

Stormbreaker

A One Round AD&D Living City Tournament

by Bill Reynolds

“Once more into the depths of the planes, many will risk more than ever before to find the truth regarding betrayal, murder and fraud. In Sigil that means business as usual. Strongly recommended for those PCs that have already played No Place Like Home.”

Low Level: Aleesia High Moonmisstress of the Full Moon asks you if you would help finding and destroying a threat to her church (Selune).

High Level: Aleesia High Moonmisstress of the Full Moon, asks for your help in guarding the Stormbreaker, a war galley, 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 capsulize 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:

About two years ago on a stormy day during the dark of the moon, the church of Talos attacked the church of Selune in full force. The church clergy were caught completely by surprise. There were many casualties, nearly all of them were followers or Priests of Selune. But the greatest loss was the beloved High Priestess Mirial Moonsilver. She was permanently killed. This day is known and remembered as the Darkest Hour. Then to add insult to injury, the church of Selune was attacked 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

and the wife of his best friend from being killed. For months afterwards Aric has blamed himself for failing to protect his church. After seeking atonement and finally accepting the lost of Mirial, he went on to become the High Priest of the Full Moon. The Moonflame (Selune's Church) was rebuilt and the church has never been stronger. Still, the Darkest Hour still haunted Aric.

Aric formed a plan for revenge on the church of Talos. About a year ago he had a war galley commissioned. The ship is to be named the *Stormbreaker*. It is his hope that this will get the attention of the church of Talos. And for assurance to get the attention of his enemies, he has spread rumors throughout the area that he was looking for them. He also let it "slip out" that the ship *Stormbreaker* will be used to hunt the followers from the church of Talos. All the while he has taken steps to make sure that it was he, and not his church, challenging them. Even though the Church of Selune has proclaimed a Holy Hunt for all Talos followers, Aric planned this on a personal level. He did not wish to jeopardize the kindness and gentleness that he loved in his church.

The plan was going perfectly up to a nine months ago. A snag then fell on the overall plan, Aric went through a magical sex change, and now is know to Ravens Bluff as Aleesia. Only a select few know that she is really Aric. After this happened she went to Lorien Darkarrow and had a simulacrum made. This was done so that the rumors that were spread already were from Aric, not Aleesia. This also helped the plan in other ways.

Current Time:

A large party has been planed on the full of the moon, to christen the ship *Stormbreaker*. Much of Ravens Bluff has been involved in it one way or another. While all this has been going on the Church of Talos has been watching. They have taken the bait. They have been rebuilding their own numbers, and have formed their own plan for the *Stormbreaker*. Maelstrom has been the High Stormlord of the Vast for about 10 years. He sees the *Stormbreaker* as chance to discredit Selune's followers within Ravens Bluff. Also, having control over 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, High Moonmistress of the Full Moon. Once there she will ask the PCs for their help in her fight against Talos. Depending on their tier, she will ask them 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 it on her maiden voyage.

Low Level Adventure:

Encounter One: A Plea for Help

For the past two Rides (a ride is a ten days long) most of the people in Ravens Bluff have been talking about the huge celebration that the Church of Selune is giving. The celebration is for the christening of a new war galley to be named Stormbreaker. Sir Aric Moonstone commissioned the Stormbreaker during his former position of High Moonmaster of the Full Moon.

When 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, it is from Aleesia, from the church of Selune. (Players Handout #1)

Allow the PCs to make any preparations that they have to. Any PC wishing to buy expensive clothes the price is doubled. Have them memorize or cast any spells that they want to.

Rumors that inquisitive PCs may have heard about the Celebration or the Ship 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 of 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 on the letter given to you by the young acolyte, you find yourselves approaching Pier 3. Docked at the pier is a caravel, named the *Pretty Lady*. An elven warrior stands before the gangplank and eyes you as you approach. Others also seem to be heading to the ship that you are.*

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. The warrior will say "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 that this ship will not be leaving port anytime today." With that he will turn and leave.*

Allow the PCs to describe themselves to each other.

After about 10 minutes of waiting the door opens and a small beautiful elven woman walks in. She stands just over five feet, and has long brown hair that is streaked with silver. "Thank you for coming on such short notice. My name is Aleesia; I currently hold the position of High Moonmistress of the Full Moon, at the Moonflame (church of Selune). I hope that you were comfortable while you were waiting. I have asked you here to discuss a matter of some importance to Selune, and to myself. About two years or so ago, our church was brutally attacked by the Talassans. We suffered great losses, but the worse loss by far was that of our much beloved High Priestess Mirial Moonsilver. The destroyers attacked the Moonflame without warning or reason. Then about 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 in the Vast. Are you willing to help me?"

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 former position as High Moonmaster of the Full Moon. I am in full support of 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. The Stormbreaker was built to get their attention, but for other reasons. It is my belief that they will wish to destroy it. It will take a great deal of their strength to do it. While they are trying to destroy the Stormbreaker I would like you to find and destroy their temple. I am not going to kid you; this is still very dangerous. I have done some divinations and the Stormbreaker will be attacked on her maiden voyage. It is my hope that they will not have enough forces to adequately defend their temple and destroy the war galley Stormbreaker. Are you still interested in helping me?"

After the PCs agree, continue.

"I was there during the attack on the Moonflame. It was by far the worse thing that I had ever witnessed. I spent many months afterwards depressed about it. I sought atonement, was consoled by my friends, but still felt that I was partially to blame for Mirial's death. I should have been able to defend her better. Finally after evening prayers on night I had a holy vision. Selune imparted to me some of her wisdom. She told me that a star would fall three nights from tonight. A plan formed. The time is now at hand for it to be put into action. I have made a special magical item. I call it "Starhome." What it will do is 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 teleport device made to get your group to safety. I have arranged a meeting with one of the members from the Silent Network. At one o'clock, tonight."

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. Some of you may wish not to take the money, if you choose not to I will see that your share is donated to a charity in your name."

She goes to the door and opens it 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) the 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 are more than one Silverstar then choose the "weakest" in terms of level or ability. The potions are *potions of moon healing*; they work like a *potion of extra healing* but will work at maximum effect during the night. The scroll has 3 *protection from lightning* spells on it. The gray rock is a *Moonstone*; it will always point north, also it will give +1 to all saving throws to the bearer at night only.

The PCs will probably have questions, this is Aleesia knows:

- They have a contact with the Silent Network that has some information, that Aric and company have a meeting with at 1:00 am.
- They know that 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 insure the safety of The Temple of Selune. The church of

Lathander will also be aiding in the defense of the Moonflame.

- She is sure that if *Starhome* works the way it should then the temple of Talos will be totally destroyed.
- *Starhome* can only be use 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.

Aleesia will say "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 the Stormbreaker in case there is any trouble. If there are no further questions, good luck and may Selune bless you all!" After she finishes saying that you feel a tingling.

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

Encounter 2: Party on the Big Ship

As you walk to pier five you can start to see the Stormbreaker. She is a huge war galley that is painted blue trimmed with silver. The massive figurehead is of a maiden holding a star. The Stormbreaker is about 130 feet long, with its beam (width) being about 20 feet. Even from this distance, you can easily see the fine workmanship that went into this ship. It's three main masts stand proudly reaching up towards the sky. Towards the front and the rear of the ship, there are heavy ballistae.

As you get closer to the ship more and more people can be seen milling about the pier. The Stormbreaker has been proudly lit up by twenty or so moonbeams. Several guards can be seen also dressed in silver. Most of the people gathered here are finely dressed in all the latest fashions. Many of the nobles and ambassadors can be seen. All kinds of beverages are offered as well as some of the finest pastries found in the Realms.

Once you reach the ship you are asked to check your weapons before coming aboard. After showing the letter, given to you be Aleesia, one of the guards takes the letter up to the ship. The other guard says, "If you would be kind enough to wait a few minuets over there, while I get this verified."

It is up to the PCs whether they wait or not. They will be allowed on the ship without weapons, if they wish to go.

After a few Minutes the other guard comes back down the gangplank He walks over to your group. "Your request has been granted, but we do ask that you hide any large or noticeable weapons, so as not to create a stir."

Any PC who is a knight will be able to wear a sword as long as it is properly peace bonded. This means that it will take 1 full round to untie and draw his or her weapon. Any other characters will have to hide their weapons.

The ship itself was masterfully constructed. Beautifully carved wood can be seen depicting stars and moons. The outer hull is made from a rare wood called Ironwood, that is rumored to be as hard as iron. The party is restricted to the top two levels of the massive ship.

People of all races and social class can be seen at this part of the celebration. The lights of other parties can be seen in other parts of city. Music from hundreds of Bards can be heard throughout the city. The Moon shines down almost as if Selune herself is smiling at the city.

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

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

Your group starts to leave the party proper. You make your way to the second deck. This deck has a total of four medium ballistas, two on each side. There are partygoers here on this deck. Magical lights on the ceiling illuminate this deck. It is even clearer from this deck that this is a ship of war.

As your group starts to head for the ladder to below decks it is plain that there are two alert guards here.

Let the PCs come up with a plan to get by the guards, but bribing them won't work. If they show them the letter, that will work.

The next level is the main cabin deck. The ship's stores, as well as the main galley. You have managed to search most of this level of the ship when your search takes you into a main dining hall. In one corner there is a shrine to Selune just below an open port-hole. There is a pair of dark forms standing over

the altar. They turns towards you as you come in. They are not alone as you see other dark forms moving in the shadows.

Tier One:

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 when possible. If they hit a person in combat then they must save vs. poison or become diseased. This disease will cause a loss of 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 sneaked 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 when possible. If they hit a person in combat then they must save vs. poison or become diseased. This disease will cause a loss of 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 sneaked aboard). These undead can not be turned.

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 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.

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 they

must save vs. poison or become diseased. This disease will cause a loss of 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 sneaked 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 they must save vs. poison or become diseased. This disease will cause a loss of 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 sneaked 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 from 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 excitement of the battle starts to leave you, you can hear the sounds of footsteps running away from the direction you came from. It is clear the he or she has a good lead on you.

You find yourselves running into through the Galley. It is obvious that someone ran through here not to long ago.

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.

Your chase starts to head upstairs. It is clear that someone has run through here. Some people and trays have been spilled. About 30' ahead of you a man in dark blue robes can be seen getting up off the floor, near the stairs going up to the top deck. It appears that he ran into a guard; the guard is trying to get up as well.

See if the PCs will try to cast any spells at this point or not. If they win initiative then they will be able to, otherwise the intruder will be up the stair and the PC will not have LOS.

The chase continues upstairs. The Party seems to have stopped. All eyes are on you. The man in the dark blue robes will be frantically looking for a means of escape. After He realizes that there is no escape he will shout, "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).

Talos Priest, 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. When a large crash can be heard near the stairs. A human wearing dark blue robes, can be seen running up the stairs. Frantically looking about the area as he makes his way to the center of the ship. Shortly behind him an elf wearing full plate mail, and a large holy symbol to Selune, can be seen running after him. Before the elf reaches him the man in blue shouts: "This ship and all that help her will be destroyed in the name of Talos!" When he shouts this he is looking directly at Aleesia. Then the elf tackles him to the ground and punches him square in the face, knocking him out cold!

Encounter 4 Talking with a Talassan

The sounds of the party fade off into the distance as you make your way to the guard barracks. You are taken to the cell where the prisoner is. 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 is free with his information because Maelstrom told him to be if he got caught. The Talassan knows the following:

- His name is Jerwick.
- He is an acolyte to the Stormlord Talos.
- He was sent here to desecrate the altar of Selune on the Stormbreaker.

- He is proud to serve his lord Maelstrom, High Stormlord of the Vast.
- He does not know where the main temple is, he was not allowed to see it. This was to be his proving.
- He knows of a shrine to Talos here in the city. He is not sure where it is because he was taken there through the sewers. He knows that it is in a basement. That is where he and others pray to Talos.

That's about all he knows.

The Sargent of the Guard will suggest that they go back to the *Stormbreaker* to report what they know to Aleesia, if the PCs did not come up with this idea on their own yet.

As you get back to the Stormbreaker all the Moonbeams are focused towards the front of the ship. A hush falls on the main party on the ship. After the crowd is quiet a single chime directs everyone's attention to the figurehead. There Aleesia and a small group of clergy from the church of Selune can be seen. She holds up in both of her hands a crystal decanter. "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 so that it can defend Ravens Bluff from all enemies. Let this ship become a beacon, that shines brightly in the night, standing for all that is good and right. So in Selune's name I name this ship Stormbreaker!" Then she smashes the crystal decanter on the brow of the figurehead. As this is done the ship glows for a moment, almost as if the full moon's glory is felt by all on board for a brief moment. Then she turns back to the crowd throws both arms into the air and says, "My friends please enjoy this night, for as you know the night is just beginning!" And with that the bards start up. And brilliant fireworks light up the sky all over the city.

After about thirty or so minutes and all the pleasantries are done Aleesia and a human knight will walk over to your group. Looking a little tired she will say "*Let us go some place more private to talk.*" She takes them below decks to a medium sized room. Maps of the area can be seen on the walls. A large round table sits in the middle of the room. Along the edge of the table are the holy symbols of each of the gods on the clerical circle 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.

(Locale history on glass will reveal that it is Lorien Darkarrow's wineglass, although the knight is not Lorien)

The elven Knight will offer to everyone (ladies first of course) a glass from a decanter. The wine in the decanter radiates softly with a pale green light (it is Moon-wine, a light wine made by the priests of Selune). "Please tell me what information you have found out about our uninvited guest."

She will listen, and ask any appropriate questions.

"It is drawing near to the time of the meeting that I have arranged with the contact from the Silent Network. The code phrase is 'Moonflowers bloom best at night.' After you have the information please meet me at the Moonflame."

It is now about midnight. The PCs have one hour to make the meeting with their contact. The meeting place is about 30 minutes away from here. The Shrine to Talos is in the other direction. They will not have time to do both. They can meet the contact and then take care of the shrine before early morning.

Encounter #5 Voices in the Shadows

The contact in the Silent Network that you are to meet is in one of the many dark allies of Crow's End. On your way there you can see that there are still large parties being held all over the city. Your group finds the alleyway that you looking for. There are no lights in it at all and long shadows fill the area.

After the PCs go into the alleyway continue.

As your group walks into the dark alley, you notice several boxes of refuge that is typical of alleys. From up ahead in the darkness you hear "That's far enough blotes! I have yer directions to the place ya seek. It's now that I price."

He is the contact for the Silent Network, but is trying to get something extra for himself. If the PCs ask for the code phrase he will give it. He will charge 150 gp x tier for the information, or what ever he thinks he can get away with. The PCs might feel that they can't trust him. If the PCs move forward or throw light he will step off to the side in another ally, blocked from view by refuse. If the party agrees to pay him he will ask to have the gold thrown out in the middle of the alley. Then he will tell the PCs that the information is under a red box just to the right of the alleyway. If they don't pay him he

will after a bit tell them where the information is anyway.

After looking through the papers you see that the informant did have the information that you need. First you find the location of the shrine in that the Talos priest told you about. It is in the basement of The Singing Sword Inn, just about a block from the Moonflame! Also in the information is the name Oliver DeGrant, with his description. It says that he is a known spy, and mapmaker. He currently is staying in room 4 at the inn. There is also a map (player's handout #2). This map shows the location of the Temple of destruction.

The PCs can now go after the shrine here in town (Encounter #6) or they can go back to the Moonflame (Encounter 7). Let the PCs decide.

Encounter #6 The Secret Shrine of Talos

As your group makes there way to the Singing Sword Inn, you pass more than a few parties left over from many of the parties that have taken place this evening. The first thing you realize as you approach the Inn is that it is just about a bock away from the Moonflame (Church of Selune). The Inn has stories.

Upon entering this establishment the ambiance of the place seems clear. There are several booths here that have curtained off areas for privacy. A thin smoke hangs near the ceiling. The place is lit in such a fashion as to create long shadows. There are a few people sitting around the dining tables in the middle of the room. There are two booths that have their curtains pulled for privacy.

A pleasant looking human female will approach the group "Good evening and welcome to the Sword, how can we help you at this late hour?"

Nowhere in this room is there a registration book or desk. The waitress' name is Betrice. She will be able to take their drink orders, but will politely say that the kitchen is closed. If the PCs would like a room she can arrange it for 3 gp night per room. They will have to do some discreet checking around to find out which room Oliver DeGrant is in. Betrice can be bribed (no less than (2 gp per tier) if done smoothly and quietly). If asked about the basement he has rented of the two rooms. She thinks that he has been using it for private poker games. The people at the main tables will not know of him, they just came in for drinks.

Booths

1. Has a young couple sharing a romantic evening, and will not be able to help the PCs.
2. Is occupied by 3 female thieves that are planning their next job. They will be coming out after a few minutes or when appropriate. They will deny any knowledge of Oliver. Unless one of the PCs speaks to them in Thieves Cant. Then they will tell the PC what room, and that he left here early this evening.
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.

Oliver is on the 3rd floor room 4. The door to his room is locked, but no traps.

Oliver DeGant's Room: *In the center of this room there is an unmade bed. On one wall rests a dresser, next to it is a small writing desk. There is an open door revealing a closet with dirty clothes lying in a heap on the floor. Next to the only window in this room is a tripod with a telescope. Looking out the window, about a block away you can see the Moonflame (Church of Selune). Also a key can be found. It is marked basement.*

There are no other clues here in the room. He is not here, he has learned that someone has "ratted" him out and he has left. The PCs can take the spyglass if they wish.

Basement of the Singing Sword: *Your group makes its way down into the basement. It is kept rather cleaner that you might expect. There are no light sources and gets quite dark. After PCs come up with or borrow a lantern from upstairs. There are only two doors. The door on the left is marked, stockroom. The door on the right is closed and locked.*

Upon opening this door you can easily see that this room contains the shrine to Talos that you seek. On the far wall there is an iron altar. On top of it is a shield that looks like it has been hit by a lightning bolt. The only other thing in this room is a large chest in the corner of the room.

The chest is locked. Its dimensions are 3' x 6' x 8'. 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 for 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 pseudo-pod. 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 pseudo-pod. 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 pseudo-pod. 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 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 pseudo-pod. 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.

The shield (if any PC has heraldry) is of Sir Ardarian, a Knight of the Griffon, who died while 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 Moonflame. Once there, Aleesia will listen to their story. If any of them is still hurt she will have them healed. She will suggest that they spend the night here at the temple. She will have one of the clerics will cast a *nap* spell on the party, if they are willing. Each member will be able to sleep in peace in one of the many rooms that are lit only by moonlight. If they

agree to this they should be able to leave right after breakfast. Go to Encounter#7:

Encounter #7 To Destroy the Destroyers

(The map is found on player's handout #2)

After a good breakfast compliments of the Moonflame. Aleesia will give the group the Starhome, the teleport gem, and 2 vials of holy water. The Starhome is an eight-pointed star about twelve inches across. It looks like it has been made from solid silver. She will wish them the best of luck on your way out.

Your group finds itself traveling out the north gate. There is a light rain that puts a slight damper on the day's travel. Following the map that the contact has given you, your group comes to the base of the mountain grouping. It is evening now as you search for a good place to make camp. Next to a stream you come across a blasted camp. It appears that it was the camp of one person.

As the PCs search the camp they will find the dead body of Oliver DeGrant. There is nothing of value here in the camp, but they will be able to find papers in a damaged pack that will have his name, and will also state that he was a mapmaker. This is where the silver orb is to be planted.

This night will go uneventful, but still ask they PCs to set up watch anyway. The next day:

By noon you come to the mountain that you seek. Your party carefully climbs the mountain to near its summit. Judging by your map you have not far to go. Looking onto a clearing about 80' away is the cave entrance that you seek. Some brush has been used to hide it, but not very well.

Have the PCs roll an Observation check; if one or more of the make it then they will see 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 with in 60' of the cave it will start to bang its sword to its shield, making a racket. Nothing will happen either way but the PCs will not know this. Most of the members of this temple are chasing the Stormbreaker.

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 opens up into a medium sized cavern. It is about 30' wide, and 70' long. Nothing is in this area. There is a small passageway that leads down in the rear of the cavern.

Spiral passage down to the Main Level: This passage is roughly 5' wide but the ceiling reaches a height up to about 20' at some places. Have the PCs make a marching order. The passage goes about 60' down. When the PCs are in this area have them roll for surprise at -7.

As your party is walking down this spiraling passageway (name the 3rd PC in the order) (and on 4th on higher tiers) 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-curving passageway ends in a long hallway of carved stone. The hallway is 10' wide and 20' tall. Way off in the distance you can barley make out a pair of large closed double doors. There are four passageways leading off this hallway. Two of them are on the left and the other two are opposite them on the right side of this passageway.*

Passageway #1: This leads to a cavern that has a small pool in it. There is a bench with some towels here. Other than that there is nothing interesting here. This is obviously a bathing chamber.

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

Passageway #3: This passageway leads to a door. Inside the door 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 robe that a priest of Talos might wear to ceremonies. There is a total of 120 gp in the room, but that is the only thing 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 to Talos carved in the stone floor. There are 4 conformable beds in this room. There is also a large table, with 4 comfortable chairs each with the unholy symbol of Talos embroidered in it. This room is clearly a bedroom for 4 of the ranking priests of Talos. There is in the East door a Secret Door, have the PC find it if they state that they are looking.

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

Maelstrom's Room: This is a large bed room with a King-sized bed in the middle of the opposite wall from the door. There is a table that is littered with papers. Also in the room is a desk, closet, dresser & a large mirror. If the PCs search this room they will find:

- A Logbook (**Players handout #3**)
- Booth Male and female clothes in the closet.
- Almost complete blue prints of the Moonflame (the church of Selune).
- The deck plans of the Stormbreaker.
- A gold cup that has 22 broken holy symbols of Selune in it.
- 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 rather complete 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 in this room of note.

Main Room of the Temple of Talos: *The hallway continues quite a ways, about 300'. The end of the hallway is lit in a bluish light that emanates from a couple of skulls on the wall. There are a pair of massive Iron doors, that are 20' high, and 10' wide. A large unholy symbol of Talos can be seen 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.

As you move closer to the double doors they silently swing open revealing a large room. Looking into the room you can see that there is a path between two rows of pews, which have been carved from the natural stone in the area. At the end of this room is a huge altar of Talos that has been made of Iron. The ceiling disappears in the darkness, except near the altar area. In this area clouds of the night sky can be seen. Inlaid on the floor, made from the same Iron is the unholy symbol of Talos. Standing in front of the Altar is a tall, woman with long black hair. She is dressed in Full Plate that has a large symbol of Talos engraved upon it.

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

"Welcome to the place of your destruction. I appreciate and salute you for finding this place. You got here right about the time I expected. 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, as a mobile war machine. I fear that after tonight Selune won't even have the respect of the rest of the precious Clerical Circle."

At this point it will be Initiative. All others are on the map in DM's Handout #6. Some of the combatants in this room are hiding, or invisible. The skeletons are in the darkness lining the walls when the PCs are in this 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 18; #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**: *dispel magic*.

Innate Spells: *shocking grasp*.

Pre Cast Spells: *call lightning* at the Altar, which will spread to any who is touching the Unholy Symbol on the floor. 3rd round of combat if she is still alive.

Laserick hm F2: AL CE; AC 5 (chain); MV 12; hp 16; THAC0 18; #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 is cloaked in shadows and will be seen as he attacks from the right of the door.

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)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, poison*.

Innate Spells: *shocking grasp*.

Pre Cast Spells: *call lightning* at the Altar, which will spread to any who is touching the Unholy Symbol on the floor. 3rd round of combat if she is still living, *protection from fire* (84 pt of protection).

Laserick hm F4: AL CE; AC 5 (chain); MV 12; hp 30; THAC0 13; #AT 3/2; 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 cloaked in shadows and will be seen as he attacks from the right of the door.

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, poison*.

Innate Spells: *shocking grasp*.

Pre Cast Spells: *call lightning* at the Altar, which will spread to any who is touching the Unholy Symbol on the floor. 3rd round of combat if she is still living, *protection from fire* (84 pt of protection), *stoneskin* (8)

Laserick hm F7: AL CE; AC -1 (full plate); MV 12; hp 30; THAC0 10; #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, 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, poison*.

Innate Spells: *shocking grasp*.

Pre Cast Spells: *call lightning* at the Altar, which will spread to any who is touching the Unholy Symbol

on the floor. 3rd round of combat if she is still living, *protection from fire* (84 pt of protection), *stoneskin* (10)

Laserick hm F7: AL CE; AC -1 (full plate); MV 12; hp 30; THAC0 10; #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, just to the right of the door.

Rufis hm F7: AL CE; AC -1 (full plate); MV 12; hp 60; THAC0 10; #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.

Pre-Cast Spells Upon him: (invisible to start); *protection from lightning* (84 pt of protection)

He is invisible, 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 1- 8 pts 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 pts 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 then read the following.

You set the Starhome on the evil altar. As you place a drop of the holy water of Selune on the diamond in its center, it starts to glow with a silvery light. A silvery

portal will open 20' from it. The glow from the object starts to become brighter and brighter. Thinking that it might be a good idea to leave, your group one by one jumps through the portal you find yourselves in the camp that you made just at the base of the first mountain.

Looking up towards the sky you can see the clouds around the area of the mountains are moving rapidly away, within minuets the Moon and stars come into view.

Suddenly one of the stars catches your eyes, as it streaks through the air. It crashes with a huge explosion that even from this far away can faintly be heard.

Conclusion

You make your way back to Ravens Bluff without incident. As you enter the gates Aleesia herself is there to greet you, with 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 Dwarven Ale. After Dinner, Aleesia will want to hear the whole story.

She will thank you each of you for helping rid the area of a great evil!

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 <i>Stormbreaker</i> :	100 xp
Capturing the Talos priest (Jerwick) alive:	100 xp
<u>Covertly</u> finding the location of the Talos shrine in the Singing Sword:	50 xp
Defeating the Mimic:	75 xp
Getting passed 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 each 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 to myself. If you would be kind enough, to come to a meeting aboard the *Pretty Lady*, docked at pier three. The meeting will take place at six o'clock. Afterwards you will be invited as my guests to the celebration aboard the *Stormbreaker*. The celebration is a formal affair, sorry about the short notice.

Sincerely Yours,
Aleesia, Moonmisstress of the Full Moon

Player's Handout #3: 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.

Then place the device on the main Altar of the Destroyer.

Then 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 #4:

Maelstrom's Log:

This log tells the tale of the High Stormlord Maelstrom. He originally came from the evil place known as Zentil Keep. There he was put in charge of a group of warriors. They terrorized the area near and around Zentil Keep for a few years. He later became bored with the following of orders and suggested it to his men that they should leave for greater glory elsewhere. They instead tried to arrest him. A battle ensued, with the power of Talos on his side he killed every last one of them. After this he left Zentil Keep to become an adventurer. Looking for ways to give him enough power to gain Talos's favor. It was on one of these adventures that he met Jarria Nightbreeze. She was young, and inexperienced when they first met. As time went on he showed her the ways of Talos. After about 5 or so years they settled down near Ravens bluff slowly building a following for Talos. They had a son together his name was Belstrom. He showed great promise as a Stormlord was going to someday replace his father ruling the church of Talos.

That was until one day Mirial Moonsilver was traveling to Tantras for church business. Thugs, led by Belstrom attacked her and her entourage. They were defeated and Belstrom died in the fight.

After this happened both Jarria and Maelstrom vowed revenge on Mirial and the Church of Selune. Then he sent a group to assassinate her; this was the first attack on the church. Two months later he contacted a Shar group to attack the church of Selune. About a year ago he captured and tortured to death a priestess to Selune named Moonflower. Even after death he tormented her soul by asking questions, at least twice a week. The skull that was on his desk, once belonged to her. He has had spies watch the Moonflame and gather as much intelligence on it as possible. Now he is hoping to capture the Stormbreaker, rather than destroying it. He even has the complete deck plans. He sent one of his younger followers to the ship to try to desecrate the altar that is on the ship. He figured that the attempt would fail. It is now his hope that if they capture it they will have a stronger base of power in the region. He with most of the church has left to take the ship. He left behind Jarria and an undead force that a necromancer by the name of Scanizr had created. He also did not wish to jeopardize Jarria if he did not need to. If in the event that he failed and was killed she could start over.

DM's Reference #1: Party Guests

Many of the Priests and Priestess of the church of Selune will of course be here.

Captain Logan Lonestar: He is 5' 10", 170 Lbs., about 45 years old, blue eyes, long gray hair tied into a ponytail. He is wearing fine silver scale mail, with silver and blue holy robes to Selune. 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 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. She is the first Officer of the *Stormbreaker*, and will not be see to far away from Captain Lonestar.

The Chief Prelate, Relarn Dayspring: He is a nondescript middle aged man with brown hair. He is dressed in the clerical robes of a priest of Lathander. He along with some of his own clergy will be trying to enjoy the evening. He will not wish to discuss politics of any kind unless it is an emergency.

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 dress in a blue simple but elegant 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 here wearing a red and silver evening dress. She also has a stunning necklace with 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-ranking priestess 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 Ugrava Amadreit: He has fair hair and strong build. She has dark brown hair; green eyes, and is

wearing a teal evening gown. He can easily be seen taking great pride in his work. He is the ship builder. He is hoping that others might wish him to build other ships to help bolster his family's respect.

Baron Saer Rhalidan Hawkynfleur: His long thin frame is dressed 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 that frowns on adventurers.

Lord Calvin Longbottle, and Issaril: He is here looking better than he dose most of the time, wearing fine blue clothes. He is with a stunningly attractive woman. She has long black hair, and deep blue eyes. She is introduced as Issaril. She is polite, but doses not say much. There is much talk as to who she is, as no one has seen here.

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:** *c l w, call upon faith, bless.*

The only thing he has on him is an unholy 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* **.

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 ten days long) most of the people in Ravens Bluff are starting to talk about the huge celebration that the Church of Selune is giving. The celebration is for the christening of a new War Galley to be named Stormbreaker. Sir Aric Moonstone commissioned the Stormbreaker, during his former position of High Moonmaster of the Full Moon. When 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. Any PC wishing to buy expensive clothes the price is doubled. Have them memorize or cast any spells that they want to.

Rumors that inquisitive PCs may have heard about the Celebration or the ship *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 of treason (F).
- This celebration was mostly funded by Aric's gambling winnings. (T)

As the appointed hour the city seems to be brimming with the excitement of the evening's festivities. Following the directions on the letter given to you by the young aculeate, you find yourselves approaching Pier 3. Docked at the pier 3 is a caravel, named the Pretty Lady. An elven man stands before the gangplank and eyes you as you approach. Others also seem to be heading to the ship that you are.

The elf is named Landrian, and will check to see the invitations. Then he will escort the group to a good-sized room.

The elven warrior escorts you to a plush room with a round table in the middle. There is a bar, with food and drink set out. On the table are a deck of cards and a rack of poker chips. The warrior says, "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 that this ship will not be leaving port." With that he will turn and leave.

Any PCs wishing to go outside will be escorted off the ship, there they can wait until Aleesia shows up, or forfeit the adventure.

Allow the PCs to introduce themselves to each other. After about 10 min. a small, pretty elven woman dressed in ornate silver robes, of the church of Selune enters the room. She has long brown hair with silver streaks through it. She is about 5' 2", and about 90 lbs.

"I am truly sorry for having you wait so long but this evening has been rather exciting. I am Aleesia, the High Moonmistress, of the Full Moon. I am pleased that you have come. I trust that your brief stay her aboard has been comfortable? I know some of you, and those here that I don't know came recommended to me by friends. There is something I wish to ask of you for my church and myself. About 2 years ago my church was brutally attacked. During the attack we lost many good people. But the worst blow of all, we lost Mirial Moonsilver. She was the former High Priestess, and one of my closest friends. The attackers were never fully punished for their crimes. That is why Aric Moonstone had the ship Stormbreaker commissioned. It was his hope, as well as mine, that by naming the ship Stormbreaker it will arouse the interest of the unholy church of Talos. Needless to say we are expecting trouble. I would like to ask if you would be willing to sail with the Stormbreaker to give it extra protection. I am asking you to go because this is something that I personally feel should be done, but I do believe that you should also be compensated for your efforts. 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 a lot of rumors throughout the area that the *Stormbreaker* was built to hunt the followers of destruction down.
- These rumors have been spread out so that the destroyers will be looking for the ship *Stormbreaker*, or 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 but we will not know where they are.

- The destroyers may have help from some of the other evil churches, but this cannot be confirmed.
- The plan is that when the destroyers are out looking for you and the *Stormbreaker*, that will give Aric and another group of adventurers time to find their temple and destroy it, disrupting their power base in this region.
- She does not believe that the *Stormbreaker* will be attacked while in port.
- She will also give the group 2 moon magic items:
 1. *Moonstone*: This stone will always point north, and at night will bestow a +1 to all saving throws to 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 in the early tomorrow afternoon.
- *Stormbreaker's* maiden voyage is scheduled to take about 7 days.

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

As you walk to pier five you can start to see the Stormbreaker. She is a huge war galley that is painted blue trimmed with silver. The massive figurehead is of a maiden holding a star. The Stormbreaker is about 130 feet long, with its beam (width) being about 20 feet. Even from this distance, you can easily see the fine workmanship that went into this ship. Its three main masts stand proudly, reaching up towards the sky. Towards the front and the rear of the ship are heavy ballistae.

As you get closer to the ship more and more people can be seen milling about the pier. The Stormbreaker has been proudly lit by twenty or so moonbeams. Several guards can be seen also dressed in silver. Most of the people gathered here are finely dressed in all the latest fashions. Many of the nobles and ambassadors can be seen. All kinds of beverages are offered as well as some of the finest pastries found in the realms.

Once you reach the ship you will be asked to check your weapons before coming aboard.

This is a nonnegotiable point, although they are not frisking anyone, unless they give them reason to.

The ship itself was masterfully constructed. Beautifully carved wood can be seen depicting stars and moons. The outer hull is made from a rare wood called Ironwood, that is rumored to be as hard as iron. The party is restricted to the top two levels of the massive ship.

People of all races and social class can be seen at this part of the celebration. The lights of other parties can be seen in other parts of city. Music from hundreds of Bards can be heard throughout the city. The Moon shines down almost as if she is smiling at the city.

The Celebration

There are too many people to list here, but for this part of the adventure look at **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, comes racing to the top deck of the *Stormbreaker*. He is being chased by an elf with brown hair and thin beard, wearing silver robes, of a priest of Selune. **"Get him!"** the elf will yell!

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

This Priest of Talos can be caught fairly easily. After he is caught he will shout, **"Maelstrom will see this ship Destroyed! This is a warning!"**

Once the PCs catch or kill Jerwick, "Aric" will be able to tell the PCs and anyone else that he caught this Talos priest below decks looking around. At this point the crew will now make sure the ship is safe from any traps.

Around midnight, a hush is felt by the main party on the ship. After the crowd is quiet, a single chime directs everyone's attention to the figurehead. There Aleesia and a small group of clergy from the church of Selune can be seen. She holds up in both of her hands a crystal decanter. "Thank all of you for coming to witness this dedication. I now ask for a moment of silence for a prayer." After a few moments of silence, Aleesia continues "Selune, I humbly ask that you bless this ship so that it can defend Ravens Bluff from all enemies. Let this ship become a beacon that shines brightly in the night, standing for all that is good and right. So in Selune's name I name this ship Stormbreaker!" Then she smashes the crystal decanter on the brow of the figurehead. As this is done the ship glows for a moment, almost as if the full moon's glory is felt by all on board for a brief moment. Then she turns back to the crowd throws

both arms into the air and says, "My friends please enjoy this night, for as you know the night is just beginning!" And with that the bards start up. And 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 through out the city will continue until the sun rises.

Encounter Two: A Shot Out of the Darkness

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

On the way off the pier a single arrow strikes out of the darkness without warning. Hitting (or missing) (PC name). The Arrow has a note tied around it! (Players Handout #2)

Taggart hm F4/T5: AL CE; AC 4; MV 12; hp 36; THAC0 12; #AT 1; Dmg 1d6; SA *Arrow of Slaying* Lycanthropes (+3 arrow that does triple damage); 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).

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

Taggart was hired to fire at this arrow at (PC Name). The man in the armor paid him 2, 000 gp up front. He only has 500 gp on him.

Also Note; Taggart does not resist talking because Maelstrom (High Stormlord of the Vast) told him to spill his guts if he got caught (he does not know much).

Encounter Three: The Maiden Voyage

The rest of the evening goes uneventful. The PC wills probability need to sleep at sometime this day. The Stormbreaker is due to set sail at two bells after

Highsun. The PCs can come aboard at any time, before then. The PCs will be given 2 rooms that have 4 beds each, for their use.

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 with ship affairs. 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 is uneventful. The full moon seems to be guiding the ship. The next evening, you are all will be asked to dine with the captain. The officer's mess hall is a finely crafted room in the forecabin. Scenes of the moon and stars can be seen on the walls. In the far corner a small shrine to Selune can be seen just below a porthole.

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 skin is that of a man that live on the sea. He is finely dressed in a silver officer's robes. A holy symbol of Selune can be seen around his neck.

"Allow me to introduce myself, I am Captain Lonestar. I am a high priest to Selune our Lady of Selune. Moonmistress Aleesia has told me why you are here and I appreciate the help. As you know the attack, from those who shall not be named, can happen at anytime now. I have done some divinations and I can find out is that there will be an attack but as to when I cannot divine. Dinner is almost ready, if you would be kind enough to join me in a prayer?"

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

"Dear gods, and goddesses, we humbly 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 to her home victorious over the obstacles ahead."

The dinner is a fine three-course meal with lobster being the main course. He won't discuss much about the adventure at hand until after dinner. He will listen to the PCs, trying to get to know them better. He himself 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.

He says that the *Stormbreaker* and her crew are ready for battle. See **DM's Handout #1** for stats for the *Stormbreaker* or its crew. He will pleasantly sit and listen to the PCs, but it is his first officer that answers most of their question. If the PCs bring up or inquire as to whether the crew can be trusted, Lonestar will tell them that most of the crew has been with him for many years. They have earned his trust and respect. All of them were hand picked by himself and his first officer.

Encounter 4: Choice of Dangers

This is third day of sailing without incident. Then a cry is heard from the crow's nest! "Pirates ahead! 20 minutes at full speed! Red Alert!" Soon, up in the distance two ships come into view. They seem to be fighting one another. The attacking ship is in the process of leaving; the other ship is on fire in multiple places. From appearances the larger ship is a pirate raider. The other is The Burning Sand, a known merchant vessel. The Burning Sand is severely damaged and is in the process of sinking. In multiple places fires can be seen burning out of control on her deck. Some of the crew can be seen on the deck, they seem to be sick. The other ship is already sailing off.

The pirate raider has a large lead but the *Stormbreaker* is faster. PCs shall have to choose to rescue the crew of the *Burning Sand* or sail on to fight the pirates.

- 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, with magic they possess, save the cargo. The cargo is: 100 silk bolts (10 yard, worth 60gp), 10 large boxes with a variety of Al – Qadim style clothing (3,000 gp), Create of anklets (100) each worth 10 gp, 10 large crates of spices worth 100gp each, and 200 lbs. of coffee.

The crew of the Burning Sand was badly hurt; half of them were killed in the raid. There are some 30

seamen. The first officer of the Burning Sand, Doric Whales, says the other ship, the Salty Dog, attacked without warning. Most of the casualties were from us. They were not even interested in the cargo (silks and brassware from Zakhara). It is very apparent that all of the crew has been poisoned!

DM Note: These men are really pirates that poisoned themselves and are acting like 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. The antidote is not magical but three of them have an item spell on their person (located in a flask, disguised as potion). Each item spell that will become a chest that has 12 long swords in it. The "Burning Sand Crew" is found in **DM Handout #2**.

If any PCs investigate the *Burning Sand* they will find that the reason it is sinking (or has sunk) is the large holes in its stern.

As soon as the other crew has been saved, the priests of Selune set up a make shift hospital in the front hold of the Stormbreaker. It is not long after that the First Officer starts to give the command to follow the other ship! It is obvious that this crew has worked together. After one hour of sailing at full speed, the Stormbreaker will come on the pirate ship. She is dead in the water. No one seems to be on board. Captain Lonestar gives the order to drop sail and pull up to the Salty Dog.

- The Salty Dog shows signs of battle but is sea worthy.
- The crew cannot be found.
- 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.

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

Encounter 4C: Hot Pursuit

The Stormbreaker leaves the sinking Burning Sand behind. The pirate ship has a good lead but it is still sight (1, 500+ yards away). The First Officer believes that the Stormbreaker will over take the other ship in about 20 minutes or so.

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

Some five minutes later, the first officer will be able to identify the pirate ship as the *Salty Dog*. **After about 10 minuets the Stormbreaker starts rapidly approaching 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 upside the smaller raider.**

- The *Salty Dog* shows signs of battle but is sea worthy.
- The crew cannot be found.
- 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.

DM's note: Her crew was left behind, on the *Burning Sand*. The skeletal whale towed this ship here, from under the water. And by now they 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 in a planning session. Attending also are his 1st Officer, one of the priests of Selune, an empty chair that moves occasionally (ship's mage). The captain scans the room and says, **"Well what are the details of the current situation?"**

This is the information at hand.

- The *Stormbreaker* has (or has not) 30 sick men in her front cargo hold recovering from some kind of sick ness.
- 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 that are on board. He is prepared to tell his tale.
- The *Stormbreaker* will just barley have enough men to sail both ships.

After these points are discussed he will have Doric Wales brought in. He has tanned skin, black hair, and is dressed in a blue silk shirt, with black pants. It is obvious that he has just recovered from being sick. He speaks with a far off accent.

Just as he is about to speak his tale, a crewman will open the door. "Captain, Sir, storm clouds coming, very fast!"

With that everyone at the table starts to rise. The Captian looks at your group and says, "We will save the Salty Dog! I will need all of your help."

Your group gets to top deck. The crew of the Stormbreaker is busy lashing the Salty Dog together. In the distance black storm clouds can now be seen, with lightning within those clouds!

The PCs will be asked to help lash and tie things down. The storm will be here in about 15 min. Twenty of the crew have gone over to the *Salty Dog* to crew her. Just as the rain starts hitting the deck, the captain's voice can be heard saying, "Everyone below decks, now!"

- Maelstrom summoned this storm.
- It will arrive in about 15 minuets.
- Ask the PCs what special preparations that they would like to make.
- Ask the PC where they wish to be when the storm hits.

Encounter #5: Storm Clouds of the Enemy

Anyone on deck will be hit at least once by a lightning bolt, and will have to make Dexterity and a Strength check just to stop from being tossed over board.

Even from below decks it is obvious that this is a magical storm. The thunder and multiple bursts of lightning are impressive, if not terrifying. The sound of rain and hail tend to drown out your thoughts, as the winds seem to toss the ships around like they were toys. You must be wildly off course by now. The storm keeps up without losing strength for about 45 minutes or so. Then it ends as quickly as it came, leaving only a light rain.

During the storm the pirates in the hold take the antidotes, and summon their weapons, after they take care of any guards (that is assuming the PCs did not find out about them some how). If any PC is with the "crew of the *Burning Sand*" in the make-shift infirmary, have them roll for surprise as the pirates start to engage.

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

A shout can be heard from the Salty Dog. "We're under attack! Look!" The sailor draws everyone's attention to a huge shape breaking the surface of the water about two hundred feet off the starboard side of the ship. The creature is about sixty feet long. The monster was once a huge whale but now it is an undead abomination. Its flesh is in a decayed state. Jutting from the massive head of this beast is a ram

carved from a massive bone. It is on a direct path towards 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 on the *Salty Dog* then they will have line of sight, and can act 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 during the 1st round. PCs that were flying or the like will be able to react. It is 150’ away coming straight for the ship, and closing fast!

The huge crash rocks the Salty Dog as the “whale” slams into the side of the ship. The large ram punches through the side of the ship. The sailors scramble to release the Salty Dog from the Stormbreaker. (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 direction of the Stormbreaker's hold. The crew of the Burning Sand can be seen rushing out of the hold. They are armed with short swords, and start attacking the crew of the Stormbreaker. They no longer appear to be poisoned. Fighting starts all over the deck of the Stormbreaker.***

This combat should go something like this:

Round#1

- The men on the *Salty Dog* start to cut the lashings holding the two ships together for the *Salty Dog* is sinking.
- The crew of the *Stormbreaker* is starting to defend itself from the pirates.
- The officers of the *Stormbreaker* are looking for the whale.
- The 1st Officer will head below decks; she wants to be ready to "repair" the hull if it is hit.
- The skeletal whale has swam under the ships and is turning around. It will hit 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, your choice, NPC or PCs.

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 their freedom. He will say that the real crew is being held on a small island near here, 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* (See certs.).

After tending the wounded, locking up the prisoners, and assessing the damage of the Stormbreaker. The captain (or 1st mate, whoever survived) calls for a meeting of the PCs. Once everyone is present he starts by saying, "The attackers have been defeated, the Stormbreaker is damaged but very sea worthy. The Salty Dog was lost, mainly due to her cargo. And the prisoners have been locked away. One of the prisoners has told us that the real crew is marooned on a small island named Durantie's Rest. It will take the remainder of the day and into the night to work on repairs. We should be at the island by late afternoon tomorrow, 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 goes uneventful, and the next day, two of the sails are raised. The other was damaged beyond repair. The rowers start to row towards the island, Durantie's Rest. The Stormbreaker is moving slower than before the attack, but still making good speed.

By noon it starts to rain. The rain stops around five o'clock in the afternoon, but the sun is still behind the clouds when the lookout in the crow's nest shouts, "Land ho!" Soon after that the small island comes into view.

Encounter 6: The Rescue

The Captain (or who ever is in charge at the moment) ***says, "The water is not deep enough for the Stormbreaker to be docked, a long ship will have to be sent to investigate the island. The crew will stay here to guard the ship. 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.

"A ship, with people! We are over here! Help us!"

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

As you get closer to the rough beach these do look like the real crew of the Burning Sand. Although they all look ragged, and some of them have wounds, for the most part they look healthy.

Have the PCs roll for surprise at -6.

Just as you get about 30' from shore the ship is overturned and all of you are spilled out into the water!

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.
- Maelstrom will cast a spell (Your choice).
- 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 lightning bolts (from *call lightning*) into the combat. (Note: all the Talassan Priests are immune to lightning!).

Any rounds after this, use your best judgement.

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 x3*. 2nd: *augury, heat metal, flame blade, withdraw, draw upon holy might*. 3rd: *continual darkness, dispel magic, blindness, random causality*. 4th: *poison, cure serious wounds x2, cause serious wounds x2*. 5th: *flame strike x2*. 6th: *harm*

Innate Spells: *shocking grasp, control weather*

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

Description: He stands 6' 2", wearing black full plate with a lightning motif. 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*

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*

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. You learn later that the necromancer killed him. There are some 32 crewmen here.

After all the marooned people are rescued then the Stormbreaker heads back to Ravens Bluff. The trip goes uneventful and you make your way back to Ravens Bluff.

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 you, if it was not for you we might not have made it home in one piece." As he lifts his glass for the toast a bright star catches your eye. Suddenly it streaks through the sky, then out of view. He raises his glass again and says "To all the heroes of the day!"

He won't comment on the falling star if asked.

As they disembark from the Stormbreaker, a young boy is waiting at then 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 myself. Please if you would be my guests at the Seven Tiger Inn, one hour after dusk. I would very much like to hear how the adventure went. I also have some information for you.

Yours Sincerely,

Aleesia Moonmistress of Selune

You find the Seven Tigers Inn on the edge of the noble district. Your group is taken to a large table. Sitting at one end of it is Aleesia. The table is filled with all sorts of wonderful food. "Please come in and be welcomed! Please tell me your tale!" After she has listened to your tale she tells her tale.

"My friends, the years of planning have paid off. After the first attack the Talassans made against the Moonflame (church of Selune), I felt as though it was my fault that Mirial Moonsilver had died. For months afterward I prayed for revenge. Finally after months I received a holy vision. In it Selune told me that far in the future a star will fall from the celestial heaven. She even imparted to me on which night it would fall. I eventually went on to become the High Moonmistress of the full moon of the Moonflame. I created a special magical item designed for my plan. When you were out protecting the Stormbreaker, I had others track down the unholy church of Talos. Once they cleared it of all opposition, they placed the item on their altar. The item called the falling star to the temple! Suffice to say it completely destroyed their temple! This does not bring Mirial back from the

dead, but at least they will not be bothering us for a while. Once again I personally can not 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 incapable to cast the *resurrection* spell. 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.

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 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

night: *faerie fire*, *starshine*, and *dancing lights*. All effects are considered cast at 12th level for determination of duration.

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

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 Priestess of the church of Selune will of course be here.

Captain Logan Lonestar: He is 5' 10", 170 Lbs., about 45 years old, blue eyes, long gray hair tied into a ponytail. He is wearing fine silver scale mail, with silver and blue holy robes to Selune. 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 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. She is the first officer of the *Stormbreaker*, and will not be too far away from Captain Lonestar.

The Chief Prelate, Relarn Dayspring: He is a nondescript middle aged man with brown hair. He is dressed in the clerical robes of a priest of Lathander. He along with some of his own clergy will be trying to enjoy the evening. He will not wish to discuss politics of any kind unless it is an emergency.

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 dress in a blue simple but elegant 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 here wearing a red and silver evening dress. She also has a stunning necklace with rubies and diamonds. She also 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-ranking priestess 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 strong build. She has dark brown hair, green eyes, and is wearing a teal evening gown. He can easily be seen taking great

pride in his work. He is the ship builder. He is hoping that others might wish him to build other ships to help bolster his family's respect.

Baron Saer Rhalidan Hawkynfleur: His long thin frame is dressed 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 that frowns on adventurers.

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

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:** *cure light wounds, call upon faith, bless.*

The only thing he has on him is an unholy 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 **.*

Note that he is a simulacrum, and *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 Ballistas on 2nd deck on the right side of the ship.

2 Medium Ballistas 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 x2 **, water breathing, water walk. 4th: cure serious wounds, protection from lighting, wall of moonlight **. 5th: control winds, moon Path**

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

1st Officer: Jarria Nightbreeze hf W7/F7: AL CG; AC 0; MV 12; hp 54; THAC0 11; #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; wand of force (3 charges); long sword +2;

Spells Memorized: 1st: magic missile, spider climb, wall of fog, message. 2nd: invisibility, levitate, blur. 3rd: dispel magic, protection from normal missiles. 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) hm 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**

Ship's Mage: Soriena 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. She will stay invisible most, if not all of the adventure.

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 15; #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 (short sword); #AT 3/2; Dmg 1d6+2 / 1d8 +2; SA nil; 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 in them. Also in the flask is a piece of felt that has a component of the *item* Spell. When released the *item* will be a chest containing 13 short swords. This will be enough weapons for the lot of them (Doric's also has 1 long sword).

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:** *color spray*, *feather fall*, *mm* **2nd:** *continual darkness*, *spectral hand*, *melf's acid arrow*, *levitate*, *detect invisibility**. **3rd:** *fireball*, *wraithform*. **4th:** *dimension door*, *ice storm*, *polymorph other*, *Stoneskin (10 hits)*, *enervation*. **5th:** *animate dead*, *cloud kill*, *teleport* (if things are going real bad), *passwall*, *summon shadow*. **6th:** *flesh to stone*.

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*.

He will try to inflict as much pain on the spell casters of the group. He will fly in from a high altitude. Then cast spells, at the Selune Priests first (PC or Captain), then use your best judgement.

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 unholy church of UMBERLEE. This whale skeleton was created by first killing a whale via poison. Then they painstakingly stripped the flesh from its corpse. After this was done the minor members of the church tanned and water-proofed the stripped hide. Maelstrom used a special spell, from a scroll which 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 to myself. If you would be kind enough, to come to a meeting aboard the *Pretty Lady*, docked at pier three. The meeting will take place at six o'clock. Afterwards you will be invited as my guests to the celebration aboard the *Stormbreaker*. The celebration is a formal affair, sorry about the short notice.

Sincerely Yours,

Aleesia, Moonmisstress 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 month's log of the pirate ship the *Salty Dog*. It starts with Captain Scarsdale's account as to 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 188

Started goin north. Stabby spotted a caravel ridin low in the water. W raided her, with only losin 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, back talked 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. As it turns out they say that they were priest of the god 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.