea is making a set for Nota.

### **M: Chamber of Khetti and Fohlar**

Besides the ever-present sleeping pool this chamber holds two chests filled with typical siren clothes, two chests filled with herbs and medical supplies, a heavy bag with stoneworker tools, and a table with a lamp, mirror, and several pieces of jewelry partially finished. Anyone with jeweler skills can tell the workmanship is excellent, and when finished they will fetch a high price.

DM: The jewelry consists of a gold bracelet with inset coral inlay surrounding a green sapphire, a ring of silver with a single large black pear, and a silver headpiece with twists of gold and coral, larimar, and jade beads. When finished they'll be worth 400gp, 350gp, and 225gp respectively, but at least five hours work is required to complete each.

### **N: Main Living Area**

This larger chamber is the main living area of the clan. It has the look of a utilitarian space designed to enhance workflow that someone decided to use as a storage area, so work tables that look like they were set up to speed tasks from one to the next are now blocked with chests, boxes, barrels, crates, folded sail cloth, rope, and pieces of furniture that do nothing but get in the way.

This room is also full of sirens at work. Their prisoners require a lot of food, so most of the sirens in this room are busy preparing it, though some others are tending to children or doing other things.

Near a table used for cleaning fish is a cook fire where fish are cooking as would be expected, while another cook fire near some bins holds a large cauldron where some sort of vegetable stew is simmering. A third fire near hanging carcasses of sea cows and other larger sea creatures seems to be there to cook steaks and smoke meat. There are tables all around, and in a corner are stacks of woven mats. Some sirens in this room are sitting on some of them as they work. The room is full of the sound of song, while one of the sirens is playing on a sort of xylophone made of metal taken from a

wreck. The siren playing this also has several ship's bells hanging around her. Smoke escapes through a small number of holes high up in the ceiling 30 feet up. The cavern is lit by salvaged glow globes and a few lanterns.

DM: This is where most of the siren tribe is. If the party faced the larger group and was captured, Purris and her team will be here, otherwise they're out hunting. Clan members in this room include:

Lanrea (Lan-ray-ah) \*; AC 22; MV 12"/18"; S7; hp 22; #AT 1; D 1d6; AL TN, unarmored and spear

Psionics: 107/107, 214; ADE/FGHIJ; Empathy, Domination, Sensitivity to Psychic Impressions, Animal Telepathy; Mass Domination, Telepathic Projection

Areas of Knowledge:

- Siren history (55%)
- Cetaceans (40%)
- Aquatic plants (30%)
- Whaling (20%)
- Phatenite Naval Records (10%)

Clan Healer

Khetti (ket-tee) \*; AC 6; MV 12"/18"; C5; hp 28; #AT 1; D 1d6+1; AL CG; unarmored and mace

Psionics: 127/127, 254; ADE/FGHI ; Domination, Animal Telepathy, Empathy, Invisibility, ESP; Mass Domination

Spells: Cure Light Wounds x5, Detect Life, Slow Poison x2 Speak With Animals x2, Cure Disease, Remove Curse.

Ahlnoa (Ahl-no-ah), AC 6; MV 12"/18"; Non 0; hp 9; #AT 1; D None; AL TN; unarmored and none

Clan Elder

Jenda (Jen-da) \*; AC 6; MV 12"/18"; Non0; hp 6; #AT 1; D None; AL TN; Unarmored and None

Nota (no-tah); AC 13; MV 12"/18"; S4; hp 13; #AT 1; D 1d6; AL TN, Unarmored and short sword

Psionics: 110/110, 220; ABDE/FGHI ; Clairvoyance, Empathy, Detection of Magic; Telepathic Projection



### Areas of Knowledge:

- Siren History (40%)
- Cetaceans (25%)
- Aquatic Plants (15%)

### Apprentice Talespinner

Kharta (kar-tah; \*, AC 6; MV 12"/18"; Non0; hp 6; #AT 1; D None; AL CN; unarmored and none

Fohlar (fo-lar); AC 6; MV 12"/18"; Non0; hp 8; #AT 1; D None; AL LN; unarmored and none

### Clan Stonemason and Jeweler

Ritrin (ree-trin)\*; AC 6; MV 12"/18"; Non0; hp 7; #AT 1; D None; AL TN; unarmored and none

### Clan Weaver

Fah; AC 6; MV 12"/18"; Non0; hp 5; #AT 1; D None; AL TN; unarmored and none

Zel; AC 6; MV 12"/18"; Non0; hp 2; #AT 1; D None; AL TN; unarmored and none

Ghar; AC 6; MV 12"/18"; Non0; hp 3; #AT 1; D None; AL TN; unarmored and none

In the chests are 25,000 gp in coin, gems and jewelry. There are crates of crossbows and quarrels, chests of swords, several suits of Mariner's Leather Armor, a barrel full of shields, and many sea chests of personal items. In one is a **Broadsword +2**, while another has a set of **Magical Thieves Tools** that give an additional 5% on all picking attempts. There is also a suit of **Elven Chain Mail +1** in another chest by a **Short Sword +1**. In a barrel by the fish cleaning table are 30 **Glow Globes**. It will take 10d4 turns to search everything in here, and of course the sirens won't tolerate it.

## Words of a Talespinner

Listen carefully, for words are precious for one of my years.

For uncounted tides we have traveled with the Sei. We tended them, spoke with them, and honored them. Their strength and wisdom provided spirit for our clan. We considered ourselves lucky – much luckier, in fact, than the five Warrior Clans. Our beloved Sei were too fast to be hunted by the humans. Only the Sperm, Humpback, Right, Bowhead, and Gray clans were targets of the humans and their boats of destruction. We felt for them, but we did not share their pain, so the horror of it all did not touch our lives.

All of that changed recently, as humans, in their vile terror, created magics that increased the range and power of harpoons. This put the faster whales, including our great Sei, at risk from the boats of murder. Suddenly our elder family was no longer safe. Word moved through the clans of the Sei of this new evil, so we had to adopt diligence and the methods of the five warrior clans to protect our family. We spent much time in training and practice, even though we prefer a peaceful existence with all creatures.

Fifteen seasons ago a ship called the *Nantucket* came and slaughtered our elder Brother. We thought it impossible, but it came to pass that our oldest voice was silenced. His great speed and strength did not save him from the base attack and murder at the hands of the vile men on that horrible vessel, and they quickly cut him up and carted him off while we watched, helpless to stop them. At first, we were shocked. The silence where his voice had been left us stunned and confused. Then, we swore revenge.

Our revenge has taken much time, but now grows to a close. We tracked all of the humans on the ship, and have captured all of the still living. Tomorrow we go to turn the men over to the Orca clan so that they can be torn in the sea by the great Orca Elder Brothers. We do not take this action lightly. We do not want to murder, and we know that this action will not bring the Elder Brother's voice back, but we must balance the tides of justice.

We feel great sorrow that this must happen, but we know our sorrow is still greater. For no matter how much we do to balance the tides, the Elder Brother's voice rings in the oceans no more, and the silence is a constant pain to us all.



## Conclusion

If the party kills the clan then they can free the prisoners. They can also claim all of the sirens' treasure. Other sirens will figure out what happened, and reports from sea creatures will let the sirens know who was responsible. Within six months the *Luminous Pearl* or what other ship they travelled on is lost, and soon after the *First Virtue* and the rest of the ships are destroyed at sea. Siren activity will escalate and ships will have more problems with whale attacks. If they don't kill all of the clan, especially the shaman, then the party will also have to face a whale attack on their way home.

If the party explains that killing or disposing of them all will result in more problems for the sirens then the sirens will resolve themselves to this and move to another place. Shark activity will increase around the island to normal levels in the chain.

If a party member manages to impress Purris then she may accompany them. This is the optimum option, as her testimony will end Phatenite whaling under crown sanction. She will insist that those who were aboard the *Nantucket* be punished – she'll want them dead, but she'll settle for long term incarceration. This result is the best one for Phaten, but the party will have to face those who profited from whaling, and some of them will simply put out a contract on the party's heads.

The party will be paid for whatever they accomplished, no questions asked. If a wand of

water breathing was loaned, the king will expect it returned, and he'll also want any **Landlubber Earcuffs** returned as well. If the party asks, and they have the knowhow to pilot a ship, he will give them the use of the *First Virtue* after the crew has cleaned all of their possessions from it. (The ones leaving it – many will be grateful for their rescue and will offer to remain as crew) If the party manages to return with any of the sirens and the siren or sirens they bring back are willing to negotiate he will also name them to be ambassadors for Phaten. This brings the benefits of working under royal sanction. He will grant this only to characters of good alignment or who can imitate a good character. This is the first step to royal elevation to one of the Phatenite orders, an honor which conveys a title and major influence.

**DM Note:** There is a lot of loot in this adventure, including a large amount of coins, gems, and other valuables. Use careful monitoring of encumbrance if the party kills all the sirens, and consider that such a large amount of coin and gems is going to attract pilfering among the crew, plus general piracy and robbery. Also, a substantial part of the money belongs to the crown of Phaten as it was taken off of royal ships, and the crown may tax what the party keeps. The party should get a decent amount of treasure, but not enough to become rich after all is said and done.

## Appendix A: What Sages Know About Sirens

Each entry in this section is ordered in how it will be delivered, dependent on the money paid for the information. Read this section carefully so you're clear on exactly how it's set up. Each section indicates the cost for that section, not a progression, so calculate how much information the party is entitled to dependent on how much they spend. None of this is difficult material to research, and Nelwin Hoopbinder has it all in memory, though he

will make a show of "looking it up" to impress his customers.

- |      |  |
|------|--|
| Free | This looks like siren work. This is either a siren short spear, sort of a close in work style of javelin, or someone is trying to imitate one. |
| 2sp  | Sirens look like humans or Merfolk in their land form. Their skin is like dolphin skin,  |





- gray, hard, and leathery. They can breathe through their mouth or through secondary nostrils behind their ears. They also have gills, but they can't stay under very long. Sirens are amphibians. They prefer to spend time in the water, but they are capable of living on land in climates with decent humidity or better. Siren skin can dry out in the desert if they don't keep it moist. Sirens do not tan or sunburn. A siren's blush is much more subtle than that of a human.
- 5sp Sirens are always good looking and in excellent physical shape. You'll never see a fat siren. They live on a mixture of fish and plant life, and can eat most things humans eat. The average siren will eat 6-8 small meals a day. Some simply munch all day.
- 10sp Sirens have a thing about dolphins and whales. They speak their languages and spend a lot of time with them. They think of the whales as great elders, calling them the Older Brothers and Sisters, while the dolphins are treated less formally, like friends. Sirens dislike sharks, but are not particularly concerned about them. Not much in the sea can harm a well-armed Siren.
- 15sp Sirens live in clans named after different types of whales. Different clans have different mind sets. The Blue Clan is a very old, very conservative clan that does things very slowly. In contrast, the Grey Clan has produced the classically known Sirens that lure sailors to their doom, and the Orca Clan regularly sends raiding parties inland to kill whalers.
- 1gp Sirens have warriors, leaders, elders, healers, shamans, and talespinners in their clans. Warriors defend the clan, while leaders lead it under the advice of the elders. Shamans lead their religious rites and communicate with the whales. The Shaman of the clan spends a lot of time talking with the whales, in fact. Talespinners in the clan keep the clan's history.
- 30sp Siren names are made up of single syllable elements. Infants have no names – mortality is too high to name infants. When they learn to speak, they are given a name. These are gender neutral. When the child chooses a gender role at their rite of passage, they are given another syllable. Females always have their first syllable accented; males have the second one accented. If the person takes a leadership role in the clan a third syllable is added. It is never accented. "Ah" means elder, "Ray" means priest, "Lan" means tale spinner, which are their bards and lore keepers, and "Yo" means Leader. The word Kya kigh-yah -- kigh rhymes with high is reserved for the head leader.
- 2gp Sirens hate Humans and orcs because they hunt whales. In fact, Sirens consider most humans to be an enemy that should be wiped off the face of the earth as soon as all of the orcs are dead. They really hate orcs.
- 3gp Gender is a complex issue with Sirens. Like many primitive cultures, gender is not strictly tied to biology to the Siren. Cross gendered Sirens are treated as the gender of their preference. Sirens are in mated triads of 2 female identified and one male identified members. At least one of the 3 must be a different gender from the other two. Yes, Sirens are bisexual.
- 4gp See this grey sheen to the blade of this spear? I'm glad none of you nicked yourself with it, as it's a strong sleep poison, good for about two weeks. It's from an anemone that lives off the coast of Montberg and throughout the Archipelago of Kraat.
- 5gp Sirens can also talk to the minds of the whales and dolphins. All Warriors, the Shaman, and the Talespinner are trained in skills of the mind. Since Sirens are masters of the mind, they can usually misdirect any foes.

## Appendix B: Glossary of Shipboard Terms

**Abaft:** To the rear of or in the direction of the stern (rear) of the ship.

**Aft:** At, near, or toward the stern (rear) of a vessel; opposite of forward.

**After House:** The name given to a square or rectangular cabin built on deck near the middle of a ship. It was used as a place to get out of the weather or as a privy.

**Aloft:** Above the deck in the rigging.

**Amidships:** In the middle of the ship.

**Avast!:** Stop that!

**Bell:** The ship's bell was used for ringing the time, announcing the number of people needed to attend an important person on board as they came aboard the ship, to signal the ship's presence in rough weather, (especially fog) and as a baptismal font. The time was marked per watch, in thirty minute increments, so "eight bells" meant the end of a particular watch. "Eight Bells" is also a code phrase for being finished with a watch, and also was used to mean someone was done for good, so a sailor who died or swore off sea voyages for whatever reason was said to be "eight bells."

**Binnacle:** The station on the deck where maps and other things needed to ascertain the ship's location and direction are held. There is often a lantern present, along with a compass, and other items like sounding line and an astrolabe are sometimes also present. In later periods sextants might be stored here as well.

**Boatswain:** pronounced "Bo sun," this is the person responsible for the crew above decks under authority of the captain of the vessel.

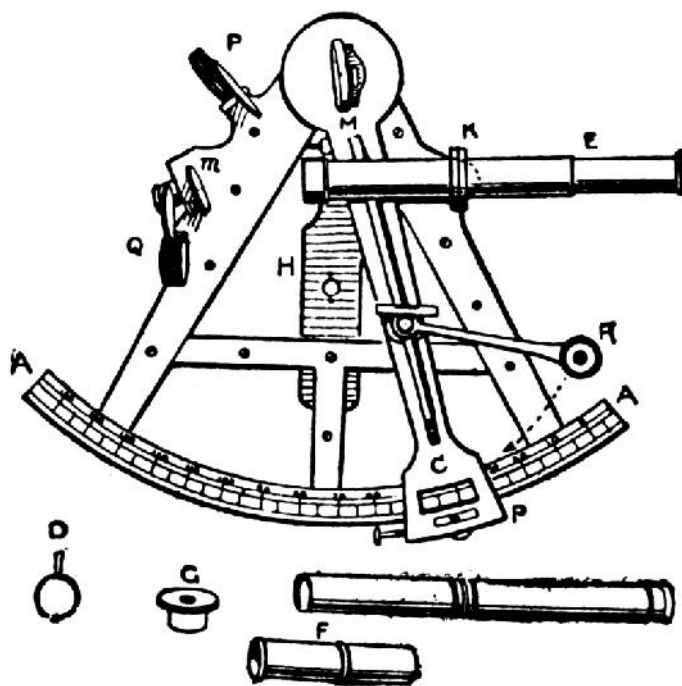
**Boom:** A sturdy pole, attached to the foot (bottom) of a fore-and-aft sail (see below), used for spreading and maneuvering the sail.

**Bow:** (Pronounced as in "take a bow") The front end of a boat or ship.

**Braces:** Ropes to move the yards in a horizontal plane.

**Caravel:** A smaller ship but not too small, usually used for mercantile or exploration purposes but also seen sometimes in warfare.

**Crow's Nest:** Originally a barrel lashed at the top-gallant mast (the highest section of the mainmast) where a crew member was stationed to look for things of interest like other ships, (especially those of enemy powers) whales or ice.



**Decks:** The "floors" of a ship.

**Fathom:** Two yards in length, (slightly less than two meters) used most often to measure depth. Sounding lines are marked in fathoms.

**Figurehead:** A carved decoration on the bow (front) of the ship.

**Forward:** Opposite of aft; front section of vessel.

**Fore:** Indicates part of the hull, rigging, or equipment located at, near, or toward the forward end of a ship.

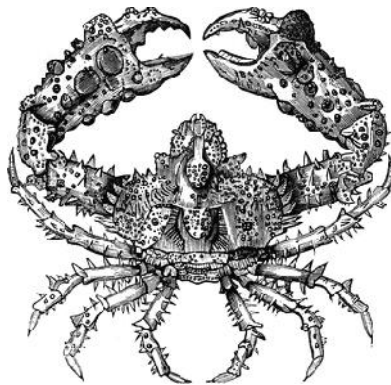
**Fore-and-aft-rigged:** A method of hanging sails on vertical masts at fore (forward) and aft (rear) so that



they hang parallel with the keel of the ship (instead of hanging horizontally across the deck, as square-rigged sails do). Fore-and-aft-rigged ships were popular with owners because they required smaller crews than square-rigged ships, and they can run closer to the wind, making it easier to sail upwind, though they lose speed when sailing downwind unless a large sail like a Spinnaker is deployed. (Spinnakers are unstable sails, so they tend to require more crew, negating the crew advantage of fore and aft rigging)

**Gam:** An exchange of visits at sea by the crews of two or more ships. The gamming chair was used to transport individuals from one ship to another.

**Hands:** Workers. There are Deck Hands, Cargo Hands, Rigging Hands, Galley Hands, and several others, though in general use such terms on smaller in period ships are just paper terms, as everyone participates in running and trimming the ship. "All Hands on Deck" is a cry indicating that everyone is needed on the main deck for some meeting or task.



**Keel:** A long structural timber running along the outside of the bottom of a ship from front to back - "from stem (another nautical term for front) to stern" (back or rear).

**League:** A measurement of depth or distance, equaling about 4 kilometers. (2.22 miles) Also the distance one person can comfortably walk in a single day on land.

**Landlubbers:** Land dwellers or new seamen. An insult.

**Leeward:** Pronounced "loo' ard." The side away from the prevailing wind.

**Mast:** An upright pole for supporting sails and ropes. A mast may be a single pole or number of poles in consecutive extension, one on top of the

other. Each mast has a name determined by its height, such as "lowermast" or "topmast," or its position, such as the "mainmast," which was usually the second mast from the front of a three-masted ship.

**Port:** The left side of a ship, as the steersman stands facing forward. In earlier times, called "larboard."

**Rig:** The distinctive arrangement of masts, rigging, and sails that indicates a type of vessel, such as a bark or schooner.

**Scuttlebutt:** A small water barrel placed on the deck of the ship. The Sailor's equivalent to the office water cooler, in that gossip was gotten at the same time as water.

**Spar:** A general term for a strong pole used in the rig of a ship. Depending on its position and use, a spar may be called a boom, gaff, mast, yard, etc.

**Spyglass:** A small telescope often used by the captain on the bridge.

**Square-rigged:** A ship on which some of the principal sails are square in shape and hang across the deck, rather than running with the keel (as in a fore-and-aft-rigged ship.) Square rigged ships have to tack rather often to sail upwind, but can gain much more speed when sailing downwind than fore and aft rigged ships. Square rigged vessels also require more crew to sail well.

**Starboard:** The right side of a ship, as the steersman stands facing forward.

**Stern:** The rear of a ship.

**Tack:** To sail a zigzag course, as nearly as possible into the wind, to reach one's destination. (A ship cannot sail directly into the wind.)

**Tonnage:** The carrying capacity of a ship (not its weight). Tonnage is a measure of displacement, reflecting the tons of sea water the ship displaces.

**Windward:** The side against which the wind is blowing.

**Yards:** Horizontal poles which cross the mast and support the sails on a square-rigged vessel. The ends are known as "yardarms."

## Appendix C: New Magic Items

### Glow Globe

Category: Non-violent Magic Item

XP Value: 20

Cost: 40gp

Description: These are almost ubiquitous in cultures with lots of magic users and clerics. A Glow Globe is a globe of milk glass blown by a glassblower, usually around 2.5 to 5 inches in diameter, though there are some that hang in large rooms of up to a foot in diameter. The globe is imbued with magic by the casting of a Continual Light spell, then set in a metal frame consisting of twelve thin strips each 1/24th of the circumference wide (reducing the output of light by 50%) and with an additional 12 bands to act as shutters as they move as a single unit on a pivot. There's a pair of pull cords to open the shutter or close it, and the width of the shutter can be set to determine the level of light in the room. Other designs exist, like shuttered globes mounted in a holder with a hemispherical shade over it, and large rooms can install these up high and then use a telekinesis-like system to vary the light level. (These of course cost more) There are even small versions sold to replace the lamp in a lantern and tiny ones fastened to the wick in oil lamps, which of course no longer need oil. The Clerical spell *Imbue with Spell Ability* means that clerics can also grant this spell to others, and many of the faiths make good money by having folks turn out these items to swell their coffers.

### Sword +2, Free Action

Category: Sword

XP Value: 1200

Cost: 5,000gp

Description: Combining the properties of a +2 sword and a Ring of Free action, this weapon does not impart free action to its wielder or possessor. However this weapon can function like a +2 weapon

with no penalty in any environment ranging from the void of outer space to the center of the earth – any environment is treated like a normal air based one, and no flows of fluids, whether it be wind, water, or even energy, will affect the weapon. This sword will also permeate magical barriers like the Shield and Globe of Invulnerability spells. In all other respects this weapon acts as a normal +2 sword, and is found using the normal chances per sword type.

### Landlubber's Ear Cuff

Category: Non-violent Magic Item

XP Value: 10

Cost: 30gp

Description: When worn on either ear this small piece of jewelry counters the effects on the inner ear of a moving and heaving ship. The wearer won't suffer seasickness, and can move normally on a sailing vessel at any condition up to a gale. The ear cuff also affects the motion sections of the brain governing walking, climbing, and running, so that the person wearing this item moves just like an experienced sailor on board the vessel. Wearing this item for two weeks while at sea on a normal sailing vessel will impart a permanent ability to move on board ship as an experienced sailor.

### Wand of Water Breathing

Category: Rods, Staves, & Wands

XP Value: 3,500

Cost: 25,000

Description: This wand is rather simple – point it at someone, say the command word, and it casts a water breathing spell (As per the Magic-User spell, q.v.) on the person. The wand casts at the 16th level of ability, and in all other respects it acts as the spell. The wand has up to 100 charges like most normal wands.



## Appendix D: Persons and Creatures

This appendix lists all NPCs mentioned in this adventure, in one easy to reference table. Note the following points:

\* after the name denotes a female character.

Stat block includes seven attributes (S-strength, I-intelligence, W-wisdom, D-dexterity, C-constitution, Ch-charisma, Co-comeliness).

Dmg Weapon damage includes any applicable strength bonuses.

AC Armor Class includes any applicable dexterity bonuses.

Hp Hit Points includes any applicable constitution bonuses.

Name	Align/ Race/ Class/ Level	Stat Block	Notes
Sir Vartiel of Prenn	LG Human, Cavalier L6	S 18/32; I 10; W 9; D 16; C 17; Ch 11; Co 12; AC -1; Mv 6"; hp 51; THAC0 15; #At 3/2; Dmg 2d4+2; broadsword; purse 4d3*10 gp.	Agent of the Crown
Bembo Longshanks	LN Halfling, Fighter L5	S 13; I 12; W 14; D 13; C 12; Ch 8; Co 12; AC 5; Mv 9"; hp 42; THAC0 16; #At 1; Dmg 1d6; short sword; purse 5d6 gp.	Sherriff
Guard 1	LN Human, Fighter L4	S 17; I 5; W 5; D 14; C 18; Ch 13; Co 17; AC 5; Mv 9"; hp 44; THAC0 17; #At 1; Dmg 2d4+1; broadsword; purse 4d20 sp.	Generic Guard
Guard 2	LN Human, Fighter L1	S 13; I 15; W 14; D 10; C 11; Ch 9; Co 9; AC 5; Mv 9"; hp 9; THAC0 20; #At 1; Dmg 2d4; broadsword; purse 4d20 sp.	Generic Guard
Guard 3	LN Human, Fighter L2	S 12; I 12; W 12; D 12; C 12; Ch 12; Co 12; AC 5; Mv 9"; hp 14; THAC0 20; #At 1; Dmg 1d8; long sword; purse 4d20 sp.	Generic Guard
Guard 4	LN Half Orc, Fighter L1	S 18/59; I 7; W 8; D 15; C 17; Ch 7; Co 6; AC 4; Mv 9"; hp 12; THAC0 19; #At 1; Dmg 1d6+3; club; purse 4d20 sp.	Generic Guard
Guard 5	LN Human, Fighter L1	S 15; I 11; W 10; D 14; C 14; Ch 8; Co 8; AC 5; Mv 9"; hp 8; THAC0 20; #At 1; Dmg 1d4+1; hammer; purse 4d20 sp.	Generic Guard
Guard 6	LN Human, Fighter L3	S 17; I 6; W 8; D 14; C 17; Ch 10; Co 10; AC 5; Mv 9"; hp 34; THAC0 17; #At 1; Dmg 2d4+1; broadsword; purse 4d20 sp.	Generic Guard
Guard 7	LN Half Elf, Fighter L2	S 16; I 11; W 10; D 16; C 11; Ch 8; Co 13; AC 3; Mv 9"; hp 16; THAC0 20; #At 1; Dmg 2d4; broadsword; purse 4d20 sp.	Generic Guard
Guard 8	LN dwarf, Fighter L1	S 18/96; I 11; W 10; D 11; C 17; Ch 5; Co 4; AC 5; Mv 9"; hp 13; THAC0 18; #At 1; Dmg 1d8+4; battle-axe; purse 4d20 sp.	Generic Guard
Nelwin Hoopbinder	NG Halfling, Sage L6	S 12; I 17; W 11; D 10; C 14; Ch 8; Co 9; AC 10; Mv 12"; hp 19; THAC0 19; #At 1; Dmg 1d6; short sword; purse 2d4 gp.	Sage
Harborea Hoopbinder *	NG Halfling, L0	S 8; I 16; W 15; D 12; C 7; Ch 14; Co 11; AC 10; Mv 12"; hp 4; THAC0 20; #At 1; Dmg none; None; purse 1d6 gp.	Sage wife



Name	Align/ Race/ Class/ Level	Stat Block	Notes
Felandia Deuhlarre *	CG Half Elf, Sage L1	S 7; I 17; W 9; D 13; C 10; Ch 16; Co 17; AC 10; Mv 12"; hp 4; THAC0 20; #At 1; Dmg 1d4; dagger; purse 6d6 sp.	Sage Apprentice
Slagarr Crutch	NE Human, L0	S 15; I 14; W 7; D 14; C 16; Ch 6; Co 8; AC 10; Mv 12"; hp 10; THAC0 20; #At 1; Dmg none; None; purse 2d4 gp.	Tavern Owner
Skar	NE Half Orc, Fighter L4	S 17; I 11; W 8; D 15; C 17; Ch 4; Co 5; AC 7; Mv 12"; hp 46; THAC0 17; #At 1; Dmg 1d6+1; club; purse 3d20 sp.	Barkeep
Dinora *	NG Human, L0	S 15; I 11; W 12; D 13; C 12; Ch 9; Co 13; AC 10; Mv 12"; hp 8; THAC0 20; #At 1; Dmg none; None; purse 5d4 sp.	Bar cook
Cook 1 *	TN Human, L0	S 12; I 9; W 7; D 16; C 11; Ch 17; Co 12; AC 8; Mv 12"; hp 6; THAC0 20; #At 1; Dmg none; None; purse 4d4 sp.	Generic Cook
Cook 2 *	NG Half Elf, L0	S 17; I 5; W 6; D 16; C 15; Ch 13; Co 13; AC 8; Mv 12"; hp 6; THAC0 19; #At 1; Dmg none; None; purse 4d4 sp.	Generic Cook
Wench 1 *	CG Human, L0	S 16; I 7; W 7; D 13; C 14; Ch 15; Co 17; AC 9; Mv 12"; hp 5; THAC0 20; #At 1; Dmg none; None	Generic Serving Wench
Wench 2 *	NG Human, L0	S 10; I 13; W 11; D 12; C 12; Ch 14; Co 15; AC 10; Mv 12"; hp 6; THAC0 20; #At 1; Dmg none; None; purse 1d4 cp.	Generic Serving Wench
Wench 3 *	TN Human, L0	S 12; I 10; W 10; D 15; C 13; Ch 12; Co 13; AC 9; Mv 12"; hp 8; THAC0 20; #At 1; Dmg none; None; purse 1d4 cp.	Generic Serving Wench
Wench 4 *	NG Half Elf, L0	S 11; I 12; W 10; D 13; C 12; Ch 14; Co 16; AC 10; Mv 12"; hp 6; THAC0 20; #At 1; Dmg none; None; purse 1d4 cp.	Generic Serving Wench
Wench 5 *	NG Human, L0	S 13; I 9; W 7; D 14; C 15; Ch 14; Co 16; AC 10; Mv 12"; hp 7; THAC0 20; #At 1; Dmg none; None; purse 1d4 cp.	Generic Serving Wench
Wench 6 *	NG Human, L0	S 14; I 6; W 5; D 16; C 16; Ch 15; Co 18; AC 8; Mv 12"; hp 9; THAC0 20; #At 1; Dmg none; None; purse 1d4 cp.	Generic Serving Wench
Captain Melamar Kist	LN Human, Mariner L7	S 17; I 12; W 11; D 16; C 11; Ch 11; Co 12; AC 6; Mv 12"; hp 59; THAC0 13; #At 3/2; Dmg 1d6+1; saber; purse 3d10 gp.	Captain of the Luminous Pearl
First Mate Nelios Delajar	LN High Elf, Mariner/Magic-User L6	S 15; I 17; W 12; D 16; C 12; Ch 13; Co 15; AC 6; Mv 12"; hp 49; THAC0 16; #At 1; Dmg 2d4; broadsword; purse 1d4 gp.	First Mate/Navigator of the Luminous Pearl
Boatswain Nurbart Vendel	TN Human, Mariner L5	S 14; I 12; W 9; D 13; C 14; Ch 10; Co 9; AC 8; Mv 9"; hp 39; THAC0 16; #At 1; Dmg 1d6; cutlass; purse 1d3 gp.	Boatswain of the Luminous Pearl
Finedal Vitt	LE Human, Mariner L5	S 15; I 12; W 10; D 13; C 13; Ch 9; Co 15; AC 8; Mv 9"; hp 36; THAC0 16; #At 1; Dmg 1d6; cutlass; purse 1d3 gp.	Quartermaster of the Luminous Pearl
Orlo the Stupendous	CN Half Elf, Magic-User L6	S 9; I 16; W 9; D 15; C 10; Ch 13; Co 16; AC 9; Mv 12"; hp 18; THAC0 18; #At 1; Dmg 1d4; dagger; purse 1d6 gp.	Mage of the Luminous Pearl
Ventom Downeyfoot	CG Halfling, Cleric L6	S 10; I 11; W 16; D 13; C 14; Ch 8; Co 7; AC 8; Mv 12"; hp 43; THAC0 16; #At 1; Dmg 1d6+1; mace; purse 1d6 gp.	Healer of the Luminous Pearl



Name	Align/ Race/ Class/ Level	Stat Block	Notes
Gendrose Harker	LN Human, Mariner L3	S 14; I 12; W 9; D 14; C 10; Ch 13; Co 15; AC 10; Mv 12"; hp 22; THAC0 18; #At 1; Dmg 1d3; knife; purse 1d3 gp.	Cook of the Luminous Pearl
Nendo Rightfingers	LN Halfling, Fighter/Thief L4	S 16; I 9; W 7; D 17; C 14; Ch 9; Co 11; AC 5; Mv 12"; hp 26; THAC0 18; #At 1; Dmg 1d6+1; short sword; purse 1d3 gp.	Carpenter of the Luminous Pearl
Day Crew 1	LN Human, Fighter L3	S 18/81; I 7; W 8; D 11; C 18; Ch 10; Co 10; AC 8; Mv 12"; hp 38; THAC0 16; #At 1; Dmg 1d6+3; cutlass; purse 5d10 sp.	Generic Sailor, use in any crew
Day Crew 2	LN Human, Mariner L2	S 14; I 12; W 10; D 13; C 12; Ch 11; Co 11; AC 8; Mv 12"; hp 15; THAC0 20; #At 1; Dmg 1d6; cutlass; purse 3d10 sp.	Generic Sailor, use in any crew
Day Crew 3	LN Human, Fighter L2	S 17; I 5; W 5; D 18; C 17; Ch 10; Co 11; AC 4; Mv 12"; hp 23; THAC0 19; #At 1; Dmg 1d6+1; cutlass; purse 3d10 sp.	Generic Sailor, use in any crew
Day Crew 4	LN Half Elf, Thief L2	S 13; I 9; W 8; D 17; C 11; Ch 14; Co 13; AC 5; Mv 12"; hp 9; THAC0 20; #At 1; Dmg 1d6; cutlass; purse 3d10 sp.	Generic Sailor, use in any crew
Day Crew 5	LN Half Orc, Mariner/Thief L1	S 16; I 12; W 6; D 16; C 16; Ch 6; Co 5; AC 6; Mv 12"; hp 12; THAC0 20; #At 1; Dmg 1d6+1; cutlass; purse 3d10 sp.	Generic Sailor, use in any crew
Day Crew 6	LN Half Elf, Mariner/Thief L1	S 12; I 12; W 10; D 17; C 10; Ch 11; Co 14; AC 5; Mv 12"; hp 10; THAC0 20; #At 1; Dmg 1d6; cutlass; purse 3d10 sp.	Generic Sailor, use in any crew
Day Crew 7	LN Human, Fighter L1	S 12; I 12; W 9; D 13; C 16; Ch 10; Co 10; AC 8; Mv 12"; hp 12; THAC0 20; #At 1; Dmg 1d6; cutlass; purse 3d10 sp.	Generic Sailor, use in any crew
Day Crew 8	NE Half Orc, Fighter/Thief L1	S 18/73; I 9; W 7; D 14; C 17; Ch 7; Co 5; AC 8; Mv 12"; hp 13; THAC0 19; #At 1; Dmg 1d6+3; cutlass; purse 3d10 sp.	Generic Sailor, use in any crew
Night Crew 1	LN Half Elf, Mariner/Magic- User L3	S 14; I 16; W 8; D 13; C 11; Ch 10; Co 14; AC 8; Mv 12"; hp 20; THAC0 18; #At 1; Dmg 1d6; cutlass; purse 5d10 sp.	Generic Sailor, use in any crew
Night Crew 2	LN Human, Fighter L2	S 15; I 13; W 14; D 11; C 12; Ch 7; Co 5; AC 8; Mv 12"; hp 11; THAC0 20; #At 1; Dmg 1d6; cutlass; purse 3d10 sp.	Generic Sailor, use in any crew
Night Crew 3	LN Half Elf, Mariner/Cleric L2	S 16; I 12; W 15; D 13; C 10; Ch 12; Co 14; AC 8; Mv 12"; hp 14; THAC0 20; #At 1; Dmg 1d6+1; cutlass; purse 3d10 sp.	Generic Sailor, use in any crew
Night Crew 4	LN High Elf, Fighter/Magic- User L2	S 18/37; I 18; W 6; D 17; C 14; Ch 12; Co 16; AC 5; Mv 12"; hp 18; THAC0 19; #At 1; Dmg 1d6+2; cutlass; purse 3d10 sp.	Generic Sailor, use in any crew
Night Crew 5	LN Human, Thief L1	S 12; I 10; W 9; D 18; C 12; Ch 11; Co 10; AC 4; Mv 12"; hp 5; THAC0 20; #At 1; Dmg 1d6; cutlass; purse 3d10 sp.	Generic Sailor, use in any crew
Night Crew 6	LN Half Elf, Mariner/Thief L1	S 18/43; I 12; W 8; D 18; C 10; Ch 10; Co 17; AC 4; Mv 12"; hp 10; THAC0 19; #At 1; Dmg 1d6+2; cutlass; purse 3d10 sp.	Generic Sailor, use in any crew
Night Crew 7	LN Human, Mariner L1	S 15; I 12; W 9; D 14; C 13; Ch 9; Co 10; AC 8; Mv 12"; hp 10; THAC0 20; #At 1; Dmg 1d6; cutlass; purse 3d10 sp.	Generic Sailor, use in any crew
Night Crew 8	CE Half Orc, Fighter/Thief L1	S 17; I 5; W 8; D 17; C 17; Ch 8; Co 6; AC 5; Mv 12"; hp 8; THAC0 19; #At 1; Dmg 1d6+1; cutlass; purse 3d10 sp.	Generic Sailor, use in any crew



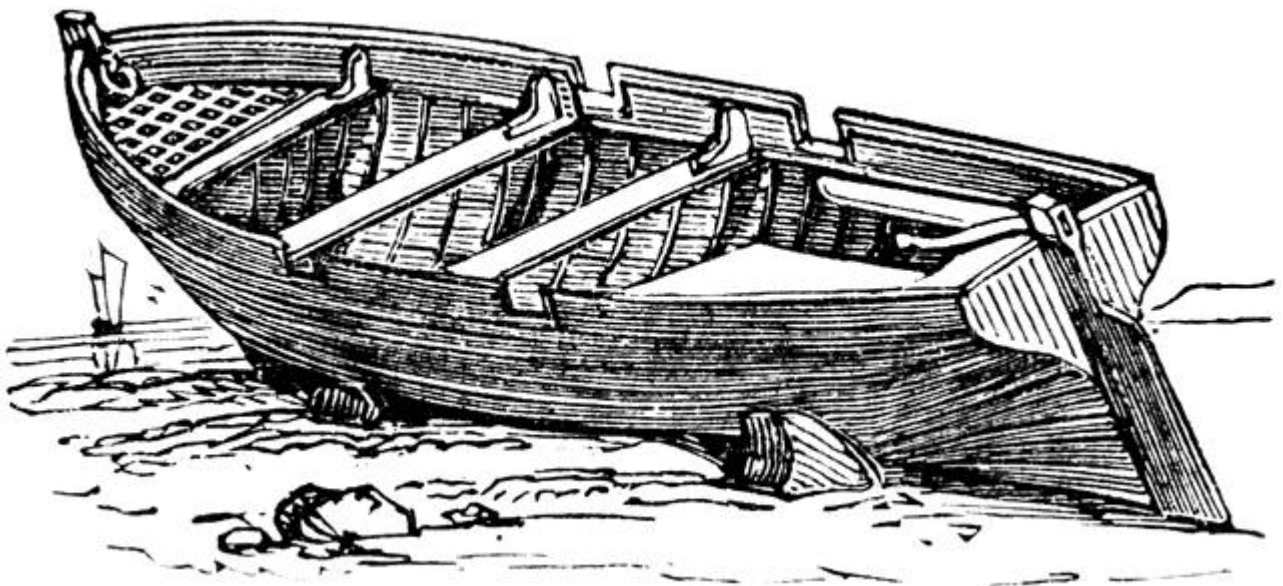
Name	Align/ Race/ Class/ Level	Stat Block	Notes
Kya (Chief) Nolaiyo (no-lie-yoh)	TN Siren, Fighter L8	S 13; I 16; W 16; D 13; C 13; Ch 17; Co 16; AC 6; Mv 12"/18"; hp 65; THAC0 12; #At 3/2; Dmg 2d4+2; broadsword; purse none.	Chief of the clan (Mates deceased); psionics: 131/131, 262; ADE/FGHI; Empathy, Domination, Invisibility, Hypnosis; Telepathic Projection, Mass Domination
Sukorre (Suh-CORE-ray)	LN Siren, Cleric L7	S 10; I 16; W 17; D 10; C 10; Ch 16; Co 16; AC 6; Mv 12"/18"; hp 55; THAC0 16; #At 1; Dmg Special; net; purse none.	Clan Shaman; Unmated; psionics: 123/123, 246; ADE/FGI; Domination, Empathy, Hypnosis, Mind Over Body, Clairvoyance; Telepathic Projection
Lanrea * (Lan-ray-ah)	TN Siren, Sage L7	S 10; I 16; W 16; D 13; C 11; Ch 16; Co 13; AC 6; Mv 12"/18"; hp 22; THAC0 19; #At 1; Dmg 1d6; Spear; purse none.	Clan Matron and talespinner; Mated to Ahlnoa; psionics: 107/107, 214; ADE/FGHIJ; Empathy, Domination, Sensitivity to Psychic Impressions, Animal Telepathy; Mass Domination, Telepathic Projection
Purris * (Purr-riss)	LN Siren, Fighter L6	S 17; I 17; W 16; D 13; C 14; Ch 18; Co 19; AC 6; Mv 12"/18"; hp 48; THAC0 15; #At 1; Dmg 1d8+1; long sword; purse none.	Lead Hunter of the Clan; Unmated; psionics: 149/149, 298; AD/FG; Levitation, Empathy, Domination, Object Reading; Mass Domination
Lotral (Low-tral)	LN Siren, Fighter L5	S 18/66; I 16; W 16; D 14; C 13; Ch 16; Co 9; AC 6; Mv 12"/18"; hp 55; THAC0 15; #At 1; Dmg 2d4+3; broadsword; purse none.	Purris' second. Mate to Kharta and Ritrin; psionics: 141/141, 282; ADE/FGI; Detection of Good or Evil, Empathy, Clairvoyance, Domination; Mass Domination, Telepathic Projection
Ventra * (Ven-trah)	TN Siren, Fighter L4	S 13; I 16; W 16; D 13; C 13; Ch 17; Co 16; AC 6; Mv 12"/18"; hp 29; THAC0 18; #At 1; Dmg 1d6; glaive; purse none.	Mate to Nota and Ohna; Has a crossbow bolt wound; psionics: 119/119, 238; ABDE/FGHIJ; Clairaudience, Domination, Expansion; Mass Domination
Natran (Nah-tran)	TN Siren, Fighter L4	S 13; I 16; W 16; D 13; C 13; Ch 16; Co 18; AC 6; Mv 12"/18"; hp 33; THAC0 18; #At 1; Dmg 2d4; broadsword; purse none.	Mate to Nykra and Jenda; psionics: 109/109, 218; AD/FGHI; Empathy, Domination, Mind Over Body; Mass Domination
Nykra * (nick-rah)	TN Siren, Fighter L4	S 13; I 16; W 16; D 13; C 13; Ch 17; Co 16; AC 6; Mv 12"/18"; hp 30; THAC0 18; #At 1; Dmg 1d6+1; falchion; purse none.	Mate to Natran and Jenda; psionics: 113/113, 226; AD/FGI; Invisibility, Domination, Empathy, Detection of Good or Evil; Mass Domination
Ohna * (Oh-nah)	TN Siren, Fighter L3	S 13; I 16; W 16; D 13; C 13; Ch 16; Co 16; AC 6; Mv 12"/18"; hp 22; THAC0 18; #At 1; Dmg 1d6+1; falchion; purse none.	Mate to Nota and Ventra, Mother of Fah; psionics: 107/107, 214; AD/FGHI; Domination, Empathy; Telepathic Projection
Khetti * (ket-tee)	CG Siren, Cleric L5	S 13; I 16; W 18; D 13; C 13; Ch 16; Co 18; AC 6; Mv 12"/18"; hp 28; THAC0 18; #At 1; Dmg 1d6+1; mace; purse none.	Clan healer, Mate to Fohlar; psionics: 127/127, 254; ADE/FGHI; Domination, Animal Telepathy, Empathy, Invisibility, ESP; Mass Domination
Ahlnoa (Ahl-no-ah)	TN Siren, L0	S 13; I 11; W 11; D 13; C 13; Ch 9; Co 13; AC 6; Mv 12"/18"; hp 9; THAC0 20; #At 1; Dmg none; None	Lanrea's mate. (Other mate deceased)
Jenda * (Jen-da)	TN Siren, L0	S 13; I 11; W 11; D 13; C 13; Ch 9; Co 16; AC 6; Mv 12"/18"; hp 6; THAC0 20; #At 1; Dmg none; None; purse none.	Mate to Nykra and Natran, mother to Zel
Nota (no-tah)	TN Siren, Sage L4	S 13; I 14; W 13; D 13; C 13; Ch 15; Co 16; AC 6; Mv 12"/18"; hp 13; THAC0 20; #At 1; Dmg 1d6; short sword; purse none.	Apprentice Talespinner and mate to Ventrah and Ohna; psionics: 110/110, 220; ABDE/FGHI; Clairvoyance, Empathy, Detection of Magic; Telepathic Projection



Name	Align/ Race/ Class/ Level	Stat Block	Notes
Kharta * (kar-tah)	CN Siren, L0	S 13; I 11; W 11; D 13; C 13; Ch 9; Co 16; AC 6; Mv 12"/18"; hp 6; THAC0 20; #At 1; Dmg none; None; purse none.	Mate to Lotral and Ritrin, mother of Ghar
Fohlar (fo-lar)	LN Siren, L0	S 13; I 11; W 11; D 13; C 13; Ch 9; Co 9; AC 6; Mv 12"/18"; hp 8; THAC0 20; #At 1; Dmg none; None; purse none.	Mate to Khetti, stone mason and jeweler
Ritrin * (ree-trin)	TN Siren, L0	S 13; I 11; W 11; D 13; C 13; Ch 9; Co 13; AC 6; Mv 12"/18"; hp 7; THAC0 20; #At 1; Dmg none; None; purse none.	Mate to Lotral and Kharta, Clan weaver
Fah	TN Siren, L0	S 8; I 16; W 17; D 9; C 9; Ch 17; Co 13; AC 6; Mv 12"/18"; hp 5; THAC0 20; #At 1; Dmg none; None; purse none.	Child
Zel	TN Siren, L0	S 4; I 11; W 9; D 9; C 9; Ch 13; Co 13; AC 6; Mv 12"/18"; hp 2; THAC0 22; #At 1; Dmg none; None; purse none.	Child
Ghar	TN Siren, L0	S 4; I 11; W 9; D 9; C 9; Ch 13; Co 13; AC 6; Mv 12"/18"; hp 3; THAC0 22; #At 1; Dmg none; None; purse none.	Child
Paul Comstock	CG Human, Mariner L7	S 16; I 13; W 12; D 13; C 17; Ch 14; Co 14; AC 8; Mv 12"; hp 79; THAC0 14; #At 3/2; Dmg 1d6+1; saber; purse 3d10 gp.	Captain of the Love of Valeria
Karlind the Windmaster	CN Half Elf, Magic-User L6	S 8; I 14; W 6; D 13; C 16; Ch 15; Co 16; AC 10; Mv 12"; hp 29; THAC0 19; #At 1; Dmg 1d6; quarterstaff; purse 1d6 gp.	Mage of the Love of Valeria
Lindalin Piouscarskin	CG High Elf, Cleric L5	S 10; I 7; W 16; D 12; C 14; Ch 13; Co 13; AC 8; Mv 12"; hp 38; THAC0 18; #At 1; Dmg 1d6+1; mace; purse 1d6 gp.	Healer of the Love of Valeria
Captain Hamdo Stavebinder	LN Halfling, Mariner L7	S 14; I 12; W 10; D 13; C 16; Ch 7; Co 9; AC 8; Mv 12"; hp 71; THAC0 14; #At 3/2; Dmg 1d6; cutlass; purse 3d10 gp.	Captain of the Morning Sister IV
Fellarital Skymaker	CG High Elf, Magic-User L5	S 10; I 16; W 10; D 15; C 7; Ch 14; Co 17; AC 9; Mv 12"; hp 14; THAC0 19; #At 1; Dmg 1d4; dagger; purse 1d6 gp.	Mage of the Morning Sister IV
Polelel el Nadim	NG Human, Cleric L5	S 12; I 11; W 14; D 10; C 15; Ch 10; Co 6; AC 8; Mv 12"; hp 42; THAC0 18; #At 1; Dmg 1d6; club; purse 1d6 gp.	Healer of the Morning Sister IV
Captain Enden Briarfield	NG Human, Mariner L7	S 14; I 12; W 12; D 16; C 13; Ch 5; Co 6; AC 6; Mv 12"; hp 61; THAC0 14; #At 3/2; Dmg 2d4; broadsword; purse 3d10 gp.	Captain of the Bride of Utu
Darr the Surehanded	LN Half Elf, Magic-User L5	S 6; I 15; W 12; D 16; C 12; Ch 11; Co 11; AC 8; Mv 12"; hp 16; THAC0 19; #At 1; Dmg 1d6; quarterstaff; purse 1d6 gp.	Mage of the Bride of Utu
Argie Cooper	CG Human, Cleric L6	S 9; I 13; W 17; D 11; C 10; Ch 12; Co 12; AC 8; Mv 12"; hp 30; THAC0 18; #At 1; Dmg 1d6; club; purse 1d6 gp.	Healer of the Bride of Utu
Captain Nelafin Verduni	CG High Elf, Mariner L7	S 15; I 13; W 11; D 15; C 10; Ch 16; Co 18; AC 7; Mv 12"; hp 58; THAC0 14; #At 3/2; Dmg 1d8; long sword; purse 3d10 gp.	Captain of the Queen of the May
Karlynn Forsettilin the shining	NG Grey Elf, Magic-User L6	S 6; I 18; W 7; D 16; C 10; Ch 15; Co 16; AC 8; Mv 12"; hp 20; THAC0 20; #At 1; Dmg 1d4; dagger; purse 1d6 gp.	Mage of the Queen of the May
Norlaval Forsettilin	CG High Elf, Cleric L6	S 10; I 9; W 16; D 14; C 11; Ch 12; Co 15; AC 8; Mv 12"; hp 39; THAC0 18; #At 1; Dmg 1d6+1; mace; purse 1d6 gp.	Healer of the Queen of the May



Name	Align/ Race/ Class/ Level	Stat Block	Notes
Captain Luis Polarski	LN Human, Mariner L7	S 13; I 13; W 13; D 13; C 13; Ch 13; Co 13; AC 8; Mv 12"; hp 52; THAC0 14; #At 3/2; Dmg 1d6+1; saber; purse 3d10 gp.	Captain of the First Virtue
Benton the Sly	NE Human, Magic-User L6	S 7; I 17; W 11; D 13; C 8; Ch 16; Co 9; AC 10; Mv 12"; hp 18; THAC0 19; #At 1; Dmg 1d6; quarterstaff; purse 1d6 gp.	Mage of the First Virtue
Kveldulf Ulricsson	CG Human, Cleric L6	S 17; I 7; W 15; D 12; C 10; Ch 11; Co 15; AC 8; Mv 12"; hp 36; THAC0 17; #At 1; Dmg 1d4+2; hammer; purse 1d6 gp.	Healer of the First Virtue
Generic Ship's First Officer/ Navigator	LN Human, Mariner L6	S 14; I 12; W 11; D 14; C 12; Ch 9; Co 9; AC 8; Mv 12"; hp 53; THAC0 16; #At 1; Dmg 2d4; broadsword; purse 1d4 gp.	Use for a ship's first officer or navigator in any setting
Generic Ship's Boatswain	LN Human, Mariner L5	S 12; I 13; W 10; D 13; C 12; Ch 12; Co 12; AC 8; Mv 12"; hp 41; THAC0 16; #At 1; Dmg 1d6; cutlass; purse 1d3 gp.	Use for a ship's boatswain in any setting
Generic Ship's Quartermaster	LN Human, Mariner L5	S 14; I 12; W 10; D 13; C 14; Ch 9; Co 9; AC 8; Mv 12"; hp 45; THAC0 16; #At 1; Dmg 1d6; cutlass; purse 1d3 gp.	Use for a ship's quartermaster in any setting
Generic Ship's Cook	LN Human, Mariner L3	S 14; I 12; W 10; D 13; C 13; Ch 10; Co 10; AC 10; Mv 12"; hp 26; THAC0 18; #At 1; Dmg 1d3; knife; purse 1d3 gp.	Use for a ship's cook in any setting
Generic Ship's Carpenter	LN Human, Mariner L3	S 15; I 12; W 10; D 14; C 12; Ch 9; Co 9; AC 8; Mv 12"; hp 28; THAC0 18; #At 1; Dmg 1d4+1; hammer; purse 1d3 gp.	Use for a ship's carpenter in any setting
Generic Ship's Steward	LN Human, Mariner L4	S 12; I 12; W 13; D 13; C 10; Ch 12; Co 12; AC 10; Mv 12"; hp 31; THAC0 18; #At 1; Dmg 1d6; cutlass; purse 1d3 gp.	Use for a ship's steward or purser in any setting
Generic Ship's Bard	LN Human, Minstrel L5	S 10; I 10; W 10; D 14; C 12; Ch 16; Co 16; AC 8; Mv 12"; hp 30; THAC0 18; #At 1; Dmg 1d8; long sword; purse 1d6 gp.	Use for a ship's bard in any setting





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