News of the World

A One-Round Dungeons & Dragons Living City Adventure for Character Levels 1-19

Part 3 of the Devil of the Deep Series

by Tom Nolan

The only news these days is bad news. The dockside reporter for the Ravens Bluff Trumpeter has been abducted. Can you rescue her before an old enemy of the city can wreak more havoc?

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This is a RPGA Network adventure game. A four-hour time block is recommended for playing the game (or this round of the game).

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring*: The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring*: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting*: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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

Encounter Levels and PCs

Living City adventures are written for characters of varying levels. You choose encounter difficulty according to the PCs at your table when you run the game. Put simply, you determine Effective Party Level (EPL), and match that to the closest Encounter Level (EL) given in the scenario.

To determine Effective Party Level, follow these steps:

1. Add up the character levels of all player characters in the adventuring group and any cohorts or henchmen accompanying the PCs that have class levels. Remember that monster PCs have "monster" class levels equal to their HD in the *Monster Manual*, so an ogre Bbn5 is a 9th level character.
2. Divide the total from step 1 by the number of creatures whose level you added. Round to the nearest whole number, either up or down as appropriate. This produces the Average Party Level (APL).
3. Add zero (0) to the APL if there are three, four or five creatures used in step one. Add one (1) to the APL if there are six or seven creatures used in step one. Add two (2) to the APL if there are eight or creatures used in step one.
4. Add one (1) to the APL because character groups in adventure play can rest between each combat encounter and heal.
5. The total of steps 2-4 produces the Effective Party Level (EPL).

Encounter Level (EL) is a measure of the toughness of the foes in a combat, or the deadliness of a trap. This adventure is written for at least five consecutive even Encounter Levels. Match the EPL to the closest Encounter Level

provided in the adventure, and run the adventure at that Encounter Level throughout. In cases when the EPL is between two ELs, consider the amount of magical equipment brought by the PCs. If they bring a lot, use the higher EL, and if they bring an average or small amount, use the lower EL.

For example, consider a party of six PCs: 1 2nd level, 1 4th level, 1 6th level, 2 8th level, and 1 13th level. They bring no animals or henchmen. Their APL is 5.5, or 6. We add 2 to this for the conditions in steps 3 and 4 above, and get EL 8. They should be facing EL 8 foes. Looking at the group, we see that they are rich with magic, and so EL 10 might be appropriate for this group.

You may find that you have an EPL two or more higher than the highest EL given in the scenario. In this case, run the statistics for the highest EL; these PCs should not be on this adventure necessarily, as it is too easy. The PCs can be played, but they get less experience for doing something that does not challenge them.

Some of the specific encounters direct you to add or subtract to the EPL for determining the stats to use. These encounter-specific instructions apply only to the one encounter where they are found. Return to the normal EPL for the next encounter.

You may adjust the EL that the group faces upward or downward as necessary if the encounters are either too challenging, or not challenging enough, at the EL that the EPL indicates you should be using. In the example above, if our EPL 8 group cleaned up the EL 8 encounter in one or two rounds, you might want to try the EL 10 encounter for the next combat (if there is one).

Adventure Summary and Background

Locaath Blackmanta (as encountered in the scenarios *The Stroke of Midnight*, *A Night at Sharkey's Bar and Grill* and *A Day at the Races*) kidnaps Tara Strongquill, the dockside Trumpeter reporter, in an attempt to panic the populace of Ravens Bluff. The Trumpeter's editor hires the PCs to find the girl and discover who was behind her abduction. The PCs must discover the clues to the reporter's whereabouts and rush to save her before time runs out. Blackmanta has malenti allies guarding the prisoner. Should the PCs battle through and save the girl, they are confronted by an image of Blackmanta.

What has gone before

In *A Stroke of Midnight*, Locaath Blackmanta attempted to use Calvan's bell to summon an army of the dead to take over Ravens Bluff. He was stopped by adventurers from the city, and was believed dead after the encounter.

In *A Night at Sharkey's Bar and Grill*, Locaath Blackmanta hired some rogue sahuagin mutants to kidnap members of the Ravens Bluff Navy. He also killed some sahuagin patrols and was preparing to turn them all into an undead army with which he would invade Ravens Bluff. He was foiled by adventurers from the city but escaped to plot further actions against the city.

In *A Day at the Races*, Blackmanta used a vampire to infiltrate the Grimmy Cup, the annual spring regatta, by stealing a ship, entering it in the race, and destroying many of the opposing vessels. Although the ship won the race, it was later disqualified after learning about the plot against the city. The city's adventurers dispatched the vampires, but Blackmanta escaped once again, and has now hatched a new plan.

Introduction

The sun is shining, a warm wind from the south is blowing and it is a bright, shiny day in Ravens Bluff as spring has returned to the Living City. You are using the warm weather as an excuse to get out of the stuffy confines of your personal abode and get some shopping done. You are perusing the stalls in the merchant district when you hear the unmistakable sound of a young boy hawking the Ravens Bluff Trumpeter.

"Extra Extra, read all about it! Dockside trumpeter reporter kidnapped! City gripped by fear! Extra extra!"

The PCs at this point can get a copy of the paper. It will cost one sp per person. Give them **Player Handout #1**. At this point the PC's will be in the same general area. Allow them to introduce their characters (with descriptions) and allow for a few minutes of roleplaying before proceeding to Encounter One.

Encounter One: The Trumpeter

Following the instructions given in the newspaper, you arrive at the offices of the Ravens Bluff Trumpeter. You see numerous scribes hunched over tables writing diligently Every now and then, an older human sticks his head out of an office and yells something at one of the scribes, who quickly rushes in to converse with the human. A young female sits at a reception desk and smiles as you enter. "Good day. Welcome to the Ravens Bluff Trumpeter. Can I help you?"

The PCs should explain the fact that they are answering the advertisement in the paper. Once they do so, read the following to the players.

Ah, you'll want to speak with Mr. Faber then. Please wait here." She sashays her way into the older human's office. After a few minutes, she returns. "Mr. Faber will see you now. She steps aside to let you file inside.

Faber's office is cluttered and untidy. Faber looks up at you with a scowl upon his face as he sits behind his desk. "So you're answering the ad to find Tara? I hope you're successful. She's one of the best reporters we've had on the Trumpeter staff in a long, long time. So what information can I give you that might help you find her?

Faber knows the following information:

- The reporter's name is Tara Strongquill. She is a young human female and is quite possibly the best investigative reporter the Trumpeter has ever had.
- She is about 22 years old, with brown hair, blue eyes; usually dressed in a white tunic and brown skirts.
- She was last seen yesterday in the area of Pier 14.
- A few days ago, she mentioned working on a story about a smuggling operation concerning one Jantz "Dodger" Silverspeak, a former associate of Lord Admiral Quincy Blackmantle (deceased). Rumor has it that Jantz had a smuggling operation taking place with Lord Blackmantle's knowledge.
- This worried him a little, because she seldom shares details of her investigations, and since she always delivers a good story, he allows her considerable freedom in her actions. She didn't seem particularly worried, but he finds it odd that she mentioned it.
- She has no known enemies, except for possibly some merchants whom she had uncovered doing some unsavory business practices. None of those merchants are currently in Ravens Bluff.

Faber offers the PCs a reward of 15gp/EL if they can find the reporter (or her body) and bring those responsible to justice. The Watch would prefer live captives, but will understand if they must be killed to keep the party alive. (All PCs can claim this reward, including Knights and squires. The PCs are <u>not</u> working for the city.).

Faber will allow the PCs to examine Tara's desk and belongings if they wish. Tara's desk is very neat and organized, but does not have any pertinent clues to her disappearance. On her desk are records of warehouse businesses, a tide schedule, and a record of naval officers during the war. Feel free to make up any information you wish, but be careful not to interest the players too much on elements not contained in the scenario.

He will also provide the PCs with Tara's home address if asked. But he will also warn them about Tara's landlady, Mrs. Narder. Mrs. Narder is a very stern woman, who does not much care for adventurers, especially non-human ones. Should the PCs somehow gain access to Tara's apartment, they will find it just as neat and orderly as her desk. Nothing appears out of the ordinary, and nothing appears to be missing.

Mrs. Narder has not seen Tara in several days, but that is not unusual. She is unaware that Tara has gone missing, and will blame the adventurers, and people of their "ilk" for any danger Tara might be in.

Once the PCs investigation takes them down to the docks, proceed to Encounter Four

Encounter Two: the City

The PCs may wish to consult with various city officials and organizations before continuing with their mission. Here is what they have to say on the matter

Bards Guild: The Bard's Guild does not have any information regarding Tara's disappearance. They will relate many of her exploits, mostly regarding exposing corrupt business owners and traitors to the city. Tara is a lifelong resident of the city, and very well liked by the Guild.

City Watch: The City Watch, and their involvement in this case are described in Encounter Three: The Watch

Clerical Circle: Tara is a devout worshipper of Denier, and participated in both the establishment of the city's new temple, and the Temple's recent literacy campaign

The Green Knives/Dirty Turtles: Although they operate nearby in Crows End, these street gangs have no information to give regarding Tara's disappearance

Harpers: Should a PC at the table be a Harper or Harper Ally, they may attempt to contact Harpers within the city. The official stance of the Harpers regarding Tara Strongquill is that they have no association with her whatsoever. Unofficially, Tara is a Harper Ally, and the Harpers would greatly appreciate it if she was found, preferably alive.

Knights Council: The Council applauds the good works Tara has done, and wish the PCs all the luck in the world in her recovery.

Ravens Bluff Naval Militia: The Militia know nothing about Tara's disappearance, but know a great deal about Jantz "Dodger" Silverspeak. "Dodger" is a cheap hood who was picked up on a smuggling charge before the war. For some reason, (then) Admiral Blackmantle took a liking to him, and he was cleared of the charges against him. He operated as a privateer during the war, and has been seen many times during the subsequent years. The RBNM bears him no love, and would gladly take him out of circulation, but let him be out of respect for Lord Blackmantle's memory.

Wizards Guild: The Wizard's Guild knows nothing about Tara's disappearance, and do not particularly care, especially after last month's article, "The Wizard's Guild, last bastion of Snobs and Elitists," which cast the admission requirements of the Guild into an unfavorable light. (The Guild has since relaxed their entrance requirements, but the wound is still raw.)

Encounter Three: The Watch

The main barracks of the City Watch is located just outside the Harbor District in the Temple District, Altarside. The Watch commander is happy to share information with the PCs regarding the case.

The watch responded to reports yesterday that a young woman had been kidnapped, and wrestled into the sewers in the general vicinity of Pier 14. The report came from an adventurer who was traveling through the harbor. Dispatching watchmen to the scene, no evidence of a kidnapping was found.

In fact, the only person who would talk to the watch at all was a drunken sailor, who went on a 20 minute diatribe against the evils of elves and how they were taking over the city. This sailor claimed that elves had taken that poor Strongquill girl down into the sewers. The sailor declined to be named, and sailed out this morning for Sembia

The sailor indicated the "elves" went into the sewers in the area of Blackmantle's Import/Export and Salvage Company. The Business has been vacant for many months, and the building was sold to the city some 6 months ago.

The Sewer Brigade was called in, and the immediate area was searched thoroughly. No physical evidence was found of a kidnapping. There is an open investigation regarding the disappearance.

If asked about Silverspeak, the Watch commander has a long list of crimes allegedly committed by "Dodger", all of which were pardoned under recommendation of Lord Quincy

Blackmantle. Since Lord Blackmantle's death several years ago, Silverspeak has not been arrested once, although he has been implicated in several robberies, and one alleged assault. No evidence of wrongdoing was found on his part, and all charges were dropped.

The commander will alert the patrols in the area to the PCs and their investigation, although he will not deputize any of them or authorize them to enter private property. If any PCs are members of the Watch, Harbor Patrol or the Watch Reserves, he will ask them to look into the matter, although they will be doing so as private citizens.

Once the PC's investigation takes them down to the docks, proceed to Encounter Four

Encounter Four: Pier 14

Arriving at Pier 14, you see many ships at anchor nearby. Standing on the pier is a human male of medium height. He has black hair and brown eyes and is dressed in a fine courtier's outfit. He is yelling at the crew of a ship in an outrageous accent.

"No! Ve moost be ze loaded before ze tide goes out! Zees cargo…it has got to be in ze Procampur by tomorrow!"

This is Jantz Silverspeak, captain of the cargo vessel *Silver's Spirit.* PCs that approach him are greeted warmly, and he will answer questions put to him. His accent is affected, designed to put people both at ease and off guard

If asked direct questions by the PCs, Jantz will share the following information. But he would prefer to tell them nothing, as he is a criminal who is committing a crime (smuggling stolen cargo) at this exact moment.

- He will disavow any knowledge of any smuggling operation taking place. (A lie, but he feels secure in his deception thanks to the *ring of mind shielding* he is wearing.)
- He will claim to be a legitimate ship captain and owner, working under contract for Blackmantle's Import/Export and Salvage, Inc. If asked, he will produce a contract with Lord Blackmantle's signature (A Forgery Check DC 15 will show the signature to be authentic) (True, to a point. See below).
- He of course has heard of the disappearance of the Trumpeter reporter, and he saw here down here on the day she disappeared. (True)
- The last he saw her was snooping around the basement of the former Blackmantle warehouse. He does not know why she was there.(A lie. He knows full well she was investigating him)
- He had nothing to do with her disappearance. (Mostly true. He knows who kidnapped her, but he did not plan or desire her disappearance.)

He is carrying out a major smuggling operation through the former Blackmantle Warehouse (this was set up through Quincy while he was alive) but will deny this vehemently.

Jantz has made quite a bit of money smuggling goods through Ravens Bluff, but he is more enamored of his freedom than the money. Make a Bluff check for Jantz at the beginning of the conversation, and have him make Sense Motive checks throughout the interview. If he feels that the PCs are nearing the truth, or that he is in danger, he will attempt to escape using his Shadowdancer abilities. If possible, he will flee into the city proper, as far away from the docks as he can get.

Jantz "Dodger" Silverspeak (Hm Rog9/Sorc1/Shd1) Medium Humanoid; HD 9d6+6; hp 52; Init +8; Speed 60 ft.; AC 21 (armor +5[*bracers*], Dex +4, deflection +2[*ring of protection*]); Atks melee +7 (Rapier, 1d6, crit 18-20 x2), Ranged +9 (composite shortbow 1d6, crit x3); SA Sneak Attack +4d6,SQ Evasion, Uncanny Dodge, Hide in Plain Sight, Spellcasting AL N; Saves Fort +2 Reflex +13 Will +4

Str 10 Dex 18 Con 10 Int 14 Wis 9 Cha 16

Skills and Feats: Appraise +12, Bluff +15, Diplomacy +19, Disable Device +9, Forgery +7, Gather Information +7, Hide +16, Innuendo +5, Intimidate +10, Jump +12, Knowledge (local) +4, Listen +4, Move Silently +16, Open Locks +11, Perform +8, Pick Pocket +7, Profession Sailor +11, Sense Motive +4, Spellcraft +7, Spot +4, Tumble +16; Combat Reflexes, Dodge, Mobility, Spring Attack, Improved Initiative, Toughness x2

Equipment; bracers of armor +5, ring of protection +2, ring of mind shielding, boots of striding and springing

Spells per day (5/4): 0 —*daze, ghost sound, mage hand, read magic* 1st — *charm person, change self*

Jantz's crew are loading smuggled goods right now. If pressed, they will claim innocence to charges of smuggling, and for the most part are correct. Their only duties are to load and unload cargo, ant to sail the ship as directed by Jantz.

The ship sails the Dragon Reach, most frequently going from Ravens Bluff to Procampur, then back to Ravens Bluff, then to Tantras, and then on to Calaunt. The ship both delivers and takes on cargo at each destination.

If the cargo is examined by anyone employed by the City Watch or Harbor Patrol (including NPCs), it becomes immediately apparent that the crates have not yet been examined by the customs officials of Ravens Bluff.

There are many dockworkers, vagrants, and street people in the area. If any are questioned regarding Tara, they will report that she had been snooping around for about a week. She was last seen in the vicinity of the Blackmantle warehouse.

Encounter Five: Blackmantle's Import/Export and Salvage

Making your way to the former business headquarters of Blackmantle's Import/Export and Salvage, you find the front door standing open. A cursory look inside tells you that no one has occupied the building since its sale the previous winter. A set of spiral stairs leads both upwards and downwards.

The PCs might find entering the building a moral dilemma since they have not been given a writ authorizing entry. The City will not press any charges, but the PC's need not know this.

If the PCs enter and head downstairs, and have brought some sort of bright light source, read the following passage (Darkvision is not sufficient, as the warehouse is longer than 60 feet [110 ft long]) Otherwise have them make a Listen Check, DC 18, to hear the bad guys. The basement of Blackmantle warehouse is detailed in DM AID #1

The basement of Blackmantle's warehouse is loaded with crates, barrels, casks and baskets of all shapes and sizes. A single trap door lies in the floor in the far corner. As you enter, you see a number of shapes surrounding the door. From this distance they look like aquatic elves.

These are not aquatic elves, but rather a mutant strain of Sahuagin called Malenti. (Vampiric in higher EL's).After spying the PC's they will attack, hoping to get rid of potential witnesses.

The building is also accessible through the trap door in the corner of the basement. The door leads down into the sewers. If the PCs enter the sewers in the general area of the warehouse, a Search Check (DC 25) will reveal the door. Opening the door will reveal the Malenti, who will immediately attack as noted above.

EL 2

Sahuagin (Malenti) Medium-size humanoid (6ft. tall); HD 2d8+2; hp 18; Init +1(Dex); Spd 30ft; swim 40 ft; AC 16 (+1 Dex, +5 natural); Atks : +3 melee (trident 1d8+2) or claws(2)(1d2+2); SA nil; SQ Blood Frenzy, light blindness; SR nil; AL LE; Fort +4, Ref +1 Will +1.

Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Animal Empathy +2, Hide +6, Listen +7, Profession (hunt) +2, Spot +7, Wilderness Lore +1; Multiattack.

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily

Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Possessions: masterwork trident, small leather? pouch containing elf knucklebones

EL 4

Sahuagin (Malenti) (2) Medium-size humanoid (6ft. tall); HD 2d8+2; hp 18; Init +1(Dex); Spd 30ft; swim 40 ft; AC 16 (+1 Dex, +5 natural); Atks : +3 melee (trident 1d8+2) or claws(2)(1d2+2); SA nil; SQ Blood Frenzy, light blindness; SR nil; AL LE; Fort +4, Ref +1 Will +1.

Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Animal Empathy +2, Hide +6, Listen +7, Profession (hunt) +2, Spot +7, Wilderness Lore +1; Multiattack.

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily

Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Possessions: masterwork trident, small leather? pouch containing elf knucklebones

EL 6

Sahuagin (Malenti) (4) Medium-size humanoid (6ft. tall); HD 2d8+2; hp 18; Init +1(Dex); Spd 30ft; swim 40 ft; AC 16 (+1 Dex, +5 natural); Atks : +3 melee (trident 1d8+2) or claws(2)(1d2+2); SA nil; SQ Blood Frenzy, light blindness; SR nil; AL LE; Fort +4, Ref +1 Will +1.

Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Animal Empathy +2, Hide +6, Listen +7, Profession (hunt) +2, Spot +7, Wilderness Lore +1; Multiattack.

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily

Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Possessions: masterwork trident*, small leather? pouch containing elf knucklebones

*one malenti has a *trident +1*

EL 8

Sahuagin (Malenti) Rng 3 (3) Medium-size humanoid (6ft. tall); HD 2d8+2, 3d10+3; hp 51; Init +5(Dex, Improved Initiative); Spd 30ft; swim 40 ft; AC 16 (+1 Dex, +5 natural); Atks : +6 melee (trident 1d8+2) or claws(2)(1d2+2); SA Favored Enemy (elves); SQ Blood Frenzy, light blindness; SR nil; AL LE; Fort +7, Ref +2 Will +2.

Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Animal Empathy +2, Hide +12, Listen +13, Profession (hunt) +2, Spot +13, Wilderness Lore +7; Improved Initiative, Multiattack, Track

SA: **Favored Enemy (elves):** Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gets a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these same skills against elves. Likewise, he gets the same bonus to weapon damage rolls against elves.

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily

Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Possessions: masterwork trident*, small leather? pouch containing elf knucklebones

*one malenti has a *trident +1*

EL 10

Sahuagin (Malenti) Rng 4 (3) Medium-size humanoid (6ft. tall); HD 2d8+2, 4d10+4; hp 62; Init +6 (Dex, Improved Initiative); Spd 30ft; swim 40 ft; AC 20 (+2 Dex, +5 natural, +3 armor); Atks : +7 melee (trident 1d8+2) or claws(2)(1d2+2); SA Favored Enemy (elves); SQ Blood Frenzy, light blindness; SR nil; AL LE; Fort +8, Ref +2 Will +2.

Str 14, Dex 14, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Animal Empathy +2, Hide +12, Listen +13, Profession (hunt) +2, Spot +13, Wilderness Lore +7; Improved Initiative, Multiattack, Track

SA: **Favored Enemy (elves):** Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gets a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these same skills against elves. Likewise, he gets the same bonus to weapon damage rolls against elves.

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily

Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Equipment: masterwork trident*, studded leather armor , small leather? pouch containing elf knucklebones

*one malenti has a *trident +2*

EL 12

Vampiric Sahuagin (Malenti) Rng5 (3) Medium Undead; HD 7d12; hp 84; Init +9(+5 Dex, +4 Improved Initiative); Speed 30 ft. swim 40 ft ; AC 26 (+5 Dex, +11 Natural); Atks: Slam +14/+9 (1d6+8, energy drain) melee +12/+7 Trident (1d8+7), melee +12/+7 2 claws (1d2+4) or 2 Rakes (1d4+7), melee + 7 Bite 1d4+4; SA Domination, Energy Drain (2 Levels) Blood Drain, Children of the Night, Create Spawn, Favored Enemy (elves), Favored Enemy (humans); SQ Light Blindness, Light Sensitivity, Damage Reduction 15/+1, Turn Resistance +4, Cold and Electricity Resistance 20, Gaseous Form, Spider Climb, Alternate Form, Fast Healing +5 AL CE; Saves: Fort +4 Reflex +6 Will +5

Str 25 Dex 20 Con -- Int 19 Wis 19 Cha 15

Skills and Feats: Bluff +10, Hide +14, Intuit Direction +11, Knowledge (Nature) +11, Move Silently +14, Listen +22, Search +20, Sense Motive +12, Spot +22, Swim +14, Wilderness Lore +12; Alertness, Ambidexterity, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Track, Two-Weapon Fighting

SA: **Vampiric abilities** See DM Aid 8, Vampires

Favored Enemy (elves): Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gets a +2 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these same skills against elves. Likewise, he gets the same bonus to weapon damage rolls against elves.

Favored Enemy (humans): Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gets a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these same skills against humans. Likewise, he gets the same bonus to weapon damage rolls against humans.

SQ: **Light Blindness (Ex):** Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Equipment: masterwork trident*, small leather? pouch containing elf knucklebones

*one malenti has a *trident +2*

The Will Save against these vampires' charm, and the Fortitude save to regain levels lost to their energy drain, have a DC of 15. The vampires have cast *magic fang* on themselves, giving a +1 bonus to hit and damage with their slam attacks. The attack bonus shown above is not a mistake, the vampires do get multiple slam attacks, each with the chance to drain two levels. If the PCs are exceptionally tough, use the offhand attack as well.

EL 14

Vampiric Sahuagin (Malenti) Rng7 (3) Medium Undead; HD 9d12; hp 108; Init +9(+5 Dex, +4 Improved Initiative); Speed 30 ft. swim 40 ft ; AC 29 (+5 Dex, +11 Natural, +3 armor); Atks: Slam +16/+11 (1d6+8, energy drain) melee +14/+9 Trident (1d8+7), melee +14/+9 2 claws (1d2+4) or 2 Rakes (1d4+7), melee + 9 Bite 1d4+4; SA Domination, Energy Drain (2 Levels) Blood Drain, Children of the Night, Create Spawn, Favored Enemy (elves), Favored Enemy (humans); SQ Light Blindness, Light Sensitivity, Damage Reduction 15/+1, Turn Resistance +4, Cold and Electricity Resistance 20, Gaseous Form, Spider Climb, Alternate Form, Fast Healing +5 AL CE; Saves: Fort +5 Reflex +7 Will +6

Str 25 Dex 20 Con -- Int 19 Wis 19 Cha 15

Skills and Feats: Bluff +12, Hide +16, Intuit Direction +11, Knowledge (Nature) +11, Move Silently +16, Listen +24, Search +22, Sense Motive +12, Spot +24, Swim +14, Wilderness Lore +12; Alertness, Ambidexterity, Cleave, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Track, Two-Weapon Fighting

SA: **Vampiric abilities** See DM Aid 8, Vampires

Favored Enemy (elves): Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gets a +2 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these same skills against elves. Likewise, he gets the same bonus to weapon damage rolls against elves.

Favored Enemy (humans): Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gets a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these same skills against humans. Likewise, he gets the same bonus to weapon damage rolls against humans.

SQ: **Light Blindness (Ex):** Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Equipment:: masterwork trident*, small leather? pouch containing elf knucklebones

*one malenti has a *trident +2*

The Will Save against these vampires' charm, and the Fortitude save to regain levels lost to their energy drain, have a DC of 15. The vampires have cast *magic fang* on themselves, giving a +1 bonus to hit and damage with their slam attacks. The attack bonus shown above is not a mistake, the vampires do get multiple slam attacks, each with the chance to drain two levels. If the PCs are exceptionally tough, use the offhand attack as well.

EL 16

Vampiric Sahuagin (Malenti) Rng8 (3) Medium Undead; HD 10d12; hp 120; Init +9 (+5 Dex, +4 Improved Initiative); Speed 30 ft. swim 40 ft ; AC 29 (+3 Armor,+5 Dex, +11 Natural); Atks: Slam +20/+15 (1d6+11, energy drain) melee +20/+15 Trident (1d8+10), melee +19 2 claws (1d2+5) or 2 Rakes (1d4+10), melee + 14 Bite 1d4+5; SA Domination, Energy Drain (2 Levels) Blood Drain, Children of the Night, Favored Enemy (elves) +2, (humans) +1; SQ Light Blindness, Light Sensitivity, Damage Reduction 15/+1, Turn Resistance +4, Cold and Electricity Resistance 20, Gaseous Form, Spider Climb, Alternate Form, Fast Healing +5 AL CE; Saves: Fort +4 Reflex +5 Will +5

Str 30 Dex 20 Con -- Int 20 Wis 17 Cha 12

Skills and Feats: Bluff +9, Hide +19, Intuit Direction +8, Knowledge (Nature) +16, Move Silently +24, Listen +22, Search +24, Sense Motive +11, Spot +22, Swim +21, Wilderness Lore +14; Alertness, Ambidexterity, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Track, Two-Weapon Fighting, Improved Two-Weapon Fighting.

SA: **Vampiric abilities** See DM Aid 8, Vampires

Favored Enemy (elves): Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gets a +2 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these same skills against elves. Likewise, he gets the same bonus to weapon damage rolls against elves.

Favored Enemy (humans): Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gets a

+1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these same skills against humans. Likewise, he gets the same bonus to weapon damage rolls against humans.

SQ: **Light Blindness (Ex):** Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Equipment:: masterwork trident*, studded leather armor, small leather? pouch containing elf knucklebones

*one malenti has a *trident +2, elf bane*

The Will Save against these vampires' charm, and the Fortitude save to regain levels lost to their energy drain, have a DC of 16. The vampires have cast *magic fang* on themselves, giving a +1 bonus to hit and damage with their slam attacks. They have also cast *resist elements* (fire), and *protection from elements (acid)* (48 points) on themselves before combat begins. The attack bonus shown above is not a mistake, the vampires do get multiple slam attacks, each with the chance to drain two levels. If the PCs are exceptionally tough, use the offhand attack as well.

EL 18

Vampiric Sahuagin (Malenti) Rng10 (3) Medium Undead; HD 12d12; hp 144; Init +9 (+5 Dex, +4 Improved Initiative); Speed 30 ft. swim 40 ft ; AC 29 (+3 Armor,+5 Dex, +11 Natural); Atks: Slam +22/+17/+12 (1d6+11, energy drain) melee +22/+17/+14 Trident (1d8+10), melee +21 2 claws (1d2+5) or 2 Rakes (1d4+10), melee +17 Bite (1d4+5); SA Domination, Energy Drain (2 Levels) Blood Drain, Children of the Night, Favored Enemy (elves) +3, (humans) +2, (dwarves) +1; SQ Light Blindness, Light Sensitivity, Damage Reduction 15/+1, Turn Resistance +4, Cold and Electricity Resistance 20, Gaseous Form, Spider Climb, Alternate Form, Fast Healing +5 AL CE; Saves: Fort +5 Reflex +6 Will +6

Str 30 Dex 20 Con -- Int 20 Wis 17 Cha 12

Skills and Feats: Bluff +9, Hide +21, Intuit Direction +8, Knowledge (Nature) +18, Move Silently +26, Listen +24, Search +26, Sense Motive +11, Spot +24, Swim +23, Wilderness Lore +16; Alertness, Ambidexterity, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Track, Two-Weapon Fighting, Improved Two-Weapon Fighting, Expert Tactician

SA: **Vampiric abilities** See DM Aid 8, Vampires

Favored Enemy (elves): Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gets a +3 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these same skills against elves. Likewise, he gets the same bonus to weapon damage rolls against elves.

Favored Enemy (humans): Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gets a +2 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these same skills against humans. Likewise, he gets the same bonus to weapon damage rolls against humans.

Favored Enemy (dwarves): Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gets a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these same skills against humans. Likewise, he gets the same bonus to weapon damage rolls against humans.

SQ: **Light Blindness (Ex):** Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Equipment:: masterwork trident*, studded leather armor, small leather? pouch containing elf knucklebones

*one malenti has a *trident +2, elf bane*

The Will Save against these vampires' charm, and the Fortitude save to regain levels lost to their energy drain, have a DC of 16. The vampires have cast *magic fang* on themselves, giving a +1 bonus to hit and damage with their slam attacks. They have also cast *resist elements* (sonic), *protection from elements (acid)* (60 points), and *protection from elements (fire)* (60 points) on themselves. The attack bonus shown above is not a mistake, the vampires do get multiple slam attacks, each with the chance to drain two levels. If the PCs are exceptionally tough, use the offhand attack as well.

EL 20

Vampiric Sahuagin (Malenti) Rng12 (3) Medium Undead; HD 14d12; hp 168; Init +9 (+5 Dex, +4 Improved Initiative); Speed 30 ft. swim 40 ft ; AC 29 (+3 Armor,+5 Dex, +11 Natural); Atks: Slam +25/+22/+17 (1d6+14, energy drain) melee +26/+21/+16 Trident (1d8+12), melee +25 2 claws (1d2+6) or 2 Rakes (1d4+12), melee +20 Bite (1d4+6); SA Domination, Energy Drain (2 Levels) Blood Drain, Children of the Night, Favored Enemy (elves) +3, (humans) +2, (dwarves) +1; SQ Light Blindness, Light Sensitivity, Damage Reduction 15/+1, Turn Resistance +4, Cold and Electricity Resistance 20, Gaseous Form, Spider Climb, Alternate Form, Fast Healing +5 AL CE; Saves: Fort +6 Reflex +7 Will +8

Str 30 Dex 20 Con -- Int 20 Wis 18 Cha 12

Skills and Feats: Bluff +9, Hide +23, Intuit Direction +8, Knowledge (Nature) +20, Move Silently +28, Listen +27, Search +28, Sense Motive +14, Spot +27, Swim +23, Wilderness Lore +16; Alertness, Ambidexterity, Cleave, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Track, Two-Weapon Fighting, Improved Two-Weapon Fighting, Expert Tactician

SA: **Vampiric abilities** See DM Aid 8, Vampires

Favored Enemy (elves): Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gets a +3 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these same skills against elves. Likewise, he gets the same bonus to weapon damage rolls against elves.

Favored Enemy (humans): Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gets a +2 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these same skills against humans. Likewise, he gets the same bonus to weapon damage rolls against humans.

Favored Enemy (dwarves): Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gets a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these same skills against humans. Likewise, he gets the same bonus to weapon damage rolls against humans.

SQ: **Light Blindness (Ex):** Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Equipment:: masterwork trident*, studded leather armor, small leather? pouch containing elf knucklebones

*one malenti has a *trident +2, elf bane*

The Will Save against these vampires' charm, and the Fortitude save to regain levels lost to their energy drain, have a DC of 16. The vampires have cast *greater magic fang* on themselves, giving a +2 bonus to hit and damage with their slam attacks. They have also cast *resist elements* (sonic), *protection from elements (acid)* (60 points), and *protection from elements (fire)* (60 points) on themselves before combat begins.

Upon one of the Malenti is a crumpled list of locations, in Tara Strongquill's handwriting (if the vampires at higher ELs have turned to mist and floated off, the list is on the ground near the trap door). Give the players **Player Handout #2**. The locations are those presented in Encounters 6a-d, and Narwhal Manor (Encounter Seven). One of these creatures is also carrying a magical trident, as described in the treasure summary.

Encounter Six: The Investigation

DM Note: The purpose of this encounter is to have the PCs retrace Tara Strongquill's steps over the last few days. Tara's location can be discovered by tracing both her investigation, and by collecting clues she has inadvertently left behind at several locations. The relevant information at each location is as follows:

6a: Davy Jones's Lock up. A note left by Tara as she heard her captors talking about their hideout.

6b: Ye Who Dares. A work order for a set of masterwork weapons, to be delivered to a cave north of town, and a rough map to that location

6c: The Seaside Salvage Company. No information, rather a trap left for Tara by Locaath Blackmanta

6d: Pig in a Poke. Tara was investigating the theft of some beef, by Blackmanta, for his malenti allies

Only Encounters 6a and 6b are necessary for advancement of the plot. If the adventure is running a bit long, skip ahead to either Encounter Seven, Eight, or Nine (if the PCs are absolutely certain of Tara's location)

6a: Davy Jones' Lockup

(*DM Note: Be sure and read DM Aid #2 thoroughly before running this encounter)*

Reaching Davy Jones's Lock up, you can see that it is an immense building with only a single entrance. A prosperous-looking merchant is unloading a wagon outside the building

The merchant is a local shopkeeper (exotic rugs) who recently received a larger shipment than he was expecting. He has used the Lock up before, and is unloading his excess goods here for storage.

The clerk has checked his shipment, and is preparing a berth for the goods inside. However, no day laborers reported for work today, and there is no-one to move the goods to the berth. The Clerk will not do so, and the Guards absolutely refuse to do such work.

Should the PCs help with moving the goods, one of the guards will escort them inside to the berth. As it happens, two berths are available because a shipment was just "removed" by Jantz Silverspeak. The goods being loaded onto the *Silver's Spirit* are the ones that until yesterday were stored here

PCs helping move the goods can make a Spot check (DC 15) to notice a torn scrap of paper in one of the two empty berths. Should one of them examine it, give the players Player Handout #3. The note appears hastily written, but if compares to other notes the PCs have gathered, it is similar to Tara's handwriting.

Haas Tem (Clerk) HM Exp7; HD 7d6+7; hp 28; AL LV; SV Fort +3, Ref +2, Will +7; Str 10, Dex 11, Int 16, Wis 14, Cha 12.

Skills and Feats: Bluff +13, Craft (calligraphy) +13, Decipher Script +13, Diplomacy +5, Forgery +13, Gather Information +13, Intimidate +12, Knowledge Local +15, Profession (clerk) +14, Search +13. Sense Motive +14; Skill Focus (Gather Information), Skill Focus (Knowledge [local]), Skill Focus (Profession [bureaucrat]), Skill Focus (Sense Motive)

Hardoin and Franwis HM Ftr 2; HD 2210+6; HP 17; Init +1; Spd 20 ft; AC 19 (banded mail +6, Dex +1, shield +2); Atk +6 melee (1d8+3, longsword); Al LN; SV Fort +6, Ref +1, Will +1; Str 16, Dex 13, Con 16, Int 13, Wis 12, Cha 12.

Skills and Feats: Climb -1, Intimidate +5, Jump -1, Ride +3, Spot +3, Swim -5, Expertise, Improved disarm, Skill focus (intimidate), Weapon Focus (longsword)

Equipment: banded mail, longsword, small steel shield,

PCs who sneak away from their escort will find themselves set upon by the carnivorous apes hiding in the rafters, as described in DM Aid #2

Carnivorous Ape (3): HD 5d8 +10; hp 30; Init +3 (Dex); Spd 30 ft., 30 ft. climb, AC 15 (+3 Dex, -1 Size, +3 Natural); Atks 2 claws +8 melee (1d6+6), bite +3 melee (1d6+3); SA -; SQ Scent; AL N; SV Fort +6, Ref +6, Will +2.

Str 22, Dex 16, Con 15, Int 10, Wis 12, Cha 7.

Skills: Climb +19, Listen +5, Spot +5, Hide +4

The Clerk and guards are not aware of any smuggling operation, and if repeatedly questioned about it, will ask the PCs to leave, even under threat of arrest by the Watch. The only person who knows anything about Silverspeak is Davy himself, who is out of town at the moment, and not expected to return for several weeks.

6b: Ye Who Dares

The sound of a blacksmith's hammer striking an anvil draws you towards another location on the list. Ye Who Dares is the shop for the best in metal work in all of Ravens Bluff. A handsome young man drenched in sweat is methodically beating the blade of what appears to be a brand new longsword.

The young man is named Peter and is currently working on a commission for a masterwork short sword. He will profess no knowledge of the missing reporter (other than what he read in the Trumpeter, and he hopes that the PC's can find her. He knows the following information.

- The young lady came to the shop the day before she disappeared.
- She was investigating the commissioning of a number of weapons by someone with the initials LB.
- He showed her the invoice from the order.
- He is willing to show the PC's as well. (Show the PC's Player Handout #4.)

The PCs will not be allowed to deliver the swords for the weaponsmith. They will insist on conducting their own business.

See DM Aid #3 for a further description of Ye Who Dares

6c: The Seaside Salvage Company

The Seaside Salvage Company is one of the finer dining establishments in the Harbor District. The crowd is somewhat sparse at this hour of the day, but there is a friendly atmosphere in here nonetheless.

Tara Strongquill used this place as kind of a hangout, which she used to gather information about the locals in the Harbor District. The waitstaff knew her well and are concerned about her disappearance. They will tell the PC's that they were holding a package for her, delivered three days ago by an elven gentleman wearing a black tunic, black breeches and with a faint bluish tinge to his skin.

They will allow the PC's to examine the package. Should they unwrap it, they will see a simple wooden box. The box detects as magical and is trapped. If the PCs open the box, the trap will be spring and the party will be affected by <u>one</u> of the following effects. depending on the EL:

<u>EL 2</u> *glyph of warding (sonic)* (1d8 pts, Reflex save DC 14 for half)
<u>EL 4</u> *glyph of warding (sonic)* (2d8 pts, Reflex save DC 15 for half)
<u>EL 6</u> *glyph of warding (sonic)* (3d8 pts, Reflex save DC 16 for half)
<u>EL 8</u> *glyph of warding (sonic)* (4d8 pts, Reflex save DC 17 for half)
<u>EL 10</u> *glyph of warding (sonic)* (5d8 pts, Reflex save DC 19 for half)
<u>EL 12</u> *glyph of warding (sonic)* (5d8 pts, Reflex save DC 20 for half)
<u>EL 14</u> *glyph of warding (sonic)* (5d8 pts, Reflex save DC 22 for half)
<u>EL 16</u> *symbol* of Insanity (20th level caster, Will save negates[DC 22])
<u>EL 18</u> *symbol* of Pain (20th level caster, Fortitude save negates [DC 26])
<u>EL 20</u> *symbol* of Death (20th level caster, Fortitude save or die [DC 26])

There is nothing of interest inside the box. There is nothing else of interest to the party in this place as well.

See DM Aid #4 for a further description of the Seaside Salvage Company

6d: The Pig in a Poke

Pig in a Poke is well known in the Harbor district as the best place to obtain freshly carved meats and fresh sausages. The proprietor stands proudly behind the counter and beams at you as you enter. "Good day and well met. Welcome to Pig in a Poke. What can I get for you today?"

The proprietor will explain that Tara was investigating some missing haunches of beef and buckets of blood. She never spoke of her suspicions to the proprietor. The missing beef was stolen by Blackmanta to feed his malenti allies.

There is no other information of value available at this location.

See DM Aid #5 for a further description of The Pig in a Poke

Encounter Seven: Narwhal Manor

Narwhal Manor is well known among the denizens of the Harbor District as being both the headquarters and home of the Harbor Master. As you enter, a small, cloaked figure darts into the back room. The figure is soon replaced by a short half-elf that eyes your group with a quizzical expression. "I am Draco Elass. Welcome to Narwhal Manor. What can I do for you this day?"

The cloaked figure was Draco's adopted daughter Docara, a drow. She is quite shy and will remain hidden from the PC's

Draco remembers Tara questioning him about past history of Ravens Bluff; especially the last time Calvan's Bell was rung. He will explain to the PCs that the last time the bell was rung is when an Locaath Blackmanta, a sea elf sorcerer, used the bell to summon an undead army (this took place in the scenario *A Stroke of Midnight* in 1996). The undead were defeated and a group of adventurers fought Blackmanta…who reportedly died. Anyone who has played through *A Night at Sharkey's Bar and Grill* or *A Day at the Races* knows that this information is incorrect.

Once all the locations on Tara's list have been visited, proceed to either Encounter Eight or Ten (if pressed for time).

Encounter Eight: Showdown at Sundown

After visiting the locations on Tara's list, you are on your way to what you hope is the place where Tara Strongquill is being held. The last rays of the afternoon sun barely illuminate the streets of Ravens Bluff when shapes rush at you from the alleyways on either side of the street.

The PCs are being attacked by undead summoned by Blackmanta. Have the Players roll for initiative. If the game is running very long, feel free to skip past this encounter to Encounter Nine

EL 2

Skeletons (6) Medium Undead; HD 1d12; hp 12; Init +5; Speed 30 ft.; AC 13 (+1 Dex, +2 Natural); Atks 2 Claws +0 Melee; melee Claw 1d4; SQ Undead AL N; Saves Fort +0 Ref +1 Will +2
Str 10 Dex 12 Con -- Int -- Wis 10 Cha 11
Feats: Improved Initiative

SQ:Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

EL4

Large Skeletons (4) Large Undead; HD 2d12; hp 24; Init +5; Speed 30 ft. ; AC 13 (-1 Size, +1 Dex, +3 Natural); Atks 2 Claws +2 melee; melee Claw 1d6+2; Face/Reach 5' by 5'/10'; SQ Undead AL N: SV Fort +0 Ref +1 Will +3
Str 14 Dex 12 Con -- Int -- Wis 10 Cha 11
Feats: Improved Initiative

SQ:Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

EL6

Ghoul (6) Medium Undead; HD 2d12; hp 24; Init +2; Speed 30 ft.; AC 14 (+2 Dex, +2 Natural); Atks +3 melee (bite 1d6+1 and paralysis), +0 melee (claw (2) 1d3 and paralysis); SA Paralysis, Create Spawn; SQ Undead, +2 Turn resistance AL CE; SV Fort +0 Ref +2 Will +5
Str 13 Dex 15 Con -- Int 13 Wis 14 Cha 16
Skills: Climb +6, Escape Artist +7, Hide +7. Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7
Feats: Multiattack, Weapon Finesse (Bite)

SA: Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.
Create Spawn (Su): Creatures slain by a ghoul will rise as ghouls themselves in 1d4 days. Casting protection from evil on a body before that time averts the transformation.

SQ:Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

EL 8

Ghast (5) Medium Undead; HD 4d12; hp 48; Init +2; Speed 30 ft.; AC 16 (+2 Dex, +4 Natural); Atks +4 melee (bite 1d8+1 and paralysis), melee +1 (claw(2) 1d4 and Paralysis); SA Stench (Fort Save DC 15), Paralysis (Fort save DC 15), Create Spawn; SQ Undead, +2 Turn resistance AL CE; SV Fort +1 Reflex +3 Will +6
Str 13 Dex 15 Con -- Int 13 Wis 14 Cha 16
Skills: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8. Move Silently +7, Search +6, Spot +8
Feats: Multiattack, Weapon Finesse (Bite)

SA: **Paralysis (Ex)**: Those hit by a ghast's bite or claw attack must succeed at a Fortitude save (DC 15) or be paralyzed for 1d6+4 minutes. Even elves are vulnerable to this paralysis.
Create Spawn (Su): Creatures slain by a ghast will rise as ghasts themselves in 1d4 days. Casting *protection from evil* on a body before that time averts the transformation.
Stench (Ex): The stink of death and corruption surrounding these creatures is sickening. Those within 10 feet must succeed at a Fortitude save (DC 15) or be wracked with nausea, suffering a -2 circumstance penalty to all attacks, saves, and skill checks for 1d6+4 minutes.

SQ: **Undead***:* Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage

EL 10

Vampire Spawn (8) Medium Undead; HD 4d12; hp 48; Init +6 (+2 Dex, Improved Initiative); Speed 30 ft.; AC 15 (+2 Dex, +3 Natural); Atks Slam +5 melee (Slam 1d6+4 and Energy Drain;; SA Charm, energy drain, blood drain; SQ Undead, +2 turn resistance, damage reduction 10/silver, cold and electricity resistance 10, gaseous form, spider climb, fast healing 2; AL CE SV Fort +1 Ref +5 Will +5
Str 16 Dex 14 Con -- Int 13 Wis 13 Cha 14
Skills and Feats: Bluff +8, Climb +8, Hide +10, Jump + 8, Listen +11, Move Silently +11, Search +8, Sense Motive +11, Spot +11; Alertness, Improved Initiative, Lightning Reflexes,

SA: Charm (Su) This is similar to the Domination ability of a full vampire (DM Aid #8), but the save DC is 14, and the effect is similar to *charm person* as cast as a 5th level sorcerer. A charmed subject allows the vampire spawn to drain his or her blood (see below)
Energy Drain (Su): Living Creatures hit by a vampire spawn's slam attack suffer 1 negative level. The Fortitude save to remove the negative level has a DC of 14.
Blood Drain (Su): A vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round the pin is maintained.

SQ: Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.
Gaseous Form (Su): As a standard action, a vampire spawn can assume *gaseous form* at will, as the spell cast by a 5th level sorcerer, but can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.
Spider Climb (Ex): A vampire spawn can climb sheer surfaces as though with a spider climb spell.
Fast Healing (Ex): A vampire spawn heals 2 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points or lower, a vampire automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to 9 miles in 2 hours.)Once at rest in its coffin, it rises to 1 hit point after 1 hour, then resumes healing at the rate of 2 hit points per round.

EL 12

Wraith (8) CR 5 Medium Undead; HD 5d12; hp 50; Init +7; Speed 30 ft. ; AC 15 (+3 Dex, +2 Deflection); Atks +5 melee (incorporeal Touch 1d4 and 1d6 permanent Constitution drain); SA Constitution Drain (Fort Save DC 14), Create Spawn; SQ Undead, Incorporeal, +2 Turn resistance, Unnatural Aura, Daylight powerlessness AL LE; SV Fort +1 Reflex +4 Will +6

Str -- Dex 16 Con -- Int 14 Wis 14 Cha 15
Skills and Feats: Hide +11, Intimidate +10, Intuit Direction +6, Listen +12, Search +10, Sense Motive +8, Spot +12; Alertness, Blindfight, Combat Reflexes, Improved Initiative

SA: Constitution Drain (Su) Living Creatures hit by a wraith's incorporeal touch attack must succeed at a Fortitude save (DC 14) or suffer 1d6 points of permanent Constitution drain.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Spawn are under the command of the wraith that created them and remain enslaved until death. They do not possess any of the abilities they had in life.

SQ: Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Incorporeal: Can only be affected by other incorporeal creatures, +1 or better weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

EL 14

Spectre (7) Medium Undead; HD 7d12; hp 84; Init +7; Speed 40 ft. ; AC 15 (+3 Dex, +2 Deflection); Atks +6 melee (Incorporeal Touch 1d8 and Energy Drain 2 Levels); SA Energy Drain (Fort Save DC 15), Create Spawn; SQ Undead, Incorporeal, +2 Turn resistance, Unnatural Aura, Sunlight powerlessness AL LE; SV Fort +2 Reflex +5 Will +7
Str -- Dex 16 Con -- Int 14 Wis 14 Cha 15
Skills and Feats: Hide +13, Intimidate +12, Intuit Direction +10, Listen +13, Search +10, Spot +13; Alertness, Blindfight, Combat Reflexes, Improved Initiative

SA: Constitution Drain (Su) Living Creatures hit by a spectre's incorporeal touch attack receive 2 negative levels. The Fortitude save to remove a negative level has a DC of 15

Create Spawn (Su): Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until death. They do not possess any of the abilities they had in life.

SQ: Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a spectre at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Incorporeal: Can only be affected by other incorporeal creatures, +1 or better weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

EL 16

(Note: The undead at ELs 16,18, and 20 are the restless spirits of two highly respected Ravens Bluff City Watchmen betrayed and murdered by evil adventurers before the war. They have been dormant for a while, but Locaath Blackmanta has awakened their vengeful shades. Blackmanta told them that the war has been lost, and that the city has fallen to evil. Since Blackmanta was a well-regarded sorcerer before their deaths, they have no reason to disbelieve him. They will continue to "protect" their beloved city as best they can, and attempt to rid it of the corrupting influence to "evil" adventurers.

After a round or two of combat, have the PCs make Knowledge (local) checks, with a DC of 20 (15 for members of the Watch). Success means that the two are recognized as decorated officers of the watch, who disappeared about 6 years ago under mysterious circumstances. A check result of 25 (20 for Watch members) allows the PC to remember that there was some scandal of corruption tied to their names, but the matter was never fully investigated.

The two ghosts will break off their attack if convinced that they are fighting on the wrong side.)

Freck Ftr 12 Medium Undead HD 12d12; hp 144; Init +6; Speed (fly) 30 ft.; AC (incorporeal)12 (+2 Dex) (manifested) AC 17 (+2 Dex, +5 Deflection); Atks +12/+7/+2 melee (damage by weapon, currently none); SA: Manifestation, Corrupting Gaze, Corrupting Touch, Malevolence; SQ: Rejuvenation, Turn Resistance +4, Undead, Incorporeal AL LN; SV Fort +9 Reflex +7 Will +6

Str 16 Dex 14 Con -- Int 10 Wis 13 Cha 20

Skills and Feats: Climb +8, Listen +7, Search +7, Spot +10, Swim +5; Alertness, Blindfight, Cleave, Combat Reflexes, Expert Tactician, Improved Critical, Improved Initiative, Improved Unarmed Strike, Luck of Heroes, Power Attack, Weapon Focus (longsword), Weapon Focus (unarmed strike), Weapon Specialization (longsword)

SA: Ghostly Abilities: See DM Aid #9, Ghosts

Freck will attempt to get himself a new body as quickly as possible, preferably one wearing armor and wielding weapons. Freck receives an additional +1 to hit and +2 to damage rolls when using a longsword.

Panus Pal 12 (Torm) Medium Undead HD 12d12; hp 144; Init +2; Speed (fly) 30 ft.; AC (incorporeal)12 (+2 Dex) (manifested) AC 18 (+2 Dex, + 6 Deflection); Atks +12/+7/+2 melee (damage by weapon, currently none); SA: Manifestation, Horrific Appearance, Malevolence; Telekenesis SQ: Rejuvenation, Turn Resistance +4, Undead , Incorporeal AL LG; SV Fort +14, Ref +12, Will +12

Str 10 Dex 14 Con -- Int 13 Wis 14 Cha 22

Skills and Feats: Diplomacy +18, Heal +12, Knowledge (local) +10, Knowledge (religion) +16, Ride +12, Spot +5; Blind Fight, Expertise, Improved Disarm, Improved Unarmed Strike, Improved Trip, Skill Focus (Diplomacy)

SA: Ghostly Abilities: See DM Aid #9, Ghosts

Panus will never attack a foe first, a firm believer in non-violence. He prefers to subdue opponents rather than kill them. Unfortunately, he is about to find out that his very presence is deleterious to the living (Horrific Appearance). On the second round of combat (if there is one), Panus will attempt to take a body as a defensive measure. He does not quite believe Blackmanta's story, but the PCs actions will give the truth or lie to it, in his opinion.

Neither being remembers the exact circumstances of his death, only that they were betrayed and murdered by men they trusted.

EL 18

Freck Ftr 14 Medium Undead HD 14d12; hp 168; Init +6; Speed (fly) 30 ft.; AC (incorporeal)12 (+2 Dex) (manifested) AC 17 (+2 Dex, +5 Deflection); Atks +14/+9/+4 melee (damage by weapon, currently none); SA: Manifestation, Corrupting Gaze, Corrupting Touch, Malevolence; SQ: Rejuvenation, Turn Resistance +4, Undead , Incorporeal AL LN; SV Fort +10 Reflex +7 Will +6

Str 16 Dex 14 Con -- Int 10 Wis 13 Cha 20

Skills and Feats: Climb +8, Listen +8, Search +8, Spot +11, Swim +5; Alertness, Blindfight, Cleave, Combat Reflexes, Expert Tactician, Greate Cleave, Improved Critical, Improved Initiative, Improved Unarmed Strike, Luck of Heroes, Power Attack, Weapon Focus (longsword), Weapon Focus (unarmed strike), Weapon Specialization (longsword)

SA: Ghostly Abilities: See DM Aid #9, Ghosts

Freck will attempt to get himself a new body as quickly as possible, preferably one wearing armor and wielding weapons. Freck receives an additional +1 to hit and +2 to damage rolls when using a longsword.

Panus Pal 14 (Torm) Medium Undead HD 14d12; hp 168; Init +2; Speed (fly) 30 ft.; AC (incorporeal)12 (+2 Dex) (manifested) AC 18 (+2 Dex, + 6 Deflection); Atks +14/+9/+4 melee (damage by weapon, currently none); SA: Manifestation, Horrific Appearance, Malevolence; Telekenesis SQ: Rejuvenation, Turn Resistance +4, Undead , Incorporeal AL LG; SV Fort +15, Ref +12, Will +12

Str 10 Dex 14 Con -- Int 13 Wis 14 Cha 22

Skills and Feats: Diplomacy +25, Heal +12, Knowledge (local) +10, Knowledge (religion) +17, Ride +12, Spot +5; Blind Fight, Expertise, Improved Disarm, Improved Unarmed Strike, Improved Trip, Skill Focus (Diplomacy)

SA: Ghostly Abilities: See DM Aid #9, Ghosts

Panus will never attack a foe first, a firm believer in non-violence. He prefers to subdue opponents rather than kill them. Unfortunately, he is about to find out that his very presence is deleterious to the living (Horrific Appearance). On the second round of combat (if there is one), Panus will attempt to take a body as a defensive measure. He does not quite believe Blackmanta's story, but the PCs actions will give the truth or lie to it, in his opinion.

Neither being remembers the exact circumstances of his death, only that they were betrayed and murdered by men they trusted.

EL 20

Freck Ftr 16 Medium Undead HD 16d12; hp 192; Init +8; Speed (fly) 30 ft.; AC (incorporeal)12 (+2 Dex) (manifested) AC 17 (+2 Dex, +5 Deflection); Atks +16/+11/+6/+1 melee (damage by weapon, currently none); SA: Manifestation, Corrupting Gaze, Corrupting Touch, Malevolence; SQ: Rejuvenation, Turn Resistance +4, Undead , Incorporeal AL LN; SV Fort +11 Reflex +8 Will +8

Str 16 Dex 14 Con -- Int 10 Wis 14 Cha 20

Skills and Feats: Climb +8, Listen +10, Search +9, Spot +13, Swim +5; Alertness, Blindfight, Cleave, Combat Reflexes, Expert Tactician, Greate Cleave, Improved Critical, Improved Initiative, Improved Unarmed Strike, Luck of Heroes, Power Attack, Thug, Weapon Focus (longsword), Weapon Focus (unarmed strike), Weapon Specialization (longsword), Weapon Specialization (unarmed strike)

SA: Ghostly Abilities: See DM Aid #9, Ghosts

Freck will attempt to get himself a new body as quickly as possible, preferably one wearing armor and wielding weapons. Freck receives an additional +1 to hit and +2 to damage rolls when using a longsword or an unarmed strike.

Panus Pal 16 (Torm) Medium Undead HD 16d12; hp 192; Init +2; Speed (fly) 30 ft.; AC (incorporeal)12 (+2 Dex) (manifested) AC 18 (+2 Dex, + 6 Deflection); 16/+11/+6/+1 melee (damage by weapon, currently none); SA: Manifestation, Horrific Appearance, Malevolence; Telekenesis SQ: Rejuvenation, Turn Resistance +4, Undead, Incorporeal AL LG; SV Fort +16, Ref +13, Will +13

Str 10 Dex 14 Con -- Int 14 Wis 14 Cha 22

Skills and Feats: Diplomacy +27, Heal +12, Knowledge (local) +12, Knowledge (religion) +22, Ride +12, Spot +6; Blind Fight, Expertise, Extra Turning, Improved Disarm, Improved Unarmed Strike, Improved Trip, Skill Focus (Diplomacy)

SA: Ghostly Abilities: See DM Aid #9, Ghosts

Panus will never attack a foe first, a firm believer in non-violence. He prefers to subdue opponents rather than kill them. Unfortunately, he is about to find out that his very presence is deleterious to the living (Horrific Appearance). On the second round of combat (if there is one), Panus will attempt to take a body as a defensive measure. He does not quite believe Blackmanta's story, but the PCs actions will give the truth or lie to it, in his opinion.

Neither being remembers the exact circumstances of his death, only that they were betrayed and murdered by men they trusted.

Encounter Nine: "A hole, A Cave, Down by the Sea"

There are a variety of ways that the PCs can discover Tara's location. Adjust the following text as needed for the situation.

Following the clues, you make your way north along the coast. Most of the terrain is cliffs, but about six miles north of the city, the cliffs give way to a long stretch of sandy beach. Following the beach you travel perhaps another mile before you see a cave entrance in a large rock formation.

If the party enters or examines the scene, read the following :

The rough stone passageway goes just a short distance before opening into a wide cavern. A number of things are visible as you enter. The first is the figure(s) of what appear(s) to be aquatic elves armed with tridents. The second is a metal cage in which lies a bedraggled human female matching the description of the woman you've been seeking. The elves quickly form ranks and prepare to defend their captive.

The PCs may attempt to parley for Tara's release. Let them role-play for perhaps for 5 minutes before initiating combat. The malenti are stalling until their leaders return. (At EL 6 and above, they will.) At this point, proceed to Encounter Ten

Encounter Ten: The Back Hand of Diplomacy

(*Note. Only use the following text at EL 6 and above. Otherwise, have the malenti lose patience with the negotiations and attack)*

Just as it seems that the negotiations are going well, two more "elves" enter the room. One is dressed in robes of shimmering green while the other is dressed in robes of blue and wears a holy symbol around his neck (Religion Check DC 15, Sekolah). ***Seeing your group, they order their minions to the attack.***

EL 2

Sahuagin (Malenti) Medium-size humanoid (6ft. tall); HD 2d8+2; hp 18; Init +1(Dex); Spd 30ft; swim 40 ft; AC 16 (+1 Dex, +5 natural); Atks : +3 melee (trident 1d8+2) or claws(2)(1d2+2); SA nil; SQ Blood Frenzy, light blindness; SR nil; AL LE; Fort +4, Ref +1 Will +1.

Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Animal Empathy +2, Hide +6, Listen +7, Profession (hunt) +2, Spot +7, Wilderness Lore +1; Multiattack.

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily

Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Equipment: masterwork trident, small leather? pouch containing elf knucklebones

EL 4

Sahuagin (Malenti) (2) Medium-size humanoid (6ft. tall); HD 2d8+2; hp 18; Init +1(Dex); Spd 30ft; swim 40 ft; AC 16 (+1 Dex, +5 natural); Atks : +3 melee (trident 1d8+2) or claws(2)(1d2+2); SA nil; SQ Blood Frenzy, light blindness; SR nil; AL LE; Fort +4, Ref +1 Will +1.

Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Animal Empathy +2, Hide +6, Listen +7, Profession (hunt) +2, Spot +7, Wilderness Lore +1; Multiattack.

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily

Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Equipment: masterwork trident, small leather? pouch containing elf knucklebones

EL6

Sahuagin (Malenti) (2) Medium-size humanoid (6ft. tall); HD 2d8+2; hp 18; Init +1(Dex); Spd 30ft; swim 40 ft; AC 16 (+1 Dex, +5 natural); Atks: +3 melee (trident 1d8+2) or claws(2)(1d2+2); SA nil; SQ Blood Frenzy, light blindness; SR nil; AL LE; Fort +4, Ref +1 Will +1.

Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Animal Empathy +2, Hide +6, Listen +7, Profession (hunt) +2, Spot +7, Wilderness Lore +1; Multiattack.

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily

Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Equipment: masterwork trident, small leather? pouch containing elf knucklebones

Sahuagin (Malenti) Wiz 1 Medium-size humanoid (6ft. tall); HD 2d8+2, 1d4+1; hp 23; Init +1(Dex); Spd 30ft; swim 40 ft; AC 20 (+1 Dex, +4 armor, +5 natural); Atks: +2 melee (claws(2)1d2+2); SA nil; SQ Blood Frenzy, light blindness; SR nil; AL LE; Fort +4, Ref +1 Will +3.

Str 12, Dex 13, Con 12, Int 16, Wis 13, Cha 9.

Skills and Feats: Animal Empathy +2, Concentration +5, Hide +6, Listen +7, Profession (hunt) +2, Spellcraft +4, Spot +7, Wilderness Lore +1; Multiattack.

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily

Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Spells per day (3/2): 0 —*daze(x2),ray of frost* 1st — ~~*mage armor*~~*, magic missile*

Sahuagin (Malenti) Clr 1 (Sekolah) Medium-size humanoid (6ft. tall); HD 3d8+6; hp 23; Init +1(Dex); Spd 30ft; swim 40 ft; AC 19 (+4 armor, +5 natural); Atks: +2 melee (trident 1d8+2) or +3 melee (claws(2)1d2+2); SA nil; SQ Blood Frenzy, Feat of Strength, light blindness, ; SR nil; AL LE; Fort +7, Ref +0 Will +4.

Str 12, Dex 11, Con 14, Int 13, Wis 14, Cha 9.

Skills and Feats: Animal Empathy +2, Concentration +5, Hide +6, Listen +7, Profession (hunt) +2, Spellcraft +4, Spot +7, Wilderness Lore +1; Multiattack, Weapon Focus (trident).

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily

Feat of Strength (Su): Once per day, a cleric of Sekolah can perform a feat of strength, gaining an enhancement bonus to Strength equal to her level. Activating the power is a free action, and last for 1 round. (Strength Domain granted power)

Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Equipment:: masterwork trident, masterwork scale armor, small leather? pouch containing elf knucklebones

Domains: Strength and War

Spells per day (3/2+1): 0 —*guidance, cure minor wounds, virtue* 1st — *bane*, *cure light wounds, magic weapon*

EL 8

Sahuagin (Malenti) (3) Medium-size humanoid (6ft. tall); HD 2d8+2; hp 18; Init +1(Dex); Spd 30ft; swim 40 ft; AC 16 (+1 Dex, +5 natural); Atks: +3 melee (trident 1d8+2) or claws(2)(1d2+2); SA nil; SQ Blood Frenzy, light blindness; SR nil; AL LE; Fort +4, Ref +1 Will +1.

Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Animal Empathy +2, Hide +6, Listen +7, Profession (hunt) +2, Spot +7, Wilderness Lore +1; Multiattack.

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily

Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Equipment: masterwork trident*, small leather? pouch containing elf knucklebones

Sahuagin (Malenti) Wiz 3 Medium-size humanoid (6ft. tall); HD 2d8+2, 3d4+3; hp 33; Init +1(Dex); Spd 30ft; swim 40 ft; AC 20 (+1 Dex, +4 armor, +5 natural); Atks: +5 melee (claws(2)1d2+3); SA nil; SQ Blood Frenzy, light blindness; SR nil; AL LE; Fort +5, Ref +2 Will +4.

Str 12(16), Dex 13, Con 12, Int 16, Wis 13, Cha 9.

Skills and Feats: Animal Empathy +2, Concentration +7, Hide +6, Listen +7, Profession (hunt) +3, Spellcraft +9, Spot +8, Wilderness Lore +1; Multiattack., Empower Spell

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily

Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Spells per day (4/3/2): 0 —*daze(x2),ray of frost (x2)*1st — ~~*mage armor*~~*, magic missile(x2);* 2nd — ~~*bull's strength*~~*, mirror image*

Sahuagin (Malenti) Clr 3 (Sekolah) Medium-size humanoid (6ft. tall); HD 5d8+10; hp 50; Init +1(Dex); Spd 30ft; swim 40 ft; AC 19 (+4 armor, +5 natural); Atks: +4 melee (trident 1d8+2) or +3 melee (claws(2)1d2+2); SA nil; SQ Blood Frenzy, Feat of Strength, light blindness, ; SR nil; AL LE; Fort +8, Ref +1 Will +5.

Str 12, Dex 11, Con 14, Int 13, Wis 14, Cha 9.

Skills and Feats: Animal Empathy +2, Concentration +5, Hide +6, Listen +7, Profession (hunt) +2, Spellcraft +4, Spot +7, Wilderness Lore +1; Extend Spell , Multiattack, Weapon Focus (trident)

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily

Feat of Strength (Su): Once per day, a cleric of Sekolah can perform a feat of strength, gaining an enhancement bonus to Strength equal to her level. Activating the power is a free action, and last for 1 round. (Strength Domain granted power)

Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Equipment: masterwork trident, masterwork scale armor, small leather? pouch containing elf knucklebones

Domains: Strength and War

Spells per day (4/3+1/2+1): 0 —*guidance, cure minor wounds(x2), virtue* 1st — *bane*, *cure light wounds(x2),* <u>*magic weapon*</u>; 2nd — *hold person, sound burst,* <u>*spiritual weapon*</u>

EL 10

Sahuagin (Malenti) (3) Medium-size humanoid (6ft. tall); HD 2d8+2; hp 18; Init +1(Dex); Spd 30ft; swim 40 ft; AC 16 (+1 Dex, +5 natural); Atks: +3 melee (trident 1d8+2) or claws(2)(1d2+2); SA nil; SQ Blood Frenzy, light blindness; SR nil; AL LE; Fort +4, Ref +1 Will +1.

Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Animal Empathy +2, Hide +6, Listen +7, Profession (hunt) +2, Spot +7, Wilderness Lore +1; Multiattack.

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily

Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Equipment: masterwork trident*, small leather? pouch containing elf knucklebones

Sahuagin (Malenti) Wiz 6 Medium-size humanoid (6ft. tall); HD 2d8+2, 6d4+6; hp 48; Init +1(Dex); Spd 30ft; swim 40 ft; AC 27 (+1 Dex, +4 armor, +7 cover,+5 natural); Atks: +7 melee (claws(2)1d2+3); SA nil; SQ Blood Frenzy, light blindness; SR nil; AL LE; Fort +6, Ref +3 Will +5.

Str 12(16), Dex 13, Con 12, Int 17, Wis 13, Cha 9.

Skills and Feats: Animal Empathy +2, Concentration +10, Hide +6, Listen +7, Profession (hunt) +3, Spellcraft +12, Spot +11, Wilderness Lore +1; Multiattack., Empower Spell, Extend spell, Heighten Spell

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily

Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Spells per day (4/4/4/3): 0 *—daze(x2),ray of frost (x2)*1st *— ~~mage armor~~, magic missile(x2), ~~shield~~;* 2nd *— ~~bull's strength~~, mirror image, summon swarm, blur;*3rd *—dispel magic, lightning bolt(x2)*

Sahuagin (Malenti) Clr 6 (Sekolah) Medium-size humanoid (6ft. tall); HD 8d8+16; hp 80; Init +1(Dex); Spd 30ft; swim 40 ft; AC 21 (+6 armor, +5 natural); Atks: +6 melee (trident 1d8+2) or +3 melee (claws(2)1d2+2); SA nil; SQ Blood Frenzy, Feat of Strength, light blindness, ; SR nil; AL LE; Fort +10, Ref +3 Will +8.

Str 12, Dex 10, Con 14, Int 13, Wis 16, Cha 9.

Skills and Feats: Animal Empathy +2, Concentration +10, Hide +6, Listen +8, Profession (hunt) +2, Spellcraft +9, Spot +7, Wilderness Lore +1; Extend Spell , Multiattack, Weapon Focus (trident)

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily

Feat of Strength (Su): Once per day, a cleric of Sekolah can perform a feat of strength, gaining an enhancement bonus to Strength equal to her level. Activating the power is a free action, and last for 1 round. (Strength Domain granted power)

Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Equipment: masterwork trident, masterwork scale armor, small leather? pouch containing elf knucklebones

Domains: Strength and War

Spells per day (5/4+1/4+1/3+1): 0 *—guidance, cure minor wounds(x2), ~~resistance~~, virtue* 1st *— bane*, *doom, cure light wounds(x2), magic weapon*; 2nd *— hold person(x2), sound burst, spiritual weapon;* 3rd *—bestow curse, dispel magic, invisibility purge, ~~magical~~ ~~vestment~~*

EL 12

Vampiric Sahuagin (Malenti) Rng4 (3) Medium Undead; HD 6d12; hp 72; Init +8(+4 Dex, +4 Improved Initiative); Speed 30 ft. swim 40 ft ; AC 25 (+4 Dex, +11 Natural); Atks: Slam +13 (1d6+8, energy drain) melee +12 Trident (1d8+7), melee +12 2 claws (1d2+4) or 2 Rakes (1d4+7), melee + 7 Bite 1d4+4; Face/Reach 5' by 5'/5'; SA Domination, Energy Drain (2 Levels) Blood Drain, Children of the Night, Create Spawn, Favored Enemy (elves) +1; SQ Light Blindness, Light Sensitivity, Damage Reduction 15/+1, Turn Resistance +4, Cold and Electricity Resistance 20, Gaseous Form, Spider Climb, Alternate Form, Fast Healing +5 AL CE; Saves: Fort +4 Reflex +5 Will +5

Str 25 Dex 19 Con -- Int 19 Wis 19 Cha 15

Skills and Feats: Bluff +10, Hide +12, Intuit Direction +11, Knowledge (Nature) +11, Move Silently +12, Listen +21, Search +19, Sense Motive +12, Spot +21, Swim +14, Wilderness Lore +11; Alertness, Ambidexterity, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Track, Two-Weapon Fighting

SA: **Vampiric abilities** See DM Aid 8, Vampires

Favored Enemy (elves): Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gets a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these same skills against elves. Likewise, he gets the same bonus to weapon damage rolls against elves.

SQ: **Light Blindness (Ex):** Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

The Will Save against these vampires' charm, and the Fortitude save to regain levels lost to their energy drain, have a DC of 15. The vampires have cast *magic fang* on themselves, giving a +1 bonus to hit and damage with their slam attacks.

Sahuagin (Malenti) Wiz 6 Medium-size humanoid (6ft. tall); HD 2d8+2, 6d4+6; hp 48; Init +1(Dex); Spd 30ft; swim 40 ft; AC 27 (+1 Dex, +4 armor, +7 cover,+5 natural); Atks: +7 melee (claws(2)1d2+3); SA nil; SQ Blood Frenzy, light blindness; SR nil; AL LE; Fort +6, Ref +3 Will +5.

Str 12(16), Dex 13, Con 12, Int 17, Wis 13, Cha 9.

Skills and Feats: Animal Empathy +2, Concentration +10, Hide +6, Listen +7, Profession (hunt) +3, Spellcraft +12, Spot +11, Wilderness Lore +1; Multiattack., Empower Spell, Extend spell, Heighten Spell

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily

Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Spells per day (4/4/4/3): 0 —*daze(x2),ray of frost (x2)*1st — ~~*mage armor*~~*, magic missile(x2),* ~~*shield*~~*;* 2nd — ~~*bull's strength*~~*, mirror image, summon swarm, blur;*3rd —*dispel magic, lightning bolt(x2)*

Sahuagin (Malenti) Clr 6 (Sekolah) Medium-size humanoid (6ft. tall); HD 8d8+16; hp 80; Init +1(Dex); Spd 30ft; swim 40 ft; AC 21 (+6 armor, +5 natural); Atks: +6 melee (trident 1d8+2) or +3 melee (claws(2)1d2+2); SA nil; SQ Blood Frenzy, Feat of Strength, light blindness, ; SR nil; AL LE; Fort +10, Ref +3 Will +8.

Str 12, Dex 10, Con 14, Int 13, Wis 16, Cha 9.

Skills and Feats: Animal Empathy +2, Concentration +10, Hide +6, Listen +8, Profession (hunt) +2, Spellcraft +9, Spot +7, Wilderness Lore +1; Extend Spell , Multiattack, Weapon Focus (trident)

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily

Feat of Strength (Su): Once per day, a cleric of Sekolah can perform a feat of strength, gaining an enhancement bonus to Strength equal to her level. Activating the power is a free action, and last for 1 round. (Strength Domain granted power)

Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Equipment: masterwork trident, masterwork scale armor, small leather? pouch containing elf knucklebones

Domains: Strength and War

Spells per day (5/4+1/4+1/3+1): 0 —*guidance, cure minor wounds(x2),* ~~*resistance*~~*, virtue* 1st — *bane, doom, cure light wounds(x2),* <u>*magic weapon*</u>; 2nd — *hold person(x2), sound burst,* <u>*spiritual weapon*</u>*;* 3rd —*bestow curse, dispel magic, invisibility purge,* ~~*magical vestment*~~

EL 14

Vampiric Sahuagin (Malenti) Rng4 (3) Medium Undead; HD 6d12; hp 72; Init +8(+4 Dex, +4 Improved Initiative); Speed 30 ft. swim 40 ft ; AC 25 (+4 Dex, +11 Natural); Atks: Slam +13 (1d6+8, energy drain) melee +12 Trident (1d8+7), melee +12 2 claws (1d2+4) or 2 Rakes (1d4+7), melee + 7 Bite 1d4+4; Face/Reach 5' by 5'/5'; SA Domination, Energy Drain (2 Levels) Blood Drain, Children of the Night, Create Spawn, Favored Enemy (elves) +1; SQ Light Blindness, Light Sensitivity, Damage Reduction 15/+1, Turn Resistance +4, Cold and Electricity Resistance 20, Gaseous Form, Spider Climb, Alternate Form, Fast Healing +5 AL CE; Saves: Fort +4 Reflex +5 Will +5

Str 25 Dex 19 Con -- Int 19 Wis 19 Cha 15

Skills and Feats: Bluff +10, Hide +12, Intuit Direction +11, Knowledge (Nature) +11, Move Silently +12, Listen +21, Search +19, Sense Motive +12, Spot +21, Swim +14, Wilderness Lore +11; Alertness, Ambidexterity, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Track, Two-Weapon Fighting

SA: **Vampiric abilities** See DM aid 5, Vampires

Favored Enemy (elves): Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gets a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these same skills against elves. Likewise, he gets the same bonus to weapon damage rolls against elves.

SQ: **Light Blindness (Ex):** Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

The Will Save against these vampires' charm, and the Fortitude save to regain levels lost to their energy drain, have a DC of 15. The vampires have cast *magic fang* on themselves, giving a +1 bonus to hit and damage with their slam attacks.

Sahuagin (Malenti) Wiz 9 Medium-size humanoid (6ft. tall); HD 2d8+2, 9d4+9; hp 63; Init +1(Dex); Spd 30ft; swim 40 ft; AC 29 (+3 Dex, +4 armor, +7 cover,+5 natural); Atks: +8 melee (claws(2)1d2+3); SA nil; SQ Blood Frenzy, light blindness; SR nil; AL LE; Fort +8, Ref +5 Will +7.

Str 12(16), Dex 13(17), Con 12, Int 18, Wis 13, Cha 9.

Skills and Feats: Animal Empathy +2, Concentration +13, Hide +6, Listen +7, Profession (hunt) +3, Spellcraft +15, Spot +11, Wilderness Lore +1; Multiattack., Empower Spell, Extend spell, Heighten Spell, Maximize Spell

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily

Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Spells per day (4/5/5/4/3/1): 0 *—daze(x2),ray of frost (x2)*1st *— ~~mage armor~~, magic missile(x3), ~~shield~~;* 2nd *— ~~bull's strength~~, ~~cat's grace~~, mirror image, summon swarm, blur;*3rd *—dispel magic, lightning bolt(x2), haste;* 4th *— evard's black tentacles*, *ice storm, bestow curse*; 5th *—cone of cold*

Sahuagin (Malenti) Clr 9 (Sekolah) Medium-size humanoid (6ft. tall); HD 11d8+22; hp 110; Init +5(Dex, Improved Initiative); Spd 30ft; swim 40 ft; AC 21 (+6 armor, +5 natural); Atks: +8/+3 melee (trident 1d8+2) or +3 melee (claws(2)1d2+2); SA nil; SQ Blood Frenzy, Feat of Strength, light blindness, ; SR nil; AL LE; Fort +11, Ref +4 Will +10.

Str 12, Dex 10, Con 14, Int 13, Wis 18, Cha 8.

Skills and Feats: Animal Empathy +2, Concentration +13, Hide +6, Listen +10, Profession (hunt) +2, Spellcraft +12, Spot +9, Wilderness Lore +1; Extend Spell , Heighten Spell, Improved Initiative, Multiattack, Weapon Focus (trident),

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily

Feat of Strength (Su): Once per day, a cleric of Sekolah can perform a feat of strength, gaining an enhancement bonus to Strength equal to her level. Activating the power is a free action, and last for 1 round. (Strength Domain granted power)

Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Equipment: masterwork trident, masterwork scale armor, small leather? pouch containing elf knucklebones

Domains: Strength and War

Spells per day (6/5+1/5+1/4+1/3+1/1+1): 0 *—guidance, cure minor wounds(x2), ~~resistance(x2)~~, virtue* 1st *— bane*, *doom(x2), cure light wounds(x2), <u>magic weapon</u>*; 2nd *— death knell*, *hold person(x2), sound burst(x2), <u>spiritual weapon</u>;* 3rd *—bestow curse, dispel magic, invisibility purge, ~~magical vestment~~, prayer;* 4th *— cure critical wounds, freedom of movement, poison, <u>divine power</u>*; 5th *— break enchantment, <u>righteous might</u>*

EL16

Vampiric Sahuagin (Malenti) Rng8 (3) Medium Undead; HD 10d12; hp 120; Init +9 (+5 Dex, +4 Improved Initiative); Speed 30 ft. swim 40 ft ; AC 29 (+3 Armor,+5 Dex, +11 Natural); Atks: Slam +20/+15 (1d6+11, energy drain) melee +19/+14 Trident (1d8+10), melee +19 2 claws (1d2+5) or 2 Rakes (1d4+10), melee + 14 Bite 1d4+5; Face/Reach 5' by 5'/5'; SA Domination, Energy Drain (2 Levels) Blood Drain, Children of the Night, Favored Enemy (elves) +2, (humans) +1; SQ Light Blindness, Light Sensitivity, Damage Reduction 15/+1, Turn Resistance +4, Cold and Electricity Resistance 20, Gaseous Form, Spider Climb, Alternate Form, Fast Healing +5 AL CE; Saves: Fort +4 Reflex +5 Will +5

Str 30 Dex 20 Con -- Int 20 Wis 17 Cha 12

Skills and Feats: Bluff +9, Hide +19, Intuit Direction +8, Knowledge (Nature) +16, Move Silently +24, Listen +22, Search +24, Sense Motive +11, Spot +22, Swim +21, Wilderness Lore +14; Alertness, Ambidexterity, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Track, Two-Weapon Fighting, Improved Two-Weapon Fighting.

SA: **Vampiric abilities** See DM aid 5, Vampires

Favored Enemy (elves): Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gets a +2 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these same skills against elves. Likewise, he gets the same bonus to weapon damage rolls against elves.

Favored Enemy (humans): Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gets a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these same skills against humans. Likewise, he gets the same bonus to weapon damage rolls against humans.

SQ: **Light Blindness (Ex):** Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

The Will Save against these vampires' charm, and the Fortitude save to regain levels lost to their energy drain, have a DC of 16. The vampires have cast *magic fang* on themselves, giving a +1 bonus to hit and damage with their slam attacks. They have also cast *resist elements* (fire), and *protection from elements (acid)* (48 points) on themselves before combat begins. The attack bonus shown above is not a mistake, the vampires <u>do</u> get multiple slam attacks, each with the chance to drain two levels. If the PCs are exceptionally tough, use the offhand attack as well.

Sahuagin (Malenti) Wiz 9 Medium-size humanoid (6ft. tall); HD 2d8+2, 9d4+9; hp 63; Init +1(Dex); Spd 30ft; swim 40 ft; AC 29 (+3 Dex, +4 armor, +7 cover,+5 natural); Atks: +8 melee (claws(2)1d2+3); SA nil; SQ Blood Frenzy, light blindness; SR nil; AL N; Fort +8, Ref +5 Will +8.

Str 10(14), Dex 10(14), Con 14, Int 20, Wis 14, Cha 8.

Skills and Feats: Animal Empathy +2, Concentration +13, Hide +6, Listen +7, Profession (hunt) +3, Spellcraft +17, Spot +11, Wilderness Lore +1; Multiattack., Spellcasting Prodigy, Spell Focus (Evocation), Greater Spell Focus (Evocation), Spell Penetration

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily

Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Spells per day (4+1/6+1/6+1/4+1/3+1/2+1): 0 — *daze(x2),ray of frost (x2)*1st — ~~*mage armor*~~, <u>*magic missile(x4)*</u>,*ray of enfeeblement,* ~~*shield*~~*;* 2nd — *blur,* ~~*bull's strength*~~*,* ~~*cat's grace*~~*,* <u>*darkness*</u>*,* ~~*invisibility,*~~ *mirror image, summon swarm;*3rd — *dispel magic,* <u>*lightning bolt(x3)*</u>*, haste;* 4th — *bestow curse,* <u>*evard's black tentacles*</u>*,* <u>*ice storm*</u>*,* <u>*otiluke's resilient sphere*</u>*,*; 5th —<u>*cone of cold*</u>*, dominate person, feeblemind*

The DCs for saving throws are as follows. Evocation spells = 20+spell level; All other schools =16+spell level. The Malenti wizard also gets a +2 bonus to caster level checks to overcome spell resistance. The Malenti wizard begins combat invisible, and will position himself to affect as many PCs as possible with a *lightning bolt*. He knows the vampires are resistant to electricity, and does not care about catching them in the blast (he can always get more)

Sahuagin (Malenti) Clr 9 (Sekolah) Medium-size humanoid (6ft. tall); HD 11d8+11; hp 99; Init +1(Dex); Spd 30ft; swim 40 ft; AC 21 (+6 armor, +5 natural); Atks: +8/+3 melee (trident 1d8+2) or +3 melee (claws(2)1d2+2); SA nil; SQ Blood Frenzy, Feat of Strength, light blindness, ; SR nil; AL LE; Fort +11, Ref +4 Will +10.

Str 12, Dex 12, Con 12, Int 10, Wis 20, Cha 12.

Skills and Feats: Animal Empathy +2, Concentration +13, Hide +6, Listen +7, Profession (hunt) +2, Spellcraft +12, Spot +7, Wilderness Lore +1; Heighten Spell, Maximize Spell, Multiattack, Weapon Focus (trident), Spellcasting Prodigy

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily

Feat of Strength (Su): Once per day, a cleric of Sekolah can perform a feat of strength, gaining an enhancement bonus to Strength equal to her level. Activating the power is a free action, and last for 1 round. (Strength Domain granted power)

Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Equipment: masterwork trident, masterwork scale armor, small leather? pouch containing elf knucklebones

Domains: Strength and War

Spells per day (6/6+1/6+1/4+1/3+1/2+1): 0 — *guidance(x2), cure minor wounds(x2), ~~resistance(x2)~~, virtue* 1st — *bane*, *doom(x2), cure light wounds(x3), magic weapon*; 2nd — *death knell*, *hold person(x3), sound burst(x2), spiritual weapon;* 3rd —*bestow curse, dispel magic, invisibility purge, ~~magical vestment~~, prayer;* 4th — *cure critical wounds, freedom of movement, poison, divine power*; 5th — *break enchantment, inflict moderate wounds (maximized,25 points) righteous might*

Save DCs for the malenti cleric are 16+ spell level. He will cast spells as long as possible, but is definitely not afraid to join melee and go into his frenzy.

EL18

Vampiric Sahuagin (Malenti) Rng10 (3) Medium Undead; HD 12d12; hp 144; Init +9 (+5 Dex, +4 Improved Initiative); Speed 30 ft. swim 40 ft ; AC 29 (+3 Armor,+5 Dex, +11 Natural); Atks: Slam +24/+19/+14 (1d6+13, energy drain) melee +23/+18/+13 Trident (1d8+12), melee +23 2 claws (1d2+6) or 2 Rakes (1d4+12), melee +18 Bite (1d4+6); Face/Reach 5' by 5'/5'; SA Domination, Energy Drain (2 Levels) Blood Drain, Children of the Night, Favored Enemy (elves) +3, (humans) +2, (dwarves) +1; SQ Light Blindness, Light Sensitivity, Damage Reduction 15/+1, Turn Resistance +4, Cold and Electricity Resistance 20, Gaseous Form, Spider Climb, Alternate Form, Fast Healing +5 AL CE; Saves: Fort +5 Reflex +6 Will +6

Str 30(*34*) Dex 20 Con -- Int 20 Wis 17 Cha 12

Skills and Feats: Bluff +9, Hide +21, Intuit Direction +8, Knowledge (Nature) +18, Move Silently +26, Listen +24, Search +26, Sense Motive +11, Spot +24, Swim +23, Wilderness Lore +16; Alertness, Ambidexterity, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Track, Two-Weapon Fighting, Improved Two-Weapon Fighting, Expert Tactician

SA: **Vampiric abilities** See DM Aid 8, Vampires

Favored Enemy (elves): Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gets a

+3 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these same skills against elves. Likewise, he gets the same bonus to weapon damage rolls against elves.
Favored Enemy (humans): Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gets a +2 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these same skills against humans. Likewise, he gets the same bonus to weapon damage rolls against humans.
Favored Enemy (dwarves): Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gets a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these same skills against humans. Likewise, he gets the same bonus to weapon damage rolls against humans.

SQ: **Light Blindness (Ex):** Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

The Will Save against these vampires' charm, and the Fortitude save to regain levels lost to their energy drain, have a DC of 16. The vampires have cast *magic fang* on themselves, giving a +1 bonus to hit and damage with their slam attacks. They have also cast *resist elements* (sonic), *protection from elements (acid)* (60 points), and *protection from elements (fire)* (60 points) on themselves before combat begins. The attack bonus shown above is not a mistake, the vampires do get multiple slam attacks, each with the chance to drain two levels. If the PCs are exceptionally tough, use the offhand attack as well.

Sahuagin (Malenti) Wiz 11 Medium-size humanoid (6ft. tall); HD 2d8+2, 11d4+11; hp 73; Init +1(Dex); Spd 30ft; swim 40 ft; AC 29 (+3 Dex, +4 armor, +7 cover,+5 natural); Atks: +9 melee (claws(2)1d2+3); SA nil; SQ Blood Frenzy, light blindness; SR nil; AL N; Fort +8, Ref +5 Will +9.

Str 10(14), Dex 10(14), Con 14, Int 20, Wis 14, Cha 8.

Skills and Feats: Animal Empathy +2, Concentration +13, Hide +6, Listen +7, Profession (hunt) +3, Spellcraft +17, Spot +11, Wilderness Lore +1; Multiattack., Spellcasting Prodigy, Spell Focus (Evocation), Greater Spell Focus (Evocation), Spell Penetration, Greater Spell Penetration

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily
Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Spells per day (4+1/6+1/6+1/5+1/3+1/3+1/2+1): 0 *—daze(x2),ray of frost (x2)*1st — ~~*mage armor*~~, *magic missile(x4),ray of enfeeblement,* ~~*shield*~~*;* 2nd *— blur,* ~~*bull's strength*~~*,* ~~*cat's grace*~~*, darkness*, ~~*invisibility,*~~ *mirror image, summon swarm;*3rd *— dispel magic, lightning bolt(x3), haste(x2);* 4th *— bestow curse, evard's black tentacles, ice storm, otiluke's resilient sphere,*; 5th *—cone of cold(x2), dominate person, feeblemind;* 6th *—chain lightning (x2), otiluke's freezing sphere*

The DCs for saving throws are as follows. Evocation spells = 20+spell level; All other schools =16+spell level. The Malenti wizard also gets a +4 bonus to caster level checks to overcome spell resistance. The Malenti wizard begins combat invisible, and will position himself to affect as many PCs as possible with a *lightning bolt*. He knows the vampires are resistant to electricity, and does not care about catching them in the blast (he can always get more)

Sahuagin (Malenti) Clr 11 (Sekolah) Medium-size humanoid (6ft. tall); HD 13d8+13; hp 117; Init +1(Dex); Spd 30ft; swim 40 ft; AC 21 (+6 armor, +5 natural); Atks: +10/+5 melee (trident 1d8+1) or +10/+5 melee (claws(2)1d2+1); SA nil; SQ Blood Frenzy, Feat of Strength, light blindness, ; SR nil; AL LE; Fort +11, Ref +4 Will +10.

Str 12, Dex 12, Con 12, Int 10, Wis 20, Cha 12.

Skills and Feats: Animal Empathy +2, Concentration +15, Hide +6, Listen +7, Profession (hunt) +2, Spellcraft +14, Spot +7, Wilderness Lore +1; Heighten Spell, Maximize Spell, Multiattack, Weapon Focus (trident), Spellcasting Prodigy

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily

Feat of Strength (Su): Once per day, a cleric of Sekolah can perform a feat of strength, gaining an enhancement bonus to Strength equal to her level. Activating the power is a free action, and last for 1 round. (Strength Domain granted power)

Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Equipment: masterwork trident, masterwork scale armor, small leather? pouch containing elf knucklebones

Domains: Strength and War

Spells per day (6/7+1/6+1/5+1/4+1/3+1/2+1): 0 — *guidance(x2), cure minor wounds(x2), ~~resistance(x2)~~, virtue* 1st — *bane*, *doom(x2), cure light wounds(x4), magic weapon*; 2nd — *death knell*, *hold person(x3), sound burst(x2), spiritual weapon;* 3rd —*bestow curse(x2), dispel magic, invisibility purge, ~~magical vestment,~~ prayer;* 4th — *cure critical wounds, freedom of movement, poison(x2), divine power*; 5th — *break enchantment, inflict moderate wounds (maximized,25 points)(x2) righteous might;* 6th — *blade barrier, harm, ~~stoneskin~~*

Save DCs for the malenti cleric are 16+ spell level. He will cast spells as long as possible, but is definitely not afraid to join melee and go into his frenzy. The *stoneskin* spell is active and on him.

EL 20

Vampiric Sahuagin (Malenti) Rng10 (3) Medium Undead; HD 12d12; hp 144; Init +9 (+5 Dex, +4 Improved Initiative); Speed 30 ft. swim 40 ft ; AC 29 (+3 Armor,+5 Dex, +11 Natural); Atks: Slam +24/+19/+14 (1d6+13, energy drain) melee +23/+18/+13 Trident (1d8+12), melee +23 2 claws (1d2+6) or 2 Rakes (1d4+12), melee +18 Bite (1d4+6); Face/Reach 5' by 5'/5'; SA Domination, Energy Drain (2 Levels) Blood Drain, Children of the Night, Favored Enemy (elves) +3, (humans) +2, (dwarves) +1; SQ Light Blindness, Light Sensitivity, Damage Reduction 15/+1, Turn Resistance +4, Cold and Electricity Resistance 20, Gaseous Form, Spider Climb, Alternate Form, Fast Healing +5 AL CE; Saves: Fort +5 Reflex +6 Will +6

Str 30(*34*) Dex 20 Con -- Int 20 Wis 17 Cha 12

Skills and Feats: Bluff +9, Hide +21, Intuit Direction +8, Knowledge (Nature) +18, Move Silently +26, Listen +24, Search +26, Sense Motive +11, Spot +24, Swim +23, Wilderness Lore +16; Alertness, Ambidexterity, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Track, Two-Weapon Fighting, Improved Two-Weapon Fighting, Expert Tactician

SA: **Vampiric abilities** See DM Aid 8, Vampires

Favored Enemy (elves): Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gets a +3 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these same skills against elves. Likewise, he gets the same bonus to weapon damage rolls against elves.

Favored Enemy (humans): Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gets a +2 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these same skills against humans. Likewise, he gets the same bonus to weapon damage rolls against humans.

Favored Enemy (dwarves): Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gets a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these same

skills against humans. Likewise, he gets the same bonus to weapon damage rolls against humans.

SQ: **Light Blindness (Ex):** Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

The Will Save against these vampires' charm, and the Fortitude save to regain levels lost to their energy drain, have a DC of 16. The vampires have cast *magic fang* on themselves, giving a +1 bonus to hit and damage with their slam attacks. They have also cast *resist elements* (sonic), *protection from elements (acid)* (60 points), and *protection from elements (fire)* (60 points) on themselves before combat begins.

Sahuagin (Malenti) Wiz 13 Medium-size humanoid (6ft. tall); HD 2d8+2, 11d4+11; hp 73; Init +1(Dex); Spd 30ft; swim 40 ft; AC 29 (+3 Dex, +4 armor, +7 cover,+5 natural); Atks: +9/4 melee (claws(2)1d2+3); SA nil; SQ Blood Frenzy, light blindness; SR nil; AL LE; Fort +9, Ref +6 Will +10.

Str 10(14), Dex 10(14), Con 14, Int 21, Wis 14, Cha 8.

Skills and Feats: Animal Empathy +2, Concentration +13, Hide +6, Listen +7, Profession (hunt) +3, Spellcraft +17, Spot +11, Wilderness Lore +1; Multiattack., Spellcasting Prodigy, Spell Focus (Evocation), Greater Spell Focus (Evocation), Spell Penetration, Greater Spell Penetration, Maximize Spell

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily

Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Spells per day
(4+1/6+1/6+1/5+1/5+1/4+1/3+1/1+1): 0 — *daze(x2),ray of frost (x2)*1st — ~~*mage armor*~~, *magic missile(x4),ray of enfeeblement,* ~~*shield*~~*;* 2nd — *blur,* ~~*bull's strength*~~*,* ~~*cat's grace*~~*, darkness*, ~~*invisibility,*~~ *mirror image, summon swarm;*3rd — *dispel magic, lightning bolt(x3), haste(x2);* 4th — *bestow curse, evard's black tentacles, ice storm(x2), magic missile (maximized,5 missiles), otiluke's resilient sphere,*; 5th —*cone of cold(x2), dominate person, feeblemind, teleport;* 6th —*chain lightning (x2), lightning bolt (maximized, DC 26, 60 points)otiluke's freezing sphere,* 7th — *spell turning, mordenkainen's sword*

The DCs for saving throws are as follows. Evocation spells = 20+spell level; All other schools =16+spell level. The Malenti wizard also gets a +4 bonus to caster level checks to overcome spell resistance. The Malenti wizard begins combat invisible, and will position himself to affect as many PCs as possible with a *lightning bolt*. He knows the vampires are resistant to electricity, and does not care about catching them in the blast (he can always get more)

Sahuagin (Malenti) Clr 13 (Sekolah) Medium-size humanoid (6ft. tall); HD 15d8+15; hp 135; Init +1(Dex); Spd 30ft; swim 40 ft; AC 21 (+6 armor, +5 natural); Atks: +11/+6 melee (trident 1d8+1) or +10/+5 melee (claws(2)1d2+1); SA nil; SQ Blood Frenzy, Feat of Strength, light blindness, ; SR nil; AL LE; Fort +12, Ref +5 Will +11.

Str 12, Dex 12, Con 12, Int 10, Wis 21, Cha 12.

Skills and Feats: Animal Empathy +2, Concentration +17, Hide +6, Listen +7, Profession (hunt) +2, Spellcraft +16, Spot +7, Wilderness Lore +1; Heighten Spell, Maximize Spell, Multiattack, Weapon Focus (trident), Spellcasting Prodigy, Spell Penetration

SQ: **Blood Frenzy:** Once per day a sahuagin (malenti) that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The Sahuagin (malenti) cannot end its frenzy voluntarily

Feat of Strength (Su): Once per day, a cleric of Sekolah can perform a feat of strength, gaining an enhancement bonus to Strength equal to her level. Activating the power is a free action, and last for 1 round. (Strength Domain granted power)
Light Blindness (Ex): Exposure to bright light (such as sunlight, or a *daylight* spell) blinds sahuagin (malenti) for one round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Equipment: masterwork trident, masterwork scale armor, small leather? pouch containing elf knucklebones

Domains: Strength and War
Spells per day (6/7+1/7+1/5+1/5+1/4+1/3+1/2+1): 0 —*guidance(x2), cure minor wounds(x2), ~~resistance(x2)~~, virtue* 1st — *bane*, *doom(x2), cure light wounds(x4), magic weapon*; 2nd — *death knell(x2)*, *hold person(x3), sound burst(x2), spiritual weapon;* 3rd —*bestow curse(x2), dispel magic, invisibility purge, ~~magical vestment~~, prayer;* 4th — *cure critical wounds, freedom of movement, inflict light wounds (maximized, 13 points),poison(x2), divine power*; 5th — *break enchantment(x2), inflict moderate wounds (maximized,25 points)(x2) righteous might;* 6th — *blade barrier, harm(x2), ~~stoneskin~~;* 7th — *destruction (x2), power word stun*

Save DCs for the malenti cleric are 16+ spell level. He will cast spells as long as possible, but is definitely not afraid to join melee and go into his frenzy. The *stoneskin* spell is active and on him.

If the malenti are defeated, proceed to Encounter Eleven. If the area is searched, there are some dead bodies lying about (and at higher ELs, some minor magical gear.) The bodies cannot be revived, and attempts to contact their spirits will fail.

Examining them will reveal twin puncture marks on each of their necks. PCs making a Knowledge (undead) or Knowledge (religion) check (DC 15 and 25, respectively) know that the bodies are on their way to becoming vampires. Destroying the bodies (or taking other reasonable preparations) will prevent this, but the bodies will remain unrevivicable.

Encounter Eleven: Blackmanta?

As the last of the Malenti drop, from behind you steps an aquatic elf dressed in a black tunic, black breeches and black sealskin boots. He looks at your darkly. "You adventurers are quite the thorn in my side. Ah well…enjoy your victory while it lasts…for Ravens Bluff will be mine. The very power of the Weave itself will be mine!" With that he disappears from view.

This is a *projected image* of Blackmanta, an illusion. Blackmanta himself was in the waters of the Dragon Reach, near the edge of the spell's range. It is not possible to engage him in combat. He has *teleported* away to a place of safety.

Conclusion

With Tara rescued, you return to the Trumpeter Offices. Fred Faber greets you and even the crusty old editor has a tear in his eye as he embraces Tara. After clearing his throat, he asks, "So, who was responsible for this outrage?"

Allow the PC's to recap the adventure. After they are done, read the following to the players

Hmmm...Blackmanta is at it again…well I'll make sure that the authorities know of this. My thanks…and believe me, people will hear of this.

The following week, your exploits are detailed in a special edition of the Ravens Bluff Trumpeter. You bask in the glory, but in the back of your minds, a feeling of dread stays on…what will Blackmanta do next?

The End

LIVING CITY Experience Point Summary

To calculate experience awards for the player characters, follow these steps:

A. Calculate Base Award Values

Total the following values according to what the characters accomplished. To determine the MEPL (Modified Effective Party Level) to use in the comparisons below, use the EPL calculated at the beginning of the adventure and then account for extra animals as follows:

- Figure out the combined Encounter Level of all animals accompanying the PCs, using the Challenge Ratings for them in the *Monster Manual*. Do not add paladin bonded mounts, familiars, or druid animal companions that fall within the druid's limit by level. These creatures are part of the class powers, and accounted for in the character levels of the PCs. Also, do not count the PCs' own mounts. Animals and henchmen left at home do not count.

  If the Encounter Level of all animals is at least ½ the EPL, add one (1) to the EPL. If it is equal to the EPL, add two (2) to the EPL. This is the MEPL.

Please note: "Defeat" does not necessarily mean "kill." If the PCs encounter something, and then overcome it by some non-violent means (negotiation, for example, or forcing a surrender), they should receive experience points for defeating it. If the PCs avoid an encounter entirely, they do not get any experience for it.

Encounter Four (optional):

Defeating or capturing Jantz Silverspeak	25 xp

Encounter Five:

Defeating the Malenti	
If the MEPL is 2 or more greater than the EL	25 xp
If the MEPL within 1 of the EL	37.5 xp
If the MEPL is 2 or more less than the EL	50 xp

Encounter 6c (optional):

Neutralizing the *glyph* or *symbol*	25 xp

EncounterEight (optional):

Defeating the undead	
If the MEPL is 2 or more greater than the EL	25 xp
If the MEPL within 1 of the EL	37.5 xp
If the MEPL is 2 or more less than the EL	50 xp

Encounter Nine

Defeating the malenti	
If the MEPL is 2 or more greater than the EL	25 xp
If the MEPL within 1 of the EL	37.5 xp
If the MEPL is 2 or more less than the EL	50 xp

Conclusion

Discretionary Roleplaying Award	0-37.5 xp

The roleplaying award should reflect consistent character portrayal, contribution to the fun of the game, and useful or appropriate social interaction. You can award different roleplaying amounts to different characters. It also accounts for all clue-gathering activities in the scenario that are not dangerous (that don't have ELs associated with them).

B. Multiply by EPL

Multiply the total from Part A by the EPL you calculated at the beginning of the scenario (**not** the MEPL). Award this value to each PC and each cohort or henchman who has a character class.

The maximum experience per EPL is 200.

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certed and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certed.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than [insert campaign value] that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

Encounter Five

- Magical Trident (by EL)
  EL 2 ,4 masterwork trident
  EL 6, 8 *+1 trident*
  EL 10, 12, 14 *+2 trident*
  EL 16, 18, 20 *+2 trident, elf bane*

- Master work Tridents (2)

Encounter Ten (all ELs)

- Masterwork Tridents(by # of opponents)

Encounter Ten (EL6 and up only)

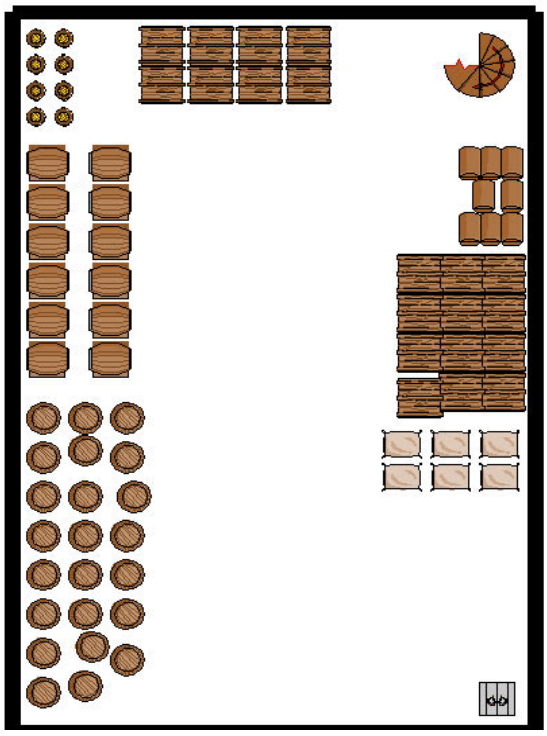
- Masterwork scale armor
  (EL 6, 8,10,12,14,16,18,20)
- Ring of Elemental Resistance, Major (Cold) (EL 18, 20)
- Amulet of Natural Armor +2 (EL 12,16,18,20)

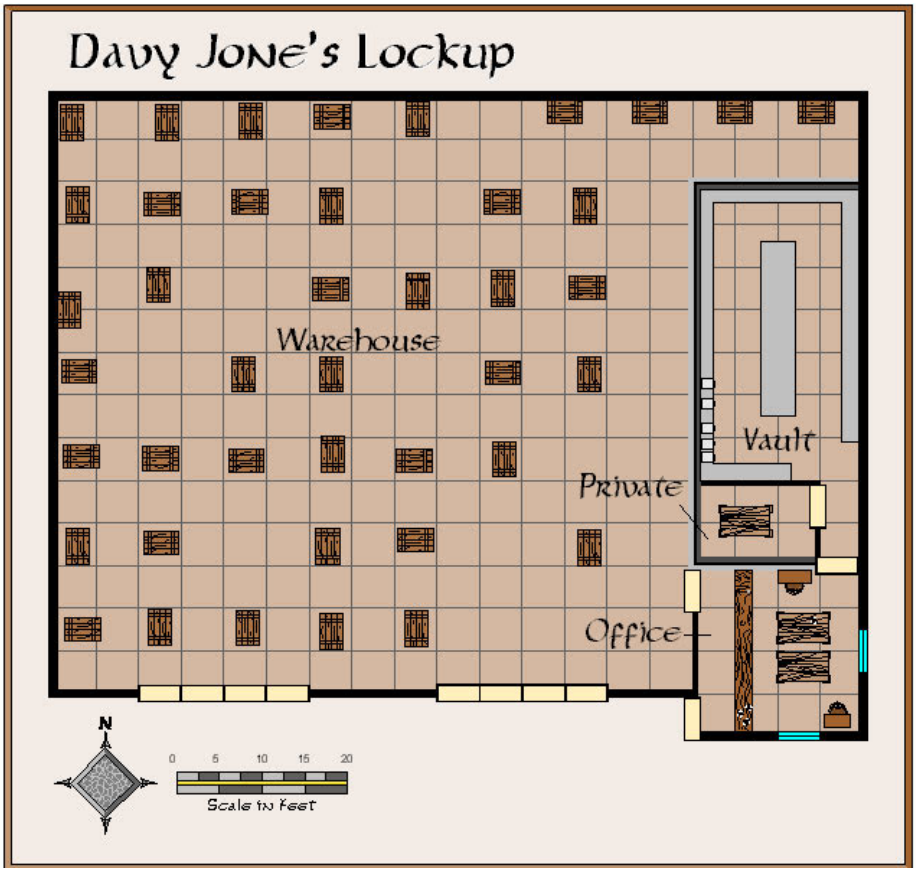
Conclusion

- Reward from Fred Faber (15 gp/EL)

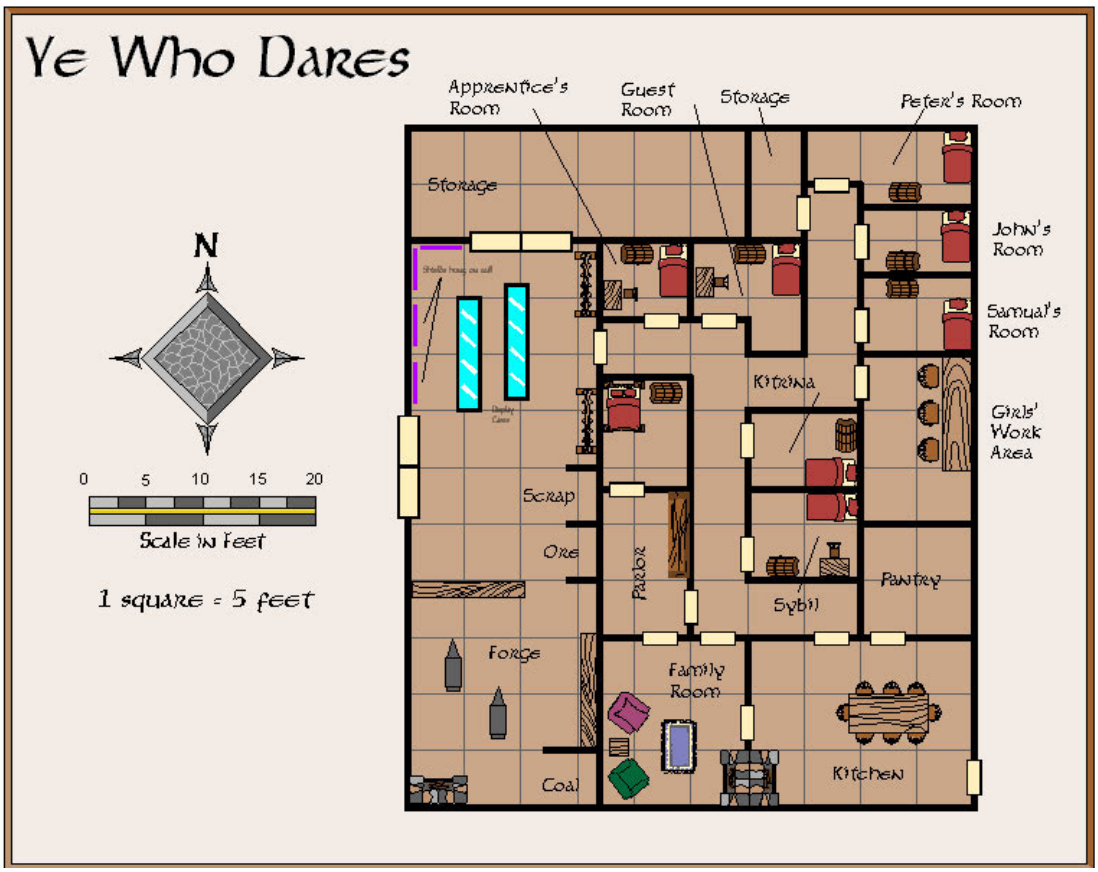
DM Aid #1: Maps

Blackmantle's Warehouse - Basement

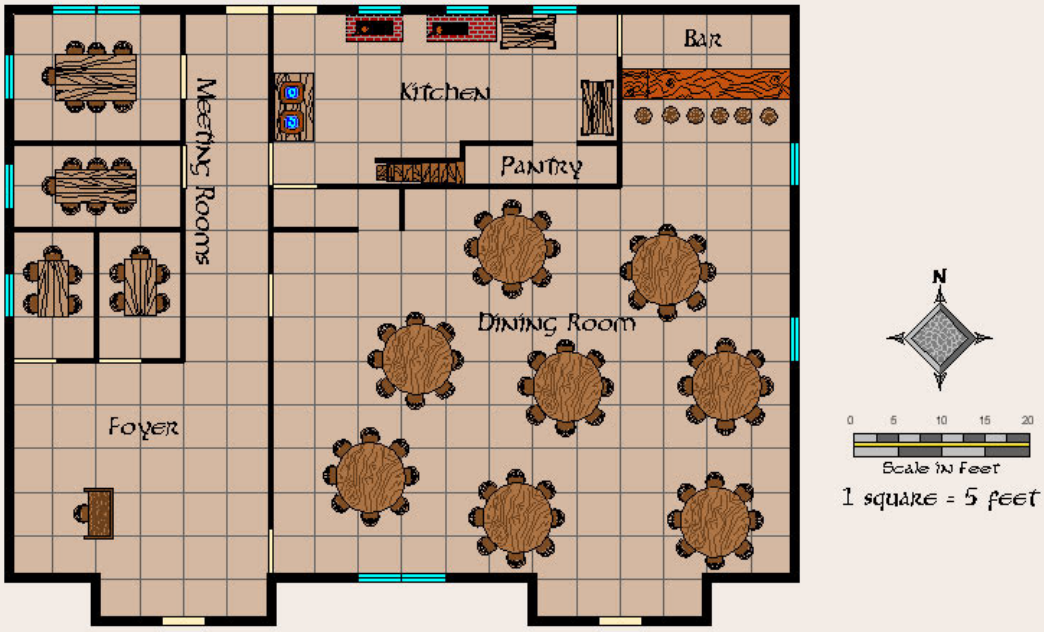


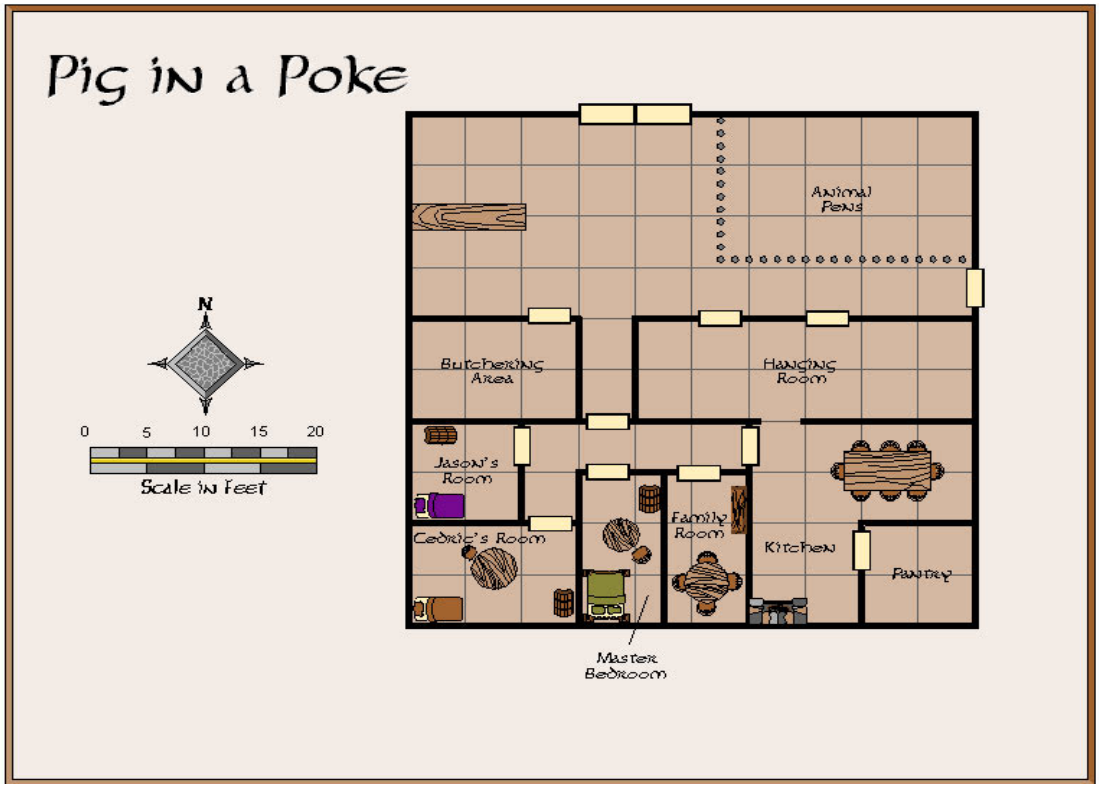


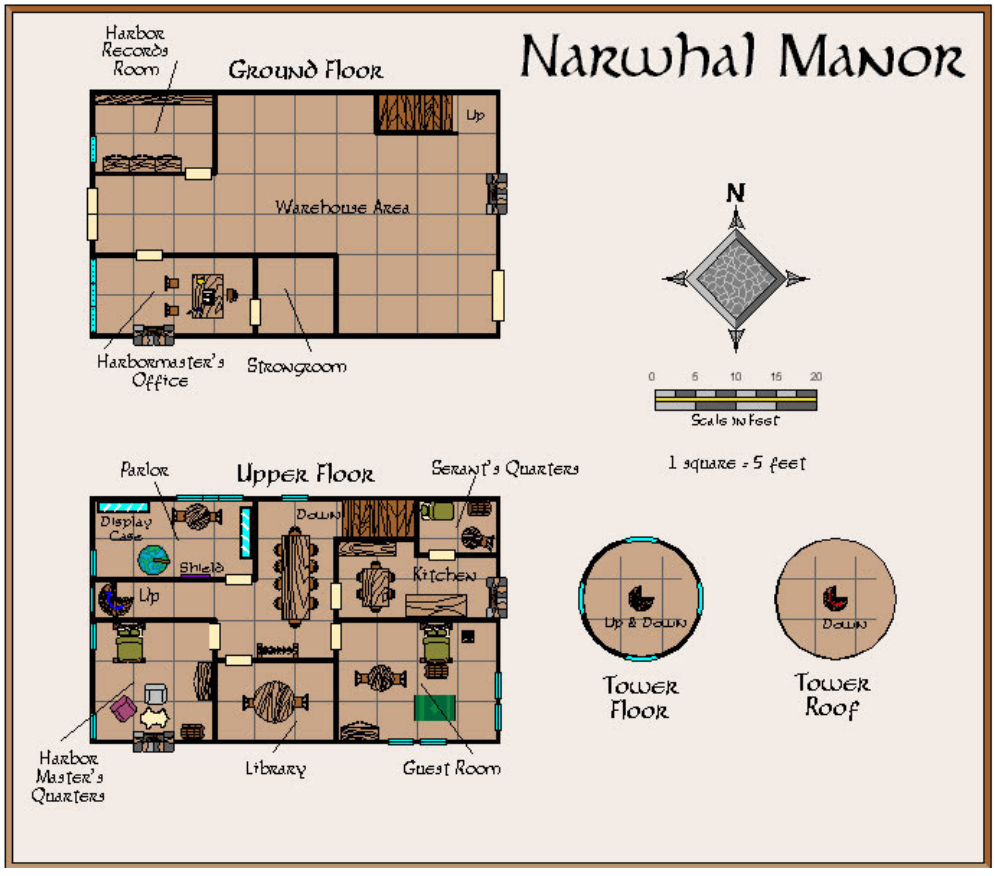
Ye Who Dares



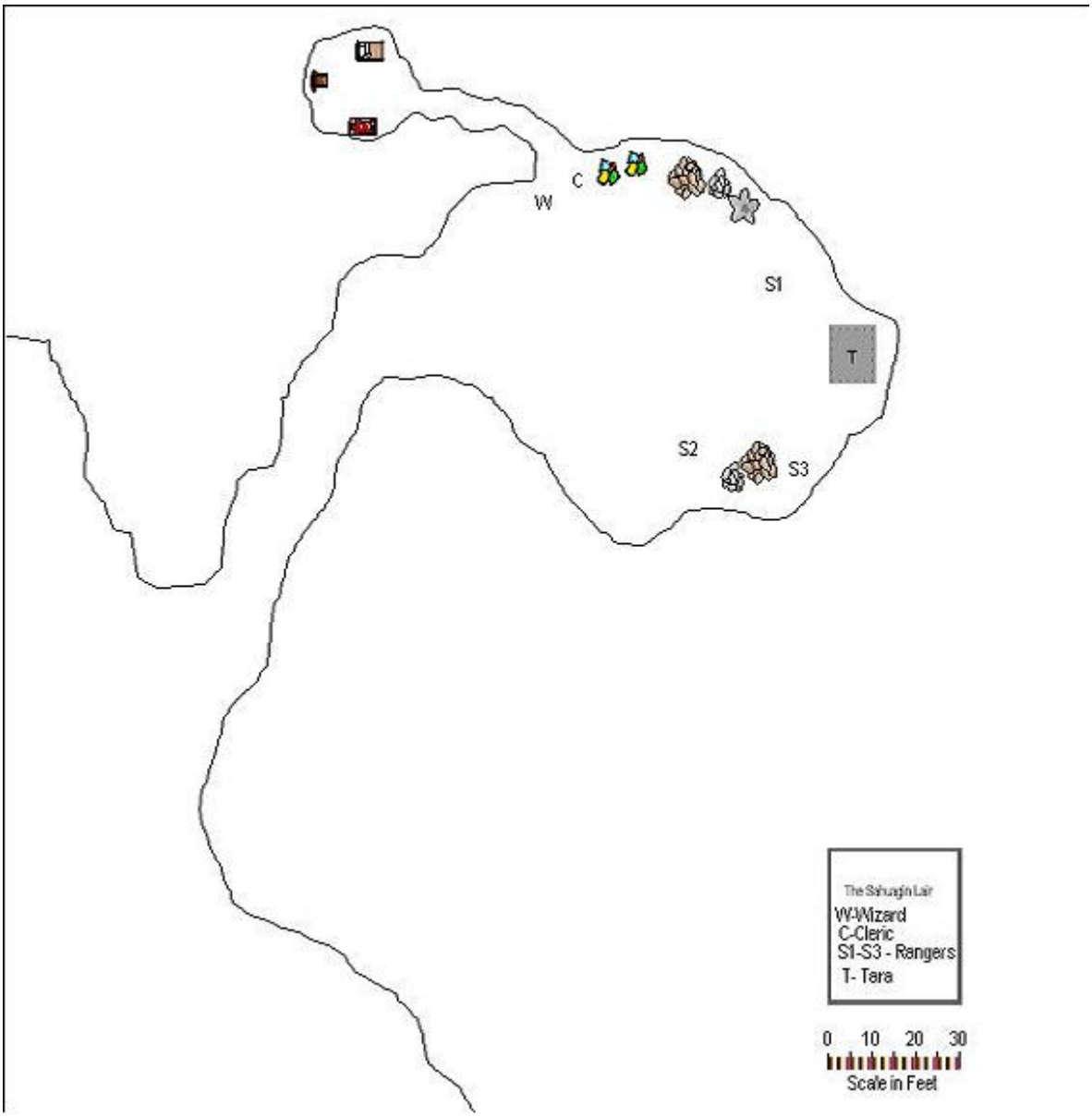
The Seaside Salvage Company




Pig in a Poke
N
0 5 10 15 20
Scale in Feet
Animal Pens
Butchering Area
Hanging Room
Jason's Room
Cedric's Room
Family Room
Kitchen
Pantry
Master Bedroom


Narwhal Manor
Harbor Records Room
Ground Floor
Up
Warehouse Area
Harbormaster's Office
Strongroom
N
0 5 10 15 20
Scale in Feet
1 square = 5 feet
Parlor
Upper Floor
Servant's Quarters
Display Case
Shield
Up
Down
Kitchen
Harbor Master's Quarters
Library
Guest Room
Up & Down
Tower Floor
Down
Tower Roof

The Sahuagin Lair



DM Aid #2

The Lock Up

Davy Jones' Lock-Up, normally called the Lock-Up, has been the temporary home of many valuable items on their way into or out of Ravens Bluff. No storage facility enjoys a better reputation for safekeeping goods. The Lock-Up is owned by Reinhold William Rauschpautton, but few people know him by any other moniker than Davy Jones. The two-story warehouse is divided into three areas. The largest space serves as the storage facility and the other two sections are the office and secure storage.

The large warehouse floor is divided into 50 10' by 10' painted squares with aisle space between. Each square can be rented for 7 sp per day or 2 gp per week. The rent buys a high degree of security. The storage area is decorated with mementos of the sea-jaws of giant fish, tridents, and floats.

In the rafters are numerous old nets. Most people think that the nets are there for decoration, but this is not the case. Davy has purchased and trained three carnivorous apes (Pete, Mike, and Mickey) who are hiding in the rafters. They have been instructed to not let anyone in the warehouse who is not a part of the regular staff. If a person not familiar to them enters the warehouse without a person who is, they drop the nets on the offenders.

As long as no attempt is made to escape the net, the apes will hold their appetites in check. But if an invader attempts to force his or her way free of the nets, the apes will attack, intending to kill and eat the victim. When a net drops, an alarm bell is sounded to alert Davy. If the apes get out of control, Davy uses a *ring of mammal control* to calm them.

The high security area has a secure vault that is a small building inside the warehouse itself. The secure area is built of three layers: stone, lead, and wood. Detection spells will not penetrate its confines. The door to the vault has both *arcane lock* and *glyph of warding* cast upon it (causing 5d8 electrical damage, *Reflex save DC 15 for half, password is "monkey business").

Within the room is a large set of numbered bins with double locks. Access to the bins is available only in the company of Davy; keys from both Davy and the client are required to open a bin. A drawer is then removed and taken to a small room where the client may have privacy.

There are three bins that are not available to the public; one is for Davy's private use, the second is for a group of local "businessmen", and the third is for Lord Mayor. Because the Lord Mayor uses Davy's place, it enjoys additional respectability. In exchange for the use of a bin, the "businessmen's association" actively discourages its members from attempting to loot the Lock-Up, and they do not come to the aid of members who are caught trying.

The office space contains simply two desks, five chairs, two tables, and a counter with a space-saving drop leaf.

As may be expected, the rates for high security are somewhat higher, themselves. The bins are available for 10, 20, or 40 sp per day, depending on the size of the drawer.

Payment for normal storage is expected in advance, although Davy makes a few exceptions. If a client falls behind in payments, the first week of unpaid storage is still charged at the normal rate, but the second week's charges are doubled and, after the third week, the goods may be confiscated and auctioned for storage fees. These auctions are held every three months and draw a good-sized crowd.

Theft is not tolerated at Davy Jones' Lock-Up. There is a small collection of preserved right hands, stored in jars in the office, from thieves who attempted to steal from the Lock-Up. Significant rewards have been put up for the very few successful robbers. The word on the street is that there has not been a successful burglary from the Lock-Up in five years and even that burglary was not wholly successful: the thief was caught and thrown in jail (minus a hand) even though the goods were never recovered.

In addition to the Clerk, present at all times are two guards by day and four guards at night. Of course, the apes are always on the premises as well. Davy is also popular with the city guard and the night watch, which assures extra protection. (He buys ale for the off-duty members on most festival days.) Some watch members supplement their income by moonlighting for Davy. It is well known that the first respondents to Davy's alarm bell will be well rewarded.

DM Aid #3
YE WHO DARES

Ye Who Dares is a one-story stucco building with a slate roof. It houses the forge and work space of Johan Branding, the armorer.

Ye Who Dares is known in town as having adequate arms and armor at reasonable prices. Johan lives here with his wife, three sons, two daughters, and his apprentice, Lars Olafson. The shop has a forge and work areas, a storage area, and a display area for finished armor and weapons. There is also a work room where pieces of armor are assembled. The living quarters at the shop are a guest room, a kitchen, a family room, a parlor, the apprentice's room, and six bedrooms.

Johan is a square dealer and is always willing to strike a bargain. He keeps his prices down by having his entire family work in the shop. The girls sew together pieces of leather to make leather armor, then attach splints, scales, or rings to make mail. The boys help in the shop, either at the forge or at the work tables under Lars' or Johan's direction.

This results in serviceable, but not top quality, equipment. Experienced adventurers and the nobility tend to turn up their noses at Johan's wares, but his low prices (usually 80% of book value, sometimes less) are attractive to mercenaries and low-level adventurers.

Johan Branding inherited his smithy from his father. He is a very good smith, but is always cutting corners to reduce costs, either in the alloy used, time spent tempering metal, or skimping on materials used assembling items. That is how he undersells his competition.

While his merchandise is not faulty, his weapons and armor do not hold up over time and do not last as long as items of better manufacture. Also, his wares look cheap. Johan is 5' 8" tall and weighs 168 pounds. He looks every inch

Susan Branding is a rather plain woman. She is a good housekeeper and mother. She keeps the family's living area spotless, a hard job considering the dirt and sweat the family business generates. She is kindhearted and often chides her husband for being self-centered (he often is). She is stands 5.'2" tall and weighs 143 pounds.

Lars Olafson is a very industrious worker. He is near the end of his apprenticeship and hopes to move out within the next two years to open his own smithy. He dislikes Johan's habit of cutting corners, but is wise enough not to say anything. He looks forward to the day when he can do his job right. He is 5'6" tall and weighs 163 pounds.

Peter Branding is the eldest son and a talented weaponsmith in his own right. Like Lars, he is an apprentice smith and detests using inferior metals and alloys when he feels he has the skills to be a great weaponsmith. He is 5' 10" tall and weighs 164 pounds.

Sybil Branding hopes to marry soon. She wants to raise her own family instead of spending her days sewing leather. She is very attractive and three local boys have asked for her hand, but her father says they are not old enough or wealthy enough. She is 5' 3" and weighs 113 pounds.

Kitrina Branding is the most mischievous of the Branding children. She has a good figure for her age, and looks older than she is. Her mother frequently catches her sneaking in the back door well after midnight. She is attractive and very outspoken. When she can escape the house, she goes to one of the better local taverns, where she can flirt with the male patrons. She has all the makings of a skillful thief, and is already adept at picking locks and moving silently. She is 5'4" and weighs 108 pounds.

John Branding is remarkably strong for his age. His father thinks he has real ability to be a good smith because of his strength. He is 5'5" tall and weighs 125 pounds.

Samul Branding desperately wants to please his father, and is the hardest worker in the shop. He is very curious about the shop's clientele, and buries customers with avalanches of questions. He is 4'3" tall and weighs 82 pounds.

DM Aid #4

SEASIDE SALVAGE COMPANY

The Seaside Salvage Company is a white, thatch-roofed building with two front entrances. Over the right door is a sign bearing the establishment's name and a picture of a ship hauling a treasure chest up from a shipwreck. From behind the door, a bawdy sailor's song can almost always be heard. Through the door is a dimly lit room filled with the scents of fried fish, fresh bread, ale, and pipe smoke. The uproarious song typically enjoyed by three tables of late-lunching fishermen is usually about a mermaid and seven sailors stranded on a desert island (a house favorite). A barmaid serves the fishermen and greets all newcomers.

The door to the left bears a simple hand-painted plaque that reads "Private Dining, Meeting Rooms for Rent" The entrance links to a hallway that connects, in turn, to numerous meeting rooms. Near the rear exit, on the right-hand wall, is an entrance to the kitchen. The odor of fried fish is strong here.

The Seaside Salvage Company is a tavern and meeting place for fishermen, aquatic adventurers, and people interested in shipwrecks or other coastal adventures. The tavern provides a modest, but relatively steady income from hungry patrons. The food, prepared by Brill's Aunt Hilde, is highly recommended by all and the reasonable prices make it all the more enjoyable.

Menu

Fish, fried or roasted	8 sp
Chicken, fried or roasted	2 sp
Beef or game meat	4 sp
Bread, fresh with butter	5 cp/loaf
Bread, day old	2 cp/loaf
Vegetable of the day	1 cp
Soup of the day	5 cp
Crackers, one dozen	1 cp
Cheese, small wheel	4 sp
Wine, assorted vintages	3 sp/glass 1 gp/bottle
Ale	5 cp/mug, 2 sp/gallon
Brandy	3 sp/glass
Blackmantle's Best	2 cp/mug 2 sp/bottle
Sailor's Banquet	8 sp/person

Other Fees

Hiring Ship: 60-100 gp per day, plus 5-10% of the haul. (The price depends upon if Brill knows the client, how well they bargain, and the likely value of the haul.)

Hiring Ship For Pleasure Runs: 75-125 gp per day.

Renting Meeting Rooms: 2 sp per hour or 1 sp if the renters also buy a meal; 10 sp per day (until 4 p.m.); 16 sp per evening; 2 gp per 24 hours.

Brill dresses in the best of clothes, although she keeps plenty of sailor garb for outings on the Princess. She is always on the lookout for new fashions.

Brill grew up as the only girl in a large family. Her nine older brothers kept her well practiced in skills such as brawling, fighting, fishing, and other "un-ladylike" things. She joined an adventuring group when she was in her mid-teens, returning home when she turned age 20.

Brill became interested in the salvage business when her father, a retired sea captain, managed to snare an old chest from a wrecked pirate ship. The chest contained enough treasure to buy the family a fine home in Ravens Bluff and to send the children to the best school. When Brill's parents died in an epidemic that swept the waterfront, she inherited most of the wealth.

Frank is a muscleman who turns the heads of most of the women on the docks. He dresses in shirts that show off his biceps and prefers light clothing that displays his tan.

Frank likes Brill, but is hesitant to let her know. He enjoys captaining the Princess Cardella, but he also is happy to be near Brill. He is proud of the salvage company and of the success that Brill has made of it.

Jonna is an attractive woman with waist-long, straight hair and large eyes Jonna has become Brill's best friend and a welcome addition to the crew. She is the ship's navigator, first mate when necessary, and she keeps the ship's log and deals with map work on the voyages. She also makes maps for clients and even sells some of them to Pen Tea Quills shop, but only after offering them first to Brill.

Gregory is famous for his fireballs and his scorched meats. For some reason, he has a habit of forgetting about his roasts while they're in the oven (so he says) and, 80% of the time, they come out looking like a shriveled lump. Whenever he serves one of his "ballast blobs", the crew accuses him of roasting the meat with one of his fireballs. Because the fireball spell is his favorite, he does well with it, causing unusual amounts of damage, especially when cast at pirate ships.

DM Aid #5

Pig in a Poke

The Pig-in-a-Poke is a one-story, stucco building with a shingle roof. It is a butcher shop offering fresh and preserved meats. Important or particularly knowledgeable customers are allowed to buy their meat "on the hoof" and have it cut to order. Customers can also bring their own animals for slaughter.

The building contains animal pens, a butchering area, a meat hanging room, and living quarters for the butcher, Boch Cedmac, and his wife and two sons. The entire family helps run the business.

Boch Cedmac is 5' 9" tall and weighs 192 pounds. He is quiet and introverted. Boch asks a fair price for his wares, but will politely haggle if necessary. He knows his business, however, and always sells at a profit. He values his regular customers, and is quick to correct any legitimate complaints they might have about the goods or services offered at the Pig-in-a-Poke. Boch sells hides (his business's major by product) to the local tanner who offers the best price. PCs who need untanned hides might be able to buy them from Boch.

Berde Cedmac, like her husband, is soft- spoken and polite, but haggles well. She frequently suffers from minor illnesses, but is as active as her poor health allows. She waits on customers in the shop, and visits the market whenever she can. She enjoys spending part of her market days talking with other town women. She is popular in Ravens Bluff and welcome wherever she goes. Although not a gossip, she is always up to date on the local news, whatever its importance. Berde is 5' 4"r tall and weighs 136 pounds.

Cedric Cedmac is industrious and hard working. He is proud to be helping his father in the family business. He expects to inherit the shop and plans to continue as a butcher, and to pass the shop on to his son. He is 5' 9" tall and weighs 185 pounds.

Jason Cedmac has learned his father's business well and is a good butcher. He realizes that his older brother will inherit the business one day, however, and is not sure what he will do with his life. He is thinking about joining the City Watch. Jason is 5'7" and weighs 153 pounds; he will be a good fighter when he gets his full growth.

DM Aid #6
Narwhal Manor

Narwhal Manor, a two-story, stone building with a watch tower atop the roof, serves as a customs warehouse. It also serves as home and office for Draco Elass, the chief customs official.

The ground floor has heavy, wood doors at the front and rear. The doors can be easily secured with beams from the outside. The only windows on the ground floor are narrow (two feet wide) and have iron bars on the outside. This floor houses customs records and the customs office. There is also a strong room that only can be entered from the office.

This room has a massive iron door and lock; it is used to store valuables while they wait to clear customs, or until any duties or taxes levied on them are paid. The rest of the ground floor is a warehouse for holding less valuable import or export goods. This area is also used for storing confiscated cargos which are waiting disposition.

The second floor has numerous narrow windows, giving a good view in all directions. Draco's quarters are here, and there is a guest room. This floor also has a small library and parlor.

There is a spiral stair which leads to the roof and tower. The parlor is decorated with mementos of Draco's exploits as a sea captain; it is here that he usually receives guests.

Master Elass is a retired sea captain famed for his many campaigns against pirates on the Sea of Fallen Stars. He is known for being secretive and keeping to himself. However, he is also known for receiving guests, mostly visiting ship captains, and entertaining them lavishly.

Draco always seems to be able to predict the weather accurately, and many captains consult him before setting sail. He usually carries a long sword, and rumor has it he is a dead shot with a longbow. Draco is 5'6" tall and weighs 130 pounds.

Draco has accumulated several magic items over the years. He keeps a longbow +2 in a weapon case in the second floor hallway. The parlor has a display case to the right of the door where Draco keeps a ship's spyglass and mementos from his life at sea. Anyone looking through the spyglass sees the weather as it will be 24 hours later. The glass can be used 10 minutes per day. Draco also keeps a suit of leather armor +2 in his closet.

Draco's current servant, Docara, is said to be a cabin boy from a ship that ran aground two years ago. The servant never talks to anyone and is seldom seen far from the manor. When he is seen on the city streets, he is always heavily hooded and robed. No one can remember actually seeing his face, but commoners in the market say his complexion is nearly black.

Docara is a young drow elf that was captured as a babe and sold to pirates. She grew up on a pirate ship. In human terms, she appears to be about 13 years old.

Her fortunes changed when her ship ran aground in a heavy fog two years ago. Docara was the only survivor. Draco found her on the beach and nursed her back to health. Never having been on her own and not having the faintest idea of how to find her people, she decided to stay with Draco. If nothing else, she feels safe with him.

To ease her fears, Draco has spread the rumor that she is a boy. This was one of the things that convinced her she could trust him. Docara learned certain roguish skills from the pirates, and has lately taken an interest in magic.

This, however, has forced her to make several fear-filled trips into the city to buy books. She wanted Draco to get them for her, but he refused; Draco doesn't disapprove of magic, he just wanted Docara to do something on her own. Docara is 4' 3" tall and weighs 89 pounds.

DM Aid #7

The City of Ravens Bluff: Harbor District.

DM Aid #8

Vampires

The following characteristics are shared by all true vampires in this scenario.

Domination (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed at a Will save or fall instantly under the vampire's influence as though by a *dominate person* spell cast by a 12th level sorcerer. The ability has a range of 30 feet.

Energy Drain (Su): Living Creatures hit by a vampire's slam attack suffer 2 negative levels.

Blood Drain (Su): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round the pin is maintained.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth a pack of 4d8 dire rats, a swarm of 10d10 bats, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to one hour.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain attack rises as a vampire spawn (Monster Manual, pg 182) 1d4 days after burial. If the vampire instead drains the victim's Constitution score to 0 or less, the victim returns as a spawn if it had 4 or fewer HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until the master's death.

Damage Reduction (Su): A vampire's undead body is tough, giving the creature damage reduction of 15/+1.

Turn Resistance (Ex): A vampire has +4 turn resistance, as described in the Monster Manual (page10)

Resistance (Ex): A vampire has cold and electricity resistance 20

Gaseous Form (Su): As a standard action, a vampire can assume *gaseous form* at will, as the spell cast by a 5th level sorcerer, but can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a spider climb spell.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph self* spell cast by a 12th level sorcerer, except that a vampire can assume only one of the forms listed here. It can remain in that form until it assumes another or until the next sunrise.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points or lower, a vampire automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to 9 miles in 2 hours.)Once at rest in its coffin, it rises to 1 hit point after 1 hour, then resumes healing at the rate of 5 hit points per round.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

DM Aid #9

Ghosts

The following are abilities possessed by ghosts in this scenario.

Ghosts retain all special abilities and attacks they had as living creatures, although those requiring physical combat do not effect nonethereal creatures. Saves against the effects of Ghostly powers have a DC of 10+1/2 ghost's HD+ ghost's charisma Modifier unless noted otherwise.

Manifestation (Su): When they manifest, ghosts become visible but remain incorporeal. However, a manifested ghost can attack with its touch attack or a ghost touch weapon. A manifested ghost remains on the Ethereal plane but can be attacked by opponents both on the material and Ethereal planes. When a Spellcasting ghost is on the Ethereal plane, its spells cannot affect targets on the Material Plane. When a Spellcasting ghost manifests, its spells continue to affect Ethereal targets and can affect targets on the material plane unless the spells rely on touch.. A Manifested ghost's touch spells don't work on material targets.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal attack deals 1d4 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against material opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 ft that view the ghost must succeed at a Fortitude Save or immediately suffer 1d4 points of permanent Strength, 1d4 points of permanent Dexterity, and 1d4 points fo permanent Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for one day.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth a pack of 4d8 dire rats, a swarm of 10d10 bats, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to one hour.

Corrupting Gaze (Su); The ghost can blast living beings with a glance, at a range of up to 30 ft. Creatures that meet the ghost's gaze must succeed at a Fortitude save or suffer 2d10 points damage and 1d4 points of permanent Charisma Drain.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to *magic jar* as cast by a 10th level sorcerer (or the ghost's character level, whichever is higher), except that it does not require an receptacle. If the attack succeeds, the ghost's body vanished into the opponent's body. A target can resist the attack with a successful Will Save (DC 15 + the ghost's Charisma modifier). A creature that successfully saves is immune to that ghost's malevolence for one day.

Telekinesis (Su): The ghost can use *telekinesis* once per round as a free action, as cast by a sorcerer whose level equals the ghost's HD or 12, whichever is higher.

Turn resistance (Ex): A ghost has +4 turn resistance, as described in the Monster Manual (page10)

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can only be affected by other incorporeal creatures, +1 or better weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Player Handout #1

(Excerpt from the Ravens Bluff Trumpeter)

Trumpeter reporter kidnapped in broad daylight

The Trumpeter staff was rocked yesterday when Tara Strongquill, an investigative reporter working the Harbor District, disappeared after being kidnapped in broad daylight. According to eyewitnesses, a group of aquatic elves accosted her, bound her quickly, and fled the scene by means of a nearby sewer grate.

Fred Faber, Editor in Chief, has called upon the city's adventuring community to save the young woman. In a statement released a few hours ago, he said, "Tara is an integral part of the Trumpeter Staff. Her return is tantamount to the needs of the city as well. Knowledge is good, my fellow citizens, and Tara provided knowledge of dirty dealings, evil scams, and just plain not-nice people for the folks living in the Harbor District and Crow's End."

Trumpeter Editor offers employment to Adventurers

Fred Faber, Editor in Chief of the Trumpeter, is offering employment to members of the city's adventurers following the disappearance of investigative reporter Tara Strongquill. For those interested parties, we ask tat you apply in person to the offices of the Ravens Bluff trumpeter

Player Handout #2

List of locations

~~*Davey Jones's Lock-Up*~~
~~*Ye Who Dares*~~
~~*The Seaside Salvage Company*~~
~~*Pig in a Poke*~~
~~*Narwhal Manor*~~

Player Handout #3

A Hole, a Cave, down by the sea. There twill the maiden captive be …

Player Handout #4

(*This is an invoice from Ye Who Dares*)

For delivery: 10 Masterwork Shortswords.

Deliver to: LB

Delivery Location: West to the sea, then north along the coast. After 6 miles, you will be met.

Delivery Date: (2 days from today's date)

Appendix A:
Campaign Organizations.

During the course of Living City Play, characters will have the chance to interact with, and sometimes join, various organizations within the city. Here is a sheet of contact information for the various organizations of the City of Ravens Bluff and its allies. Most organizations have Web sites as well

Organization	Contact:	E-mail
City Watch	David Samuels	LCWatch@aol.com
Clerical Circle	Mike Garis	alaric_of_torm@yahoo.com
Knights Council	Wayne Straiton	LadyFawnThorin@AOL.COM
Ravens Bluff Naval Militia	Tom Nolan	lcnavy@DUNDEE.NET
Wizards Guild	Mark Middleton	mmiddlet@columbus.rr.com