

Voyage to Storm Isle

Instant Adventure for 4–6 characters levels 3–5



The sea captain is a middle-aged man, with weathered features, thinning gray hair, and a neatly trimmed gray beard. He peers at you with penetrating green eyes, a huge tankard of ale clutched in one wrinkled and calloused fist.

“My ship, the *Salt Dog*, is a merchanter, a peaceful vessel of trade and commerce. I’ve been sailing the southern seas for thirty years, and I’ve never had any need of soldiers or mercenaries.

“But I’m thinkin’ I may be in need of ‘em now. In two days, I sail for Storm Isle. There’s a lot of ocean between here and there, and it ain’t rumored to be the safest stretch o’ water in the south.

“Word is, you can handle a sword and it won’t take you long to find your sea legs. If the winds stay true, the voyage will take about ten days each way, so I’ll be needin’ you for the better part of a month.

“I’ll pay you each a hundred and fifty gold, a third of that now, the rest when we get back. Probably be the easiest gold you ever came by honestly. You’ll also have your own cabin on the *Salt Dog* and three square a day at my table.

“The wind, the waves, a little adventure on the high seas, and a full purse to spend in port when we return...

“What say you... do we have a deal?”

LEGENDS & LAIRS

INSTANT ADVENTURE



Voyage to Storm Isle

by Mark L. Chance

Requires the use of the Dungeons & Dragons® Player’s Handbook, Third Edition, published by Wizards of the Coast®

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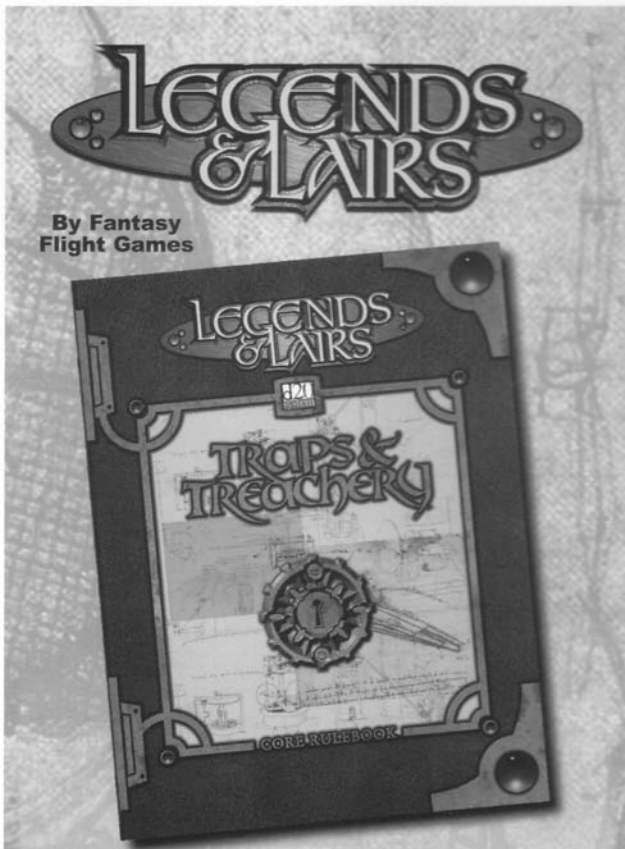
How to Use This Product

This adventure takes place in the world of Mennara, the setting of Fantasy Flight's bestselling *Diskwars* fantasy battle game. This provides a convenient frame of reference, but the adventure is specifically designed to be easily incorporated into any existing D&D campaign. Feel free to alter the names of places and characters and customize the details of the adventure to fit your own world.

You should be able to run this adventure in a single game session. You should read it through at least once and study those sections you will need to know well. In particular, you should familiarize yourself with the features and capabilities of new monsters and magic items introduced in the adventure. You may also wish to photocopy the map on pages 8 and 9, both for your own reference and to show to the players, if appropriate.

Dungeons & Dragons®


This adventure requires the use of the *Dungeons & Dragons® Player's Handbook, Third Edition*, published by Wizards of the Coast.® You won't be able to run the adventure without it.



By Fantasy Flight Games

Traps & Treachery is the definitive resource for traps, puzzles, mazes, and other tricks for d20 System fantasy games. Contains complete descriptions and beautiful illustrations of dozens of traps and puzzles. Traps & Treachery is a 176-page hardcover book and retails for \$24.95. It ships in June 2000, so stay alert and watch where you step!

Adventure has just found you!



VOYAGE TO STORM ISLE

By Mark L. Chance

DM BACKGROUND

The Acolytes of Timorran, a quasi-religious arcane order devoted to the arch-wizard Timorran, have nearly completed a new chapter house on Storm Isle. Before the dedication ceremonies commence, the Acolytes must place within the Inner Sanctum some powerful magic item. For this purpose, a *book of infinite spells* believed to have been created by Timorran himself is being transported from Abaley to Storm Isle. Owing to the peculiar enchantments of this artifact, it cannot be magically delivered, for it is resistant to all such spells and devices. Thus, the Acolytes in Abaley contracted Reiner Stadgraf, captain of the *Salt Dog*, for the task of bringing the book to the new chapter house. Stadgraf is a reputable seaman, brave, professional, and honest. One of the Acolytes, an unfriendly fellow named Simeon, carries the book in a locked strongbox.

The Acolytes are not the only party concerned with the book. Several new members of Stadgraf's crew aim to steal the artifact. Terr Marik, a cunning, evil cleric, signed on with the *Salt Dog* as ship's physician. Another new crewman, ship's cook Hestre Gree, works with Marik. The wicked duo solicited the help of three fighters before leaving port. These five villains plan on taking over the ship while at sea, and then rendezvousing with the *Ebon Queen*, a ship captained by Tileb, an evil pirate. Marik and company need to have control of the *Salt Dog* by time of the marine meeting, for Tileb's services include only transport.

ADVENTURE SUMMARY

Voyage to Storm Isle is a d20 System adventure suitable for 4–6 characters of levels 3–5. By adjusting the experience levels of Marik and company, it can be easily customized to any experience level. *Voyage to Storm Isle* can be played as a stand-alone adventure or incorporated into an existing campaign.

The characters are hired by Stadgraf to work as guards aboard ship en route to Storm Isle. The voyage one-way takes nine to 10 days. Stadgraf will pay them up to 500 gp each for their services, but he will first offer 150 gp each. Negotiations can progress or not from this starting offer. If asked why he needs guards, Stadgraf says pirates threaten the waters between port and Storm Isle and that he carries valuable cargo. Stadgraf will not, however, mention the *book of infinite spells*.

THE SALT DOG

Stadgraf's craft is a two-masted sailing ship, 25 feet wide and

nearly 90 feet long. She is a seaworthy vessel, well maintained and solidly constructed.

1. AFT DECK

The aft deck is split into two levels. The lower section is five feet above the main deck. The higher section is 10 feet above the main deck. Atop the higher section of the aft deck is the wheel. A sailor is always on duty here, and DeVris spends much of her waking hours nearby. Merik also spends much time on deck here, talking with DeVris or just scanning the horizon. The door beneath the wheel leads to a short ladder that drops three feet into the aft-house.

2. MAIN DECK

The main deck is where most of the sailors work, monitoring the rigging, swabbing the deck, and so on. DeVris runs a tight ship and keeps her crew of 16 sailors busy. Four cargo hatches are located on the main deck. They are normally shut tight.

3. FO'C'SLE DECK

Raised eight feet from the main deck, this area is a favorite place of Stadgraf, who likes the feel of the wind and taste of the sea spray on his face. It also gives him a commanding view of the sailors while they work. When Gree is not in her galley, she also prefers to be on this deck, often talking with the captain. The door beneath the deck leads into the fo'c'sle.

4. MERIK'S CABIN

The evil Merik stays in this cabin. There is little of interest besides various common personal effects, Merik's heavy mace, and medical supplies. Merik keeps the door to the cabin locked (Open Lock DC 25), and wears the key on a chain about his neck at all times. If the characters manage to get into the cabin to search, they might find some incriminating evidence. There is a masterfully constructed false bottom in Merik's sea chest (Search DC 30). Underneath the pull-out bottom are a letter from Telib detailing Merik's transportation arrangements and a small, ornate unholy symbol made of silver (10 gp value). The ladder right outside the door leads below decks.

5. DEVRIS'S CABIN

The ship's mate, Parla DeVris, spends little time in her cabin except when sleeping. Her quarters are Spartan except for a few knick-knacks such as an antique compass and a well-polished sextant. The door is unlocked except when DeVris wants some privacy.

6. CAPTAIN'S MESS

The ship's officers (Stadgraf, DeVris, and Merik) and honored guests (Simeon and the characters) are fed three times a day around the captain's table. Gree is a talented cook, and prepares simple but tasteful and tasty meals. The service and cutlery for the captain's mess are finely smithed silver. The entire set, were it to be sold, is worth 250 gp.

7. GALLEY

This area does triple duty. Not only does Gree sleep here, but



she also prepares meals in the galley and monitors the ship's larder. Gree keeps her short sword hidden in a barrel of dry beans; she wears her dagger. The diminutive assassin doesn't bother to keep the galley locked. Unlike Merik, she has nothing to hide. Even should the short sword be discovered (DC 10), Gree explains it away as a "just-in-case" provision.

8. SAILORS' HAMMOCKS

This relatively open area is the sleeping quarters for the ship's crew, including Phamos, Ubik, and Frell. During the night, all but three sailors normally slumber here. The sailors all have sea chests and kit bags. Phamos, Ubik, and Frell keep their swords and shields hanging in plain sight. This is hardly thought of as unusual. Many of the sailors have a weapon or two kept in case of piracy or other emergency.

9. STADGRAF'S CABIN

The captain's personal quarters are here below decks, near his crew. Aside from various personal articles and a hammock in which he sleeps, Stadgraf's various charts and navigational tools are kept neatly organized in a rolltop desk when not in use. The walls are decorated with a variety of stuffed fishes, including a blue marlin.

10. CARGO HOLD

The ship's cargo is crated and stacked neatly in two rows close to the mast, leaving a pathway around the outside of the hold. A

few rats skitter about here and there. Stadgraf's current cargo consists mostly of foodstuffs for both the crew and delivery to Storm Isle, numerous chickens, salt, and other necessities for the chapter house on Storm Isle. There are a few luxury items, including two tapestries (100 gp each), four bags of spices (150 gp each), a crate filled with bottles of fine wine (20 bottles valued at 15 gp each), and a mahogany banquet table (500 gp) with eight chairs (50 gp each).

1.1. SIMEON'S CABIN

Simeon, the Acolyte of Timorran personally escorting the *book of infinite spells*, spends most of his time in his cabin with the door locked (Open Lock DC 25). He comes out only to take meals, and locks up whenever he leaves. The book is in a locked strongbox (DC 30). The key to the box is on Storm Isle. Simeon has a fondness for jewelry. He always wears three or four rings, bracelets, and a necklace. One of his pieces is a *ring of counterspells*. Hidden in his personal effects (Search DC 10) is an arcane magic scroll with *blur*, *mage armor*, and *displacement*, all cast at 5th level.

When Gree murders Simeon (see event 2 below), she takes his jewelry and *ring of counterspells*, and hides the loot in the kit bag of one of the sailors. She leaves the strongbox alone.

1.2. CHARACTERS' CABIN

The characters are given this small, unremarkable cabin for their own while onboard. If they dislike the cramped quarters, Stadgraf informs them that they are welcome to sleep with the crew or on deck. The door can be locked (DC 25) but there is only one key.

EVENTS AT SEA

Here are a few events to test the characters' mettle and expand the adventure beyond the trouble posed by Merik and company. Events should be spaced out during the voyage to Storm Isle, with events 6 and 7 occurring after seven or eight days at sea. Event 1 should be resolved first. Events 6, 7, and 8 occur in order after events 2 through 5. Events 2 through 5 occur in any order between events 1 and 6. Of course, the characters can also explore the ship, talk with the various NPCs, take meals with the captain, and so on.

1. SEASICKNESS

The first day characters with little or no nautical experience are on the water, they may become seasick. A Fortitude save (DC 12) avoids illness. Treat seasick characters as fatigued. A new Fortitude save (same DC) is allowed after 8 hours of rest. Seasickness should not persist for more than 48 hours in any event.

2. MURDER MOST FOUL

When Simeon does not come above decks for breakfast and does not answer his door, Stadgraf becomes alarmed. Those entering Simeon's cabin discover the Acolyte dead. A character with the Heal skill can determine (DC 12) that Simeon was murdered in his sleep by a single dagger thrust to the heart. Death was instantaneous. A search for missing valuables (DC 10) discovers that

Simeon's jewelry is gone. A further search of the ship (DC 10) finds the stolen loot in the kit bag of one of the sailors. Of course, he rightly protests his innocence.

Gree entered Simeon's cabin during the night and murdered the Acolyte. He then took the jewelry, including the *ring of counterspells* (not realizing it was magical) and framed one of the sailors for the deed. Gree is too professional to have left evidence of her presence behind.

Statistics for Simeon are not provided. He refuses to assist the characters if various monsters attack the ship, and he will be dead by the time Merik and Gree mutiny. He is youngish, of average height and weight, with medium-length dark hair, a neatly trimmed beard, and brown eyes, and wears dark blue robes trimmed with yellow. He is somewhat aloof, but is very committed and loyal to his order.

3. MAN OVERBOARD!

This encounter should be played out during the day while the ship's crew works on deck. A young sailor, Mykel Fordo, is paying too much attention to a couple of sharks following the ship. When a guy line slips from another sailor's grasp, a boom swings out of control and clouts Mykel across the back of the head, knocking him overboard.

As the cry of "Man overboard!" goes out, determine initiative. The ship herself has an initiative of 15, indicating when she moves. The ship sails 40 feet the first round. As the crew races to bring her to a stop, she loses 5 feet of speed per round. The sharks spend their first round circling Mykel. The second round, one of the sharks attacks Mykel. On the third round, both of them attack.

If the characters react quickly, Mykel can be saved. For each character that dives into the water, delay the sharks' attacks by one round. The sudden, splashing arrival of more potential prey confuses the animals. If, however, the first shark has already attacked Mykel, it takes more than divers to divert the sharks' attention.

Missile fire from the pitching ship's deck into the water is tricky. Unless a character has the Mounted Archery feat, he suffers a -2 penalty to hit. The sharks have one-quarter concealment, imposing a 10% miss chance. Of course, firing at a shark engaged in melee imposes a further -4 penalty to hit. Combat in the water is also riskier than normal. Characters must make a Swim check (DC 10) each round to either move or stay afloat. Only piercing weapons can be used without penalty. Other weapons suffer a -4 circumstance penalty. Furthermore, characters in the sea do not enjoy Dexterity or dodge modifiers to armor class.

The sharks do not fight to the death. If they claim a victim, they drag the body underwater and swim away. Either shark retreats if it takes more than one-half its hit points in damage. If the characters rescue Mykel, they should receive experience points as if they defeated him in battle.

Mykel, Male Human, Com1: CR 1/2, Medium-size Humanoid; HD 1; 6 hp; Init +0; Spd 30 ft.; AC 10; Atk +1 melee (1d4+1, dagger); AL NG; SV Fort +2, Ref +0, Wil +0; Str 13, Dex 10, Con 14, Int 11, Wis 9, Cha 10.

Skills: Profession (sailor) +4, Swim +8.

Feats: Skill Focus (Swim).

Possessions: Common trousers and tunic, dagger, shell necklace (8 sp).

Appearance: Barely old enough to be a man, sandy blond hair, blue eyes, lanky.

Personality: Curious, sings a lot.

Sharks (2): CR 1; Medium-size Aquatic Animal; HD 3d8+3; hp 15, 16; Init +2 (Dex); Spd Swim 60 ft.; AC 15 (+2 Dex, +3 natural); Atk +4 melee (1d6+1, bite); SQ keen scent; AL N; SV Fort +4, Ref +5, Wil +2; Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +7, Spot +7.

Feats: Weapon Finesse (bite).

4. MONSTERS BY MOONLIGHT

During the night while only three sailors are on duty, a team of sahuagin slip aboard to hunt. The sailors are at the bow, the helm, and the crow's nest, respectively. The sahuagin come aboard at the bow and take the crewman there by surprise. After this initial attack, the monster can be spotted by either of the two remaining watches or any characters on deck at the time. Make opposed Spot and Hide checks as normal.

The sahuagin target the crow's nest with their crossbows as well as any others who have spotted them. The sailor in the nest has half cover. After this, the sea devils fan out and move aft, attacking as they go, but never straying more than 15 feet from one another. The sahuagin will continue to fight as long as half their number remains standing, or until their leader is defeated. If losing the fight, the monsters retreat to the sea and swim away.

Sailors, Male Human Exp1 (3): CR: ½; Medium-size Humanoid; hp 4, 5, 6; Init +0; Spd 30 ft.; AC 10; Atk +0 melee (1d4, dagger); AL N; SV Fort +0, Ref +0, Wil +2; Str 11, Dex 11, Con 10, Int 11, Wis 10, Cha 10.

Skills: Balance +4, Climb +4, Listen +6, Profession (sailor) +4, Spot +6, Swim +4.

Feats: Alertness.

Possessions: Common clothing, dagger.

Leader, Male Sahuagin Rgr2: CR 4; Medium-size Aquatic Humanoid; hp 26; Init +5 (Dex, Improved Initiative); Spd 30 ft., swim 60 ft.; AC 17 (+1 Dex, +1 ring of protection, +5 natural); Atk +5 melee (1d8+2, trident), or +4 ranged (1d10, heavy crossbow); SA blood frenzy; SQ light blindness; AL LE; SV Fort +7, Ref +1, Wil +1; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills: Animal Empathy +8, Hide +9, Listen +9, Profession (hunter) +9, Spot +9, Wilderness Lore +9.

Feats: Improved Initiative, Multiattack, Power Attack.

Possessions: Trident, heavy crossbow, 20 crossbow bolts, +1 ring of protection.

Sahuagin (4): CR 2; Medium-size Aquatic Humanoid; HD 2d8+2; hp 10, 10, 11, 12; Init +1 (Dex); Spd 30 ft., swim 60 ft.; AC 16 (+1 Dex, +5 natural); Atk +3 melee (1d8+2, trident), or

+2 ranged (1d10, heavy crossbow); SA blood frenzy; SQ light blindness; AL LE; SV Fort +4, Ref +1, Wil +1; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills: Animal Empathy +2, Hide +6, Listen +7, Profession (hunter) +2, Spot +7, Wilderness Lore +1.

Feats: Multiattack.

Possessions: Trident, heavy crossbow.

5. A SLITHERING VISITOR

At some appropriate time, the *Salt Dog* attracts the unwanted attention of a hunting sea serpent. The huge animal slithers onto deck, looking for somebody to eat. The serpent retreats if it loses more than one-half its hit points.

Sea Serpent (Huge Viper): CR 3; Huge Animal; HD 4d8+4; hp 30; Init +4 (Dex); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (-2 size, +4 Dex, +3 natural); Atk +5 melee (1d4 and poison, bite); Face 15 ft. by 15 ft. (coiled); Reach 10 ft.; SA poison (DC 13, 1d6/1d6 temporary Con); SQ scent; AL N; SV Fort +5, Ref +8, Wil +2; Str 10, Dex 19, Con 13, Int 1, Wis 12, Cha 2.

Skills: Balance +12, Climb +12, Hide +3, Listen +9, Spot +9, Swim +12.

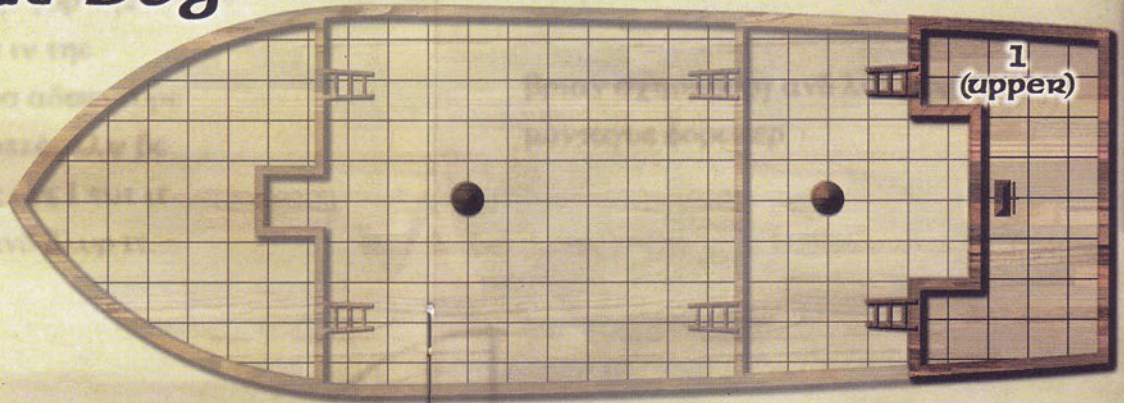
Feats: Weapon Finesse (bite).



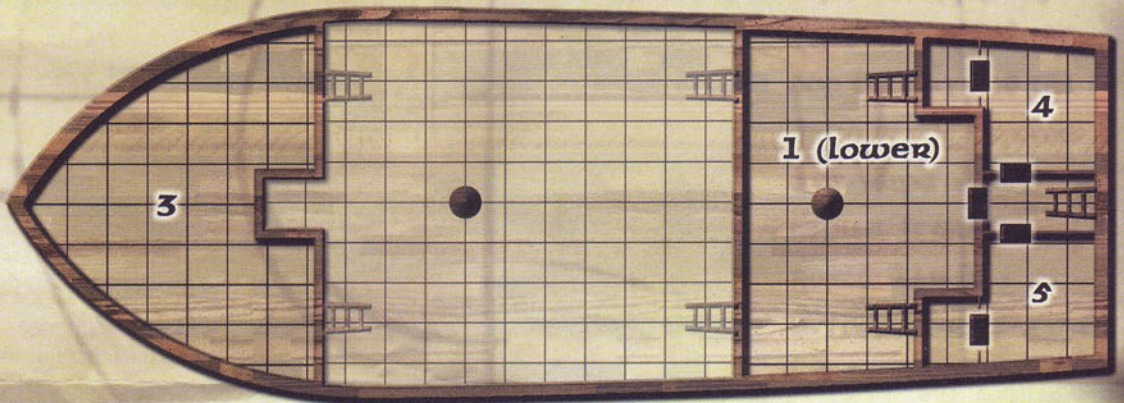
The Salt Dog

Scale: One Square Equals 7.5 Feet

Top Aft Deck



For'sle Deck



Key



Ladder



Door



Mast



Cargo Hatch



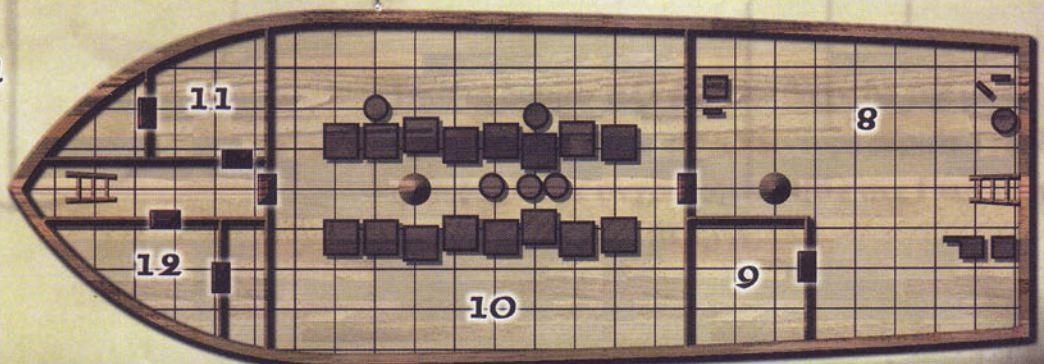
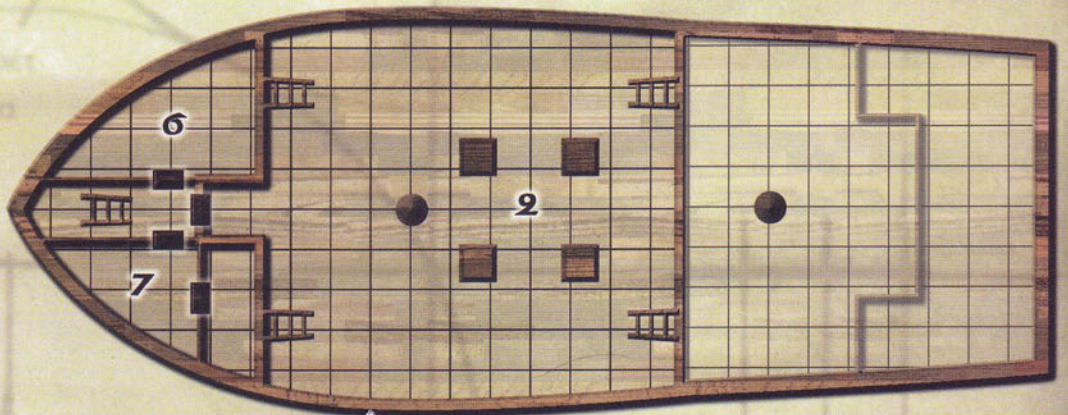
The Wheel



Crate



Barrel





6. SINGING IN THE RAIN

Not long after the ship sails into a mild downpour, a pair of seagoing harpies swoops down looking for a meal. They circle the ship at a range of 250 feet while they sing. All who hear the song must make a Will save (DC 15) or else walk and then swim out to the harpies. As a result, the entire crew and the characters are in danger, but Stadgraf, Merik, and Gree make their saving throws. Check individually for the other named NPCs on board. Assume 75% of the sailors fail their saves and react accordingly. Diving from the ship constitutes entering a dangerous area and thus permits a second save to break the harpies' charm.

This is a tough encounter. The harpies will not close for melee with people aboard ship. Between the rain and the waves, missile fire incurs a -4 penalty in addition to penalties associated with range. The monsters focus their attention on victims in the water, using Flyby Attacks. The harpies, however, do not want to kill everyone on board. They are content with 1d3 victims apiece. Once they have killed their fill, both harpies fly away, cackling madly.

This is not necessarily good news, however, for it is during the harpies' attack that Merik and Gree make their move.

Harpies (2): CR 4; Medium-size Monstrous Humanoid; HD 7d8; hp 28, 31; Init +2 (Dex); Spd 20 ft., fly 80 ft. (average); AC 13 (+2 Dex, +1 natural); Atk +2/+2 melee (1d3, claws); SA captivating song; AL CE; SV Fort +2, Ref +7, Wil +5; Str 10, Dex 15, Con 10, Int 7, Wis 10, Cha 15.

Skills: Bluff +6, Listen +5, Perform +7, Spot +4, Swim +8.

Feats: Dodge, Flyby Attack.

7. MUTINY!

Merik, Gree, and any of the three evil sailors who make their saving throws against the harpies take advantage of the chaos caused by the flying monsters to seize control of the ship. Merik begins the mutiny three rounds after the harpies attack. He casts *summon monster III* and conjures three br'huuk, which he directs to attack the characters. Gree goes after Stadgraf. Phamos, Ubik, and/or Frell, assuming they are not charmed, attack DeVris, assuming she is not charmed. Merik avoids melee combat, relying on his spells and leaving the close combat to his cohorts. Merik and Gree fight to the death. Phamos, Ubik, and Frell lack their bosses' fanatical courage. They surrender if Merik and Gree meet defeat.

Br'huuk (3): CR 1; Small Outsider; HD 2d8; hp 8, 10, 12; Init +8 (Dex, Improved Initiative); Spd 40 ft.; AC 15 (+1 size, +4 Dex); Atks +6/+6/+6 melee (1d3, claws); SQ haste, uncanny dodge; AL N; SV Fort +3, Ref +7, Wil +4; Str 11, Dex 19, Con 11, Int 2, Wis 12, Cha 6.

Skills: Hide +6, Listen +8, Move Silently +6, Spot +8.

Feats: Improved Initiative, Multiattack, Weapon Finesse (claws).

8. PIRATES OFF THE STARBOARD BOW

The day after the harpies' attack and the mutiny, Telib and her pirate crew sail out of the morning mist. Telib calls out for Merik, who has faced defeat at the hands of the characters if all has gone well. Telib next calls out for the "man in charge." Merik promised Telib payment of 1,000 gp for her services, and she expects to be paid. The fact that her deal was with Merik and not the characters is of no concern to Telib. Stadgraf or DeVris (if they live) pay off the pirate to be done with her. If the captain and ship's mate were killed, the decision falls to the characters themselves. The smart thing to do is pay up. Telib is a capable leader, and she commands a swift galley with a crew of 100 pirates. Statistics are not provided for Telib and her crew, for such an involved combat is beyond the scope of this scenario. Telib is tall and athletic, with long black hair pulled into a pony tail, dark eyes, and full lips that are more cruel than beautiful. She wears black leather armor and wields a scimitar. She is always serious and sober, and speaks her words clearly and slowly so that none will mistake her intent.

NON-PLAYER CHARACTERS

Captain Reiner Stadgraf, Male Human Exp4: CR 3; Medium-size Humanoid; hp 14; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atk +4 melee (1d6, short sword); AL NG; SV Fort +1, Ref +2, Wil +5; Str 11, Dex 13, Con 10, Int 12, Wis 12, Cha 14.

Skills: Appraise +5, Balance +7, Climb +5, Listen +5, Profession (sailor) +9, Spot +5, Swim +5.

Feats: Dodge, Skill Focus (sailor), Weapon Finesse (short-sword).

Possessions: Fine clothing, short sword, knife, silver neck-

lace (25 gp), belt pouch with 30 gp.

Appearance: Middle-aged, thinning gray hair and short gray beard, brilliant green eyes, handsome in an earthy way, wears tasteful but functional green and brown clothes.

Personality: Honest, prefers the company of sailors.

Ship's Mate Parla DeVris, Female Half-Elf War3: CR 2; Medium-size Humanoid; hp 17; Init +2 (Dex); AC 14 (+2 Dex, +2 leather); Atk +4 melee (1d8+1, longsword); AL NG; SV Fort +4, Ref +2, Wil +0; Str 12, Dex 14, Con 13, Int 10, Wis 10, Cha 12.

Skills: Climb +5, Handle Animal +5, Intimidate +5, Jump +5, Swim +5.

Feats: Dodge, Mobility.

Possessions: Common clothing, longsword, knife, gold earring (15 gp), belt pouch with 20 gp.

Appearance: Slightly above average height, short brown hair and dark brown eyes, pointed ears, broad facial features betray her human parentage, not unpleasant to look at, wears dark green tunic over leather armor.

Personality: Pious, trusting.

Terr Merik, Male Human Clr5: CR 5; Medium-size Humanoid; hp 26; Init +4 (Improved Initiative); AC 14 (+3 leather armor, +1 small wooden shield); Atk +6 melee (1d8+3, heavy mace); SQ +1 caster level for Evil spells; AL LE; SV Fort +4, Ref +1, Wil +7; Str 14, Dex 11, Con 10, Int 12, Wis 16, Cha 13.

Skills: Concentration +6, Heal +7, Knowledge (religion) +5, Spellcraft +7, Spot +5, Swim +4.

Feats: Improved Initiative, Power Attack.

Spells (8/6/5/4): 0—*cure minor wounds* (x4), *detect magic*, *guidance*, *resistance* (x2); 1st—*bane*, *cause fear*, *cure light wounds* (x2), *entropic shield*, *shield of faith*; 2nd—*bull's strength*, *cure moderate wounds* (x2), *darkness*, *shatter*; 3rd—*contagion*, *cure serious wounds*, *dispel magic*, *summon monster III*.

Domain Spells: 1st—*protection from good*; 2nd—*fog cloud*; 3rd—*water breathing*.

Possessions: Common clothes, +1 leather armor, +1 heavy mace, small wooden shield, unholy symbol.

Appearance: Heavy set, somewhat short, oily black hair and mustache, hazel eyes, sports a scar across the bridge of his nose, appears to be wearing gray robes over dark blue trousers and shirt.

Personality: Slurs his words, observant.

Hestre Gree, Female Halfling Rog5/Asn1: CR 6; Small Humanoid; HD 5d6+5 (Rog) plus 1d6+1 (Asn); hp 27; Init +8 (Dex, Improved Initiative); AC 14 (+4 Dex); Atk +7 melee (1d6, short sword), or +8 ranged (1d4+1, dagger); SA sneak attack +4d6, death attack; SQ evasion, poison use, uncanny dodge; AL NE; SV Fort +2, Ref +10, Wil +1; Str 10, Dex 18, Con 13, Int 12, Wis 10, Cha 14.

Skills: Climb +8, Disable Device +9, Disguise +8, Hide +12,

Listen +10, Move Silently +12, Open Lock +12, Profession (cook) +6, Search +9, Spot +10.

Feats: Alertness, Improved Initiative, Weapon Finesse (shortsword).

Spells: 1st—*spider climb*.

Possessions: Common clothes, short sword, +1 returning dagger, *potion of cure moderate wounds*.

Appearance: Average height for a halfling, soft around the middle, commanding presence, medium length dark brown hair and light green eyes, wears trousers and a shirt under an apron that reads, "Kiss the Cook."

Personality: Sweaty, proud.

Phamos, Ubik, and Frell, Male Human Ftr1: CR 1; Medium-size Humanoid; hp 12 each; Init +2 (Dex); AC 14 (+2 Dex, +2 large wooden shield); Atk +4 melee (1d8+2, longsword); AL NE; SV Fort +4, Ref +2, Wil +0; Str 14, Dex 14, Con 15, Int 10, Wis 11, Cha 9.

Skills: Climb +6, Jump +6, Swim +6.

Feats: Combat Reflexes, Dodge, Weapon Focus (longsword).

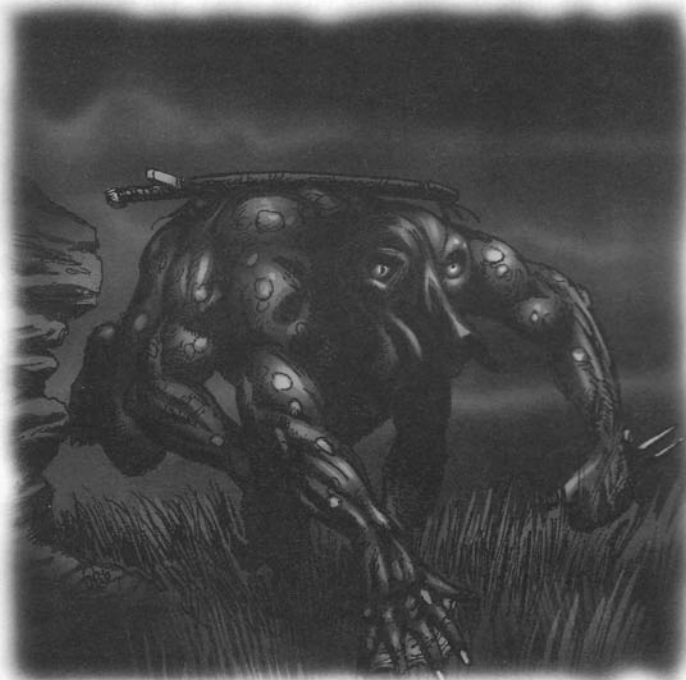
Possessions: Common clothes, longsword, knife, large wooden shield, belt pouch with 8 gp.

Appearance: Similar enough that they could be brothers, reddish hair, green eyes, slightly above average height, obviously strong and coordinated, wearing common work clothes.

Personality: (Phamos) stooped back, jokester; (Ubik) hot tempered, rude; (Frell) suspicious, hard of hearing.

NEW MONSTER

BR'HUUK



Small Outsider

Hit Dice: 2d8 (9 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 40 ft.

AC: 15 (+1 Size, +4 Dex)

Attacks: 3 claws +6 melee

Damage: Claw 1d3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: —

Special Qualities: haste, uncanny dodge

Saves: Fort +3, Ref +7, Wil +4

Abilities: Str 11, Dex 19, Con 11, Int 8, Wis 12, Cha 6

Skills: Hide +6, Listen +8, Move Silently +6, Spot +8

Feats: Improved Initiative, Multiattack, Weapon Finesse (claws)

Climate/Terrain: Warm forest

Organization: Solitary, pair, pack (5–8)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3–4 HD (Small); 5 HD (medium)

Br'huuk stalk the dense jungles of some unknown alien plane. They are seldom found away from their home dimension unless summoned, but sometimes a pack finds its way through a natural rift between worlds. Aggressive and cunning, br'huuk resemble small amphibians about 3 feet long and weighing in the neighborhood of 40 pounds. They race about on six limbs, using pack tactics to bring down prey. Their flesh is grayish-blue, and their flattened heads have small ears, beady, yellow eyes, and a strange, fleshy fold of skin covering their mouths.

COMBAT

Br'huuk prefer to attack by surprise. Sometimes one or two will chase prey into the waiting claws of the rest of the pack. Whenever possible, br'huuk gang up on a victim in order to gain bonuses for flanking.

Haste (Su): Once per day, a br'huuk can *haste* itself, as the spell cast by a 5th-level wizard.

Uncanny Dodge (Ex): A br'huuk retains its Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker. It still loses its Dexterity bonus to AC if immobilized.

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