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Dungeon Crawl Classics #22

The Stormbringer Juggernaut

by Christina Stiles

AN ADVENTURE FOR CHARACTER LEVELS 13-15



Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

The Stormbringer family of storm giants has long extorted gold from coastal towns as a "good weather tax." Fed up by rising taxes, the towns recently sent a band of stalwart adventurers to finish off Stozari Stormbringer for good (as witnessed in DCC #21: Assault on Stormbringer Castle). But when the adventurers struck down Stozari, they only made her more powerful. Through eldritch rituals, her life force has been transferred by her daughter into the Stormbringer Juggernaut, a massive 800-foot-long giant-scaled assault ship bristling with weapons of war. Capable of laying siege to a large city or defeating an entire navy of human ships, the juggernaut is a potent weapon to bring larger cities under the control of the Stormbringers. Now this living juggernaut has set sail for the coast, and only the heroes can stop it!

If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!



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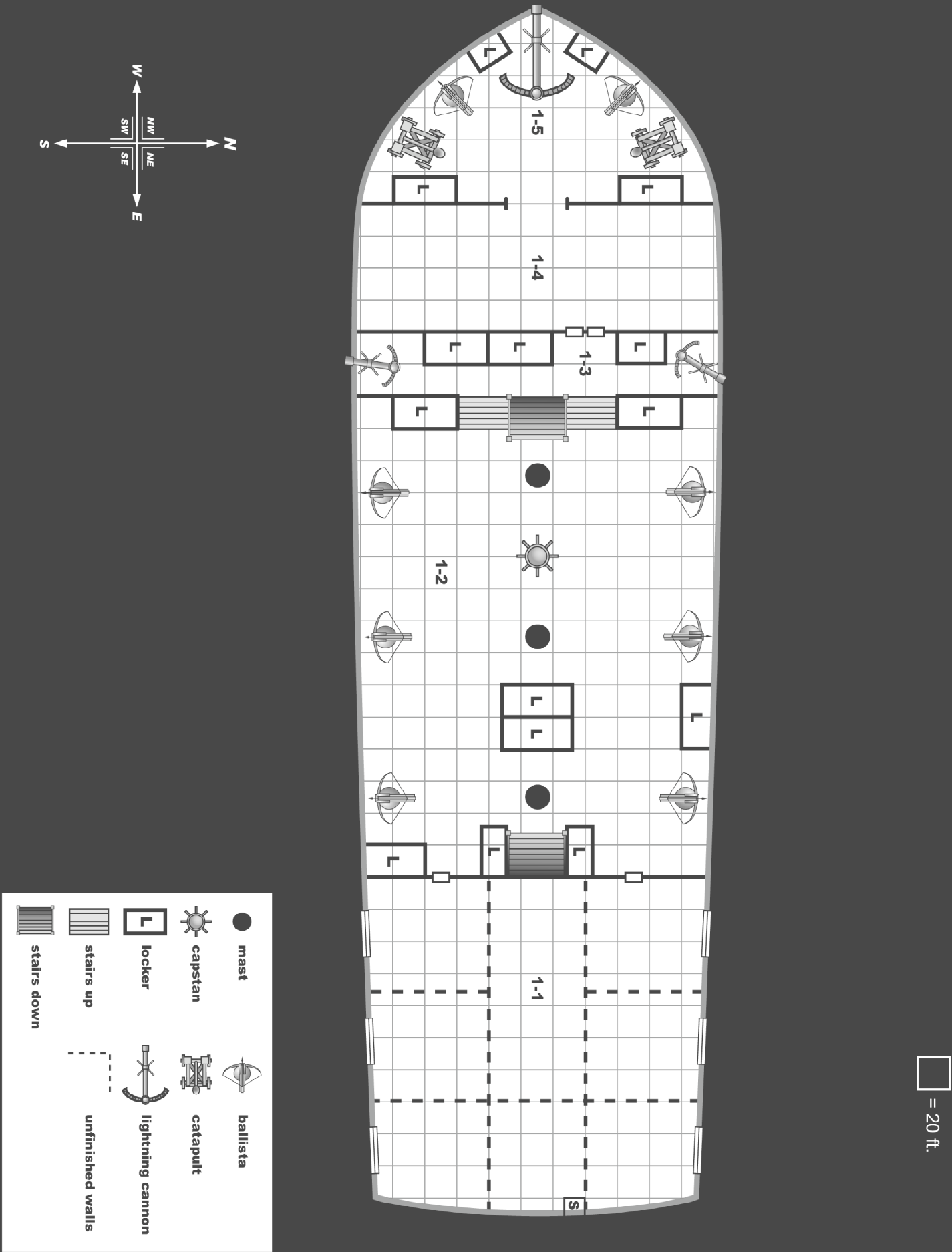
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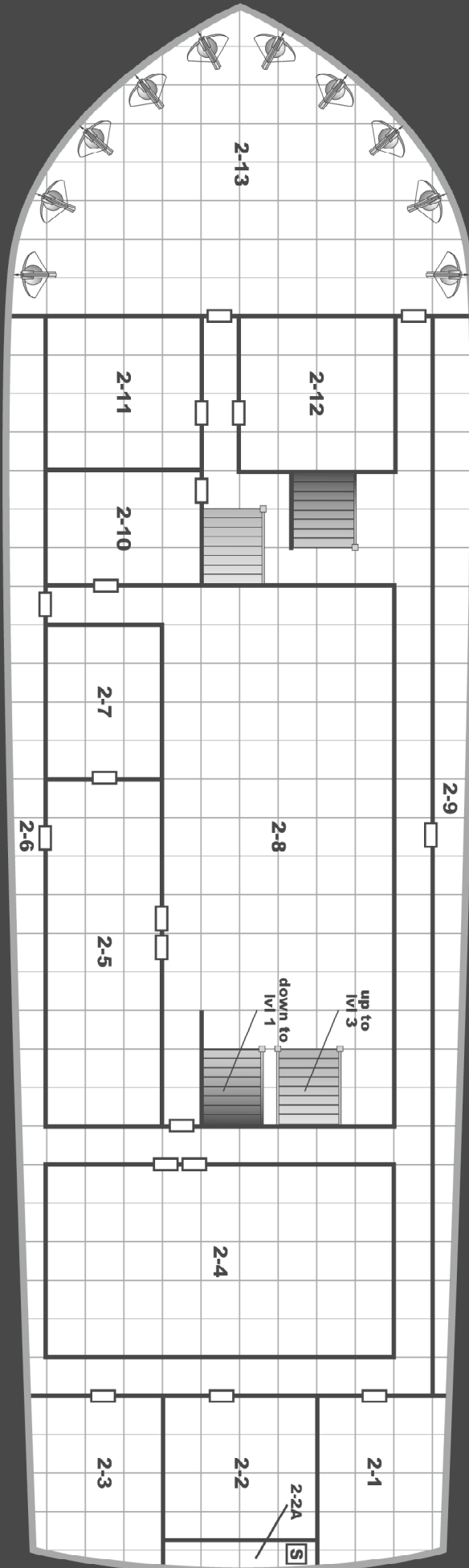
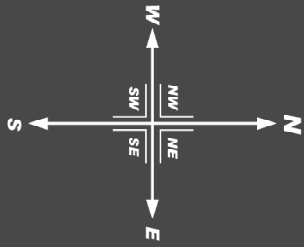
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Stormbringer Juggernaut, Level 1



Stormbringer Juggernaut, Level 2



□ = 20 ft.

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If you like this adventure, be sure to look for the rest of the Dungeon Crawl Classics series at your local game store.

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Introduction

Remember the golden days of role playing, when adventurers were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Well, those days are back. Dungeon Crawl Classics feature bloody combat, intriguing dungeons, and no NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere.

The Stormbringer Juggernaut is designed for four to six players of 13th to 15th level. We recommend 65-70 total character levels between the party members. While the characters can be of any basic character class, a good mix of character classes is helpful. A rogue, one or two strong warriors, a cleric, and a wizard are all extremely valuable in this adventure. See the "Scaling Information" section for ways to tailor this adventure your group's unique style of play.

Adventure Summary

The Stormbringer family of storm giants has long extorted gold from Argalis and other coastal towns as a "good weather tax." When the communities recently failed to pay, Stozari Stormbringer, matron of the Stormbringer clan, called forth three hurricanes to punish the towns' leaders. The towns answered by calling forth a group of stalwart adventurers to rid the area of Stozari Stormbringer for good (as witnessed in DCC #21: Assault on Stormbringer Castle).

But when the adventurers struck down Stozari, they did not end the troubles for Argalis and its neighbors. The storm giant family already had several plans in the works that would force the towns to pay even higher tributes. These plans would also let them claim even greater riches from wealthier, larger coastal nations.

One such plan is now nearing completion: the Stormbringer juggernaut, a massive 800-foot-long giant-scaled assault ship bristling with weapons of war. Capable of laying siege to a large city or defeating an entire navy of human ships, the juggernaut is a potent weapon to bring larger cities under the control of the Stormbringers.

Even worse, the juggernaut is not simply an inert vessel of wood. It lives – with the spirit of Stozari Stormbringer. It is the receptacle her daughter built to house her life force. The adventurers who slew Stozari Stormbringer's physical form in the prequel to this adventure will have to face her once again in her new form.

Someone must put a stop to the plans of the Stormbringer clan!



Game Master's Section

Encounter Table

To help the GM prepare, we have include a quick reference table showing all encounters at a glance. The abbreviations used are: Loc – the location number keyed to the map for the encounter, listed by area number. Pg – The module page number on which the encounter can be found. Type – this indicates if the encounter is a trap (T), combat (C), or puzzle (P). Encounter – the key monsters or traps that can be found in the encounter. Names in *italics* are classed NPCs. EL – the encounter level.

| Loc | Pg | Type | Encounter | EL |
|------|----|------|--|-------|
| 1-1 | 6 | C, T | Ogre Bbn8, 2 abyssal wolves, <i>glyph of warding</i> | 13 |
| 1-3 | 7 | C | 2 ogre Ftr6 | 11 |
| 1-4 | 7 | C | 5-10 ogre Bbn6 | 14-20 |
| 1-5 | 8 | C | <i>Xogg</i> , ogre mage Wiz8 | 15 |
| 2-1 | 9 | C | <i>Bahdros</i> , minotaur Ftr8 | 11 |
| 2-2 | 10 | T | <i>Wail of the banshee</i> trap | 10 |
| 2-2A | 10 | T | <i>Blade barrier</i> trap | 7 |
| 2-3 | 10 | C | Vampire ogre mage Drd8, 2 aranea Wiz5 | 15 |
| 2-4 | 11 | C, T | 4 animated attack dummies, trapped sword, thrown weapons | 9-13 |
| 2-5 | 12 | C | 5 ogre Ftr6 | 14 |
| 2-6 | 12 | T | Deathblade wall scythe | 7 |
| 2-7 | 13 | C | 2 ogre cooks | 5 |
| 2-8 | 13 | C | 8 ogre Ftr6 | 15 |
| 2-9 | 14 | T | Deathblade wall scythe | 7 |
| 2-10 | 14 | C | Thrown objects | 2 |
| 2-11 | 14 | C | <i>Erengoth</i> , demon knight, 0-2 shadow demons | 13 |
| 2-12 | 15 | C | <i>Ageta</i> , annis Wiz8 | 13 |
| 2-13 | 16 | C | Thrown objects | 0-2 |
| 3-1 | 16 | C | 3 greater barghest | 8 |
| 3-2 | 17 | C | <i>D'Varr</i> , half-fiend minotaur Bbn10 | 19 |
| 3-3 | 18 | C | 2 dark nagas, thrown crates | 13 |
| 3-6 | 18 | P | Lever puzzle | 8 |
| 3-7 | 19 | T | Lightning pool trap | 7 |
| 3-8 | 20 | C, T | 6 lightning weirds, stair trap | 15 |

| Loc | Pg | Type | Encounter | EL |
|------|----|------|---|---------|
| 4-2 | 21 | T, C | 2 screaming skulls | 9 |
| 4-3 | 22 | C | 5 living spirit ogres | 13 |
| 4-4 | 22 | T, C | Various traps, 3 mummies | 4-8, 17 |
| 4-5 | 24 | T | <i>Incendiary cloud</i> trap | 8 |
| 4-6 | 24 | C | <i>Arozza Stormbringer</i> (storm giant Wiz9) | 20 |
| 4-7 | 25 | P/C | <i>Zadok</i> , living spirit ogre Ftr15 | 0 or 19 |
| 4-8 | 26 | C/T | 2 basilisks | 11 |
| 4-9 | 26 | T | Dead end alley | – |
| 4-10 | 26 | C | Mummy lord Clr10 | 15 |
| 4-11 | 27 | P/C | <i>Halifa</i> , living spirit doll | 0 or 7 |
| 4-13 | 27 | P | Riddle | – |
| 4-14 | 28 | T | Trapped chests | 7 |
| 4-15 | 28 | C | 3 dark nagas | 14 |
| 4-16 | 28 | C, T | <i>Stozari Stormbringer</i> , black pudding (trap), other traps | 22 |

Scaling Information

The Stormbringer Juggernaut is designed for 4-6 characters of 13th-15th levels, but it can be modified for stronger parties. The encounters in this adventure deal quite a bit of damage, so PCs should be encouraged to stock up on healing potions, scrolls, and wands before proceeding. The adventurers know they are facing storm giants, so they will probably stock up on *resist energy* (electricity) potions and scrolls, as well. It also wouldn't hurt to put a retainer on a *true resurrection* spell at the local temple!

It would be extremely unwise to attempt to complete this adventure without a cleric in the party. In terms of party mix, the author suggests the adventuring party contain no less than five characters of 13th level, two of whom should be buff fighter-types with good armor classes. Pre-generated characters are provided in the appendix.

As the PCs must fight two storm giantesses in this adventure, one of whom can reappear if her spirit gem is not discovered and destroyed, and their strong minions, it is not recommended that this adventure be played with weaker parties. Playing with weaker parties will ensure high PC death tolls – which may be fun for the DM but not for the players. In playtest, in fact, the party experienced three deaths over the course of this adventure.

Stronger Parties (7 or more characters, or higher than 15th level): Increase the number of ogre barbarians on the first and second decks by 25%, and add 2 character levels to the named NPCs. Increase the Search and Disable Device DCs by 2-4 points.

Getting the Players Involved

One way or another, the PCs must be commissioned to take on the Stormbringer juggernaut. This adventure assumes they start within sight of the juggernaut. It's up to you to get them there. The following hooks can be used to get the PCs involved in the plot:

- If the adventurers played DCC #21: Assault on Stormbringer Castle, they may already have suspicions about the juggernaut plot and Stozari's spirit. All you need is help them put two and two together. After thanking the heroes for their assistance in defeating Stozari, Lord McDurmott, leader of Argalis, calls them back a week later with disturbing news. There are reports from the distant island of Cairvos of a gigantic warship under construction, led by a Stozari storm giant. He hires them once again, this time for 15,000 gp, three scrolls of *heal*, and two scrolls of *raise dead*, and sends them to vanquish yet another Stormbringer giant.
- If the adventurers did not play through DCC #21: Assault on Stormbringer Castle, then Argalis' leader, Lord McDurmott, contacts them with a plea for help. It seems the recent assassination of the giantess Stozari Stormbringer did not go as planned. Now, they have a worse problem to deal with: her spirit residing in a massive ship capable of wiping out every merchant vessel along the coast.
- Good cleric or paladin characters receive a plea from their affiliated religious organizations to help stop the juggernaut's completion.
- Characters learn that Arozza Stormbringer has enslaved an entire dwarven and elven enclave from the island of Cairvos. Some of those enslaved are relatives of the PCs. If the pregenerated characters are used, the elf, Drazi D'Lai, is related to the D'Lai clan of Cairvos.

Stozari, the Living Ship

As a living spirit encased in the ship, Stozari can move about it at will. She may physically appear anywhere she desires, and she may depart just as quickly. When she chooses to physically appear (as indicated in the text), she throws objects at the PCs to thwart them. These thrown objects gain the benefit of her Strength bonus (+14).

Instead of physically appearing, however, she prefers to use her telekinetic abilities to propel objects at intruders. In such instances, these objects do not gain the benefit of her Strength bonus. Use her ranged attack bonus; these propelled weapons do their listed damage if they successfully hit.

Each level lists a percentage chance that Stozari "notices" the intruders within her new wooden body. The closer they get to the heart of the ship, the higher this chance becomes. Once she takes note of them, she doesn't lose sight of them unless they leave the ship and return. She

will use her knowledge of their presence to alert wandering monsters and creatures in keyed encounters, making them aware of the PCs so they can ambush the intruders or boost themselves with spells for the coming conflict. Once Stozari notices the PCs, it is unlikely they will surprise anyone else in the ship ever again.

The living spirit template is described in detail on page 23 of *Dungeon Crawl Classics #21: Assault on Stormbringer Castle*. It is not repeated here for space reasons (and because it would be lame to buy a module with the same monster description in it that another module has!).

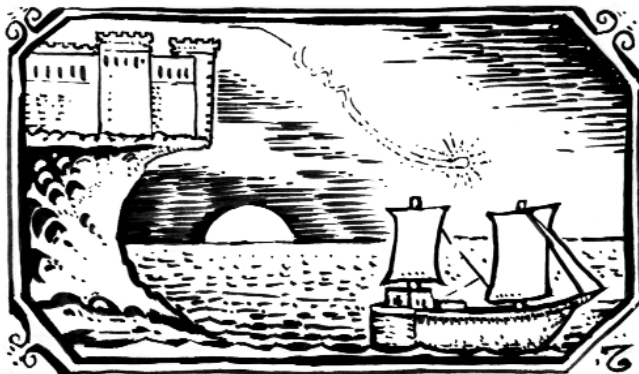
Background Story

Stozari Stormbringer and Stormbringer Castle

Stozari Stormbringer had inhabited a castle 10 miles to the north of Argalis for a century. During that time, she and her family demanded tribute from Argalis and the surrounding coastal towns to protect them from foul weather. In recent years, she increased the tribute, ostensibly to pay for her castle's upkeep. In reality, the extra funds went toward two massive vessels to enclose her spirit and her husband's spirit, ensuring them continual life as weapons of mass destruction.

The coastal towns, long pinched by the Stormbringer clan, grew tired of paying the ever-increasing tribute, and they refused to belly up. In response to their refusal, Stozari Stormbringer called forth a devastating hurricane to remind them of her considerable power. After the storm, the giantess sent an emissary to Argalis to see if Lord McDurmott was ready to deal. Despite the massive destruction, Argalis' leader (and those he represented) still refused to buckle. This scenario would take place two more times, and even in the face of enormous property damage and large death tolls, the towns' leaders thought it a better use of their money to hire adventurers to rid the area of the tyrannical giantess forever than to continue to bow to her extortion. So they pooled their resources and hired a strong band of adventurers to eliminate their problem.

The adventurers attacked Stormbringer castle, and they succeeded in killing Stozari Stormbringer. Upon destroying her physical body, however, they were surprised to find they had only freed her spirit. Searching her castle, they then learned the truth of the matter: her spirit had fled her body and now resided in a colossal ship off the coast of the island of Cairvos – a ship that she could now control with the strength of her mind alone.



Arozza Stormbringer

Stozari's daughter has been working on her juggernaut, the vessel her mother's spirit now controls, for several years. The ship is now nearing completion, and is lacking only its sterncastle and full contingent of weapons. The ship sits off the coast of the southern island of Cairvos, where a group of enslaved dwarves, orcs, hobgoblins, and elves are toiling to finish it quickly. The giantess has been overworking and starving them to hasten the completion time of her juggernaut, for Arozza is quite eager to begin destroying ships to and from Argalis in the name of the Abyssal lord she follows!

Arozza has promised to use her lethal vessel to add legions of undead sailors to the demon lord's command. To assist her with this mission, her lord has sent Erengoth, a demon knight, to act as her first mate, and he has also given her Colodek, a mummy cleric who failed him, and three of Colodek's mummy minions to use as she wishes.

Arozza also has *another* weapon. Kraxxox Stormbringer, Stozari's late husband, is believed to be dead. The coastal townsfolk attended his funeral, after all. But the spirit of the elder Stormbringer, whose health was fading, now resides in a 100-foot-tall colossus that will walk across the ocean floor to bring disaster to the coastal towns. Arozza has kept the colossus a secret so far.

The Island of Cairvos

Cairvos is a small isolated island with a dwarven, orc, hobgoblin, and elven population. The island is of little significance to the overall mercantile interests of Argalis. Traveling to Cairvos by sea takes three days by ship. As the island holds little mercantile interest, it's not a part of the area's standard shipping lanes. A dwarven or elven player may have visited the island to see relatives or to seek training from the expert craftsmen who live there.

If the players go directly to the island via magic, they find the island's population missing. The small settlements that formerly housed them have been razed. From the island's coast, they can see a massive ship sits about three hundred yards out to sea. The sea breeze carries the sound of hammering from the ship. Anyone capable of seeing great distances or flying inconspicuously around the great ship can see that it is still in the final stages of being built. Currently, a great deal of work is taking place on the ship's forecastle.

Player Beginning

There's no telling how the players will approach the ship. No doubt, magic will be used. In playtest, the characters flew in invisibly and attacked from the sterncastle. They were able to defeat the foes there in time to deal with those rushing across the long deck from the other side. Distance, missile weapons, and spells were their friends in this combat.

Please keep in mind that the deck levels are protected with a *warded walls* spell (see sidebar) that prevents people from teleporting through walls or scanning through them. The characters may teleport to the main deck, but they cannot use the spell to teleport to or from the other decks, should they need to do so in a hurry.

When the characters first spot the ship, read or paraphrase the following:

Three hundred yards from the island of Cairvos, the Stormbringer juggernaut floats on the lapping sea. The 800-foot-long ship rises over 120 feet above the water, and its tall, sail-less masts rise over 120 more feet. The sounds of hammering float out to you, and you can see figures moving about the upper deck, especially toward the ship's stern, where the sterncastle is still under construction. Ballistae are visible from its main deck, and catapults and more ballistae stand threateningly from the fore of the ship, just past the forecastle.

Level 1: Top Deck

The Stormbringer juggernaut is almost complete. All that's lacking are the sterncastle and the many ballistae and catapults. Laborers are currently hard at work to finish the sterncastle, which will eventually house their air force: griffons and hippogriffs ridden by ogre riders.

Unless otherwise noted in the text, treat the doors and walls as follows.

Doors (strong wooden, magically treated): 2 inches thick; Hardness 10; hp 40; Break DC 23; Open Lock DC 30.

Walls (magically treated, warded walls): 6 inches thick; Hardness 10; hp 120, Break DC 43.

Ogre Barbarian (Ogre Bbn6): CR 9; Large Giant; HD 4d8+6d12+43; hp 100; Init +4; Spd 50 ft.; AC 18, touch 8, flat-footed 18; Base Atk +9; Grp +21; Atk/Full Atk +18 melee (2d8+13/x2, +1 greatclub) or javelin +9 ranged (1d8+8/x2, javelin) or +9 ranged (2d6/x3, longbow); Space/Reach 10 ft./10 ft.; SA Rage 2/day; SQ Darkvision 60 ft., low-light vision, trap sense +2, uncanny dodge; AL CE; SV Fort +13, Ref +3, Will +3; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +13, Hide -6, Jump +17, Listen +8, Spot +2; Power Attack, Improved Initiative, Toughness, Weapon Focus (greatclub).

Possessions: +1 greatclub, +1 chain shirt, masterwork javelins (4), masterwork longbow, 20 arrows, dagger, 50 gp.

Languages: Giant.

Wandering Monsters

There is a 30% chance (1-6 on a d20) per half hour that the characters will have a random encounter. Randomly determine the nature of the encounter by rolling 1d6:

| Roll | Encounter |
|------|-------------------------|
| 1-2 | 1d4 minotaur barbarians |
| 3-6 | 1d6 ogre barbarians |

Minotaur Barbarian (Minotaur Bbn5): CR 9; Large Monstrous Humanoid; HD 6d8+5d12+22; hp 81; Init +4; Spd 40 ft.; AC 19, touch 10, flat-footed 19; Base Atk +11; Grp +20; Atk/Full Atk +16 melee (3d6+8/x3, +1 greataxe) or +15 (1d8+5, gore) or +10 ranged (2d6/x3, longbow); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+7, rage 2/day; SQ Darkvision 60 ft., fast movement, improved uncanny dodge, trap sense +1, uncanny dodge; AL CE; SV Fort +10, Ref +6, Will +6; Str 20, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +10, Listen +12, Search +2, Spot +7; Dodge, Great Fortitude, Power Attack, Track.

Possessions: +1 greataxe, +1 chain shirt, potion of fly, longbow, 20 arrows, dagger, 50 gp.

Languages: Common, Giant.

Warded Walls

Abjuration

Level: Sor/Wiz 7

Components: V, S, M, F

Casting Time: 30 minutes

Range: Anywhere within the area to be warded

Area: Up to 200 sq. ft./level (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: See text

This powerful spell is primarily used to defend a stronghold. The ward protects 200 square feet per caster level. The warded area can be as much as 40 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them.

The following spells cannot penetrate walls protected by this spell: *clairaudience/clairvoyance*, *disintegrate*, *dispel magic*, *locate object*, *passwall*, *scrying*, and *teleport*.

Focus: A small silver key

Areas of the Map

Area 1-1 – Sterncastle Frame (EL 13): Read or paraphrase the following:

The wooden framework for what will obviously be the ship's forecastle rises from the deck. The framework occupies an area over 200 feet square, but, as is evident from the framework within the larger frame, will eventually house eight separate rooms when completed. Boards lie scattered inside the framework, and eight tired-looking dwarven laborers in tattered clothing rush about the wood-strewn area, hammering away at the structure. Bruises cover their bodies and they look starved. In the midst of the noise, a large ogre sleeps in a chair backed against a beam on the eastern side of the frame. His greatsword lies across his lap, and a wolf rests on the floor by his side, keeping an eye on the dwarves. Another wolf roams among the dwarven workers.

Development: The dotted lines on the map indicate half-built walls that will eventually form rooms within the sterncastle's framework. This area is intended to house the ship's air force: griffons, hippogriffs, and their riders.

The captured dwarves have been hard at work on the ship for several months. Their captors have beaten and starved them into submission. The dwarves now fear their captors so much that they will not allow any intruders to enter the ship without alerting their ogre guard. The slaves have seen the power of the storm giantess, and they do not believe anyone can defeat her, so they will not risk their lives to assist would-be-heroes. If, however, a dwarf is among the PCs (Spot check DC 10 for them to notice), they put their faith in that dwarf, keep their mouths shut, and pretend not to see the intruders. The dwarves are craftsmen, so they will not fight if freed. Even if the PCs win the battle on the first deck and declare the slaves freed, the dwarves will continue to labor on the ship, for they truly fear the storm giantess and the spirit that now resides in the ship. They will not cease working until the giantess and the spirit demon have been slain.

A locked trapdoor to area 2-2A lies on the eastern side of area 1-1. It is trapped with a *glyph of warding*.

Tactics: The abyssal wolves can smell anyone coming within 60 feet of them, so invisible characters cannot sneak up on them. They alert the ogre taskmaster to danger with a distinctive howl. The taskmaster has a *potion of see invisibility* that he consumes in such instances. The wolves will continue to howl during the attack, attempting to gain the attention of the ogres on the platform standing by the ballistae (area 1-3). They in turn alert 5 ogre barbarians from area 1-4, who run to aid their comrades. The remaining 5 barbarians in area 1-4 hold their position, but they alert the ogre

mage in area 1-5 that troublemakers have arrived. They make their stand in that room.

Trapped Secret Trapdoor (magically treated, leads to area 2-2A): 2 inches thick; Hardness 10; hp 40; Search DC 25; Break DC 43; Open Lock DC 30.

Glyph of Warding (Blast): CR 4; spell; touch trigger (attempting to open trap door); no reset; spell effect (*glyph of warding* [blast], 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all within 5 ft.); Search DC 28; Disable Device 28.

Starved Dwarven Slaves (8): Treat as dwarven Exp3. They currently have 3 hp.

Grask, Ogre Task Master, Ogre Bbn8: CR 11; Large Giant; HD 4d8+8d12+48; hp 121; Init +4; Spd 50 ft.; AC 19, touch 8, flat-footed 19; Base Atk +11; Grp +23; Atk +20 melee (2d8+13/19-20/x2, +2 *greatclub*) or javelin +11 ranged (1d8+8/x2, masterwork javelin) or +11 ranged (2d6+8/x3, masterwork composite longbow (+8 Str)); Full Atk +20/+15/+10 melee (2d8+13/19-20/x2, +2 *greatclub*) or javelin +11 ranged (1d8+8/x2, masterwork javelin) or +11/+6 ranged (2d6+8/x3, masterwork composite longbow (+8 Str)); Space/Reach 10 ft./10 ft.; SA Rage 3/day; SQ Damage reduction 1/–, darkvision 60 ft., improved uncanny dodge, low-light vision, trap sense +2, uncanny dodge; AL CE; SV Fort +14, Ref +3, Will +3; Str 27, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +13, Hide –6, Jump +17, Listen +8, Spot +2; Power Attack, Improved Critical (*greatclub*), Improved Initiative, Toughness, Weapon Focus (*greatclub*).

Possessions: +2 *greatclub*, +2 *chain shirt*, javelins (4), masterwork composite longbow (+8 Str), 20 arrows, dagger, 80 gp.

Languages: Giant.

Abyssal Wolves (2): CR 9; Large Magical Beast (Chaotic, Evil, Extraplanar); HD 9d10+45; hp 94; Init +4; Spd 50 ft.; AC 21, touch 13, flat-footed 17; Base Atk +9; Grp +18; Atk/Full Atk +13 melee (1d10+7, bite); Space/Reach 10 ft./5 ft.; SA Paralyzing gaze, trip; SQ Damage reduction 10/cold iron, darkvision 60 ft., favored prey, keen scent, know alignment, low-light vision, SR 18; AL CE; SV Fort +11, Ref +10, Will +7; Str 20, Dex 18, Con 20, Int 8, Wis 14, Cha 17.

Skills and Feats: Hide +0, Jump +15, Listen +3 (+5 against non-evil half-fiends or tieflings), Move Silently +5, Sense Motive +3 (+5 against non-evil half-fiends or tieflings), Spot +6 (+8 against non-evil half-fiends and tieflings), Survival +3 (+7 tracking by scent, +9 tracking non-evil half-fiends or tieflings); Improved Natural Weapon (bite), Iron Will, Power Attack, Track.

Possessions: gold-encrusted collars (400 gp value)

Languages: Abyssal, Common.

Area 1-2 – Open Deck: Read or paraphrase the following:

The open deck is at least 300 feet long and nearly as wide. The ship's three masts, standing over 100 feet tall and 15 feet wide, stand in place waiting for their sails. Six ballistae rest on the port and starboard sides of this deck, and large lockers rest nearby. Toward the western side of the deck, two sets of stairs lead to a platform where two ogre guards man the ballistae; a third set of stairs leads below. On the eastern side of the deck sits an open hatch with stairs leading down.

Development: The lockers on the deck (marked L on the map) are unlocked. They contain shot for the various ballistae. The masts are made from great redwoods, and they are 20 feet wide and 120 feet tall. The PCs and their ogre opponents may use them as cover.

Tactics: If the PCs move about this area in plain view, the dwarven slaves in area 1-1 may spot them (give them a DC 10 Spot check if the PCs are not hiding; otherwise use an opposed check). If they do spot them, unless there is a dwarf among the intruders, the slaves quickly alert the sleeping ogre guard to the PCs' presence, as they don't want to be whipped for failing to report intruders. Additionally, two ogre guards man the ballistae on the platform (area 1-3), which overlooks the main deck, and they are allowed a Spot check as well. The ballistae are loaded and on turrets, so those guards could easily attempt to attack with those weapons. They also carry long bows.

Area 1-3 – Platform (EL 11): Read or paraphrase the following:

Two sets of stairs lead from the open deck to a platform roughly 40 feet wide that rises fifteen feet from the main deck. Past the platform is a wall with a set of double doors near its center. Three large lockers sit near the doors, and two ballistae on turrets rest to either side of the platform.

Tactics: Two ogres man the ballistae. If the PCs have not already dispatched them, add them to the description above. They initially attack with the ballistae, but move to missile or melee weapons, as the situation requires.

Ogre Guards (2), Ogre Ftr6: CR 9; Large Giant; HD 4d8+6d10+43; hp 94; Init +4; Spd 50 ft.; AC 18, touch 8, flat-footed 18; Base Atk +9; Grp +21; Atk +18 melee (2d8+15/19-20/x2, +1 *greatclub*) or javelin +9 ranged (1d8+8/x2, masterwork javelin) or +9 ranged (2d6+8/x3, masterwork composite longbow (+8 Str)) or +9 ranged (3d8/19-20, ballista); Full Atk +18/+13 melee (2d8+15/19-20/x2, +1 *greatclub*) or javelin +9 ranged (1d8+8/x2, masterwork javelin) or +9/+3 ranged (2d6+8/x3, masterwork composite longbow (+8 Str)) or +9 ranged (3d8/19-20, ballista); Space/Reach 10 ft./10 ft.; SA –; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +13, Ref +3, Will +3;

Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +13, Hide –6, Jump +17, Listen +8, Spot +2; Cleave, Power Attack, Improved Critical (*greatclub*), Improved Initiative, Iron Will, Point Blank Shot, Toughness, Weapon Focus (*greatclub*), Weapon Specialization (*greatclub*).

Possessions: +1 *greatclub*, +1 *chain shirt*, masterwork javelins (4), masterwork composite longbow (+8 Str), 20 arrows, dagger, 50 gp.

Languages: Giant.

Area 1-4 – Forecastle Barracks (EL 14-20): A set of unlocked double doors leads to this area. The ogres here are used to the sounds of building and moving objects, so they aren't likely to be awakened by the sounds of the PCs moving about outside the door. If the ogres from area 1-3 begin firing on intruders on the deck, the ogres alert their compatriots in the forecandle. (Of course, they may have already been alerted by the baying wolves in area 1-1). Five barbarian ogres answer the call, and they awaken the remaining five. Those five hold the forecandle and alert the ogre mage in area 1-5.

If the ogres have not been alerted, read or paraphrase the following:

The smell of unwashed bodies assaults your nose when you open the doors. Twenty large hammocks hang in the room. Five of them are occupied by sleeping ogres. Five ogres are seated at a table to the left of the double doors. The five at the table are drinking and playing cards. The sound of hammering comes from beyond the door on the west side of the room.

If the ogres have been alerted, read or paraphrase the following. You will need to supply the exact number of ogres, based on the number that left to join combat elsewhere.

The smell of unwashed bodies assaults your nose when you open the doors. Twenty large hammocks hang in the room. A large group of ogres stands readied with weapons. The sound of hammering comes from beyond the door on the west side of the room.

Tactics: If called upon, the ogres here leave to assist their companions elsewhere. If they are encountered in this area, they attack using their brute force and rage ability. They also alert the ogre mage in area 1-5 to aid them. If possible, the ogre mage will use his *lightning cannon* (see area 1-5) against the PCs. The barbarians fight to the death.

Ogre Barbarian (Ogre Bbn6): CR 9; Large Giant; HD 4d8+6d12+43; hp 100; Init +4; Spd 50 ft.; AC 18, touch 8, flat-footed 18; Base Atk +9; Grp +21; Atk/Full Atk +18 melee (2d8+13/x2, +1 *greatclub*) or javelin +9 ranged (1d8+8/x2, javelin) or +9 ranged (2d6/x3, longbow); Space/Reach 10 ft./10 ft.; SA Rage 2/day; SQ

Darkvision 60 ft., low-light vision, trap sense +2, uncanny dodge; AL CE; SV Fort +13, Ref +3, Will +3; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +13, Hide –6, Jump +17, Listen +8, Spot +2; Power Attack, Improved Initiative, Toughness, Weapon Focus (greatclub).

Possessions: +1 greatclub, +1 chain shirt, masterwork javelins (4), masterwork longbow, 20 arrows, dagger, 50 gp.

Languages: Giant.

Area 1-5 – Front Assault Deck (EL 15): Three emaciated dwarven slaves are busy building the wooden lockers that will hold the ammunition for the four ballistae housed on this assault deck. The dwarves will not join any combat in area 1-4. Read or paraphrase the following:

Five ballistae on turrets face toward the sea in this open area. Nearby, three emaciated dwarves hammer away on what appear to be large lockers. Just beyond the northern ballistae lies a 70-foot bowsprit. An ogre stands watch beside a large tubular metal object that appears to be clamped into a stand. It is pointed out toward sea.

The metal object pointing out toward sea is a *lightning cannon*. It is eight feet long and weighs over 300 lbs. Essentially, it is a large *wand of lightning bolt* (CL 8) with a permanent *greater amplify* spell (see sidebar below) cast upon it to extend the wand's firing distance and to maximize its damage (deals 48 points of damage and can fire in a 240-ft line).

Starved Dwarven Slaves (3): Treat as Exp3. They currently have 3 hp.

Xogg, Male Ogre Mage, Ogre Mage Wiz8: CR 16; Large Giant; HD 5d8+8d4+42; hp 84; Init +4; Spd 40 ft., fly 40 ft. (good); AC 22, touch 11, flat-footed 22; Base Atk +7; Grp +16; Atk +14 melee (3d6+9/19-20,

+2 *greatsword*) or +6 ranged (2d6/x3, longbow); Full Atk +14/+9 melee (3d6+9/19-20, +2 *greatsword*) or +6/+1 ranged (2d6/x3, longbow); Space/Reach 10 ft./10 ft.; SA Spell-like abilities; SQ Darkvision 90 ft., low-light vision, regeneration 5, spell resistance 19; AL NE; SV Fort +11, Ref +5, Will +13; Str 21, Dex 10, Con 17, Int 16, Wis 14, Cha 17.

Skills and Feats: Concentration +16, Decipher Script +14, Knowledge (arcane) +12, Listen +10, Spellcraft +17, Spot +10; Brew Potion, Combat Expertise, Improved Initiative, Iron Will, Scribe Scroll, Toughness, Weapon Focus (greatsword).

Possessions: +2 *greatsword*, +2 *mithril chain shirt*, +2 *cloak of resistance*, *potion of cure moderate wounds* (x2), *scroll of slay living* (CL 11), *scroll of see invisibility* (CL 8), *potion of water breathing* (x2).

Spells (4/5/4/4/2; DC 13+spell level): 0 – *acid splash*, *detect magic*, *flare*, *ray of frost*; 1st-level – *alarm*, *magic missile* (x2), *shield*, *true strike*; 2nd-level – *resist energy*, *see invisibility*, *touch of idiocy*, *scorching ray*; 3rd-level – *hold person*, *lightning bolt*, *protection from energy*; 4th-level – *greater invisibility*, *stoneskin*.

SA – Spell-Like Abilities: At will – *darkness*, *invisibility*; 1/day – *charm person* (DC 14), *cone of cold* (DC 18), *gaseous form*, *polymorph*, *sleep* (DC 14). Caster level 9th.

SQ – Flight (Su): An ogre mage can cease or resume flight as a free action. While using *gaseous form* it can fly at its normal speed and has perfect maneuverability.

SQ – Regeneration (Ex): Fire and acid deal normal damage to an ogre mage. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

Amplify

Universal

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: 0

Duration: Until next spell cast

Saving Throw: None

Spell Resistance: N/A

This spell can amplify two effects of any 1st-2nd level spell. At the time of casting, choose two effects from the metamagic feat list. They apply to the next spell you cast. You may choose any metamagic feat; you need not possess the feats.

Material: A gem of 100 gp value is consumed during the casting of this spell.

Amplify, Greater

Universal

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: 0

Duration: Until next spell cast

Saving Throw: None

Spell Resistance: N/A

This spell can amplify two effects of any 3rd-4th level spell. At the time of casting, choose two effects from the metamagic feat list. They apply to the next spell you cast. You may choose any metamagic feat; you need not possess the feats.

Material: A gem of 200gp value is consumed during the casting of this spell.

Level 2: Lower Deck

Stozari is 45% likely to take notice of the PCs on any given round while they are traversing this level. If she notices them, she most likely throws objects at them via her telekinesis ability or informs her minions of their presence, sending them to attack or merely putting them on alert.

Unless otherwise noted in the text, treat the doors and walls as follows.

Doors (strong wooden, magically treated): 2 inches thick; Hardness 10; hp 40; Break DC 23; Open Lock DC 30.

Walls (magically treated, warded walls): 6 inches thick; Hardness 10; hp 120; Break DC 43.

Wandering Monsters

There is a 30% chance (1-6 on a d20) per fifteen minutes that the characters will have a random encounter. Randomly determine the nature of the encounter by rolling 1d6:

| Roll | Encounter |
|------|------------------|
| 1-4 | Ethereal filcher |
| 5-6 | 1d6 Ogre guards |

Ethereal Filcher: CR 7; Large Aberration; HD 9d8+18; hp 58; Init +7; Spd 40 ft.; AC 17, touch 12, flat-footed 14; Base Atk +6; Grp +14; Atk +10 melee (1d6+4, bite); Full Atk +10/+5 melee (1d6+4, bite); Space/Reach 10 ft./10 ft.; SQ Darkvision 60 ft., detect magic, ethereal jaunt; AL N; SV Fort +8, Ref +6, Will +4; Str 18, Dex 16, Con 15, Int 9, Wis 12, Cha 10.

Skills and Feats: Listen +8, Sleight of Hand +13, Spot +10, Use Magic Device +13; Alertness, Dodge, Improved Initiative.

Possessions: The filcher has pilfered the following items from Arozza's minions: a *ring of sustenance*, a *rod of wonder*, *Quall's feather token* (swan boat), and a *potion of tongues*.

Languages: None (do not speak).

SQ – Ethereal Jaunt (Su): An ethereal filcher can shift from the Ethereal Plane to the Material Plane as part of any move action, and shift back again as a free action. It can remain on the Ethereal Plane for 1 round before returning to the Material Plane. The ability is otherwise identical with the *ethereal jaunt* spell (caster level 15th).

Development: Arozza's *warded walls* spells do not prevent ethereal creatures from penetrating them. Thus, the ethereal creature can move about the ship at will. The ethereal filcher should not be used as a threatening monster; instead, it should be used to annoy. It has found a neat new wand that does some strange things. It enjoys activating it just to see what happens. While the PCs are perhaps otherwise engaged (searching a room, fighting, etc.), the filcher tests it upon them (or their opponents – 50% chance either way). It will also try to snatch anything that catches its

interest during the same circumstances. So far, Stozari is not aware of the creature's presence. The items it has stolen have caused some conflicts among the crew, as the victims have accused their shipmates of thievery.

Ogre Guards, Ogre Ftr6: CR 9; Large Giant; HD 4d8+6d10+43; hp 94; Init +4; Spd 50 ft.; AC 18, touch 8, flat-footed 18; Base Atk +9; Grp +21; Atk +18 melee (2d8+15/19-20/x2, +1 *greatclub*) or javelin +9 ranged (1d8+8/x2, masterwork javelin) or +9 ranged (2d6+8/x3, masterwork composite longbow (+8 Str)); Full Atk +18/+13 melee (2d8+15/19-20/x2, +1 *greatclub*) or javelin +9 ranged (1d8+8/x2, masterwork javelin) or +9/+3 ranged (2d6+8/x3, masterwork composite longbow (+8 Str)); Space/Reach 10 ft./10 ft.; SA –; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +13, Ref +3, Will +3; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +13, Hide –6, Jump +17, Listen +8, Spot +2; Cleave, Power Attack, Improved Critical (*greatclub*), Improved Initiative, Iron Will, Point Blank Shot, Toughness, Weapon Focus (*greatclub*), Weapon Specialization (*greatclub*).

Possessions: +1 *greatclub*, +1 *chain shirt*, masterwork javelins (4), masterwork composite longbow (+8 Str), 20 arrows, dagger, 50 gp.

Languages: Giant.

Development: When Stozari does become aware of the PCs, she is very likely to alert a squad of ogres to the PCs' presence when these intruders enter area 2-1, the weapon master's quarter. Her minions can corner them in the corridor while she has the vampire and his aranea helpers (area 2-3) enter the fray from the other side of the corridor.

Areas of the Map

Area 2-1 – Weapon Master's Quarters (EL 11): The door to this room is locked (Open Lock DC 30). Read or paraphrase the following:

This 80-foot by 80-foot room contains a large mattress and chest, as well as a menacing minotaur who does not look happy to have been disturbed. Twenty large waraxes of various makes hang from the walls, and an even larger one rests in the minotaur's hands. Lightning crackles down its blade as he hefts it.

The minotaur is the ship's weapon master. He is overseeing the construction and installation of the ballistae and other heavy armaments.

Tactics: The minotaur rushes the first opponent through the door with his powerful charge. He is also wearing *eyes of doom*, and may take a standard action to attempt to affect one target per round with *doom* (Will save DC 11). He can also use *fear* as a normal gaze attack once per week (Will DC 16), and the lens-

es grant him use of a continual *deathwatch* power.

Treasure: Two of the waraxes on the wall are magical (+1 waraxes), as is the one the minotaur carries. Under his bed is hidden pouch (Search DC 20) with 100 gp, a 3,000 gp diamond, and a potion of *cure serious wounds*.

Bahdros, Minotaur Ftr8; CR 12; Large Monstrous Humanoid; HD 6d8+8d10+31; hp 102; Init +7; Spd 30 ft. climb; AC 24, touch 12, flat-footed N/A; Base Atk +14; Grp +28; Atk +22 melee (3d6+13/19-20, +2 *greataxe*) or +20 (1d8+6, gore) or +17 ranged (2d6/19-20, large light crossbow); Full Atk +22/+17/+12 melee (3d6+13/19-20, +2 *greataxe*) and +15 (1d8+3, gore) or +17/+12/+7 ranged (2d6/19-20, large light crossbow); Space/Reach 10 ft./10 ft.; SA Powerful charge +4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +10, Ref +10, Will +7; Str 22, Dex 16, Con 15, Int 9, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Jump +13, Listen +7, Search +3, Spot +7; Improved Critical (*greataxe*), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Rapid Reload (light crossbow), Toughness, Track, Weapon Focus (*greataxe*), Weapon Specialization (*greataxe*).

Possessions: +2 *Large greataxe*, +3 *chain shirt*, *eyes of doom*, large dagger, large light crossbow, 20 bolts, 500 gp, *potion of cure moderate wounds*, *potion of invisibility*.

SA—Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

SQ—Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Area 2-2 – Empty Cabin (EL 10): Read or paraphrase the following:

This 80-foot-wide room houses a hammock and a chest.

Development: Someone with a keen eye will note the room is smaller than it should be (Int check DC 20 or Search check DC 20). A 10-foot-wide, 80-foot-long compartment lies behind the room's east wall. The secret trap door leading to area 2-2A actually lies in the ceiling above it, meaning it's on the main deck in area 1-1; there is no direct entry from area 2-2, although characters could attempt to break through the wall (difficult but possible; see stats on page 9). The chest resting near the hammock is bolted to the floor. It is empty but trapped; Arozza had it trapped as a special gift for the curious.

Wall of the Banshee Trap: CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34.

Area 2-2A – Vampire's Abode (EL 7): Read or paraphrase the following:

A dark ten-foot-wide and 80-foot-long room stretches out before you. A ten-foot-high sarcophagus leans against the north wall. Its lid is currently closed. Ten gold statues of dwarven heroes stand before it.

This secret area houses the druid vampire's sarcophagus and his treasure. A DC 20 Search check reveals tiny holes in the lid of the sarcophagus lid; these allow the vampire to enter it in gaseous form.

Unless the vampire has fled here, the sarcophagus is not occupied. It is trapped with a *blade barrier* trap (see below) which is magically keyed not to react to creatures in gaseous form. The room is accessible through the holes present on the area 2-3 side of the wall (if someone chooses to enter in *gaseous form*) or through the secret trapdoor on the east side of deck one in area 1-1.

Blade Barrier Trap: CR 7; magic device; touch trigger (does not register creatures in gaseous form); automatic reset; spell effect (*blade barrier*, 11th-level cleric, 11d6 slashing, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31. Cost: 33,000 gp, 2,640 XP.

Treasure: Hidden inside the sarcophagus (Search DC 30) is a pouch containing five 500 gp emeralds and a *potion of resist energy (electricity)* 20, *potion of resist energy (acid)* 10 (x2), and a *wand of stoneskin* (18 charges).

Area 2-3 – Vampire Druid's Quarters (EL 15): The door to this room is locked (Open Lock DC 35). Upon opening, a DC 20 Spot check is needed to find the vampire druid ogre mage (in spider form) or the two aranea resting in the thick webs near the ceiling. The vampire's sarcophagus lies hidden in the secret compartment behind area 2-2. Small holes in bottom of the north wall allow the vampire to escape to his casket.

It is highly likely that Stozari has informed the vampire and his companions of the presence of intruders on this level, especially as they near area 2-1. If she has, they attempt to ambush the PCs, as described in the tactics below.

Read or paraphrase the following:

Upon opening the door, you find this room is dark. Putting a little light on the subject, you see this 80-foot by 80-foot room is filled with webs and dirt.

Tactics: It is highly likely that Stozari has warned the inhabitants of this room of the PCs' presence, espe-

cially if they have rounded the corner near area 2-1, a good place to ambush the PCs. In this case, the aranea will cast *mage armor* on themselves. Their first spell attack will be to cast *hold person*. The vampire druid will cast *bear's endurance* upon them, and he will use a charge from his *wand of stonewood* (in the sarcophagus in area 2-2A, leaving 7 charges) and imbibe his *potion of displacement*. He should join the combat on the third round.

If encountered in spider form, the druid has the natural attacks of a large monstrous spider (web and poison), and the following attribute alterations: Str 15 and Dex 17. But if given the chance, he transforms into his undead form before attacking. While he is in spider form, his personal items are stored in a bag attached to his web. If Stozari has forewarned him, he is in undead form when the PCs encounter him. He prefers to use his spell attacks first, and he relies on his energy drain ability when the PCs get too close. If things go badly, he casts *obscuring mist* and retreats in gaseous form to area 2-2A. He *polymorphs* himself temporarily to regain some lost hit points.

Treasure: The aranea have a sack of gems and two scrolls hidden in their web on the ceiling (Search check DC 25). The sack resides 25 feet above the ground. The gems are valued at 4,000 gp. The arcane scrolls contain *see invisibility* (CL 9) and *resist energy* (CL 9) spells.

Aranea Wiz5: CR 9; Medium Magical Beast (Shapechanger); HD 3d10+5d4+16; hp 44; Init +6; Spd 50 ft., climb 25 ft.; AC 13, touch 12, flat-footed 11; Base Atk +5; Grp +5; Atk/Full Atk +7 melee (1d6 plus poison) or +7 ranged web; SA Poison, spells, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +6, Ref +6, Will +8; Str 11, Dex 15, Con 14, Int 15, Wis 13, Cha 14.

Skills and Feats: Climb +14, Concentration +13, Decipher Script +7, Escape Artist +5, Knowledge (arcane) +7, Jump +13, Listen +8, Spellcraft +7, Spot +8; Alertness, Improved Initiative, Iron Will, Weapon Finesse.

Possessions: *wand of magic missiles* (CL 9th, 10 charges).

Languages: Common, Sylvan.

Sorcerer Spells (6/6; save DC 12 + spell level): 0 – *daze, detect magic, ghost sound, light, resistance*; 1st-level – *mage armor, silent image, sleep*.

Prepared Wizard Spells (4/4/3/1; save DC 12 + spell level): 0 – *acid splash, detect magic, ray of frost, touch of fatigue*; 1st-level – *chill touch, color spray, magic missile, shield*; 2nd-level – *protection from arrows, resist energy, see invisibility*; 3rd-level – *hold person*.

SA Poison (Ex): Injury, Fortitude DC 13, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

SA Web (Ex): Spider or hybrid form, 6/day, as net attack, range 50 feet, range increment 10 feet. The web

anchors the target in place, allowing no movement. Escape with DC 13 Escape Artist check or burst the web with a DC 17 Strength check. The web has 6 hit points, hardness 0, and takes double damage from fire.

Vampire Ogre Mage Druid, Drd8: CR 18; Large Undead (Augmented Giant); HD 13d12; hp 78; Init +6; Spd 40 ft., fly 40 ft. (good); AC 26, touch 16, flat-footed 24; Base Atk +9; Grp +18; Atk +17 melee (3d6+13/19-20, +1 *greatsword*) or +17 melee (1d8+8 plus energy drain, slam) or +8/+3 ranged (2d6/x3, longbow); Full Atk +17/+12/+7 melee (3d6+13/19-20, +1 *greatsword*) and +12 melee (1d8+8 plus energy drain, slam) or +8/+3 ranged (2d6/x3, longbow); Space/Reach 10 ft./10 ft.; SA Blood drain, children of the night, create spawn, dominate, energy drain, spells, spell-like abilities; SQ Alternate form, animal companion (deceased), damage reduction 10/silver and magic, darkvision 90 ft., fast healing 5, gaseous form, low-light vision, nature sense, regeneration 5, resist nature's lure, resistance to cold 10 and electricity 10, spell resistance 19, spider climb, trackless step, undead traits, vampire weaknesses, wild empathy, wild shape (3/day, Large), woodland stride; AL NE; SV Fort +10, Ref +5, Will +13; Str 27, Dex 14, Con –, Int 16, Wis 18 (20 with *peripat of Wisdom*), Cha 17.

Skills and Feats: Concentration +13, Diplomacy +11, Handle Animal +14, Heal +10, Knowledge (nature) +12, Listen +13, Spellcraft +13, Spot +13, Survival +13; Brew Potion, Combat Casting, Combat Expertise, Improved Initiative, Scribe Scroll.

Possessions: +1 *greatsword*, +4 *leather armor*, *peripat of wisdom* +2, *potion of displacement*, +2 *ring of protection*, dagger, longbow and arrows (20).

Languages: Common, Dwarven, Elven, Giant, Infernal.

Spells (6/6/4/4/3; DC 14+spell level): 0 – *create water, detect magic, flare, light, read magic, resistance*; 1st-level – *faerie fire, jump, longstrider, magic fang, obscuring mist, summon nature's ally I*; 2nd-level – *bear's endurance, bull's strength, heat metal, resist energy*; 3rd-level – *greater magic fang* (x2), *snare, water walk*; 4th-level – *ice storm, giant vermin*.

SA – Spell-Like Abilities: At will – *darkness, invisibility*; 1/day – *charm person* (DC 14), *cone of cold* (DC 18), *gaseous form, polymorph, sleep* (DC 14). Caster level 9th. The save DCs are Charisma-based.

SQ – Flight (Su): An ogre mage can cease or resume flight as a free action. While using gaseous form it can fly at its normal speed and has perfect maneuverability.

Area 2-4 – Armory (EL 9-13): Read or paraphrase the following:

Racks of large weapons line the walls of this enormous room. The wooden floor here is heavily scuffed, and four 16-foot-tall wooden attack dummies encased in metal stand in the corners.

Development: If the characters have played through



DCC #21: Assault on Stormbringer Castle, they are likely to be very wary of this room, remembering the living spirit ogre fighter, Totaki, who attacked them in the castle's armory. The PCs should indeed be wary. While these attack dummies hold no such spirit gems within, they are still a threat; Stozari can animate them, and does so once any foolhardy PCs have entered the room. She also sends a barrage of weapons at the PCs telekinetically.

Stozari can hurl up to 23 objects or creatures within 1,320 feet of her spirit gem, though all telekinetically thrown objects/creatures must be within 10 feet of each other. Her targets must be within 230 feet of the selected objects, and she must succeed on an attack roll (one per creature or object thrown) to hit targets with the items. Stozari's telekinetic ranged attack bonus is +20, and the hurled weapons cause their standard weapon damage (with no Strength modifier).

The room's west wall holds 20 Large masterwork spears. On the east wall hang 9 Large masterwork two-handed swords and one magical one (in the center of the wall), 5 masterwork Large longswords, and 5 Large masterwork short swords. The magical two-handed sword is sheathed and trapped (see below).

As a living spirit, Stozari is naturally invisible. She uses this to her advantage, though she occasionally taunts her targets in a booming, maniacal voice when she feels she has the upper hand.

Trapped Sword: Unsheathing the sword reveals a *symbol of death*. The symbol can slay one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 150 hit points (Fortitude save DC 22). It is set to trigger when someone looks at it. The symbol lasts for 160 minutes. It is a permanent symbol, so it becomes inactive for ten minutes after activation.

Animated Attack Dummies (4): CR 5; Huge Animated Object; HD 8d10+40; hp 84; Init -1; Spd 30 ft.; AC 13, touch 7, flat-footed 13; Base Atk +6; Grp +19; Atk+9 melee (2d6+7, slam); Full Atk +9 melee (2d6+7, slam); Space/Reach 15 ft./15 ft.; SA Trample (2d6+7); SQ Construct traits, darkvision 60 ft., hardness, low-light vision; AL N; SV Fort +2, Ref +1, Will -3; Str 20, Dex 8, Con -, Int -, Wis 1, Cha 1.

SA-Trample (Ex): The animated attack dummies can trample creatures of Medium size or smaller, dealing 2d6+7 damage. Opponents who do not make attacks of opportunity against the object can attempt DC 19 Reflex saves to halve the damage.

Area 2-5 – Mess Hall (EL 14): Read or paraphrase the following:

Three tables with benches span the length of this huge room. Each table can hold up to ten large diners, and the tables are bolted to the deck. Currently, five ogres are dining here. When they see you they rise and reach for their weapons!

Stozari can use the plates and utensils as possible weapons. The improvised weapons deal 1d2 points of damage each. Stozari's telekinetic ranged attack bonus is +20.

Ogre Ftr6 (5): CR 9; Large Giant; HD 4d8+6d10+43; hp 94; Init +4; Spd 50 ft.; AC 18, touch 8, flat-footed 18; Base Atk +9; Grp +21; Atk +18 melee (2d8+15/19-20, +1 *greatclub*) or javelin +9 ranged (1d8+8, masterwork javelin) or +9 ranged (2d6/x3, masterwork longbow); Full Atk +18/+13 melee (2d8+15/19-20, +1 *greatclub*) or javelin +9 ranged (1d8+8, masterwork javelin) or +9 ranged (2d6/x3, masterwork longbow); Space/Reach 10 ft./10 ft.; SA -; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +13, Ref +3, Will +3; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +13, Hide -6, Jump +17, Listen +8, Spot +2; Cleave, Power Attack, Improved Critical (*greatclub*), Improved Initiative, Iron Will, Point Blank Shot, Toughness, Weapon Focus (*greatclub*), Weapon Specialization (*greatclub*).

Possessions: +1 *greatclub*, +1 *chain shirt*, masterwork javelins (4), masterwork longbow, 20 arrows, dagger, 50 gp.

Languages: Common, Giant.

Area 2-6 – Prisoner Rowing Pits (EL 7): Arozza keeps her prisoners in the rowing pits. The door to this room is heavily barred (Break DC 33) and locked (Open Lock DC 35). The door is also trapped. Erengoth, the

demon knight first mate (area 2-11), holds the keys to the door and the chains holding the prisoners within.

When the door is opened, read or paraphrase the following:

Dozens of 15-foot-wide benches run horizontally along this long, narrow room. The room seems to run the entire length of the ship. Long oars protrude from the walls and extend out before the three humanoids chained to each bench. The humanoids wear tattered clothing and appear to be starved. Most of them are dwarves, though a few elves, orcs, and hobgoblins are among them.

There are 38 benches holding 114 slaves. No guard stands watch over the area. Removing the chains holding the slaves requires the first mate's keys (area 2-11) or an Open Lock Check (DC 30).

Slaves (114): The slaves are of various races and experience (57 are dwarves, 28 are elves, 20 are orcs, and 9 are hobgoblins). Most of the elves and dwarves are expert craftsmen (Exp2-Exp5), and the orcs and hobgoblins are warriors (War2-War5). All the slaves are malnourished (1d4 hp remaining).

The dwarves and the elves remain extremely afraid of the giantess and her ogre minions. They will not fight, and flee if given the chance. A PC dwarf or elf, especially one of some renown, may be able to inspire some courage in them to fight, as may a bard. However, these unarmored, famished craftsmen do little more than provide short canon fodder for the ogre. It would be more charitable of the PCs to let them flee (even help them do so) than to inspire them to fight and likely die.

Any freed orcs and hobgoblins will gladly take up arms against the ogres. They may, of course, just as likely turn on the PCs, leading the ogres to them.

If the prisoners are not freed before the PCs reach the Spirit Helm (area 4-16), then they may ultimately drown if/when the PCs activate Stozari's trap by crushing her fake spirit gem.

Deathblade Wall Scythe: CR 8; mechanical; touch trigger (opening doors to area 2-6 without proper key); manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 19.

Area 2-7 – Galley (EL 5): The door to this room is unlocked. Read or paraphrase the following:

A large wood-burning stove occupies most of this room. Its pipes extend out the side of the ship. Locked cabinets hang from the walls. Two ogre cooks are currently preparing food here.

The locked cabinets (Open Lock DC 10) hold pots and pans. The cabinets are locked to keep the cookware from falling. The cooks have the keys.

Ogre Cooks: CR 3; Large Giant; HD 4d8+11; hp 29; Init -1; Spd 30 ft.; AC 13, touch 8, flat-footed 13; Base Atk +3; Grp +12; Atk +8 melee (1d6+5/19-20, dagger) or +1 ranged (1d6+5/19-20, dagger); Full Base Atk +3; Grp +12; Atk +8 melee (1d6+5/19-20, dagger) or +1 ranged (1d6+5/19-20, dagger); Space/Reach 10 ft./10 ft.; SA –; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub).

Languages: Common, Giant.

Area 2-8 – Ogre Crew Quarters (EL 15): Read or paraphrase the following:

Four rows of five hammocks hang from the ceiling beams in this vast room. Chests are bolted to the floor underneath the hammocks. Several ogres are lounging about the room. When they notice you they rise to their feet and reach for their weapons!

Tactics: The ogres try to close with any intruders, as they do more damage in hand-to-hand combat. They also alert the ogres eating in the mess hall (area 2-5). If they are unable to alert them, the ogres in area 2-8 will likely hear the combat (Listen check DC 5). They will join the combat in the following round.

These are not barbarians on this level, so they can be sneak attacked (though rogue PCs who tried to sneak attack the ogres above may not think to try).

Treasure: The twenty locked chests (Open Lock DC 25) hold clothing and 50 gp each, the ogres' recent pay. The keys to eight of the chests can be found on the eight ogres in this room. Other dead ogres throughout the adventure may have keys to these chests upon them as well, at the GM's discretion.

Ogre Ftr6 (8): CR 9; Large Giant; HD 4d8+6d10+43; hp 94; Init +4; Spd 50 ft.; AC 18, touch 8, flat-footed 18; Base Atk +9; Grp +21; Atk +18 melee (2d8+15/19-20, +1 greatclub) or javelin +9 ranged (1d8+8, masterwork javelin) or +9 ranged (2d6/x3, masterwork longbow); Full Atk +18/+13 melee (2d8+15/19-20, +1 greatclub) or javelin +9 ranged (1d8+8, masterwork javelin) or +9 ranged (2d6/x3, masterwork longbow); Space/Reach 10 ft./10 ft.; SA –; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +13, Ref +3, Will +3; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +13, Hide –6, Jump +17, Listen +8, Spot +2; Cleave, Power Attack, Improved Critical (greatclub), Improved Initiative, Iron Will, Point Blank Shot, Toughness, Weapon Focus (greatclub), Weapon Specialization (greatclub).

Possessions: +1 greatclub, +1 chain shirt, masterwork javelins (4), masterwork longbow, 20 arrows, dagger, 50 gp.

Languages: Common, Giant.

Area 2-9 – Prisoner Rowing Pits (EL 7): Arozza keeps her prisoners in the rowing pits. The door to this room is heavily barred (Break DC 33) and locked (Open Lock DC 35). The door is also trapped. Erengoth, the demon knight first mate (area 2-11), holds the keys to the door and the chains holding the prisoners within.

When the door is opened, read or paraphrase the following:

Dozens of 15-foot-wide benches run horizontally along this long, narrow room. The room seems to run the entire length of the ship. Long oars protrude from the walls and extend out before the three humanoids chained to each bench. The humanoids wear tattered clothing and appear to be starved. Most of them are dwarves, though a few elves, orcs, and hobgoblins are among them.

There are 38 benches holding 114 slaves. No guard stands watch over the area. Removing the chains holding the slaves requires the first mate's keys (area 2-11) or an Open Lock Check (DC 30).

Slaves (114): The slaves are of various races and experience (40 are dwarves, 22 are elves, 21 are orcs, and 31 are hobgoblins). Most of the elves and dwarves are expert craftsmen (Exp2-Exp5), and the orcs and hobgoblins are warriors (War2-War5). All the slaves are malnourished (1d4 hp remaining). They react as those in area 2-6.

Deathblade Wall Scythe: CR 8; mechanical; touch trigger (opening doors to area 2-6 without proper key); manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 19.

Area 2-10 – Officers' Mess Hall (EL 2): Read or paraphrase the following:

This 80-foot by 60-foot room contains one large table that can seat ten. The room is currently empty. Wooden cabinets hang upon the wall.

Although the room is empty, the cabinets contain 20 metal plates and 5 cups that spirit Stozari can use to attack the PCs with. The thrown plates and cups deal 1d2 points of damage. Stozari's telekinetic ranged attack bonus is +20.

Area 2-11 – First Mate's Quarters (EL 13): Read or paraphrase the following:

A normal-sized bed, armoire, desk, and chair adorn this room. Blood-red tapestries depicting cruel scenes of torture adorn the walls.

If Erengoth, the demon knight who occupies this room, has not previously been defeated elsewhere, he will be in this room. If Stozari is aware of the PCs, she will warn him to expect them. Describe him as follows:

In the middle of the room, a 6-foot-tall male adorned in black iron half plate and full helmet stands holding a flaming black iron greatsword.

Erengoth's damage reduction, spell resistance, and *summoning* ability make him a difficult opponent. He is the main defender on this level.

Though not entirely convinced that Arozza's plan to plunder the seas and offer undead sailors to their master will succeed, Erengoth fights valiantly to defend the storm giantess in an effort to please his demon lord. (This demon lord remains intentionally unnamed, in order to better fit your own campaign world.) Initially, he had planned to dispatch Arozza and take the ship as his own, but the recent addition of her mother's spirit ruined his scheme. Since he cannot further gain his lord's favor on his own, he has contented himself to assist in whatever chaos the Stormbringer juggernaut will wreak.

Tactics: If forewarned of the PCs, Erengoth drinks his *potion of blur* before the fight and summons two shadow demons (50% chance of success, see below). The shadow demons hide behind the tapestries and wait for a good attack opportunity against any spellcasters, while he takes on the warrior types.

Killing Erengoth, one of a demon lord's favored knights, gains the demon lord's enmity. His minions will seek out those responsible and destroy them whenever possible.

Treasure: Erengoth has a 2,000 gp ruby, a *potion of cure serious wounds* (x2), and 250 gp hidden in a compartment in the floor under his bed (Search check DC 30).

Erengoth, Male Demon Knight: CR 12; Medium Outsider (Chaotic, Evil, Extraplanar); HD 12d8+60; hp 114; Init +2; Spd 20 ft.; AC 28, touch 10, flat-footed 23; Base Atk +12; Grp +18; Atk +20 melee (1d10+12+1d6 fire damage, +3 *flaming greatsword*) or +18 melee (1d6+6, slam); Full Atk +20/+15/+10 melee (1d10+12+1d6 fire damage, +3 *greatsword*) or +20 melee (1d6+6, 2 slams); Space/Reach 5 ft./5 ft.; SA Spell-like abilities, *fear*, breath of unlife, create spawn, *summon demons*; SQ Damage reduction 20/magic, dark vision 60 ft., spell resistance 22; AL CE; SV Fort +13, Ref +9, Will +14; Str 22, Dex 14, Con 20, Int 18, Wis 18, Cha 18.

Skills and Feats: Bluff +19, Concentration +20, Diplomacy +19, Hide +11, Intimidate +19, Knowledge (arcane) +19, Knowledge (architecture and engineering) +19, Listen +19, Move Silently +11, Search +19, Spellcraft +19, Spot +19; Blind-Fight, Cleave, Iron Will, Power Attack, Weapon Focus (greatsword).

Possessions: +2 black iron half plate of undead controlling, +3 ring of protection, boots of levitation, +3 flaming black iron greatsword, *potion of cure moderate wounds* (x2), *potion of blur*.

SA – Spell-Like Abilities: At will – *detect magic*,

see *invisibility*, *wall of ice* (DC 18); 2/day – *dispel magic*; 1/day – *fireball* (DC 17), *symbol of pain* (DC 19), *symbol of fear* (DC 20); caster level 20.

SA – Breath of Unlife (Su): Once every 1d4 rounds, the demonic knight can exhale a cone of negative energy to a range of 10 feet. Creatures in the area must succeed at a Reflex save (DC 19) or take 2d4 points of Strength ability damage. A creature reduced to Strength 0 by a demonic knight dies.

SA – Create Spawn (Su): Any humanoid slain by a demonic knight's breath of unlife becomes a shadow demon in 2d4 rounds. They are under the command of the demonic knight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

SA – Fear (Su): The demonic knight generates fear with but a word. Those within 30 feet that hear the knight speak must succeed at a Will save (DC 18) or flee in terror for 2d4 rounds.

SA – Summon Demons (Sp): Once per day, a demonic knight can attempt to summon 1d4 shadow demons, two babaus, or 1 vroek or hezrou with a 50% chance of success.

Shadow Demons (0-2): CR 7; Medium Outsider (Chaotic, Evil, Extraplanar, Incorporeal); HD 7d8+21; hp 52; Init +7; Spd fly 40 ft. (perfect); AC 16, touch 16, flat-footed 13; Base Atk +7; Grp –; Atk +10 melee (1d6, incorporeal claw) or +10 melee (1d8, incorporeal bite); Full Atk +10 melee (1d6, incorporeal claw) and +5 melee (1d8, incorporeal bite); Space/Reach 5 ft./5 ft.; SA Spell-like abilities, pounce, rake; SQ Darkvision 60 ft., immune to poison and electricity, incorporeal traits, leap, outsider traits, resistances 10 (cold, acid, and fire), quick sprint, shadow blend, sunlight powerlessness, telepathy 100 ft.; AL CE; SV Fort +8, Ref +8, Will +7; Str –, Dex 17, Con 17, Int 14, Wis 14, Cha 16.

Skills and Feats: Bluff +13, Hide +13, Intimidate +15, Jump +24, Knowledge (planes) +12, Knowledge (religion) +12, Listen +14, Search +12, Sense Motive +12, Spot +14, Survival +12 (+14 on other planes, +14 following tracks); Alertness, Blind-Fight, Improved Initiative.

SA – Spell-Like Abilities: 1/day – *deeper darkness*, *fear* (DC 17); 1/week – *magic jar* (DC 18). Caster level 10th. The save DCs are Charisma-based.

SA – Pounce (Ex): If a shadow demon charges a foe, it can make a full attack, including two rakes.

SA – Rake (Ex): A shadow demon that charges can rake with its hind claws (+10 melee) for 1d6 points of damage each.

SQ – Leap (Ex): The incorporeal wings of a shadow demon grant it a +20 racial bonus on Jump checks. This bonus is already included in the statistics block.

SQ – Quick Sprint (Ex): Once per minute, a shadow demon may rapidly beat its incorporeal wings. This allows it to move at six times its normal speed (240 feet) for one round.

SQ – Shadow Blend (Su): During any conditions other than full daylight, a shadow demon can disappear

into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability; a *daylight* spell, however, will.

SQ – Sunlight Powerlessness (Su): Shadow demons are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A shadow demon caught in sunlight cannot attack and can take only a single move or attack action.

Area 2-12 – Mage's Quarters (EL 13): Read or paraphrase the following:

This 80-foot-square room holds a very large bed and bolted-down armoire. The room is painted black.

If the annis Ageta hasn't joined battle elsewhere, she will be present in this room. If Stozari is aware of the intruders on this level, Ageta is prepared for battle as described below. When the PCs encounter Ageta, describe her as follows:

A gaunt woman before you stands just over seven feet tall and wears a midnight-blue robe. Large warts and scars mar her facial features, and straggly black hair hangs from her head.

Ageta has an *alarm* spell on her door that mentally alerts her to those fiddling with her lock or searching for traps. If alerted by the *alarm* spell, she will have a *scorching ray* spell prepared for the intruders.

Tactics: Depending on time, Ageta's battle preparations include casting the following spells on herself in the listed order: *mage armor*, *stoneskin*, *bear's endurance*, and *bull's strength*. If she hears fighting taking place in area 2-11, Ageta uses a charge of her *wand of greater invisibility* and joins the combat.

Ageta, Annis Mage, Wiz8: CR 14; Large Monstrous Humanoid; HD 7d8+8d4+30; hp 104; Init +5; Spd 40 ft.; AC 24, touch 14, flat-footed 23; Base Atk +11; Grp +22; Atk +17 melee (1d8+7, claw) or +11 ranged (1d6+8, +1 *dagger*); Full Atk +17 melee (1d8+7, 2 claws) and +12 (1d6+3, bite) or +11/+5 ranged (1d6+8, +1 *large dagger*); Space/Reach 10 ft./10 ft.; SA Improved grab, rake 1d8+7, rend d28+10, spell-like abilities, spells; SQ Damage reduction 2/bludgeoning, darkvision 60 ft., spell resistance 19; AL CE; SV Fort +12, Ref +12, Will +16; Str 25, Dex 12, Con 24, Int 15, Wis 13, Cha 10.

Skills and Feats: Bluff +8, Concentration +10, Decipher Script +10, Diplomacy +2, Disguise +0 (+2 acting), Hide +5, Intimidate +2, Knowledge (arcane) +10, Listen +10, Spellcraft +10, Spot +10; Alertness, Blind-Fight, Brew Potion, Empower Spell, Great Fortitude, Improved Initiative, Improved Natural Attack (claws), Scribe Scroll.

Possessions: *bracers of armor* +4, +4 *cloak of resistance*, +1 *dagger* (x4), *wand of greater invisibility* (6 charges), spellbook.

Wizard Spells Prepared (4/5/4/2/1, save DC 14 +

spell level): 0 – *acid splash*, *detect magic*, *mending*, *open/close*; 1st-level – *alarm*, *mage armor*, *magic missile* (x2), *shocking grasp*; 2nd-level – *bull's strength*, *bear's endurance*, *scorching ray* (x2); 3rd-level – *magic missile* (empowered), *hold person*; 4th-level – *stoneskin*.

SA – *Spell-like Abilities*: 3/day – *disguise self*, *fog cloud*. Caster level 8th.

Area 2-13 – Inner Assault Deck (EL 2): Read or paraphrase the following:

This huge open space occupies the entire front of the ship. The walls close in to a point at the bow ahead of you. Ten ballistae, five on each side of

the room, extend through holes in the ship's walls, pointing out to sea. Lockers of ammunition sit close by each. Ten emaciated dwarven craftsmen, chained to the walls with long chains, are hard at work building more lockers for the ammunition.

Development: Stozari can propel the items from the chests at the PCs. Removing the chains holding the dwarves requires the keys the first mate holds (area 2-11) or a DC 30 Open Lock check.

Dwarven Slaves (10): The ten dwarven slaves are from the island of Cairvos. They are malnourished, diseased, and very frightened. These dwarves are 3rd-level expert craftsmen.

Level 3: Cargo Deck

Unless otherwise noted, the doors to these rooms are locked (Open Lock DC 35). This level is protected by a *warded walls* spell (see page 5). As listed under Wandering Monsters, Stozari is highly likely to use her form manipulation ability to appear in physical form on this level. The obstacles on this level are somewhat sparse because of this fact. Of course, getting through the main cargo area (area 3-3) is going to prove quite dangerous for the PCs, as there are numerous crates that Stozari can bombard them with.

Note that all doors on this level are giant-scaled. Unless otherwise noted in the text, treat the doors and walls as follows.

Doors (strong wooden, magically treated): 2 inches thick; Hardness 10; hp 40; Break DC 23; Open Lock DC 30. The doors on this level are 22 feet tall. Creatures of Medium size or smaller must make a DC 26 Strength check to open them. The doors' latches are 11 feet off the ground.

Walls (magically treated, warded walls): 6 inches thick; Hardness 10; hp 120; Break DC 43.

Wandering Monsters

Every 15 minutes there is a 20% chance (1-4 on a d20) that the PCs will encounter some remaining ogres. Stozari is 85% likely to appear in physical form on this level when it is tactically sound to do so (like when the PCs are fighting the barghests in area 3-1). She uses her form manipulation ability to appear briefly in a ghost-like semi-invisible state, launch a round or two of attacks, and then uses form manipulation to disperse herself and retreat between the floorboards.

Ogre Guards (1d4+1), Ftr6: CR 9; Large Giant; HD 4d8+6d10+43; hp 94; Init +4; Spd 50 ft.; AC 18, touch 8, flat-footed 18; Base Atk +9; Grp +21; Atk +18 melee (2d8+15/19-20, +1 *greatclub*) or javelin +9 ranged (1d8+8, masterwork javelin) or +9 ranged (2d6, masterwork long-

bow); Full Atk +18/+13 melee (2d8+15/19-20, +1 *greatclub*) or javelin +9 ranged (1d8+8, masterwork javelin) or +9 ranged (2d6, masterwork longbow); Space/Reach 10 ft./10 ft.; SA –; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +13, Ref +3, Will +3; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +13, Hide –6, Jump +17, Listen +8, Spot +2; Cleave, Power Attack, Improved Critical (*greatclub*), Improved Initiative, Iron Will, Point Blank Shot, Toughness, Weapon Focus (*greatclub*), Weapon Specialization (*greatclub*).

Possessions: +1 *greatclub*, +1 *chain shirt*, masterwork javelins (4), masterwork longbow, 20 arrows, dagger, 50 gp. **Languages:** Giant.

Areas of the Map

Area 3-1 – Sails/Line Storage (EL 8-20): The door to this room is unlocked. Read or paraphrase the following:

Sails, ropes, and chests fill this enormous room. Three large goblin-like creatures sit among the sails, partaking of some dwarven spirits.

The chests here are unlocked and hold oil, oil lamps, lanterns, and various tools.

Tactics: The goblins (which are actually barghest in changed form) attempt to appear unthreatening when encountered. They continue to drink their spirits, and they make jokes about the PCs. Stozari has likely (85% chance) alerted them to the intruders' presence, so they will have activated *misdirection* upon themselves. They will try to pass themselves off as slaves who've managed to escape to the lower deck and hide out in the sails room.

Stozari is very likely to join the fight in physical form when the barghests attack. And, if the PCs haven't already encountered D'Varr, the half-fiend minotaur quartermaster (area 3-2), she will have him join them in battle, hoping to destroy the intruders here once and for all!

The barghest do not carry any weapons or wear any armor. They may use their natural weapons in any form, and these weapons should be treated as evil-aligned, lawful-aligned, and magic for the purpose of overcoming damage reduction. They revert to natural form as soon as possible during combat.

Treasure: The barghest have 3 large casks of dwarven mead (25 gp each). They have hidden a *bag of holding* (type II) under the sails (Search check DC 20). The bag contains 1,000 gp, 5,000 sp, and 500 gp in gems.

Greater Barghests (3): CR 5; Large Outsider (Evil, Extraplanar, Lawful, Shapechanger); HD 9d8+27; hp 67; Init +6; Spd 40 ft.; AC 20, touch 11, flat-footed 18; Base Atk +9; Grp +18; Atk +13 melee (1d8+5, bite); Full Atk +13 melee (1d8+5, bite) and +8 melee (1d6+2, 2 claws); Space/Reach 10 ft./5 ft.; SA Spell-like abilities, feed; SQ Change shape, damage reduction 10/magic, darkvision 60 ft., scent; AL LE; SV Fort +9, Ref +8, Will +10; Str 20, Dex 15, Con 16, Int 18, Wis 18, Cha 18.

Skills and Feats: Bluff +16, Climb +17, Concentration +15, Diplomacy +8, Disguise +4 (+6 acting), Hide +10*, Intimidate +18, Jump +21, Listen +16, Move Silently +14, Sense Motive +16, Spot +16, Survival +16 (+18 following tracks), Tumble +16; Combat Casting, Combat Reflexes, Improved Initiative, Track.

Possessions: See treasure entry, above.

Languages: Goblin, Infernal, Worg.

SA – Spell-Like Abilities: At will – *blink*, *levitate*, *misdirection* (DC 14), *rage* (DC 15); 1/day – *charm monster* (DC 16), *crushing despair* (DC 16), *dimension door*. Caster level 9; save DC 14 + spell level.

SA – Feed (Su): When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

SQ – Change Shape (Su): A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.

SQ – Pass Without Trace (Ex): A barghest in wolf form can use *pass without trace* (as the spell) as a free action.

Area 3-2 – Quartermaster's Quarters and Office (EL 19): Read or paraphrase the following:

The front of this huge room contains a large makeshift desk with a chair and five crates. A few of the crates are open, revealing bottles of wine

and open chests containing fine jewelry. A nauseating stench permeates the room. On the far side you see a large bed covered with blood and the half-eaten remains of what looks like humanoid appendages. There's no sign of the rest of the bodies in the room. Spurts of now-dried blood are evident on the walls.

Development: If the quartermaster hasn't joined combat in area 3-1, then he is here. Describe the half-fiend minotaur as follows:

Near the bed, still chewing on a leg, stands an unusually large minotaur with black fangs. Black, leather-like wings protrude from his back. A greataxe hangs from a strap on his belt. He reaches for it.

Tactics: D'Varr uses his powerful charge to attack. He immediately goes into a rage. D'Varr particularly enjoys eating elves, so he attacks any elves in the party first.

Treasure: The crates contain spoils taken from the elves of Cairvos. Arozza allows D'Varr to keep these items for his help in rounding up the elven slaves. She also allowed him a few elven morsels. He had the ogre cooks heat up the torsos, but took the appendages for late-night snacks. The wine and jewelry together are valued at 10,500 gp.

D'Varr the Quartermaster, Half-Fiend Minotaur

Bbn10: CR 19; Large Outsider (native); HD 6d8+10d12+48; hp 130; Init +7; Spd 40 ft., fly 40 ft.; AC 25, touch 20, flat-footed 25; Base Atk +16; Grp +27; Atk +23 melee (3d6+1d6+12/19-20/x3, +2 greataxe of lightning) or +23 melee (1d6+7, gore) or +23 melee (1d8+7, bite) or +19 ranged (2d6/19-20, large shortbow); Full Atk +23/+17/+13/+8 (3d6+1d6+12/19-20/x3) and +21 melee (1d8+7, gore) and +21 melee (1d8+7, bite) or +19/+14/+9/+4 ranged (2d6/19-20, large shortbow); Space/Reach 10 ft./10 ft.; SA Powerful charge (4d6+6), smite good 1/day (+16 damage vs. good foe), spell-like abilities; SQ Damage reduction 2/–, damage reduction 10/magic, darkvision 60 ft., fast movement, immunity to poison, improved uncanny dodge, natural cunning, rage 3/day, resistance to acid 10 and electricity 10 and fire 10, scent, spell resistance 26, trap sense +3, uncanny dodge; AL CE; SV Fort +12, Ref +10, Will +8; Str 25, Dex 17, Con 17, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +15, Handle Animal +4, Intimidate +9, Jump +15, Listen +23, Search +13, Spot +13, Swim +11; Multiattack, Improved Critical (greataxe), Improved Initiative, Power Attack, Track, Weapon Focus (greataxe).

Possessions: +2 *Large greataxe of lightning*, +4 *chain shirt*, +2 *ring of protection*, large shortbow, 20 arrows, dagger, 500 gp in gems, key to chains holding slaves.

Languages: Giant.

SA – *Spell-Like Abilities*: 3/day – darkness, poison, unholy aura; 1/day – blasphemy, contagion, desecrate, horrid wilting, unhallow, unholy blight, summon monster IX (fiends only). Caster level 16; save DC 10 + spell level.

Area 3-3 – Main Cargo Hold (EL 13): Read or paraphrase the following:

This L-shaped cargo hold occupies nearly half the length of the boat. Crates and chests of various sizes fill the space. Paths are interspersed throughout the crates.

Two dark nagas guard this room. If they hear or see the intruders, they cast *invisibility* on themselves and advance to good attacking positions. They prefer to attack with spells, but will physically attack if necessary, hoping to incapacitate their opponents with their poison.

It is highly likely that Stozari has taken note of the PCs' presence here (85%). If so, she telekinetically launches crates at them, dealing 2d6 points of damage with a successful hit. There's an effectively unlimited supply of crates to hurl.

The PCs will likely try to seek refuge from the flying boxes. Most of the doors surrounding the cargo hold are locked, so they will have to withstand such projectiles until they can successfully unlock a door.

Treasure: The nagas have hidden a cache of 4,000 gp in gems among the crates (Search check DC 40). There are a total of 150 crates in the hull, and 50 of them are currently filled; the empty crates are slated to be filled in future raids. The crates all contain items of value stolen from the island of Cairvos, such as rugs, tapestries, pottery, exquisite furniture, and tools. These are items Arozza intends to sell off. The entire cargo is valued at 250,000 gp. The empty wooden crates weigh 50 pounds, while those that are filled weigh up to 300 pounds (the 2d6 damage dealt by thrown crates reflects their varying weights).

Dark Nagas (2): CR 11; Large Aberration; HD 12d8+24; hp 78; Init +2; Spd 40 ft.; AC 14, touch 11, flat-footed 12; Base Atk +9; Grp +15; Atk/Full Atk +10 melee (2d4+2 plus poison, sting); Space/Reach 10 ft./5 ft.; SA Poison, spells; SQ Darkvision 60 ft., detect thoughts, guarded thoughts, immunity to poison, resistance to charm; AL LE; SV Fort +8, Ref +8, Will +12; Str 14, Dex 15, Con 14, Int 16, Wis 15, Cha 17.

Skills and Feats: Bluff +9, Concentration +16, Diplomacy +10, Disguise +5, Intimidate +5, Listen +14, Sense Motive +8, Spellcraft +15, Spot +14; Alertness, Combat Casting, Dodge, Eschew Materials, Great Fortitude, Lightning Reflexes.

Sorcerer Spells Known (6/7/7/5; save DC 13 + spell level): 0 – daze, detect magic, light, mage hand, open/close, ray of frost, read magic; 1st-level – expeditious retreat, magic missile, ray of enfeeblement,

shield, silent image; 2nd-level – cat's grace, invisibility, scorching ray; 3rd-level – displacement, lightning bolt.

SA – *Poison (Ex)*: Injury, Fortitude DC 16 or lapse into a nightmare-haunted sleep for 2d4 minutes.

SQ – *Resistance to Charm*: Dark nagas have a +2 racial bonus on saving throws against all *charm* effects (not included in the statistics block).

SQ – *Detect Thoughts (Su)*: A dark naga can continuously use *detect thoughts* as the spell (caster level 9th; Will DC 15 negates). This ability is always active.

SQ – *Guarded Thoughts (Ex)*: Dark nagas are immune to any form of mind reading.

Area 3-4 – Food Storage: Read or paraphrase the following:

This 160-foot by 80-foot room contains numerous crates and barrels.

The crates are filled with dried foodstuffs. If sold on the open market, the full contents of this room could bring 4,000 gp – not because the food is particularly valuable, but because there is more than 8,000 pounds of it! The crates are filled with salted fish, dried corn, potatoes, flour, oil, and other edibles.

Area 3-5 – Water Storage: Read or paraphrase the following:

This 120-foot square room is stocked full of five-foot-high barrels.

The barrels contain fresh drinking water. Arozza has had the ship stocked in preparation for her upcoming attacks. There is nothing else of interest.

Area 3-6 – Secure Hold (EL 8): An elaborate lock protects this room (Open Lock DC 35). The door to this room and those holding the prisoners are made of iron.

All doors: 2 inches thick; Hardness 10; hp 60; Break DC 28; Open Lock DC 35.

Once the room is entered, read or paraphrase the following:

This room extends 120 feet in length and width. Six 20-foot by 20-foot cells line the southern and northern walls. The northern cells are empty, and one of the westernmost southern cell is empty, as well.

The other five contain one humanoid occupant each. The first two contain dwarven males dressed in the tattered remains of chainmail armor. Dried blood cakes their faces. An aristocratic elven woman in a fine purple dress occupies the third cell. The cell next to her contains an elder male elf. And the final occupied cell holds an aristocratic human male.

Empty shackles line the walls. A fifteen-foot-high, eight-foot-wide stone pedestal stands in the center of the room.

Development: A locked panel is on top of the pedestal. Touching the panel sets off a *forcecage* (barred cage) spell that traps anyone within 20 feet of the panel's surface in the cage. If the PCs open the panel (Open Lock DC 35), they find five three-inch-long red levers within. These levers activate the secret door in the west wall that leads to area 3-7. See below for information on the levers.

Prisoners: The dwarven males are the remaining princes of Cairvos, Fraedok and Haedor Hammerfell. The elven woman is the princess of the elven community in Cairvos, Elianora D'Lai. The elder elven male is a member of the royal D'Lai family, Logosan D'Lai, and he is a bard of great renown who retired to the island of Cairvos 60 years ago. Arozza has plans to tap his knowledge of legendary magic items to enhance her powers. The human male is Jadis Wren, one of the last emissaries Argalis sent to petition the Stormbringer family. Though a man in his early thirties, his imprisonment has aged him prematurely, and he could easily pass for a man in his early fifties. Arozza has sent ransom messages to the prisoners' relations on the continent. She has yet to receive payment for them. If their relations do not respond with payment, Arozza plans to kill them and have them join her demon lord's ranks as undead.

Arozza carries the keys to the cells, the door to this room, and the panel on her person.

Secret Door: There is a secret door (Search DC 30) in the western wall. It can only be opened by placing the five levers in the appropriate position. Each lever can be moved to point up, down, or horizontal (considered the neutral position). The levers are all currently set in neutral position. The correct sequence for opening the secret door is 1 up, 2 neutral, 3 up, 4 down, and 5 neutral.

Figuring out the correct combination will obviously take time. GMs may want to allow Intelligence checks (DC 22) each round to find the correct combination. (Don't forget to log the number of rounds it takes them to open it, as you'll want to keep an accurate count down for any spells the characters have in effect!)

Certain combinations set off traps. On each failed attempt, there's a 40% chance that a trap is released. For each attempt, allow a rogue to make a Search check upon moving the last of the five levers to determine if it will, indeed, set off a trap. Once the door is successfully opened, the levers remain in the open position for four rounds. Thereafter, the levers reset to the neutral position.

If a trap is triggered, roll 1d10 and consult the following list:

1-2: *Glyph of Warding (Blast)*: CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half

damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

3-4: *Whirling Poison Blades*: CR 6; mechanical; timed trigger; automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); Atk +10 melee (1d4+4/19-20 plus poison, dagger); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); multiple targets (one target in each of three preselected 5-ft. squares, randomly determined within 50 feet of trapped location); Search DC 20; Disable Device DC 20.

5-6: *Burnt Othur Vapor Trap*: CR 7; mechanical; location trigger; repair reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. space); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 21; Disable Device DC 21.

7-8: *Fusillade of Greenblood Oil Darts*: CR 7; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/ 1d2 Con); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25.

9-10: *Deathblade Wall Scythe*: CR 8; mechanical; touch trigger; manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 19.

Area 3-7 – Lightning Pool Trap (EL 7): Read or paraphrase the following:

This door opens in a 20-foot-wide corridor that spans the width of the ship. The corridor's walls are made with a reflective metal. Balls of energy crackle back and forth horizontally between the walls. A three-inch-long red lever extends from the wall across from the door.

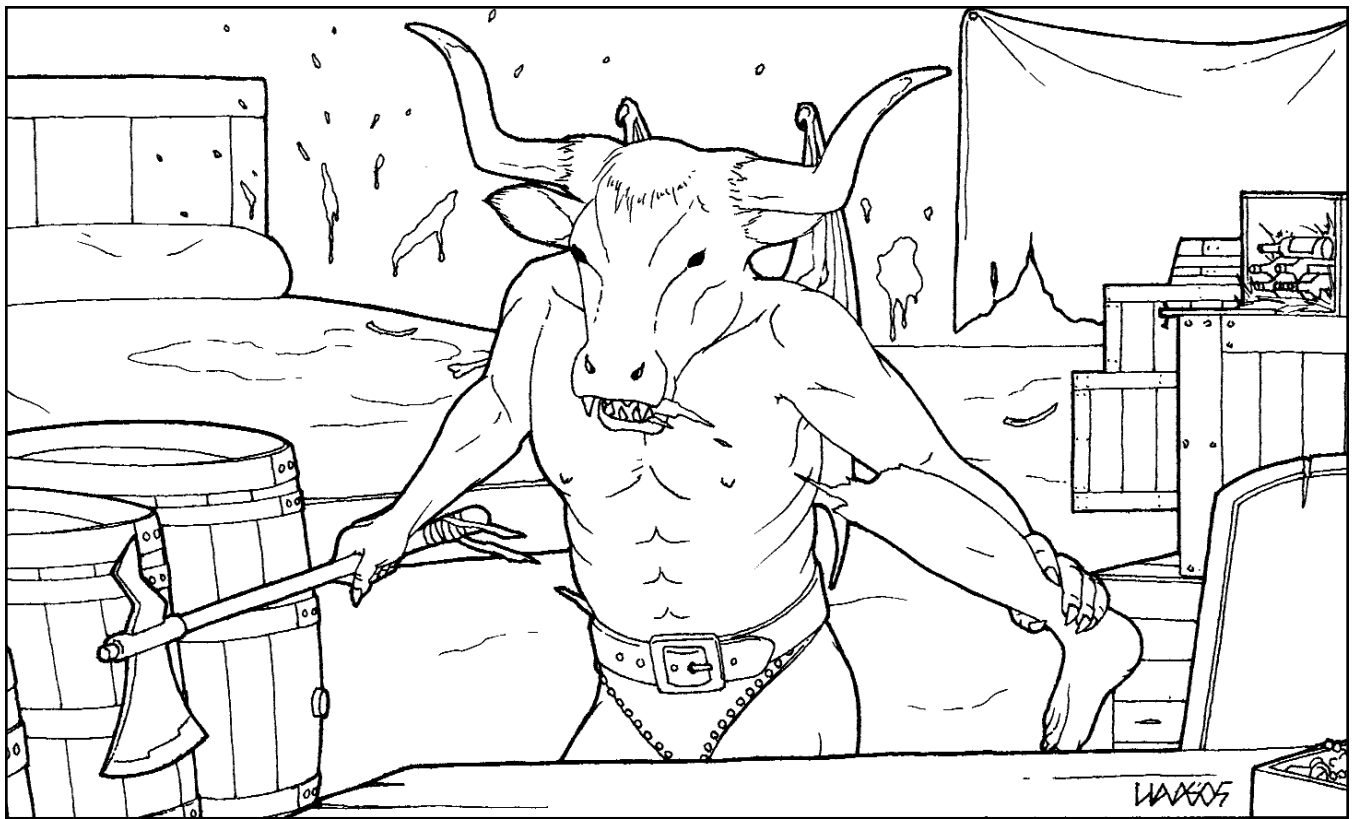
Since Arozza is immune to electricity, she has no trouble traversing this hallway to get to area 3-8, the entrance to level four.

The lever across from the door's entrance opens and closes the secret door. It is not trapped. Pulling it up opens the door, and pulling it down closes it. Once opened from the inside, the door remains open for two rounds, unless someone manually holds the lever in the up position (Strength check DC 16 to hold against the lever's reset function).

Characters moving through the hallway here must make a Reflex save (DC 18) for every 20 feet of travel or take 2d6 points of electricity damage.

Secret Door: A locked secret door (Search DC 30, Open Lock DC 35), leading to area 3-8, rests 5 feet off the ground on the southwest end of the corridor.

Lightning Pool Trap: CR 4; magic device; proximity



trigger (sound); automatic reset; spell effect (*lightning bolt*, 2nd-level wizard, 2d6 electricity, DC 17 Reflex save half damage); Search DC 28; Disable Device DC 28.

Area 3-8 – Hull-Level Entrance (EL 15): Once the secret door is open, read or paraphrase the following:

The room you look into is obscured by a blinding wall of electrical current crackling in the air before you. The lightning wall extends from the floor to almost 20 feet high, leaving only a few feet of empty space at the top. As the wall of lightning obscures your view, you can't see the other features of the room clearly.

Allow those peering into the room a DC 18 Spot check to see the outline of a set of stairs leading down.

The lightning wall is actually part of the lightning weirds' electricity pools. The pool stretches almost 20 feet high; it is roughly 20 feet wide and 60 feet long. If PCs manage to fly above the wall, they can see the full extent of the lightning pool, and they can see that another such pool exists on the opposite corner of the room. Touching the lightning pool causes 2d8 points of electricity damage (see stats for lightning weirds below). Beyond the pools, the room appears empty and is triangularly shaped, stretching 180 feet at its widest and 100 feet at its longest.

The two electricity pools house 3 lightning weirds each. The creatures remain transparent while in contact with their pools (treat as invisible opponents).

The initial set of stairs near the doorway is a trap (see below). The trapped stairs swivel to form a ramp, sending victims through a 20-foot chute that extends 60 feet down. Once the victims hit the water, the stairs reset and the chute exit is closed off to the ship, leaving the victims in the ocean beneath the ship. Characters may sink or drown.

The real set of stairs leading down to area 4-16 is hidden in the lightning pool on the northeast side of the room. When PCs near that area, give them a DC 18 Spot check to see the stairs through the dancing electricity.

Tactics: The lightning weirds attack any PCs who pass near their lightning wall. They attempt to grapple in order to restrain characters in the lightning wall.

Treasure: The lightning weirds have gems hidden in their pool (Search Check DC 25). Each pool contains 2d8 x 100 gp of gems.

Trapped Stairs (Pit Trap to the water): CR 3; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20.

Lightning Weird (6): CR 9; Large Elemental (Air, Electricity, Extraplanar); HD 12d8+24; hp 78; Init +9; Spd 50 ft.; AC 19, touch 14, flat-footed 14; Base Atk +9; Grp +18; Atk/Full Atk +14 melee (2d6+4 plus 1d8 electricity); Space/Reach 10 ft./5 ft.; SA Control elemental, electricity, improved grab; SQ Damage reduction 10/bludgeoning, electricity pool, elemental traits,

immunity to electricity, reform, transparency; AL CE; SV Fort +8, Ref +15, Will +7; Str 17, Dex 21, Con 15, Int 12, Wis 12, Cha 14.

Skills and Feats: Hide +13, Listen +15, Move Silently +18, Spot +11; Alertness, Improved Initiative, Improved Natural Attack (bite), Weapon Finesse.

SA – Control Elemental (Ex): Lightning weirds can attempt to command any elemental with the “electricity” or “air” subtype that is within 50 feet. The Will save to avoid control has a DC of 20. The effect is as *dominate monster*, and there is no limit to the number of HD of elementals the lightning weird can control.

SA – Electricity (Ex): Lightning weirds are living creatures of elemental lightning; any successful melee hit deals electricity damage. Creatures attacking a lightning weird unarmed or with natural weapons are subject to electricity damage.

SQ – Electricity Pool: A lightning weird's pool is a crackling, dancing, arcing, ball of electricity. Creatures touching the pool take 2d8 points of electricity damage per round of contact. Creatures wearing metal armor must make a successful Fortitude save (DC 16) each round they are in contact with the pool or be stunned for that round. Creatures immune to electricity are unaffected by the lightning weird's pool and take no damage.

SQ – Reform (Ex): When reduced to 0 hit points or less, a lightning weird collapses back into its pool. Four rounds later, it reforms at full strength minus any damage taken from earth- or fire-based attacks and effects (including attacks by earth or fire elemental creatures).

SQ – Transparency (Ex): A lightning weird is effectively invisible in its lightning pool until it attacks.

Level 4: Hull Deck

Note that this level is not as long or wide as the previous ones, as the hull starts narrowing in at the bottom. This level contains some extremely deadly opponents, so the GM may want to allow characters who've gained enough experience points to level up before entering.

Note that all doors on this level are giant-scaled. Unless otherwise noted, the doors to these rooms are locked (Open Lock DC 35). This level is protected by a *warded walls* spell (see page 5).

Doors (strong wooden, magically treated): 2 inches thick; Hardness 10; hp 40; Break DC 23; Open Lock DC 30. The doors on this level are 22 feet tall. Creatures of Medium size or smaller must make a DC 26 Strength check to open them. The doors' latches are 11 feet off the ground.

Walls (magically treated, warded walls): 6 inches thick; Hardness 10; hp 120; Break DC 43.

Wandering Monsters

There are no wandering monsters on this level.

Areas of the Map

Area 4-1 – Hallway: Read or paraphrase the following:

The stairs lead to a 20-foot-wide by 200-foot long corridor that is mostly empty. A contained metal shaft stands in the southern part of the room, almost filling the width of the corridor.

Do not mention the door near the stairs, as it is *sequestered*. The area around the stairs and the door to area 4-2 has an *alarm* spell on it, which mentally alerts Arozza to intruders. The door to that area is *arcane locked* (see stats below). The metal shaft is

part of the trap from the other staircase in area 3-8. It leads to the bottom of the ship, where victims are tossed into the water.

Area 4-2 – Personal Den (EL 9): The door to this room is *sequestered* (Arozza *sequestered* it with a scroll after earlier intruders reached the second level) and *arcane locked* (Break DC 40), and it has an *alarm* spell on it that that mentally notifies Arozza when the door is touched. When the PCs open the door, read or paraphrase the following:

Bookshelves line the wall here, and a huge sofa and end table sit in the center of the room. A desk sits near the door in the south wall. A skull rests upon it. Another table rests near the east wall; a skull rests there, as well. It appears to be sitting on a parchment.

The easternmost skull rests upon a parchment. The parchment is written in Giant, and it contains a song about a storm giant hero called the Song of Gawinture. This song can prove useful in area 4-11, if the PCs run into the insane spirit doll. She'll request they sing it, or she'll attack them. Anyone touching the skull must make a DC 13 Will save or be stricken insane by an *insanity* spell.

Tactics: Any creature other than Stozari who comes within 40 feet of the skulls sets them off. They begin screaming, alerting all those within 1,000 feet that intruders are in the den. They also fire their *magic missiles*. Their screams cause the mummies in area 4-4 to move closer to the T-section of that corridor to ambush the intruders as they move through this level. Arozza sends an *arcane eye* down the corridor toward this room to keep an eye on the intruders.

Treasure: The books here are mostly nonmagical. They are written in Giant, and are valued at over 10,000 gp in total – but each weighs between 40 and 80 pounds, and there are more than 100 books. Hidden in a compartment under the eastern table (Search DC 25) lies a *tome of clear thought* +2. Arozza has not had a chance to read it yet, so the book is still magical.

Screaming Skulls (2): CR 4; Tiny Construct; HD 10d10; hp 55; Init -5; Spd 0 ft. (immobile); AC 13, touch 7, flat-footed 13; Base Atk +7; Grp -1; Atk/Full Atk None (see SA); Space/Reach 2-1/2 ft./0 ft.; SA Cacophony, insanity, *magic missile*; SQ Construct traits, damage reduction 5/adamantine, darkvision 60 ft., low-light vision; AL N; SV Fort +2, Ref –, Will +2; Str 10, Dex –, Con –, Int –, Wis 11, Cha 1.

Skills and Feats: –.

Possessions: Two gemstone eyes (200 gp each).

SA – Cacophony (Su): When a living creature comes within 40 feet of the screaming skull, it releases an ear-shattering roar of tumultuous sounds as a free action that can be heard up to 1,000 feet away. Affected creatures must succeed on a DC 13 Will save or take 1d6 points of sonic damage each round until they leave the area. Spellcasters within the area must succeed on a Concentration check (DC 10 + sonic damage taken) to successfully cast a spell. The screaming lasts 1d4 rounds before ceasing for one round. After that, the skull remains silent unless a creature moves within 40 feet of it – it then screams again and repeats the above cycle.

SA – Insanity (Su): An opponent who touches a screaming skull (including with natural or unarmed attacks) must succeed on a DC 13 Will save or be stricken insane as by an *insanity* spell (caster level 6th).

SA – Magic Missile (Su): Once per round, a screaming skull can produce a *magic missile* from its eyes, as the spell (caster level 6th). The screaming skull can release 3 missiles each round using this ability, and (unlike the spell) an opponent can attempt a DC 13 Reflex save to avoid a missile.

Area 4-3 – Laboratory (EL 13): Read or paraphrase the following:

Two large tables with tools and beakers stacked upon them occupy most of this 100-foot-wide by 160-foot-long room. Shelves of bottles line the walls. Five large metal soldiers stand in front of the tables. They have greatswords ready.

Most of the bottles on the shelves contain spell components. A few of the potions are magical (Search DC 20). They include a *potion of fly*, *potion of resist energy (acid)* 20 (x2), and a *potion of bear's endurance*.

Tactics: If the skulls alerted everyone to the intruders' presence in area 4-2, then the soldiers are prepared for the intrusion. They rush to attack those who enter the room.

Living Spirit Soldiers (Ogre Ftr5) (5): CR 8; Large Elemental (Augmented Large Giant); HD 9d8+42; hp 82; Init +4; Spd 40 ft. (30 feet in full plate), 30 ft. fly (perfect); AC 17, touch 9, flat-footed 17; Base Atk +8; Grp +20; Atk +17 melee (3d6+10/17-20, large masterwork greatsword) or javelin +7 ranged (1d8+8, javelin); Full Atk +17/+12 melee (3d6+10/17-20, large masterwork greatsword) or javelin +7/+2 ranged (1d8+8, javelin); Space/Reach 10 ft./10 ft.; SA Animate object, form dispersion, telekinesis; SQ Darkvision 60 ft., elemental traits, form manipulation, form strengthen, immunity to force, low-light vision, natural invisibility, rejuvenation; AL CE; SV Fort +12, Ref +2, Will +2; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +3, Craft (armorsmith) +4, Listen +2, Spot +2; Alertness, Cleave, Dodge, Improved Critical (greatsword), Improved Initiative, Toughness (x2), Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: masterwork greatsword, masterwork javelins (6), masterwork dagger

Area 4-4 – Corridor (EL 8-17): This corridor connects the main rooms on level four. The 20-foot-wide corridor twists and turns a great deal. The corridor is patrolled by three mummies, who spend most of their time in the untrapped sections in front of Arozza's bedchamber. They never patrol the corridors behind Arozza's bedchamber, as those areas are trapped. The traps are indicated with a T on the map. Arozza always levitates through the corridor to avoid the traps leading to her personal den (area 4-2) and her lab (area 4-3).

Tactics: The cacophonous skulls from area 4-2 are likely to alert Arozza to the PCs' presence. The mummies will head toward the T-intersection near Arozza's bedchamber to ambush the intruders as they cross the intersection. If any traps go off in this corridor, the mummies and Arozza should be given a DC 10 Listen check to note they are coming. Additionally, if the skulls alerted Arozza to the intruders, she casts *arcane eye*, and sends it down the hallway toward area 4-2 to spy on them.

Traps: When a trap is encountered, roll 1d6 to determine the type of trap. The mummies do not patrol the trapped areas.

1: Wall Scythe Trap: CR 4; mechanical; location trigger; automatic reset; Atk +20 melee (2d4+8/x4, scythe); Search DC 21; Disable Device DC 18.

2: Deathblade Wall Scythe: CR 8; mechanical; touch trigger; manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 19.

3: Poison Wall Spikes: CR 5; mechanical; location trigger; manual reset; Atk +16 melee (1d8+4 plus poison, spike); multiple targets (closest target in each of two adjacent 5-ft. squares); poison (Medium monstrous spider venom, DC 12 Fortitude save resists, 1d4

Str/1d4 Str); Search DC 17; Disable Device DC 21.

4: Insanity Mist Vapor Trap: CR 8; mechanical; location trigger; repair reset; gas; never miss; onset delay (1 round); poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); multiple targets (all targets in a 10-ft.-by-10-ft. room); Search DC 25; Disable Device DC 20.

5: Power Word Stun Trap: CR 8; magic device; touch trigger; no reset; spell effect (*power word stun*, 13th-level wizard), Search DC 32; Disable Device DC 32.

6: Chain Lightning Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electric-

Arozza's Aristocratic Prisoners

As members of the royal families in Cairvos, the dwarven and elven prisoners will be greatly relieved if rescued. Though they would willingly provide the PCs with information about the ship, they do not have any such knowledge. They have been captive in these cells for several weeks and they want nothing more than to be free. Arozza has fed them, but she has provided only barely enough to keep them alive while she awaits word on her ransom requests.

The D'Lais: The D'Lais have relatives on the mainland who dearly want to save them, but they do not believe the giantess will honor her word to release Elianora upon payment. They know that Logosan is imprisoned as well, but the giantess has ignored their offers to pay his ransom. For this reason, they fear Arozza has other plans for Logosan.

As the family has only two weeks left to pay the ransom, they have attempted to rally a force to deal with the giantess. In fact, if the pre-gen characters are used, the D'Lais have sent one of their own in the party that is currently attacking the ship. Otherwise, they are gathering heroes among their race to attack by magic and ship.

Should the PCs rescue the D'Lais and request no reward for doing so, they will make allies within the D'Lai clan, who have enclaves on the mainland as well as on other islands. They could easily help the PCs garner trade agreements, provide them with a good ship, or offer specialized knowledge that only an elder race such as the elves might know. And, of course, it's always good to have some rich allies whose relatives span the globe. Additionally, should the PCs return the items stolen from the family, the elves will offer them favors and magical items of equivalent value.

Elianora and Logosan will help the PCs fight if asked, but they would much prefer to be taken back to Cairvos directly.

Elianora D'Lai: Ari8/Brd2, hp 12 currently, Cha 19, AL NG.

Logosan D'Lai: Brd15, hp 20 currently, Cha 22, AL CG.

The Hammerfells: Like Elianor and Logosan D'Lai, the brothers Fraedok and Haedor Hammerfell are the last of their royal family on Cairvos. When healthy, they are stout, powerful fighters in addition to expert craftsmen. Arozza has them beaten almost daily, so they do not regain their strength. Though severely bruised and

bloody, they still maintain their warrior hearts and spirit. Given a weapon, they will gladly aid PCs in fighting the giantess and her minions.

The Hammerfells are well-known throughout the area as being a proud, stout, honorable family. The family's members are also known for their excellent craftsmanship, and Hammerfells live throughout the nearby islands and on the mainland. Saving the brothers could provide the PCs with trade agreements or access to well-crafted goods for their personal use. The Hammerfells have not lived on Cairvos as long as the elves, and they would be content to move their subjects to a much more defensible location. Should the PCs decide to take over Stormbringer Castle, for instance, the dwarves would be willing to move there and aid in the reconstruction of the structure to a more livable environment for Medium creatures. If the PCs return the items Arozza stole from them, then they are even more likely to make such a move, especially if the party contains a dwarven hero or two.

Fraedok is the elder of the brothers. He speaks for the dwarves of Cairvos, so gaining his respect could garner future aid for the PCs.

Fraedok Hammerfell: Ftr6/Exp6 (weaponsmith and shipwright), hp 6 currently, Str 20, AL LN.

Haedor Hammerfell: Ftr5/Exp5 (armorsmith and carpenter), hp 5 currently, Str 19, AL NG.

Argalis' Emissary: Jadis Wren has been beaten within inches of his life on several occasions during his imprisonment. A formerly pampered individual, he has not taken well to captivity. He has lost over thirty pounds and has aged considerably during his stay. His formerly regal clothes are in tatters and hang loosely from his medium frame. Additionally, his once-sharp mind is not what it used to be. He now babbles and rocks in his cell. He will not do much to aid the PCs in fighting, and, indeed, will be very much a hindrance should they take him with them: he cringes at the sight of ogres, and will scream loudly and fall into a fetal position at the first sign of them or any other monstrous creature.

If he is saved and taken back to Argalis, however, the PCs will gain his favor when he recovers, and the governor will likewise be grateful to them for saving his friend. This could gain the PCs a possible political future in Argalis, should the PCs choose to pursue one.

Jadis Wren: Ari9, hp 3 currently, Wis 20, Cha 18, AL LN.

ity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

Mummies (3): CR 15; Medium Undead; HD 11d12+3; hp 74; Init 0; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +5; Grp +12; Atk/Full Atk +12 melee (1d6+10 plus mummy rot, slam); Space/Reach 5 ft./5 ft.; SA Despair, mummy rot; SQ Damage reduction 5/–, darkvision 60 ft., undead traits, vulnerability to fire; AL LE; SV Fort +5, Ref +3, Will +9; Str 24, Dex 10, Con –, Int 6, Wis 14, Cha 15.

Skills and Feats: Hide +10, Listen +8, Move Silently +10 Spot +8; Alertness, Great Fortitude, Toughness.

Possessions: Inside the mummies' tattered bandages (Search DC 25) are hidden two gems valued at 200 gp each.

SA – Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours.

SA – Mummy Rot (Su): Supernatural disease–slam, Fortitude DC 16, incubation period 1 minute; damage 1d6 Con and 1d6 Cha.

Area 4-5 – Trapped Corridor (EL 8): Read or paraphrase the following:

This 20-foot-wide corridor extends 180 feet before turning right.

The corridor extends another 80 feet around the turn, ending in a blank wall. A 20-foot-wide by 20-foot-long pressure plate (marked with a boxed T on the map) is just before the bend. When someone steps off it into

the next square to continue around the corner, an *incendiary cloud* is released from the pressure plate and pushes into both corridors.

Incendiary Cloud Trap: CR 9; magic device; location trigger (pressure plate); automatic reset; spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33.

Area 4-6 – Arozza's Bedchamber (EL 20): The door to this room is *arcane locked* (Break DC 40), and it has an *alarm* spell on it that that mentally notifies Arozza when the door is touched. When the PCs open the door, read or paraphrase the following:

This 120-foot-long by 160-foot-wide room contains a huge bed, desk, desk chair, and a plush sitting chair. Sea-blue tapestries hang from the walls. A blue-skinned giantess with long dark hair stands at the far end of the room. You recognize her as Arozza Stormbringer, Stozari's daughter.

Arozza carries the key needed to reach the spirit helm (area 4-16) through the magical door in area 4-12.

Tactics: Arozza has likely had time to cast some defensive spells on herself. She will have cast the following in this order: *resist energy (cold)*, *blur*, *lesser globe of invulnerability*, and *mage armor*. Offensively, Arozza will use her *staff of necromancy* and will attempt to use *baleful polymorph* and *feeblemind* on opponents before falling back on her physical combat skills, which are formidable in their own right. She will not surrender, even though she has no contingency living-spirit plan to sustain her life force. She is too proud to even consider such.

Malachai's Magical Doors

The doors to area 4-7, 4-8, 4-9, 4-11, 4-12, and 4-13 appear as red iron doors. They are open, so the PCs can look directly into those rooms; the rooms appear empty. The doors are magical, however. Upon entering the room and closing the door, the magic takes effect. Of course, PCs are going to be wary about these rooms and closing the doors, but they cannot get to the spirit helm to defeat Stozari if they do not do so, as one door (area 4-12) provides the only entrance into area 4-16, where the spirit helm resides (they'll need Arozza's key, too). If the PCs do enter the room and do not spike the door, Stozari may shut it on them, provoking the door's magic!

Once the doors are closed, they *arcane lock* (break DC 45). They will reopen when the PCs have defeated the monster behind them or completed the task within.

The doors radiate magic, but it is of the universal type. If you have PCs who like to salvage unusual doors, these can be removed and reused. Each weighs 8,000 pounds (remember, these are 20-foot-tall giant-sized iron doors). Reprogramming them requires a spellcaster to spend two hours concentrating and a successful DC 20 Concentration check. The reprogrammer can have them create anything in a room that a *wish* spell can mimic in terms of teleporting or summoning and the creation of minor items. The doors can only be reprogrammed once a year. The doors cannot change inherent bonuses, add to the powers of existing items, revive the dead, remove the effects of harmful spells, or undo misfortune.

These are powerful magic items, so the GM should roll for their survival if/when the ship begins breaking apart, as described later on.

Strong Universal Magic; CL 20th; Craft Wondrous Item, wish. Price 360,000 gp.

Treasure: The desk is trapped with a *fire trap* spell and *arcane locked drawer* (break DC 40). The drawer contains several keys (the keys to the prisoner cells and the panel in area 3-6) and several scrolls: *warded walls* (CL 15) (x2), *limited wish* (CL 13), *amplify* (CL 9), and *sequester* (CL 13) (x2).

Fire Trap: CR 5; spell; spell trigger; no reset; spell effect (*fire trap*, 7th-level wizard, 1d4+7 fire, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29.

Arozza, Female Storm Giant Wiz9: CR 22; Huge Giant; HD 19d8+9d4+168; hp 276; Init +2; Spd 50 ft., fly 50 ft., swim 30 ft.; AC 29 (-2 size, +2 Dex, +12 natural, +3 *ring of protection*, *bracers of armor* +4), touch 17, flat-footed 27; Base Atk +18; Grp +40; Atk +30 melee (4d6+21/19-20, greatsword) or +30 melee (1d6+14, slam) or +20 ranged (3d6+14/x3, composite longbow (+14 Str bonus)); Full Atk +30/+25/+20/+15 melee (4d6+21/19-20, greatsword) or +30 melee (1d6+14, 2 slams) or +20/+15/+10/+5 ranged (3d6+14/x3, composite longbow (+14 Str bonus)); Space/Reach 15 ft./15 ft.; SA Spell-like abilities, spells; SQ Freedom of movement, immunity to electricity, low-light vision, rock catching, water breathing; AL CE; SV Fort +21, Ref +12, Will +19; Str 39, Dex 14, Con 23, Int 20, Wis 20, Cha 15.

Skills and Feats: Climb +20, Concentration +28, Craft (painting) +15, Diplomacy +4, Intimidate +12, Jump +24, Knowledge (arcane) +17, Knowledge (history) +17, Knowledge (religion) +17, Listen +15, Perform (sing) +12, Sense Motive +15, Spot +25, Spellcraft +17, Swim +18*; Awesome Blow, Cleave, Combat Reflexes, Craft Construct, Craft Living Spirit, Craft Magic Arms and Armor, Craft Wondrous Item, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Scribe Scroll.

Possessions: +3 *ring of protection*, *bracers of armor* +4, *staff of necromancy*, *ring of wizardry* IV, key to spirit helm room (to be used in area 4-6 and 4-10), composite longbow (Str +14), 20 arrows, spellbook (contains all spells from levels 0-2 and her prepared spells from levels 3-5).

Prepared Wizard Spells (4/6/5/4/6/2; DC 15 + spell level); 0 – *detect magic*, *flare*, *read magic*, *light*; 1st-level – *chill touch*, *mage armor*, *magic missile* (x3), *shocking grasp*; 2nd-level – *blur*, *resist energy*, *see invisibility*, *scorching ray* (x2); 3rd-level – *hold person*, *lightning bolt*, *protection from energy*, *vampiric touch*; 4th-level – *arcane eye*, *enervation* (x2), *lesser globe of invulnerability*, *shout* (x2); 5th-level – *baleful polymorph*, *feeblemind*.

SA – Spell-Like Abilities: 1/day – *call lightning* (DC 15), *chain lightning* (DC 18). Caster level 15th. 2/day – *control weather*, *levitate*. Caster level 20th.

SQ – Freedom of Movement (Su): Storm giants have a continuous *freedom of movement* ability as the spell (caster level 20th). The effect can be dispelled, but the storm giant can create it again on its next turn as a free action.

Area 4-7 – Door #1, Pick a Card (EL 0-19): The door to this room is open and the room initially appears empty. When the door to this room is closed, read or paraphrase the following:

This 20-foot-long by 20-foot-wide room appeared empty, but as soon as the door shuts it suddenly contains a table in the far corner. Seated at the table is a robed figure with no visible face or physical extremities. He is shuffling a deck of cards. "Come in," he says, as he deals several cards face down on the table, one for each of you. "Pick a card and test your luck. Else we can fight if you would like." You see a greatsword rests near him beside the table, as well as a light steel shield, and six javelins.

Development: The door will not reopen until each PC has picked a card or until they have defeated the living spirit. If they kill the living spirit, the cards lose their magic. If the PCs do not pick a card within three rounds, the living spirit assumes they want to fight; thus, the PCs will not be given much time to search for a secret door in peace, if they decide to ignore the spirit and do so. The living spirit's gem is hidden within the magical door to this room (Search DC 30).

If the PCs choose to pick a card, each must draw one. Roll 1d10 for each card's effect:

1: Heal: The character gains the immediate effects of a *heal* spell.

2: Resist Energy: The character gains the effect of a *resist energy* 30 spell (choose an energy type) (CL 12).

3: Harm: The character is affected by a *harm* spell (Will save DC 19).

4: Poison: Touching the card inflicts upon the character the effects of a *poison* spell (Fortitude save DC 18).

5: Grace: The character is affected by a *cat's grace* spell (CL 12).

6: Polymorph: The character is transformed into a badger by a *baleful polymorph* spell (Fortitude DC 18).

7: Endurance: The character is affected by a *bear's endurance* spell (CL 12).

8: Heroes' Feast: A *heroes feast* appears on the table (CL 12). If this is the last card drawn, the door will open after the feast is eaten, or, if the PCs refuse to touch the food, three rounds later.

9: Flame Strike: The character is affected by a *flame strike* spell (CL 12).

10: True Seeing: The character is affected by a *true seeing* spell (CL 12). This should allow the character to find the *sequestered* secret door.

Secret Door: A secret door rests in the west wall

(Search DC 35). Arozza has masked the door with a *sequester* spell, so it is not likely to be found unless someone physically touches the wall. The door leads to area 4-14, Arozza's small treasure vault.

Zadok, Living Spirit Ogre Ftr15: CR 18; Large Elemental; HD 19d8+79; hp 167; Init +5; Spd 40 ft. in breastplate, 30 ft. fly (perfect); AC 20, touch 10, flat-footed 19; Base Atk +18; Grp +34; Atk +29 melee (3d6+12/17-20, large masterwork greatsword) or javelin +19 ranged (1d8+8, javelin); Full Atk +29/+24/+19 melee (3d6+12/17-20, large masterwork greatsword) or javelin +19/+14/+9 ranged (1d8+8, javelin); Space/Reach 10 ft./10 ft.; SA Animate object, form dispersion, telekinesis; SQ Darkvision 60 ft., form manipulation, form strengthen, immunity to force, low-light vision, natural invisibility, rejuvenation; AL CN; SV Fort +17, Ref +8, Will +6; Str 26, Dex 13, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Craft (armorsmith) +10, Craft (blacksmithing) +5, Craft (weaponsmith) +15, Hide +1, Listen +6, Move Silently +5, Spot +6; Alertness, Cleave, Combat Reflexes, Dodge, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Critical (greatsword), Improved Initiative, Improved Grapple, Improved Unarmed Strike, Lightning Reflexes, Mobility, Power Attack, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Special Abilities: See Stozari's stats on page 29 for details on the living spirit's special abilities.

Possessions: masterwork breastplate, masterwork greatsword, light steel shield, masterwork javelins (6).

Area 4-8 – Door #2, Statues Away! (EL 11): The door to this room is open and the room initially appears empty. When the door to this room is closed, read or paraphrase the following:

You hear a loud clicking sound from the door, and the room before you expands to 50 feet long and 50 feet wide. Two large lizard-like creatures appear from nowhere and advance toward you!

The loud clicking noise is the door magically locking (Open Lock DC 30). The lizard creatures are basilisks, and they are quite agitated. The PCs must prepare to suffer their gaze and normal attacks. The doors will reopen when the basilisks are defeated. If the PCs re-enter the room, two more perfectly healthy basilisks will appear.

Basilisks (2): CR 9; Medium Magical Beast; HD 10d8+30; hp 85; Init +3; Spd 20 ft.; AC 16, touch 9, flat-footed 16; Base Atk +10; Grp +12; Atk +10 melee (1d8+3, bite); Full Atk +10 melee (1d8+3, bite); Space/Reach 5 ft./5 ft.; SA Petrifying gaze; SQ Darkvision 60 ft., low-light vision; AL N; SV Fort +11, Ref +6, Will +4; Str 15, Dex 8, Con 16, Int 2, Wis 12, Cha 11.

Skills and Feats: Hide +0, Listen +9, Spot +9;

Alertness, Blind-Fight, Great Fortitude, Improved Initiative.

Area 4-9 – Door #3, Dead End (EL-11): The door to this room is open and the room initially appears empty. When the door to this room is closed, the PCs are teleported to the dead-end alley (area 4-10). Go to that area and read the description aloud to the PCs.

Area 4-10 – Dead End Alley (EL 15): Read or paraphrase the following:

When the door shuts, you feel a whooshing sensation. When your head clears, you find yourselves standing almost in the middle of a 20-foot-wide, 160-foot-long corridor with iron walls. Looking left and right, you see that both ends of the corridor turn toward the port side of the ship. The air here smells strongly of decay.

Calodek, an undead priest of a demon lord, resides in this dead end corridor as punishment for failing to fulfill a mission from his Abyssal lord. Arozza thought he would provide a good trap for anyone foolish enough to attempt to destroy her ship. She let him keep his belongings.

Calodek is initially on the opposite side of the dead end corridor from the PCs.

This area has no exit. There is no mechanism to return to area 4-9. The characters must break through the walls or use magical means to escape.

Iron Walls (magically treated): 3 in thick; Hardness 20; 180 hp; Break (DC 50).

Calodek, Mummy Lord, 10th-Level Cleric: CR 15; Medium Undead; HD 8d12+10d8; hp 97; Init +5; Spd 15 ft. (in half-plate armor); AC 30, touch 11, flat-footed 29; Base Atk +11; Grp +19; Atk/Full Atk +20 melee (1d6+12 plus mummy rot/19-20, slam); Space/Reach 5 ft./5 ft.; SA Despair, mummy rot, rebuke undead, spells; SQ Damage reduction 5/–, darkvision 60 ft., resistance to fire 10, undead traits, vulnerability to fire; AL CE; SV Fort +26, Ref +8, Will +20; Str 26, Dex 12, Con –, Int 8, Wis 20, Cha 17.

Skills and Feats: Concentration +8, Knowledge (religion), +4, Listen +18, Move Silently +5, Spot +18; Alertness, Combat Casting, Great Fortitude, Improved Critical (slam), Improved Initiative, Weapon Focus (slam).

Possessions: +2 half-plate armor, +2 two-handed sword, cloak of resistance +2, brooch of shielding.

SA – Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours.

SA – Mummy Rot (Su): Supernatural disease – slam, Fortitude DC 16, incubation period 1 minute;

damage 1d6 Con and 1d6 Cha.

Spells Prepared (6/7/6/5/5/4; save DC 15 + spell level); 0 – *detect magic* (x2), *read magic*, *resistance*, *virtue*; 1st-level – *bane*, *command*, *deathwatch*, *divine favor*, *doom*, *sanctuary**, *shield of faith*; 2nd-level – *bull's strength*, *death knell**, *hold person*, *resist energy*, *silence*, *spiritual weapon*; 3rd-level – *animate dead**, *deeper darkness*, *dispel magic*, *invisibility purge*, *searing light*; 4th-level – *air walk*, *dismissal*, *divine power*, *giant vermin*, *spell immunity*; 5th-level – *insect plague*; *slay living**, *spell resistance*, *symbol of pain*. *Domain spell. Domains: Death and Protection.

Area 4-11 – Door #4, Angel of Music (EL 0 or 7): The door to this room is open and the room initially appears empty. When the door to this room is closed, read or paraphrase the following:

Where an empty room once stood, you are now looking at the insides of a child's bedroom. A metal creature with the features of a little girl is sitting against the headboard of her bed. Small dollies – as well as a greatsword and several javelins – lie all around her. She is holding a doll in her hand, and the girl is singing a song in Giant to the doll.

She sings: "Glorianne, Glorianne! Beautiful Glorianne. Your smile is wide and your voice so pure. Sing to me the Song of Gawinture."

The girl suddenly stops her singing. She drops the doll, and rises from the bed. She looks directly at your group. "Sing me the Song of Gawinture," she says. She smiles, and you can see that her front teeth are two sharp daggers.

If a bard is in the group, give the bard a chance to know the song (bardic knowledge DC 30, +5 bonus if the bard happens to speak Giant and thus has likely studied the culture). If the PCs have already visited area 4-15, Arozza's personal den, they may have discovered an illuminated page of the Song of Gawinture.

Like the toy soldiers, Halifa is encased in a metal body; therefore, she does not use her natural invisibility or her form manipulation. She is likely to use her form dispersion ability when the PCs slay her, however.

Tactics: Halifa gives the PCs three rounds to start singing the Song of Gawinture. If they don't sing, she launches herself at them. She is insane. Their failure to sing enrages her, and she goes into a berserk rage that is exactly like a barbarian's rage ability. She will rage for 7 rounds. If the PCs can sing the song, Halifa lies back on her bed during the second verse, and is asleep by the fourth verse. The PCs can then leave the room.

Halifa, Insane Living Spirit Doll: CR 8; Large Giant (Augmented Large Giant); HD 9d8+42; hp 82; Init +4; Spd 40 ft. (30 feet in full plate), 30 ft. fly (perfect); AC 17, touch 9, flat-footed 17; Base Atk +8; Grp +20; Atk

+17 melee (3d6+10/17-20, large masterwork greatsword) or javelin +7 ranged (1d8+8, javelin); Full Atk +17/+12 melee (3d6+10/17-20, large masterwork greatsword) and +12 melee (1d8+4, bite) or javelin +7/+2 ranged (1d8+8, javelin); Space/Reach 10 ft./10 ft.; SA Animate object, form dispersion, rage 1/day (7 rounds), telekinesis; SQ Darkvision 60 ft., elemental traits, form manipulation, form strengthen, immunity to force, low-light vision, natural invisibility, rejuvenation; AL CE; SV Fort +12, Ref +2, Will +2; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +3, Craft (armorsmith) +4, Listen +2, Spot +2; Alertness, Cleave, Dodge, Improved Critical (greatsword), Improved Initiative, Toughness (x2), Weapon Focus (greatsword), Weapon Specialization (greatsword).

Special Abilities: See Stozari's stats on page 29 for details on the living spirit's special abilities.

Possessions: masterwork greatsword, masterwork javelins (6), masterwork daggers (teeth) (2).

Area 4-12 – Door #5, Spirit Gate (EL 0): The door to this room is open and the room initially appears empty. If the PCs do not have Arozza's key from area 4-6, nothing changes when they close the door. If they do possess the key, then read the following when they shut the door behind them:

The room around you swirls out of sight. You feel your body being pulled into a faraway void. Your stomach lurches, and your body comes to a sudden halt. All of a sudden, you feel you're falling.

The PCs have found the entrance to the spirit helm, area 4-16. Go to that section and read the description.

Area 4-13, Door #6, Riddle Me This (EL 0): The door to this room is open and the room initially appears empty. When the door to this room is closed, read or paraphrase the following:

Upon entering the room and closing the door, magical red writing appears in an unusual tongue on the west wall.

If the PCs can read Giant, tell them it reads as follows:

"Hunters seek it. They usually find it among the dead. What is it?"

The answer is "treasure," and the PCs only get one guess. The word must be the very first thing said *aloud* by a PC, else the writing slowly erases itself, and the room returns to being completely empty. If the PCs guess correctly, however, the words melt down the wall. They drip into a small, tight-fisted pool, and the pool slowly solidifies and pops out of the wall, falling to the floor with a thud. From a distance, the object appears to be a gem. It radiates faint evocation magic. The gem is a *stone of good luck*. Additionally, whoever picks it up immediately receives the one-time benefit of a *heal* spell.

Once the words have melted, they do not reform unless the room's magic is reinstated (requiring reprogramming the door, as described in the sidebar on page 24).

Area 4-14 – Treasure Vault (EL 7): Read or paraphrase the following:

Three large iron chests and five golden elven statues fill this 20-foot-wide by 40-foot-long room.

Treasure: The statues are worth 2,000 gp each, and they depict members of the D'Lai ruling family of Cairvos. The three chests are locked (Open Lock DC 35) and trapped. Each chest holds 20,000 gp in gems and gold. The first chest also contains three *scrolls of heal* (CL 13). Hidden among the gems in the third chest is a *gem of true seeing* (Search DC 25) that Arozza missed when separating the treasure.

Secret Door: A secret door (Search DC 30) rests in the southern wall. The door leads to the giantess' treasure gallery, area 4-15, where she has stored other items of value taken from Cairvos and her expeditions over the years.

Chest Trap #1, Glyph of Warding (Blast): CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Chest Trap #2, Fusillade of Greenblood Oil Darts: CR 7; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/ 1d2 Con); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25.

Chest Trap #3, Lock Covered in Dragon Bile: CR 7; mechanical; touch trigger (attached); no reset; poison (dragon bile, DC 26 Fortitude save resists, 3d6 Str/0); Search DC 27; Disable Device DC 16.

Area 4-15 – Treasure Gallery (EL 14): Read or paraphrase the following:

Piles of paintings, sculptures, open chests of jewelry, gold cups and bowls fill this 180-foot-long by 40-foot-wide room. Pathways meander through the various stacks of treasures.

Three dark nagas guard this chamber.

An Appraise check of the room reveals the various items are worth a grand total of 425,000 gp. Of that treasure, 125,000 gp of it was stolen from the royal elves of Cairvos, while another 125,000 gp was stolen from the island's royal dwarven clan. Arozza secured the remaining treasures on various adventures, and many of the remaining items have ties to Argalis. In addition to the vast amount treasure here, each dark naga has hidden a cache of 4,000 gp in gems. These can be found with a DC 25 Search check.

There is so much treasure here, and it is so bulky, that PCs are going to have a hard time hauling it all away unless they have access to a *portable hole* or two.

Tactics: Three dark nagas rest among the treasure. If the PCs aren't quiet, the nagas likely hear them when they open the secret door to this room. They may also have been alerted to intruders from any traps sprung in area 4-7. They use their *detect thoughts* ability to note what actions the PCs will take, then respond accordingly.

Dark Nagas (3): CR 11; Large Aberration; HD 12d8+24; hp 78; Init +2; Spd 40 ft.; AC 14, touch 11, flat-footed 12; Base Atk +9; Grp +15; Atk/Full Atk +10 melee (2d4+2 plus poison, sting); Space/Reach 10 ft./5 ft.; SA Poison, spells; SQ Darkvision 60 ft., detect thoughts, guarded thoughts, immunity to poison, resistance to charm; AL LE; SV Fort +8, Ref +8, Will +12; Str 14, Dex 15, Con 14, Int 16, Wis 15, Cha 17.

Skills and Feats: Bluff +9, Concentration +16, Diplomacy +10, Disguise +5, Intimidate +5, Listen +14, Sense Motive +8, Spellcraft +15, Spot +14; Alertness, Combat Casting, Dodge, Eschew Materials, Great Fortitude, Lightning Reflexes.

Sorcerer Spells Known (6/7/7/5; save DC 13 + spell level): 0 – *daze, detect magic, light, mage hand, open/close, ray of frost, read magic*; 1st-level – *expeditious retreat, magic missile, ray of enfeeblement, shield, silent image*; 2nd-cat's *grace, invisibility, scorching ray*; 3rd-level – *displacement, lightning bolt*.

SA – Poison (Ex): Injury, Fortitude DC 16 or lapse into a nightmare-haunted sleep for 2d4 minutes.

SQ – Resistance to Charm: Dark nagas have a +2 racial bonus on saving throws against all *charm* effects (not included in the statistics block).

SQ – Detect Thoughts (Su): A dark naga can continuously use *detect thoughts* as the spell (caster level 9th; Will DC 15 negates). This ability is always active.

SQ – Guarded Thoughts (Ex): Dark nagas are immune to any form of mind reading.

Area 4-16 – Spirit Helm (EL 22): The PCs should arrive here only through the magical door in area 4-12. When the PCs arrive, read or paraphrase the following:

The falling sensation ends and you suddenly come to a stop, then you lurch into another fall. You are suddenly descending into a shadowy 120-foot-long by 80-foot-wide room. You can make out a tiny two-inch ledge along the wall just below you, and you struggle to fall toward it. Just past the ledge you can see that the floor slants downward thirty-five feet toward a black mass at the center. A stone pedestal sits in the center of the black mass. On the pedestal you glance a glass-like covering over a large, bright ruby of considerable value.

The PCs appear on the stern (east) side of the room. PCs who do not have any sort of levitation or fly abili-

ty already in place must make a DC 20 Reflex save to reach the ledge. Each round thereafter, they must roll a DC 18 Dexterity or Balance Check to remain on the ledge. Those who fail slide down the grease-covered floor and into the body of a black pudding, where they take acid damage.

Development: The case atop the pedestal radiates magic. The covering that appeared glass-like is actually a *globe of force*. A keyhole rests just underneath the force field on one side of the pedestal. Arozza's key fits into the lock, releasing the force field.

If the PCs haven't surmised it already, they realize they must destroy Stozari's spirit gem to kill her. This gem is valuable enough to hold her spirit. Destroying it causes 1d10x10 points of force damage to the one who strikes it. The damage affects a 15-foot-radius. Destroying the gem, which is a decoy, also begins destroying the ship, starting with the hull area. Within 5 rounds, the ship begins to sink.

The real spirit gem lies hidden in a secret compartment on the *other* side of the stone pedestal, just below a layer of the black pudding's body (Search DC 30). It is trapped with the *wail of the banshee* trap, and touching the secret compartment releases the trigger.

Tactics: Stozari will appear in the room when the PCs enter the room. She's naturally invisible, so the PCs will likely not see her. She will attack those who do not fall into the black pudding. The black pudding will attempt to destroy those who fall in its midst. Knowing that her daughter has been killed (else the PCs would not have the key to enter this room), she fights with a determined will to kill Arozza's murderers.

Decoy Spirit Ruby: AC 18; Hardness 8, hp 10, damage resistance 15/slashing and piercing weapons. Destroying the decoy ruby causes 1d10x10 points of force damage to the one who strikes it and anyone within a 15-foot-radius (Ref DC 16 half). Destroying the gem causes the ship to begin breaking apart, starting with the hull. Within 5 rounds, the ship begins to sink.

Stozari's Spirit Gem: AC 20; Hardness 8, hp 20, damage resistance 15/slashing and piercing weapons. Destroying Stozari's gem causes 5d10 points of force damage to anyone within 10 ft. (Ref DC 16 half).

Wail of the Banshee Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34. Cost: 76,500 gp, 6,120 XP.

Black Pudding: CR 10; Huge Ooze; HD 13d10+78; hp 149; Init -5; Spd 20 ft.; AC 3, touch 3, flat-footed 3; Base Atk +9; Grp +20; Atk/Full Atk +10 melee (2d6+4 plus 2d6 acid, slam); Space/Reach 15 ft./10 ft.; SA Acid, constrict 2d6+4 plus 2d6 acid, improved grab; SQ Blindsight 60 ft., split, ooze traits; AL N; SV Fort

+10, Ref -1, Will -1; Str 17, Dex 1, Con 22, Int —, Wis 1, Cha 1.

Skills and Feats: Climb +11; —.

SQ — Split (Ex): Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Stozari Stormbringer, Living Spirit Female Storm Giant, Drd4: CR 17; Huge Elemental (Augmented Huge Giant); HD 23d8+161; hp 264; Init +2; Spd 50 ft., fly 50 ft., swim 40 ft.; AC 28 (-2 size, +2 Dex, +16 natural, +3 *ring of protection*), touch 13, flat-footed 26; Base Atk +17; Grp +39; Atk +29 melee (4d6+21/19-20, greatsword) or +29 melee (2d6+14, slam) or +17 ranged (3d6+14/x3, composite longbow (+14 Str bonus)); Full Atk +29/+24/+19 melee (4d6+21/19-20, greatsword) or +29 melee (2d6+14, 2 slams) or +17/+12/+7 ranged (3d6+14/x3, composite longbow (+14 Str bonus)); Space/Reach 10 ft./10 ft.; SA Animate object, form dispersion, spell-like abilities, spells, telekinesis; SQ Animal companion, darkvision 60 ft., elemental traits, form manipulation, form strengthen, freedom of movement, immunity to electricity, immunity to force, low-light vision, natural invisibility, nature sense, rejuvenation, resist nature's lure, rock catching, trackless step, water breathing, wild empathy, woodland stride; AL NE; SV Fort +21, Ref +11, Will +17; Str 39, Dex 14, Con 23, Int 16, Wis 20, Cha 15.

Skills and Feats: Climb +20, Concentration +26, Craft (painting) +13, Diplomacy +4, Handle Animal +9, Intimidate +12, Jump +24, Knowledge (nature) +12, Listen +15, Perform (sing) +12, Sense Motive +15, Spot +25, Swim +18*, Spellcraft +10, Survival +12; Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack.

Possessions: +2 *ring of protection*, greatsword, dagger, composite longbow, 20 arrows.

Spells (5/5/3; DC 15 + spell level): 0 — *create water, cure minor wounds, detect magic, light, resistance*; 1st-level — *cure light wounds* (x2), *entangle, obscuring mist, summon nature's ally I*; 2nd-level — *bear's endurance, bull's strength, spider climb*.

SA — Animate Object (Su): If the spirit gem containing a living spirit has been placed in a body, such as a statue, ship, or piece of furniture, the living spirit can also animate that object at will, attacking as if it were that object. For this reason, living spirits who choose to remain inside the vessel containing their spirit gem are often mistaken for animated objects or constructs.

SA — Form Dispersion (Su): Once per day, a living spirit may implode itself, causing 5d10 points of force damage in a 10 ft. radius. Once a living spirit implodes, it must rejuvenate to reform. Upon the "death" of its elemental form, it automatically implodes.

SA – *Spell-Like Abilities*: 1/day – call lightning (DC 15), chain lightning (DC 18). Caster level 15th. 2/day – control weather, levitate. Caster level 20th.

SA – *Telekinesis (Sp)*: At will, a spirit can use telekinesis as a standard action (caster level 23rd). She can hurl up to 23 objects or creatures within 1,320 feet of her, though all telekinetically thrown objects/creatures must be within 10 feet of each other. Her targets must be within 230 feet of the selected objects, and she must succeed on an attack roll (one per creature or object thrown) to hit targets with the items. Stozari's telekinetic ranged attack bonus is +20, and the hurled weapons cause their standard weapon damage (with no Strength modifier).

SQ – *Form Manipulation (Su)*: A spirit can manipulate its form, becoming a "body" of force in the shape and size of a creature up to one size larger or one size smaller than its base creature's form. For instance, the living spirit of a human may appear as a Large or Small creature of its choice. In its new form, the living spirit receives the attack and size modifiers of its new size, if any. It also receives the natural attacks of the creature it becomes.

SQ – *Form Strengthen (Su)*: Twice per day, the living spirit may strengthen its form's force, gaining an additional +4 armor bonus. This ability should be treated as a *mage armor* spell (caster level 8th).

SQ – *Freedom of Movement (Su)*: Storm giants have a continuous *freedom of movement* ability as the spell (caster level 20th). The effect can be dispelled, but the storm giant can create it again on its next turn as a free action.

SQ – *Immunity to Force (Ex)*: Living spirits absorb all force-related attacks aimed at them, including *magic missiles*, and they may move through *walls of force* and disregard *mage armor* spells when attacking with their force-formed fists.

SQ – *Natural Invisibility (Su)*: This ability is constant, allowing the living spirit to remain invisible when attacking (when in elemental form). This ability is inherent and not subject to the *invisibility purge* spell.

SQ – *Rejuvenation (Su)*: In most cases, it's difficult to destroy a spirit through simple combat: The "destroyed" living spirit will often restore itself in 2d8 hours, which is much more quickly than its undead counterparts (ghosts). Even the most powerful spells are usually only temporary solutions. A living spirit that would otherwise be destroyed is dispersed into the atmosphere around it. As a rule, the only way to get rid of a spirit is to determine the object to which it is bound and destroy that object. Destroying such an object releases 5d10 points of energy damage in a 10 ft. radius (Reflex save DC 16 for half).

SQ – *Water Breathing (Ex)*: Storm giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

Conclusion

Upon the destruction of the spirit gem, the ship begins shaking. Loud cracking sounds reverberate throughout the vessel, and water begins rising from the floor very quickly. The strength of the rocking sends you flying about, and you feel yourself being pulled down as the vessel begins to tilt downward. Furniture and treasure goes flying by you, descending to the ocean floor.

If the PCs didn't secure the treasure, it goes down with the ship. They'll have to do some diving later – but NPC treasure hunters who witness the ship sinking from shore may also come for the goodies!

If Stozari's *real* spirit gem was not destroyed, she reforms at the bottom of the ocean – or among the gems picked up as treasure by treasure hunters, which is a nasty surprise for some NPC! If the mummies were not destroyed in the ship, they walk across the ocean floor to Carivos, where they take up residence, terrorizing any creatures who remain on the island and those freed slaves who return.

When the PCs report the ship's destruction to Argalis, read this:

You have been hailed as heroes in this coastal kingdom. Lord McDurmott invites you to a private feast at his home, and the priests of his town offer to heal you and raise any dead you have among you. Your names spill from the lips of the citizens here, and bards begin questioning you about your exploits so that they may sing of them for years to come.

The PCs receive any promised reward. The temple here cannot perform true resurrections, though they possess a *resurrection* scroll. Should the PCs spend a great deal of time in this area, they receive a 20% discount on food, lodging, and spell casting from grateful local residents.

Further Adventures

It is highly likely that the PCs won't find Stozari's real spirit gem while the ship is breaking apart around them (assuming they fell for the decoy). Stozari will live on to fight again – perhaps even finding a way to recapture the lost spirit of her now-deceased daughter so the two of them can fight together from the afterlife. Stozari's son, Stevrock Stormbringer, has an underwater coral castle not too far from Argalis' coast. When first reports of the juggernaut's demise reach him, he attacks ships in a blind rage against the humanoids who sought out his family's deaths.

But if Stevrock learns that Stozari's spirit lives on, and Arozza's spirit might be harnessed as well, a new plan takes shape. The spirit of Stozari's late husband Kraxxox Stormbringer already resides in a partially completed 100-foot-tall colossus being built deep under the ocean's surface. Arozza's ship did not contain any information about where this super weapon could be found, and even if the PCs learn of the plot, they will have little luck in finding information on it. If Stozari can harness Arozza's spirit, then find a way with Stevrock to complete the colossus, the Stormbringer clan will return to the world of a living with a burning vengeance for plans now twice thwarted!

Appendix 1: New Monsters

ABYSSAL WOLF

Large Magical Beast (Chaotic, Evil, Extraplanar)

| | |
|---------------------------|--|
| Hit Dice: | 9d10+45 (94 hp) |
| Initiative: | +4 |
| Speed: | 50 ft. (10 squares) |
| Armor Class: | 21 (-1 size, +4 Dex, +8 natural), touch 13, flat-footed 17 |
| BAB/Grapple: | +9/+18 |
| Attack: | Bite +13 melee (1d10+7) |
| Full Attack: | Bite +13 melee (1d10+7) |
| Space/Reach: | 10 ft./5 ft. |
| Special Attacks: | Paralyzing gaze, trip |
| Special Qualities: | Damage reduction 10/cold iron, dark-vision 60 ft., favored prey, keen scent, know alignment, low-light vision, SR 18 |
| Saves: | Fort +11, Ref +10, Will +7 |
| Abilities: | Str 20, Dex 18, Con 20, Int 8, Wis 14, Cha 17 |
| Skills: | Hide +0, Jump +15, Listen +3 (+5 against non-evil half-fiends or tieflings), Move Silently +5, Sense Motive +3 (+5 against non-evil half-fiends or tieflings), Spot +6 (+8 against non-evil half-fiends or tieflings), Survival +3 (+7 tracking by scent, +9 tracking non-evil half-fiends or tieflings) |
| Feats: | Improved Natural Weapon (bite), Iron Will, Power Attack, Track |
| Environment: | Abyss |
| Organization: | Solitary, pair, or pack (4-11) |
| Challenge Rating: | 9 |
| Treasure: | None |
| Alignment: | Always chaotic evil |
| Advancement: | 10-21 HD (Large) |
| Level Adjustment: | — |



This creature is a man-sized wolf with deep blackish-blue fur and fiery orange eyes. Its coat is caked with blood, and bits of flesh hang from its toothy maw.

Abyssal wolves roam the Abyss seeking sources of meat. They savor the flesh and blood of lesser demons and have a particular liking for the taste of tieflings and good-aligned outsiders. Should a pack of abyssal wolves run across one of the aforementioned creatures, it does not hesitate to attack. The blood and flesh of half-fiends is another meal that these monsters enjoy, so they rarely turn down an opportunity to hunt on the Material Plane. Many demon lords find it blasphemous that their own kind mate with mortals, and thus unleash these monsters on the Material Plane to deal with such creatures. Most often when encountered on the Material Plane, abyssal wolves have either been summoned by an evil spellcaster or unleashed by one of the demonic lords of the Abyss.

The abyssal wolf is a man-sized wolf that stands 5 feet tall at the shoulder. When enraged, the hair on the nape of its neck stands up and the wolf issues forth a low growl, baring its razor-sharp (and usually blood-stained) teeth.

Abyssal wolves speak Abyssal and Common.

COMBAT

Abyssal wolves hunt in packs. When prey is sighted, the monsters move within a range where they can use their paralyzing gaze. Foes that are not paralyzed are dealt with first; the wolves circle an opponent and take turns charging in and attacking. A foe that is tripped is pounced on by the pack. Once the pack deals with the immediate threat, they turn their attention to any paralyzed creatures and tear them to pieces.

Paralyzing Gaze (Su): Anyone within 40 feet meeting the gaze of an abyssal wolf must make a successful Will save (DC 16) or be paralyzed for 2d4 rounds. Half-fiends and tieflings have a -2 penalty on their save. Once a successful save is made, the target is immune to the effects of that abyssal wolf's gaze attack for one day. The save DC is Charisma-based.

Trip (Ex): An abyssal wolf that hits with a bite attack can attempt to trip the opponent (+9 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the abyssal wolf.

Favored Prey (Ex): An abyssal wolf has a +2 bonus on Listen, Sense Motive, and Spot checks against non-evil half fiends and tieflings.

Keen Scent (Ex): An abyssal wolf can detect prey within 60 feet by sense of smell. This range increases to 120 feet if the opponents are upwind; and decreases to 30 feet if downwind. By making a successful Wisdom check (DC 15)

the abyssal wolf can determine whether a tiefling or half-fiend is present among the opponents.

Know Alignment (Su): Abyssal wolves always know the alignment of any creature they look upon. This ability can be negated or dispelled, but the abyssal wolf can activate it again as a free action on its next turn.

Skills: An abyssal wolf has a +4 racial bonus on Survival checks when tracking by scent. This bonus rises to +6 when tracking non-evil half fiends or tieflings by scent.

DEMONIC KNIGHT

Medium Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 12d8+60 (114 hp)

Initiative: +2

Speed: 20 ft. (4 squares); base 30 ft. without armor

Armor Class: 28 (+0 Dex, +9 half plate, +6 natural, +3 *ring of protection*), touch 10, flat-footed 23

BAB/Grapple: +12/+18

Attack: +3 *flaming black iron greatsword* +20 melee (1d10+12 plus 1d6 fire damage) or slam +18 melee (1d6+6)

Full Attack: +3 *flaming black iron greatsword* +20/+15/+10 melee (1d10+12 plus 1d6 fire damage) or 2 slams +18 melee (1d6+6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath of unlife, create spawn, *fear*, spell-like abilities, *summon demons*

Special Qualities: Damage reduction 20/cold iron or magic, darkvision 60 ft., outsider traits, SR 22

Saves: Fort +13, Ref +9, Will +14

Abilities: Str 22, Dex 14, Con 20, Int 18, Wis 18, Cha 18

Skills: Bluff +19, Concentration +20, Diplomacy +19, Hide +11*, Intimidate +19, Knowledge (arcane) +19, Knowledge (architecture and engineering) +19, Listen +19, Move Silently +11*, Search +19, Spellcraft +19, Spot +19

Feats: Blind-Fight, Cleave, Iron Will, Power Attack, Weapon Focus (greatsword)

Environment: The Abyss

Organization: Solitary or troupe (demonic knight plus 2-4 shadow demons)

Challenge Rating: 12

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 13-27 HD (Medium)

Level Adjustment: –

This creature appears as a 6-foot tall humanoid dressed in black iron half-plate armor. Its head is completely hidden beneath a helmet. A black iron longsword is slung at its hip.

The demonic knight – known by some as a death knight –



is rumored to be the creation of the great demon prince Orcus, the Prince of the Undead. Some sages doubt the validity of such a claim, since the demonic knights are not undead. Though no link has been proven, however, it is known that three of the most powerful demonic knights (Baruliis, Caines, and Arrunes) make their home in the shadow of Orcus's great citadel. The true origins of the demonic knight lie hidden deep in the stinking pits of the Abyss, and those brave few who have dared search for these secrets have never returned. The demonic knights serve their master (whoever it may be) with unswerving loyalty. They never question their orders or station. They are often sent to the Material Plane to recruit new bodies for their master's next plot or deception, or to punish those that have offended their lord. On some occasions, they are simply sent to another plane to corrupt and slay those that are just and good (to the delight of their master).

Some demonic knights don capes and other decorations as a badge of station. It is unknown exactly how many demonic knights exist, but they are believed to number no more than nine.

Demonic knights speak Common, Abyssal, Undercommon, Terran, and Infernal.

COMBAT

A demonic knight attacks with its sword (or fists, if unarmed). Against powerful opponents, it attempts to use its breath of unlife to weaken its foes before slaying them. If melee goes against the demonic knight, it summons demons to aid it or cover its escape.

A demonic knight's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction. A demonic knight's natural weapons, as well as any



weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will – *detect magic*, *see invisibility*, *wall of ice* (DC 18); 2/day – *dispel magic*; 1/day – *fireball* (DC 17), *symbol of pain* (DC 19), *symbol of fear* (DC 20). Caster level 20th. The save DCs are Charisma-based.

Fear (Su): A demonic knight generates fear with but a word. Those within 30 feet that hear the knight speak must succeed on a DC 18 Will save or flee in terror for 2d4 rounds. A creature that makes a successful save is immune to the fear effect of that demonic knight for one day. The save DC is Charisma-based.

Breath of Unlife (Su): Once every 1d4 rounds, a demonic knight can exhale a blast of negative energy in a 10-foot cone. Creatures in the area must succeed on a DC 19 Reflex save or take 2d4 points of Strength damage. A creature reduced to Strength 0 by a demonic knight dies. The save DC is Constitution-based.

Create Spawn (Su): Any humanoid slain by a demonic knight's breath of unlife becomes a shadow demon (see that entry) in 2d4 rounds. Spawn are under the command of the demonic knight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Summon Demons (Sp): Once per day, a demonic knight can attempt to summon 1d4 shadow demons, 2 babaus, or 1 vrock or hezrou with a 50% chance of success. This ability is the equivalent of a 4th-level spell.

Skills: The demonic knight's skills include a -7 armor check penalty.

DEMON, SHADOW

Medium Outsider (Chaotic, Evil, Extraplanar, Incorporeal)

Hit Dice: 7d8+21 (52 hp)

Initiative: +7

Speed: Fly 40 ft. (perfect) (8 squares)

Armor Class: 16 (+3 Dex, +3 deflection), touch 16, flat-footed 13

BAB/Grapple: +7/–

Attack: Incorporeal claw +10 melee (1d6)

Full Attack: 2 incorporeal claws +10 melee (1d6) and incorporeal bite +5 melee (1d8)

Space/Reach: 5 ft./5 ft.

Special Attacks: Pounce, rake 1d6, spell-like abilities

Special Qualities: Darkvision 60 ft., immunity to poison and electricity, incorporeal traits, leap, outsider traits, resistance to acid 10, cold 10, and fire 10, quick sprint, shadow blend, sunlight powerlessness, telepathy 100 ft.

Saves: Fort +8, Ref +8, Will +7

Abilities: Str –, Dex 17, Con 17, Int 14, Wis 14, Cha 16

Skills: Bluff +13, Hide +13, Intimidate +15, Jump +24, Knowledge (any one) +12, Knowledge (the planes) +12, Listen +14, Search +12, Sense Motive +12, Spot +14, Survival +12 (+14 on other planes, +14 following tracks)

Feats: Alertness, Blind-Fight, Improved Initiative

Environment: Abyss

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Always chaotic evil

Advancement: 8-11 HD (Medium); 12-21 HD (Large)

Level Adjustment: –

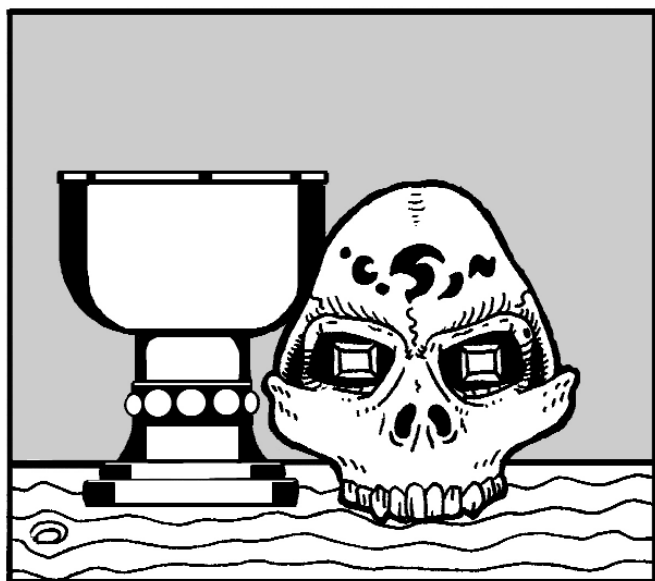
This creature resembles a living shadow of inky darkness. Large bat-like wings protrude from its form.

Shadow demons resemble standard shadows with wings. They are the incorporeal forms of demons trapped in the forms of shadows as punishment for some wrongdoing. If anything can release a demon trapped in shadow form, only the dukes, princes, and lords of the Abyss know such secrets. As a result of their new form, shadow demons are malign and evil, destroying all life they encounter.

Shadow demons speak Common, Abyssal, and at least two other languages, though most choose not to converse with those they encounter.

COMBAT

A shadow demon lurks in dark places, waiting for its prey to pass nearby. Often before leaping to attack, it uses its deeper darkness to gain the advantage. It then leaps from the shadows and attacks with its incorporeal attacks. It selects the most powerful foe in a group and uses its magic



jar against it.

A shadow demon's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Pounce (Ex): If a shadow demon charges a foe, it can make a full attack, including two rakes.

Rake (Ex): A shadow demon that charges can rake with its hind claws (+10 melee) for 1d6 points of damage each.

Spell-like Abilities: 1/day – *deeper darkness*, *fear* (DC 17); 1/week – *magic jar* (DC 18). Caster level 10th. The save DCs are Charisma-based.

Leap (Ex): The incorporeal wings of a shadow demon grant it a +20 racial bonus on Jump checks. This bonus is already included in the statistics block.

Quick Sprint (Ex): Once per minute, a shadow demon may rapidly beat its incorporeal wings. This allows it to move at six times its normal speed (240 feet) for one round.

Shadow Blend (Su): During any conditions other than full daylight, a shadow demon can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability; a *daylight* spell, however, will.

Sunlight Powerlessness (Su): Shadow demons are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A shadow demon caught in sunlight cannot attack and can take only a single move or attack action.

SCREAMING SKULL (CACOPHONY GOLEM)

Tiny Construct

Hit Dice: 10d10 (55 hp)
Initiative: -5
Speed: 0 ft. (immobile)
Armor Class: 13 (+2 size, -5 Dex, +6 natural), touch 7, flat-footed 13
BAB/Grapple: +7/-1
Attack: None (see text)
Full Attack: None (see text)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Cacophony, insanity, *magic missile*
Special Qualities: Construct traits, damage reduction 5/adamantine, darkvision 60 ft., low-light vision

Saves: Fort +2, Ref —, Will +2
Abilities: Str 10, Dex —, Con —, Int —, Wis 11, Cha 1

Skills: —

Feats: —

Environment: Any

Organization: Solitary

Challenge Rating: 4

Treasure: Two gemstone eyes (200+ gp each)

Alignment: Always neutral

Advancement: 11-18 HD (Small)

Level Adjustment: —

This creature resembles a humanoid skull with a single gemstone embedded into each eye socket.

Screaming skulls are immobile guardians created with the purpose of guarding or protecting a specific object or area. They are often used in concert with other monsters as their screaming alerts other creatures to the presence of intruders. A screaming skull obeys its commands to the letter. Should its creator die or should the screaming skull be unable to carry out its commands, its magical nature ceases to function and it becomes nothing more than a normal skull. Its gemstone eyes dull to a lackluster gray (though they retain their value).

COMBAT

When a living creature moves within 40 feet of a screaming skull, it unleashes its hellish scream. The screaming skull continues its assault until it is destroyed or its foes leave the area. The gemstones that function as the screaming skull's eyes can be pried from a destroyed skull by succeeding on a DC 20 Strength check.

Cacophony (Su): When a living creature comes within 40 feet of a screaming skull, it releases an ear-shattering roar of tumultuous sounds as a free action that can be heard up to 1,000 feet away. Affected creatures within 60 feet must succeed on a DC 13 Will save or take 1d6 points of sonic damage each round until they leave the area. Spellcasters within the area must succeed on a Concentration check (DC 10 + sonic damage taken) to successfully cast a spell.



The screaming lasts 1d4 rounds before ceasing for one round. After that, the skull remains silent unless a creature moves within 40 feet of it—it then screams again and repeats the above cycle. The save DC is Constitution-based.

This cacophonous scream increases the chance of wandering monsters by +20%, who come to investigate the source of the disturbance.

Insanity (Su): An opponent that touches a screaming skull (including with natural or unarmed attacks) must succeed on a DC 13 Will save or be stricken insane as by an *insanity* spell (caster level 6th). The save DC is Constitution-based.

Magic Missile (Su): Once per round, a screaming skull can produce a *magic missile* from its eyes, as the spell (caster level 6th). The screaming skull can release 3 missiles each round using this ability, and (unlike the spell) an opponent can attempt a DC 13 Reflex save to avoid a missile. The save DC is Constitution-based.

CONSTRUCTION

A screaming skull is created from the skull of a Medium or larger humanoid or other such creature. A single gemstone worth at least 500 gp must be inserted into each eye socket during construction (total cost 1,000 gp). Assembling the skull requires a successful Craft (jewelrymaking) or Heal check (DC 13).

Caster level 8th; Craft Construct, *insanity*, *magic missile*, *shout*, caster must be at least 8th level; Price 15,000 gp; Cost 8,500 gp + 560 XP.

WEIRD, LIGHTNING

Large Elemental (Air, Electricity, Extraplanar)

| | |
|---------------------------|--|
| Hit Dice: | 12d8+24 (78 hp) |
| Initiative: | +9 |
| Speed: | 50 ft. (10 squares) |
| Armor Class: | 19 (-1 size, +5 Dex, +5 natural), touch 14, flat-footed 14 |
| BAB/Grapple: | +9/+18 |
| Attack: | Bite +14 melee (2d6+4 plus 1d8 electricity) |
| Full Attack: | Bite +14 melee (2d6+4 plus 1d8 electricity) |
| Space/Reach: | 10 ft./5 ft. |
| Special Attacks: | Control elemental, electricity, improved grab |
| Special Qualities: | Damage reduction 10/bludgeoning, electricity pool, elemental traits, immunity to electricity, reform, transparency |
| Saves: | Fort +8, Ref +15, Will +7 |
| Abilities: | Str 17, Dex 21, Con 15, Int 12, Wis 12, Cha 14 |
| Skills: | Hide +13, Listen +15, Move Silently +18, Spot +11 |
| Feats: | Alertness, Improved Initiative, Improved Natural Attack (bite), Weapon Finesse |
| Environment: | Quasi-Elemental Plane of Lightning |
| Organization: | Solitary or pack (2-4) |
| Challenge Rating: | 9 |
| Treasure: | Standard |
| Alignment: | Always chaotic evil |
| Advancement: | 13-15 HD (Large); 16-24 HD (Huge) |
| Level Adjustment: | — |

This creature resembles a long, thin serpent formed of white and blue electricity. Its body is in constant motion and tiny bolts of electricity leap and dance from its form. Brilliant flares of electricity function as its eyes.

The Quasi-Plane of Lightning is not only home to the lightning quasi-elementals (see the *Tome of Horrors*), but also is home to the serpent-like lightning weards. The plane itself is an inhospitable place to those without some protection against electricity. Lightning weards spend their time riding electrical storms on their native plane.

Casters often summon lightning weards to do their bidding; confining them into pools of lightning until their task is complete. These creatures sometimes find their way through a portal into the Material Plane and will be found in areas of concentrated lightning strikes.

Lightning weards resemble 10-foot long serpents composed of yellow or white crackling lightning. Their body is long and thin and is always in motion. Brilliant flares of electricity function as the creatures eyes and small bolts of electricity constantly leap and dance from its form.

Lightning weards speak their own language and Common. Some speak Auran as well. These creatures hate lightning quasi-elementals and attack them on sight.

COMBAT

Lightning weirds lash out of their crackling pools as soon as an opponent moves too close. Foes are usually grabbed and pulled into the pool where the weird holds on and waits for the creature to die. The lightning weird always chooses a heavily-armored or metal-armored foe over an opponent in light or no armor.

Control Elemental (Ex): Lightning weirds can attempt to command any elemental with the "Electricity" or "Air" subtype that is within 50 feet. The Will save to avoid control has a DC of 20. The save DC is Charisma-based and includes a +4 racial bonus.

This effect is similar to the *dominate monster* spell. The elemental receives a Will save to avoid being commanded. If the save succeeds, that elemental is immune to the control elemental ability of that lightning weird for one day. If the save fails, the elemental falls under the control of the lightning weird and obeys it to the best of its ability until either it or the lightning weird dies. There is no limit to the number of HD of elementals a lightning weird can control using this ability. The range is unlimited though both the lightning weird and the elemental must be on the same plane of existence; otherwise, the lightning weird loses control of the elemental. Lightning weirds cannot control other lightning weirds using this ability.

Electricity (Ex): Lightning weirds are living creatures of

elemental lightning; any successful melee hit deals electricity damage. Creatures attacking a lightning weird unarmed or with natural weapons are subject to electricity damage.

Improved Grab (Ex): To use this ability, a lightning weird must hit an opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to drag the grabbed foe into its lightning pool on its next turn.

Electricity Pool: A lightning weird's pool is a crackling, dancing, arcing, ball of electricity. Creatures touching the pool take 2d8 points of electricity damage per round of contact. Creatures wearing metal armor must make a successful Fortitude save (DC 16) each round they are in contact with the pool or be stunned for that round. Creatures immune to electricity are unaffected by the lightning weird's pool and take no damage. The save DC is Constitution-based.

Reform (Ex): When reduced to 0 hit points or less, a lightning weird collapses back into its pool. Four rounds later, it reforms at full strength minus any damage taken from earth- or fire-based attacks and effects (including attacks by earth or fire elemental creatures).

Transparency (Ex): A lightning weird is effectively invisible in its lightning pool until it attacks.

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Appendix 2: Pre-Generated Characters

Basic Stats

| Character | Varick | Nader | Tereza | Armad | Drazi D'Lai |
|----------------|---|--|--|---|---|
| Sex | | M | M | F | M F |
| Race | Human | Dwarf | Human | Human | Elf |
| Class/Level | Fighter 13 | Fighter 13 | Wizard 13 | Cleric 13 | Rogue 13 |
| CR | 13 | 13 | 13 | 13 | 13 |
| Size | Medium | Medium | Medium | Medium | Medium |
| Height | 6' 1 | 4' 5" | 5' 4" | 6' 7" | 4'9" |
| Weight | 195 lb. | 145 lb. | 105 lb. | 250 lb. | 90 lb. |
| Alignment | N | N | N | N | N |
| AC | | 26 | 24 | 19 | 23 22 |
| Touch AC | 13 | 13 | 19 | 12 | 22 |
| Flat-footed AC | 25 | 24 | 17 | 23 | 22 |
| Hit Points | 105 | 115 | 73 | 62 | 64 |
| Speed | 20 ft. | 20 ft. | 30 ft. | 30 ft. | 30 ft. |
| Initiative | +6 | +0 | +2 | +0 | +8 |
| Strength | 18 (22) | 16 | 13 | 17 | 15 |
| Dexterity | 14 | 11 | 14 | 10 | 18 (20) |
| Constitution | 13 (15) | 17 | 16 | 10 | 12 |
| Intelligence | 11 | 13 | 20 | 10 | 16 |
| Wisdom | 11 | 11 | 12 | 21 | 16 |
| Charisma | 10 | 12 | 12 | 17 | 12 |
| Fort Save | +12 | +13 | +7 | +10 | +5 |
| Ref Save | +10 | +6 | +6 | +4 | +12 |
| Will Save | +6 | +6 | +9 | +14 | +4 |
| Armor | +2 <i>full plate</i> , +1 <i>large steel</i> <i>shield</i> , <i>ring of</i> <i>protection</i> +2 | +3 <i>chainmail</i> , +1 <i>large steel</i> <i>shield</i> , <i>ring of</i> <i>protection</i> +3 | <i>bracers</i> +4, <i>ring of</i> <i>protection</i> +3 | +4 <i>chain</i> <i>shirt</i> , +1 <i>large</i> <i>steel shield</i> , <i>ring</i> <i>of protection</i> +2 | <i>bracers</i> +4, <i>ring</i> <i>of protection</i> +2 |
| Spells Per Day | None | None | 4/6/5/5/5/4/2/1 | 6/8/7/6/6/5/3/2 | None |
| Melee Bonus | +22 | +20 | +8 | +15 | +11 |
| Ranged Bonus | +16 | +15 | +9 | +10 | +15 |
| Damage Adj | +8 | +6 | +2 | +5 | +4 |
| BAB | +13 | +13 | +6 | +9 | +9 |
| Grapple | +19 | +17 | +6 | +12 | +11 |

Domains & Spellbooks

Tereza

Prepared Wizard Spells (4/6/5/5/5/4/2/1; save DC 15 + spell level): 0 – *acid splash*, *detect magic*, *ray of frost*, *touch of fatigue*; 1st-level – *chill touch*, *mage armor*, *magic missile* (x3), *shield*; 2nd-level – *bear's endurance*, *blur*, *invisibility*, *scorching ray*, *see invisibility*; 3rd-level – *dispel magic*, *haste*, *hold person*, *lightning bolt*, *protection from energy*; 4th-level – *greater invisibility*, *ice storm*, *lesser globe of invulnerability*, *phantasmal killer*, *stoneskin*; 5th-level – *cone of cold*, *feeblemind*, *hold monster*, *summon monster V*; 6th-level – *bear's endurance mass*, *chain lightning*; 7th-level – *finger of death*.

Spellbook: 0 – *acid splash*, *arcane mark*, *detect magic*, *disrupt undead*, *light*, *mage hand*, *mending*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*; 1st-level – *alarm*, *burning hands*, *chill touch*, *expeditious retreat*, *feather fall*, *hold portal*, *identify*, *mage armor*, *magic missile*, *mount*, *shield*; 2nd-level – *acid arrow*, *arcane lock*, *bear's endurance*, *blur*, *flaming sphere*, *gust of wind*, *invisibility*, *knock*, *mirror image*, *protection from arrows*, *scorching ray*, *see invisibility*; 3rd-level – *deep slumber*, *dispel magic*, *fireball*, *fly*, *haste*, *hold person*, *lightning bolt*, *protection from energy*, *water breathing*; 4th-level – *arcane eye*, *black tentacles*, *fear*, *fire shield*, *greater invisibility*, *ice storm*, *lesser globe of invulnerability*, *phantasmal killer*, *stoneskin*, *wall of ice*; 5th-level – *baleful polymorph*, *cone of cold*, *fabricate*, *feeblemind*, *hold monster*, *passwall*, *summon monster V*, *teleport*, *wall of force*; 6th-level – *bear's endurance mass*, *chain lightning*, *flesh to stone*, *freezing sphere*, *greater heroism*; 7th-level – *banishment*, *finger of death*, *plane shift*, *spell turning*.

Armad

Death, Strength

Prepared Cleric Spells: (6/7+1/6+1/5+1/5+1/4+1/2+1/1+1; save DC 15 + spell level; Domains: Death and Strength): 0 – create water, detect magic, guidance, light, purify food and drink, resistance; 1st-level – bless, cause fear, deathwatch, divine favor, doom, entropic shield, sanctuary, shield of faith; 2nd-level – aid, bear's endurance, bull's strength, death knell*, find traps, resist energy (x2); 3rd-level – blindness/deafness, daylight, magic vestment*, protection from energy, searing light, wind wall; 4th-level – death ward, dismissal, divine power (x2), lesser planar ally, spell immunity*; 5th-level – flamestrike (x2), raise dead, righteous might, slay living*; 6th-level – blade barrier, harm, stonesskin*; 7th-level – destruction*, summon monster VI. *Indicates domain spell*

Skills & Feats

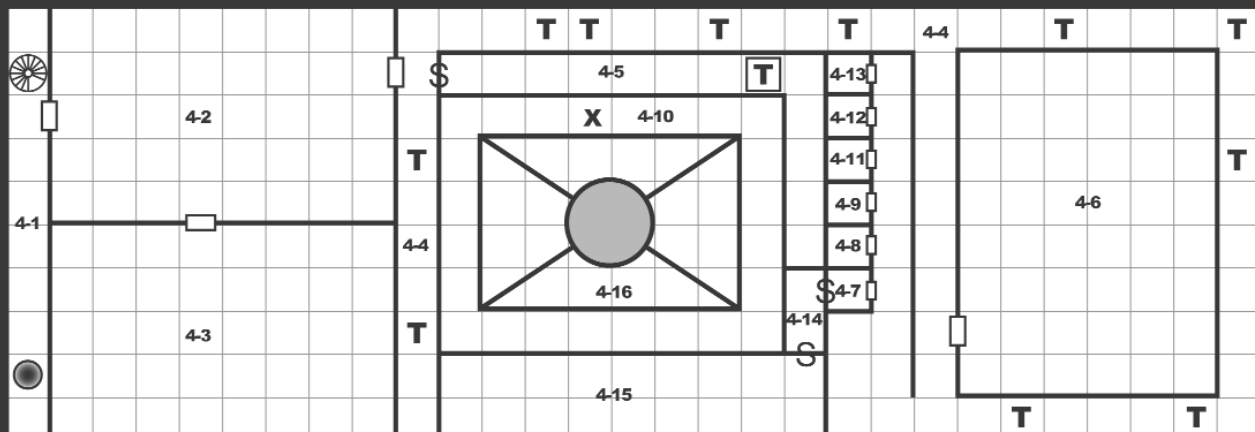
| | Skills | Feats |
|-------------|---|---|
| Varick | Climb +15, Handle Animal +7, Intimidate +9, Jump +15, Listen +2, Ride +9, Spot +2. *Includes armor check penalties | Alertness, Cleave, Combat Reflexes, Dodge, Improved Critical (bastard sword), Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Quick Draw, Spring Attack, Toughness, Weapon Focus (bastard sword). |
| Nader | Climb +6, Craft (armorsmithing) +9, Craft (blacksmithing) +9, Craft (stonemasonry) +9, Craft (weaponsmithing) +9, Jump +6, Listen +2, Spot +2. *Includes armor check penalties and racial bonuses. | Blind-Fight, Far Shot, Great Fortitude, Improved Critical (dwarven waraxe), Iron Will, Lightning Reflexes, Point Blank Shot, Power Attack, Quick Draw, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe). |
| Tereza | Concentration +22, Craft (carpentry) +17, Knowledge (arcane) +20, Knowledge (architecture/engineering) +20, Knowledge (local) +20, Knowledge (nobility) +14, Knowledge (the planes) +20, Spellcraft +20. | Brew Potion, Combat Casting, Craft Wand, Craft Wondrous Item, Maximize Spell, Forge Ring, Run, Scribe Scroll. |
| Armad | Concentration +10, Diplomacy +10, Knowledge (arcane) +10, Knowledge (religion) +10, Listen +7, Spellcraft +10, Spot +7. | Brew Potion, Great Fortitude, Iron Will, Scribe Scroll, Weapon Focus (heavy mace). |
| Drazi D'Lai | Appraise +8, Balance +20, Disable Device +18, Gather Information +16, Hide +20, Listen +20, Move Silently +25 (with <i>boots of elvenkind</i>), Open Lock +20, Search +20, Spot +20, Tumble +15, Use Magic Device +13. | Alertness, Dodge, Improved Initiative, Point Blank Shot, Precise Shot. |

Weapons & Equipment

| | Weapons | Magic Items | Other Items |
|--------|---|---|--|
| Varick | +2 <i>bastard sword</i> , +2 <i>full plate</i> , +1 <i>large steel shield</i> , +1 <i>longbow</i> , 20 arrows, dagger (4), light mace. | +2 <i>ring of protection</i> , +2 <i>cloak of resistance</i> , +2 <i>amulet of health</i> , <i>belt of giant strength</i> +4, <i>potion of cure serious wounds</i> (x3), <i>potion of bull's strength</i> (x2), <i>potion of stonesskin</i> . | Backpack with waterskin, one day's trail rations, bedroll, flint and steel, silver holy symbol of Tororthun. |
| Nader | +3 <i>chainmail</i> , +2 <i>adamantine dwarven waraxe</i> , +1 <i>large steel shield</i> , masterwork longbow, 20 bolts, light mace, dagger(4). | +3 <i>ring of protection</i> , <i>bag of holding</i> (IV), <i>folding boat</i> , <i>potion of bull's strength</i> (x2), <i>potion of cure serious wounds</i> (x3). | Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, 50 ft. of rope. |

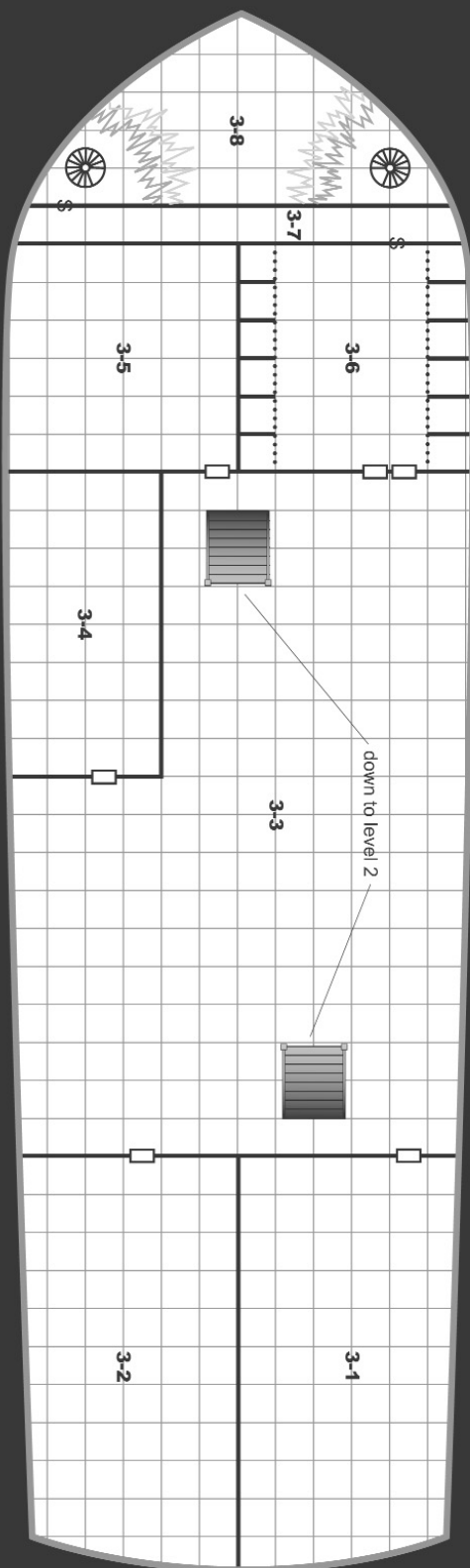
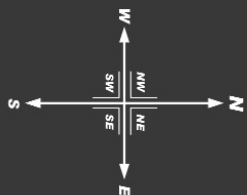
| | | | |
|------------|--|---|---|
| Tereza | <i>bracers of armor</i> +4, +1 <i>quarterstaff</i> , masterwork daggers (4), masterwork light crossbow, 20 bolts. | <i>ring of protection</i> +3, <i>wand of magic missiles</i> (9th, 20 charges), <i>potion of protection from arrows</i> , <i>potion of cure serious wounds</i> (x3), <i>potion of cat's grace</i> (x2), <i>potion of fly</i> , <i>scroll of stoneskin</i> (CL 13), <i>scroll of greater invisibility</i> (CL 13), <i>scroll of greater teleport</i> (CL 13). | Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, 10 candles, map case, spell component pouch, spell book. |
| Armad | +4 <i>chain shirt</i> , +1 <i>large steel shield</i> , +2 <i>heavy mace</i> , masterwork light crossbow, 20 bolts. | <i>wand of cure light wounds</i> (30 charges), +2 <i>ring of protection</i> , <i>helm of comprehend languages</i> , <i>potion of water breathing</i> (x2), <i>potion of cure serious wounds</i> (x4), <i>scroll of heal</i> (x3), <i>scroll of resurrection</i> . | Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, 10 candles, map case, spell component pouch, holy symbol. |
| Drazi D'La | +2 <i>longsword</i> , +2 <i>longbow</i> , 20 arrows, masterwork daggers (4), <i>bracers of armor</i> +4. | <i>boots of elvenkind</i> , <i>ring of protection</i> +2, <i>gloves of dexterity</i> +2, <i>potion of blur</i> , <i>potion of cure serious wounds</i> (x3), <i>wand of magic missiles</i> (9th, 10 charges). | Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, 10 candles, map case, 30 pages of parchment, ink, ink pen, masterwork thieves' tools. |

Stormbringer Juggernaut, Level 4



□ = 20 ft.

Stormbringer Juggernaut, Level 3



□ = 20 ft.