

Dead Man's Cove

by Ken Carpenter

Cutthroats and cannons!

Many a merchant has made his fortune sailing the high seas, transporting goods from one port to another, trading things that are needed for the one thing he needs: gold. One such man is the powerful sea-trade merchant Baldrick Mornstar, master of a fleet of cargo-laden ships.

When the shipping lanes Mornstar depends on become infested with human sharks, the well-heeled merchant casts about for some brave souls to take care of the problem – permanently. After numerous attempts by hired scoundrels to deal with the pirates on their own watery turf fail miserably, Baldrick decides that the best way to end the problem is to catch the blackguards off-guard, hitting them where they're sure to expect it least: at their land base.

Like the town crier Mornstar hired shouts, this is a job for stalwart adventurers, for competent adventurers, but mostly for adventurers who aren't afraid to use their heads. After all, when you're dealing with scurvy dogs like these, it's use 'em or lose 'em.

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

Dead Man's Cove is a d20 System adventure booster designed for 3-5 characters of levels 4-6. It can be played as a standalone adventure or dropped into any ongoing campaign setting.



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How to Use This Product

This adventure is designed to be easily dropped into your existing *Third-Edition D&D* campaign. It can be run in a single session, and it makes for an excellent evening's gaming. To prepare yourself to run it, you should read it completely at least once to familiarize yourself with the material. You may wish to photocopy the map in the center of the book for ease of use as well. The text on the back of the book can be read to your players to introduce them to the adventure. After that, you're ready to begin. Good luck!

Dungeons and Dragons®

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



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DM Background

Baldrick Mornstar is a rich and powerful sea-trader with a fleet of nearly two dozen ships. At least, he once was. In the past year, pirates have infested the nearby waters, costing Baldrick five ships from his fleet and a fortune in gold and trade goods. He's begun to take it personally.

Baldrick has already hired specialists to help deal with the problem – highly skilled cannoning crew, top-notch marine mercenaries, and the best scout ships – but every attempt to deal with the pirates at sea has met with failure. That's where a bunch of hardy adventurers like your players' heroes comes in.

Baldrick has obtained a map to what he believes is the pirate's base. Unfortunately, it is located in a particularly dangerous portion of the coast, surrounded by dangerous reefs and sheer cliffs. In addition, it's almost unapproachable by land – almost. While a large body of men would surely be spotted miles away by the pirates, giving the blackguards ample time to launch an escape, a small group of adventurers could slip past outer defenses and into the base proper. Guess who's been nominated for the job?

A Job Offer

As you walk through the port city, you can't help but see that notices seeking the aid of a "hearty band" have been posted in most every public venue. You even hear the piercing voice of a town crier over the city's normal din, shouting something to the effect of "Baldrick Shipping seeks dangerous help for a dangerous task! Great rewards for the right group! See Baldrick Mornstar today."

Stopping the crier or reading one of the posted notes sends you to a large warehouse near the docks. After working your way past a couple of officious and thin-skinned scribes, you eventually get to see Mornstar, a robust man whose beard and mane are fast going gray. He is dressed well, but his eyes betray a great deal of concern.

With solemn intent, the wealthy merchant unfurls a map, pinning down the corners with anchor-shaped weights. He points to a marked location some 200 miles away, "The job involves traveling overland to a small cove hidden along the coastline here. Once there, you're to sneak into the base and deal with the pirates based there – if, in fact, there are any there to deal with."

"The map came from an excellent source – the nature of which must remain private, I'm afraid – but you never



know how these things will go. There are probably over a hundred pirates based in the cove, but there should be considerably fewer when their ship is out to sea, which – if they are true to form – they should be now, harassing my ships once again.

“Put an end to this, and you’ll earn yourself my undying gratitude – and a more than – handsome reward.”

Mornstar didn’t get wealthy and powerful by accident. He’s a brilliant man who leaves as little as possible to chance. He has investigated every likely respondent to his ads, including many skilled mercenary and adventuring groups. When the adventurers approach him, he already knows of many of their past exploits. As they speak together, he throws in a few comments of admiration about any of their past deeds that may be known to the public.

The fact is, he was hoping that this group would pursue the task. He’s quick to offer them the job.

Assuming the party has a good reputation – and at least a couple characters of good alignment – Mornstar makes them a handsome offer. Upon discharging their duties, they can either take 10,000 gp as payment or keep the pirates’ treasure, less certain trade goods (in particular, some rare silks and spices pirated from one of his ships less than a fortnight ago) – and they can decide after they complete the task. If the party insists on an up – front payment, Mornstar offers no more than 1,000 gp to help the group get outfitted for the journey.

Journey to the Cove

Traveling to the pirate hideout – marked “Dead Man’s Cove” on the map provided by Mornstar – is dangerous, but not because of the pirates. The heroes must work their way through a thick jungle or forest and over a small range of mountains.

It would not be inappropriate to work in some random encounters along the way, but that’s left to your discretion.

The day is glum and the sky is filled with clouds from an approaching storm.

Finally, after two weeks of struggling through jungle and across mountains, your group crests a hill near the sea to overlook a small bay beyond. Across the bay, you see a natural wall of rock – cliffs really – that jut up between the lagoon and the raging sea beyond, sheltering the narrow inlet from the elements’ fury. Some distance away, a break in the cliffs allows water access to the small bay.

A ship would have to sail about 800 yards from the cove to the gap in the cliff wall to gain access to the sea. Furthermore, according to the map provided by Mornstar, there are many treacherous reefs to threaten ships that brave this portion of the coast. These pirates must have nerves of steel to brave such a narrow entry to the cove.

Atop the far cliffs, you can make out two huge fire pits and two waving, red flags. Around the small bay, between



the swaying palms and low brush, stand three buildings. One structure is obviously a bunkhouse, long and slender with doors at each end. Another appears to be a kitchen and mess hall, complete with a metal triangle hung by the front steps. The last place is built in the shape of a huge aft-deck – obviously the quarters of the group’s leader, possibly including any senior staff and guards. Less impressive in both stature and appearance than the other structures, a small wooden shack crouches against the red hues of the cliff immediately behind the captain’s quarters.

Presently, there is no ship at the cove’s one pier. There is obvious activity around the cove, as men with the distinct bearing of sailors move about the place, performing common tasks, but that activity slows as the sun seeks shelter behind the horizon.

If the players ask, people travel between all three structures, but no one goes into or leaves the shack.

Assaulting the Cove

If the group attempts to descend the hill to the cove in the daylight, they are spotted, and a general alarm (the triangle at the mess hall) is sounded. There are **30 pirates (hp 14 each)** in the cove at present, so this isn’t a great idea for a small band of adventurers, but if they insist, let them deal with the consequences. They have to take on all of the pirates, each one ready and spoiling for a fight.

A night approach would be far safer for the adventurers. Since a storm is moving in, and the winds begin to howl after about 8 pm, there is little chance of the pirates spotting the heroes moving in under the cover of darkness.

These pirates are not well disciplined. The men posted to handle the night watch are either asleep at their post, gambling with a mate, or just didn’t bother to take their post at all. The guard posts are noted on the map on pages 8 and 9. To make the adventure more challenging, add more, or place the guards in pairs rather than singly.

The guards may make a Listen check (DC 13). However, due to their arrogance concerning their hideout’s safety, the pirates suffer a -6 modifier to their roll unless someone sounds the alarm. If given the opportunity, a guard shoots his crossbow at the nearest enemy, drops it, and then draws his rapier and attacks.

Pirate Guards (30): CR 2. SZ M; HD 3d8, hp 14; Init +0; Spd 30; AC 14 (+3 hardened leather, +1 Dex); Atk: light crossbow +1 (1d8), rapier +1 (1d6+1); SV Fort +1, Ref +1, Will +0; Str 13, Dex 13, Con 11, Int 10, Wis 10, Cha 8; AL NE. Skills: Listen +3, Profession (Sailor) +3, Spot +1.

Questioning the Pirates

Throughout this adventure, if one or more pirates are interrogated or enchanted into giving the party information, here are bits of information that the adventurers might learn:



1. The ship is due in sometime after midnight.
2. No one goes to the captain's private treasure hoard, which you get to through the shack at the cliff.
3. "Rolf" (presumably another pirate) is to light the cliff fires and keep them lit for the returning ship at about three bells (3 am in the morning).
4. Dead sailors guard the captain's personal wealth underground. A pirate mate once attempted to steal the captain's treasure, and now he stands guard with the others.
5. The flags guide the ship in during the daylight, and the fires guide the ship in at night.
6. The captain has an accurate map of the coral outside the cove, but any ship veering off course by more than 80 yards would be holed and sunk by the coral.

The Approaching Ship

By the time the adventurers deal with all of the pirates in the cove, they should be aware that the pirate ship is returning almost immediately. Hopefully they also know that someone is supposed to light the fires to guide the ship in.

If no one lights the fires, the ship anchors offshore and waits until morning. At that point, they are aware that something is wrong in the cove, so they approach carefully.

A narrow path leads to the top of the cliff where the PCs can gain access to the firepits and flags.

If the heroes light the fires, the captain assumes everything is fine, and the ship comes in. If the fires are moved and then lit, the pirate ship then sails into the reef and sinks, killing nearly everyone aboard. Those few who make it to shore are fatigued and unable to harm the adventurers.

If the characters move the flags and wait for morning, the captain instantly realizes that something's wrong. ("The flags don't look right!") In that case, he sends in longboats.

The adventurers should not attempt to take on the whole ship of pirates alone. There are 65 pirates, the captain, the first mate, and a sorcerer that the captain hired to help out with difficult targets. The boat has eight cannons per side. These are primed and ready to fire. (5d6 damage to everything in a five-foot radius, Reflex save for half damage.)

Note that the pirate captain wears the pendant of Syrenal (see "New Magic Item" on page 15) at all times. If the ship sinks, the captain's body conveniently washes up in the cove the following morning. This allows the adventurers to get their hands on the pendant. Whether they have the ability to figure out what it is and make use of it when investigating the captain's treasure cave is another question.

Dead Man's Cove

The description below assumes the heroes enter the place at night. Otherwise, you should change things around a bit to fit the right time.



1. Bunkhouse

Approximately 40 feet by 120 feet, the bunkhouse is made from the same wooden planks used in ship construction. There is a door centered in the 40-foot walls at each end of the building, but they don't appear to have locks. Portholes are spaced along the walls as windows.

Inside, a cacophony of snores welcomes you. It seems incredible that any of the 20-odd pirates here can sleep through the noise, but they're all dozing peacefully, if not silently.

The room isn't one long hall as it appears from outside. Each interior corner of the building has a 10-foot by 20-foot section walled off, with a door leading into each smaller room. The rest of the building is a long hall filled with dozens of low bunks, each with a small locker at its foot and a hammock overhead. The place could easily sleep 100 men.

If an alarm has already been sounded, the pirates are all awake and out scouring the grounds for invaders.

How the heroes deal with the sleeping pirates is up to them. A fireball or other large-area spell would fill half the building and allow no Reflex save. That same fireball would also turn the dry wood of the structure into a large bonfire. Casting a silence spell on a rogue who then walks the room slitting throats would also be effective, but a good party might not stand for such villainy.

If the heroes perform any actions that produce more noise than a healthy snore, roll three Listen checks (DC 15) for nearby pirates. For each success, one pirate begins to wake up. Nearby party members may make a Spot roll (DC 10) to notice.

It takes a moment or two for each pirate to wake up. (The pirates generally do some drinking before going to sleep, so they don't spring to alertness.) If given two rounds to wake up, a pirate becomes fully alert, automatically spots the intruders, and lets out a yell. If attacked, he becomes alert immediately (adrenaline does that) but doesn't manage to let out a yell until the end of the round – if he's not killed.

Any alert pirates continue to shout as they yank out their cutlasses to fight. As long as a pirate is conscious, make Listen checks (DC 10) for all sleeping pirates in the same room at the end of each round. Pirates in other rooms have a harder time with the Listen check (DC 20).

There are 21 pirates in the main room and another 2 pirates in each of the corner rooms, for a grand total of **29 pirates (hp 14 each)**. A search of all the pirates and footlockers yields a total of 203 gp, 342 sp, 567 cp, three bottles of whiskey, and five gold rings (10 gp each). Apparently pirates go through gold as quickly as they get it.

Pirates (29): CR 2. SZ M; HD 3d8, hp 14 each; Init +0; Spd 30; AC 14 (+3 hardened leather, +1 Dex); Atk: rapier +1 (1d6+1); SV Fort +1, Ref +1, Will +0; Str 13, Dex 13, Con 11, Int 10, Wis 10, Cha 8; AL NE. Skills: Listen +3, Profession (sailor) +3, Spot +1.



2. Mess Hall

As you enter the unlocked building, you see a number of tables and benches ahead and to your right. To the left, you see a long counter, behind which are two huge, upright stone fireplaces and an open-bed fireplace with frames and spits for cooking large animals. A few portholes are used as windows in the outer wall.

The building appears empty at the moment.

There is quite a bit of foodstuff in the kitchen portion of the building, as well as a trap door that leads down into the root cellar. A search of the cellar (DC 15) turns up a purse with the cook's personal savings. (The cook is among those sleeping in the bunkhouse.) The purse contains 80 gp, 15 sp, 23 cp, and a diamond worth 50 gp.

3. Captain's Quarters

The only door for this oddly shaped structure is locked.

The door's lock may be quietly picked by a talented rogue (DC 20). Alternatively, it could be battered down, certainly waking everyone in the small outpost.

If the heroes make a lot of noise getting in, everyone in the captain's quarters gains +4 to their AC (assuming they have time to then put on their armor), and everyone is town is awake and alert within three rounds. The descriptions below assume the heroes manage to enter the place silently.

W. Entry

This is a sitting area with some fine sofas, two large bookcases filled with tomes, and a small writing table. There are numerous charts on the walls, some of which appear to depict the local areas, while others appear older and mostly for decoration.

There are also two guards in here playing a dice game on a low table in front of a sofa. As the door opens, they turn to look at you, then jump to their feet and attack.

Given the opportunity, the **2 guards (hp 14 each)** shoot their crossbows at the nearest enemy, drop them, then draw their rapiers and attack.

Giving the room more attention, the heroes notice that the writing table has a lantern and ornate compass (worth 400 gp), a navigator's tool made of gold (worth 200 gp), and a stack of papers with all manner of nautical writings. A Search check (DC 10) reveals a schedule which indicates that the pirates' ship should return at approximately 3 am this very day – in only a few hours.

The bookcases hold some great writings that are not common among the uneducated. Either there is a knowledgeable person among the pirates, or they have simply lined the shelves with nice-looking texts from previous raids. With a



Search check (DC 20), a hero can find is a manual of gainful exercise among the books.

The hallway to areas X, Y and Z has wood-paneled walls, is narrow (barely four feet wide) and has three doors, each leading to another part of the dwelling.

Pirate Guards (2): CR 2. SZ M; HD 3d8, hp 14; Init +0; Spd 30; AC 14 (+3 hardened leather, +1 Dex); Atk: light crossbow +1 (1d8), rapier +1 (1d6+1); SV Fort +1, Ref +1, Will +0; Str 13, Dex 13, Con 11, Int 10, Wis 10, Cha 8; AL NE. Skills: Listen +3, Profession (Sailor) +3, Spot +1.

X. First Officer Quarters

This is the room of the pirates' quartermaster, also the ship's first mate.

Once inside, you can see that this room is large, especially from a sailor's standpoint. About twice the size of a captain's shipboard cabin, this room holds a table covered with sea charts and shipping schedules, a bed with a thick mattress, a sea chest, and a few decorations. There is a large porthole in the outer wall, covered with a tapestry.

The shipping schedules on the mate's table indicates the planned away times for three powerful shipping companies in the region. These are obviously provided from within the various companies by highly placed informants. This information would prove invaluable to Mornstar, or it could be used to spin-off another adventure in which the heroes are charged with discovering who the spies are. (The grunts in the port wouldn't know.)

The sea chest is locked (DC 20). It is also **trapped** (DC 15 to find it, DC 20 to remove it). If the chest is opened before the trap is disarmed, the room fills with a noxious cloud that causes 1d4 damage per round to all living creatures it touches. The heroes can leave the room, but they continue taking 1d4 damage for two additional rounds due to the cloud's continuing effects. The cloud dissipates and loses its effect four rounds after being released.

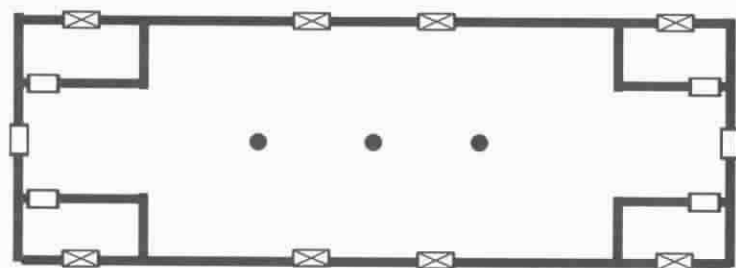
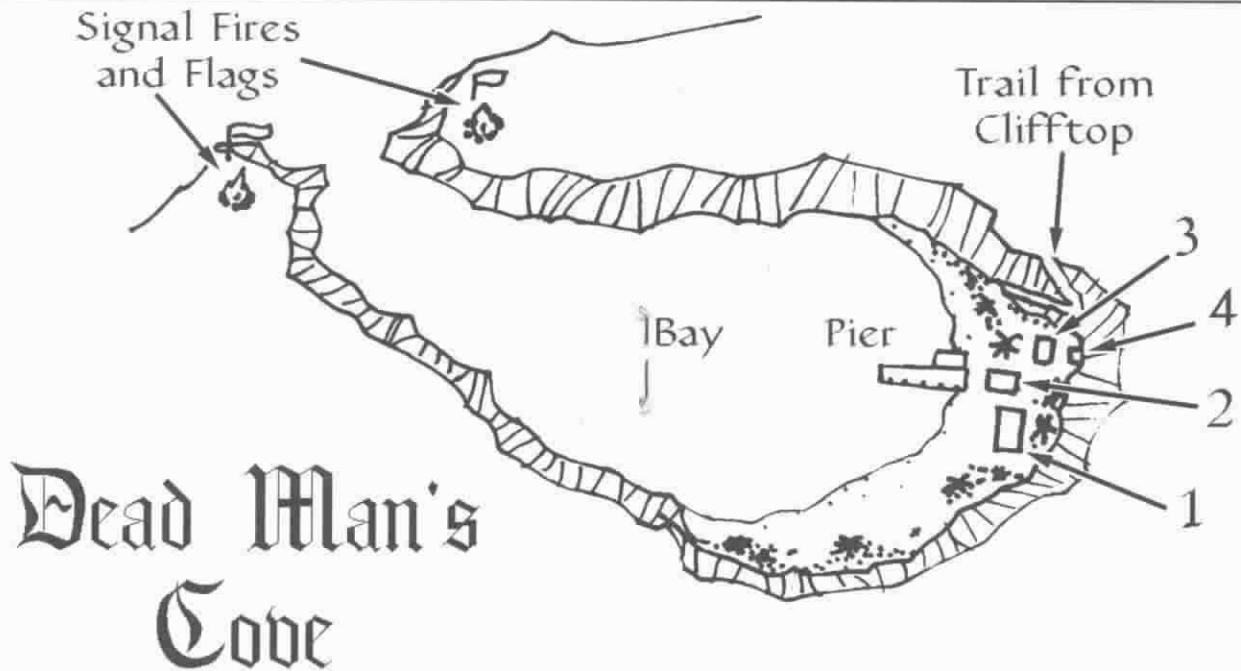
Within the strongbox are 140 pp, 1,040 gp, 800 sp, 230 cp, and a three vials: a *potion of neutralize poison*, a *potion of sneaking*, and a *potion of haste*.

Poison Gas Trap: CR 2. No attack roll necessary (1d4 per round for each round in contact and for two more rounds after leaving gassed area; gas dissipates after four rounds); Search (DC 15); Disable Device (DC 20).

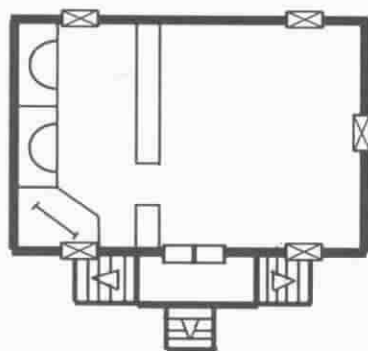
Y. Quartermaster's Storage

The door to this room is locked and must be picked (DC 15) or knocked down to gain entry to the room.

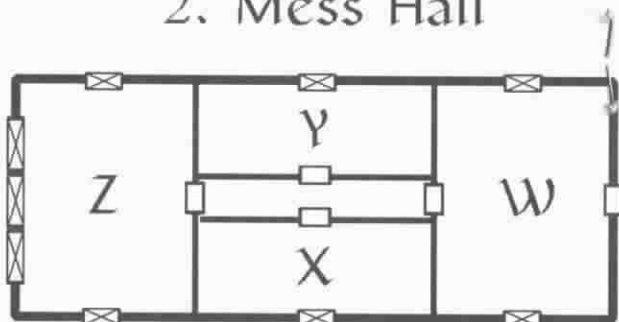
Inside this room, the walls are lined with racks filled with all manner of weapons. The place is fairly large, but it's so filled with weapons and equipment (hardened leather, ropes, chains) that it's difficult to move about it.



1. Bunkhouse



2. Mess Hall



3. Captain's Quarters





Only by spending a good deal of time here (at least two hours) can the players make Search checks to locate something in particular or of superior quality. If they do so, each character may make one Search check (DC 15) to locate one weapon or piece of equipment from the following list. Under no circumstances can the heroes find more than three of the items listed below. The room is just too big a mess.

1. Masterwork longsword
2. Masterwork thieves' tools
3. Masterwork spear
4. Mighty composite longbow (+2 Strength bonus)
5. Quiver of silver tipped arrows (20)
6. Masterwork hardened leather

Z. Captain's Quarters

The door to this room is locked and must be picked (DC 20) or knocked down to gain entry to the room. Alternatively, the group can break the windows at the back of the room and climb in from the outside, but the windows are 10 feet above the ground.

This room is almost 30 feet by 40 feet. It contains a huge, four-poster bed, a large, wood table around which sit six chairs, a large rolltop desk, some fine tapestries and three paintings hung along the walls, and three huge, silver candelabra.

The candelabra are worth 50 gp each. The art and tapestries are worth a total of 700 gp, but they're hard to transport out of the cove without a ship or a bag of holding.

The desk is locked (DC 15). Within are mostly writing supplies (parchment, quills, and ink) but there are also a few letters from someone named Korvahl talking about "targets." The letters infer that this Korvahl provides information to the pirates and then buys most of the trade goods looted from their targets – at a very good price – to be sold at distant ports. At least one reference seems to confirm that Korvahl is a merchant competitor of Mornstar and the other merchant "targets" of the pirate ship.

Again, this might be a good hook for another adventure, or at least good info for Mornstar to put to use.

4. The Shack (The Captain's Treasure Cave)

The door to the shack is locked and must be picked (DC 20) or knocked down to gain entry. It is also **trapped**.

As you move cautiously down this corridor, your light illuminates what appears to be a rough barricade barring the passage ahead. Suddenly, a pair of javelins whiz out of the darkness, directly toward you.

If the trap is not disarmed when the door opens, there is a forlorn wail, a great deal of banging, and those standing in or near the doorway see a gray, shadowy shape moving toward them very quickly. While the figure moving toward the characters may look like a ghost, it's actually just a dummy.



The wailing sound is made by the dummy's harness as it slides along the metal cable it's suspended by. The banging comes from a number of metal pieces hanging from the dummy's harness. As the contraption slides down the cable, the metal pieces clang against each other all the way.

The combination of movement, wailing, and banging all start so suddenly that all characters must make a Reflex save (DC 15) to react. The others are surprised. The dummy slides toward the door so fast that only those characters who succeed at the saving throw can take an action before the dummy reaches the door.

Fake Ghost Trap: CR 3. No attack roll necessary (5d6 to all within 10 ft., partial blindness to all within 20 ft.); Reflex save (DC 20) for half damage, Will save (DC 20) to avoid partial blindness (-2 to all attack rolls and Reflex saves for 1d6+6 hours); Search (DC 20); Disable Device (DC 15).

When the dummy reaches the door, it comes to the end of its harness, pops off, flies through the door, and lands a few feet outside. When the thing hits the ground, the makeshift bomb inside it goes off.

A. Entry Cavern

You open the door to find a tunnel sloping steeply down into the base of the cliff. After a moment of climbing downward, you find yourself in a large natural cavern. Something toward the back of the cavern glimmers faintly in what little light reaches it.

The glimmering item is a small pile of gold pieces at the back of the cavern. It was put there to attract would be robbers into the **pit trap** that is right in front of the pile of gold. There are 15 gold pieces in the pile, and these can be reached easily and safely by someone who sees the pit.

Pit Trap (20 ft. Deep): CR 1. No attack roll necessary (4d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

B. Shimmering Cavern

As you enter this cavern, your light sources begin to glimmer and shine off almost everything within. There are crystalline formations throughout the cavern that reflect the light and shoot multicolored rays all about the room in a prism effect.

The crystal in this room is very brittle and susceptible to vibrations. Unless the heroes say they are taking particular care to be quiet, roll 1d20 each round they are in the room. If the roll is greater than 12, they may disturb the crystals – with disastrous consequences. If the heroes are particularly noisy while in this room, you only need to get 8 or more on that roll.



If noise in the room disturbs the crystal, a single stalactite bursts, sending crystal shards everywhere. That minor explosion sets off a chain reaction through the entire chamber, filling the room with flying daggers of crystal. Everyone within the room takes an amount of damage equal to 20 minus his AC. Each hero may make a Reflex save to reduce the damage suffered by half.

The crystal shards, if hauled out, are worth 1 gp per pound. There are about 1,000 pounds of shattered crystal laying about after the menagerie.

C. Underwater Cavern

This huge cavern is divided by a small lake running wall to wall across its center. At the edge of the water on your side is a small rowboat able to hold up to four passengers comfortably, but up to six may cram into it.

There are seven sunken sailors (see 'New Monster' on page 14) in the murky waters of the cavern, which connect to the sea through an underground network of tunnels. As the group begins to cross – either in the boat, swimming, or some other method – the sunken sailors attack. If the party is in the boat, the sunken sailors climb onto the sides of the boat and try to capsize it, with a 25% chance of success per round. If the heroes have crammed more than four people into the boat, everyone in the boat suffers a -2 modifier to attack rolls and Reflex saves. This is cumulative with any penalties for partial blindness.

D. Treasure Cave

As you enter this cave, a chill wind cuts through. As you investigate, you realize that a series of small chimneys in the stone creates a breeze through this cave. You also notice a large amount of trade goods along one wall (bolts of cloth, barrels, and crates) and a number of rocks piled in the corner.

There are three dozen bolts of cloth, all of them fine. Some of them must be Mornstar's coveted silks. The barrels and crates contain rare spices, scented oils, and even some fine brandy.

Though it would take quite a while – at least six hours of inventorying, analyzing, and calculating – a character with the Appraise skill may attempt to determine the value of the trade goods (DC 18, since many of them are rare). If successful, the value is estimated to be near 60,000 gp (enough to replace all of Mornstar's lost ships and still have a few coins to rub together).

As the heroes move the rocks, they reveal a small pocket in the cave wall. A chest rests within the pocket. After the

Poison Dart Trap (4 Darts, firing from front of chest): CR 2, +5 ranged (1, plus *greenblood oil* poison); Search (DC 16); Disable Device (DC 18).



heroes remove the rest of the rocks, they can extract the chest. The chest has a trap that goes off if the chest is moved or opened without the trap being deactivated.

The chest contains 8,000 gp in various coinage, 6,000 gp in assorted gems, a diamond tiara worth 4,000 gp, three scrolls *silent image* (1st level), *hold person* (3rd level), and *hold monster* (5th level), two vials (a *potion of charisma* and a *potion of protection from elements (electricity)*), and one very richly decorated, ornate robe worth 3,000 gp – not to mention the fact that it's a *robe of scintillating colors*.

Notes

Sunken Sailor

Medium-Sized Undead

Sunken sailors are the soulless but not lifeless cadavers of sailors lost at sea. They haunt the locations of their death: underwater or coastal areas where there is treasure present – especially if the treasure was taken from the ship upon which they lost their lives.

Combat

Drowning

Touch: When a sunken sailor hits an enemy, the victim must make a Fortitude save (DC 13) or take an additional 1d4 damage as fluid (sea water) builds up in his lungs, slowly drowning him. This damage is in addition to the normal damage done by the strike.

Create Spawn: If a person is killed by a sunken sailor suffered at least 4 points of damage from a sunken sailor's drowning touch is not raised or blessed within 48 hours, the victim becomes a sunken sailor.



Hit Dice: 2d12 (13 hp)
 Initiative: +1 (Dex)
 Speed: 30 ft., swim 30 ft.
 AC: 14 (+4 natural)
 Attacks: 2 claws +2 melee
 Damage: Claw 1d6+2
 Face/Reach: 5 ft. by
 5 ft./5 ft.
 Special Attacks: Drowning
 touch, create spawn
 Special Qualities: Undead,
 +2 turn resistance
 Saves: Fort +2, Ref +1,
 Will +5
 Abilities: Str 14, Dex 12,
 Con –, Int 11, Wis 14,
 Cha 9

Skills: Climb +5,
 Spot +5
 Feats: Multiattack
 Climate/Terrain: Coastal,
 aquatic, underground
 near sea.
 Organization: Solitary,
 gang (2-4) or pack (7-12)
 Challenge Rating: 3
 Treasure: None
 Alignment: Always
 neutral evil
 Advancement Range: 3-4
 HD (Medium-size)

Undead: Immune to all mind-influencing effects, as well as poison, sleep, paralysis, stunning, and disease. Not vulnerable to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Pendant of Syrenal

This mithral pendant, hung on a silver chain, was created seven centuries ago by an elven wizard whose fear of undead would certainly have left him paralyzed with horror during a confrontation with such creatures. Though he had no priestly abilities, he had a great understanding of all magic related to the negative plane and to summoned creatures. As such, he attempted to create a device to protect him from the objects of his fear. After years of research and dozens of failed attempts, he created this pendant.

While worn around the neck, the pendant focuses positive energies around the wearer. This makes it impossible for any undead creature to physically approach or manifest within five feet of the wearer. Since most undead creatures use their body parts as weapons (claws, bite, touch, etc.), only those few who use long or ranged weapons or attacks are any threat to the wearer. The pendant does not protect the wearer against ranged attacks, like as the domination ability of vampires, but it provides absolute protection from energy draining.

Caster level: 13th; Prerequisites: Craft Wondrous Item, protection from evil, control undead; Market Price: 7,000 gp; Weight: 4 ounces.

