

Stormbreaker

A One Round AD&D Living City Tournament

by Bill Reynolds

Low Level: Aleesia, Moonmistress of the Full Moon, asks for your help in finding and destroying a threat to the Temple of Selune.

High Level: Aleesia, Moonmistress of the Full Moon, asks for your help in guarding the war galley Stormbreaker on her maiden voyage.

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. 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.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

A note about the text: Some of the text in this module 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.

Tier Structure

To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals which can enter combat on the side of the PCs. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33+	36+	39+	42+

DM Background, Brief History:

Two years ago, on a day when lightning ripped storm-blackened sky, the church of Talos attacked the temple of Selune. The Selunites were caught completely by surprise, and lost fourteen faithful servants. But the greatest loss was the beloved Moonmistress Mirial Moonsilver, who was irrecoverably killed. To add insult to injury, the church of Selune was attacked yet again 2 months later, again by the Talassans.

Aric Moonstone was one of the priests on duty when the attack came. Although he fought with valor and courage, he was unable to stop his high priestess, the wife of his best friend, from being killed. For months afterward Aric blamed himself for this failure.

After seeking atonement and finally accepting the loss of Mirial, he went on to become the High Priest of the Full Moon. The Temple of Selune was rebuilt, and the church has never been stronger.

Aric formed a plan for revenge on the church of Talos. A year ago he had a war galley commissioned, a mighty ship to be named *Stormbreaker*. To ensure he got the attention of his enemies, he spread rumors throughout the area that he was looking for them. He also let it be known that the *Stormbreaker* would be used to hunt the Talassans. While the Church of Selune proclaimed a Holy Hunt for all followers of Talos, Aric adopted the quest on a more personal level. The anger and ferocity with which the Talassans must be dealt were wrong for his church; he was willing to sacrifice his own honor to keep the church pure. He would do this himself.

The plan was going perfectly until nine months ago, when Aric underwent a magical sex change, and became Aleesia. Only a select few know that she is truly Aric. Aleesia went to Lorien Darkarrow and asked that a simulacrum be made, to leave "Aric" in the public eye while allowing Aleesia to continue her work unabated.

Current Time:

A large party has been planned on the full of the moon, to christen the *Stormbreaker*. Much of Ravens Bluff has been involved, in one way or another.

While all this has been going on the Church of Talos has been watching, and has taken the bait. They have been rebuilding their numbers, and formed their own plan for the *Stormbreaker*. Maelstrom has declared himself the High Stormlord of the Vast, and sees the *Stormbreaker* as chance to discredit Selune's followers within Ravens Bluff. Controlling such a war galley could bring him much wealth and power in the region...

It is now the day of the party. The PCs will be invited to a meeting with Aleesia, Moonmistress of the Full Moon. She will ask the PCs for their help in her fight against Talos. In the low-tier adventure, she will ask the party to find the hidden church with "Aric" and destroy it. If the party is high level then she'll ask them to go with the *Stormbreaker* to protect the ship on her maiden voyage.

Low Level Adventure:

Encounter One: A Plea for Help

For the past two rides (a ride is a tenday) the people of Ravens Bluff have been talking about the huge celebration the Church of Selune is having. The celebration is for the christening of a new war galley to be named Stormbreaker. Sir Aric Moonstone commissioned the Stormbreaker during his tenure as High Priest of the Full Moon.

While going about your business, a young boy dressed in the robes of an acolyte of Selune approaches you. "Excuse me sir (or lady) but I was sent to give this invitation to you, it is from Aleesia, from the church of Selune. (Players Handout #1)

Allow the PCs to make any preparations that they have to. They may cast any preparatory spells they would like (assuming they have them in memory!), prior to answering the invitation.

Rumors that inquisitive PCs may have heard about the celebration or the Stormbreaker:

- The *Stormbreaker* is a Heavy War Galley (T).
- The ship is to be given over to the Clerical Council to be used for the benefit of the city. (T)
- Aric Moonstone was one of the High Priests of the Church of Selune (T)
- Aric mysteriously disappeared and his position was taken over by Aleesia (T).
- Both Aric and Aleesia are Lycanthropes (T).
- Aric Moonstone is now wanted for questioning by the city guard, for suspected treason (F).
- This celebration was mostly funded by Aric's gambling winnings. (T)

*As the appointed hour approaches, the city seems to be brimming with the excitement of the evening's festivities. Following the directions from the letter, you make your way to Pier 3. Docked at the pier is a caravel, the *Pretty Lady*. An elven warrior stands before the gangplank and eyes you as you approach. Other adventurers seem to be heading to the same ship.*

The elf is named Landrian, and will check to see the invitations. Then he will escort the group aboard the ship.

The elven warrior escorts you to a plush room with a round table in its center. There is a bar, with food and drink set out. On the table are a deck of cards and a

rack of poker chips.

*"Make yourselves comfortable and please accept the hospitality of the *Pretty Lady*. Aleesia will be here shortly. For your own safety, we will ask that you stay in this room. You have my assurance, this ship will not be leaving port any time today." With that, he turns and leaves.*

Allow the PCs to describe themselves to each other.

After about 10 minutes of waiting the door opens, and a beautiful elven woman enters. She stands just over five feet, and her long brown hair is streaked with silver. "Thank you for coming on such short notice. My name is Aleesia; I am the Moonmistress of the Full Moon, at the Temple of Selune. I trust you made yourselves comfortable?"

"I have asked you here to discuss a matter of some importance to Selune, and to myself. About two years ago, our church was brutally attacked by the Talassans. We suffered great losses, but the worst loss by far was that of our much beloved Moonmistress Mirial Moonsilver. The destroyers attacked the temple without warning or reason. Then, two months later, they attacked again and we suffered even more losses. I have brought you here today to ask that you help us put an end to their evil. Are you willing to help?"

After the PCs agree, continue.

"By now, most of you have heard that there is a great celebration tonight for the christening of the Stormbreaker. Sir Aric Moonstone had the ship commissioned during his tenure as High Priest of the Full Moon. I fully support his plan. We have spread many rumors throughout the Vast suggesting that the Stormbreaker was commissioned to hunt the Talassans down. This is only partially true." She smiles. "The Stormbreaker was built to get their attention. It is my belief that they will wish to demonstrate their power by destroying it. It should take a great deal of their strength to do so. While they are trying to destroy the Stormbreaker I would like you to find and destroy their temple. I will not mislead you; this is still very dangerous. I have done some divinations, and the Stormbreaker will be attacked on her maiden voyage. I believe that they will not have enough forces to both defend their temple and destroy the Stormbreaker. When they are vulnerable, you will strike. Are you still willing to help me?"

After the PCs agree, continue.

"The attack on the Temple of Selune was horrible. I spent many months afterward depressed, though I could have done nothing to prevent it. I sought

atonement, was consoled by my friends... but still I felt that I was partially to blame for Mirial's death. She and I had been close for many years... I should have been able to do something for her, but I couldn't. Finally, after prayers one night, I had a vision. Selune told me that a star would fall, three nights from tonight. A plan formed, and the time is now at hand for it to be put into action. I have obtained a special magical item, the 'Starhome.' It will guide the star to land where it has been activated. This will only work on an altar of Talos, so it can't be used as a weapon by anyone else. I also have had a teleportation device made to get your group to safety. I have arranged a meeting for you, with one of the members of the Silent Network, at one bell past midnight."

At this point at least one of the PCs will probably ask about payment.

"I am prepared to give you each 20,000 silver, and I have some magic that might help."

She goes to the door and raps on it. The door opens and the elf gives her a bag. She pulls out two potions, a gray rock, and a scroll. If one of the PC is a Silverstar (specialty priest of Selune) she will give him or her a mace that is a magical *Selune's Fingers* (+1 during the day, +3 at night) mace. If there is more than one Silverstar, then choose the "weakest" in terms of level or ability. The potions are *potions of moon healing* (see certs). The scroll has 3 *protection from lightning* spells on it. The gray rock is a *Moonstone*; it will always point north, and will give +1 to all saving throws to the bearer at night only.

The PCs will probably have questions; this is what Aleesia knows:

- They have a contact with the Silent Network that has some information. Aric and the PCs have a meeting with this informant at one bell past midnight.
- The temple of the Destroyers is within three days' walk from Ravens Bluff.
- It is their hope that most of the clergy will be busy hunting the *Stormbreaker*.
- There is another group of adventurers that has been hired to guard the ship *Stormbreaker*.
- Aleesia is going to stay here in town, to ensure the safety of the Temple of Selune. The church of Lathander will also be aiding in the defense of the temple.
- If *Starhome* works the way it should, then the temple of Talos will be totally destroyed.
- *Starhome* can only be used in the church of Talos. It will not work anywhere else.

- Instructions are in **Player's Handout #2**

Aleesia will also offer each person who wishes one a silver mace worth 50 gp.

"You all are my guests on the Stormbreaker this evening for the celebration. I have prepared this 'letter of intent' so that you can bring your weapons aboard in case there is any trouble. If there are no further questions, good luck and may Selune bless you all!"

If the PCs wish they can try to get last minute changes to their attire.

Encounter 2: Party on the Big Ship

The Stormbreaker is a huge war galley. She is painted midnight blue, and trimmed with silver. The bow of the ship is adorned with a beautiful carving of a maiden, holding a star in her outstretched hands. The Stormbreaker is about 130 feet long, and 20 feet wide. Even from this distance, you can easily see the fine workmanship that went into this ship. Its three mainmasts reach proudly toward the sky. Heavy ballistae rest near the front and rear of the ship.

As you approach the ship, the sounds of a party become louder, and you can see people milling about on the pier, waiting to go aboard. The Stormbreaker is lit by no fewer than twenty moonbeams, and the evening sky seems to dance above the ship. Most of the people gathered here are finely dressed, in all the latest fashions. Nobles and ambassadors abound. Waiters circulate with trays containing everything from fine, dark ales, to pale elven wines, to some of the finest pastries found in the Realms.

With the letter of intent and the invitations in hand, entry to the ship is not difficult. PCs will be asked to peace-bond any visible weapons, and to be discrete so as not to disturb the other guests.

The ship is masterfully constructed. Beautiful woodcarvings depict stars and moons. The outer hull is made from rare Ironwood, while the decks are made of fine wood from around the Realms. The celebration is restricted to the top two levels of the massive ship.

People of all races and social class can be seen here. Lights from countless other parties flicker all around the city. The stars shine down on the gathering.

There are too many people to list here, but for this part of the adventure refer to **DM's Reference #1**. Eventually the PCs will probably wish to look below decks. If they do not, have Aleesia ask them if they

could do so, “for security reasons.” She would have the more experienced (i.e., high tier) group take care of such things, but they are currently doing reconnaissance on the pier and surrounding area, watching for Talassans.

Encounter #3: Looking for Trouble in all the Right Places

You make your way down to the second deck. Two medium ballistae line each side of the deck, seemingly ignored by the partygoers who happily mingle and chat. Magical lights on the ceiling illuminate the area. It is even clearer from this deck that this is a ship of war.

As your group starts to head for the ladder to the lower decks, you are stopped by two burly guards.

“And where do you think YOU’RE going?”

Let the PCs come up with a plan to get by the guards. Bribing them won't work. If they show them the letter, that will work. If they can confuse the guards with logic, that will also work.

The next level is the main cabin deck. The ship's stores and the galley are located here as well. You have managed to search most of this level of the ship when you find yourselves in the main dining hall. In one corner is a shrine to Selune, just below an open porthole. A pair of dark forms loom over the altar. They turn toward you as you enter, and they are not alone!

Tier One:

Minor Heucuvus (2): Int semi (4); AL CE; AC 3; MV 9; HD 2; hp 10 each; THAC0 19; #AT 1; Dmg 1d6; SA Disease; SD nil; MR nil; SZ M; ML 11

These are weak Heucuvus, which do not require silver or magic to hit. They hate clerics and will attack them when possible. If they hit a person in combat, that individual must save vs. poison or become diseased. This disease will cause a loss of one point of both strength & con each day until it is cured with a *cure disease* spell. These undead are treated like wights on the Turning Undead table. They are resistant to mind affecting spells. They have the ability to polymorph themselves up to three times a day (that is how they snuck aboard).

Tier Two:

Heucuvus (2): Int semi (4); AL CE; AC 3; MV: 9; HD 2; hp 10 each; THAC0 19; #AT 1; Dmg 1d6; SA Disease; SD Silver or +1 weapons to hit; MR nil; SZ M; ML 11

These undead hate clerics and will attack them

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Shadows (3): Int low (7); AL CE; AC 7, MV 12; HD 3+3; hp 18 each; THAC0 17; #AT 1, Dmg 2-5+ special; SA Strength drain; SD Silver or +1 weapons to hit; MR see below; SZ M; ML Special

Shadows drain strength with their chilling touch. They are 90% undetectable in all but the brightest light (*continual light* or equivalent); otherwise they are completely black. Strength loss will return 2-8 turns after being hit. If a human or demihuman is reduced to strength of 0 or less then they become shadows, under control of the shadow that created them.

Shadows are immune to *sleep*, *charm* and *hold* spells and are unaffected by cold based attacks. They can be turned by clerics.

Tier Three:

Heucuvus (2): Int Low (4); AL CE; AC 3; MV 9; HD 2; hp 18 each; THAC0 19; #AT 1, Dmg 1d6; SA Disease; SD Silver or +1 weapons to hit; SZ M; ML 11

These undead hate clerics and will attack them when possible. If they hit a person in combat then that individual must save vs. poison or become diseased. This disease will cause the loss of a point of both strength & constitution each day until it is cured with a *cure disease* spell. These undead are treated like wights on the Turning Undead table. They are resistant to mind affecting spells. They have the ability to polymorph themselves up to three times a day (that is how they snuck aboard). These undead can not be turned.

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Shadows are immune to *sleep*, *charm* and *hold* spells and are unaffected by cold based attacks. They can be turned by clerics.

Wraith: Int Very (11); AL LE; AC 4; MV 12 Fly 24 (B); HD 5+3; hp 30; THAC0 15; #AT 1; Dmg: 1d6+ special; SA Energy Drain; SD Silver or +1 weapons to hit; MR see below; SZ M; ML 15

Wraiths suffer only 1/2 damage from silver weapons. They are immune to *sleep*, *charm*, and *hold* spells and are also immune to all cold-based attacks. Each hit from a wraith cause a chilling 1-6 points of damage, and the PC will be drained of 1 level of experience. These undead will be repelled by direct sunlight (*continual light*). They can be turned by clerics normally. Holy water will do 2-8 points of damage to them if they come in contact with it.

Tier Four:

Heucovas (2): I Low (4); AL CE; AC 3; MV 9; HD 2; hp 18 each; THAC0 19; #AT 1, Dmg 1d6; SA Disease; SD Silver or +1 weapons to hit; SZ M; ML 11

These undead hate clerics and will attack them when possible. If they hit a person in combat then that individual must save vs. poison or become diseased. This disease will cause the loss of a point of both strength & constitution each day until it is cured with a *cure disease* spell. These undead are treated like wights on the Turning Undead table. They are resistant to mind affecting spells. They have the ability to polymorph themselves up to three times a day (that is how they snuck aboard). These undead can not be turned.

Wights (4): Int Average (10); AL LE; AC 5; MV 12; HD 4+3; hp 24 each; THAC0 15; #AT 1, Dmg 1d4+ special; SA Energy Drain; SD Silver or +1 weapons to hit; MR see below; SZ M; ML 14

Each attack from a wight will do 1-4 points of damage as well as drain one experience level from the PC. Wights are unaffected by *sleep*, *charm* and *hold* spells and are immune to cold based attacks. In addition they are immune to poison and paralyzation attacks. Holy water can do 2-8 points of damage to them. These undead can be turned normally.

Wraith: Int Very (11); AL LE; AC 4; MV 12 Fly 24 (B); HD 5+3; hp 30 each; THAC0 15; #AT 1; Dmg: 1d6+ special; SA Energy Drain; SD Silver or +1 weapons to hit; MR see below; SZ M; ML 15

Wraiths suffer only 1/2 damage from silver weapons. They are immune to *sleep*, *charm*, and *hold* spells and are also immune to all cold-based attacks. Each hit from a wraith cause a chilling 1-6 points of damage, and the PC will be drained of 1 level of experience. These undead will be repelled by direct sunlight (*continual light*). They can be turned by clerics normally. Holy water will do 2-8 points of damage to them if they come in contact with it.

After the battle some of the guards will come in and ask

what happened. The small shrine was not harmed in any way.

Encounter 3B: Party Crasher (Right After the fight)

As the adrenaline rush begins to wear off, you hear the sounds of footsteps running away from your position. It is clear that whoever it is has a good lead on you.

PCs may chase the fleeing individual, who appears to be headed for the deck. The chase will lead them through the galley, past numerous cooks and members of the waitstaff. Have the PCs roll Dexterity checks to avoid cooks, servants and the like. Use this as a little comic relief for those who fail their dexterity check.

About 30' ahead of you, a man in dark blue robes picks himself up from the floor, glances back with wild eyes, and races up the stairs to the deck.

PCs may attempt to cast spells at the fleeing individual. If they win initiative then they will be successful, otherwise the intruder will be up the stair and the PC will not have line of sight.

The chase continues upstairs. The Party seems to have stopped. All eyes are on you. The man in the dark blue robes looks around frantically for a means of escape. Finding himself surrounded, he sets his feet on the deck and raises his chin defiantly. "This ship and all that help her will be destroyed, IN THE NAME OF TALOS!"

Find out what the PCs wish to do. He is only 2nd level, and will be subdued easily (or killed).

Jerwick, hm P(sp)2 of Talos: AL CE; AC 10; MV 12; hp 15; THAC0 20; #AT 1; Dmg 1d4/1d3 (Dagger); SA spells: SD spells; MR nil; SZ M; ML 11; S 10; I 9; W 14; C 16; D 14; Ch 14.

Spells Memorized: 1st: *curse*, *cause light wounds*.

After this Aleesia will meet briefly with the PCs in private. She will heal anyone that is still wounded, and will suggest that they find out what this prisoner knows (if he was not killed).

If the PCs do not go below decks read the following:

By three hours after dark, the party is in full swing. People seem to be enjoying the night. Suddenly, a huge CRASH echoes up the stairs from the deck below. A human, dressed in dark blue robes, dashes up the stairs and stops as he realizes everyone is staring at him. His eyes dart frantically from one

side of the ship to another, looking for an escape route, but none presents itself. An elf wearing plate mail and a large holy symbol of Selune appears at the top of the stairs behind him, but before the elf can act, the man in the robes steels himself and cries, "This ship and all that help her will be destroyed, IN THE NAME OF TALOS!" When he shouts this he stares directly at Aleesia. Then the elf tackles him and punches him with a heavy gauntleted hand, knocking him out cold!

Encounter 4 Talking with a Talassan

If the PCs wish, they can interrogate the prisoner (assuming he made it through the fight) in the ship's hold. If they do not make a decision quickly, a dispatch of the Nightwatch (the evening branch of the City Watch) will show up to escort him to a holding facility inland. They will allow the party to accompany them to the facility, because of the job for which they have been hired. If they begin the interrogation prior to the arrival of the watch, ignore the following box-text; Aleesia will keep the watch "busy" explaining the situation while the interrogation is underway.

The sounds of the party fade into the distance as you make your way to the guard barracks. You are taken to the cell where the prisoner is to be held. The man is in his early 20's; he has black hair, and is wearing dark blue robes, with silver trim.

The guards will let the PCs interrogate him. He will hide nothing; Maelstrom *wants* the Selunites to know he's coming. He's arrogant, and more than a little insane. Jerwick knows the following:

- He is an acolyte to the Stormlord Talos.
- He was sent here to desecrate the altar to Selune on the Stormbreaker.
- He is proud to serve his lord Maelstrom, High Stormlord of the Vast.
- He does not know where the temple is, he has not yet been taken there. This was to be his proving.
- There is a shrine to Talos in the city. He is not sure where it is because he was led there through the sewers. He only knows it is in a basement. That is where he and others pray to Talos.

The Sergeant of the Guard will suggest that they return to the *Stormbreaker* and report in to Aleesia, if the PCs have not already decided to do so. Again, if the interrogation takes place belowdecks, ignore this.

Returning to the Stormbreaker [or the deck] you find that all the Moonbeams are now focused toward the bow of the ship. The moon has just begun to edge above the horizon.

A hush falls over the partygoers and a single chime directs everyone's attention to the forecabin. There Aleesia and a small group of clergy from the church of Selune can be seen. She holds up a crystal decanter, which sparkles in the many moonbeams. "Thank all of you for coming to witness this dedication. I now ask for a moment of silence for a prayer." Presently, Aleesia continues "Selune, I humbly ask that you bless this ship, that it may defend Ravens Bluff from all enemies. Let this ship become a beacon, shining brightly in the night, standing for all that is good and pure. In Selune's name, I christen this ship Stormbreaker!" Then she smashes the decanter on the bow of the ship. As this is done the ship glows for a moment, and the full moon's glory is felt by all on board. Then she turns back to the crowd throws both arms into the air and cries, "My friends, please enjoy this night, which is just beginning!" And with that the bards launch into a bouncing rill, while brilliant fireworks light up the sky all over the city.

After about thirty minutes the pleasantries are completed. Aleesia and a human knight approach the PCs. Looking a little tired, she asks if they will "*Go someplace more private to talk.*" She takes them below decks to a 15x15 room. Maps of the Sea of Fallen Stars hang on the walls. A large round table sits in the center of the room. Along the edge of the table are the holy symbols of the civic deities of Ravens Bluff. "*Please be seated*" As she sits she looks very tired. The Knight at her side will fill a black wineglass and hand it to her.

PCs who have a history with Lorien Darkarrow may recognize this as his wineglass, if they make an intelligence check at half.

The knight will offer everyone (ladies first of course) a glass of wine from a decanter. The wine in the decanter radiates pale green light (it is Moonwine, a light wine made by the priests of Selune). "Please, tell me what you've learned about our... uninvited guest."

She will listen, and ask any appropriate questions.

"It is almost time for the meeting that I arranged for you with the contact from the Silent Network. Your contact will identify himself by speaking the code phrase, 'Moonflowers bloom best at night.' After you have the information, please meet me at the Temple of Selune."

It is now about midnight. The PCs have plenty of time to make the meeting with their contact. The Shrine of Talos is in the opposite direction from their meeting, so they will not have time to go their first, if by some fluke they have managed to figure out where it is (divination magics, etc.). They can meet the contact and then take care of the shrine before morning.

Encounter #5 Voices in the Shadows

The Silent Network member you are to meet is in one of the many dark alleys of Crow's End. Shouts of revelers fill the air, and the occasional firework streaks into the sky to explode in a burst of red, or blue, or yellow. Finally, you reach the appointed alleyway. There are no lights at all, and long shadows fill the area.

After the PCs go into the alleyway continue.

As your group walks into the alley, you must step between and around several boxes of refuse. From ahead in the darkness you hear a gritty voice. "That's far enough! I have yer directions to the place ya seek."

This is the contact for the Silent Network. If the PCs ask for the code phrase he will give it unerringly. If the PCs move forward or throw light, he will slip into another alley off to one side, blocked from view by refuse. To do his job properly, he must remain anonymous. He will tell the PCs that the information is under a red box just behind them, and to their right. When they turn to look, he slips away. He cannot be tracked or trailed by any PC, no matter what skills they have.

After looking through the papers, you see that the informant did indeed have the information you needed. First you find the location of a shrine the Talos in the city. It is in the basement of The Singing Sword Inn, across from the Temple of Selune! Also included is the name Oliver DeGrant, with his description. According to the documents, DeGrant is a known spy who makes his living as a cartographer. He is currently staying in room 4 of the inn. There is also a map showing the location of the Temple of Destruction.

The PCs can now go after the shrine here in town (Encounter #6) or return to the Temple of Selune (Encounter 7). Let them decide.

Encounter #6 The Secret Shrine of Talos

As you make your way to the Singing Sword Inn, you pass several parties that are beginning to wind down. The inn is less than a block away from the Temple of Selune, on the opposite side of the street, and has three stories.

The attraction of the establishment is immediately clear. Several curtained booths offer privacy for those who wish it, while several tables fill the central area of the common room, surrounded with individuals laughing and enjoying themselves. Three booths stand open, while three have their curtains pulled shut. A haze of pipe-smoke hangs near the ceiling, and long shadows drape across the floor, flickering in the glow of a half-dozen crystal lanterns.

An attractive young human female approaches your group, a broad smile on her face. "Good evening, and welcome to the Sword. How can I help you at this late hour?"

The waitress's name is Betrice. She will be able to take their drink orders, but will politely say that the kitchen is closed. If pressed politely, she can come up with some coldcuts, cheeses, and bread, but nothing that requires preparation. She is more likely to make this offer if there is an attractive Elven male in the party; she's heard that the Elves can be quite a lot of fun to date, if you're lucky enough to "get your hands on one." If the PCs would like a room she can arrange it for 3 gp/night per room. If asked about the basement, she knows that the two rooms down there have been rented, on a long-term basis, to Mr. DeGrant. She thinks he's using them for private poker games. The patrons at the main tables will not know of DeGrant, they just came in for drinks and are pretty much blotto by this point in the night.

Booths

1. Has a young couple who came here to wind down after sharing a romantic evening. They will not be able to help the PCs.
2. Is occupied by 3 female thieves who are planning their next job. They will be coming out after a few minutes or when appropriate. They will deny any knowledge of Oliver DeGrant unless one of the PCs speaks to them using Thieves Cant. Then they will tell the PC that he left here early this evening, and has not come back.
3. Is occupied by a large sleeping man. He is drunk, and if disturbed will demand 1 gold piece, or a beer, for the rudeness of waking him up. He will then belch loudly and fall over, whether or not the PCs actually give him anything.

Oliver is on the 3rd floor room 4. The door to his room is locked, but not trapped.

Oliver DeGrant's Room: *In the center of this room is an unmade bed. Beside one wall is a dresser, next to a small writing desk. The closet door stands open, revealing a heap of unwashed linens. Next to the only window in the room is a tripod with a telescope. Looking out the window, about a block away you can see the Temple of Selune. On a peg beside the window hangs a key. It is marked "basement."*

PCs digging around in the dirty laundry can find a small holy symbol of Talos, as well as a receipt for the rental of the basement and a very crude set of maps of the sewer system, showing how to access the basement from beneath. There are no other clues in the room. Oliver is not here; he knew the individual sent to the *Stormbreaker* was young and foolish, and likely to be caught, and he has fled the city. The PCs can take the spyglass if they wish.

Basement of the Singing Sword: *Your group makes its way into the basement. There are two doors. The door on the left is marked "Stockroom" in heavy black script. The door on the right is closed, locked – and unmarked.*

Opening this door, you see an unmistakable shrine to Talos. On the far wall is an iron altar, adorned with a shield that looks to have been split by a lightning bolt. The only other thing in this room is an enormous chest in one corner.

The 3' x 3' x 8' chest is locked. Inside the chest is a mimic that will be "mimicking" a pile of gold and silver. Once the chest is opened, have the party roll surprise at -4.

Tier One:

Mimic: Int Average (10); AL N; AC 7; MV 3; HD 4; hp 20; THAC0 17; #AT 1; Dmg 1d10 smash; SA Glue; SD Camouflage; MR nil; SZ M; ML 15

Mimics attack by lashing out with a pseudopod. This attack smashes their opponent for 1-10 points of damage. Anyone or thing that touches a mimic will be held fast. A PC that is hit by a mimic can try to break free by making a strength check (bend bar / lift gate). This all the PC will be able to do in the round. Alcohol will also loosen a mimic's grip in 3 rounds.

Tier Two:

Mimic: Int Average (10); AL N; AC 7; MV 3; HD 7; hp 35; THAC0 13; #AT 1; Dmg 3d4 smash; SA Glue; SD Camouflage; MR nil; SZ M; ML 15

Mimics attack by lashing out with a pseudopod. This attack smashes their opponent for 3-12 points of

damage. Anyone or thing that touches a mimic will be held fast. A PC that is hit by a mimic can try to break free by making a strength check (bend bar / lift gate). This all the PC will be able to do in the round. Alcohol will also loosen a mimic's grip in 3 rounds.

Tier Three:

Killer Mimic: Int Semi (4); AL N (E); AC 7; MV 3; HD 9; hp 55; THAC0 17; #AT 1; Dmg 3d4 smash; SA Glue; SD Camouflage; MR nil; SZ L; ML 15

Mimics attack by lashing out with a pseudopod. This attack smashes their opponent for 3-12 points of damage. Anyone or thing that touches a mimic will be held fast. A PC that is hit by a mimic can try to break free by making a strength check (bend bar / lift gate). This all the PC will be able to do in the round. Alcohol will also loosen a mimic's grip in 3 rounds.

Tier Four:

Killer Mimic: Int Semi (4); AL N (E); AC 7; MV 3; HD 9; hp 70; THAC0 11; #AT 1; Dmg 3d4 smash; SA Glue; SD Camouflage; MR nil; SZ L; ML 15

Mimics attack by lashing out with a pseudopod. This attack smashes their opponent for 3-12 points of damage. Anyone or thing that touches a mimic will be held fast. A PC that is hit by a mimic can try to break free by making a strength check (bend bar / lift gate). This all the PC will be able to do in the round. Alcohol will also loosen a mimic's grip in 3 rounds.

The shield (on a successful *heraldry* check) once belonged to Sir Ardarian, a Knight of the Griffon who died leading a charge during the war. The only thing of value in this room is a gem inlaid unholy symbol of Talos (worth 250 gp) that can be found in the chest after the Mimic is killed.

Depending on what the PCs did and when, they may have to go to the Temple of Selune. Once there, Aleesia will listen to their story. If anyone is still hurt, she will have them healed. She will suggest that they spend the night at the temple. Each PC will be able to sleep in peace in one of the many moonlit rooms. They should be able to leave right after breakfast.

Encounter #7 To Destroy the Destroyers

Aleesia gives the group the Starhome, the teleport gem, and 2 vials of holy water. The Starhome is an eight-pointed star made of silver, which is about twelve inches across. She will wish them the party luck, and the blessings of the Silver Lady.

Following the map, you exit the city through the north gate. A light, steady rain soaks your clothing and

keeps the mood of the group relatively somber. Following the map the contact gave you, your find a cluster of small hills around sunset. A stream runs through the hills, making this look like a convenient place to make camp for the night. As you look around, you realize you're not the first travelers to reach this conclusion. A quarter-mile upstream are the blasted remains of a camp. Only one body can be found amid the rubble.

The body, of course, is Oliver DeGrant. There is nothing of value in the camp, but the PCs will find identification for the body, and several half-finished maps he was working on (nothing relevant to the adventure; be creative!) This set of hills, based on what the PCs know, is where the silver orb is to be planted.

If the PCs cast *Speak with Dead* on Oliver, his spirit will be extremely evasive. The only information they can get from him is that he was a worshipper of Talos ("Praise be to the Stormlord!"), that he created the shrine at the request of Maelstrom, High Stormlord of the Vast ("Praise be to Talos!"), and that he has gone to Talos in the purest way imaginable (somebody used *Call Lightning* on his piddly zero-level butt). Any other questions will be answered with variations on "Praise Talos!" and "Praise the Stormlord!"

This night will be uneventful, but the PCs are welcome to set up watches. The next day:

By noon you come to the mountain you seek. You carefully make your way up the gentle slope. Judging by your map, you must be close to your goal – and there it is! About 80' above you is the cave entrance you seek. Some brush has been used to hide it, but not very well.

Have the PCs roll *Observation*; if one or more make it, they have noticed the skeletal guard hiding near the entranceway.

Skeleton: Int Non-0; AL N; AC 9 (shield); MV 12; HD 1; hp 8; THAC0 20; #AT 1; Dmg 1d6 (short sword); SA nil; SD edged or piercing weapons do 1/2 damage; MR nil; SZ M; ML Special

If the party comes within 60' of the cave, the skeleton will rise and bang its shield with its sword, making a racket. Nothing will happen as a result except a loss of XP, but the PCs will not know this. Most of the members of this temple are chasing the *Stormbreaker*, so no one is paying attention to the skeleton, who tends to bang his shield for anything bigger than a bunny anyway.

Entrance Way: The entranceway is about 10' wide but only 5' tall. This passage goes in for about 20' then opens up.

1st Cavern: This cavern is about 30' wide, and 70' long. There is nothing but stone in this area. A small passageway leads down from the rear of the cavern.

Spiral passage down to the Main Level: This passage is roughly 5' wide but the ceiling reaches a height of 20' at some places. The passage winds about 60' down. Ask for a marching order, and when you have it, have them roll surprise at -7.

As your party is walking down this spiraling passageway (the 3rd PC in the order) (and on 3rd and higher tiers, the 4th PC as well) senses something wrong! Roll to hit with the piercer, and describe what happens.

Tier One:

Piercer: Int Non-0; AL N; AC 3; MV 1; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1d6; SA -7 to surprise; SD nil (invisible); MR nil; SZ S; ML 10

Tier Two:

Piercer: Int Non-0; AL N; AC 3; MV 1; HD 2; hp 14; THAC0 19; #AT 1; Dmg 2d6; SA -7 to surprise; SD nil (invisible); MR nil; SZ S; ML 10

This piercer was turned invisible, to make matters worse.

Tier Three:

Piercers (2): Int Non-0; AL N; AC 3; MV 1; HD 3; hp 20; THAC0 17; #AT 1; Dmg 3d6; SA -7 to surprise; SD nil (invisible); MR nil; SZ M; ML 10

These piercers were turned invisible, to make matters worse.

Tier Four:

Piercers (2): I Non-0; AL N; AC 3; MV 1; HD 4; hp 24; THAC0 17; #AT 1; Dmg 4d6; SA -7 to surprise; SD nil (invisible); MR nil; SZ M; ML 10

These piercers were turned invisible, to make matters worse.

Main Level:

Hallway: *The spiral passageway ends in a long corridor of worked stone. The hallway is 10' wide and 20' tall. At the other end of the hallway stands a pair of large double doors. The double doors are closed. Four passageways lead off this hallway, two to the left and two to the right.*

Passageway #1: This leads to a cavern with a small

pool. There is a bench with some towels here. This is obviously a bathing chamber, there is nothing of interest for the party to find.

Passageway #2: This leads to a kitchen and small dining area. There are plenty of stores here. There is a fire pit (with fire burning) where most of the cooking is done. The dining area contains 2 long tables with bench seating.

Passageway #3: This passageway leads to a door. Inside is a large room that has an unholy symbol of Talos on the floor. The room has 12 cots, each with a chest at its foot. Four of the chests are empty. Eight of them have clothes, and each has a set of black robes that a priest of Talos might wear to ceremonies. There is a total of 120 gp in the room, but nothing else of value.

Passageway #4: This passageway also ends in a door. The door is locked and has the unholy symbol of Talos on it. This room has an unholy symbol of Talos carved in the stone floor. There are 4 comfortable-looking beds in this room. There is also a large table, with 4 comfortable chairs each with the unholy symbol of Talos embroidered in its backrest. This room is clearly a bedroom for 4 of the ranking priests of Talos. There is a Secret Door in the east wall. It is not well-concealed, any PC who states that they are looking for secret doors will find it without needing to make a roll.

Secret Door: This door has a *fire trap* on it for all tiers but tier 1 (for tiers 2+, it will do d4 + 11 damage, saving throw for half).

Maelstrom's Room: This is a large bedroom with a King-sized bed in the middle of the wall opposite the door. A table littered with papers stands beside the bed. The room also contains a desk, closet, dresser, and a large mirror. If the PCs search this room they will find:

- A Logbook (**Players handout #3**)
- Both male and female clothes in the closet.
- Blueprints of the Temple of Selune.
- The deck plans of the *Stormbreaker*.
- A gold cup containing 22 broken holy symbols of Selune.
- A human skull. The log will reveal that it belongs to Moonflower, a 7th Silverstar (sp Selune). She went missing about 2 years ago.
- 600 gold worth in jewelry.
- A list of names of most of the clergy to Selune. Aric's is near the top. Stars next to them mean that those are Lycanthropes. Aleesia's name appears closer to the bottom of the list. If any of the PCs

are priests of Selune their names will also be recorded here.

Those are the only things of note in this room.

Main Room of the Temple of Talos: *The hallway continues for 300'. At the far end of the hallway, a bluish light emanates from a pair of skulls on the wall, flanking a pair of massive iron doors, 20' high and 10' wide. A large symbol of Talos is etched in the middle of the double doors.*

Find out what the PCs wish to do. Read the following when the PCs come within 60' of the doors.

The double doors swing open, revealing a worship area. A carpet of what appears to be black velvet leads from the door to an iron altar, running between two rows of pews which have been carved from the stone of the mountain. The ceiling disappears in darkness, except near the altar. In this area clouds and stars are visible through a hole in the ceiling. Inlaid on the floor, wrought from the same iron as the altar, is the symbol of Talos. Standing before the altar is a tall woman with long black hair. She is dressed in Full Plate emblazoned with a large symbol of Talos.

If the PCs wish to interrupt the box text let them.

"Welcome to the place of your destruction. I salute you for finding this place." She laughs. "You arrived right on schedule. Your deaths are only part of the joy of tonight's work. Even as we speak, my beloved Maelstrom is destroying the Stormbreaker's crew. We will put the ship to good use, I assure you. I fear that after tonight Selune won't even have the respect of the rest of your precious Clerical Circle."

At this point it will be Initiative. Some of the combatants in this room are hiding, or invisible. The skeletons are in the darkness lining the walls when the PCs enter the room.

Tier One

Stormlord Helaina Nightbolt, hf P(sp)3 of Talos: AL CE; AC 0 or -1 to good PCs; MV 12; hp 26; THAC0 20; #AT 1; Dmg 1d6 +1/ 1d6 with mace; SA spells; SD spells; MR nil; S 10; I 16; W 16; C 16; D 14; Ch 15; SZ M; ML 15.

Equipment: *Unholy Symbol of Talos* (+1 to AC, Hit, Dam vs. good creatures)

Spells Memorized: **1st:** *bless, call upon faith, cause light wounds, cure light wounds.* **2nd:** *heat metal, flame blade, withdraw*

Innate Spells: *shocking grasp.* (already used her *call lightning* today)

Laserick hm F2: AL CE; AC 5 (chain); MV 12; hp 16; THAC0 19; #AT 1; Dmg 1d10+1/ 3d6+1 with 2 handed sword; SA nil; SD nil; MR nil; S 16; I 14; W 10; C 16; D 14; Ch 10; SZ M; ML 12.

He attacks from the right of the doorway.

Skeletons (6): Int Non; AL N; AC 9 (shield); MV 12; HD 1; hp 8 each; THAC0 20; #AT 1; Dmg 1d6 (short sword); SA nil; SD edged or piercing weapons do 1/2 damage; MR nil; SZ M; ML Special

Tier Two

Stormlord Helaina Nightbolt, hf P(sp)5 of Talos: AL CE; AC 0 or -1 to good PCs; MV 12; hp 26; THAC0 16; #AT 1; Dmg 1d6+1/ 1d6 with mace; SA spells; SD spells; MR nil; S 10; I 16; W 16; C 16; D 14; Ch 15; SZ M; ML 15.

Equipment: *Unholy Symbol of Talos* (+1 to AC, Hit, Dam vs. good creatures)

Spells Memorized: **1st:** *bless, call upon faith, cause light wounds x2, cure light wounds.* **2nd:** *heat metal, flame blade, withdraw, draw upon holy might* **3rd:** *protection from fire* (precast)

Innate Spells: *shocking grasp.* (already used her *call lightning* today)

Pre Cast Spells: *protection from fire* (84 pt of protection).

Laserick hm F4: AL CE; AC 5 (chain); MV 12; hp 30; THAC0 16; #AT 3/2; Dmg 1d10+3/ 3d6+3 (2 handed sword); SA specialized; SD nil; MR nil; S 16; I 14; W 10; C 16; D 14; Ch 10; SZ M; ML 12.

He attacks from the right of the doorway.

Skeletons (10): Int Non; AL N; AC 9 (shield); MV 12; HD 1; hp 8 each; THAC0 20; #AT 1; Dmg 1d6 (short sword); SA nil; SD edged or piercing weapons do 1/2 damage; MR nil; SZ M; ML Special

Tier Three

Stormlord Helaina Nightbolt, hf P(sp)7 of Talos: AL CE; AC 0 or -1 to good PCs; MV 12; hp 26; THAC0 16; #AT 1; Dmg 1d6+1/ 1d6 with mace; SA spells; SD spells; MR nil; S 10; I 16; W 16; C 16; D 14; Ch 15; SZ M; ML 15.

Equipment: *Unholy Symbol of Talos* (+1 to AC, Hit, Dam vs. good creatures)

Spells Memorized: **1st:** *bless, call upon faith, cause light wounds x2, cure light wounds.* **2nd:** *heat metal, flame blade, withdraw, draw upon holy might* **3rd:** *random causality* **4th:** *poison.*

Innate Spells: *shocking grasp. call lightning*

Pre Cast Spells: *protection from fire* (84 pt of protection)

Laserick hm F7: AL CE; AC -1 (full plate); MV 12; hp 30; THAC0 13; #AT 2; Dmg 1d10 +3/ 3d6 +3 (2 handed sword); SA nil; SD nil; MR nil; S 16; I 14; W 10; C 16; D 14; Ch 10; SZ M; ML 12.

He is invisible (from a potion), just to the right of the door.

Shadows (4): Int Low (7); AL CE; AC 7, MV 12; HD 3+3; hp 20 each; THAC0 17; #AT 1, Dmg: 2-5+ special; SA Strength drain; SD Silver or +1 weapons to hit; MR see below; SZ M; ML Special

Shadows drain strength with their chilling touch. They are 90% undetectable in all but the brightest light (*continual light* or equivalent); otherwise they are completely black. Strength loss will return 2-8 turns after being hit. If a human or demihuman are reduced to strength of 0 or less then they become shadows, under control of the shadow that created them.

Shadows are immune to *sleep, charm* and *hold* spells and are unaffected by cold based attacks. They can be turned by clerics.

Skeletons (10): Int Non; AL N; AC 9 (shield); MV 12; HD 1; hp 8 each; THAC0 20; #AT 1; Dmg 1d6 (short sword); SA nil; SD edged or piercing weapons do 1/2 damage; MR nil; SZ M; ML Special

Tier Four

Stormlord Helaina Nightbolt, hf P(sp)7 of Talos: AL CE; AC 0 or -1 to good PCs; MV 12; hp 26; THAC0 16; #AT 1; Dmg 1d6+1/ 1d6 with mace; SA spells; SD spells; MR nil; S 10; I 16; W 16; C 16; D 14; Ch 15; SZ M; ML 15.

Equipment: *Unholy Symbol of Talos* (+1 to AC, Hit, Dam vs. good creatures)

Spells Memorized: **1st:** *bless, call upon faith, cause light wounds x2, cure light wounds.* **2nd:** *heat metal, flame blade, withdraw, draw upon holy might* **3rd:** *random causality* **4th:** *poison.*

Innate Spells: *shocking grasp. call lightning*

Pre Cast Spells: *protection from fire* (84 pt of protection)

Laserick hm F7: AL CE; AC -1 (full plate); MV 12; hp 60; THAC0 13; #AT 2; Dmg 1d10 +3/ 3d6 +3 (2 handed sword); SA nil; SD nil; MR nil; S 16; I 14; W 10; C 16; D 14; Ch 10; SZ M; ML 12.

He is invisible (from a potion), just to the right of the door.

Rufis hm F7: AL CE; AC -1 (full plate); MV 12; hp 60; THAC0 13; #AT 2; Dmg 1d10+3/3d6+3 (2 handed sword); SA nil; SD nil; MR nil; S 16; I 14; W 10; C 16; D 16; Ch 10; SZ M; ML 16.

He is invisible (from a potion), just to the left of the door.

Shadows (8): Int Low (7); AL CE; AC 7, MV 12; HD 3+3; hp 20 each; THAC0 17; #AT 1, Dmg: 2-5+ special; SA Strength drain; SD Silver or +1 weapons to hit; MR see below; SZ M; ML Special

Shadows drain strength with their chilling touch. They are 90% undetectable in all but the brightest light (*continual light* or equivalent); otherwise they are completely black. Strength loss will return 2-8 turns after being hit. If a human or demihuman are reduced to strength of 0 or less then they become shadows, under control of the shadow that created them.

Shadows are immune to *sleep*, *charm* and *hold* spells and are unaffected by cold based attacks. They can be turned by clerics.

Spectres (2): Int high (14); AL LE; AC 2, MV 15 Fl 30 (B); HD 7+3; hp 40 each; THAC0 13; #AT 1, Dmg: 1d8+ special; SA Energy drain; SD Silver or +1 weapons to hit; MR see below; SZ M; ML Special

An attack from these undead deals 1d8 points of damage and drains 2 energy levels. Spectres are immune to sleep, charm, hold, and cold based spells. They can be turned by Clerics. Holy water will also work on them doing 2-8 points of damage. A raise dead spell will destroy a spectre if it fails saving throw vs. magic.

These undead will be flying around in the darkness for 3 rounds. They will not engage until then unless a PC flies up to close to them.

Battles Over: Finishing Touches

Once the PCs follow the directions and place the Starhome on the altar, read the following.

You set the Starhome on the altar. Following the instructions, you place a drop of the holy water of Selune on the diamond in its center and it begins to glow with a silvery light. The glow from the object becomes brighter, leading you to think that it might be a good idea to leave. Activating the teleportation gem Aleesia gave you, your group one by one jumps through the silver portal that shimmers into existence about twenty feet from the altar. You find yourselves in the camp you made at the base of the first mountain.

Suddenly one of the stars overhead catches your eye, as it streaks through the sky. It crashes to earth with a huge explosion that even from this distance shakes the ground where you stand, though it must have impacted at least twenty miles away!

Conclusion

You make your way back to Ravens Bluff without incident. As you enter the gates Aleesia herself is there to greet you, a smile on her face. *"Come, please. I have arranged a celebration in your honor at the Seven Tigers Inn, to be held as soon as you get cleaned up! I wish to hear everything."*

Later that evening at the Seven Tiger Inn, your group gathers for a fine spread of food, and fine wine or ale. After dinner, Aleesia excitedly listens to your story, and thanks you for helping rid the area of the terrible evil of the Talassans.

This Ends Stormbreaker – Low Level

Experience Point Summary:

Experience is calculated as follows for Living City events.

- 1 Sum the experience listed below for objectives.
- 2 Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
- 3 NEW: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2nd level PC, a 5th level PC, three 6th level PCs, and an 11th level PC, the group falls into tier 3. The 2nd level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11th level PC also gets tier 3 experience.

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7+

Looking for trouble on the Stormbreaker, without being asked:	50 xp
Defeating the Undead aboard the Stormbreaker:	100 xp
Capturing the Talos priest (Jerwick) alive:	100 xp
Finding the location of the Talos shrine in the Singing Sword:	50 xp
Defeating the Mimic:	75 xp
Getting past the Skeleton without it sounding alarm:	50 xp
Defeating all the Talos minions in main temple	

room:	100 xp
Correctly calling the falling star home:	100 xp
Total Experience for Objectives:	625 xp
Roleplaying Experience:	0-500 xp
Total Possible Experience:	1,125 xp
For Tier 2:	2,250 xp
For Tier 3:	3,375 xp
For Tier 4:	4,500 xp

Treasure Summary:

PCs may keep items from the scenario which are listed on the treasure list 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 PCs 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 PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on 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 which it later finds unreasonable but which were allowed at the time.

Encounter One:

- 20,000 sp to each PC
- 2 *potions of moon healing*: This acts like a normal *potion of extra-healing*, but if taken at night then it

will heal 27 hit points.

- *Moonstone*: This pearly gray moonstone bears the following enchantments. When held in the palm of the hand and one round is spent concentrating the stone will unerringly turn to the north, acting in all respects as a compass. While in direct contact with the bearer it will confer a +1 to all saving throws if and only if the bearer is in natural moonlight.
- Scroll of 3 *protection from lightning* spells.
- *Selune's Mace +1, +3 at night*: This mace is +1, +3 at night in the hands of a specialty priest of Selune. It is a +1 weapon in the hands of others. (Only if there is a specialty priest of Selune in the party)
- Silver mace worth 50 gp to each PC

Encounter Six:

- Unholy symbol to Talos worth 250 gp
- Spyglass worth 1,000 gp

Passage Way #3:

- 120 gold pieces

Maelstrom's Room:

- 600 gp worth of jewelry

Player's Handout #1

To (PC name),

I would very much like to have a word with you to discuss a matter of some importance. Please attend me at a meeting aboard the *Pretty Lady*, docked at pier three. The meeting will take place at six o'clock. Afterwards you will be my guests at the celebration aboard the *Stormbreaker*. The celebration is a formal affair; I apologize for the short notice, and hope you can attend.

Sincerely Yours,
Aleesia, Moonmistress of the Full Moon

Player's Handout #2: Directions for the Starhome

The contents of the Bag that Aleesia gives you.

2 vials of Holy Water

1 Silver Orb (fist sized)

1 Star shaped silver magical item named "Starhome"

Directions:

Bury the silver at the base of the first mountain.

Pour a vial of holy water of Selune on the dirt covering the silver orb.

Find the Altar of the Destroyers.

After night has fallen, press the diamond in the middle of the Starhome.

Rotate the gem until a "click" is heard.

Place the device on the Altar of the Destroyer.

Pour one drop of holy water of Selune on the center gem.

Jump through the portal after it is created.

Note these directions were written in "Moon Runes". These directions can only be read under the light from the moon. Aleesia has told you this.

Players Handout #3:

Selected entries from Maelstrom's personal log...

... Life in Zhentil Keep never provided me much of a challenge. Command this unit, kill those people -- all too simple. Meaningless. But I knew there were greater things than what I saw there. There had to be. And I told them so, I marched my unit to the front of the keep and announced myself to be supreme, the chosen of Talos, greater than any other. And my fools, the idiots I raised from the gutter and turned into a precision killing machine, they tried to arrest me. Oh, they paid dearly for that. After I spat on their charred corpses, I left the Zhents behind me. All of them...

... a few years of adventuring didn't change much. With the power of Talos behind me, I was unstoppable. None dared stand against me. I heard rumors -- foolish, foolish rumors! -- that there was one more favored by Talos than myself. Imagine! Such a foolish rumor, there can be none more favored by Talos than myself! I am invincible, a force of nature imbued with might by the Stormlord himself..

... and there I met my sweet Helaina Nightbolt. Her voice crackled like thunder, and her eyes sparkled with lightning, and I knew we were meant to be. I taught her the ways of Talos...

... we settled near Ravens Bluff, a city so plagued with problems that we had no doubt we would never be noticed, Stormlord willing. Our son was born within a year, and we named him Belstrom. His first cry upon being born was answered with a crack of thunder, a sure sign from Talos that our son was destined for great things...

... killed by adventurers! Our son, our only son, dead at the hands of Ravenaar mercenaries, followers of the foolish moon-wench Selune, who decided that he did not have the same right that they did to pillage the land and people of the Vast. That he took from the living and they from the dead made no difference to them. We will have our revenge...

... captured and put to death a servant of the moon-wench. She said her name was Moonflower. How quaint. We killed her slowly, and her skull now rests on my desk. When I grow bored, I ask questions of her soul... she will never truly rest...

... and they think to trap me with this boat, this Stormbreaker -- but nothing made by the hands of man can break the storm! Nothing! And the trap they lay for me shall be their own undoing. My spies have told me everything...

... Helaina will stay here to defend the altar against any who might think to intrude. Scanizar, faithful necromancer that he is, has provided us with a veritable army of undead. Now, I leave this place, but I will return soon enough, with the blood of the moon-wench on my hands. By the grace of Talos, I go.

DM's Reference #1: Party Guests

Many of the Priests and Priestesses of the church of Selune will be here.

Captain Logan Lonestar: He is 5' 10", 170 Lb., about 45 years old, with blue eyes and long gray hair tied into a ponytail. He wears fine silver mail, with silver and blue robes. He is the Captain of the *Stormbreaker*.

Jarria Nightbreeze: She is about 5'4", with a slim build. Her ears have a slight point to them. Her long hair is tied into warrior braids that hang down her back. She wears tight fitting blue robes and leather bracers studded with silver. She has an aggressive personality and is used to her orders being followed without question. She is the first officer of the *Stormbreaker*, and will not be far from Captain Lonestar.

Chief Prelate, Relarn Dayspring: A nondescript middle aged man with brown hair. He is dressed in the robes of a priest of Lathander. He is attempting to enjoy the evening, but yawns quite frequently (he's not a night person, understandably). He will not discuss politics.

Lord Transible Norwood & Lady Penelope Norwood: Lord Norwood has black hair, brown eyes and wears a full beard. He is tastefully dressed for the occasion. Lady Norwood has long brown hair, deep attractive black eyes, and is strikingly attractive. She is dressed in a simple but elegant blue evening gown. She is the dean of invocation of the Wizard's Guild. They look happy together although he looks like he might be wishing that he were somewhere else.

Lady Lauren DeVillars: She is wearing a red and silver evening dress. She also has a stunning necklace of rubies and diamonds. She looks like she is enjoying herself. There are rumors that she helped with the cost of the building of the *Stormbreaker* as it will help to protect the harbor, and more importantly, her sea trade.

Luckmistress Calrissa Tupass: She is one of the high priestesses of the church of Tymora. She is wearing a black evening dress, and can be seen occasionally moving from one group of people to another.

Baron Urgrave Adelbert Gultossan, with his Wife Urgrava Amadrel: He has fair hair and a strong build. She has dark brown hair, green eyes, and is

wearing a teal gown. He is the shipwright, and clearly takes a great deal of pride in his work. He is hoping the *Stormbreaker* will increase his future commissions, and bolster his family's reputation.

Baron Saer Rhalidan Hawkynfleur: His long thin frame is covered in the overly expensive clothes of a noble. His wife is not present this evening, and a few are talking about where she might be. He is an arrogant man who frowns on adventurers.

Lord Calvin Longbottle, and Issaril: He is looking better than he does most of the time, wearing a fine blue suit. He is accompanied by a stunningly attractive woman. She has long black hair, and deep blue eyes. She is introduced as Issaril. She is polite, but does not say much. There is much talk as to who she is; no one has seen her before.

Feel free to add to this list as you see fit.

Zark Meldar hm P(sp)2 of Talos: AL CE; AC 10; MV 12; hp 10; THAC0 20; #AT 1; Dmg 1d6+1/1d6 (mace); SA spells; SD spells; MR nil; SZ M; ML 10; S 14; I 14; W 15; C 10; D 13; C 12;

Spells Memorized: **1st:** *cause light wounds, call upon faith, bless.*

The only thing he has on him is a holy symbol to Talos.

"Aric Moonstone" hm P(sp)5 of Selune: AL CG; AC 6; MV 12; hp 36; THAC0 17; #AT 1; Dmg 1d6+4/1d6+3; SA spells; SD spells; MR nil; SZ M; ML 14; S 8; I 9; W 18; C 16; D 18; C 18;

Equipment: *Amulet of Nondetection; Ring of Mind Shielding;*

Spells Memorized: **1st:** *cure light wounds x 4, bless.* **2nd:** *aid, silence 15'r, hold person x2, speak with animals.* **3rd:** *protection from fire, moon blade, prayer.*

Note that he is a Simulacrum, *true sight* will reveal this.

High Level Adventure:

Encounter One: Introduction

For the past two rides (a ride is a tenday) most of the people in Ravens Bluff have been talking about the huge celebration planned by the Temple of Selune for the christening of the Stormbreaker, a war galley. Sir Aric Moonstone commissioned the Stormbreaker, during his tenure as High Priest of the Full Moon. While going about your business, a young boy dressed in the robes of an acolyte to Selune approaches you. "Excuse me sir (or lady) but I was sent to give this invitation to you. (Players Handout #1)

Allow the PCs to make any preparations that they have to. They may cast any preparatory spells they would like (assuming they have them in memory!), prior to answering the invitation.

Rumors that inquisitive PCs may have heard about the celebration or the Stormbreaker:

- The *Stormbreaker* is a Heavy War Galley (T).
- The ship is to be given over to the Clerical Council to be used for the benefit of the city. (T)
- Aric Moonstone was one of the High Priests of the Church of Selune (T)
- Aric mysteriously disappeared and his position was taken over by Aleesia (T).
- Both Aric and Aleesia are Lycanthropes (T).
- Aric Moonstone is now wanted for questioning by the city guard, for suspected treason (F).
- This celebration was mostly funded by Aric's gambling winnings. (T)

*As the appointed hour approaches, the city seems to be brimming with the excitement of the evening's festivities. Following the directions from the letter, you make your way to Pier 3. Docked at the pier is a caravel, the *Pretty Lady*. An elven warrior stands before the gangplank and eyes you as you approach. Other adventurers seem to be heading to the same ship.*

The elf is named Landrian, and will check to see the invitations. Then he will escort the group aboard the ship.

The elven warrior escorts you to a plush room with a round table in its center. There is a bar, with food and drink set out. On the table are a deck of cards and a rack of poker chips.

"Make yourselves comfortable and please accept

*the hospitality of the *Pretty Lady*. Aleesia will be here shortly. For your own safety, we will ask that you stay in this room. You have my assurance, this ship will not be leaving port any time today." With that, he turns and leaves.*

Allow the PCs to introduce and describe themselves. After about 10 minutes a beautiful elven woman dressed in the ornate silver robes of the church of Selune enters the room. She has long brown hair streaked with silver. She stands 5'2", and weighs about 90 lb.

"I am truly sorry for having you wait so long but this evening has been rather exciting. I am Aleesia, Moonmistress of the Full Moon. I am pleased that you have come. I trust that your wait has been comfortable? I know some of you, and the rest of you came highly recommended. There is something I wish to ask of you, both for my church and for myself. Two years ago my church was brutally attacked. During the attack we lost many good people. But worst of all, we lost Mirial Moonsilver. She was the High Priestess... and one of my dearest friends. The attackers were never fully punished for their crimes. That is why Aric Moonstone had the Stormbreaker commissioned. It was his hope, as well as mine, that by naming the ship Stormbreaker it would arouse the interest of the church of Talos. If it works, we should see trouble in short order. I need you to sail with the Stormbreaker to protect her -- and to destroy the Destroyers. While I believe the task I set before you is a holy task, I understand the needs of the flesh, and am prepared to offer you compensation. I can offer each of you 50,000 silver pieces -- or donate it to a charity of your choosing, if you prefer."

After the PCs agree to go, Aleesia has the following information:

- I have started rumors throughout the area that the *Stormbreaker* was built to hunt the followers of Talos.
- The Talassans will be looking for the ship *Stormbreaker*, and Aric Moonstone himself (with that she will smile).
- I have divined that on her maiden voyage, the *Stormbreaker* will be attacked. As to the nature of the attack or when this will happen... I cannot say.
- I have allowed the course and route of her maiden voyage to fall into the "wrong hands," so they will know where we are. This is an advantage they have on us. But if they have no advantage, then we can never lure them to us.
- The Destroyers may have help from other evil churches. It would not surprise me.

- While the Talassans are looking for you and the *Stormbreaker*, Aric and another group of adventurers will find their temple and destroy it, disrupting their power base in this region.
- The *Stormbreaker* will not be attacked while in port.

She will also give the group 2 magic items:

1. *Moonstone*: This stone will always point north, and at night will bestow a +1 to all saving throws of the bearer.
2. *Moonring*: This silver ring will act like a *ring of protection* +2 during the day, at night it will also be able to cast *faerie fire*, *dancing lights*, and *starshine* once a night.

- The ship is to set sail early tomorrow afternoon.
- *Stormbreaker's* maiden voyage is scheduled to take about 7 days.

"If there are no further questions, you all are personally invited to share in this evening's excitement at Pier 5 aboard the Stormbreaker".

The Stormbreaker is a huge war galley. She is painted midnight blue, and trimmed with silver. The bow of the ship is adorned with a beautiful carving of a maiden, holding a star in her outstretched hands. The Stormbreaker is about 130 feet long, and 20 feet wide. Even from this distance, you can easily see the fine workmanship that went into this ship. Its three mainmasts reach proudly toward the sky. Heavy ballistae rest near the front and rear of the ship.

As you approach the ship, the sounds of a party become louder, and you can see people milling about on the pier, waiting to go aboard. The Stormbreaker is lit by no fewer than twenty moonbeams, and the evening sky seems to dance above the ship. Most of the people gathered here are finely dressed, in all the latest fashions. Nobles and ambassadors abound. Waiters circulate with trays containing everything from fine, dark ales, to pale elven wines, to some of the finest pastries found in the Realms.

Entry to the ship is not difficult. PCs will be asked to peace-bond any visible weapons, and to be discrete so as not to disturb the other guests.

The ship is masterfully constructed. Beautiful woodcarvings depict stars and moons. The outer hull is made from rare Ironwood, while the decks are made of fine wood from around the Realms. The celebration is restricted to the top two levels of the massive ship.

People of all races and social class can be seen here. Lights from countless other parties flicker all around the city. The stars shine down on the gathering.

The Celebration

There are too many people to list here, but for this part of the adventure refer to **DM's Handout #1**:

At around two bells past dusk, there will be a disturbance at the party. A man with black hair, dressed in dark blue robes, races to the top deck of the *Stormbreaker*. He is pursued by an elf with brown hair and a thin beard, wearing the silver robes of a priest of Selune. **"Get him!"** the elf yells.

The elf is Aric Moonstone (Aleesia's Simulacrum). Other partygoers will get out of the way. Some of the guards will start to close in. The PCs will be in a better position.

Jerwick, the Priest of Talos can be caught fairly easily. After he is caught he will shout, **"Maelstrom will see this ship destroyed!"**

Once the PCs catch or kill Jerwick, "Aric" will be able to tell the PCs that he caught this priest poking around below decks. At this point the crew will make sure the ship is free from traps.

The moon has just begun to edge above the horizon.

A hush falls over the partygoers and a single chime directs everyone's attention to the forecandle. There Aleesia and a small group of clergy from the church of Selune can be seen. She holds up a crystal decanter, which sparkles in the many moonbeams. "Thank all of you for coming to witness this dedication. I now ask for a moment of silence for a prayer." Presently, Aleesia continues "Selune, I humbly ask that you bless this ship, that it may defend Ravens Bluff from all enemies. Let this ship become a beacon, shining brightly in the night, standing for all that is good and pure. In Selune's name, I christen this ship Stormbreaker!" Then she smashes the decanter on the bow of the ship. As this is done the ship glows for a moment, and the full moon's glory is felt by all on board. Then she turns back to the crowd throws both arms into the air and cries, "My friends, please enjoy this night, for as you know the night is just beginning!" And with that the bards launch into a bouncing rill, while brilliant fireworks light up the sky all over the city.

The ship's crew will ask that the guests leave by three bells past midnight. The celebration throughout the city will continue until dawn.

Encounter Two: A Shot Out of the Darkness

Have the PCs roll for surprise. This happens a little after three bells past midnight.

On your way off the pier a single arrow streaks out of the darkness.

Go ahead and roll to hit. Given the range and level of the would-be assassin, you're just about guaranteed to need to roll a natural 20 to hit anything other than the pier.

The arrow has a note tied around it! (Players Handout #2)

Taggart hm F4/T5: AL CE; AC 4; MV 12; hp 36; THAC0 17; #AT 1; Dmg 1d6; SA nil; SD nil; MR nil; S 17; I 10; W 10; C 17; D 18; Ch 10; SZ M; ML 12.

Taggart's first target will be any priest of Selune. Most PCs will not be able to see the man due to the darkness. He is about 300' away on the roof of one of the warehouses. He is able to see them due to the moonbeams that light the area (from the ship). PCs can track down the archer but they only have 4 rounds to catch him or he will blend into the crowd (due to the celebration, which is still going on in parts of the city). However, they will find the *Arrow of Slaying Lycanthropes* (+3 arrow that does triple damage) that he dropped as he fled.

If they do catch the archer, the PC will find out that he is a rogue who lives here in Ravens Bluff. A man dressed in black with silver trim hired him. He did not get a good look at the man's face, but he did note that he wore black armor with mean jags all over it.

Taggart was hired to fire the *Arrow of Slaying* at (PC Name). Unfortunately, he couldn't tell one arrow from another in the dark. The man in the armor paid him 2,000 gp up front, but he only has 500 gp on him. He has a really, really, really big coinpurse, which is probably what slowed him down enough to be caught.

Also Note: Taggart does not resist talking because the man who hired him told him to spill his guts if he got caught.

Encounter Three: The Maiden Voyage

The rest of the evening is uneventful. The PCs will need to sleep at some point. The *Stormbreaker* is due to set sail at two bells past high sun. The PCs may come aboard at any time. They will be given bunks in a cabin

on the second deck.

Some of the PCs may have seamanship or other skills that they wish to offer. The crew will accept their help. Show the plans of the *Stormbreaker* (**Players Handout # 2**). During this time, if the PCs ask to see the captain, the first officer will explain that the captain is busy. The First Officer will be happy to answer any questions that they have, although she does not like her orders being questioned. Descriptions of the crew can be found in **DM's Handout #2**.

The first day and evening of the journey are uneventful. The next evening, you are all asked to dine with the captain. The officer's mess is a fine room in the forecabin. Scenes of the moon and stars decorate the walls. In the far corner, below a porthole, is a small shrine to Selune.

After all of the PCs enter and are seated, the captain and first officer enter the room.

The Captain is a human male in his 40's. His weather-beaten skin is that of a man who has spent his life on the sea. He is finely dressed in a silver officer's robes. A holy symbol of Selune hangs around his neck.

"Allow me to introduce myself, I am Captain Lonestar, priest of Selune. Moonmistress Aleesia has told me why you are here, and I appreciate your assistance. As you know the attack, from those who shall not be named, can come at any time. I have done divinations and I know they are out there, waiting for us. Selune has not blessed me with more information than that, however. So we should not spend our time worrying about it. Dinner is almost ready, if you would be kind enough to join me in a prayer?"

This is optional, he will not be offended, should some or all the PCs reject the offer.

He closes his eyes and clasps his holy symbol between his palms. A faint smile tugs at the corners of his mouth. "Gracious Moonmaiden, we thank you for the good food and fine fellowship that has brought us together. May you watch over us, protect us, and see this fine ship return home victorious."

The dinner is a fine three-course meal with lobster as the main course. He won't discuss the business of guarding the ship until after dinner. He will listen to the PCs, trying to get to know them better, and will be polite -- but quiet.

After dinner, a bottle of wine is brought in. It radiates a soft green glow. He will tell them that this is Moonwine. There is ale if the PCs prefer. He will listen to any plans that they may have.

The *Stormbreaker* and her crew are ready for

battle. See **DM's Handout #1** for stats for the *Stormbreaker* and crew. He will pleasantly sit and listen to the PCs, but it is his first officer who answers most of their questions. If the PCs inquire as to whether the crew can be trusted, Lonestar will tell them that most of the crew has been with him for years on his previous vessel, the *Rider's Folly*. They have earned his trust and respect. All of them were hand-picked, either by himself or by his first officer.

Encounter 4: Choice of Dangers

On your third day out from port, you are beginning to wonder whether anything will ever happen. Maybe the Talassans decided to attack somewhere else after all. Could the trap have failed? As you're wondering this, a cry is heard from the crow's nest. "Pirates ahead! Closing fast! To the oars, to the oars!"

*In the distance two ships come into view. They seem to be fighting one another. The attacking ship seems to be leaving; the other ship is dotted with numerous small fires, and seems ready to burst into flame. The aggressor is clearly a pirate raider. The other, by her markings, is **The Burning Sand**, a merchant vessel that makes frequent trips to Ravens Bluff. From the unsteady way she rides the waves, it isn't likely she'll see port again, though. As the *Stormbreaker* approaches, you can see some of her crew on the deck, or leaping over the railing into the water. None of them look well. The raider is headed for the horizon.*

The pirate raider has a large lead but the *Stormbreaker* is faster. PCs have to choose to rescue the crew of the *Burning Sand* or sail on to fight the pirates. Because of the nature of their assignment, Lonestar will defer to them, although he would normally never consider leaving the decision in anyone's hands but his own.

- If the *Stormbreaker* saves the *Burning Sand* continue 4B:
- If they continue after the pirates go to Encounter 4C:

Encounter 4B: Heroes on the High Sea!

Let the PCs come up with a plan for rescuing the merchant crew. Their ship will sink in 4 rounds, after that the PCs and the crew of the *Stormbreaker* will have to fish them out of the water. The hold is still full of cargo. But it is sinking fast. The PCs might be able to save the cargo, with judicious use of magic. The cargo is: 100 bolts of silk (10 yard, worth 60gp each), 10

large boxes with a variety of Al-Qadim style clothing (3,000 gp total), a crate of anklets (100) each worth 10 gp, 10 large crates of spices worth 100gp each, and 200 lb. of coffee. Once the silk, clothing, spices, and coffee go into the salt water, however, they will become virtually worthless.

The crew of the Burning Sand was badly hurt; as near as you can piece together, half of them were killed in the raid. 30 seamen remain alive. The first officer of the Burning Sand, Doric Whales, is very grateful for the rescue. "Aye, the Salty Dog, treacherous louts... they attacked without warning, came on us under a different flag, then showed their true colors when they were close. They slaughtered fully half our numbers, and they weren't even after the cargo. Just wanted to kill us, and those of us they didn't kill..." He hacks painfully. "They poisoned."

DM Note: These men are really pirates that poisoned themselves using a rare powder and are now pretending to be the crew of the *Burning Sand*. The real crew of the *Burning Sand* is being held captive by the high priest of Talos. Each of the pirates has an antidote hidden on their person. Each of them is also wearing a single-shot *item bracelet* which appears to be a charm bracelet with a miniature longsword hanging from it. When they pull the sword off the bracelet, it becomes a full-size longsword. The "Burning Sand Crew" is found in **DM Handout #2**.

If any PCs investigate the *Burning Sand*, they will find the reason it is sinking (or has sunk) is the large hole in its stern. Large holes are typically enough to cause a boat to sink. It is not necessary to the plot that the ship sink. If the PCs can prevent it, great! But the crew will NOT want to stay on the ship, and will ask to come along for fear of the "pirates" returning. Given their poisoned state, this should not be an unreasonable request.

As soon as the other crew has been saved, the priests of Selune set up a makeshift hospital in the Stormbreaker's aft hold. Before the hospital is even completed, Jarria Nightbreeze, the first officer, gives the command to begin pursuit. After about an hour of sailing at top speed, the Stormbreaker will catch the Salty Dog. She stands dead in the water, abandoned. Captain Lonestar gives the order to drop sail and pull alongside the derelict.

- The *Salty Dog* shows signs of battle, but is seaworthy.
- The crew is gone.
- The captain's log can be found (**Handout #3**)
- The cargo hold is full of raided goods, from rare spices to gold bars. Total worth of the raided goods

to be valued at 15,000 gp.

- Anyone investigating beneath the bow of the ship will find a large chain dangling in the water. It is not an anchor chain.

DM's note: Her crew was left behind, on the *Burning Sand*. The skeletal whale towed this ship here. At this point, proceed to encounter 4D

Encounter 4C: Hot Pursuit

The Stormbreaker leaves the sinking Burning Sand behind, much to the dismay of the sailors swimming away from their ship. The other ship has a sizable lead, but is still in sight (1,500+ yards away). "Twenty minutes," the first officer growls. "And we'll be on them."

Let PCs prepare for what is to come. They may be able to reach the other ship faster using their own magic.

Within five minutes, the sails and other markings of the ship being pursued identify her as the *Salty Dog*. *After about 10 minutes the Stormbreaker closes quickly on the Salty Dog. She appears to be dead in the water. The captain gives the order to drop sails. After a few minutes the Stormbreaker pulls alongside the smaller raider.*

- The *Salty Dog* shows signs of battle but is sea worthy.
- The crew is gone.
- The captain's log can be found (**Handout #3**)
- The cargo hold is full of raided goods, from rare spices to gold bars. Total worth of the raided goods to be valued at 15,000 gp.
- Anyone investigating beneath the bow of the ship will find a large chain dangling in the water. It is not an anchor chain.

DM's note: Her crew was left behind, on the *Burning Sand*. The skeletal whale towed this ship here. By now the pirates who were left behind have drowned. Go on to **Encounter 4D**.

Encounter 4D: What to do now?

The captain will ask the PCs to join him and his officers for a planning session. Attending also are his first officer, one of the priests of Selune, and the ship's mage, who looks fairly uncomfortable (but is really just "not a people person"). The captain scans the room. *"Well... what do we know?"*

This is the information at hand.

- The *Stormbreaker* has 30 sick men in her aft hold, recovering from some kind of poison.
- The *Salty Dog* is only lightly damaged and is full of stolen cargo.
- Doric Whales, the 1st Officer of the *Burning Sand*, has been healed by the priests of Selune on board. He is prepared to tell his tale.
- The *Stormbreaker* barely has sufficient crew to sail both ships.

After these points are discussed, he will have Doric Whales brought in. Doric has tanned skin, black hair, and is dressed in a blue silk shirt and black pants. It is obvious that he has just recovered from being sick. He speaks with an unfamiliar accent, almost a mix of Waterdhavian and Mulhorandi.

Doric begins to speak, but before the first sentence is out his mouth the door to the cabin bursts open and one of the crewmen rushes in. "Captain, Sir, storm clouds coming, very fast!"

The Captain looks at your group. "My crew and I will save the Salty Dog. Pirates or no, we cannot abandon any ship to the storm. I will need all of your help."

By the time you reach the deck, half the crew of the Stormbreaker has moved to the other vessel, and is preparing to move the two ships apart to keep them from smashing one another to pieces during the storm. Black storm clouds, cut by brilliant silver flashes of lightning, are moving rapidly towards you!

The PCs will be asked to help lash and tie things down. The storm will arrive in about 15 minutes. Twenty of the crew have gone over to the *Salty Dog*.

- Maelstrom summoned this storm.
- It will arrive in 15 minutes after it is spotted.
- Ask the PCs what special preparations that they would like to make.
- Ask the PCs where they wish to be when the storm hits.

Encounter #5: Storm Clouds of the Enemy

Anyone on deck will have to make three dexterity checks to avoid being tossed overboard. The *seamanship* nwp provides a bonus of 2 to any such roll. If PCs state that they are tying themselves off to the mast or something similar, ignore the dex checks.

Even from belowdecks, it is obvious that this is a

magical storm. The thunder and lightning are impressive, even terrifying! The rain and hail drown out your thoughts as the winds toss the ship around like a toy. The storm pounds you relentlessly for nearly an hour and then, as quickly as it came, it's gone. The sea is eerily silent...

Assuming the party has not discovered their true identity... During the storm the pirates in the hold take their antidotes, and activate their weapons. They have been left alone to recuperate by the crew of the *Stormbreaker*, aside from a handful of clergy and crewmen. If any PC is with the "crew of the *Burning Sand*" in the make-shift infirmary, given them *alertness* checks (or *wisdom* at half) to notice that something is going on, and get out of the hold.

Both ships have been damaged by the unnatural storm. The Stormbreaker lost her rear ballista, and suffered other minor damage, but overall is in good shape. The Salty Dog's main mast was struck by lightning and crashed into the sea, but she is still afloat.

Suddenly, a shout rings out from the Salty Dog. "We're under attack!" A huge shape breaks the surface of the water two hundred feet off the starboard side of the ship. The creature must be sixty feet long, and appears to have once been a huge whale. Now decayed flesh hangs from its carcass, and a carving of a ram juts from its massive, bony forehead. It is bearing down quickly on the Salty Dog!

The PCs have one round in which to act. The "whale" will be aiming for the *Salty Dog*. If the PCs are aboard the *Salty Dog*, they will have line of sight, and can act offensively the 1st round. If they are on the *Stormbreaker* then they will not have the line of sight, due to the *Salty Dog* blocking the view, and will have to move into position before they can take offensive actions. PCs who were flying or otherwise have the capacity to see the whale will be able to react. It is coming straight for the ship, and closing fast!

A huge crash rocks the Salty Dog as the whale slams into her stern. The large ram punches through the wood and the sailors begin a mad scramble to escape. (Don't read the next section if the PCs have figured out the plot of the pirates somehow) Just after the crash, shouts can be heard coming from the Stormbreaker's hold. The crew of the Burning Sand rushes forth, armed with long swords, and attacks the crew of the Stormbreaker.

This combat should go something like this:

Round#1

- The men on the *Salty Dog* abandon ship, and swim for the *Stormbreaker*.
- The crew of the *Stormbreaker* defend themselves from the pirates.
- The officers of the *Stormbreaker* look for the whale.
- The 1st Officer will head below decks; she wants to be ready to "repair" the hull if it is hit. (The ship is new enough that some wood and other materials are left in the hold, and she will use *superior mending* to fix any problems that the whale creates.)
- The skeletal whale has swum under the ship and is turning around. It will attack the *Stormbreaker* on round three.

Round #2:

- Fighting on the *Stormbreaker* between the crew and the pirates.
- The whale can be seen moving in and can be targeted by missile fire or spells.

Round #3:

- Whale hits if still alive.
- Fighting on the *Stormbreaker* between the crew and the pirates.
- Scanizar attacks from above.

This is only a rough outline, many things that the PCs can do might change it. Use the NPCs as you see fit. When Scanizar attacks, he will attack using the best of his spells at the best possible target.

Stats for this battle can be found in DM's Reference #3

After the battle, make sure one pirate survives as a prisoner. The prisoner will try to barter for his freedom. He will reveal the location of the actual crew of the *Salty Dog*, a small island named Durantie's Rest. The *Stormbreaker's* captain (assuming he is still alive) knows where it is. If the PCs search the necromancer Scanizar, then they will find his *bone ring of protection*, and his *bone bracers*.

After tending the wounded, locking up the prisoners, and assessing the damage to the Stormbreaker, the captain (or the ranking surviving officer) calls a meeting. Once everyone is present, he begins. "We seem to have won, but I have a hard time believing that is all the Talassans had in store for us. Stormbreaker is damaged, but she's a strong ship. She'll continue to serve well. The same can't be said of the Salty Dog. One of our prisoners has told us that the real crew is marooned on Durantie's Rest. We should be there tomorrow afternoon, early evening at

the latest. We can use your help to treat wounded, fix the ship, or even just to keep watch. Do any of you here have any questions?"

Once this is all resolved:

The night is uneventful, and the next day the sails are raised once more. The rowers start to row towards Durantie's Rest. The Stormbreaker is moving more slowly than before the attack, but still making good time.

By noon it starts to rain. The rain stops about an hour before sunset, but the sun remains hidden behind the clouds. You're beginning to wonder if you'll ever find the island when the lookout in the crow's nest shouts, "Land ho!"

Encounter 6: The Rescue

The Captain (or who ever is in charge at the moment) surveys the situation. "We'd run aground if we tried to take the Stormbreaker in here. A long ship will have to be sent to investigate. This seems to be more your job than ours, so my crew and I will stay here to guard the ship while you look for the Burning Sand's crew. Good luck."

It is not long after the PCs start rowing that the beach will come into view. Visibility is not 100% due to the clouds and approaching evening. They will be able to make out several forms on the beach near the tree line. As they move closer one of the people will start shouting.

"Over here! Help us!"

These are the real crew from the *Burning Sand*. The PCs might wish to fly ahead and scout the island, or read the minds of the castaways, but they do not know about anything that is to follow.

The men on the beach all look ragged, and most are wounded. Their eyes shine, though, at the prospect of being rescued.

As you get within thirty feet of the shore, the ship is overturned and all of you are spilled out into the water!

Have the PCs roll for surprise at -6.

The attack came from invisible stalkers under the ship. This is the outline of the battle:

Round #1

- Invisible stalkers and attack the ship.

- The real crew of the *Burning Sand* will run and hide

Round#2:

- The *call lightning* spell from Maelstrom hits the area doing 12D8, save for 1/2 damage, in a 20' radius to anyone in the water. The invisible stalkers will get fried too, and if they are still alive then they will attack the PCs. Maelstrom will become visible about 180' from the PCs' position.

Round Three:

- Some of the PCs will wish to engage Maelstrom in combat. As they rush up 2 more *call lightning* strikes will be unleashed from the first 2 invisible priests (choose targets as you see fit), who then become visible. Note that all invisible spellcasters are invisible via potions of invisibility.
- Maelstrom will cast
- Invisible stalkers will attack if still alive.

Round 4+

- When Maelstrom is in hand to hand combat, then the 3rd and 4th invisible Stormlords will let loose with their innate lightning bolts into the combat. (Remember that all the Talassan Priests are immune to lightning)

Don't be kind. The PCs were warned that they would be fighting Talassan priests, and that they use lightning. The Talassans are smart and cunning. Maelstrom would rather not attack the *Stormbreaker* by force, he would rather capture it and take it for himself.

See **DM's Reference #4** for layout and position of Maelstrom's trap.

Maelstrom hm P(sp)10 of Talos: AL CE; AC; AC -1 (-2 vs. good PCs); MV 12; hp 74; THAC0 14 (12 with Javelin); #AT 1; Dmg 1d6+1/1d6 (1d6+20 from lightning); SA spells; SD Immune to Lightning; *Water Walk* at will; MR nil; SZ M; ML 18; S 12; I 16; W 17; C 16; D 16; Ch 14

Equipment: *javelin of lightning*; *unholy symbol of Talos* (+1 to ac, saves and damage to good creatures);

Spells Memorized: **1st:** *bless*, *call upon faith*, *cause light wounds x2*, *cure light wounds x2*. **2nd:** *augury*, *heat metal*, *flame blade*, *withdraw*, *draw upon holy might*. **3rd:** *continual darkness*, *dispel magic*, *random causality*. **4th:** *poison*, *cause serious wounds x2*. **5th:** *flame strike x2*

Innate Spells: *shocking grasp*, *control weather*

Pre Cast Spells: *stoneskin* (8), *aid* (+8 hp, +1 saves), *protection from fire* (132 hp of protection),

prayer, call lightning.

Description: He stands 6' 2", wearing black full plate with a lightning motif. Because of the heavy armor, he does not get his innate lightning bolts. He is bald, and has a jagged scar on the right side of his head.

Acolytes (2) hm P(sp)5 of Talos: AL CE; AC 0 (full plate & shield); MV 12; hp 30 each; THAC0 16; #AT 1; Dmg 1d6+1 / 1d6; SA Spells; SD; immune to lightning; *water walk* at will; MR nil; SZ M; ML 14.

Spells Memorized: 1st: *bless, call upon faith, cause light wounds x2*. 2nd: *heat metal, flame blade*. 3rd: *random causality*.

Innate Spells: *shocking grasp, call lightning* (no lightning bolts because of armor)

Lesser Stormlords (2) hf P(sp)7 of Talos: AL CE; AC 6 (robes & dexterity); MV 12; hp 40; THAC0 16; #AT 1; Dmg 1d6+1/1d6; SA spells; SD immune to lightning, *water walk* at will; MR nil; SZ M; ML 15; S 14; I 13; W 16; C 16; D 18; Ch 14;

Spells Memorized: 1st: *bless, call upon faith, cause light wounds x3*. 2nd: *aid, heat metal, flame blade*. 3rd: *random causality, dispel magic*. 4th: *cause serious wounds*.

Innate Spells: *shocking grasp, lightning bolt, call lightning*

Invisible Stalkers (2): Int High (14); AL N, AC 3; MV 12 Fl 12(A); HD 8; hp 40 each; THAC0 13; #AT 1; Dmg 4D4; SA Surprise: -6; SD Invisibility (-2 to hit); MR 30%; SZ L 8' tall; ML 20

With the battle finally over, the crew will eventually come back. Most of them are still alive, except for the Burning Sand's captain, who was killed by the necromancer. There are 32 crewmen here.

After all the marooned people are rescued, the Stormbreaker turns for home. The trip is uneventful.

That night Captain Lonestar calls you all to the top deck. He pours each of you a glass of wine. "I offer my personal thanks to each of you. Without your help, we might not have made it home in one piece." As he lifts his glass for the toast, a bright star catches your eye as it streaks through the sky, then out of view. He raises his glass again. "To all the heroes of the day!"

As they disembark from the *Stormbreaker*, a young boy is waiting at the end of the pier. He hands one of the PCs a letter. It reads:

Dear Adventurers,

I appreciate the help that you have given both to Selune, and to myself. Please join me at the Seven Tiger Inn, one hour after dusk. I would very much like to hear

your tale. I also have some information for you.

Yours,

Aleesia, Moonmistress of the Full Moon

The Seven Tigers Inn is located on the northeast edge of the city, in the uptown district. Upon arrival, your group is taken to a large table where Aleesia awaits you. The table is filled with all sorts of wonderful food. "Please, sit! Tell me your tale!" After she has listened to your tale she tells her own.

"My friends, the years of planning have paid off. After the first attack the Talassans made against the Temple of Selune, I felt as though it were my fault that Mirial Moonsilver had died. For months afterward I prayed for revenge. Finally, I received a holy vision. In it Selune told me that far in the future a star would fall from the heavens. She even imparted to me the night on which it would fall. I eventually went on to become the Moonmistress of the full moon here in Ravens Bluff. When you were out protecting the Stormbreaker, I had others track down the unholy church of Talos, and destroy it. This does not bring Mirial back from the dead, but at least they will not be bothering us for a while. I cannot thank you enough."

If any of the PCs were killed she will offer to cast *raise dead* (non elves only) on them free of charge. She is not powerful enough to cast *resurrection*. The same will, of course, be offered for any crewmen killed.

This Ends Stormbreaker – High Level

Experience Point Summary:

Experience is calculated as follows for Living City events.

- 1̂ Sum the experience listed below for objectives.
- 2̂ Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
- 3̂ NEW: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2nd level PC, a 5th level PC, three 6th level PCs, and an 11th level PC, the group falls into tier 3. The 2nd level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11th level PC also gets tier 3

experience.

Tier 5: Character levels 9+

Encounter Two:

Capturing the Talos priest alive: 50 xp

Encounter Four:

Rescuing the "crew" of the Burning Sand: 200 xp

Figuring out that they are pirates not the real crew: 100 xp

Encounter Five:

Defeating the undead whale, necromancer, and pirates: 200 xp

Encounter Six:

Defeating Maelstrom and his priests: 200 xp

Total Experience for Objectives: 750 xp

Roleplaying Experience: 0-500 xp

Total Possible Experience: 1,250 xp

For Tier 5: 6,250 xp

Treasure Summary:

PCs may keep items from the scenario which are listed on the treasure list 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 PCs 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 PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
- 3 Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on 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 which it later finds unreasonable but which were allowed at the time.

Encounter One:

- 50,000 sp to each PC
- *Moonstone*: This pearly gray moonstone bears the following enchantments. When held in the palm of the hand and one round is spent concentrating the stone will unerringly turn to the north, acting in all respects as a compass. While in direct contact with the bearer it will confer a +1 to all saving throws if and only if the bearer is in natural moonlight.
- *Moon Ring*: This ring functions in all ways as a *ring of protection* +2. At night it gains the following additional powers, each usable once per night: *faerie fire*, *starshine*, and *dancing lights*. All effects are considered cast at 12th level for determination of duration.

Encounter Two:

- *Arrow of lycanthrope slaying*
- 500 gp

Encounter Five:

- *Bone ring of protection* +3: The *bone ring of protection* +3 has all of the powers of a standard ring of protection. However upon donning the ring the bearer must pay its price and permanently lose 10 hp to feed the item and bond with its new owner. The lost hit points are not recoverable by any means and furthermore whenever this item is traded the new owner must also lose 10 hit points in order to bond with the item. The ring can be removed normally once the 10 hp have been lost.
- *Bone bracers of defense AC 4*: These bracers act as *bracers of defense AC 4*, but will cause the wearer's charisma to be lowered by 2 while worn. Also they emanate a slight evil aura, which can be detected using the *detect evil* spell. No other magical items or effects can overcome this charisma loss.
- *2 javelins of lightning*

DM's Reference #1: Party Guests

Many of the Priests and Priestesses of the church of Selune will be here.

Captain Logan Lonestar: He is 5' 10", 170 Lb., about 45 years old, with blue eyes and long gray hair tied into a ponytail. He wears fine silver mail, with silver and blue robes. He is the Captain of the *Stormbreaker*.

Jarria Nightbreeze: She is about 5'4", with a slim build. Her ears have a slight point to them. Her long hair is tied into warrior braids that hang down her back. She wears tight fitting blue robes and leather bracers studded with silver. She has an aggressive personality and is used to her orders being followed without question. She is the first officer of the *Stormbreaker*, and will not be far from Captain Lonestar.

Chief Prelate, Relarn Dayspring: A nondescript middle aged man with brown hair. He is dressed in the robes of a priest of Lathander. He is attempting to enjoy the evening, but yawns quite frequently (he's not a night person, understandably). He will not discuss politics.

Lord Transible Norwood & Lady Penelope Norwood: Lord Norwood has black hair, brown eyes and wears a full beard. He is tastefully dressed for the occasion. Lady Norwood has long brown hair, deep attractive black eyes, and is strikingly attractive. She is dressed in a simple but elegant blue evening gown. She is the dean of invocation of the Wizard's Guild. They look happy together although he looks like he might be wishing that he were somewhere else.

Lady Lauren DeVillars: She is wearing a red and silver evening dress. She also has a stunning necklace of rubies and diamonds. She looks like she is enjoying herself. There are rumors that she helped with the cost of the building of the *Stormbreaker* as it will help to protect the harbor, and more importantly, her sea trade.

Luckmistress Calrissa Tupass: She is one of the high priestesses of the church of Tymora. She is wearing a black evening dress, and can be seen occasionally moving from one group of people to another.

Baron Urgrave Adelbert Gultossan, with his Wife Urgrava Amadreit: He has fair hair and a strong build. She has dark brown hair, green eyes, and is wearing a teal gown. He is the shipwright, and clearly takes a great deal of pride in his work. He is hoping the *Stormbreaker* will increase his future commissions, and bolster his family's reputation.

Baron Saer Rhalidan Hawkyne: His long thin frame is covered in the overly expensive clothes of a noble. His wife is not present this evening, and a few are talking about where she might be. He is an arrogant man who frowns on adventurers.

Lord Calvin Longbottle, and Issaril: He is looking better than he does most of the time, wearing a fine blue suit. He is accompanied by a stunningly attractive woman. She has long black hair, and deep blue eyes. She is introduced as Issaril. She is polite, but does not say much. There is much talk as to who she is; no one has seen her before.

Feel free to add to this list as you see fit.

Zark Meldar hm P(sp)2 of Talos: AL CE; AC 10; MV 12; hp 10; THAC0 20; #AT 1; Dmg 1d6+1/1d6 (mace); SA spells; SD spells; MR nil; SZ M: ML 10; S 14; I 14; W 15; C 10; D 13; C 12;

Spells Memorized: **1st:** *cause light wounds, call upon faith, bless.*

The only thing he has on him is a holy symbol to Talos.

"Aric Moonstone" hm P(sp)5 of Selune: AL CG; AC 6; MV 12; hp 36; THAC0 17; #AT 1; Dmg 1d6+4/1d6+3; SA spells; SD spells; MR nil; SZ M; ML 14; S 8; I 9; W 18; C 16; D 18; C 18;

Equipment: *Amulet of Nondetection; Ring of Mind Shielding;*

Spells Memorized: **1st:** *cure light wounds x 4, bless.*
2nd: *aid, silence 15'r, hold person x2, speak with animals.* **3rd:** *protection from fire, moon blade, prayer.*

Note that he is a Simulacrum, *true sight* will reveal this.

DM's Reference #2: The Stormbreaker's Stats

Draft: 4.5 feet (the min. depth of water the ship can float in)

Length: 130 feet

Beam: 20 feet (width)

Armaments:

1 Heavy Ballista 180 arc at the bow of the ship.

1 Heavy Ballista 180 arc at stern of the ship.

2 Medium ballistae on 2nd deck on the right side of the ship.

2 Medium ballistae on 2nd deck on the left side of the ship.

Move with sails & oars: 180 yards rd

Move with sails only: 60 yards rd

Move with oars only: 120 yards rd

The Stormbreaker's Crew:

The Captain: Logan Lonestar hm P(sp)10 of Selune: AL CG; AC 3; MV 12; hp 74; THAC0 12 (+2 mace); #AT 1; Dmg 1d6+3; SA spells; SD spells; MR nil; SZ M; ML 14; S 14 I 14; W 17; C 16; D 15; C 12;

Equipment: 3-potions of water breathing, 3-potions of extra healing, Selune's fingers mace +2, sea elven scale mail +2

Spells Memorized: 1st: cure light wounds x 4; call upon faith, bless. 2nd: aid, silence 15' r, rally, hold person, slow poison, flame blade. 3rd: protection from fire, moon blade, water breathing, water walk. 4th: cure serious wounds, protection from lightning, wall of moonlight. 5th: control winds, moon Path

Innate (granted) powers: Per *Faiths & Avatars*

Description: 5' 10", 170 Lb., about 45 years old, blue eyes, long gray hair tied into a ponytail. He generally wears fine silver mail, with silver and blue robes

1st Officer: Jarria Nightbreeze hf W7/F8: AL CG; AC 0; MV 12; hp 54; THAC0 10; #AT 3/2; Dmg 1d8+3/1d12+3 (long sword +2); SA spells; SD nil; MR nil; SZ M; ML 13; S 17; I 16; W 13; C 16; D; 15; C 12;

Equipment: bracers of defense AC 2; long sword +2;

Spells Memorized: 1st: magic missile, spider climb, wall of fog, message. 2nd: invisibility, levitate, blur. 3rd: dispel magic, superior mending. 4th: dimension door.

Description: She is about 5'4", with a slim build. Her ears have a slight point to them. Her long hair is tied into warrior braids the flow down her back. She wears tight fitting blue robes. On each wrist bracers can be seen. She has an aggressive personality and is used to her orders being followed without question.

Ship's Spellcasters

Dexter, Barton, Monica, Carrieth, Silverstar Priests (4) h P7: AL CG; AC 5; MV 12; hp 30; THAC0 16; (Selune's mace); Dmg 1d6+2 / 1d6 +1; SA spells; SD spells; MR nil; SZ M; ML 15

Spells Memorized: 1st: cure light wounds x2, bless. 2nd: hold person, aid, slow poison. 3rd: moonblade, prayer 4th Cure Serious Wounds

Ship's Mage: Sorienna Surestrike hf W10: AL CG; AC 4; MV 12; hp 34; THAC0 15; #AT 1; Dmg 1d4+2 (dagger+2); SA spells; SD spells; MR nil; SZ M; ML 11; S 10; I 17; W 13; C 16; D 14; C 15;

Equipment: dagger +2, cloak of protection +1, ring of protection +1;

Spells Memorized: 1st: magic missile, feather fall, shield, wall of fog. 2nd: mirror image, invisibility, darkness 15' r, levitate. 3rd: protection from normal missiles, lightning bolt, Fly. 4th: wall of ice, dimension door. 5th: wall of force, hold monster.

Description: She is 25 years old, with short blond hair. She wears long blue and red robes. She is an experienced mage, whose young looks are often deceptive. She is really around 48 years old, but due to some potions that she drank is quite younger. She is distrustful of adventurers and will not reveal herself to them if at all possible.

Crew:

Rowers (90) hm F1: Int Average; AL N; AC 9; MV 12; hp 1d6; THAC0 20; #AT 1; Dmg 1d4 (belaying pins); SA knock-out; SD nil; MR nil; SZ M; ML 8

Marines (30) hm F4: Int Average; AL CG; AC 7; MV 12; hp 30; THAC0 16; #AT 3/2; Dmg 1d8+2 (long sword); SA may attack twice with long bows for 1d6; SD nil; MR nil; SZ M; ML 10

DM's Reference #3 (for Encounter #4)

Stats for the Salty Dog:

Draft (Min depth of water the ship can float in)
Length 70 feet, Beam (width 20')
Armaments: 1 heavy catapult
Move 60 yards rd (Sails only)

Crew of the "Salty Dog":

Doric Whales, 1st Officer, hm F7: AL CN; AC 6; MV 12; hp 66; THAC0 12; #AT 2; Dmg 1d8+3 (long sword); SA nil; SD nil; MR 30% resistant to *sleep* and *charm*; SZ M; ML 15; S 17; I 14; W 10; C 17; D 15; CH 10

Description: Black hair, brown eyes, trimmed beard, wearing leather armor.

Crew (40) "Pirates" hm F4: Int Average; AL CN; AC 6; MV 12; hp 36; THAC0 15 (long sword); #AT 3/2; Dmg 1d6+2 / 1d8 +2; SA specialized in longsword; SD nil; MR nil; SZ M; ML 10

When found on the *Burning Sand*, the "crew" will have no weapons with them. Doric and 2 of the crew will have flasks that have a blue liquid (mundane blue water) in them. Each of the sailors is also wearing a single-shot *item bracelet* which appears to be a charm bracelet with a miniature longsword hanging from it. When they pull the sword off the bracelet, it becomes a full-size longsword.

Note: When they are first brought on board the *Stormbreaker*, they are all poisoned. The only thing that most of them are thinking is a strong sense of hoping that this will not last long. Also none of them are evil, nor are they actual followers of Talos, they are mercenaries. This is where the 4 ship's priests will be (not counting the captain of course).

During the attack of the undead whale, on round 4 is when the necromancer Scanizar attacks.

Scanizar hm W12(necromancer): AL NE; AC -1; MV 12; hp 40 +15 from *vampiric touch*; THAC0 17; #AT 1; Dmg 1d4 / 1d3; SA spells; SD spells; MR nil; SZ M; ML 12; ; S 10; I 16; W 16; C 16; D 16; CH 7

Equipment: *bone bracers of defense AC 4*; *ring of vampiric regeneration* (no charges left), *bone ring of protection +3*.

Spells Memorized: **1st:** *chill touch*, *feather fall*, *magic missile* **2nd:** *continual darkness*, *spectral hand*, *melf's acid arrow*, *levitate*, *detect invisibility*. **3rd:** *flame arrow*, *lightning bolt*. **4th:** *dimension door*, *ice storm*, *polymorph other*, *enervation*. **5th:** *animate dead*, *cone of cold*, *teleport* (if things are going real bad), *passwall*, *summon shadow*. **6th:** *lich touch*

Spells Precast: *enlarge (on the whale)*, *shield*, *fly*, *protection of normal missiles*, *vampiric touch* (he used this on the real captain of the *Burning Sands*), *true sight* *Stoneskin (10)*.

He will try to inflict as much pain as possible on the spell casters of the group. He will fly in from a high altitude, then cast spells. He prefers killing Selumites (PCs or the Captain), although as long as he's killing, he's happy.

The Skeletal Whale:

AL N; AC 3; MV 30; HD 12; hp 100; THAC0 8; #AT 1; Dmg 10d4; SA Ram; SD edged weapons do half dmg; MR see below; SZ H (60' long); ML 20.

This undead abomination was created by Maelstrom, with the help of the church of Umberlee. This creature was created by first poisoning a whale. Then the flesh was stripped from its corpse. After this was done, the minor members of the church tanned the hide. Maelstrom used a special spell, from a scroll he had, *transmutation of bone to steel*. After this was done the skeletal whale was as strong as steel. Then the priests took the flesh and sewed it back around the skeletal abomination. Then they combined their efforts and animated the beast. The final product was not as strong as Maelstrom would have liked, but he was pleased.

Players Handout #1:

To (PC name),

I would very much like to have a word with you to discuss a matter of some importance. Please attend me at a meeting aboard the *Pretty Lady*, docked at pier three. The meeting will take place at six o'clock. Afterwards you will be my guests at the celebration aboard the *Stormbreaker*. The celebration is a formal affair; I apologize for the short notice, and hope you can attend.

Sincerely Yours,

Aleesia, Moonmistress of the Full Moon

Players Handout #2

This is not your fight
All those who stand in the way will be slain
Lightning and Fire shall spell your deaths
On the lawless open sea
Selune's Folly will be Destroyed!

Player's Handout #3

Captain Scarsdale's Log of the Adventures of the Salty Dog

This log contains the last six months of logs for the pirate ship *Salty Dog*. It starts with Captain Scarsdale's account of how he poisoned the former captain about six months back. Since then he has stopped two would-be assassinations, killed eleven crew men, "hired" fifteen more, and raided 5 merchant vessels. The last week's log is found below.

Day 185

Nothing much happened today. Me men are startin to get along fine. Soon we might just be a real crew, then them merchant ships will have to look out for us. On the marrow we are goin to try some of the waters that are trade routs of Ravens Bluff.

Day 186

Started goin north. Stabby spotted a caravel ridin low in the water. W raided her. Lost 3 men. 2 of the men were no good any how. Goin to have to start headin south closer to the pirate isles to fence this loot.

Day 187

One of the rigger men backtalked me so I threw him over board. That was fun, but some of the other men did not approve. Jus as the night was settin we saw a ship on the horizon. First light we will attack and board her.

Day 188

We did not board the other ship. All of 'em are priests. Talos the destroyer. Made a deal with them. It will make us rich. All we have to do is attack a Ravens Bluff ship called Stormbreaker. He also said that he had prisoners on an Island called Durantie's Rest. I never heard of it before, but he says that there's a bonus if I get him the prisoners for him. I talked will Lucky, our navigator and he knows where the Isle is. About 2 days sail from here to the west.