

A Shipwreck for Kassy

A One Round AD&D LIVING CITY Adventure

by Daniel S. Donnelly

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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 summarize 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.

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

Tier Structure

Tier 1	Levels 6-13
Tier 2	Level 14-25
Tier 3	Levels 26-37
Tier 4	Levels 38-56
Tier 5	Levels 57+

DM Information

This tournament takes place during the siege of Ravens Bluff and involves the PCs being hired during a lull in the fighting. The owner of The Crescent Moon Inn, Harold Pierre, wants the PCs to investigate and retrieve an ancient shipwreck. He has heard many stories about this ship and intends to offer its use to the city during the war. He also plans on giving the ship to his intended, as an engagement gift.

The ship in question is the famous sailing vessel, *Windfinder*, which sailed the Inner Seas over fifty years ago. According to rumor and stories the *Windfinder* was very special in a number of ways. First, it was built by halflings and is sized for halflings only. Second, it was magical. The ship had a number of magical properties including the ability to deflect fired missiles and extinguish any fires (including magical ones).

The tournament is broken into nine separate encounters which are listed below.

Introduction & Encounter One: The introduction occurs within the Crescent Moon Inn, Harold's

establishment. He has a map and can arrange for the PCs to escape the siege in order to follow the map. He will assign one of his followers to accompany the group if they do not have a halfling with them. In either case, he will make a very generous offer of magical rewards for the return of the ship. He has six magical necklaces that will enable their wearers to breathe underwater for up to one week. The PCs if they agree will be moved blindfolded through the sewers of the city and into a number of natural caverns. Finally the blindfolds will be removed and the clear fresh spray of the sea will reward their senses.

Encounter Two: The PCs will need to travel almost a full day overland to the jutting peninsula depicted on their map. During this trip they will run into a foraging party for the besieging army.

Encounter Three: As the PCs begin to camp stragglers from a defeated army squad will be heard moving through the bushes. The squad is malnourished, wounded and completely demoralized. The PCs can deal with these men any way they wish.

Encounter Four: The seas reflect the turbulence that surround Ravens Bluff. Great crashing waves break against the shore as the PCs must fight their way into the sea and under the surf.

Encounter Five: The PCs come across a great underwater battlefield. It was here that the Sea Elves fought against a combined force of Ixixachitl and Sahuagin warriors. A monument to the battle still stands. Unfortunately, a rogue necromancer has also taken up residence and has captured a number of sea elves to use as food for his "friends".

Encounter Six: If the PCs successfully defeat the necromancer and are able to rescue the elves, the elven king will grant them access to the ancient field of ships. It seems as if hundreds of ships lie in this graveyard, and four of them match the description of the *Windfinder*.

Encounter Seven: The *Shark Attack*, pirate vessel sunk by the fleeing *Windfinder*. An undead crew still roam her decks looking for loot and gold.

Encounter Eight: The *Merman's Kiss*, a merchant vessel who long ago sank in a terrible storm.

Encounter Nine: *Windfinder*, a strangely sized vessel that is remarkably still in pristine condition. The ship's magical properties are activated and the ship slowly

becomes buoyant. The only problem is the suction holding the ship to the bed of the sea. Still with some ingenious use of magic and strength, the PCs should get the ship to the surface and back to the port of Ravens Bluff.

Encounter Ten: *Wavefinder*, an elven ship which was sunk very recently during the opening shots of the war. Hidden within its hull are diplomatic papers which detail some information which could become critical to Ravens Bluff's survival.

DM NOTE: If the PCs do not have a halfling with them Harold will insist on sending one of his "waiters" who will have been instructed on how to pilot the ship. This waiter will attempt to remain out of combat at all times, however, he will want a share of any treasure found. Do not hesitate to have monsters or opponents target the "waiter" as this will create a large problem for the PCs. If the "waiter" is killed, the PCs CANNOT return with the ship.

Players Background

Together you are seated at a spotless table in one of Ravens Bluff most recommended eateries. The Crescent Moon Inn is well known for its cuisine and the size of its servings and although your meal this late evening is far from their normal offering, it is far more than you expected during these days of siege warfare.

With you at this private table are: (allow the players to introduce and describe their characters, when someone mentions armor or weapons inform them that they were politely asked to change into something more formal by their host Harold Pierre) *You have all been very active lately but the siege seems to have settled into a very slow-paced affair. That is when you received an invitation to join the owner of the Crescent Moon Inn, Harold Pierre, for dinner this evening. As the halfling waiter removes the last of the china, from your second dessert, Harold enters the chamber,*

Harold stands a mighty unimpressive 3'6" and must weigh close to 70 pounds. "I hope you all enjoyed your meal", he begins, "I apologize for the size of the portions but we have very little in reserves remaining. I have a small mission for you if you are interested."

Harold will give them the following details of the mission:

- He wants the PCs to retrieve a sea going vessel that sank over fifty years ago that was called *The Windfinder*. (Successful Local History proficiency checks will reveal the story of how it sank in a storm during the early years of Ravens Bluff and that it was related to the Temple of Tymora.)
- He is willing to pay the PCs with magical items as payment.
- The journey will take several days.
- He has a map to the *Windfinder's* assumed resting point.
- He also has some temporary items that he can LEND to the PCs that will enable them to breathe underwater.

He will not detail the items or how he expects them to breathe underwater until they agree to return the ship to him. All items are paid on delivery of the ship only, nothing in advance. He will also shyly tell them, in order to leave the city, they will have to trust him and be led blindfolded through some secret passages that will bring them outside the besieging forces. Harold seems very sedated and serious, very much contrary to his normal bubbly personality.

If the PCs agree then Harold will allow them to gather their equipment, meeting them at the city coliseum in four hours.

If the PCs ask about Harold's secret passage, and why he has not let the city know about it, then he says only that the highest city officials do know about it (he told them a long time ago). Unfortunately, the only high city officials left who knows of it are Lady Lauren DeVillars and Lord Blacktree. It is a closely guarded secret, and the others who knew are gone (Holiday left, O'kane was abducted). If the PCs turn Harold in, they find out later that he cooperated with the city government. Having a secret passage out of the city might be unethical from the PCs' point of view, but it is not illegal.

As they all arrive at the coliseum read the following to the PCs:

The sounds of the wounded echo through the many columns of the coliseum. The makeshift hospital seems to always have wounded within its walls, many times more than the city's healers and clerics could even dream of healing. Harold says, "Are you ready

for your journey? My assistant Beans will lead you further.” The waiter from this evenings meal steps up out of the coliseum’s shadows. “Now I will have to blindfold you and place wax in your ears so our passage out of the city remains our own little secret. Is this acceptable to you?”

Beans, halfM T8 : Int Average; AL CG; AC 0 (studded leather); MV 9”; hp 46; THAC0 15; #AT 2; Dmg 1-4 +2 (dagger+1); SA backstab; SD Hide in Shadow 95%, Move Silently 95%; MR Nil; Com 13; SZ M; ML 11.

Attributes: Quiet, Observant, Clever, Strong Sense of Fair Play, Athletic, Smiles all the Time

Skills: Tumbling (18), Observation (12), Tracking (10), Singing (12), Cooking (17)

Make sure the players are aware that the PCs are all being blindfolded and that wax is being placed in their ears. Before the blindfolds are put into place Harold places the right hand on each PC on the shoulder of the PC in front of them. Get a marching order from the players although they will not have any troubles that they themselves do not cause. Harold doesn’t want too many people to know of his secret exit so he takes a lot of precautions. He is a very detailed person and doesn’t realize the path is very difficult to follow without knowledge. Make any PC who is able to “see” aware that they probably will not be able to trace their path back, even with this knowledge. Only a *necklace of memory enhancement* or similar device would allow for the reconstruction of the correct path.

The dark silent journey takes about a hour, but feels like a couple of days. It seems that the couple of times you almost lost contact with your fellow adventurers Beans was very quick to reorient you and get you group moving again. You move quickly through the sewers of Ravens Bluff as the smell assaults your nostrils. Later as you move through a dusty passage the feeling of cold damp stone walls are your only sensations of the area. Finally, a hard rocky path is traversed and the smell of the sea is impossible to miss. Beans removes you earplugs and the roar of the surf beats a steady sound against the rocky shore. He has you slowly open your eyes to adjust to the bright light of the morning.

Beans is very pleased at their progress and will comment on how well the PCs navigated in the blind.

At this point Beans should begin negotiations with the PCs if there is not a PC halfling in the group. He will hand over the map and the necklaces, which are *necklaces of adaptation*, to the PCs. He also has a

letter from Harold that specifically tells the PCs that Beans should accompany them because rumors state that only a halfling could pilot *Windfinder*. Beans only wants an equal share of any treasure that the PCs are able to find including a chance at any magical items that they discover. He is very stubborn and will accept any fair plan, although he will try to stay out of combat, believing his survival is more important since he is the only one able to pilot the ship.

Encounter One-A: Temple of Tymora

It is possible that the PCs will want to first look in at the Temple of Tymora before meeting with Harold at the coliseum. If that is the case use the following optional encounter for them:

The temple is very quiet and most of the lights are off. It seems only a handful of followers crowd around a small card table in the usually crowded gaming parlor. Galen McGork, a tall aged man limps towards you, “Ah, adventurers. How might aye be of assistance to you this fine evening?”

Galen is recuperating from a serious wound suffered in defense of the city. If asked about the *Windfinder* continue with the following:

“Tymora indeed smiles upon you. I recently concluded a study of the Windfinder as part of my advancement to ranking priest of our clerical training center. The Windfinder was the vessel that brought the original Tymora followers to Ravens Bluff. Unfortunately it only brought them to the sight of Ravens Bluff sinking just out of sight to the southwest. It was a halfling ship you know. In fact most of Tymora’s original followers were halflings. It is rumored to have had wondrous powers and a wondrous kitchen. Many have gone looking for the Windfinder over the years but none have been successful.”

Galen knows nothing else about the *Windfinder* and has no healing or curative magic left available to him this day. All of the appropriate magic was previously cast on those back from the front lines.

Encounter Two: Day One- Land Journey

You have traveled almost the entire day and the sun has made its journey across the sky. As you follow the map given to you by Harold, the sounds of voices and movement can be heard just ahead over a slight rise of rocks.

The voices come from a sturdy patrol of enemy troops out foraging food for their encampment. They are not really alert, but they are not wandering about without some sense of self preservation. The PCs can set-up an ambush if they move to the top of the rock outcropping and/or around the rocks. If they simply stroll out in front of the patrol, then it becomes a simple melee.

Tier One:

Enemy Patrol (3) half elf F1: Int Above Average; AL NE; AC 6; MV 12; hp 12; THAC0 18; #AT 3/2; Dmg 1-8 +3; SA Nil; SD 30% resistant to *sleep* and *charm* spells; MR Nil; SZ M; ML 12

Enemy Leader, Drow F1/W1: Int High; AL LE; AC 6; MV 15; hp 7; THAC0 20; #AT 1; Dmg 1d8+1; SA *Faerie fire, levitate, darkness*; SD Nil; MR 52%; SZ M; ML 15

Spells: *color spray*.

Tier Two:

Enemy Patrol (4), half ogre F3: Int Low; AL NE; AC 3; MV 12; HD 3; hp 36; THAC0 14; #AT 3/2; Dmg 1-8 +7; SA Nil; SD Nil; MR Nil; SZ L; ML 12

Enemy Leader, Drow F5/W5: Int High; AL LE; AC 6; MV 15; HD 5; hp 35; THAC0 16; #AT 1; Dmg 1d8+1; SA *faerie fire, levitate, darkness*; SD Nil; MR 60%; SZ M; ML 15

Spells: *color spray, sleep, invisibility (already cast), strength, fireball*;

Tier Three:

Enemy Patrol (6), half ogre F6: Int Low; AL NE; AC 3; MV 12; HD 6; hp 49; THAC0 10; #AT 3/2; Dmg 1-8 +9; SA Nil; SD Nil; MR Nil; SZ L; ML 12

Enemy Leader, Drow F5/W5: Int High; AL LE; AC 6; MV 15; HD 5; hp 35; THAC0 16; #AT 1; Dmg 1d8+1; SA *Faerie fire, levitate, darkness*; SD Nil; MR 60%; SZ M; ML 15

Spells: *color spray, sleep, invisibility (already cast), strength (already cast), fireball*;

Tier Four:

Enemy Patrol (5), Drow F7: Int Above Average; AL LE; AC 1; MV 15; HD 7; hp 67; THAC0 8; #AT 3; Dmg 1-8 +8 / 1d8+8 / 1d4+5; SA *faerie fire, levitate, darkness*; SD Nil; MR 64%; SZ M; ML 15

Enemy Leader, Drow F5/W5: Int High; AL LE; AC 6; MV 15; HD 5; hp 35; THAC0 16; #AT 1; Dmg 1d8+1; SA *faerie fire, levitate, darkness*; SD Nil; MR 60%; SZ M; ML 15

Spells: *color spray, sleep, invisibility (already cast), strength (already cast), fireball*;

Enemy Sub-Leader, hf W(N)6: Int Genius; AL NE; AC 4; MV 12; HD 6; hp 24; THAC0 16; #AT 1; Dmg 1d6; SA Spells; SD Nil; MR Nil; SZ M; ML 18

Spells: 1st- *Magic Missile x2, Chill Touch*; 2nd- *Ghoul Touch x2*; 3rd- *Skull Trap* (pre-cast ready to throw at PCs).

The necromancer is afflicted with a number of afflictions including six-fingered hands and a hunchback. She has a number of granted special powers that include Augmented Hit Points which enables her to battle to -10 hit points, and regeneration of 2 hit points per round. Her strategy will be to first throw the skull trap at an unarmored enemy, then use spells.

Tier Five:

Enemy Patrol (7), Drow F7: Int Above Average; AL LE; AC 1; MV 15; HD 7; hp 84; THAC0 8; #AT 3; Dmg 1-8 +8 / 1d8+8 / 1d4+5; SA *faerie fire, levitate, darkness*; SD Nil; MR 64%; SZ M; ML 15

Enemy Leader, Drow F7/W7: Int High; AL LE; AC 6; MV 15; HD 5; hp 45; THAC0 10; #AT 2; Dmg 1d8+7; SA *faerie fire, levitate, darkness*; SD Nil; MR 64%; SZ M; ML 15

Spells: *color spray, sleep, invisibility (already cast), strength, fireball; protection from normal missiles (already cast), stonesskin (8 attacks, already cast)*.

Enemy Sub-Leader, hf W(N)8: Int Genius; AL NE; AC 4; MV 12; HD 8; hp 40; THAC0 14; #AT 1; Dmg 1d6; SA Spells; SD Nil; MR Nil; SZ M; ML 18

Spells: 1st- *magic missile x2, chill touch, detect undead*; 2nd- *ghoul touch x2, web*; 3rd- *skull trap (pre-cast ready to throw at PCs), lightning bolt, spectral force (of lightning bolt), haste*; 4th- *enervation, improved invisibility, stonesskin (8 attacks already cast)*.

The necromancer is inflicted with a number of afflictions including six-fingered hands and a hunchback. She has a number of granted special powers that include Augmented Hit Points which enables her to battle to -10 hit points, and regeneration of 2 hit points per round. Her strategy will be to first throw the skull trap at an unarmored enemy, then follow with spells.

NOTE: Remember the leaders are invisible on many of the tiers so make sure to describe only the warriors. It would make sense to have a couple of them hauling the carcass of a large deer.

Encounter Three: Stragglers

This encounter occurs once the PCs have made camp. Allow them to begin the casting of any curative spells, but before the conclusion of the first watch have each PC on watch make an observation or 1/3 Intelligence roll. Any successes will give them an extra round. If no one is successful go ahead and read the following text to the PCs.

Your peaceful camp is violently disturbed as a rag tag group of six men in the garb of the Ravens Bluff army burst into the camp. The leader levels a long spear at you as he screams, "All right, hand over all your food and water!"

The stragglers are led by Wilter Moonrise, a warrior of Tempus. His "troops" are all very loyal since he lead them successfully through four different campaigns.

Wilter Moonrise:, hm F7: Int Average; AL CN; AC 0 (field plate); MV 6; HD 7; hp 65 (88 max); THAC0 10; #AT 3; Dmg 1d8+8 / 1d8 +8 / 1d6 +6; SA Nil; SD Nil; MR nil; Coml 6; SZ L; ML 17;

Wilter stands 7 feet tall and weighs well over 300 pounds before his armor. He believes in might makes right and is not above forcibly taking what he needs. If the PCs claim they are also from Ravens Bluff, he doesn't care! They are not active members of the army or his squad so they had better just hand over all they have.

Army Stragglers (5), hm F2: Int Low; AL LN; AC 5; MV 9; HD 2; hp 10 (20 max); THAC0 19; #AT 1; Dmg 1d6+1; SA Nil; SD Nil; MR Nil; SZ M; ML 7

The PCs may peaceably or forcefully deal with Wilter. If the men are given food they will peaceably eat

everything given them and then thank the PCs (they are in a much better frame of mind after eating). They report that there are enemy troops in the area, and that the PCs should be careful. Wilter even capologizes for his earlier rude conduct, saying that he thought they were brigands (make Fame checks for him after the initial encounter, since he is not paying attention to the PCs particularly).

Wilter, if attacked, will probably battle to the death although his "squad" will take off after the first one is killed. They will quickly run or surrender depending upon their position in the battle and the appearance of the PCs. The scarier the appearance of the PCs the more likely they will run rather than surrender. Judge this by taking the average Comeliness of the PCs. If this average is less than 10 the stragglers will definitely run. Write down this average since you will need it later in encounter six.

Encounter Four: Sand and Surf

This encounter occurs early the next morning as the PCs follow their map.

A fierce wind whips ashore as you traverse the peninsula leading into the sea and its violent surf. Your map specifies that this is the location you should enter the sea with the next landmark being at least two hours walk under the sea. The breakers must be at least ten feet tall as they crash violently back into the foam. Somehow you need to get under them and begin heading out to sea, that is if the waterbreathing necklaces function properly.

It is going to be difficult to get to sea. Some of the successful methods are detailed below. Of course, the PCs could simply muscle out against the incoming waves. If they choose this method use the following table to determine their fate:

Tier One:

Each PC must make a Strength check, a successful check indicates the PC is inflicted with 1d2 points of damage. A failed check indicates not only the 1d2 points of damage, but the PC must continue to make Strength checks until successful. For each unsuccessful check they may make a proficiency check using their Constitution. The first failed Constitution check indicates that the PC is beginning to suffocate. Suffocating characters have twice the normal number of rounds that they would have if they were drowning.

Tier Two:

Each PC must make a Strength check, a successful check indicates the PC is inflicted with 1d4 points of damage. A failed check indicates not only the 1d4 points of damage, but the PC must continue to make Strength checks until successful. For each unsuccessful check they may make a proficiency check using their Constitution. The first failed Constitution check indicates that the PC is beginning to suffocate. Suffocating characters have twice the normal number of rounds that they would have if they were drowning.

Tier Three:

Each PC must make a Strength check, a successful check indicates the PC is inflicted with 1d8 points of damage. A failed check indicates not only the 1d8 points of damage, but the PC must continue to make Strength checks until successful. For each unsuccessful check they may make a proficiency check using their Constitution. The first failed Constitution check indicates that the PC is beginning to suffocate. Suffocating characters have twice the normal number of rounds that they would have if they were drowning.

Tier Four:

Each PC must make a Strength check, a successful check indicates the PC is inflicted with 1d12 points of damage. A failed check indicates not only the 1d12 points of damage, but the PC must continue to make Strength checks until successful. For each unsuccessful check they may make a proficiency check using their Constitution. The first failed Constitution check indicates that the PC is beginning to suffocate. Suffocating characters have twice the normal number of rounds that they would have if they were drowning.

Tier Five:

Each PC must make a Strength check, a successful check indicates the PC is inflicted with 2d10 points of damage. A failed check indicates not only the 2d10 points of damage, but the PC must continue to make Strength checks until successful. For each unsuccessful check they may make a proficiency check using their Constitution. The first failed Constitution check indicates that the PC is beginning to suffocate. Suffocating characters have twice the normal number of rounds that they would have if they were drowning.

NOTE: A *stoneskin* spell will protect a PC from the first round of damage but then it is used up. The damage is the result of impact and concussion damage from the water, sand and rocks that are hidden by the surf and foam.

There are other ways to avoid the damage:

- Utilize a spell or device similar to a *ring of jumping* and jump out past the edge of the breakers. This is a fifteen to twenty foot jump.
- *Fly* or utilize a similar type of magic to again pass the surf area. Any method of moving directly from the land to the sea twenty feet away will avoid the damage and proficiency checks.
- A *helm of underwater action* will allow characters to attempt their proficiency checks at +6, a *ring of free action* only provides a +1 modifier.

Once the PCs get past the surf continue with Encounter Five. Remember they are now underwater and you should take into account all aspects of underwater combat.

Encounter Five: From One War to Another

The seas below are silent as the fish slowly swim under the violent surf above. The seas move slowly as to offset the strength of the surface breakers. Amazingly the map seems to neither dampen or fade in the salty sea water and you have no problems breathing. Walking along the ocean floor you follow the clear directions, that Harold inscribed on the map.

Be familiar with the rules for underwater adventuring, and convey to the characters that this new environment is different than the one they are used to. They have *necklaces of adaptation*, so they can move and use melee weapons normally, but some things are more difficult. Any potion that PCs attempt to consume has a 50% chance of being less effective. What this means is a healing potion will be 2d4-2 with a minimum of 2; an extra-healing potion heals 2d8-2 again with a minimum of 2. All other potions have their duration's halved, and may have their effects halved (i.e. *potion of growth*). Scrolls are also an obvious problem. Use logic to determine what should be hard to do and what should be like normal (and what should be easier, for that matter).

When the PCs are ready, continue with the following.

The ocean floor continues as far as you can see, the green kelp growing on the seabed has been slowly replaced with a dark sand. Careful observation has revealed many fragments of bone partially buried in the silt of the ocean bed. In the distant a tall spire of stones and a small sea mount can be seen.

It is not necessary to stop here. The PCs' map shows roughly where the Windfinder is, and they can just move on. However, they will run into difficulties with the sea elves later if they do not rescue the elves in the sea mount. Skip to Encounter Seven if they avoid the mount.

The sea mount is being used as residence for a necromancer and the monument is described below. Allow the PCs to inspect either; the map of the sea mount is given in the appendix.

Monument:

The tall stone spire reaches at least eight feet high. Many small crabs and fish have made the small niches home although the spire still appears to be fairly new. A greenish plaque rests squarely on a small ledge about five feet above the seabed. Scraping the algae from the plaque you are able to read, "For our fallen allies, you died well and took many sahuagin and ixitxachitl with you. May Tempus accept you into his army."

If the PCs examine the monument further, a preserved spiked gauntlet, the symbol of authority in the hierarchy of Tempus can be found at the center of the spire. Anyone taking this gauntlet will be afflicted with a permanent *curse* cast at the 18th level. This curse will require either an *atonement* cast by a priest or priestess of Tempus, or two successful *remove curse* spells cast simultaneously. The curse causes the inflicted Strength and Constitution to be reduced to 3 each. Replacing the gauntlet lowers the Strength of the curse to 10th level, and raises the statistics to 6 each. The gauntlet is magical and has a bonus of +1.

A local history proficiency check may give more information based upon how well the check is made. Use the chart below giving the players all the information they qualify for:

Made the Check by (0-20): There were stories of a detachment of Tempus followers that came down to fight a war with the sea elves.

Made the Check by (6-20): The war was fought over a year ago and the sea elves were victorious.

Made the Check by (12-20): There were in fact only two Tempus followers both specialty priest and

they fought on both sides of the war at different times.

The Sea Mount:

The sea mount has only two chambers. The outer chamber is the home of Coralton's (the necromancer) undead family, and he resides in the inner chamber along with the sea elves he has captured. Coralton will join any melee against his undead friends one round after combat begins.

Outer Chamber:

The outside of the sea mount is overgrown with plant life. Moving around the plants seem to have died near a huge twenty foot opening on the far wall.

When the PCs enter the outer chamber they will encounter the following. Remember, the undead are under the control of Coralton and may not be turned.

Tier One:

Sea Zombie (2): AL CE; AC 7; MV: 6, Sw 12; HD 5; hp 30; THAC0 15; #AT 1; Dmg 1-10; SA Stench, disease, spell use; SD Spell Immunity; MR Nil; SZ M; ML NA.

Tier Two:

Sea Zombie (4): AL CE; AC 7; MV: 6, Sw 12; HD 5; hp 30; THAC0 15; #AT 1; Dmg 1-10; SA Stench, disease, spell use; SD Spell Immunity; MR Nil; SZ M; ML NA

Tier Three:

Sea Zombie (7): AL CE; AC 7; MV: 6, Sw 12; HD 5; hp 30; THAC0 15; #AT 1; Dmg 1-10; SA Stench, disease, spell use; SD Spell Immunity; MR Nil; SZ M; ML NA

Tier Four:

Sea Zombie (10): AL CE; AC 7; MV: 6, Sw 12; HD 5; hp 30; THAC0 15; #AT 1; Dmg 1-10; SA Stench, disease, spell use; SD Spell Immunity; MR Nil; SZ M; ML NA

Tier Five:

Sea Zombie (10): AL CE; AC 7; MV: 6, Sw 12; HD 5; hp 40; THAC0 15; #AT 1; Dmg 1-10; SA Stench, disease, spell use; SD Spell Immunity; MR Nil; SZ M; ML NA

Salt Water Troll: AL CE; AC 2; MV: 3, Sw 12; HD 6 +12; hp 60; THAC0 13; #AT 3; Dmg 1-4/1-4/9-16; SD Regeneration; MR Nil; SZ L; ML 16

Inner Chamber:

It is within this chamber that Coralton can be found, his spells having been pre-cast as the party battled his creations. Also found are a number of sea elf prisoners that Coralton was feeding his zombies and using in his sinister experiments.

As the PCs enter he will immediately cast lightning bolt on the first twenty feet of corridor (don't forget to do damage to Coralton as well), following the bolt with a *magic missile* at anyone still within sight that is NOT wearing armor.

Coralton is a rogue reef giant who turned to the ways of necromancy to plot and act against his fellow giants. He has been trying to perfect his necromantic arts through sinister experimentation on his captured sea elves.

Tier One:

Coralton, Reef Giant W(N)5: AL NE; AC 0; MV: 15, Sw 12; HD 9; hp 26; THAC0 11; #AT 1; Dmg 1-10; SA Whirlpool, Spell Use; SD Immune to water-based attacks; MR Nil; SZ L (12' tall); ML 19

Spells: 1st- *magic missile 3d4+3, color spray, shield*; 2nd- *alter self, detect invisibility*; 3rd- *dispel magic*

Tier Two:

Coralton, Reef Giant W(N)6: AL NE; AC 0; MV: 15, Sw 12; HD 12; hp 48; THAC0 7; #AT 1; Dmg 1-10 + 10; SA Whirlpool, Spell Use; SD Immune to water-based attacks; MR Nil; SZ L (14' tall); ML 19

Spells: 1st- *magic missile x2, color spray, shield*; 2nd- *alter self, detect invisibility, spectral hand*; 3rd- *lightning bolt, dispel magic*

Tier Three:

Coralton, Reef Giant W(N)7: AL NE; AC -4; MV: 15, Sw 12; HD 15; hp 60; THAC0 5; #AT 1; Dmg 2-20 + 10; SA Whirlpool, Spell Use; SD Immune to water-based attacks; MR Nil; SZ H (16' tall); ML 19

Spells: 1st- *magic missile x2, color spray, shield*; 2nd- *alter self, detect invisibility, spectral hand*; 3rd- *lightning bolt, slow, dispel magic*; 4th- *stoneskin* (* 7 attacks), *enervation*

Tier Four:

Coralton, Reef Giant W(N)10: AL NE; AC 0; MV: 15, Sw 12; HD 18; hp 72; THAC0 5; #AT 1; Dmg 2-20 + 10; SA Whirlpool, Spell Use; SD Immune to water-based attacks; MR Nil; SZ H (16' tall); ML 19

Spells: 1st- *magic missile x2, color spray, shieldx2*; 2nd- *alter self, detect invisibility, spectral hand, protection from paralysis* (* already cast); 3rd- *lightning bolt, dispel magic, feign death*; 4th- *stoneskin* (* 11 attacks), *polymorph other (rat), enervation*; 5th- *magic jar, feeblemind*

Shark Familiar: Int High; AL NN; AC 6; MV Sw 24; HD 4; hp 36; THAC0 17; #AT 1; Dmg 3d4; SA Nil; SD Nil; MR Nil; SZ L; ML 20

Tier Five:

Coralton, Reef Giant W(N)12: AL NE; AC -4; MV: 15, Sw 12; HD 18; hp 72; THAC0 5; #AT 1; Dmg 2-20 + 10; SA Whirlpool, Spell Use; SD Immune to water-based attacks; MR Nil; SZ H (16' Tall); ML 19

Spells: 1st- *magic missile x2, color spray, shield x2*; 2nd- *alter self, detect invisibility, spectral hand, scare, protection from paralysis*; 3rd- *lightning bolt, slow, dispel magic x2, feign death*; 4th- *stoneskin* (* 11 attacks), *enervation, confusion, plant growth*; 5th- *animate dead, magic jar, feeblemind*; 6th- *monster summoning IV* (3 sharks, see stats Tier 4), *death spell*.

Giant Shark Familiar: AC 5; Sw 18; HD 10; hp 66; THAC0 9; #AT 1; Dmg 3d8; SA Nil; SD Nil; MR Nil; SZ H; ML 20

At the conclusion of the battle, the sea elves can be released from their "cells" against the far wall. The cells consist of small alcoves that Coralton has moved large boulders in front of. It will take a combined Strength of 30 to move any of the boulders. Any appropriate spells such as *item, rock to mud*, etc. will also free the captive elves. The elves are named Yutoth, Kelpreaper, and Bassgill. They have the following information for the PCs and are all genuinely thankful for the rescue. They have all been mistreated and are very malnourished but are still extremely thankful for their lives.

- The giant was using them as part of some type of experiment. Two of their fellow elves died under "experimentation" and were later fed to the undead he kept outside.
- They have heard of the *Windfinder* but do not know where it might rest. They are sure that the

king of the sea elves would know of its location as they have heard that it is in sea elf territory.

- They are willing to lead the PCs to the city of the sea elves.

Encounter Six: Home of the Elves

Part of the following is taken from “All for Love” by Glen Goodwin:

A great forest of kelp rises before you with a large coral reef in its midst that must be the city you seek. As you approach the reef, you notice that the stalks of kelp get healthier, firmer and greener. Finally, the kelp forest ends and before you stands an alien beauty you can not begin to understand. It is beautiful beyond words, with such an ethereal quality as to make the hair on the back of your neck stand up.

Only moments after you pass out of the kelp forest you find yourselves face to face with a heavily armed patrol of aquatic elves. They recognize your rescued sea elves and you are quickly ushered through the winding and twisting corridors. After about twenty minutes of walking, you stop before a large coral door. The chamberlain hurries forward and leads you inside the grand throne room.

The throne room is a long hall, with many armed aquatic elves line the walls. At the far end of the hall is a large dais and there sits the most handsome aquatic elf you have ever seen. “Welcome visitors from the lands above the seas. We have not had visitors from the surface in quite a while, and we have much stored to trade. Have you come to trade?”

The elven prince is named Eli and he will listen to the PCs story. If the characters say they do want to trade, Eli will comment on their lack of trade goods.

Once they mention why they are here, Eli will ask them why he should help them. The graveyard of ships is a royal treasure to the sea elves and they protect it vigorously.

Prince Eli will allow the PCs to search one ship for rescuing the three surviving sea elves in Coralton’s sea mount. He will allow them to search one additional ship per item that the PCs bring to his attention.

- That Ravens Bluff is at war, and when the elves needed assistance, heroes of Ravens Bluff assisted them. (This may be determined from the monument.)

- The ship they seek is needed for the war effort. If Ravens Bluff falls, then trade may disappear.
- The ship which they search for was originally sailed by members of the Ravens Bluff community.
- The ship is magical and is specially dedicated to a surface deity, Tymora.
- He will allow the search of one ship for the promise that they will ensure that trade resumes. This promise is not hard to keep; if the PCs inform Harold of the matter he will talk to some people and things will be arranged.

After the PCs make their case Prince Eli will rule. When they first finish their statement, Prince Eli will ask them:

“Are those all the reasons that we should reward you with sanctioned visits to our treasury. There are many vessels in the treasury of the realm.”

This is the PCs’ only hints that they need to offer more reasons. Based on the number of points the PCs make alter the following text appropriately.

“I see merit in your words. You indeed are valuable allies of our realm. I will authorize you to search [fill in the number] vessels of the royal treasury. You may take any pieces of dry treasures from these vessels, and if one of the vessels is the one you search for, then it pleases us to allow you to remove the vessel from our treasury.”

That concludes the interview with Prince Eli, the PCs are escorted out of the audience hall, despite any protests they might have.

Dismissed from Prince Eli’s presence, the aquatic elf warriors escort you south past another field of kelp. This time as you leave the kelp fields you find yourselves looking at a field of ancient shipwrecks.

“This is the treasury. Search only [fill in the number of ships] vessels. Any more will result in the loss of anything you might have discovered.” With this final warning the aquatic elves leave you to the immense field of shipwrecks.

There are four ships that resemble the *Windfinder* enough to be worth a look. They are scattered throughout the yard, with distances away from the PCs corresponding with the order they are listed (closest is first). If the PCs just go from ship to ship, run the

encounters Seven through Ten in order. If they decide to look at the vessels first (looking doesn't count, but going aboard does), then they can choose their way through the encounters.

Encounter Seven: *The Shark Attack*

When the PCs go to search the first/closest vessel, continue.

Searching this first vessels you wander its rotting decks looking for some type of identification. Figuring that the Captain's quarters might hold the key to the ships name you head into the forecandle and open the door to the stateroom. Inside a gold name plate that reads "The Shark Attack" with an inscribed skull and crossbones quickly tell of the ship's last crew.

Allow the PCs to have one round to search the cabin, a PC who successfully rolls a find secret door roll, will find a hidden chest. Inside the rotten chest the PCs will find four ruined fragments of parchment and six pieces of jewelry. The jewelry consists of:

- An emerald ring set in an adamantine setting worth 2,500 gp.
- A silver and gold candlestick worth 850 gp.
- A necklace made of platinum that has three gems inset within it. The gems are a diamond, a ruby, and a sapphire. The necklace is worth 4,250 gp.
- A diamond engagement ring worth 4,000 gp.
- A tiara encrusted in small diamonds (about 30 of them). The tiara is made of gold and is worth 2,450 gp.
- A gold signet ring worth 500 gp in precious metals but may be sold for up to 6,000 gp to a dealer in antiques.

As the PCs are making their way out of the forecandle read the following to them:

The Shark Attack seems like a fine vessel but it is not the vessel you have been sent for. Opening the hatch to the main deck you spot a swarthy looking corpse dressed in the ragged garb of a pirate. He closes on you quickly attempting to relieve you of your possessions and your lives. The shadows dance possibly revealing other pirates not happy with their demise.

Tier One:

Pirate Captain, Lesser Jolly Roger: Int Average; AL CE; AC 4; MV 9, sw 12; HD 6+2; hp 25; THAC0 15; #AT 1; Dmg 1d6; SA Nil; SD Immune to sleep, charm and illusions or mind-affecting spells, +1 or better weapon needed to hit; MR Nil; SZ M; ML 20

Tier Two:

Lacedon Pirates (4): AL CE; AC 6; Sw 9; HD 2; hp 16; THAC0 19; #AT 3; Dmg 1-3/1-3/1-6; SA Paralysis; SD Spell Immunity; MR Nil; SZ M; ML 18

Pirate Captain, Lesser Jolly Roger: Int Average; AL CE; AC 4; MV 9, sw 12; HD 6+2; hp 25; THAC0 15; #AT 1; Dmg 1d6; SA Nil; SD Immune to sleep, charm and illusions or mind-affecting spells, +1 or better weapon needed to hit; MR Nil; SZ M; ML 20

Tier Three:

Wight Pirates (4): AL LE; AC 5; MV: 12"; HD 4+3; hp 30; THAC0 15; #AT 1; Dmg 1-4 plus energy drain 1 level; SD Hit only by silver or +1 or better weapons; MR Nil; SZ M; ML 18

Pirate Captain, Lesser Jolly Roger: Int Average; AL CE; AC 4; MV 9, sw 12; HD 6+2; hp 25; THAC0 15; #AT 1; Dmg 1d6; SA Nil; SD Immune to sleep, charm and illusions or mind-affecting spells, +1 or better weapon needed to hit; MR Nil; SZ M; ML 20

Tier Four:

Wight Pirates (6): AL LE; AC 5; MV: 12"; HD 4+3; hp 30; THAC0 15; #AT 1; Dmg 1-4 plus energy drain 1 level; SD Hit only by silver or +1 or better weapons; MR Nil; SZ M; ML 18

Pirate Captain, Jolly Roger: Int Average; AL CE; AC 4; MV 9, sw 12; HD 6+2; hp 25; THAC0 15; #AT 1; Dmg 1d6; SA *Tasha's uncontrollable hideous laughter*, special (see appendix); SD Immune to sleep, charm and illusions or mind-affecting spells, +2 or better weapon needed to hit; MR Nil; SZ M; ML 20

Tier Five:

Spectre Pirates (6): AL LE; AC 2; MV: 15; HD 7+3; hp 50; THAC0 13; #AT 1; Dmg 1-8 plus energy drain; SD +1 or better weapon to hit; MR Nil; SZ M; ML 19

Pirate Captain, Jolly Roger: Int Average; AL CE; AC 4; MV 9, sw 12; HD 6+2; hp 25; THAC0 15; #AT 1; Dmg 1d6; SA *Tasha's uncontrollable hideous laughter*, special (see appendix); SD Immune to sleep,

charm and illusions or mind-affecting spells, +2 or better weapon needed to hit; MR Nil; SZ M; ML 20

When the PCs have finished with the undead crew, they can continue to Encounter Eight and the next closest ship.

Encounter Eight: *The Merman's Kiss*

A large merchantman rests heavily on the sea floor, its hull sunk deep into the silt of the seabed. The figurehead of a merman can be immediately seen and painted on the aft castle the name of The Merman's Kiss. The hold appears to be intact and its access hatch open.

The inside of the ship is very dark and PCs may or may not decide to explore the hold. If they do allow them to and describe the stacks of rotting crates. There is nothing of value in the hold, just fish bones.

Encounter Nine: *The Windfinder*

The size and lack of deterioration raise your hopes as you board what just might be the Windfinder. Searching quickly about you are able to find her helm just where Harold described, a beautiful carved halfling sized throne with small indentations on the armrests. The legendary Windfinder, you have found her at last.

A couple of important points to make at this junction. Only a halfling can operate the ship and for a halfling the operation is mentally transferred when they sit on the throne. The second is that the ship is firmly imbedded in the silt of the seabed and will require the PCs to release it. They may release the ship in a couple of ways:

- By inflicting 100 points of damage to the seabed in surrounding the ship using magical methods such as lightning strikes.
- PCs may use such magic that affect the seabed or the ship such as *shrink*, *levitate*, *dig*, *airy water*, *destroy water*, or a similar magic that alters the contact between the ship and the seabed. An elemental of earth or water can accomplish the same goal.

- The final method is the riskiest, while a halfling is attempting to bring the ship to the surface via the throne, the PCs must surround the ship and utilize thrusting weapons into the pockets of air (vacuum) holding the ship in place. The results of this are that the ship will be released although all the PCs involved (there must be at least four) must make a saving throw versus death magic. Failure results in the PC being buried alive in the seabed. The PC has a number of rounds equal to their Constitution divided by three (Con/3) before they suffocate. Each PC who successfully makes their saving throw may attempt a rescue. They must make a successful Intelligence roll to determine the location and then a successful Strength roll to free a trapped character.

Once the ship is free, it will ascend to the surface without a problem and will immediately begin to pump out any sea water still within its hold, the party may go one to the conclusion or if they supplied Prince Eli with enough reasons, they may have one more vessel that they can legally search. The vessel is the *Wavefinder* and is detailed in encounter Ten.

Encounter Ten: *The Wavefinder*

The final ship looms in the distance. Its design is like no other you have ever seen. Somehow it reminds you of the sea elf city although it was definitely a ship of the surface. A ram is still visible through its port side and it seems to be a very recent addition to this graveyard.

If the PCs search they find three items, each detailed below:

- A locked chest with a silvery plate which does not seem to have been corroded by the sea water (mythrl). The plate read, "To Mayor Charles O'Kane - City of Ravens Bluff". The PCs will NOT be able to open the chest no matter what methodology they use.
- An ornate scabbard with another silvery longsword. The scabbard has the designs of trees and swords and is made of ivory with what must have been velvet trim. (The velvet has decayed in the salt water)
- A water-tight scrollcase sealed in orange wax. (If PCs open this now, the scroll inside is ruined)

After the PCs find the items above, they will find nothing else of value on the ship although any elf may make a Wisdom roll (half-elves may attempt the roll at -4). Success give the PC the impression that the ship feels elven.

Troubleshooting

If the characters decide to search any other ships (more than allowed), they are caught by the sea elves (who are keeping an eye on them). In this case, the PCs get one warning before more elves come and take away everything the PCs found on all the ships. Enough sea elves will come to ensure that they leave with only the *Windfinder*.

Unsuccessful Conclusion

The characters have to get back to Ravens Bluff through the harbor (this is true in any case, but in this case they don't have a ship). Swimming is good, or they can sneak back overland.

Harold is very upset when you limp back into town without The Windfinder. "I had hoped that you had had success but alas the Windfinder may not be destined to be found. Still, maybe we can review your journey with one more group of adventurers and they might learn from your exploits.

Harold treats you to one more meal at The Crescent Moon Inn as he reviews your adventurer with a gray elf dressed in dark colors whose face remains hidden. After the meal he thanks you once again and bids you farewell as you make your way to your homes and the streets of Ravens Bluff.

Successful Conclusion

Harold is extremely pleased as you sail into the cleared harbor of Ravens Bluff. The harbor master Calvin Longbottle is there with Harold as he officially accepts the gift of The Windfinder in the name of the city. Harold makes the presentation of the ship and proclaims, "...and if she is still afloat after we again make it safe to sail into our harbor, then I will make this a wedding present to my beloved, Kassandra, I mean Lady Kassandra."

After the presentation Harold pulls you to the side and brings forth a small bag. From the bag he pulls out a few items to "square our account."

This Concludes A *Shipwreck for Kassy*

Note that this ship is given to the city for the war. What happens to it afterward is left to later to be determined. Who knows, it might not even survive the war.

Experience Point Summary:

Encounter Two:	
Defeating the Enemy Patrol:	400 xp
Encounter Five:	
Defeating the Undead Force:	300 xp
Defeating Coralton:	500 xp
Encounter Seven:	
Defeating the Pirate Crew:	500 xp
Encounter Nine:	
Freeing the <i>Windfinder</i> from the Seabed:	500 xp
Encounter Ten	
Returning the papers to the city government:	200 xp
Maximum Earned Experience:	2,400 xp

Treasure Summary:

If it's not on this list, the PCs cannot have it.

Encounter Seven

- An emerald ring set in an adamantine setting worth 2,500 gp.
- A silver and gold candlestick worth 850 gp.
- A necklace made of platinum that has three gems inset within it. The gems are a diamond, a ruby, and a sapphire. The necklace is worth 4,250 gp.
- A diamond engagement ring worth 4,000 gp.
- A tiara encrusted in small diamonds (about 30 of them). The tiara is made of gold and is worth 2,450 gp.
- A gold signet ring worth 500 gp in precious metals but may be sold for up to 6,000 gp to a dealer in antiques.

Encounter Ten

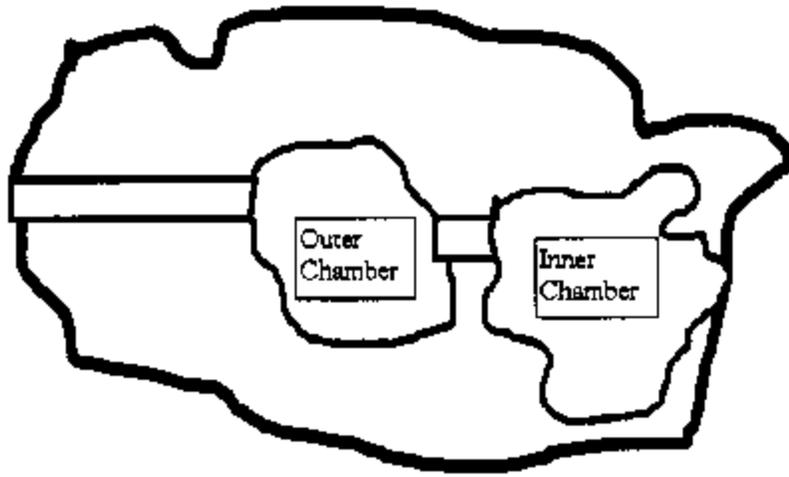
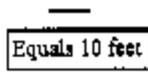
- Scroll of *quench fire* cast at 16th level
- Ornate Longsword (Mythrl) it is non-magical +1 weapon damage only

Successful Conclusion

- *A medallion of faith (Tymora)*
- *Gauntlets of polishing*
- *Quaal's feather token (crown)*
- *Ring of coolness*
- *Small shield +2*
- *Boots of tumbling* - the boots give the wearer the tumbling proficiency or a +2 to an existing tumbling proficiency.

Map for A Shipwreck for Kassy

Sea Mount:



previous 24 hours. When the caster touches the subject's corpse, the caster goes into a trance. The caster then has a vision of the final 10 minutes of the subject's life as seen by the subject himself. The vision ends with the last scene the subject saw before he died, at which time the caster awakens from his trance and the spell is over.

The material component for this spell is a fragment from a shattered mirror.

Detect Life (Divination)

Range: 10 feet/level
Components: V, S, M
Duration: 5 rounds
Casting Time: 2
Area of Effect: One creature
Saving Throw: None

By use of this spell, the caster can determine if a creature is alive, including creatures in a coma or trance, or under the influence of *feign death*. Any form of mental protection prevents the effectiveness of this spell, as does any thickness of metal. An inch of stone or wood is treated as 10 feet of open space for the purpose of determining whether the spell functions.

The material components for this spell are a holy symbol and a hair from the head of a newborn animal.

Filter (Abjuration)

Range: Touch
Components: V, M
Duration: 1 turn/level
Casting Time: 2
Area of Effect: 10-foot radius sphere around creature touched
Saving throw: None

This spell creates an invisible globe of protection that filters out all noxious elements from poisonous vapors; therefore, a creature protected by *filter* takes

no damage and suffers no penalties from poison gas of any kind, including those created magically (such as *stinking cloud*). The exceptions are poisonous vapors created by a dragon's breath weapon (such as the chlorine gas of a green dragon); in these cases, the creature protected by *filter* suffers half-damage.

The material components for this spell are a strand of spider web and a scrap of cotton cloth approximately one inch square.

Ghoul Touch (Necromancy)

Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: One person
Saving Throw: Special

When this spell is in effect, the caster's touch causes any single human, dwarf, gnome, half-elf, or halfling to become rigid for 3-8 (1d6 + 2) rounds unless the victim makes a successful saving throw vs. paralyzation. Additionally, the paralyzed victim exudes a carrion stench in a 10-foot radius that causes retching and nausea. Those within this area who fail to save vs. poison will make their attacks with a -2 penalty until the spell reaches the end of its duration.

The material component for this spell is a small scrap of cloth taken from the clothing of a ghoulish or a pinch of earth from a ghoulish lair.



Ice Knife (Evocation)

Range: Special
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: Special
Saving Throw: Neg.

This spell fires a dagger of ice at the target. The caster makes a normal attack roll as if attacking with a missile weapon, factoring in the range from the attacker to the target (the *ice knife* has a long range of 30 yards, a medium range of 20 yards, and a short range of 10 yards). A successful hit causes 2d4 (2d4) hit points of damage. If the *ice knife* misses its target, consult the rules for grenade-like missiles on pages 62-63 of the *DUNGEON MASTER Guide* to determine where it lands.

When an *ice knife* strikes a solid object or a creature, the knife shatters, releasing a wave of numbing cold. A creature within a 5-foot radius must make a successful saving throw vs. paralyzation or suffer 1-4 hit points of cold damage and become numb for 1 round. Numbed creatures have their movement rates reduced by half and their chance to hit reduced by 2. Proximity to major sources of heat, such as a roaring bonfire, improves a creature's saving throw by +2.

An *ice knife* that misses or is lost cannot be picked up by the caster (or anyone else) and thrown again. If the *ice knife* is touched, it instantly shatters, releasing a wave of cold as described above. If a lost *ice knife* is not touched, it melts away in a pool of water 1 round after it was originally created; the melting occurs regardless of the environmental temperature.

The material components for this spell are a drop of water from melting snow and a tiny silver dagger.

False Face (Necromancy, Alteration)

Range: 10 yards/level
Components: V, S, M
Duration: 1 turn/level
Casting Time: 3
Area of Effect: Caster
Saving Throw: None

This spell enables a necromancer to copy the face of another human, demihuman, or humanoid, either living or dead. It has no effect on undead. The wizard gains the facial features of the chosen individual of either sex, providing the subject lies within range and the caster can clearly see the face he or she is trying to emulate.

The caster does not gain any sensory abilities (or disabilities) associated with the new face. For example, if the caster copies a blind man's face, the wizard still retains his or her normal sight. The caster retains his or her normal voice, too, as well as height, bodily appearance, spells, and spell-like abilities.

The *false face* serves as an effective disguise, though it radiates a magical aura of necromancy. Spells that detect or banish illusions have no effect on this disguise; the *false face* is not illusionary. It may be reversed with *dispel magic*.

The material components are a small ball of natural rubber and a small mirror, both of which are consumed in the casting.

Skulltrap (Necromancy, Evocation)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 4
Area of Effect: One Skull
Saving Throw: $\frac{1}{2}$

This ward may be placed on any non-living skull or the skull of an undead skeleton. The *skulltrap* remains dormant until the skull is touched by living matter or is struck and damaged by non-living matter (for instance, it's struck by in combat or falls to the floor). Assume a normal skull is AC 8 and has 2 hp. This simple warding does not discriminate; it can just as easily be triggered by the wizard who cast the spell as by a curious rat brushing up against it.

When the *skulltrap* discharges, the skull flashes briefly with red or violet light and violently explodes,



releasing a blast of energy drawn from the Negative Material plane. The burst of negative energy does 2d4 hp damage plus 1d4 hp damage for every level of the caster. All living creatures within 10' of the skull must make a saving throw vs. breath weapon to suffer only half damage from the blast.

Because the trap is so easily triggered, the skull is often placed in its final resting place before casting the spell on it. The trapped skull may be moved without triggering the trap, but it must be moved very slowly and without contact with living matter. Gloves or any other thin materials used to cover the flesh of a living being are not enough to prevent the skulltrap from being discharged. The material component is a pinch of dust from the physical remains of a corporeal undead being with strong ties to the Negative Material Plane, such as a wight or vampire.

4th-Level Spells

Brainkill (Necromancy)

Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: Neg.

A wizard using this spell, which operates much like a *forget* spell, can permanently burn from the memory of any one creature all knowledge of either