



Kingdoms of Kalamar

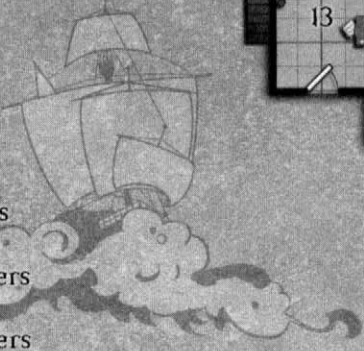
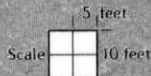


SIREN'S PRIZE

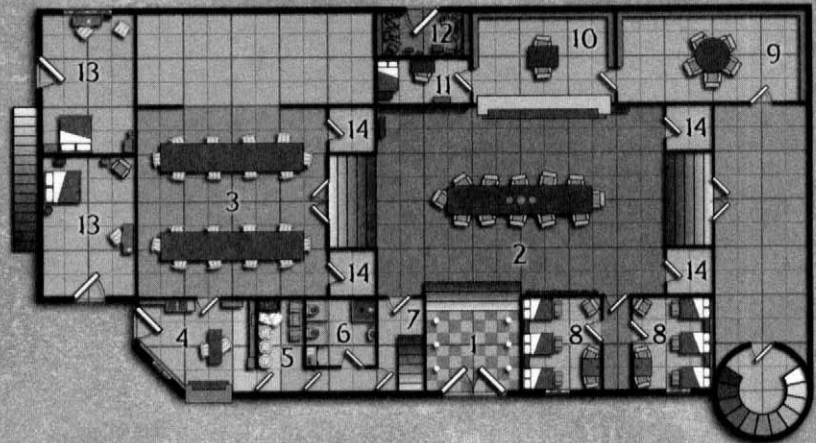
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Brendlin Orth's Compound

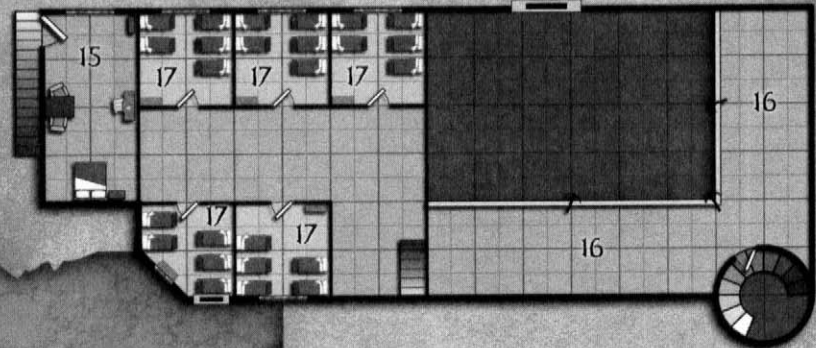
1. Entrance Hall
2. Common Room
3. Mess Hall
4. Kitchen
5. Pantry
6. Lavatory
7. Stairwell
8. Guest Rooms
9. Meeting Rooms
10. Hall of Records
11. Ruelin's Quarters
12. Toolshed
13. Servant's Quarters
14. Storage
15. Servant's Quarters
16. Balconies
17. Guard's Quarters
18. Landing
19. Entertaining Room/Study
20. Guestroom
21. Lavatory
22. Master Bedroom
23. Vault
24. Solar



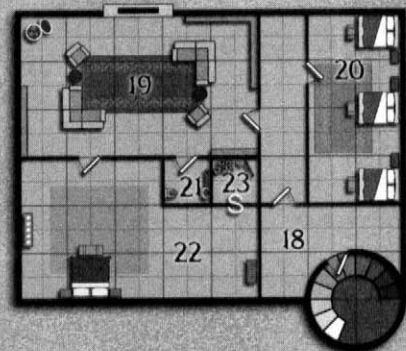
Mansion Level 1



Mansion Level 2



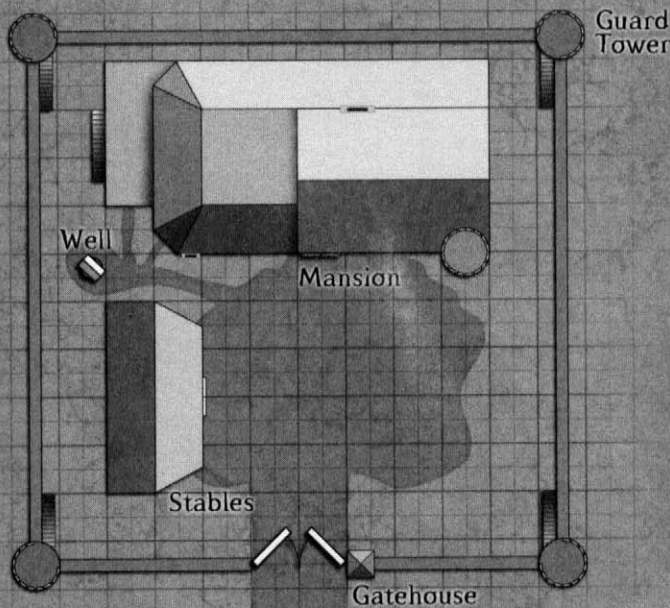
Mansion Level 3



Mansion Level 4



Compound Overview



SIREN'S PRIZE

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INTRODUCTION

This fantasy adventure is recommended for four to six characters of 5th to 7th level, but is adaptable for use with more or less experienced player characters (PCs) by adjusting the strength of the foes described herein. *Siren's Prize* takes place near the Brandobian coastal town of Dralven, just southwest of Dalen, the capital city of the Kingdom of Eldor. (See the *KINGDOMS OF KALAMAR*™ sourcebook, p. 17) This daring quest takes the PCs to a wizard's tower, then below into seaside caverns where they will face a daunting challenge and perhaps unravel the mystery of the *Siren's Prize*. Ultimately, this journey will be a test of the players' intelligence, wisdom and fortitude.

The Dungeon Master (DM) will need a copy of the D&D *DUNGEON MASTER'S Guide*™, the *Monster Manual* and the *Player's Handbook*™. Statistics for all the key NPCs and other creatures mentioned throughout this adventure can be found in the Appendices at the back of this book. As the adventure takes place in the *KINGDOMS OF KALAMAR*™ campaign setting, the DM should also have the *KINGDOMS OF KALAMAR*™ campaign setting sourcebook. The DM should read this adventure entirely at least once before play in order to ensure a smooth game. The following information is for the Dungeon Master only.

ADVENTURE BACKGROUND

Part I: The Sounds of Sirens

Our tale begins on the fifth voyage of the pirate ship that would eventually come to be known as the *Siren's Prize*. A single week out of port and the vessel was blown off course, heavily damaged and left to the mercy of the sea. The ship and her crew – boasted to be nearly a hundred men strong – soon came to pass near a strange, uncharted island in the Brandobian Ocean. A scarlet fog clouded 'round, and with it came the unnatural sounds of a whistling wind which called out the names of the crew... or so they thought. 'Twas sirens they heard, calling out from both the turbulent waters and the strange land mass.

At the enrapturing sound, some men began flinging themselves overboard and swimming for the island, while others fought in desperation to overpower the helmsman and guide that ship dangerously close to shore. It was their captain, Malvus Corvel, who remembered the old pirate tales of dealing with sirens, and immediately ordered his remaining men to retreat down into the cargo hold.

As the Prince of Chance would have it, Captain Corvel's most recent plundering was upon a cargo vessel from which they procured many cheeses encased in wax. And it was the properties of the wax that Captain Corvel thought to exploit, for when the wax was pressed firmly into his ears, the sirens' song seemed muddled and its magic of charm defiled. Thus most of his men emerged from the hold only to behold a most terrible sight.

Those pirates of clouded mind had steered the ship to an inland bay, wading onto shore as sensuous, naked women beckoned them ever nearer. As they emerged from the shallow waters, the blades of those monstrous harlots flashed malign and smiles gleamed as they drank and bathed in the blood of Captain Corvel's crew. The victims were studied, tortured and slain by the dancing, singing sirens, though exactly what masculine

attributes attracted the attention of their knives was uncertain by any sane account. Many of these men were as brothers to those still safely aboard, and anger swelled among those on deck, 'til Captain Corvel, in his insatiable fury, ordered all hands to attack.

Into that ensanguined fray they marched, their weapons cutting deeply into soft siren flesh. Still those monsters continued their lovely melodies, attacking savagely even as they were cut down by vengeful buccaneer blades.

Upon that desolate island Captain Corvel and his crew traveled, attempting to restrain those comrades still charmed and wandering further inland. For that music never faltered and seemed to be carried by the very air itself. From time to time a siren would attack amid this chaos, lunging out from behind a rock or tree to steal a life then retreat if possible.

Suddenly a mysterious cliff-top glow took hold of the crew's weary minds, as more of those monstrous women descended. The few men who kept hold of their sanity followed, fighting to protect their brothers too dulled of wit to defend themselves. Battling their way forth, ever upward toward a monumental craggy cliff, the eyes of the possessed were locked without fail upon that mysterious aureole; it was the glow, as well as the call, that drew them upward.

The grim march continued up the jagged face and towards the outcrop on high. When at last the sailors reached that peak, they found the beautiful terrors, worshipping the inexplicable glow emitted from an unholy idol. Its amorphous hideousness was indescribable, but amid what could only be called a tangle of tentacles was inset a most precious adornment. The vibrant, opalescent pearl was of such lustrous quality that the captain found himself immediately taken by its beauty, despite the battle now taking place around him. Blades flashed and blood spat, and in time the sirens were all but slain, those few survivors fleeing to remote corners of the island.

Captain Corvel, enthralled by the beauty of the pearl, plucked it from the effigy with the point of his dagger. He let the prize fall into his velveteen pouch, careful not to touch it directly, for he feared both that some curse adhered to its moon-like surface and that his calloused hands might somehow tarnish the precious treasure.

The pirate crew recovered from the battle, counting about half their original number among the living and wounded. It was with great haste they made their return to the ship, collecting fresh water and gathering timber to repair the damaged vessel. Occasional skirmishes broke out as the sirens would rally and attack, only to be driven back again. When those pirates finally set sail, their number had dwindled considerably, each remaining man thankful to be counted among the living.

Part II: Of Fortune and Tragedy

In the years to follow, Captain Corvel and his replenished crew became some of the most feared and prosperous pirates on the sea, their reign of terror extending from Almven in the far north to Dayolen in the south. The captain renamed his ship "The *Siren's Prize*", in reference to that fabulous treasure which he stole from the damnable island of the sirens.

Though Captain Corvel always kept this prize close to his person, his superstition and reverence for the article prevented him from actually ever touching the pearl, and thus he never gained those magical properties of increased Intelligence and Wisdom that the treasure bestowed upon its owner. This

magnificent pearl was the only object Captain Corvel valued more than his ship, so it was only natural that he eventually trapped the pearl within an ingenious puzzle box, to be placed inside a bottle along with a miniature model of his vessel (designed and magicked at much expense). This *ship in a bottle* and the pearl known as the *Siren's Prize*, rests safely in the captain's quarters to this very day.

The *ship in a bottle* had properties of enchantment which allowed Captain Corvel to sentence his defeated enemies to reside within, forcing them to inadvertently guard the pearl he so jealously coveted. His compulsion to protect what he considered the ultimate treasure was so fierce that he neither bothered, nor cared, to worry about how he would ever release the pearl from its safeguards.

Captain Corvel's life of pillaging did not last long, for he felt the weight of a curse upon him – if not from the pearl, then from the sirens themselves and their hideous, vile god. Soon the captain's greed and paranoia consumed him. One fateful night at sea, during a raging storm, he stealthily began slaying his crew and throwing them overboard, even as they fought to keep the ship afloat amid crashing waves and sheeted rain. All sanity fled the manic captain, as he murdered unsuspecting pirate after pirate, calling them up on deck one by one to be disposed of discreetly, or slaying them singly in their cabins. Bodies were soon discovered below deck, and panic spread throughout the crew, who were already on edge from the merciless storm.

The battered ship then struck a barrier reef, the jolting scrape and ripped hull prompting all hands on deck as the ship began to take on water. Relieved to see a nearby beach, the crew anxiously awaited as the vessel lurched ever closer, spurred onward by westerly winds and crashing waves. Men began diving overboard, taking their chances as they swam for shore, many to meet a watery grave. Those few who made the safety of the beachhead claimed that they heard a great cracking of wood, echoing from the rocky coves to the north; just within sight, amid this torrential downpour, they spied the *Siren's Prize* being swallowed whole into those seaside caves. The captain and his ship were never seen again.

Part III: Fate of the Siren's Prize

Captain Corvel was pleased to see his crew flinging themselves into the sea. He refused to abandon ship, even at risk to his own life. At last, left alone with his two most prized possessions – the pearl and the ship which shared the same name – the old pirate was prepared to die.

Miraculously, Captain Corvel survived. His ship, being dragged deeper and deeper, came to rest in a great inner chamber deep within a network of tunnels cut and channeled by the relentless tides from aeons past.

After ensuring the pearl was safe, the captain ventured out into the caverns intending to return for his treasure later. He was almost to safety when he heard a noise that curdled his blood – the call of a siren. Terribly frightened, the captain returned to his ship in a state of fear and utter dread. He attempted to escape again, but on every occasion he heard the siren's call.

He died upon the vessel from dehydration, but before his death, Captain Corvel related the tale of his life in the captain's log. He also wrote a cryptic message on the wall of his cabin. It was a humble farewell from a simple man who lived his entire life in such a dramatic fashion.

Part IV: The Mage Vlondvr

Some decades later, the crafty mage Vlondvr began exploring these caves, searching for a crucial spell component in a theoretical enchantment of his own design. This component was a truly rare species of mollusk whose crushed shell could have certain unusual properties. Vlondvr never found the desired mollusk, but instead came upon a brood of kuo-toans. Through communications via magic, he tricked their primitive minds into believing that he was a harbinger sent by their harsh and unforgiving god Koa Matuu (an incarnation of the Stormlord). Though kuo-toans have keen sight that allows them to detect figments for what they are, Vlondvr was able to cow them without reliance on his illusions because his appearance in their lair had fulfilled one of their own vaguely worded prophecies. The kuo-toans of this region believe that a human bearing lightning will come to them and herald a time of incredible storms. At the height of these storms the Matuuab, as he is called, will lead the tribe to triumph against all non-believers.

Though Vlondvr is not their harbinger, he exploited this relationship, demanding offerings of precious metals, moneys, gems, and items of enchantment which the brood had scavenged from the sea. The offerings were substantial enough to warrant the wizard's stay, and so he built his tower on the cliffs, upon the cave network's only topside entrance. In time, the tale of the shipwreck reached the mage's attention through his kuo-toan worshippers, though they feared that place beyond all reason. The kuo-toans spoke of Moha Brinu (translated: the angry spirit). They also spoke of sharks and a man that was once spied reading pictures upon thin wood (parchment).

Vlondvr believed the kuo-toans were merely frightened by superstitions, though in the one instance he forced them to attempt to secure that area, the brood sustained heavy losses before retreating back to their lair. The mage remained fascinated by the chamber of the marooned ship, his explorations eventually leading to his downfall (see The Caves, area 14, for further description).

Part V: The Merchant Brendlin Orth

The merchant Brendlin Orth is an older gentleman, 50 years of age. He resides primarily at his fortified mansion just outside of Dralven, and is the owner of a fleet of about ten variously-sized trade galleons, for the merchant is frequently buying, selling, trading and/or losing (to pirates and storms) vessels. Brendlin's fleet sails under Eldor's royal protection and is known as the Gilded Runners, their flags depicting a golden serpent skimming across the waves. They are the predominant trade galleons that fill the shipping lanes connecting Dralven to distant Almven in the north and Dayolen in the south.

Brendlin first became associated with Vlondvr when the lighthouse several miles north of Dralven unexpectedly crumbled during a minor quake, due to age and a weak foundation. The merchant suddenly found himself in a bind, as several incoming ships were reliant upon that lighthouse to guide them through a dangerous stretch of shallow water. Vlondvr's tower, the merchant knew, could be hastily outfitted to perform the function of a guiding light.

Brendlin Orth propositioned the mage by promising a monthly revenue for the conversion and service, and after some deliberation, the two men agreed upon a suitable allowance. That night, a flaming bonfire warned the merchant's ships of

danger, and a mutually beneficial relationship between Brendlin Orth and Vlondvr was formed. Later, Vlondvr strategically erected polished metal to amplify the light on the top of his tower. A small block and tackle system was also installed, for purposes of transporting firewood to and from the lofty perch.

This arrangement carried on for several years, until Vlondvr demanded a heftier fee – which Brendlin refused to pay – though the mage did see a modest increase in wage. A falling out occurred between the two, and the mage let it be known that the merchant and his men were no longer welcome on the property. He still accepted payment through Brendlin's personal bodyguard, Camblen Edarn, while demanding that the amount be increased with threats that the service would be discontinued.

Some weeks later, the lighthouse failed to be lit on a scheduled night, and the mage would not answer his door. The merchant lost one trade galleon as it struck upon a barrier reef. Camblen and his men wisely refused to force an entry, and the merchant Brendlin feared angering the mage should he or his personal guards attempt an entrance. For who knows what magic an angry wizard can unleash, he reasoned.

The merchant therefore has decided to hire a third party to intervene as a go-between. This party will be the PCs.

ADVENTURE SYNOPSIS

The adventure begins as the PCs are informed by the cohorts of a wealthy merchant that their master seeks an audience with an adventuring company. When pressed for details, these men will reveal that the merchant wishes to hire seasoned adventurers to perform some task for which he is willing to pay. If the PCs choose to follow these men, they will be taken to a rural mansion to meet the merchant.

The merchant will explain that his ships rely on a nearby lighthouse to steer clear of shallow straights, and that the lighthouse is no longer lit. The lighthouse keeper has not answered his door, and a recent dispute with the man keeps the merchant and his hirelings from investigating the situation on their own. If the merchant and the PCs are in agreement, then on the following day the merchant's hirelings will lead the PCs to the seaside lighthouse. Upon exploration, the PCs will discover the lighthouse to be recently deserted. A journal, left by the wizard and lighthouse keeper Vlondvr, hints of treasures in the seaside caves beneath the tower. An opening in the cellar provides easy access. Below, a clan of kuo-toans will confront the PCs. If they defeat or bypass the clan they may discover that Vlondvr has been enslaved by an aboleth, and discover the shipwrecked remains of a pirate vessel known as the *Siren's Prize*. Aboard, a wereshark searches for lost treasure, and the ghost of the demised Captain Corvel jealously guards his quarters and the mysterious pearl that is the true *Siren's Prize*. The pearl is hidden inside a magical item known as a *ship in a bottle* (see Appendices: New Magic Items) along with several creatures to defend it.

BEGINNING THE ADVENTURE

The Dungeon Master should invent his own reasons for the PCs to travel to the seaside city of Dralven. These could include the discovery of a false treasure map or a cryptic scrawled note which may lead the PCs to believe they should travel to the city

for some great fortune. Perhaps the PCs are traveling to visit a friend or relative, or just wandering the surrounding lands as adventurers are wont to do.

If the PCs approach Dralven by land, the DM should use the encounter with Brendlin Orth's hirelings to begin the adventure. If the PCs approach by sea, the DM should use the encounter with Gruthal the sorcerer at the Mermaid's Breast inn near the waterfront.

The PCs will likely know basic information concerning the town of Dralven, that it is a moderately-sized, thriving trade town. A detailed description of Dralven follows, if the DM wishes to allow the PCs to explore before meeting the men employed by Brendlin Orth or Gruthal.

It is a clear spring day as you approach the coastal city of Dralven. The trade town itself is just visible beyond the low, rolling hills, as you see plumes of smoke, rising from cooking fires. Occasional farmhouses and outbuildings dot the nearby landscape among freshly plowed fields.

Dralven

Population: 3000 Brandobian humans.

At a Glance: The houses and other buildings of this small, unwall'd town speak of hard work and a harsh existence. Made of wood, and stone cut from the cliffside, the buildings blend quite naturally into the rocky coast. Were it not for the light from the converted lighthouse only a short distance away, many ships would most likely pass the city by without ever noticing its existence. The city stands on two levels which run along the tip of the Fronal peninsula. The docks run alongside the water's edge, while the warehouses and homes are scattered almost randomly along the coast. Simple dirt and lightly cobblestoned paths wind along the cliffside, connecting the houses and other buildings to one another in what appears to be the most round-about method possible. The only true road in the city runs along the docks, leaving the southern side of the city to form a crude road to Dalen in the east and Nordolen to the north. At the peninsula's highest point stands, surprisingly, not the lighthouse, but instead the keep of the town's ruler, Lord Vrillam Colbrandar.

The people are moody and sullen. A stranger entering Dralven, even one bringing trade items sure to fetch a good price, quickly gets the feeling he would be more welcome elsewhere. The majority of the people here are smaller than a normal Brandobian human, though still taller than the residents of nearby Dalen. Strangely, neither men nor women grow to be any larger than elves. Like much of Eldor, the Dralven inhabitants are fiercely proud of their pure racial heritage, and a visitor to Dralven who addresses a resident in another tongue will be quickly and forcefully corrected. Only its location as a natural stopping point, for visitors journeying to and from the western islands, keeps Dralven busy with ocean trade.

Government: Ever since the passing of his wife three years ago, Lord Colbrandar shut himself away in his keep, leaving the running of the city and its port to his aides. His main aide, Dolsten Lelven, a fair but firm ex-military garrison commander, runs the city in his absence. Lelven has little experience with

finances and often gets shortchanged by wily merchants, but his knowledge of military matters is second to no one else in the city. Anyone wishing to ease themselves into the city's political or military structure would be wise to befriend Lelven.

Economy: Other than the capital city of Dalen, Dralven is the main port with which the western islands of Eldor and Mendarn do business. It often has large surpluses of seafood, though it is often short of items made from cloth or metal, which are not as easy to come by on the rocky coasts or islands. Dralven's main sources of these precious goods are the port cities of nearby Nordolen or Dayolen, far to the south. The merchant fleet known as the Gilded Runners, operated by Brendlin Orth, uses the Dralven port as its main base of operations.

Military: Only 100 soldiers (ring mail, shield and longsword), under the command of Dolsten Lelven, guard the city. As the coastal areas are thickly populated by humans and demihumans, monster and humanoid threats are rare. Twenty-five marines (leather armor, longsword or short sword, and wooden shield) also guard the port area against pirates, occasionally visiting the nearby islands on private missions for Lord Colbrandar.

Temples: The primary religion in Dralven is the Assembly of the Four Corners, with the Water Corner being dominant. The Earth, Air and Fire Corners follow respectively. The faithful say this is due to the city's location, caught between the earth, water, air and the sun. The other major religion is that of the Temple of the Stars, though shrines may also be found to the Home Foundation, the Founder's Creation, and the Parish of the Prolific Coin. Rumors of a secret shrine to the Harvesters abound.

Mages & Sages: Eldril Throding spends her time focusing on potions and magic items (particularly rings) which allow one to breathe underwater. Eldril began her career when her son's ship went down and he drowned within sight of the Dralven docks. She feels that the sailors should be protected from the danger of their daily routines as much as possible, and sometimes offers Dralven sailors her services for free. Adventurers sometimes come to Eldril, posing as sailors, in hopes of securing items to help in seeking buried treasure or wrecked ships. Unfortunately for them, Eldril is usually able to see through their disguises, and will negotiate for a full thirty percent of any proceeds from underwater exploration in exchange for her help.

Underworld: The local thieves' guild, known as the Black Pouch, keeps a small presence in Dralven, mostly contenting themselves with petty thieving from traveling merchants, pilfering trunks and crates from unguarded ships, and dabbling in small smuggling operations. The Black Pouch fears crossing paths with Lelven, known to be unwavering in his prosecution of thieves.

The disappearance of missing sailors and ships can be attributed almost as much to the House of Shackles as to disasters at sea. The Bringers of the New Order are fond of smuggling their small band on board a ship, murdering the officers, and forcing the sailors to row to Pel Brolenon. There, they are forced into slavery and the ship sold for profit.

Interesting Sites: The rocky coastline here is riddled with caves; a natural haven for pirates. Grand tales of kuo-toan and sahuagin raiders who come from these caves to attack ships are typically told by owners of fishing vessels who return home smelling of ale and with empty nets. Seals swim south from the wilderness lands of the north to while away their winters here.

Giant rocs prey on the seals, as do basilisks, wolves and the occasional werewolf.

Special Notes: The most popular inn in Dralven is known as the Mermaid's Breast. A large two-story establishment, this inn is known for its wide selection of drinks and 'ladies' who are on call every night. Strangely, visitors are usually directed to the cheaper, shoddier inns and taverns such as the Fresh Carrot or the Clam and Pearl. It seems that the locals want to keep this tavern to themselves, for they never fail to fill it every night. The atmosphere is friendly (for locals, anyway) and affordable for most travelers who stumble across it.

The wreck of the Breezekeeper, a galley that disappeared six years ago when returning from a distant and potentially large island it discovered in the far northwest, has been sighted south of Dralven. Mariners, sipping ale in the local tavern, have been heard to speculate that it is somewhere near the underwater cliff that separates the Edros Bay from the Brandobian Ocean.

The citizens secretly whisper that Lord Colbrandar is devoting his time to the necromantic arts, searching for a way to bring his beloved back from beyond the grave. After a minor revolt of dissatisfied citizens last year was quickly put down by the city soldiers, backed by ten cloaked and hooded, large and powerful figures who smelt faintly of rot and freshly dug earth, the citizens feel their suspicions were confirmed.

Approaching Dralven by Sea

If the PCs approach Dralven by sea, use this encounter to begin the adventure. It can take place at any of the Dralven inns mentioned previously or simply out near the docks as the PCs' ship arrives.

A short man wearing colorful clothing adorned with an abundance of pockets, pouches and straps approaches your group. He bears no weapons and calls out, "Ho there! I see you are newcomers in town. Might you be looking for work?"

Unless the PCs respond with an outright answer of "no", he will continue.

My name is Gruthal. A friend of mine recently set out to explore some sea caves near town but he has yet to return. I am worried he might be injured or worse. This is very unlike him. It might be a matter of life and death. If I show you where the caves are, would you be willing to search for him?

If Gruthal can not effectively appeal to the PCs' sense of pity and they press him for reward money, Gruthal will offer 200 gp for their help. If the PCs are unwilling to help, he will bid them farewell and search for someone else to help him. If the PCs accept the task, he will ask that they set out as soon as possible and he will guide them as far as Vlondvr's lighthouse. Note that he will not let on that he is a sorcerer (see Key NPC Appendix) unless he finds it necessary to defend himself. Gruthal's lost friend is a wizard named Huplend as mentioned in the Continuing the Adventure section.

If the PCs offer to help and leave the city with Gruthal, you should still have them encounter the hirelings of Brendlin Orth as described in the Approaching Dralven by Land section. Gruthal will be angry if the PCs entertain another offer of employment but he has little to offer compared to Orth. Thus, if the PCs agree to accompany Orth's mercenaries instead, Gruthal will return to Dralven in disgust.

Approaching Dralven by Land

If the PC approach Dralven by land use this encounter to begin the adventure. Before the PCs reach Dralven, three men on horses will approach them. **DISPLAY ILLUSTRATION 1 ON PAGE IQ 1 NOW.**

As you approach the town, three men upon horses crest the hill one hundred yards to the west. They halt to eye your group casually, then ride slowly forward at a non-threatening gait.



These men are employed by the merchant Brendlin Orth, and have been sent by their master to proposition an adventuring party to investigate the situation at Vlondvr's tower. These men were on their way to Dralven with the hopes of finding a suitable company, and upon spying the PCs decided it would save them time if they could successfully proposition these adventurers.

Mercenaries:

Bratthaw, male human Ftr2: CR 2; Medium Humanoid (6'1" tall); HD 2d10; hp 14; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12 [+1 Dex, leather armor]; Atk +2 melee (1d10 longsword); SV Fort +3, Ref +3 [+1 Dex, +2 Lightning Reflexes], Will +0; AL N; Str 11, Dex 13, Con 11, Int 10, Wis 11, Cha 14.

Skills and Feats: Climb +5, Ride +6 [+5 Rank +1 Dex], Swim +9 [+5 Rank, +4 Endurance], Alertness, Combat Reflexes, Endurance, Lightning Reflexes.

Possessions: Leather armor, longsword, belt pouch (23 sp).

Araphy, male human Ftr1: CR 1; Medium Humanoid (5'10" tall); HD 1d10; hp8; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12 [leather armor]; Atk +1 melee (1d10 longsword); SV Fort +2, Ref +0, Will +0; AL NG; Str 10, Dex 11, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +3, Ride +3, Swim +7 [+3 Rank, +4 Endurance], Alertness, Endurance, Track.

Possessions: Leather armor, longsword, belt pouch (16 sp), pipe, tobacco, matches.

Hemlond, male human Ftr1: CR 1; Medium Humanoid (5'6" tall); HD 1d10; hp7; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12 [leather armor]; Atk +1 melee (1d10 longsword); SV Fort +2, Ref +0, Will +0; AL CN; Str 11, Dex 10, Con 11, Int 10, Wis 10, Cha 12.

Skills and Feats: Jump +3, Ride +3, Swim +3, Alertness, Track.

Possessions: Leather armor, longsword, dagger, pouch (8sp).

If the PCs order the men to halt their approach, they will do as asked, shouting their offer across the distance. If not, they will approach to close quarters. As the mercenaries near the PCs, **DISPLAY ILLUSTRATION 2 ON PAGE IQ 2,** and read:



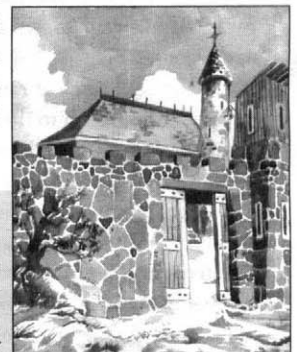
All three men continue their nonchalant approach, with swords remaining sheathed. Upon closer inspection they appear as hardened mercenaries. They all wear leather armor, though certainly these men are accustomed to heavier outfits when duty calls. A clean-shaven soldier takes point, the apparent leader of the group, and holds up an open hand, palm forward, as a sign of peace.

"Greetings. I am Bratthaw, and these are my companions Araphy and Hemlond. Our employer, the esteemed and famous Merchant Lord, Brendlin Orth of The Gilded Runners, wishes an audience with an adventuring company of esteemed bravery and merit, in hopes that your services may be retained... for the prospect of coin, of course. Does such an offer pique your interest?"

Bratthaw will respond cordially to any questions, but will relay no more useful information other than the fact that his employer wishes to hire the PCs, the details of which shall be discussed at the merchant's mansion, two and a half miles to the southwest. For the PCs' trouble, they shall be promised a fine meal, and three gold coins for each of them at the very least, even should they refuse the master's offer. If the PCs agree to follow these men back to the manor, read the following:

The three mercenaries lead you across gently sloping farmlands of plowed soil, farmhouses and occasional livestock. After nearly three miles' travel, a walled compound comes into view, sitting atop a low-rising hill. The four gables of a magnificent mansion and an attached tower can be seen rising above those walls, but the rest is hidden from view.

If asked, the escorts will confer that this is indeed Brendlin's mansion, and the point of destination. **DISPLAY ILLUSTRATION 4 ON PAGE IQ 3 NOW,** and continue reading.



As you near the compound, ascending a slow rising plain of high grass, it becomes apparent that the mansion, though not in a state of disrepair, has seen the passing of ages. One area of the wall is severely cracked, and the front tower to your right has begun to crumble. The twelve-foot high walls of

mortared stone are rather thin, apparently not meant to be used as walkways between the guard towers, which seem to be unoccupied at the present. At your approach, a long section of solid gate begins to slide open, allowing a direct entrance. The compound's construction suggests that it was not designed to stave off armies or siege weapons, but rather to discourage bandits.

THE COMPOUND

What follows is an overview of the compound, to familiarize the Dungeon Master with the layout before entering into play. Be sure to read the overview before continuing with the adventure. Note: Although the PCs should initially be allowed access to only a small fraction of the compound, it has been mapped and detailed in its entirety (see Inside Front Cover) for use as the basis for extended campaign play (see Continuing the Adventure) and because the PCs might need to return to confront Brendlin Orth about a suspected kidnapping (see Simmul the tailor in Area 15. Slave Hold of The Caves).

Gatehouse

This small cubicle is large enough to be occupied by two men, though only one guard is currently stationed there. The shack may only be entered through the courtyard, and several small arrow slits face the outside. There is always a loaded crossbow and a wooden chair inside, and a pull-cord that sounds a large warning bell positioned above. A wheeled mechanism within slides the metal gate (2 inches thick, hardness 10, 30 hp) open and closed. When fully closed, the gate is locked.

Guard Towers

The sixteen-foot high castellated guard towers are built of sturdy stone masonry some 4 inches thick (though the tower on the front right has seen some severe weathering damage). Access to their tops may be gained via the narrow stone stairways leading up from the courtyard. Thick wooden doors on the ground floor lead to cramped circular living quarters. Two cots are placed in each, but appear to have gone unused for quite some time.

Stables

There are twenty hay-laden stalls positioned along the western wall. Ten light riding horses fill these stalls (including those mounts belonging to Bratthaw and his two companions), and are well tended by the stablehand. Twelve saddles, twenty blankets, and fourteen bits and bridles are shelved along the eastern wall. Feed is stacked in burlap bags along the southern wall. A water trough stretches along the northern wall under a window, which provides easy access for filling the trough from the well.

The Well

A standard well, its base made of circular stone masonry and covered with a small, shingled roof. A simple hand-crank lowers a pail down into an underground stream, which is too narrow and shallow to be traveled by even a gnome-sized adventurer.

The Mansion

The single-towered brick mansion itself appears to be built to withstand attack. All the windows appear to be barred, and all the doors are reinforced with bands of iron. Fashioned of solid red brick with a roof of deep-gray slate, the building exudes wealth and stature, though there are hints of the beginning of troubled times. Various cracks appear in the walls, and noticeably, many carvings around the door have fallen away.

Within The Compound

To The Stables

As the PCs are led into the courtyard, the three escorts will dismount, and begin directing their horses to the stables. The PCs are motioned to follow, and if they are mounted, their horses will be housed in the stables. If the company is not mounted, they need merely wait until the stablehand comes out and relieves the escorts of their steeds. After the horses are taken, read the next section.

Approaching the Mansion

You are escorted to the mansion entrance. Double doors of solid oak are banded in thick strips of brass, these reinforcements finely etched upon the surface, depicting artistic maps of trade routes and ports, and the staple products each port supplies. Bratthaw opens these doors, which do not appear to be locked, revealing an impressive entrance hall. He bids you to follow him.

Note: Within the mansion, the company is expected to behave themselves, and certain areas are off limits. The PCs should remain on the first level, in areas 2, 6, and 8. If found outside these areas (50% chance for a wandering guard's presence if guard is unlisted for that room), they will be promptly escorted back to area 8. Anyone refusing to go peacefully will meet with trouble. There are fifteen guards within the mansion (aside from the three escorts who first propositioned the PCs) that will rush to fight at the first sounds of battle or alarm. In the event of combat between the PCs and a mansion hireling, word will spread quickly, as all residents are taught to sound an alert as they rush into melee.

Fighting on the ground floor or balconies will cause three guards to arrive each round. Fighting on the second floor barracks will cause three guards to arrive each round until all have arrived. Fighting on the third or fourth levels will result in a 50% chance per round of a guard overhearing. Three guards will appear on the third round thereafter, and then one to three more on each following round until all guards have arrived. Other residents (such as the cook and the maids) will avoid conflict. If fighting does erupt, Brendlin and his bodyguard Camblen will lock themselves in Lord Brendlin's apartments and await the enemy. Camblen will die fighting to defend Lord Brendlin's life, if need be.

Aside from Bratthaw, Araphy, and Hemlund, the mansion's residents are:

Brendlin Orth (male human Exp3/Ari3; Cha 19 - See Key NPCs Appendix)

Camblen Edarn – Personal Bodyguard (male human Ftr6; Dex 19 - See Key NPCs Appendix)

Ruelin the Accountant (male human Exp1; Int 18).

Willum the Gardener (male human Com1).

Sarma the maid/cook (female human Com1).

Jenneth the maid/cook (female human Com1).

Frelm the stablehand (male human, Com1).

Guards (15) (male human War1: CR 1/2; Size M (6 ft. tall) hp 6 (ave.); Init +0; Spd 20 ft.; AC 15 (+5 chain mail armor); Atk +2 melee (1d8 + 1/crit 19-20/x2, longsword); AL LN; SV Fort +2, Ref +0, Will +0.

Skills and Feats: Listen +4, Spot +4, Endurance, Weapon focus (longsword).

Possessions: Longsword, chain mail.

Level 1

1. Entrance Hall

As you traverse the grand entrance hall, you walk amid six five-foot high pedestals set upon a tiled floor colored a deep blue and white to express an ocean motif. Atop these pedestals are replicas of miniature trade galleons under domed glass. Four large paintings of similar vessels on the high seas adorn the walls.

If the PCs touch any objects in this room, they will be promptly asked to cease their actions and continue forth into the common room. The replicas are worth 25 gp each, the paintings with frames are worth 50 gp each.

2. Common Room

DISPLAY ILLUSTRATION 5 ON PAGE IQ 4 NOW.

You are led down a small flight of steps to the common room – a grand chamber overlooked by a railed balcony to the south and another to the east. Two guards are stationed upon each with mounted crossbows ready to fire (areas 16). Another guard armed with a sheathed longsword is stationed before the double doors at the top of the stairs, just east of the dining table.

The common room's main features are a great stone hearth along the northern wall, a massive oak table (of carved leaf design) which seats twelve, and just above, a fantastically ornate, three-tiered chandelier of lead-crystal. Above the hearth rests the portrait of a distin-



guished young gentleman. Dressed in a finespun white silk brocade tunic, he appears to be near thirty-five winters in age. His hair is blond and his eyes are narrow-set but intelligent, and a piercing green color. A thin, fox-like nose suggests a man of sly calculations.

To the west, up a set of wide steps which rise beneath an archway you see another, less formal dining hall, which could easily seat twenty men. At the moment, it is unoccupied.

The guard stations listed above are always occupied by a common 1st level guard.

The PCs will be seated at the great oak table. Bratthaw will join them, while the other two escorts depart. The remaining guide then speaks:

Bratthaw rests in his chair, brushing dust from his cloak. He looks up suddenly, as if remembering his manners, and addresses you. "Master Brendlin shall arrive shortly, 'til then feel free to relax and speak freely amongst yourselves. For refreshment we have a fine honey mead."

As if on cue, two beautiful serving wenches enter, one carrying two great pitchers of mead, another a tray of empty mugs. Tall, cold tankards are filled and then set before you, the pitchers left behind so that you may further refresh yourselves.

It will be close to twenty minutes before the merchant Brendlin appears, during which time the PCs may converse among themselves. If the facilities are requested, Bratthaw will lead the PC(s) to the lavatory (Area 6) and wait at the door. After approximately twenty minutes have passed and all the PCs are present, read the following:

DISPLAY ILLUSTRATION 3 ON PAGE IQ 2 NOW.



The guard standing watch at the top of the eastern stairs clears his throat and announces with conviction, "I give you his most noble Merchant Lord, Brendlin Orth of the Golden Alliance." At that, he opens one of the double doors, and the master of the manor makes his entrance, his bodyguard following just one step behind.

In appearance Brendlin is easily recognized as the man in the portrait above the hearth, though aged some fifteen winters. He wears a billowing white silk tunic, black trousers and dark leather boots. His mannerisms are simple, yet elegant.

As Brendlin seats himself at the head of the table, the bodyguard takes position just beside his master's chair. Brendlin's eyes span the entire group at the table and satisfaction glows upon his face. "I thank you for heeding

my call, and I think it will be much to our mutual satisfaction that you have decided to do so."

At those words he pauses dramatically and lifts a fat coin purse from his side, letting it fall with a heavy thud and jingling of coin. "Forgive my manners, or lack thereof – for I first wish to capture your complete attention with that single thing men desire most – wealth! For when a man has wealth, doors open that before were closed, and all else follows." His eyes then sweep across the table to see if he holds your attention.

"I am Brendlin Orth, Merchant Lord of the Gilded Runners, master of this manor and likely soon to be your financier, if you are of sound mind, and I believe by the looks of it that you are. Coming directly to the point, for it is indeed pointless to set this conversation adrift, I need you to investigate a lighthouse, and assure that its flame is burning ere sunset tomorrow.

"The lighthouse keeper has gone missing, it seems, or perhaps is merely refusing to answer his door. And as we have had a falling out with the gentleman some short while ago, he has let it be known that should my men or I set foot upon his land, he will alert the authorities in Dralven that we have been trespassing. I, being a reputable merchant, would not do well to have my good name sullied on account of common thuggery.

"Of course, should the lighthouse keeper answer when you go knocking, merely explain to him that he has been paid to keep the lighthouse operational, and that I expect service for my coin. Even should the keeper refuse, the lighthouse must be lit at all costs before tomorrow's eve, or two of my most faithful galleons shall be endangered, and many lives will be lost. And if some violence should erupt in this dispute – for I must warn you that the lighthouse keeper is known for his rash temper – and the lighthouse keeper is met with an untimely demise, then, with proof of course, I could see a very substantial bonus tacked upon your fee. I would be willing to part with fifty gold coins, if your party were to merely meet with the keeper and persuade him to illuminate the lighthouse. Two hundred gold coins I would part with if he does not answer the door, and entrance must be forced to set that tower top ablaze."

By this time, Brendlin has sized up the PCs in terms of prevailing alignment. If the party includes any paladins or those who openly worship gods of lawful and good alignments, he will keep the following statement to himself (do not read the following boxed text to the players). If the party leans more toward neutral to evil or chaotic alignments, Brendlin will add the following statement:

Brendlin then pauses, pouring himself a glass of honey mead and taking a long drink before continuing. "The handsome sum of a thousand magnificent gold coins would be lain at your feet, should some mortal fate befall that keeper by your own hands, regardless of his willingness to cooperate."

Brendlin pauses before continuing, almost mirthfully. "Perhaps I would like to see his head as a matter of course."

No matter what the group's alignment, Brendlin will end his monologue with the final statement:

"Do you have any questions before accepting my offer?"

At this point, Brendlin will answer any questions as best he can, avoiding mention that the lighthouse is actually a converted wizard's tower, and that the lighthouse keeper is skilled in the magical arts. He will, however, deliver the lighthouse keeper's name if prompted. With some haggling, Brendlin will increase the PC's reward by up to 20 gp in the first two cases, and a 100 gp for the last, but will not go beyond those amounts, citing that others could be persuaded to do as much, for less.

In truth, Brendlin would like to handle the lighthouse matters with his own men, but the wizard Vlondvr has convinced Brendlin (through illusion and trickery) that his magics are extremely potent, and thus has placed some fear within the Merchant Lord and his men. Also, Brendlin has taken heavy losses as of late, losing one ship to pirate attack and another at sea (suspected of sinking in the shallows due to the downed lighthouse). The Merchant Lord is discovering that capable, loyal followers are difficult to come by, and is already thinking of adding the PCs to his roster, if they complete the mission and show interest.

In any event, as the PCs debate whether or not to accept this task, the two beautiful wenches serve dinner. The main course consists of stuffed turkey, complemented by boiled potatoes, wheat bread and candied apples, with more honey mead and fresh water to quench the thirst.

After the meal, whether or not the PCs decide to accept the mission, read the following:

As the serving maids begin to clear the table, Brendlin nurses the last of his mead, and arises to speak.

If the PCs and Brendlin have not arrived at a suitable arrangement by this point, the merchant's words will be as follows:

"I thank you for your company this evening, though it is unfortunate we could not find common ground pertaining to the matter at hand. Bratthaw shall see you out."

Camblen Edarn will toss a small sack of coins on the table.

"For your trouble," the bodyguard states as Brendlin excuses himself politely. He watches you casually as he follows the merchant from the room.

The sack contains 3 gp for each party member. The PCs will then be led out of the compound by Bratthaw, and the adventure is over unless the DM has devised some other encounters. See

the description of the city of Dralven or the Continuing the Adventure section for ways to entice the players back into the storyline.

If the PCs and Brendlin have reached an arrangement, then the merchant's words will instead be as follows:

"I thank you for your audience this evening and am pleased that we are in agreement. Early tomorrow morn you shall be escorted to the lighthouse, to follow through in due course. 'Til such time, your accommodations have been met and I wish you a peaceful night's sleep in our guest rooms. The mess hall shall be open all night, should you find yourselves in need of company or refreshment. Good evening."

The merchant will then excuse himself and the PCs will be led to their rooms in areas 8, to stay the night. A posted guard will remain in the hallway, to keep an eye on the PCs. Unless the party engages in some action during the night, skip to the section titled "The Lighthouse."

Guards will also be posted on the balconies (area 16), manning the crossbows which overlook area 2. The remainder of the mansion is described in full, should the PCs decide to explore. Access to the mansion will be limited to areas 1, 2, 3, 7 and 8 only. Party members caught outside these areas will be advised to return to their quarters or face violent actions.

3. Mess Hall

During the night, the PCs may wish to visit the mess hall and speak with some of the guards. The only food available will be leftovers from dinner, served gratis by Sarma, one of the two serving wenches, who remains on duty late into the night.

Two large, plain tables run parallel to each other to form a dining area for the compound's guards and workers. A score of plain wooden chairs provide seating. The open floor at the northern end is evidently used as a sparring ground during the colder months.

Araphy (one of the mercenaries who first met the PCs) will be found in conversation with Willum the gardener until near midnight. Ruelin the accountant will make an appearance, as well as Frelm the stablehand. Four different guards will also frequent the mess hall during the early portions of evening. If a PC strikes up a conversation with any of these NPCs, and asks the right questions concerning the area and recent events, the following rumors may be heard. Alternatively, the DM may randomly dice to determine which rumors the PCs hear.

Rumors (d12)

1. Yon darkened lighthouse is actually a converted wizard's tower. (True)
2. The lighthouse keeper is actually a wizard, skilled in the magical arts. (True)
3. Lord Brendlin has always been a man of his word and pays his hirelings the amounts he has promised. (True)

4. Lord Brendlin is searching for loyal men, and may hire you to work for him permanently if you complete your assignment to his satisfaction. (True)

5. The lighthouse keeper is named Vlondvr and has spent years studying some strange equation that will transform him to something beyond human. (True)

6. Kuo-toans live within the caves beneath the lighthouse. (True)

7. Caves beneath the lighthouse connect to a vast underground lake. Beyond the lake are more tunnels, where a society of mind flayers are thought to live. (True)

8. Beware the full moon, for a pack of vicious werewolves roams the surrounding lands at night. (False)

9. Lord Brendlin has been suffering from hallucinations and cannot be trusted. (False)

10. The lighthouse keeper is a vampire. (False)

11. The gods have cursed the lighthouse and any who venture into it. (False)

12. The lighthouse is actually a gateway between the planes. (False)

4. Kitchen

This kitchen is common enough, with plenty of counter space and large stoves for cooking meals on a grand scale. Large cabinets hold numerous pots, pans, trays, cups and plates. Drawers (if opened by the PCs) hold numerous eating and cooking utensils. Two great washbasins are filled with soapy water and dirty dishes.

5. Pantry

If the PCs have heard the false rumor that the lighthouse keeper is a vampire, the DM may wish to add emphasis when mentioning the cloves of garlic. This may put the PCs on the wrong track, causing them to uselessly prepare for an encounter with a vampire.

Many foods, including condiments and seasonings, are stored here. Sacks of flour, sugar, salt, pepper and nutmeg abound. Cloves of garlic are strung about, and a large bin holds many potatoes waiting to be peeled.

6. Lavatory

Surprisingly clean ceramic seats arise from the floor. A washbasin of like material is attached to the north wall, with an ewer of clean water nearby. Strongly scented herbal soaps are plentiful, as are clean towels.

7. Stairwell

These common stone steps lead up to the guards' quarters on level 2.

8. Guest Rooms

These two quaintly furnished rooms are nearly identical. Both contain three single post beds, iron-wrought night stands, treasure chest footlockers, three cushioned chairs, and a table upon which rests a deck of playing cards. Pegs are positioned on the inner door for the hanging of cloaks.

9. Meeting Room

This room seems to be where Brendlin conducts his audiences concerning the business of trade. A large round table and five stout chairs compose the centerpiece of this room. The seating arrangement is encompassed by shelves of books, mostly relating to the arts of shipping and trade, as well as many volumes pertaining to the customs and philosophies of foreign lands. Upon the table is sprawled a map of Brandobia, with shipping lanes chalked accordingly.

The books contain detailed information regarding the political and economic structures of the aforementioned foreign lands. The works are densely packed and highly technical; even skimming one of the dozens of volumes takes a minimum of forty minutes. Careful perusal consumes several hours.

10. Hall of Records

This chamber, lined with shelves, is where all records are kept concerning a vast history of the ownership of galleons and land, payroll ledgers, contract agreements, receipts for goods, accounting tallies, etc. A large solid oak table and two chairs are centered in this room.

The accounts reveal Brendlin's business to be failing at the moment – a loss of 2,300 gp this year, though without the loss of ships due to numerous wrecks and run-ins with pirates, a hefty profit would have been shown.

11. Ruelin's Quarters

Ruelin is Brendlin's accountant and business consultant, overseeing the hall of records and calculating profitable business ventures. Ruelin spends a full 50% of his time in this room and the Hall of Records.

12. Toolshed

The toolshed is filled (in orderly fashion) with hammers, nails, spades, hoes, pruning shears, saws, sawhorses, awls, and other such equipment. All appear to be in good working order.

13. Servant's Quarters, Ground Floor

One of these meager rooms is home to the woman Sarma, the maid/cook. The northern room is Willum's.

This room is furnished with a double bed, two chairs, and a large chest of drawers. Personal items such as a hairbrush, deck of playing cards, and jug of water are set atop the bureau.

14. Storage

These closet areas hold cleaning supplies such as mops, brooms, dustpans, cleaners, rags, buckets, etc.

Level 2

15. Servant's Quarters, Second Floor

Similar to its ground floor counterpart (area 13), this is the room of Jenneth, the other maid/cook and her husband Frelm, the stablehand.

Aside from their personal effects, the only object of note is a one-foot diameter stained glass suncatcher in the barred window.

Its value is 15 gp.

16. Balconies

The two perpendicular wings of this balcony are virtually identical. Overlooking the common room (area 5b) each wing is equipped with a removable crossbow resting on a swivel mount at the midpoint of its length, with a third swivel mount at the corner.

While "guests" are present, two crossbows will always be manned by a guard – at other times only one is occupied.

17. Guards' Quarters

Each of these rooms contains five bunks, footlockers, and a liquor cabinet filled of bottled whiskey and wine (6-10 bottles). A card table sits in the center of the room, upon which there are drinking glasses (some half-filled, some empty) and a deck of cards.

The footlockers contain only the guardsmen's personal belongings such as clothes, grooming devices, letters and other such trivial items.

Level 3

18. Landing

The tower door (thick wood, reinforced with banded iron) to the landing is always locked, as it is the door to Brendlin's personal chambers and beyond. Only Brendlin and his bodyguard Camblen Edarn have the keys. Until the stroke of midnight, Camblen will be on duty, guarding this area.

19. Entertaining Room/Study

This is Brendlin's personal lounge, where he sometimes entertains guests (well-known friends only). When he is not guarding Lord Brendlin, Camblen will be sleeping on one of the sofas, although he is a light sleeper and will awaken immediately if anyone enters this room.

The lush furnishings – two cushioned sofas, two like chairs and end tables of polished mahogany – are centered around a rich throw rug. The walls are lined with shelves containing many books.

A hollow globe (depicting the lands of Tellene painted upon its wooden surface) is open, its lid hinged at the equator. It is filled with various types of liquors – mostly fine brandy. A set of brandy glasses surrounds the bottles. Paintings of sea-faring vessels adorn the walls.

The three framed paintings are worth 50 gp each, the liquor 20 gp total, the globe 70 gp, the rug 80 gp, the two sofas 60 gp each, the two chairs 40 gp each and the two end tables 30 gp each. The books are classic pieces of literature translated from Brandobian to the Merchant's Tongue.

20. Guestroom

This room is locked from the outside (Brendlin has the only key) and normally provides lodgings for personal friends. It is currently used to hold a captive: Rosla, the tailor's wife (refer to the section marked "The Caves" area 15). She wishes for her freedom but does not display acts of violence such as destroying the room, for Brendlin has threatened her with death if she does not cooperate. If rescued she will be very grateful.

Three intricately-carved sleigh beds fill the chamber, with nightstands and footlockers accommodating each. An exotic rug lies across the floor and a framed painting that depicts the sun setting upon an ocean horizon hangs upon the western wall.

The nightstands are empty. The beds are worth 300 gp each, the rug 60 gp and the painting 40 gp.

21. Lavatory

This small chamber contains the privy, washbasin, soap, towels, cologne, combs and three jugs. A large mirror hangs on the wall above the washbasin.

Two of the jugs are full of clean water. The third is empty.

22. Master Bedroom

Brendlin's private sleeping chamber is a most luxurious spread, its most prominent piece being a four-post king-size bed along the southern wall. Both headboard and footboard are hewn from solid oak, the former depicting a great galleon carved upon its surface. Sheets and pillows of white silk and a comforter of blue satin cover the fresh mattress.

A large rug of rich blues, blacks, greens and creams – a map of sorts – depicting the Kingdom of Eldor covers the richly polished floor. At the foot of the bed is a large trunk. A finely carved wardrobe stands with a shelf atop for undergarments and four pairs of black leather boots and shoes sit below.

A marble-top mahogany vanity complete with mirror is positioned against the western wall. Curiously, five snow globes, with bases exquisitely fashioned from pewter and depicting dragons or sailing vessels, rest there.

The bed is worth 400 gp, the bedding 50 gp, the trunk 25 gp, the wardrobe 120 gp and the vanity with mirror is valued at 450 gp. The cameo brooch is valued at 30 gp. The clothing is worth a total of 225 gp altogether and the five snow globes are worth 30 gp each. The carpeting is worth 200 gp. The trunk contains personal mementos, including a number of correspondence letters from friends and love interests. A cameo brooch depicting the forms of mother and child, carved entirely of ivory is set within a black velvet pouch in the corner. The wardrobe contains many fine clothes, including a dozen white shirts with cuffs of lace and drawstring fronts, a like number of black pants, three overcoats befitting a ship's captain, and two hooded, gray wool cloaks.

23. Vault

Behind a panel of wall, which must be pushed at a specific point (Search DC 23) a doorway swings open to reveal a small vault. Within are five large sacks, two small sacks and a slender, velvet-lined case measuring 1/2 foot x 3 feet. The five large sacks hold 6,586 cp, 352 sp, 854 ep, 1,254 gp and 280 pp. Within a small sack are 1 diamond and 1 ruby worth 300 gp, 2 diamonds, 1 sapphire, 1 emerald worth 100 gp each and 3 diamonds worth 50 gp each. In the case is a *wand of lightning bolts* with 5 charges remaining (usable by any class).

Level 4

24. Solar

An unlocked trap door leads up to the abandoned solar. In more prosperous times, a resident wizard occupied this space. Now it is empty, aside from an unmade bed and a cleared shelf and table. A broken vial of glass lies beneath the eastern window. If the compound is besieged, Brendlin will secure the *wand of lightning bolts* from area 23 and take position at this point. Thus he will be able to defend the compound in any direction.

THE LIGHTHOUSE

Early in the morning you are awakened by a knock at the bedroom door. It is Araphy, and he beckons you to come partake of morning's feast before beginning the day's journey. You are given time to dress before being treated to a fine meal of eggs and sausages in the common room. Brathaw and Hemlond soon arrive to join you, all three escorts asking if you require extra provisions before undertaking the journey.

Basic, ordinary adventuring equipment (within reason) will be loaned to the company upon request. If they have no mounts of their own, light horses will be provided for this journey.

After the meal is finished, your escorts lead you out to the stables, where the mounts have been prepared. As you mount your steeds, the compound gate slides open.

The morning air is chill, and the gray skies above speak of imminent rain. As you begin your trek, a cold drizzle slips down, seeping through cloth and metal to steal precious heat from your bodies. In time the miserable path veers, angling westward, 'til the salty smell of brine fills your nose and the sounds of ocean waves lapping at the rocky shore entrances your ears. Sea gulls circle in the far away sky, and a single tower arises from the heights of a cliff top perch, an estimated half-mile away.

The escorts then pull up, and begin to dismount. Araphy points to the distant tower. "The lighthouse awaits," is his simple statement.

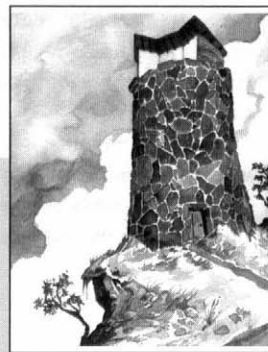
At this point the PCs should proceed by themselves. The escorts will advance no further, but will wait (two days' time if need be) for the PCs to return before continuing back to Brendlin Orth's Mansion. It is now two hours before high noon. The DM should take special care in noting the correct time throughout the adventure, to assure whether or not the PCs illuminate the lighthouse before the allotted time expires, (by nightfall is suggested, but as long as the lighthouse is lit prior to three hours before midnight, Brendlin will not lose any ships and the PCs will be rewarded for their efforts.

As you continue forth, it is evident that a path winds its way up among the hillocks, suitable for travel on horseback. Wheel tracks are imprinted deeply upon the trail, as though wagons have traversed this path many times before.

The tracks have indeed been caused by a wagon used to carry supplies up to the lighthouse. The PCs need not stay on the path to reach the tower, but any other route must be accomplished by walking steep slopes.

Once the PCs near the end of the path, **DISPLAY ILLUSTRATION 6 ON PAGE IQ 5**, and read the following:

After a steep climb, you arrive at the windowless, stone tower some 50 feet in diameter. The cylindrical wall is sheer, rising some forty to fifty feet. A two-tiered, separated shingled roof, covers the northern and eastern sides of the lighthouse. The walls under the shingled roof gleam brightly in the daylight, and appear to be highly polished. At the tower's base, the only entrance appears to be a single door of solid oak.



Knocking on the door elicits no response. Circling the tower reveals a flat area at the base of the tower's northern side. On this area lies a supply of thirty logs of firewood sheltered underneath a canvas that is held in place by large rocks. A block and tackle rope system runs up the height of the tower to the roof. Also apparent from this side is a lone second story window.

The PCs have several possible means of entrance at this point. The oak door is locked and sturdy, requiring a Strength check of (DC 26) to break, though it may be opened with a successful Open Locks roll (DC 14), as it is not barred from the inside. Another means of entrance would be to scale the tower wall with a successful Climb check (DC 20), with the aid of a grappling hook and rope or by using the block and tackle system (can hold up to 150 pounds) to enter by the door on the roof. Finally, if one could ascend to the window, it is easily broken, although it is trapped. Once inside, the PCs are free to explore at their leisure.

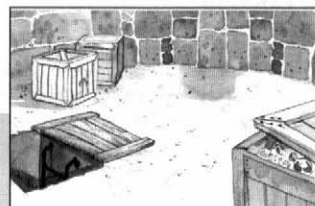
Trap: A small piece of parchment is affixed to the inside of the window glass facing outward. It contains *explosive runes*.

Explosive Runes: CR 1/2; explosion (6d6); no save for reader(s), Reflex save halves damage (DC 16); Search (DC 28); Disable Device (DC 28).

The Cellar

DISPLAY ILLUSTRATION 7 ON PAGE IQ 6 NOW.

This single large room is littered with casks and wooden shipping crates, some still sealed, others opened. A pipe, obviously connected to the room above, reaches from floor to ceiling. Curiously, a trap door in the floor stands wide open, though it could easily be shut and latched with the crossbar mechanism bolted to the floor.



There are three sealed crates which may be easily opened with a pry bar (though a dagger, sword or the like would accomplish the task, if less effectively). One crate is filled with reagents used for spellcasting, including mandrake root, ginseng, wings of bats, bird claws, boars' tusk (ground and powdered), volcanic ash, harpy feathers, gypsum, etc. The other

two crates contain oddly shaped glassware: tubes, beakers, flasks, etc., all securely packed within small bags of wool and feather. There are four casks, one that contains wine and three that contain water.

The trap door in the floor is wide open, and closer inspection will reveal a ladder leading down into the depths to the caverns below. The sounds of lapping water echo up, as the pungent smell of saltwater seeps in.

Level 1

1. Common Room

Obviously the sitting room, this chamber spans the length of the tower from the front entrance door to a hearth on the opposite side. The walls are of paneled wood. A long table of blond pine and four matching chairs are set before the hearth. A wooden bowl and spoon remain upon the tabletop, set in curdled milk. Midway along the western wall a small, round table is set and upon it rests an unlit oil lamp.

2. Cloak Room

This small space is empty aside from a row of pegs on the far wall. Upon one hangs a heavy gray wool cloak.

3. Facilities

A modest but functional chamber, the sounds of an underground stream trickle up from the shaft which extends beneath the open privy seat.

4. Landing

This area is featureless, aside from allowing access to the spiral stone steps that rise against the outer wall.

5. Guestroom

This small room is sparsely furnished with a simple, unmade cot. A heavy quilt lays strewn across it.

Vlondvr rarely has overnight guests, aside from his provisioner, who brings up supplies once every three weeks, and sometimes extends his visits to chop wood, lift lumber to the tower top, etc. The provisioner, Munvaln by name, is not due back for another two weeks.

6. Kitchen

The dominant features of this room include a wood stove set against the outer wall with a kettle stationed atop. To the south are a sink and counter space for the preparation of meals, and cupboards line the inner wall. Beneath the counter are many drawers.

The kettle is empty and the stove is cold. The cupboards contain a half dozen each of cups, plates, and bowls. Two skillets and a cooking pot can also be found within. Jugs of clean water stand below the sink, but the sink is filled with dirty dishes.

7. Pantry

The walls of this room are lined with many shelves, containing what appears to be food, either stacked in bins or lying on the floor in great sacks.

The storage room contains foodstuffs, including bins of eggs, potatoes, carrots, peas, beans, and fruits such as strawberries, cherries and apples. Large open sacks containing flour, sugar, and yeast are stored here. An open hatch reveals the beginnings of a set of stone steps descending into darkness (to the cellar).

Level 2

8. Study, Library

DISPLAY ILLUSTRATION 8
ON PAGE IQ 6 NOW.



Perhaps the most meticulously kept room in the tower, the library is lined with shelves containing many volumes of leather and stock-vellum bound tomes. A broad, long table sets lengthwise, perpendicular to the door. But a single chair accompanies its broad expanse. A thin, leather bound book rests atop the table, open, with quill and ink to the side.

The library contains many texts pertaining to the art of wizardry and arcane lore. None of these volumes are exactly useless, nor will any offer information to such extent as to affect game play (aside from two tomes later described). A good many of these books deal with the fundamentals of spellcasting, while another vast number pertain to theoretical incantation. There are two librams, the *Manual of Efficient Invocation*, and Vlondvr's spellbook, (both described in Appendix: New Magic Items). To find these manuals, a character must search through the books for at least 5 minutes, at the end of which he may make a Search roll (DC20). If successful, one of the books will be located, and noted as distinguished. If the Search check fails, another check may be made for each additional 5 minutes spent searching. The DM should note the exact amount of time spent searching, if the lighthouse has not yet been illuminated. If both books are not located within the first hour of searching, then

they have been overlooked as common texts, and cannot be found by the particular character(s) who failed.

Trap: If the PCs find Vlondvr's spellbook and attempt to read the first page without first taking the necessary precautions (such as casting a *dispel magic* or *erase* spell upon the rune trap), the book will explode and cause all non-magical paper and glass objects (possibly including a section of the library, and Vlondvr's diary (detailed below)) within a 10' radius to be destroyed.

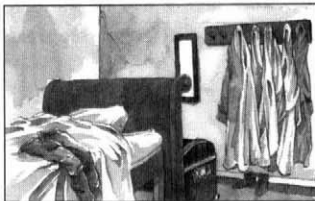
Explosive Runes: CR 1/2; explosion (6d6); no save for reader(s), Reflex save halves damage (DC 16); Search (DC 28); Disable Device (DC 28).

The open volume on the table appears to be Vlondvr's diary (written in Brandobian), containing many journal entries dating back six years in time. Most of the entries cover day to day living, but longer, detailed entries pertain to what Vlondvr refers to as the Equation Exotica, spanning several pages in length over many days. The tone changes from vigorous hope to lethargic frustration, as the related events transpire to tell of experiments gone horribly awry.

Key entries from Vlondvr's journal are provided in Player's Aid #1, which the DM may copy and hand out to the players. REFER TO PLAYER'S AID 1 ON PAGE 30 NOW.

9. Vlondvr's Sleeping Chamber

The mage's private chamber is simplistic in both design and décor, as a result of Vlondvr's obsession with spell theory and the Equation Exotica—the principle of transforming oneself into pure energy, the very essence of magic. Thus he tends to neglect housework and upkeep of the tower.



DISPLAY ILLUSTRATION 9 ON PAGE IQ7 NOW.

A large unmade bed is set against the western wall, with a writing desk stationed near. A pegboard along the north wall lends support for a series of hanging robes colored in varying shades of gray. A large wooden treasure chest sits behind the bed. It is closed and padlocked.

The rest of the chamber walls are covered with bookshelves, while the floor is littered with books, crates of books and strewn breeches and undergarments.

Trap: The treasure chest may be opened on a successful Open Locks roll (DC 16). However, it is trapped with a poison needle, and if the mechanism goes undetected or is not removed, damage will be incurred.

Poisoned Needle Trap: CR 1/2; +5 pinprick (1d2/x2 crit) + poison, Fort save resists (DC 14); 1d10 dam; Search (DC 23); Disable Device (DC 22).

Treasure: The chest contains a *greater helm of underwater action* (command word "hydropo" etched on inside of helm, see Appendix: New Magic Items), 3 *potions of water breathing*, a

very primitive treasure map scrawled in Vlondvr's handwriting (see Player's Aid #2 on page 32), 3 diamonds worth 200 gp each, 23 gp, 35 sp and 66 cp.

Level 3

10. Reagent Storage

This room contains a vast collection of bins filled with spell components ranging from crow's feet to incense to vials of blood labeled "lich," and "red dragon". Other bins appear to contain fragmented remains of failed experimental contraptions.

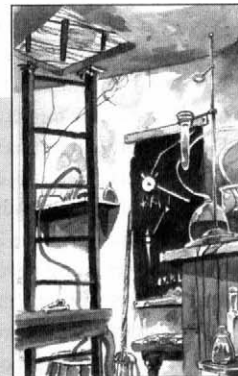
Most of the reagents available are of common nature, but there is a bin containing a cockatrice egg with a growing embryo within. The egg appears as a marbled oval, and if the players are unsure what it is, a little research or sagely advice will confirm that it is a cockatrice egg. This egg can be sold for up to 100 gp and will hatch in 2-3 weeks.

Level 4

11. Laboratory

DISPLAY ILLUSTRATION 10 ON PAGE IQ7 NOW.

The tower's uppermost floor is a single chamber, a laboratory dedicated to carrying out experiments of alchemy and magic. Tables adjoin to form large platforms for glass tubes to snake and twist their way to opaque containers. Tongs, beakers, mesh wire plates, and other odd assortments are scattered about. Slate boards adorn the walls, covered in chalk writings of various obscure symbols and mathematical equations. A fixed metal ladder leads to and from a hatch on the ceiling above.



The party will find little of use in this room, nor will the writings make any sense even if some symbols are recognized—for they are perversions of actual magic theory and are based upon abstract thinking. If the room is looted for physical components, they will collectively fetch 250 gp on the open market.

Level 5

12. Rooftop

The tower's apex is a castellated platform, upon which rests a wooden structure. The western half of the tower top is enclosed by a reflective wall of polished metal, obviously meant to reflect light out to sea. A stone pedestal rests on the center of the roof, its charred, bowl-

shaped top filled with ashes. A small bucket of coal rests nearby. Rigging to hoist and lower bundles of firewood from the ground below is situated near the northeast edge, as is the small pile upon which the bundles rest once they are brought to the top. Also stored beneath the shelf is a supply of flint and tinder.

This area is of much importance to the PCs' mission. The firewood should be lit before nightfall, and in any case, if not set ablaze by at least three hours before midnight, Brendlin will lose a merchant ship, the cargo vessel being sunk upon striking a coral reef. The base of the tower has an adequate supply of firewood to fuel a fire that will burn into the morning.

The features mentioned above are denoted on the map on page 32 as follows: 13. Mirrored Wall, 14. Short Stone Pedestal.

THE CAVES

The seaside caves will prove treacherous travel for those not accustomed to such conditions. Breathing will pose a problem in those areas which are fully submerged, and without the aid of magic, drowning could easily result (consult the *DUNGEON MASTER'S Guide™* p.85 for specific rules). Furthermore, when combating fully submerged, hacking and slashing attacks will be rendered ineffective (note that a character wearing a *greater helm of underwater action* will be able to move freely and breathe underwater, suffering no penalties while doing so).

Those areas which are partially submerged (generally 3 1/2 feet deep), will hinder the characters such, that all move rates will be cut to one fourth (one quarter of base speed for running). Furthermore, characters who are partially submerged are subject to the effects of shifting currents and the resistance of the water, and will suffer the penalty of having their Dexterity reduced by one half with regards to AC.

Characters using *invisibility* while fully submerged may be attacked normally, and those partially submerged while *invisible* may be attacked at a mere -2 penalty.

The three orbiting moons of Tellene are currently in balance, with the two smaller moons (Diadolai and Pelselond) positioned opposite Veshemo in the celestial heavens. Therefore, high and low tide will not change the waters levels to significantly affect the caverns at this time.

Within the caves, tunnels are vaguely oval in shape, such that the ceiling height is roughly equivalent to 6/10ths of the passage width. Thus a 10-foot wide passage will yield a 6-foot high ceiling, a 20-foot wide passage a 12-foot high ceiling, etc.

1. Entrance

This area marks the entrance to the caves from the lighthouse cellar. The trapdoor connecting the two areas can only be barred from topside.

2. Beneath the Shrine

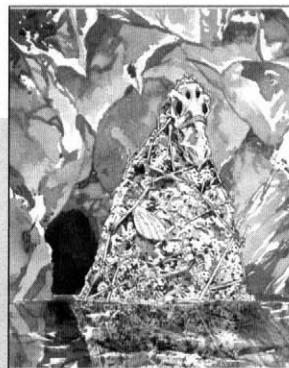
As you make your way along the fully submerged tunnel of naturally smoothed limestone, angled shafts of dim light emerge from the ceiling ahead, causing a glint of silver and gold to sparkle on the floor beneath.

Since Vlondvr is subdued (see area 13), he is no longer able to collect and pocket the sacrifices. Resting on the fully submerged chamber floor, beneath the hole connecting the upper chamber, are 36 gp, 25 sp, 65 cp and a jade-handled knife worth 25 gp.

3. The Shrine

DISPLAY ILLUSTRATION 11 ON PAGE IQ 8 NOW.

This partially submerged area was obviously devised as a place of worship by intelligent cave creatures. A massive construct of bone and scale covers the chamber wall, creating a monolith, the focal point of ceremonial worship. No less than eight torches are positioned about the room, their smokeless flames emitting a harsh light.



This partially submerged (3 1/2-foot deep water) shrine is dedicated to the kuo-toan god Koa Matuu (an incarnation of the Storm Lord). The kuo-toans only worship in the nighttime hours as an assemblage, and the chamber is always empty during the day. The long-burning torches will stay lit for another 1-4 hours plus 10-40 minutes, provided they do not get wet. A submerged hole in the floor (which leads to area 2) is obviously a conduit through which sacrifices are offered.

Note: If the company enters the shrine at midnight or within 1 hour after, 10 of the kuo-toans from area 9 will be present, along with Gur'rog (chieftain) and his four elite guard (see areas 11a and 11b regarding statistics).

4. Garbage Route

A smell of rotting fish and seaweed wafts along the corridor from the south. The stench is barely tolerable.

5. Sandbar

A sandbar, seemingly made by intelligent hands, gradually inclines to rise approximately one foot above the water level and recede beneath the surface again.

6. Refuse Pit (EL 6)

This medium sized cave is filled of many refuse heaps comprised of unrecognizable material, but definitely the source of the foul smell which has been attacking your olfactory senses.

The kuo-toan brood use this chamber as a dumping ground, and as such it contains piles of rotting fish, squid, seaweed,

compacted excrement and every other form of waste the tribe has discarded. A partially submerged shambling mound makes its home here, and will attack any who advance to the midpoint of the chamber, catching intruders flat-footed if undetected. The shambling mound normally dines on the digestible trash of the kuo-toans, and thus does not threaten those at the edge of its lair (the kuo-toans sling their trash into the chamber when depositing refuse).

Shambling Mound: hp 62; (MM 162).

7. The Gate

DISPLAY ILLUSTRATION 12 ON PAGE IQ 9 NOW.

Around the bend, a gate made of tightly bound shards of bone blocks any further passage.



The gate can only be opened from the opposite side, and should any attempt to break the barrier be made (the gate can withstand 23 points of damage (hardness 4) before giving way, edged or piercing weapons inflict only half damage), the noise will alert three guards from area 8. A clever character may see a hatch through the bones, but unless accomplished beneath the water's surface, this action will still alert the standing guards.

8. Guardpost (EL 5)

A shift of three guards wait here at all times, and at the first signs of intruders, two advance to attack, while the third retreats to warn the brood in areas 9 and 11a. When attacking, the kuo-toan guards attempt to swim underwater and attack with their spears through the bone gate. They are armed with spears and shields. Note: kuo-toans have extremely keen sight and are able to see invisible opponents as well as onto the Astral and Ethereal Planes.

Kuo-toan guards (3): hp 18, 17, 17; 2d4 sp each; (MM 125).

9. Kuo-toan Common Room (EL 10)

If a guard from area 8 has alerted the brood, read the following:

This large, vacant cavern is lit by torches spaced every 10 feet along the wall. An island arises in its center, the sandy mound nearly covered with heaps of dead fish. The water is dark and murky.

If the party somehow advances to the common room without the male brood being alerted by guards, read the following:

This large, partially submerged cavern is centered around a small island, upon which rest fourteen kuo-toans. They appear to be preoccupied with dining upon raw fish. Torches are spaced every 10 feet along the cavern wall.

This area is where the brood gathers about their fires to feast and where the males sleep. There will be fifteen males present

(fourteen if a guard in area 8 has been unable to retreat). If the brood is aware of the presence of an intrusion, they will remain submerged for up to six rounds, or until the company advances into the chamber, before springing and attacking with spears. If the brood is unaware of the presence of an intrusion, they have a 50% chance per round of noticing characters advancing by means of wading through the water, and a mere 10% chance per round of noticing characters advancing by swimming through the water. The kuo-toans fight to the death to protect their lair. At first possible opportunity, one of the brood will alert the nest, and one will alert the chieftain and his elite guard, before returning to join the battle.

Creatures: The male brood will fight to the death to protect their territory.

Kuo-toans (15): hp 16, 16, 15 (x3), 14, 14, 13, 13, 12, 12, 11 (x3), 10; 2d4 sp each; (MM 125).

10. The Nest (EL 9)

DISPLAY ILLUSTRATION 13 ON PAGE IQ 9 NOW.

The underwater tunnel arises, opening to a partially submerged area. An island of sand (though somewhat smaller than the island in the adjoining area) marks this chamber, littered with eggs and young, their mothers – numbering a dozen – standing guard. Five torches are spaced along the walls.



The females should be aware of the conflict in area 9. They are armed with spears and will defend their young and themselves as well as they can manage. The young do not fight. The kuo-toan eggs equal twenty-one in number. If melee occurs on the island, subtract 1d20 from this number to indicate those eggs which have been trampled upon.

Creatures: The females of the brood will fight to the death to protect the young.

Female kuo-toans (12): hp 13, 13, 12, 12, 11 (x3), 10 (x3), 9, 9; (MM125).

Kuo-toan young (8): hp 5 (x3), 4, 4, 3, 2, 2; (MM125).

11a. Entrance to Chieftain's Chambers (EL 6)

A narrow, submerged tunnel dips down and then rises steeply, the dim glow of torchlight filtering down into the cold waters, becoming ever brighter as you approach.

The underwater passage can only be traversed in single file. The lead character who surfaces finds himself facing a difficult challenge, as he is presented with an immediate threat.

Creatures: The elite guard fight uniformly and effectively.

Elite guard (4): hp 18, 18, 18, 17; 1d4 gp; (MM 125).

Tactics: Four elite guards (who should be aware of the intruders) are crouched down upon the sandbar and cannot be seen by the advancing party until they break the surface of the submerged entrance tunnel (a vertical shaft), and enter area 11. At that point, the four elite guards immediately attack the first character to surface, all stabbing forth with spears.

If the character in question attempts to forego combat, and instead climbs out of the tunnel and up onto the sandbar, each guard will be awarded an attack of opportunity. If the lead character merely decides to enter combat normally without advancing onto the sandbar, he will literally be floating at the surface of the vertical shaft while he attacks, and therefore suffer a -4 penalty to attack and damage rolls. If such a case occurs, one of the guards will use his spear to push down against the intruder (automatic success, but inflicting no damage against armored opponents, and 1 point of damage against unarmored opponents), to prevent that character from gaining a foothold on the sandbar. Once this has been done, the character must make an opposing Dexterity check against a guard's Strength check to advance so that a fellow party member may enter the area, during which round he or she may not attack.

The player character may opt to attack or grasp the spear, requiring a successful attack roll against AC 10 (3 points of damage to shatter the spear (this action will yield an attack of opportunity unless the character possesses the Sunder feat). If the spear is grasped instead of attacked (also requiring a successful attack roll), opposing Strength checks will determine if the weapon has been pulled free and the elite guard disarmed. Only once the first character advances onto the sandbar may others of the party advance. Once a character gains a foothold on the sandbar, the kuo-toans will fall back, careful to avoid the submerged pit and forming a semi-circle to bar further entry.

11b. Elite Guards' Chamber (EL 5)

DISPLAY ILLUSTRATION 14 ON PAGE IQ 10 NOW.

Advancing further into the chamber and onto the sandbar, you note the guard has fallen back into a cave that is submerged in merely a few inches of water. The guard fall back to form a semi-circle and protect their chieftain. The largest of these humanoids awaits, scowling in the shadows toward the back of the cave.



Trap: Those who advance over the submerged pit will pitch forward, to be impaled by 1d2 barbed spikes of bone, each inflicting 1d2 points of damage. Furthermore, it requires one full round for a character to remove himself from the spikes (each inflicting an additional 1d2 points of damage) and then maneuver to the pit's edge.

Development: If a kuo-toan elite guard should fall in combat, or should a PC break through their line of defense, then the chieftain Gur'rog will attack. When entering combat, he throws

a weighted net before attacking with *Kuu-ta* a +2 longsword, fashioned of barbed bone (see Appendix: New Magic Items). The chieftain will fight to the death, as will his elite guard.

Creatures: The chieftain is easily the most fearsome of all the kuo-toan brood.

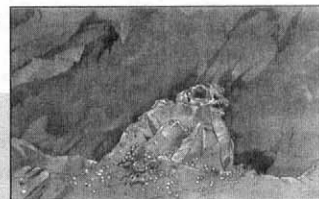
Gur'rog (kuo-toan chieftain): HD 4; hp 28; Atk +6 (1d8+6 +special, +2 longsword; Str 18 (MM 125).

Ad Hoc Adjustment (EL6): If the company is composed primarily of capable fighters and expert spellcasters, then Gur'rog's role may be changed to that of Captain of the Elite Guard. Area 12 will contain one 3rd level whip and one 8th level fighter (the tribal chieftain) as described in the *D&D Monster Manual* (p125).

12. Gur'rog's Chamber

DISPLAY ILLUSTRATION 15 ON PAGE IQ 10 NOW.

A small island of limestone protrudes from the center of this rocky, irregular chamber. Atop the island rest glittering coins and gems. A large skull of obvious kuo-toan origin rests amid these treasures.



Treasure: The trove contains 634 cp, 822 sp, 143 gp and 54 pp. The gems are: one diamond worth 250 gp, two diamonds worth 100 gp each, three rubies worth 50 gp each and two sapphires worth 40 gp each. The skull belonged to the previous chieftain, slain in ritual combat as he grew too weak to defend his claim against Gur'rog. The skull is merely a trophy.

13. The Dark Lake (EL 5)

This underground lake expands eastward as far as the eye can see. At first glance, the cavern appears to be unoccupied, but then you notice a faint green light coming from a tunnel to the southeast (area 14).

The aboleth that lives in area 14 is an amphibious, tentacled creature with a cylindrical body and fluke-like tail. It is both intelligent and evil, endowed with magical and natural abilities with which to enslave others. And indeed, the aboleth has enslaved several creatures – three kuo-toans who were foolish enough to explore the dark lake, and the wizard Vlondvr and Simmul the tailor who did the same. The aboleth rarely leaves its lair, and like the spider, awaits for prey to enter its domain.

A kuo-toan is hidden and guarding the entrance to area 14, peering through cracks in the rock. Upon spying the company, it immediately pulls a rope which extends the length of the tunnel and is attached to a shuttered lantern deep within the aboleth's lair. Pulling the rope opens the shutter, which causes a green light to be emitted in area 14, thus issuing an alarm. A faint glow from that tunnel's entrance will be seen by the party.

Creatures: Three kuo-toans immediately slide silently into the water near the tunnel entrance and wait to see if the party investigates the light. If so, they ambush, exploding up from beneath the water and attacking with spears. The kuo-toans will fight to the death (note: although the kuo-toans are enslaved by the aboleth (area 14) and cannot be ordered to fight by their master, they do attack humans of their own free will). During the battle, characters will note that the kuo-toan's skins seem to be transparent, slimy membranes. Their inner structures of bones, veins, organs, etc. are easily discernible.

Kuo-toan Slaves (3): hp 16, 15, 15; SQ slimy membrane skin; (MM 125).

14. Aboleth's Lair (EL 8)

The players may notice a small cord running from the tunnel entrance to around the bend (Spot check DC 10). Upon further entrance, read the following boxed text to the players.

DISPLAY ILLUSTRATION 16 ON PAGE 101 NOW.



A length of rope runs its course along a craggy tunnel, its far end attached to a hanging metal shutter which has been pulled from a lit lantern. Its green gel filters cause the light to cast an eerie glow across the small chamber.

A drenched, cloaked figure is standing amid a pool of water upon a small island of muck and seaweed – in fact, the entire cavern is covered with such debris. A configuration of loosely placed rocks surrounds the pool. The hood of the cloak is drawn down, but his voice cuts the air, “Do not come any closer. Stay where you are.”

If the characters ask any questions, the cloaked figure will speak in a low but hurried voice, “Silence! Listen.” This man is the wizard Vlondvr, and he is currently enslaved by the aboleth. He is merely stalling, buying time while his master attempts to enslave party members (see monster description), beginning with fighter types, then wizards, clerics and rogues. He will continue to quiet the party, urging them to silence.

Aboleth: hp98; (MM 15).

Vlondvr, male human Wiz8: CR 10; Medium Humanoid (5 ft. 10 in. tall); HD 8; hp 31; Init +3, Spd 30 ft., AC 13, touch 13, flat-footed 10; Atk +4, melee (1d3 subdual damage (unarmed attack)); SV Fort +4, Ref +5, Will +5; AL N; Str 10, Dex 16, Con 15, Int 17, Wis 8, Cha 9.

Skills and Feats: Alchemy +14, Concentration +13, Craft (labworks) +14, Knowledge (arcana) +14, Knowledge (mathematics) +14, Knowledge (abstract thinking) +14, Spellcraft +14, Brew Potion, Craft Wondrous Item, Scribe Scroll, Summon Familiar.

Possessions: None

Spells Prepared: None

Tactics: The aboleth's head is actually is actually the muck-strewn mound that Vlondvr is standing upon (its slit-like eyes partially covered), allowing the monster to view the adventuring

company quite easily. As Vlondvr stalls the party, the aboleth makes three attempts to enslave individual party members within 30 feet (requiring a Will save against DC 17 to resist). Those characters who become enslaved will not take part in the battle, but merely stand motionless, as though paralyzed. On the fourth round, or sooner if the party takes action and refuses to be stalled, the aboleth will create an illusion (with audio and visual components) of a giant black widow descending to attack Vlondvr. The wizard will then scream for the PCs to aid him.

If any of the party members rush to combat the spider and come within 6 feet of the wizard, the aboleth will lash out with its tentacles. Characters attacked in such a manner will be considered flat-footed, as any character attacking the widow will be looking upward, not along the floor (the tentacles are camouflaged in the muck). Any character struck by these tentacles will suffer 1d6+9 points of damage and must make a successful Fortitude save (DC 19) or have their skin transformed into a slimy, clear membrane which must be kept moist with cool, damp water, or the character will suffer an additional 1d12 points of damage due to intense pain (a *cure serious wounds* spell will restore the skin to its normal condition). The illusory giant black widow will disappear when the tentacles strike. These appendages are AC 16 and will be severed if they sustain 10 points of damage from a slicing weapon (this damage is not counted against the aboleth's total hit points).

The wizard will make hand gestures as though casting a spell (as earlier instructed by his master). This will likely draw attacks to Vlondvr and alleviate some of the pressures of combat against the aboleth. The wizard will continue to make such gestures until he is subdued, slain or his master perishes.

Even after the tentacles attack, it is not readily apparent that the island of muck is the aboleth's head, and the surrounding water is clouded to such extent that visibility is reduced to nil. This murkiness is actually a cloud of mucus exuded by the aboleth. Any character submerged in the mucus must succeed at a Fortitude save (DC 19) or inhale the mucus, at which point they may only breathe water (as a fish or like kind), and if not submerged in such liquid, will suffocate in 2d6 minutes.

Should all the aboleth's tentacles be severed, or if the creature is reduced to below half of its original hit points, it will flee, backing out the submerged tunnel (indicated by broken lines on the map in area 13) and out the concealed entrance into the dark lake at a speed of 240 feet. The monster will then travel a quarter-mile out into the vastness of area 13 and make good its escape.

Development: If Vlondvr survives the battle (an outside possibility) and the aboleth still lives, the wizard will be as a zombie, utterly useless, and will attempt to flee out to area 13 if given the chance (enslaved characters will act normally, though they will use stealth to slip away from the party at an opportune time). If Vlondvr (and enslaved characters) are separated from the aboleth by more than one mile's distance, they will be allowed a new saving throw at the beginning of each day to be free of the enslavement. Also, it should be noted that Vlondvr's skin has been transformed to a translucent membrane, and he must remain wet with cold water or suffer 1d12 points of damage every 10 minutes.

If the aboleth is killed and Vlondvr survives (a possibility even more unlikely) then the wizard will be grateful for his release

and agree to keep the lighthouse operational under Brendlin's current terms. Until then, the wizard's goal is to make it back to his lighthouse where he can care for his condition. He will point the way to the Siren's Prize if need be, but will not go near the shipwreck site himself nor have any extra information regarding the shipwreck other than what is written in his diary in the lighthouse. Also, Vlondvr will become agitated at any mention of the Equation Exotica (noted in his journals) and will be tight-lipped concerning the subject. He is also curious as to how long he has been enslaved, and any information the company gives him is appreciated. He will ask for the return of any items taken from his lighthouse, such as the *greater helm of underwater action*. If the company refuses, he will not fight for the item, but will bide his time, eventually pursuing the party at a later date, with henchmen at his command. Should Vlondvr return to his lighthouse to find it in shambles, he will merely accept the losses (being relieved to be rescued).

15. Slave Hold

This small chamber is where the aboleth keeps his enslaved. The charred remains of a small fire is centered within the area and fish bones litter the ground. Huddled in a corner is a thin man, clothed in tattered rags (Simmul the tailor).

If the aboleth still lives, Simmul will act much as Vlondvr does, remaining in a zombie-like state until he has a chance to flee to area 13. His chances to break the aboleth's hold are the same as Vlondvr's (described above). If the aboleth is dead or Simmul breaks the aboleth's hold upon him, he will graciously thank the party for rescuing him, and relay the following tale:

"I used to be the tailor to Lord Brendlin. Over time, Brendlin took a liking to my wife, Rosla, and made advances when they were alone. He was refused, and his anger was like a raging sea. He held her captive, and planned to have his men execute and bury me on the following morning. I escaped through a window, by means of pounding a rusted padlock open with my hobnail boot and then scaling down the wall.

"I made my way to the beach, knowing that Brendlin and his men would concentrate their search toward town. I knew of the wizard Vlondvr and his dislike of the Merchant Lord, and so hoped to find sanctuary in his tower. Unfortunately, there was no answer when I came knocking. I discovered the great cave opening at the beach front, and thought to take shelter from the winds and rain. I was a good ways in when I heard strange, inhuman voices far behind me. Frightened, I kept on to stay ahead of them, and soon ducked into a side passage. The aboleth claimed me, then. I cannot say how long this has been, for the aboleth's hold is like a dream state where time eludes the mind.

"But I fear my wife is still being held captive (see room 20 in "The Compound" section). You must help me to free her. I only have a 63 gold coins to offer, my life savings,

but would give you my cottage in Dralven, if only you would set her free."

Simmul is true to his word and if the company opts to aid him in rescuing his wife, he will indeed relinquish 63 gp (located at his cottage) and if need be sell his cottage for 3,000 gp to further pay the company. Vlondvr wishes no part in this conflict and will refuse any offers to do so.

If the company asks Brendlin about this man's claims, the Merchant Lord will deny them, but refuse to allow an inspection of his compound. Brendlin will be quick to call his men to his aid and attempt to kill the adventuring party.

Simmul the tailor (male, human Com 1)

16. Sea Cave

The mouth of this sea cave is partially blocked by rocks from an apparent cave in. It appears to be traversable with some effort by those on foot. As one looks deeper into the cave, in the far distance a small light burns, too faint to illuminate anything of note.

THE SIREN'S PRIZE

17. Shipwreck Site (EL 3)

If the company has no light source, read the following:

As you advance, a dim light is seen on high, off in the far distance.

If the company is carrying a bright light source, read the following boxed text instead.
DISPLAY ILLUSTRATION 18 ON PAGE IQ 12 NOW.

At your advance, an enormous cargo ship comes into view. All wrecked and aged, its hull is battered immensely, the result being a spattered collection of holes in its side. Near the bow of the ship, the words "Siren's Prize", written in Merchant's Tongue, are worn but still distinguishable. The vessel rests at a slant, as the stern is raised, beached upon a massive sandbar. Although there are no access points readily available to easily climb aboard deck, a cargo net hangs over the ship's edge near the midway point along the hull, appearing as though it might make an excellent ladder.



The Siren's Prize is home to several dangerous creatures, notably Kelvos (a wereshark), the ghostly remnant of Captain Corvel, and a giant octopus. The vessel itself is in a state of deterioration and any character weighing over 250 pounds (including all gear and items carried), has a 20% chance per turn of breaking through the rotting floorboard to the next lower level and

sustaining 1d6 points of damage. The falling character then has a 30% chance of falling through the next level, and a 10% chance increase per each subsequent level, each time sustaining a like amount of damage. The hull of the ship is made of sturdier material, and the falling character cannot break through the floor in this area.

Creatures: The party's first confrontation in this area will likely be with three sharks (unless the company has some means to avoid the water, such as flying) which are under the control of Kelvos and will attack as soon as the party comes within 20 feet of the ship. All three sharks fight to the death. Kelvos should be alerted of the party's presence by the sounds of battle, if the adventurer's light source has not already done so.

Shark, Medium-Size (3): hp 25, 22, 19; (MM 200).

DISPLAY ILLUSTRATION 17 ON PAGE IQ 11 Now.



retreat to the watery depths to regenerate before returning to stalk his prey and attack at opportune leisure.

Another way to enter the ship would be through the holes on the side of the boat displayed on the Siren's Prize map labeled Below Deck, Level 1 (Cargo Hold). Located eight feet high on either side, these holes will allow instant access to the cargo hold. If the party enters through these holes, Kelvos will drop down and attack the first character to board, before others can aid in combat. He will use the same tactics described in the paragraph above. **DISPLAY ILLUSTRATION 19 ON PAGE IQ 13 Now.**

Creature: The wereshark that resides upon the shipwreck site appears as a tall man, muscular and completely hairless. He is dressed in pirate attire, with black leather straps most prominent. A scabbard and sword is slung across his back. Kelvos will not fight the entire adventuring company openly, but attacks when the odds seem more in his favor.



Kelvos, Wereshark: CR 6; medium-size natural lycanthrope (shapechanger) (6 ft. 1 in. tall); HD 7d8+7; hp 55 (+3 Toughness), Init +4, +2 as shark; Spd 30 ft.; AC 16 [+2 natural, +4 dex] as human/AC 16 as shark [+4 natural, +2 dex], touch 14 as human/12 as shark, flat-footed 12 as human/14 as shark; Atk +13/+8 [+7/+2 base attack bonus, +4/+4 strength bonus, +2/+2 magical sword bonus] melee (1d10+6 longsword + dehydration) as human / +7 melee (1d8+4 bite) as shark; SQ shark empathy, plus scent, damage reduction 15/silver as shark; AL CE; SV Fort +8, Ref +8, Will +2 as human / Fort +6, Ref +7, Will +3 as shark; Str 18, Dex 18, Con 16, Int 11, Wis 11, Cha 10 as human / Str 18, Dex 15, Con 13, Int 1, Wis 12, Cha 2 as shark.

Skills and Feats: Listen +16 [rank +10, lycanthrope racial +4, alertness +2], Spot +11 [rank +5, lycanthrope racial +4, alertness +2] as human / Listen +7, Spot +7 as shark, Alertness, Blind-fight, Combat Reflexes, Lightning Reflexes, Run, Toughness

Possessions: *The Thirster* (see Appendix: New Magic Items).

Boarding the Vessel (EL 7)

Trap: There are several ways to board the vessel, the most obvious means being via the cargo net. If Kelvos is aware of the party's presence, he will crawl alongside the railing (hidden from view at the party's vantage) and wait until the first of the company nears the top before cutting the net loose and making it seem as though the net has snapped of its own accord.

Those caught in or climbing the falling net will take no damage from the fall, but a submerged depression 10 feet deep, located directly below, is deep enough to drown those who are entangled – unless they break free. To successfully untangle oneself from the net, both Strength (DC 12) and Dexterity (DC 17) checks must be made successfully, with a cumulative –1 penalty for both checks on subsequent rounds. If the entangled character receives aid from others, the rules for combining skill attempts apply, and the character who is attempting to be freed will be granted a +2 circumstance bonus for each character who is offering aid. Rules for drowning apply to those characters who cannot be freed in a timely manner.

The wereshark will then wait, keeping a low profile and watching through patchwork holes in the boat to spy those trying to climb aboard by rope and grappling hook or other methods. Kelvos will wait until a character is still climbing, but within sword reach before attacking. Any character who takes damage while climbing, must make a successful Strength check to keep his grip and climb aboard. Kelvos will be allowed an attack of opportunity during this time.

Once an opponent is aboard, Kelvos will attempt to fight one on one, as long as he does not become seriously injured. Upon being outnumbered, Kelvos will attempt to lure the party to the cargo hold to fight (Area 10 on the Siren's Prize map, Inside Back Cover) with their backs to the holes in the floorboard, where they may be attacked with surprise by the giant octopus's tentacles. Kelvos himself will fight with his back toward the rotted hole on the starboard side. This will allow the option of easy escape should the battle go poorly. Kelvos will attempt to make his stand in the cargo hold early on, but if overwhelmed he will

1. The Light

A small oil lantern sets on the steps, burning unattended.

The oil lamp belongs to Kelvos, who was eating raw fish. Closer inspection will reveal fish bones scattered in the vicinity. The oil lantern was the light the company first spotted in area 16.

2. Mess Hall

This large cabin is lined with tables and bench seats bolted to the floor. Obviously, it was once the mess hall.

There is nothing of apparent use in this room.

3. Kitchen

The cook room is in absolute shambles; pots, pans, tin dishes, like cups and eating utensils are scattered on

counters and the floor.

This room contains little of value.

4. Pantry

The shelves have been cleared long ago of any foodstuffs, and the pantry is barren.

If a small amount of time is spent in this room, a sour smell will be detected but with no specific source. It is the still lingering scent of food gone bad.

5. Cabins

Each of these narrow, cramped cabins contains two sets of bunks stacked three high. The two bunks are bolted in place and always line the same wall (to the right hand side of the door). Beneath each bunk are three small footlockers, but they have all been emptied except the first footlocker in 5a (containing a silver key worth 30 gp) the third footlocker in area 5b (34 ep) and the fourth footlocker in area 5c (a flask of oil).

6. Navigator's Cabin

This cabin appears to have once been quite luxurious, but now seems to have been transformed into a dumping ground. Piles of opened rations containing the remnants of salted meats, maps, star charts, dirty dishes, cups, utensils, fish bones, broken navigational instruments and a disassembled sofa and other scraps litter the room.

The attached sleeping area is likewise filled with refuse, mostly from shattered furniture. Remnants of a good-sized bed, mattress, wardrobe, bureau, vanity and mirror are all strewn about the floor.

This cabin once belonged to the ship's navigator, but now contains nothing of value. Kelvos ransacked this area as he searched in vain for the Siren's Prize referred to in area 8.

7. First Mate's Cabin

The door to this cabin is locked (Kelvos has the key on his key ring). If the party does not yet have the key, one skilled in opening locks may do so at a DC of 26 (due to heavy rust).

The door opens to a dirty, but livable space, with a sofa and small table (upon which rests an empty tin cup) still intact and bolted to the floor. A vanity with attached mirror is situated against the wall. A large locker rests at the foot of the bed. The salty smell of the sea stagnates here, a malodorous offense.

This is now Kelvos' own residence. Within a vanity drawer is a pouch belonging to Kelvos containing 30 cp and 22 sp.

The locker contains four shirts, three pairs of pants, and a half-filled bottle of whiskey. If the locker is actually moved and the floor closely inspected (Search check DC 16), one can see a small

box outline in the floor. A knothole in a board will allow a finger or other slender object to pry up the slat. Beneath is a small cubbyhole containing the valuables which once belonged to the first mate (one of Captain Corvel's initial victims during his homicidal attack on the crew). Still undiscovered by Kelvos, a small pouch contains 3 diamonds worth 100 gp each, 2 sapphires worth 50 gp each and a garnet and silver ring worth 55 gp.

8. Captain Corvel's Cabin (EL 8)

A chill air spills out from this cabin room, causing a tingle to race down the spine of all standing near. The chamber appears to be in some disarray, with several dishes and cups lying upon the floor. A feeling of eeriness creeps across your soul as an unholy impression has settled across this room. A long table and chairs to seat six are situated in the middle of the room, though some seats are resting on their sides or completely overturned. Centered on the far wall is a small iron furnace, and above it, blood is smeared on the wall. Written in Merchant's Tongue are the words:

"The Siren's Prize awaits those who think small"

Captain Corvel wrote this message himself, only hours before he died. Perhaps in his final moments, he wished for others to appreciate the beauty of the pearl which he named The Siren's Prize, yet did not wish for just any fool to merely stumble upon it. Now in unlife, Captain Corvel's ghost jealously guards the pearl, wishing for none to gaze upon its milky pleasures.

Treasure: Amid the wreckage of Captain Corvel's cabin, one can find (Search check DC 10) his partially ruined logbook. Though this book is not worth any money, a reader could discern certain details about his history and how he acquired the Siren's Prize. The DM may reveal portions of the Adventure Background parts I to III to those who find and read this book. It may also divulge the coordinates of the siren's island to those with the Knowledge (navigation) skill (DC 20).

Creature: If any item in the cabin is touched, or the company lingers for more than three rounds, Captain Corvel's ghost (appearing as a surly old pirate with long, unkempt hair and beard) passes through the wall from area 11 and attacks the adventuring party. Upon attacking his hollow voice will groan, "The pearl is to remain here, forever! It is my treasure alone."

DISPLAY ILLUSTRATION 20 ON PAGE IQ 13 NOW.

Captain Corvel's Ghost (fighter): CR 7, Medium-size undead (6 ft. tall); HD 5d12; hp 54; Init +2; Spd Fly 30 ft. (perfect); AC 14 (+2 Dex, +2 deflection) or 12 (+2 Dex), touch 14, flat-footed 12; Atk +7 melee (corrupting touch 1d4); SA manifestation, corrupting touch, frightful moan, corrupting gaze, malevolence, telekinesis; SQ undead, incorporeal, rejuvenation, turn resistance +4, +8 to Hide, Listen, Search, and Spot checks; AL CE; SV Fort +7, Ref +5, Will +2; Str 17, Dex 14, Con —, Int 11, Wis 12, Cha 14.



Skills and Feats: Balance +4, Jump +8, Swim +8, Alertness, Blind-fighting, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Quick Draw.

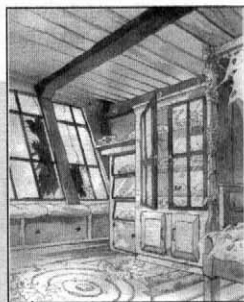
Possessions: None.

Tactics: Captain Corvel's ghost will first allow itself to be seen (causing all who view it within 60' to be affected by the horrific appearance, barring a Fort save against DC 14. It will then use its malevolence ability (DC 17) to overtake the body of what would appear to be the strongest fighter type in the adventuring party. If unsuccessful, it will then move on and attempt the same tactic against other fighter types, clerics, rogues, and finally wizards. Once a body is gained, it will use its frightful moan, followed by corrupting gaze attacks and then use that vessel to physically attack the other party members, until such time as that body is slain (whereupon the ghost will attempt to take control of a new body). Once all possible hosts are either immune to its malevolence effect (through successful Will saves or having been slain), the ghost will then attack with its corrupting gaze for the remainder of the melee. Throughout the conflict, the ghost will use telekinesis as a free attack each round, to sling an object of debris at an opponent. On a successful attack, the character will suffer 1d4 points of damage.

Development: Once defeated, Captain Corvel's ghost will rejuvenate in 2d4 days. Only removing the *Siren's Prize* (see Appendix: New Magic Items) from the ship before the ghost reforms will destroy it permanently.

9. Captain Corvel's Sleeping Quarters (EL 8)

DISPLAY ILLUSTRATION 21 ON PAGE IQ 14 NOW.



This sleeping chamber is equipped with a large bed (though the mattress is now rancid) with elegantly carved bedposts that are nearly rotted through in some areas. The shelves are lined with curio cabinets filled with fifteen bottles lying sideways on small racks, a miniature ship within each bottle. Three panes of glass from the curios have been broken, and those shelf placements empty. Wet blankets are strewn about the floor, as well as two "ships in a bottle," filthy rags, tin dishes, and other even more useless debris.

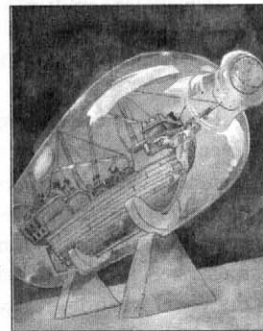
Characters who inspect the rancid mattress more thoroughly will find the deteriorating bones of a human skeleton—the last corporeal remains of Captain Corvel.

Early on in Captain Corvel's existence as a ghost, he became agitated with his state of unlife, and raged within the cabin. He broke several panes of glass and threw the bottles on the floor. There is nothing special about any of these ships in a bottle except that each is intricately unique (and worth 40 gp each to a collector). However, under the bed are three more bottles containing ships, and one bottle will have a label on its side, containing words written in Merchant's Tongue: "The

Siren's Prize." This is only noticeable if the ship in the bottle is closely inspected (Spot DC 20).

Treasure: The bottle labeled "The Siren's Prize" contains within an oddly notable feature, for a number of small figurines are present upon the deck of the miniature ship. Closer inspection will reveal the statues of four bugbears, a manticores, a minotaur and ten kobolds. If the party members are not familiar with these monsters, the GM must describe them to the players. A miniature pedestal stands between the two masts, upon it a small box.

DISPLAY ILLUSTRATION 23 ON PAGE IQ 16 NOW.



This glass container and model ship is actually a *ship in a bottle* (see Appendix: New Magic Items). Its command word died with Captain Corvel, but if any character removes the stopper of the bottle and willingly touches its outer lip or any part within, they will immediately be miniaturized and transferred to statue form aboard the ship. Characters affected in such a way will be unable to see, hear, breathe, feel, etc. However, the character will be in immediate telepathic communication with the other "prisoners" on board. He or she will sense different voices inside his/her mind, asking in Merchant's Tongue, "Is Captain Corvel still alive?", "How did you come to be with us?", "What is the date of the outside world?", "Are we on the open sea?" Occasional whispers incite the voices to cry, "Revenge upon Captain Corvel! We must band together and kill him – if ever we are released." None of these prisoners are aware of what or where the *Siren's Prize* is.

If the character answers the questions, the voices will respond accordingly, being pleased if they hear of Captain Corvel's death. The voices will try to learn all they can concerning the situation surrounding the *ship in a bottle*, how the character(s) came to be among them, and how many companions the character(s) has outside the bottle. DM's note: should the entire party unwittingly but willingly enter the *ship in a bottle*, they will be trapped as immobile statues, and the adventure could simply be over. However, the DM could arrange for a returning kuo-toan war party to bravely board the ship and eventually find the bottle and smash it, thus releasing the contents – likely resulting in a three-way melee involving the adventuring party, those imprisoned by Captain Corvel and the kuo-toan war party. Or perhaps centuries will pass uneventfully until future adventurers finally find the bottle by chance and release its contents...

If a company member shatters the bottle in the area which it is found, then as the contents are released, any creature within 25 feet who has not been miniaturized will sustain appropriate damage (see item description). The galley will expand to its full dimensions (those on deck taking no damage as the above deck areas of the miniature ship will take the brunt of the crash as it expands to rip apart the shipwrecked *Siren's Prize*). As the shipwrecked galley is torn apart, its rotting structure will give way, doing little harm to the enlarging ship.

Character positions around the bottle must be noted beforehand, for when the galley expands, the characters will be thrown outward from the bottle's center position some 30 + 1-6 feet –

likely separating the party. The creatures on deck will fight together, years of keeping each other's thoughts company has led them to the agreement that they would join and battle for their freedom if ever given a chance. Now they have a ship to fight for as well. The dimensions of the new ship are exactly those of the shipwrecked *Siren's Prize* (use the map of The *Siren's Prize*, ignoring rotted out holes where marked).

Creatures:

Bugbears (4): hp 25, 23, 22, 21; (MM 27).

Kobolds (10): hp 4, (x4), 3, (x3), 2, (x3); (MM 123).

Manticore: hp 71; (MM 131).

Minotaur: hp 52; (MM 137).

Tactics: The creatures aboard attack characters on deck first (even if they have agreed to an alliance with one or more party members beforehand), before concerning themselves with enemies in the water. However, if necessary, the manticore will attack those off-ship, by flinging spikes from its tail and targeting spellcasters and then fighter types. If no characters are on board the vessel when it enlarges, then all missile weapons will be launched at the party until the characters flee or the vessel is boarded and melee ensues. The kobolds are quick to flee once the melee begins to go wrong for their side. If at any time the party outnumbered their adversaries, all remaining kobolds will scatter. The other creatures aboard are made of sterner stuff and will only flee when outnumbered two to one. All monsters will flee before surrendering.

The pedestal between the masts (the tops of which are now cracked and imbedded in the cavern's ceilings) is four feet in height, and upon it rests a maze box (see Appendix: New Magic Items). The marble within the maze box is actually the magical pearl known as the *Siren's Prize*. Dungeon Master's note: If the maze box explodes, the pearl will be unharmed, and if searched for extensively may eventually be found.

Development: If the ship in a bottle is not broken by the adventuring company, but instead is taken to another location (inside Vlondvr's tower or Brendlin's mansion, for instance) and broken, the results could be lethal for all involved. Brendlin and Vlondvr (if still alive) both have sense enough, if asked, to refuse to allow the characters to break the bottle inside their respective homes – and even suggest that they use their wits and break the bottle outside. Either would realize the bottle is likely magicked however, and offer up to 300 gp for such an item.

10. Cargo Hold

The spacious cargo hold is one large area which spans the length of the ship. With ceilings of a ten-foot height, the vessel was well-equipped for the transport of large quantities of merchandise. Near the ceiling's midpoint at either side, two large cargo bays are open (the doors long since lost in the wreckage). Holes in the hull at either side are roughly only a foot above water level. There are three gaping pits in the floor toward the fore of the ship.

The three pits in the floor, toward the stern of the ship, allow access to the bottom level (area 13), where a giant octopus lairs. Any noise or light source near these holes will cause the octopus

to lash out and attack with its tentacles, attempting to ensnare and draw prey down to its lair.

11. Octopus Lair (EL 8)

DISPLAY ILLUSTRATION 22 ON PAGE IQ 15 NOW.

Creature: Within the lower hull, partially submerged in four feet of standing water, lairs a giant octopus. It will attack any creature who comes near or approaches the floor holes in the cargo area, as it feels it is defending its territory.

Giant Octopus: hp 46; (MM 199).



CONCLUSION

If the PCs have fought well, they may have been fortunate enough to leave these caverns with a few items of value. If the characters have not taken longer than two days to complete the adventure, the escorts will still be awaiting outside Vlondvr's tower to accompany them back to Brendlin's mansion. Vlondvr and Brendlin will honor any bargains they have made with the PCs, and the merchant will gladly pay the company for the portions of the contract they have fulfilled. Note that if the PCs rescued Simmul the tailor, they might return to Brendlin Orth's home to confront him about freeing Rosla.

Any bargains made with Vlondvr during the adventure could result in a prolonged storyline, to be furthered at the DM's discretion. The description of the city of Dralven, featured earlier in the text, may prove to be helpful. The following section also details several ways to draw the players into a continued adventure.

CONTINUING THE ADVENTURE

Below are some possible scenarios which could prolong the adventure begun in the *Siren's Prize*, if the PCs have behaved in satisfactory manner and accomplished their mission.

1. The merchant Brendlin will offer the PCs employment on one of his cargo vessels which is setting sail to a distant land for the first time. This may provide the Dungeon Master with a launching point for an seafaring campaign. Refer to the *KINGDOMS OF KALAMAR* campaign setting sourcebook for further details about the coastal regions of the Brandobian Ocean and the Straits of Svimohzia.

2. A paid spy has informed the merchant Brendlin that a group of bandits will soon try to attack his compound and loot his gold. Brendlin pays the PCs to help guard his mansion.

3. If the party has access to magics that allow underwater breathing (and Brendlin learns of this fact), then he may offer the PCs a job in recovering some of his sunken treasure. He will provide transportation to the suspected location of one of his sunken galleons, and the PCs may keep one quarter of the value of all that they recover. What exactly this treasure might be and any encounters or hardships the company may face are left to the

imagination of the Dungeon Master. Perhaps a kuo-toan war party is resting within its hull, or a vicious band of sahuagin seeks to harm anyone entering their territory.

4. If Kelvos survives he will attempt to follow the PCs and seek his revenge, perhaps stealing away the Siren's Prize and any other treasures. He might even disguise himself and hire on to one of Brendlin's ships, if the PCs have accepted one of the merchant's offers to join his crew.

5. A mysterious stranger tracks down the PCs, having heard of their recent expedition into the caves below the lighthouse. He will ask the party if they encountered the aboleth who lairs within those seaside caves. If the PCs inform him that the aboleth has not been slain and may very well still reside in the lair, the stranger will then tell the tale of how, before his very eyes, a wizard named Huplend was once consumed by this monster. The stranger will also reveal that he has discovered through research that all aboleths retain the memories of those victims which they devour.

The stranger, a sorcerer by the name of Gruthal, will pay 3,000 gp (up to 5,000 gp if bargaining ensues) if the PCs will travel with him to pry from the aboleth the location of a secret vault once known only to the wizard Huplend. If the PCs agree and choose to journey back down to the aboleth's lair, they will be told by the monster that they must travel across the Dark Lake (see the Caves area 13) and bring back the head of the illithid (mind flayer) Jahred. Only then will the aboleth reveal the location of the hidden vault.

If the PCs complete this mission, the aboleth will be true to its word and reveal the location of the vault. Once Gruthal believes he knows the true location (for he has a general idea of where it should be, and the aboleth's information pinpoints the site) then the sorcerer will attack the aboleth, expecting the PCs to lend aid. If the PCs should flee, then so will Gruthal. In any event, once outside the caverns, the sorcerer will offer a half share of the treasure to the company, if they will help him to uncover the vault. These details are left to the imagination of the DM.

6. If the PCs recovered Captain Corvel's logbook and can decipher his navigational notes (or can find one who can) they may set out to find the island of the sirens.

APPENDICES

NEW MAGIC ITEMS

Greater Helm of Underwater Action

Akin to the *helm of underwater action*, this magic item behaves the same in every way, plus has the additional ability to instill freedom of movement (as per spell, no duration) upon its wearer when the command word is spoken (only functional when fully submerged).

Caster Level: 12th

Prerequisites: Craft Wondrous Item, *freedom of movement*, *water breathing*

Market Price: 30,000 gp

Cost to Create: 15,000 gp

Weight: 3 lb.

Kuu-ta

Kuu-ta is a +2 *longsword*, fashioned of barbed bone. When attacking, if a critical hit is scored, a piercing wound is inflicted. Critical hit damage in such a case is calculated at x3, and as the sword is ripped free (during the same attack action, if desired), the barbs will inflict an additional 1d4 points of damage.

Caster Level: 10th

Prerequisites: Create Arms and Armor, *Dorama's (Mordenkainen's) Sword*.

Market Price: 12,000 gp

Cost to Create: 6,000 gp

Weight: 3 lb.

Manual of Efficient Invocation

This ironclad volume of mystic text contains arcane knowledge most beneficial to wizards of any alignment. If a character of the wizard class spends one full week studying its contents, completely undisturbed, he or she will gain insight into its purpose and discover that there are "short cuts" to casting spells. When this knowledge is transferred, the manual will disappear, and cannot be remembered or copied in any way. The sole beneficiary of its contents will discover that whenever he or she attempts to cast a spell with the casting time of 1 action, a +1-4 modifier bonus (re-rolled each time a spell is cast) will be added to the initiative roll. This knowledge is intuitive and may not be taught to others in any way.

Caster Level: 21st

Market Price: 35,000 gp

Weight: 5 lbs.

Maze Box

This rare item was originally used for guild masters to test the agility and perception of a promising thief, often to determine if his rank should increase within the guild – at peril to the trainee's life. The *maze box* is a wooden cube with glass top, divided horizontally by another wooden plane. This middle plane is sectioned as a maze, with holes placed randomly about.

The maze can be tilted back and forth and left and right, only by placing bare hands on each of the two knobs located on adjacent sides. By this means, it is easily discernible that if the maze is tilted so that the upper right hand corner (a ramp) is angled down, a marble will roll into place at the bottom of the ramp. Again, by means of the knobs, the marble can be made to roll along the ramp and further into the maze, to be guided and controlled as it rolls about. Eventually, if the maze is successfully navigated, the marble will fall out an opening at the bottom side of the cube. However, should the marble fall through one of the randomly scattered holes along the maze, a baneful magical effect will incur and the marble must be restarted at the beginning of the maze via the ramp in the upper right hand corner.

The *maze box* possesses eight of these holes, to be checked at the rate of two per round. A successful Dexterity check (DC 15) indicates a hole has successfully been bypassed and the marble is one hole closer to the exit. Failure indicates that the marble has dropped through a hole and a corresponding baneful magical effect will occur in the order as follows:

1. Spikes stab forth from the knobs inflicting 1d4 points of damage per knob.
2. The knobs become intensely hot inflicting 1d10 points of damage per knob.

3. An electric shock is released from the knobs inflicting 2d10 points of damage per knob.

4. Both hands of the operator shrivel to become useless, withered stumps within 2d4 rounds.

5. Poison Needle (Fort save halves (DC 16) 2d12 hp/1d6 Dex).

6. A cloud of poison gas in a 10' radius pours forth (Fort save halves (DC 16) 1d6 Dex/1d6 Dex).

7. A rot grub is released from a small trap door hidden in the knob. It immediately burrows into the operator's hand.

8. The *maze box* explodes causing 5d10 points of damage in a 20' radius (Reflex save (DC 16) halves damage for all except the operator, who automatically takes full damage).

The glass top and wooden box are as strong as steel and the *maze box* will explode for 10-100 points of damage in a 20' radius (Reflex save halves (DC16)) if forcibly breached. The *maze box* is fully resistant to psionic or magical abilities such as *telekinesis* or other effects to alter its purpose.

Caster Level: 18th

Prerequisites: Craft Wondrous Item, *glassteel*, *wish* or *miracle*

Market Price: 10,000 gp

Cost to Create: 5,000 gp

Weight: 12lbs.

Ship in a Bottle

This magic item appears as a normal, corked bottle with a miniature model ship inside. However, if the bottle is uncorked and pointed at an object or creature of size Large or smaller while the command word is spoken, that creature or item must make a Will save (DC 14) to avoid being transferred into the bottle and reappearing as a miniaturized statue on the model ship's deck. Alternately, any creature which willingly places its finger or other body part next to or within the unstoppered neck of the bottle, will suffer the same fate of being miniaturized as a statue aboard the model without benefit of a save. While miniaturized, creatures or objects will not age, and living things will have no need of food, water, light, or even air to breathe. Furthermore, all intelligent creatures within the bottle may communicate telepathically amongst themselves.

If the *ship in a bottle* is dropped or attacked, or otherwise suffers physical damage, it is allowed a Fortitude save at +11 (DC20). Failure indicates that the bottle has been cracked or shattered, thus releasing its contents. The ship and its occupants will violently expand to full size, being forever more a non-magical cargo galley and inflicting 4-40 points of damage (Reflex save for half damage, DC 15) to all off-ship creatures within 25'.

All creatures or contents that were miniaturized by the *ship in a bottle* will be restored to their previous conditions— just as they were before entering the bottle. If the *ship in a bottle* is broken in an area smaller than the vessel itself, then all those caught by the rapidly expanding vessel, including those aboard if the confining space has a ceiling measurement lower than 18', will take an additional 2d10 points of damage (no save) if the confines are of a material that will bend or break (such as wood or plaster), or instant death if the confines are of a sturdier material (such as concrete or steel).

Caster Level: 18th

Prerequisites: Craft Wondrous Item, *temporal stasis*, *wish*, or *miracle*

Market Price: 25,000 gp

Cost to Create: 12,500 gp

Weight: 2 lbs.

Siren's Prize

The *Siren's Prize* is a large pearl of magnificent, milky white beauty. If possessed for a month or longer, its owner will gain the benefits of a +2 increase to both Intelligence and Wisdom. If one or both of these scores is any number below 15, the stat(s) in question will automatically increase to 15. Once the abilities are gained, then after that time if the *Siren's Prize* parts with its owner for longer than 24 hours, then both Intelligence and Wisdom will drop to 8 permanently, *remove curse* or any other means (including a *wish*, *miracle* or regaining the pearl) notwithstanding. The only way to increase those statistics once the possessor loses the *Siren's Prize* is to be reunited with the pearl and have it remain in possession. After a month, the statistics will begin returning to normal at a rate of one point per month each. When the statistics return to their original potential (before altered by any magics), then the benefits of the *Siren's Prize* may again be gained. (Hardness 9, hp 9, Ref +12)

Caster Level: 21st

Market Price: 55,000 gp

Weight: 3 ozs.

Thirster, The

This +2 *longsword* delivers 1d10 points of damage and is known as a dehydrating sword. Its characteristics are similar to the effects of a *sword of wounding*, in that a foe (if of living flesh and blood) damaged by the weapon will suffer 1 point of additional damage per round per wound (damage reduction notwithstanding). The additional damage is brought about by a magical effect which causes extreme dehydration, and any creature struck by the blade will feel a nagging thirst and wish to drink immediately. Any who suffer the effects of this sword must spend one full round drinking freshwater to negate these symptoms.

Caster Level: 10th

Prerequisites: Craft Magic Arms and Armor, *Dorama's (Mordenkainen's) sword*

Market Price: 18,000 gp [+2 bonus +1 special ability]

Cost to Create: 9,000 gp

Weight: 3 lbs.

Vlondvr's Spellbook

Vlondvr's spellbook is a thin, leather-bound volume. The cover bears the (invisible) *arcane mark* of Vlondvr, and the first page is trapped with *explosive runes*. The book contains the following spells:

0th Level: *arcane mark*, *daze*, *ghost sound*, *detect magic*, *read magic*. 1st Level: *grease*, *shield*, *color spray*, *comprehend languages*, *detect secret doors*. 2nd Level: *web*, *hypnotic pattern*, *alter self*, *minor image*. 3rd Level: *explosive runes*, *tongues*, *lightning bolt*. 4th Level: *lesser geas*, *improved invisibility*

Caster Level: 7th

Market Price: 3,500 gp

Cost to Create: 1,750

Weight: 1lbs.

KEY NPCs

The NPCs featured throughout this adventure are listed here in alphabetical order, with all their relevant statistics for ease of use during game play.

Brendlin Orth – Merchant Lord, male human Exp3/Ari3: CR 4; Size M (5 ft., 7 in. tall); HD 3d6-6 + 3d8-6; hp 15; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +5 melee, or +6 ranged; SV Fort +0, Ref +4, Will +5; AL LN; Str 13, Dex 14, Con 7, Int 12, Wis 9, Cha 19.

Languages Spoken: Brandobian, Dejy, Elven, Kalamaran, Merchant's Tongue, Svimohzish.

Skills and Feats: Bluff +5, Diplomacy +12, Appraise +11, Disguise +10, Gather information +9, Heal +3, Hide +2, Knowledge (arcana) +7, Perform +10, Read lips +6, Speak language +6, Use magic device +12; Alertness, Point blank shot, Skill focus (tumble), Skill focus (use magic device).

Possessions: Belt with inlaid black opal (1,200 gp), gold bracers (800 gp), short sword.

Camblen Edarn – Personal Bodyguard, male human Ftr6: CR6; Medium Humanoid (6-ft. tall); HD 6; hp 68; Init +3; Spd 30ft.; AC 17, touch 17, flat-footed 13; Atk +10/+5/+4 [+6/+1/+0 fighter level, +4/+4/+4 Weapon Finesse, +2/+2/+2 Magical Scimitars, -2/-2/-2 Two-Weapon Fighting Penalty], melee (scimitar 1d6+4); SV Fort +8, Ref +6, Will +4; AL CN; Str 14, Dex 19, Con 17, Int 15, Wis 14, Cha 16.

Skills and Feats: Bluff +7, Listen +5, Move Silently +2, Spot +6, Tumble +8, Use rope +2, Wilderness Lore +5; Alertness, Ambidexterity, Blind-fight, Two-Weapon Fighting, Weapon Finesse

Possessions: +2 scimitar, +2 scimitar, bracers of armor +3, pouch containing 2 pp, 6 gp, 12 sp and 15 cp.

Captain Corvel's Ghost: CR 7, Medium-size undead (6 ft. tall); HD 5d12; hp 54; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 deflection) or 12 (+2 Dex), touch 14, flat-footed 12; Atk +7 melee (corrupting touch 1d4); SA manifestation, corrupting touch, frightful moan, corrupting gaze, malevolence, telekinesis; SQ undead, incorporeal, rejuvenation, turn resistance +4; AL CE; SV Fort +7, Ref +5, Will +2; Str 17, Dex 14, Con 17, Int 11, Wis 12, Cha 14.

Skills and Feats: Balance +4, Jump +8, Swim +8, Alertness, Blind-fighting, Improved Bull Rush, Lightning Reflexes, Quick Draw.

Possessions: None

Gruthal – male human Sor5: CR 5; Size M (5 ft., 4 in. tall); HD 5d4-5; hp 11; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +3 melee, or +3 ranged; SV Fort +0, Ref +2, Will +4; AL N; Str 13, Dex 12, Con 8, Int 13, Wis 11, Cha 16.

Languages Spoken: Common, Orc.

Skills and Feats: Balance +5, Hide +1, Knowledge (arcana) +3, Listen +0, Move Silently +1, Scry +6, Search +4, Sense Motive +2.5, Spellcraft +9, Spot +0; Heighten Spell, Improved Unarmed Strike, Point Blank Shot.

Possessions: shortspear, backpack, rations, waterskin, spyglass, ring of swimming, potion of gaseous form, 250 gp.

Sorcerer Spells Known (6/7/5): 0th – dancing lights, detect magic, light, mage hand, ray of frost, read magic. 1st – burning

hands, grease, mage armor, spider climb, 2nd – knock, pyrotechnics.

Gur'rog – kuo-toan chieftain: HD 4; hp 28; Atk +6 (1d8+6+special, +2 longsword); Str 18 (MM 125).

Kelvos – Wereshark: CR 6; medium-size natural lycanthrope (shapechanger) (6 ft. 1 in. tall); HD 7d8+7; hp 55 (+3 Toughness), Init +4, +2 as shark; Spd 30 ft.; AC 16 [+2 natural, +4 dex] as human/AC 16 as shark [+4 natural, +2 dex], touch 14 as human/12 as shark, flat-footed 12 as human/14 as shark; Atk +13/+8 [+7/+2 base attack bonus, +4/+4 Strength bonus, +2/+2 magical sword bonus] melee (1d10+6 longsword + dehydration) as human / +7 melee (1d8+4 bite) as shark; SQ shark empathy, plus scent, damage reduction 15/silver as shark; AL CE; SV Fort +8, Ref +8, Will +2 as human / Fort +6, Ref +7, Will +3 as shark; Str 18, Dex 18, Con 16, Int 11, Wis 11, Cha 10 as human / Str 18, Dex 15, Con 13, Int 1, Wis 12, Cha 2 as shark.

Skills and Feats: Listen +16 [rank +10, lycanthrope racial +4, alertness +2], Spot +11 [rank +5, lycanthrope racial +4, Alertness +2] as human / Listen +7, Spot +7 as shark, Alertness, Blind-fight, Combat Reflexes, Lightning Reflexes, Run, Toughness

Possessions: *The Thirster* (see Appendix: New Magic Items).

Vlondvr – male human Wiz8: CR 10; Medium Humanoid (5 ft. 10 in. tall); HD 8; hp 31; Init +3, Spd 30 ft., AC 13, touch 13, flat-footed 10; Atk +4, melee (1d3 subdual damage (unarmed attack)); SV Fort +4, Ref +5, Will +5; AL N; Str 10, Dex 16, Con 15, Int 17, Wis 8, Cha 9.

Skills and Feats: Alchemy +14, Concentration +13, Craft (labworks) +14, Knowledge (arcana) +14, Knowledge (mathematics) +14, Knowledge (abstract thinking) +14, Spellcraft +14, Brew Potion, Craft Wondrous Item, Scribe Scroll, Summon Familiar

Possessions: None

Spells Prepared: Nil

Physical Description: Vlondvr is tall and thin; an older gentleman of age 55. He is balding on top, with long gray hair. His facial features are thin and pointy, his worn teeth are crooked and he is generally displeasing to look upon.

GLOSSARY OF TERMS

Almven – a town in northern Cosdol, situated along the Omdal river, see Kingdoms of Kalamar sourcebook, p239

Araphy – mercenary hired by Brendlin Orth, p6

Assembly of the Four Corners – Church of the Mother of the Elements, goddess of the elements, see Kingdoms of Kalamar sourcebook, p205

Black Pouch, The – a small thieves' guild which contents itself with petty thieving and pilfering in the town of Dralven, p 5

Brandobia – the western coast of Tellene, named after the people who live there, see Kingdoms of Kalamar sourcebook, p13

Brathaw – mercenary hired by Brendlin Orth, p6

Breezekeeper, The – a mysterious wrecked galley that has been sighted south of Dralven, p 5

Brendlin Orth – Merchant Lord; owner of the merchant fleet known as the Gilded Runners and member of the Golden Alliance; paid Vlondvr to operate a makeshift lighthouse, p3, stats p27

Bringers of the New Order – Priesthood of the Overlord, god of oppression and slavery, see Kingdoms of Kalamar sourcebook, p215

Camblen Edarn – personal bodyguard to the merchant lord, Brendlin Orth, p4, stats p27

Corvel, Captain Malvus – pirate captain who captured the treasure of the sirens; his ghost may be found in the remains of his wrecked ship, p2-3, stats p27

Cosdol – kingdom in northwestern Brandobia, see Kingdoms of Kalamar sourcebook p14

Dalen – capital city of the Kingdom of Eldor, see Kingdoms of Kalamar sourcebook, p18

Diadolai – smallest of Tellene's three moons, see Kingdoms of Kalamar sourcebook p230

Dayolen – port city in southwestern Mendarn, see Kingdoms of Kalamar sourcebook p25

Dolsten Lelven – ex-military garrison commander, main aid to Lord Vrillam Colbrandar in the town of Dralven, p5

Dralven – a coastal town in Eldor, see Kingdoms of Kalamar sourcebook p240, and p4-5 in this book

Eldor – Brandobian kingdom neighboring Mendarn to the north, it has the oldest monarchy in all of Tellene, see Kingdoms of Kalamar sourcebook p17

Eldor Plains – the wide, sweeping grasslands and scrub brush that are all that remains of the heavily over-harvested forests of Eldor, see Kingdoms of Kalamar sourcebook, p 17

Eldril Throindin – a purveyor of potions and magic items (particularly rings) in the town of Dralven, p 5

Equation Exotica – Vlondvr's log of experiments he has performed in hopes of transforming himself into pure energy; also the equation itself, p14-15, 20

Frelm – stablehand of Brendlin Orth; married to Jenneth, p8

Gilded Runners, The – the successful merchant fleet owned by Brendlin Orth, p3

Golden Alliance, The – the largest merchant's guild on Tellene; Brendlin Orth is a member in good standing; see Kingdoms of Kalamar sourcebook p171

Gruthal – a sorcerer who tries to hire the PCs to investigate the Kuo-toan caves, p5, stats p27

Gur'rog – Kuo-toan chieftain, p18, stats p27

Harvesters – Priesthood of the god of death and the underworld, see Kingdoms of Kalamar sourcebook, p 218

Hemlond – mercenary hired by Brendlin Orth, p6

House of Shackles – Church of the Overlord, god of oppression and slavery, see Kingdoms of Kalamar sourcebook, p 215

Hydropo – command word for the *greater helm of underwater action*, p15

Jenneth – one of the two maids and cooks working at the mansion of Brendlin Orth; married to Frelm, p8

Kelvos – a wereshark who lives in the wreckage of the Siren's Prize, p20, stats p27

Koa Matuu – Kuo-toan name for the Stormlord, p3

Kuu-ta – magical longsword fashioned of barbed bone; may be found in the kuo-toan caves, p18, stats p25

Lord Vrillam Colbrandar – the ruler of the coastal town of Dralven, p 4

Matuuab – Kuo-toan term that means "bringer of storms", a man believed to be an agent of their god.

Mendarn – the southernmost Brandobian kingdom, see Kingdoms of Kalamar sourcebook p23

Mermaid's Breast – a large and thriving inn in the town of Dralven, frequented by the local people, p 5

Moha Brinu – Kuo-toan word which translates as "angry spirit"; Captain Corvel's ghost was called this, p3

Nordolen – a coastal city located on Yordon Sound in the Kingdom of Eldor, see Kingdoms of Kalamar sourcebook, p240

Parish of the Prolific Coin – Church of the goddess of money, business and greed, see Kingdoms of Kalamar sourcebook, p208

Pel Brolenon – Theocracy located between the Yan Elenon and Sliv Elenon mountain ranges, along the Straits of Svimohzia, see Kingdoms of Kalamar sourcebook, p 27

Pelselond – one of Tellene's three moons; only slightly larger than Diadolai, see Kingdoms of Kalamar sourcebook p230

Prince of Chance – a common name for the god of thievery, gambling and luck, see Kingdoms of Kalamar sourcebook p212

Rosla – captive of Brendlin Orth; married to Simmul, p12

Ruelin – accountant of Brendlin Orth, p8

Sarma – maid and cook of Brendlin Orth, p8

Simmul – tailor who is enslaved by the aboleth; married to Rosla, p20

Siren's Prize – the name given to both Captain Corvel's ship, and to the magical pearl of the sirens

Storm Lord – a common name for the god of storms, thunder and lightning, see Kingdoms of Kalamar sourcebook p211

Tellene – the continent on which this adventure takes place, see Kingdoms of Kalamar sourcebook p5

Temple of the Stars – Church of the Traveler, god of travel and the stars, see Kingdoms of Kalamar sourcebook, p 197

Thirster – magical longsword owned by Kelvos, p 21, stats p26

Vlondvr – mage operating lighthouse for Brendlin Orth; held captive by an aboleth in the kuo-toan caves, p3, 19, stats p27

Willum – gardener of Brendlin Orth, p8

RANDOM ENCOUNTERS

The Random Encounters listed in the following chart can be used any time the PCs are traveling throughout the coastal plains of the Kingdom of Eldor. The number of creatures encountered each time is to be determined by the DM, and can be adjusted according to the level of experience of the PCs.

As the PCs travel in each listed area, the DM should check for random encounters at least three times per day (1 in 10 chance). If you determine that there is an encounter, roll on the following chart (1-10,000; roll a 10-sided die four times, the first roll becoming the 1,000s digit, next the 100s digit, then the 10s, then ones). See page 132 of the D&D *DUNGEON MASTER'S Guide* for more information about wilderness encounters. Detailed descriptions of monsters can be found in the D&D *Monster Manual*. Encounters such as Abandoned Cabin or Campsite are left to the DM's imagination.

A result of SPECIAL allows the Dungeon Master to insert something rare and fantastic into the campaign at his option. Use this option to introduce a glimpse of something powerful (such as a red dragon flying overhead) or perhaps an outsider trekking the Prime Material Plane on a specific mission. A random encounter result of SPECIAL can also be used to introduce the PCs to an NPC that will provide a plot twist or perhaps a needed helping hand if the PCs are down on their luck.

Encounter	Eldor Plains North	Eldor Plains South
Abandoned Cabin	1-40	1-40
Abandoned Equipment	41-45	41-45
Ancient Ruins	46-95	46-95
Ankheg	96-97	96-97
Ant, Giant	98-102	98-102
Assassin Vile	103	103
Badger	104-203	104-203
Badger, Dire	204	204
Basilisk	205	205
Bat	206-505	206-505
Bat, Dire	506-507	506-507
Bee, Giant	508	508
Beetle, Giant, Bombardier	509-528	509-528
Beetle, Giant, Fire	529-538	529-538
Berry Bushes	539-618	539-618
Blink Dog	619-628	619-628
Bulette	629	629
Campsite	630-729	630-729
Cat	730-809	730-809
Cattle	810-1309	810-1309
Chimera	1310	1310
Deer	1311-1410	1311-1410
Displacer Beast	1411	1411
Dog	1412-1611	1412-1611
Donkey	1612-1661	1612-1661
Doppelganger	1662-1666	1662-1666
Dragon, Brass	1667	1667
Dragon, Gold	1668	1668
Dwarf, Hill	1669-1698	1669-1698
Eagle	1699-1798	1699-1798
Eagle, Giant	1799	1799
Elf, High	1800-1824	1800-1824
Ethereal Filcher	1825	1825
Fruit Trees	1826-1925	1826-1925
Gargoyle	1926	1926
Ghost	1927-1936	1927-1936
Giant, Fire	1937-1939	1937-1939
Gibbering Moulder	1940	1940
Gnoll	1941-1990	1941-1990
Gnome, Rock	1991-2040	1991-2040
Goblin	2041-2065	2041-2065
Gorgon	2066	2066
Hag, Annis	2067	2067
Half-elf	2068-2147	2068-2147
Half-Hobgoblin	2148-2172	2148-2172
Half-Orc	2173-2197	2173-2197
Halfling, Lightfoot	2198-2297	2198-2297
Harpy	2298	2298
Hawk	2299-2598	2299-2598
Hippogriff	2599-2600	2599-2600
Hobgoblin	2601-2630	2601-2630
Horse, Heavy	2631-2670	2631-2670
Horse, Light	2671-2730	2671-2730
Krenshar	2731	2731
Lion, Dire	2732	2732
Manticore	2733	2733
Medusa	2734	2734
Men, Adventurers	2735-2784	2735-2784
Men, Bandits	2785-2884	2785-2884
Men, Berserkers	2885-2894	2885-2894
Men, Farmer	2895-4294	2895-4294
Men, Herder	4295-4894	4295-4894
Men, Hunters	4895-4944	4895-4944
Men, Merchants	4945-5444	4945-5444
Men, Miners	5445-5454	5445-5454
Men, Minstrels/Actors	5455-5504	5455-5504

Encounter	Eldor Plains North	Eldor Plains South
Men, Nomads	5505-5544	5505-5544
Men, Patrol, Heavy Cavalry	5545-6054	5545-6054
Men, Patrol, Heavy Infantry	6055-6491	6055-6491
Men, Patrol, Light Cavalry	6492-6636	6492-6636
Men, Patrol, Light Infantry - archer	6637-6781	6637-6781
Men, Patrol, Light Infantry - crossbow	6782-6926	6782-6926
Men, Patrol, Marines	6927-7101	6927-7101
Men, Pilgrims	7102-7151	7102-7151
Men, Pirates	7152-7201	7152-7201
Men, Raiders, Heavy Cavalry	7202-7266	7202-7250
Men, Raiders, Heavy Infantry	7267-7352	7251-7348
Men, Raiders, Heavy Infantry - pikemen	7353-7460	7349-7470
Men, Raiders, Light Cavalry	7461-7546	7471-7519
Men, Raiders, Light Infantry - archer	7547-7600	7520-7600
Men, Raiders, Marines	7601	7601
Men, Travelers	7602-8001	7602-8001
Men, Tribesmen	8002-8051	8002-8051
Mimic	8052	8052
Monstrous Centipede	8053-8062	8053-8062
Monstrous Scorpion	8063-8067	8063-8067
Monstrous Spider	8068-8072	8068-8072
Naga, Dark	8073	8073
Naga, Spirit	8074	8074
Natural Spring	8075-8124	8075-8124
Nymph	8125	8125
Ogre	8126-8135	8126-8135
Ogre, Mage	8136	8136
Orc	8137-8186	8137-8186
Owl	8187-8286	8187-8286
Owl, Giant	8287-8291	8287-8291
Phase Spider	8292	8292
Phasm	8293	8293
Pony	8294-8343	8294-8343
Praying Mantis, Giant	8344	8344
Rat	8345-8594	8345-8594
Rat, Dire	8595-8604	8595-8604
Raven	8605-9004	8605-9004
Shadow	9005-9008	9005-9008
Sheep	9009-9508	9009-9508
Skeleton	9509-9516	9509-9516
Snake, Viper	9517-9526	9517-9526
SPECIAL	9527-9553	9527-9552
Spectre	9554-9555	9553-9554
Spider Eater	9556	9555
Spooky Carcass	9557-9606	9556-9605
Toad	9607-9706	9606-9705
Troll	9707-9756	9706-9755
Vampire	9757	9756
Vampire Spawn	9758	9757
Wasp, Giant	9759-9762	9758-9761
Weasel	9763-9862	9762-9861
Weasel, Dire	9863	9862
Wererat	9864-9873	9863-9872
Weretiger	9874	9873-9874
Werewolf	9875-9882	9875-9882
Wight	9883-9889	9883-9889
Wolf	9890-9989	9890-9989
Wolf, Dire	9990-9991	9990-9991
Wolverine, Dire	9992	9992
Worg	9993-9996	9993-9996
Wraith	9997-9998	9997-9998
Zombie	9999-10000	9999-10000

7/12/1011

Traveling to the caverns below last night, as Koa Matusu, I ordered an attack upon the Siren's Prize and the riches it is rumored to contain. Such slaughter, thought I, upon seeing their bloody return — the war party numbering but a fraction of what was sent. They spat tales of razor shark's teeth, and no less than four severed limbs amongst them conferred these testaments to be true. Perhaps I acted rashly in ordering the attack...

6/15/1011

The courier has returned with payment of ten percent increase, not to my satisfaction. Payment was accepted, of course, but the threat still holds.

6/5/1011

I sent word through courier back to Brendlin — demand for a thirty percent increase in payment, or services will cease. The experiments have proven so costly as of late, the diamond supply running exceptionally low.

5/28/1011

Another failed experiment, this one quite costly. Perhaps I should consider selling the helm and potions.

5/21/1011

The kuo-toans performed another offering to Matusuab today. A much needed, healthy bounty. The equivalent of three hundred gold coins were taken, as well as a helm, though I have not had time to test for its properties. Four potions I also extracted from the kuo-toans, all apparently of the same make. When tested, I was imbued with the ability to breathe underwater. I have deduced by simple logic that an adventuring company equipped to explore the depths has fallen prey to a kuo-toan hunting party. Perhaps these adventurers had heard the tale of the Siren's Prize and all the wealth that it contained, and came creeping through the caves, only to discover they were ill-prepared to pass those obstacles which obstructed.

8/22/1011

Brendlin himself did not come seeking an audience, but sent his lackeys instead; no matter, they have lined my pockets quite handsomely. The recent quake has toppled the nearby island lighthouse, some half-mile's distance, and Dralven has not the excess coin in their treasury to rebuild. The merchant wishes to convert this tower as an inexpensive replacement. My services will be rewarded with a monthly fee, and I am hopeful that this extra income will provide the necessary funds to see the experiments through.

8/18/1011

A courier arrived today, delivering a message requesting that I meet the merchant Brendlin concerning matters of soliciting my services. As the experimentations have been costly, they must be put on hold for lack of immediate funds (though Matusuab shall soon make another appearance). I am interested to hear this business proposal from the Merchant Lord.

8/10/1011

The ground shook quite horribly today, disrupting a most costly experiment and setting back my endeavors some six weeks or longer. My greatest regret is that Matusuab is not due with provisions for yet another week. Perhaps this will give me time to theorize on the Equation Exotica.

7/12/1038

The workers are near completion, though they leave early each day, an hour before sundown. Superstition and fear keep them from this area at night if they only knew what I know.

1/8/1038

My association with the kuo-toans has been quite profitable indeed, so much in fact, that I have decided to build my tower over the vertical shaft which leads to the caves below. They call me "Matusuab", which I understand to mean "the bringer of storms." At last the time has come for my research to transgress from theory to practice, and I shall become pure energy, the very essence of magic.

3/13/1038

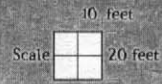
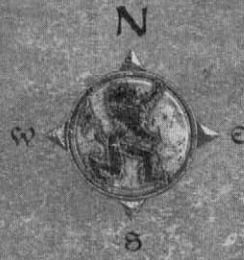
Research into the kuo-toan religion has proven to come not without cost — time mostly — for two gold coins to purchase a rare tome describing the avatar of the fish-like god Koa Matusu is but a paltry sum, considering the possible advantages.

2/28/1038

My search for that rarest of mollusks has led me to the seashore caves, located west of Dralven. My search unearthed not the treasure which I sought and still seek, but instead a brood of kuo-toans. Even as I stumbled upon them, I went unnoticed — for each and every one of those hideous creatures was transfixed in their gurgling prayers, chanting to their god and offering sacrifice in the way of looted gold. Some small research on my part and the application of alteration magic could produce most favorable results, though impersonating a god could pose a dangerous situation. Still, a most enticing prospect.

The Caves

1. Entrance
2. Beneath the Shrine
3. The Shrine
4. Garbage Route
5. Sandbar
6. Refuse Pit
7. The Gate
8. Guardpost
9. Kuo-toan Common Room
10. The Nest
- 11a. Entrance to Chieftan's and Elite Guard's Chambers
- 11b. Elite Guard's Chambers
12. Gur'rog's Chamber
13. The Dark Lake
14. Aboleth's Lair
15. Slave Hold
16. A Light Ahead
17. Shipwreck Site



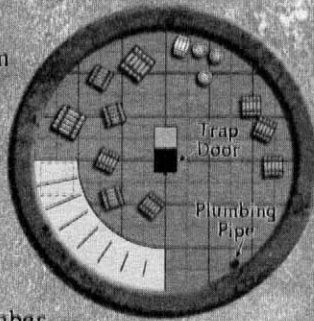
Areas 1 and 2 and the tunnels connecting area 9 to 10 and 11a are fully submerged.

All other areas are partially submerged, except where noted in text.

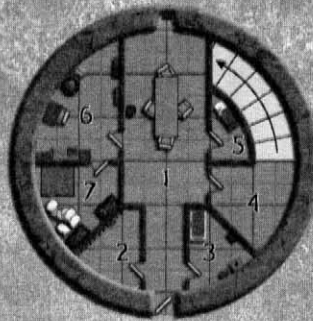
Lighthouse

(Vlondvr's Tower)

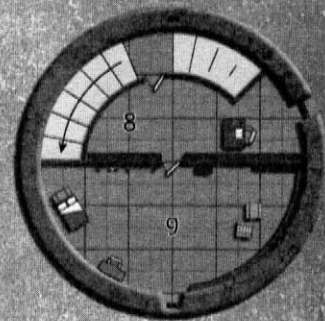
- 1. Common Room
- 2. Cloak Room
- 3. Facilities
- 4. Landing
- 5. Guestroom
- 6. Kitchen
- 7. Pantry
- 8. Study/Library
- 9. Vlondvr's
Sleeping Chamber
- 10. Regent Storage
- 11. Laboratory
- 12. Rooftop
- 13. Mirrored Wall
- 14. Short Stone
Pedestal



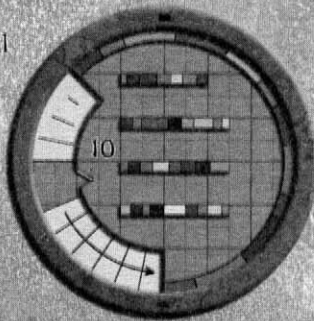
Cellar



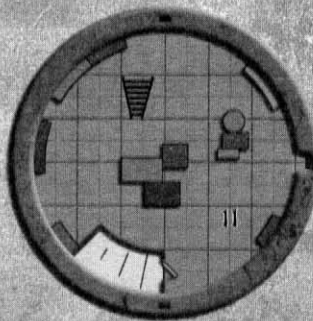
Level 1 (Ground Floor)



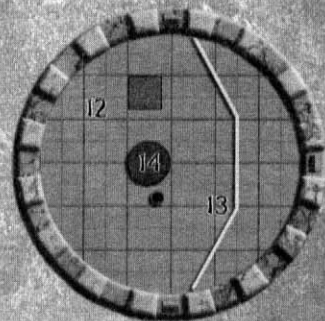
Level 2



Level 3



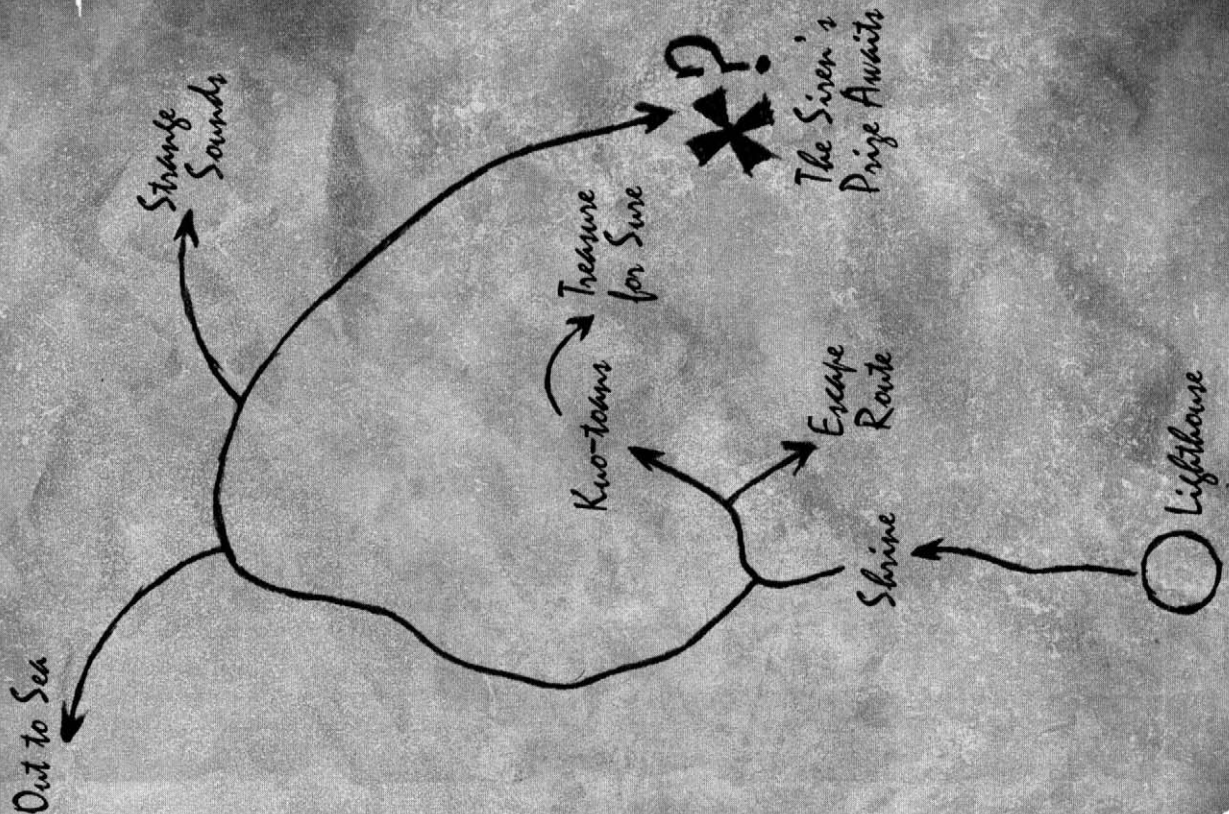
Level 4



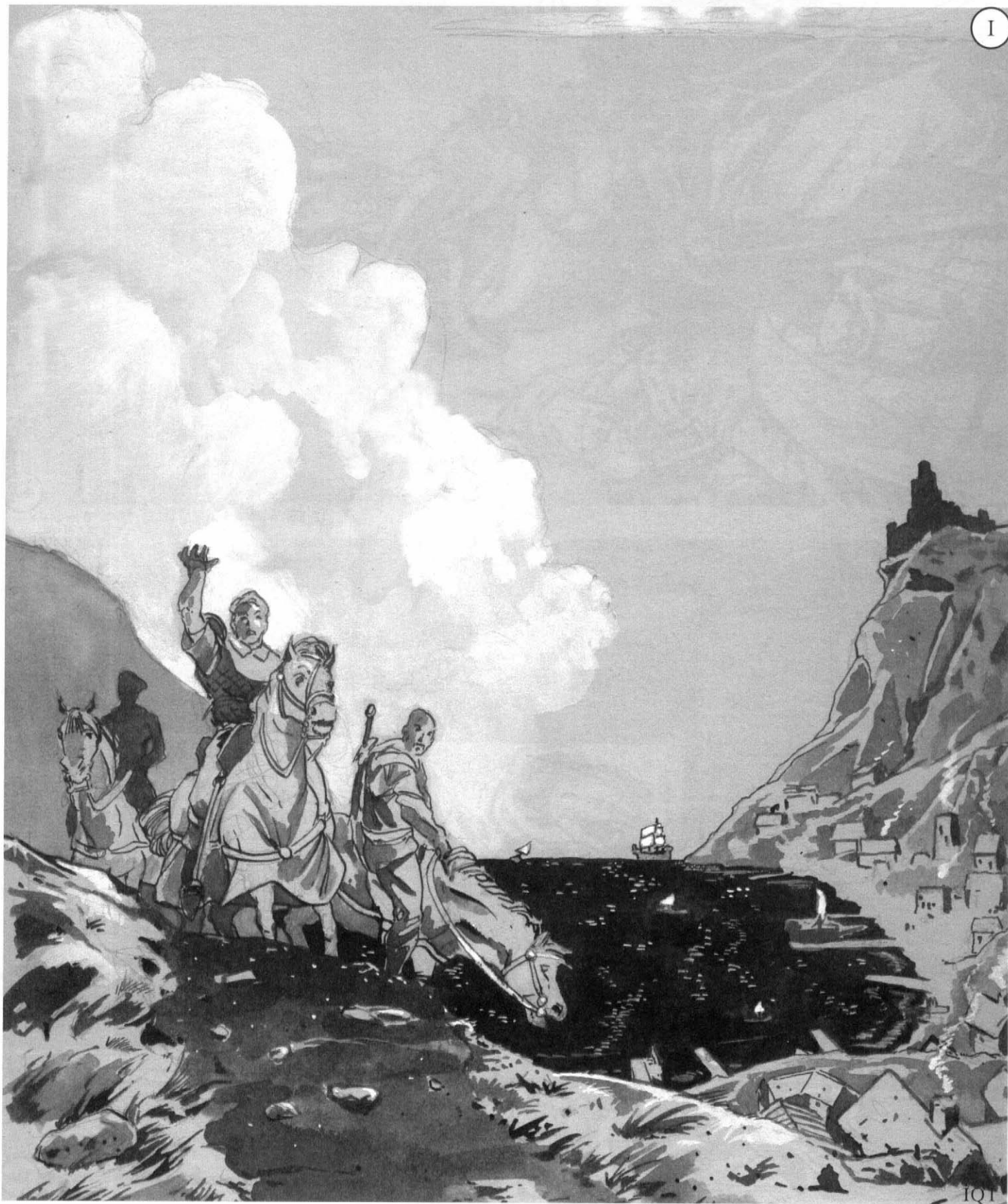
Level 5 (Rooftop)



Player's Aid #2



The **ImageQuest**™ Adventure Illustrator is designed for use by the DM during play. The DM should display the appropriate graphic to the players as they reach each encounter. The adventure text prompts the DM as to the precise time that each picture should be displayed. The DM's thumb should cover the picture number while the players are viewing the illustration so the players do not gain any unearned clues. DMs should also fold the booklet so that only one image is visible when showing the players. The maps at the end of the section are for DM use ONLY, unless labeled "Player Aid." We recommend each Player Aid be photocopied and given to the players as circumstances dictate.





2



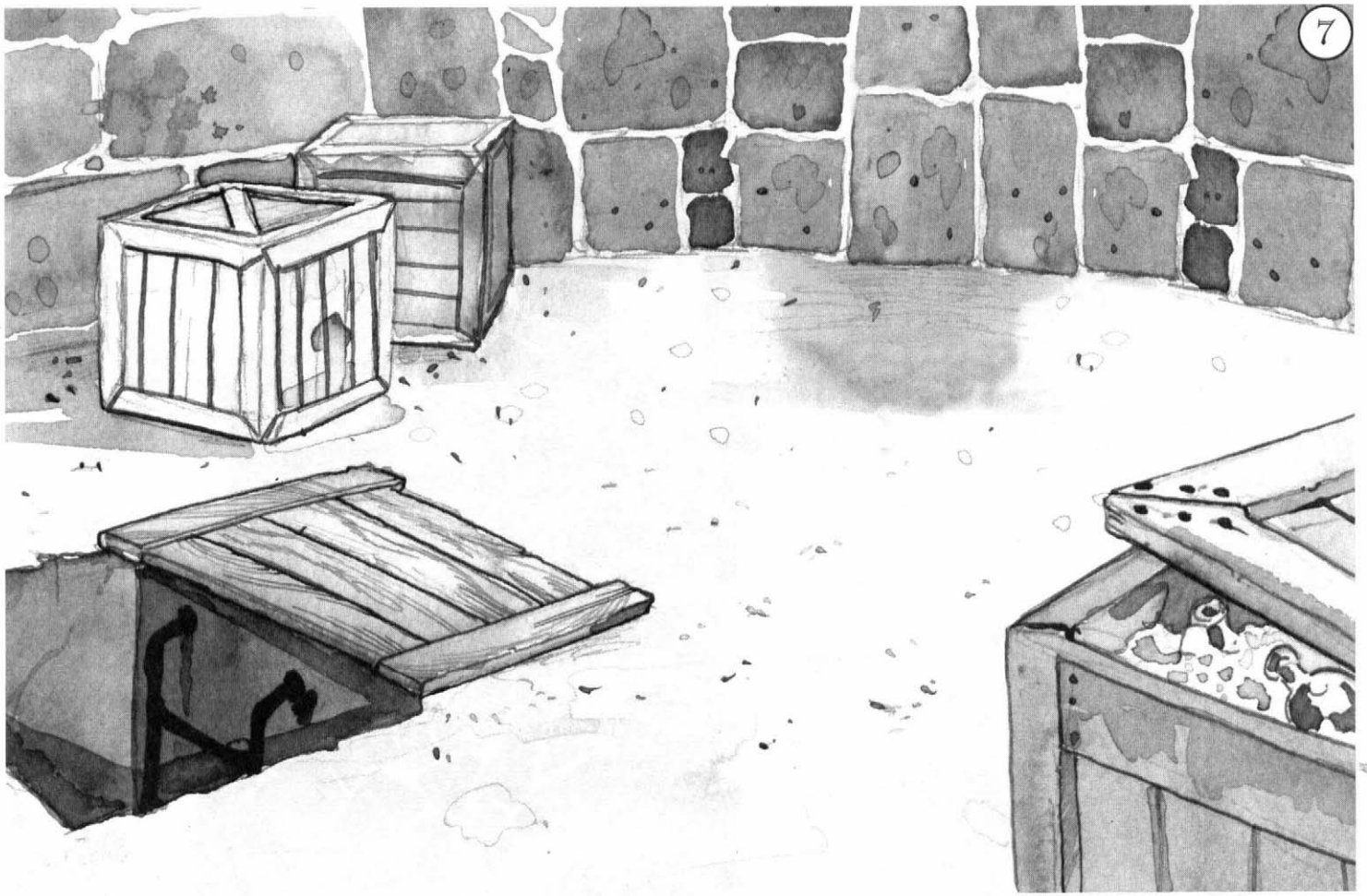
3

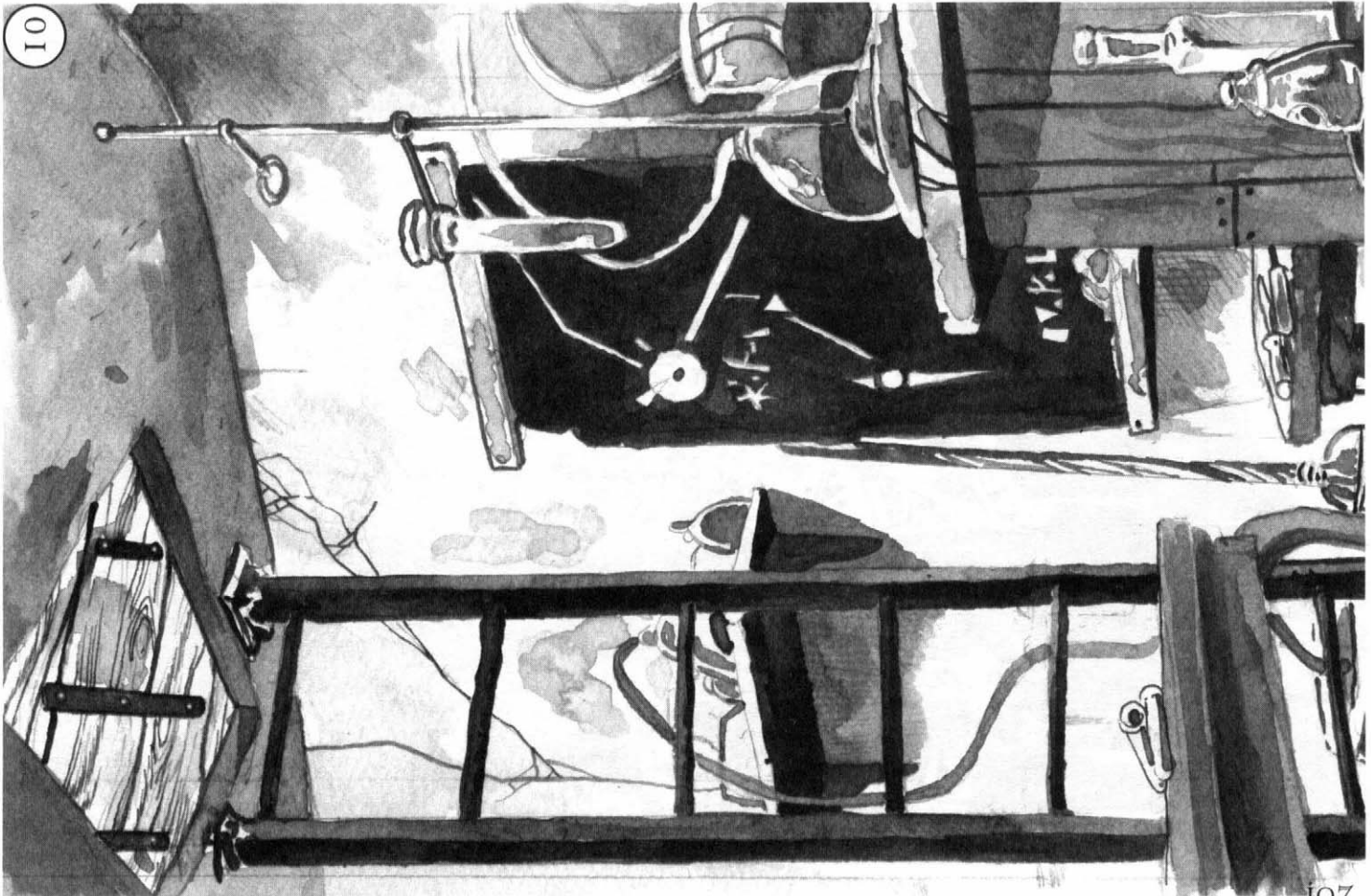
102







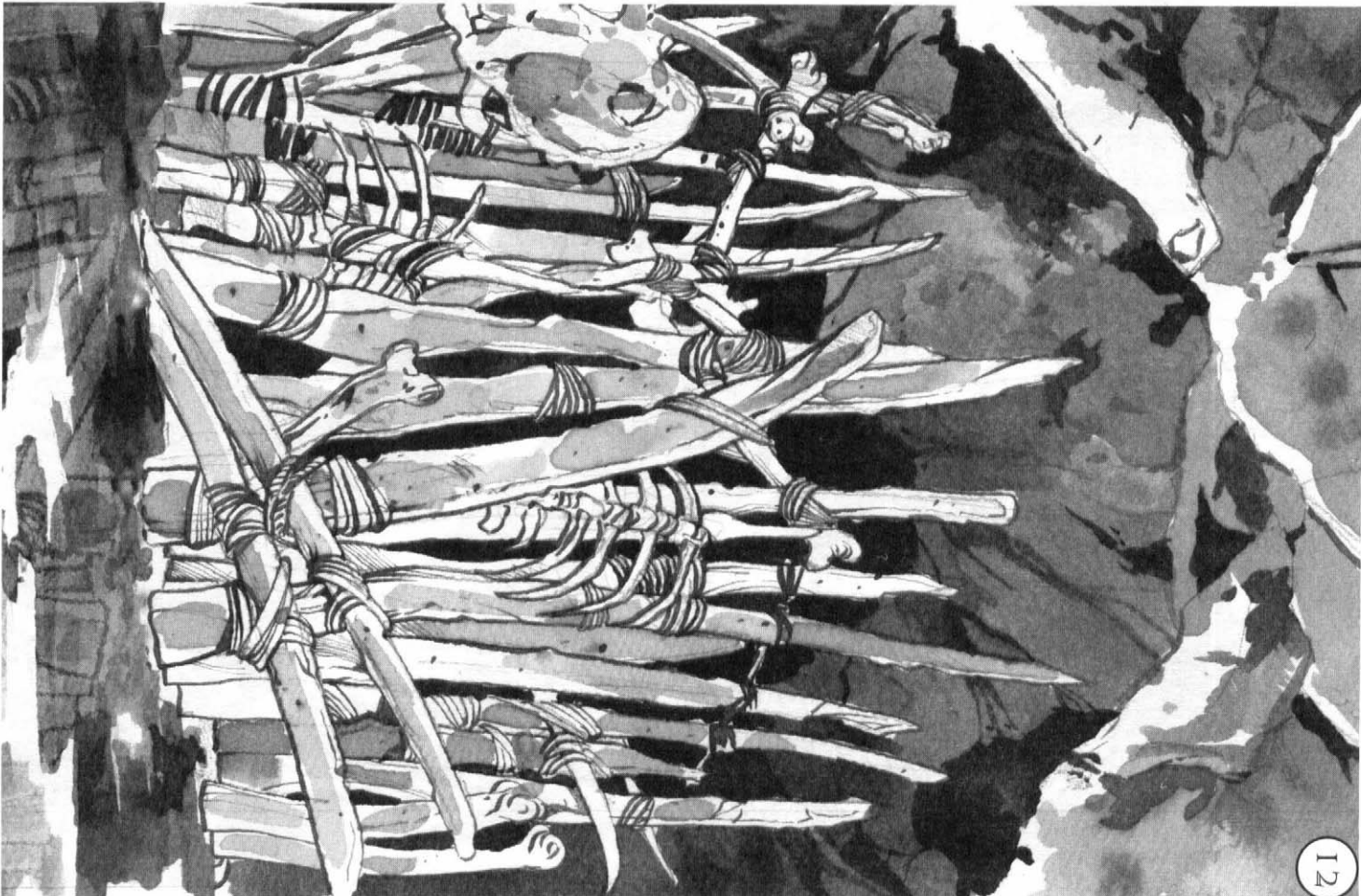








13



12

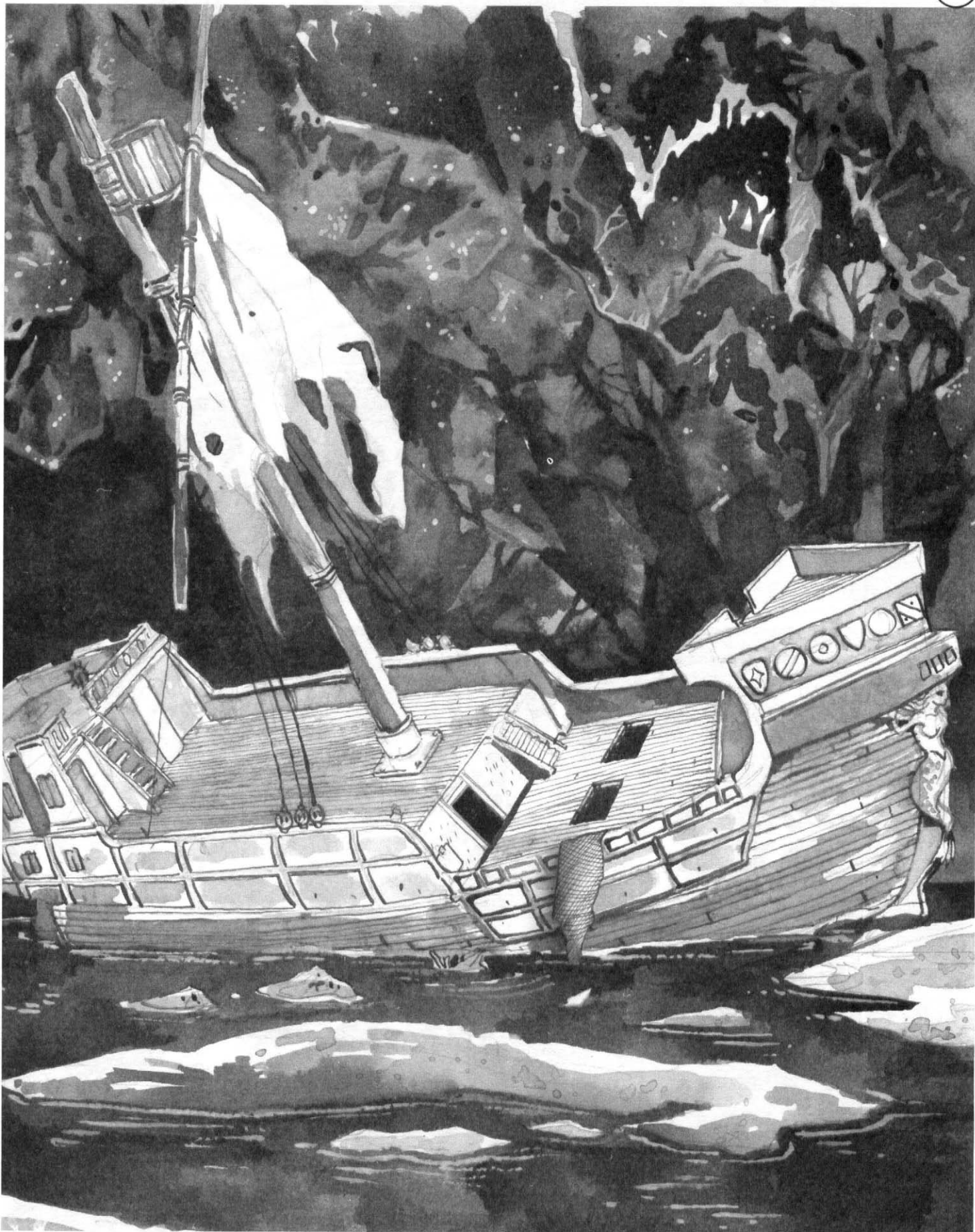


14



15

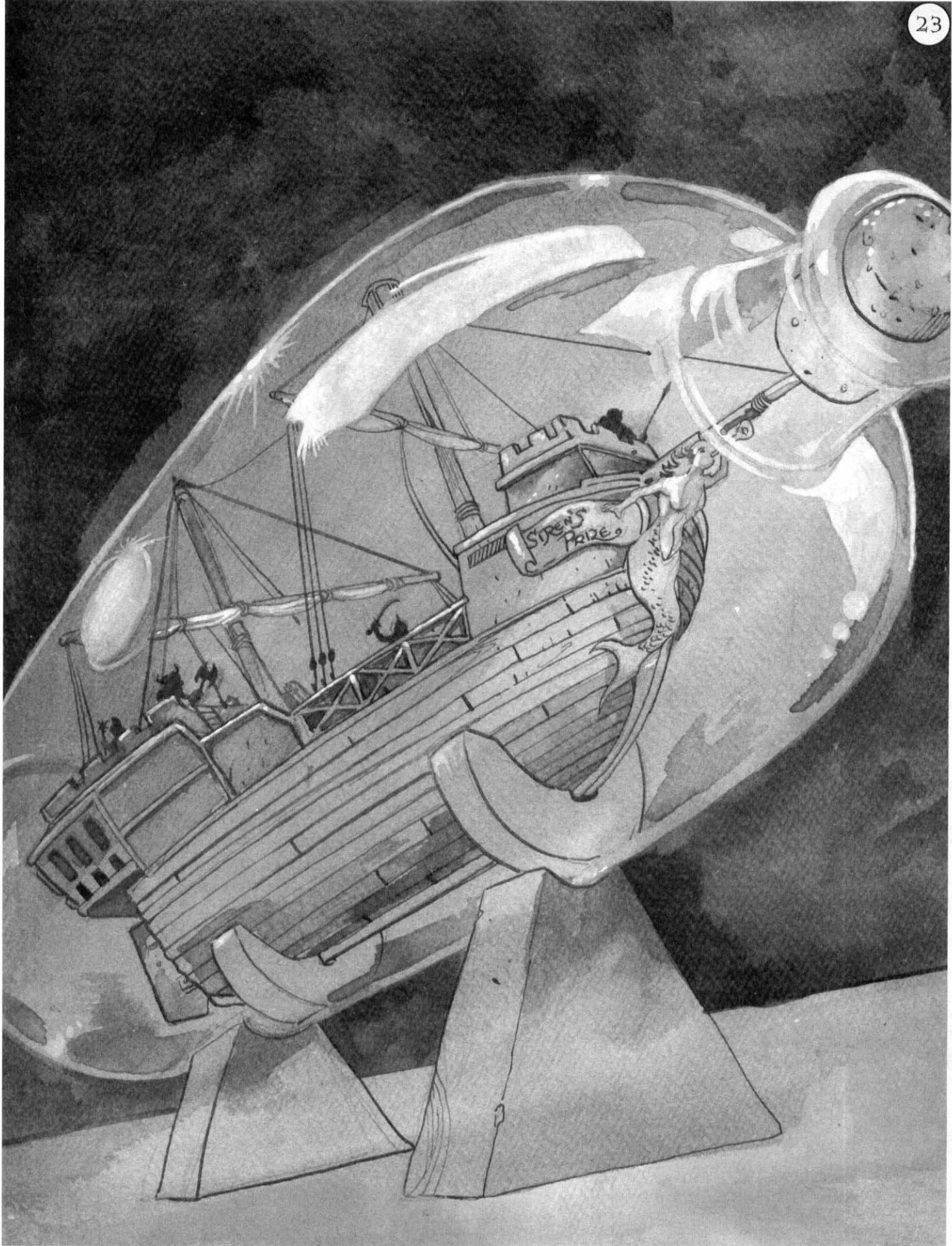






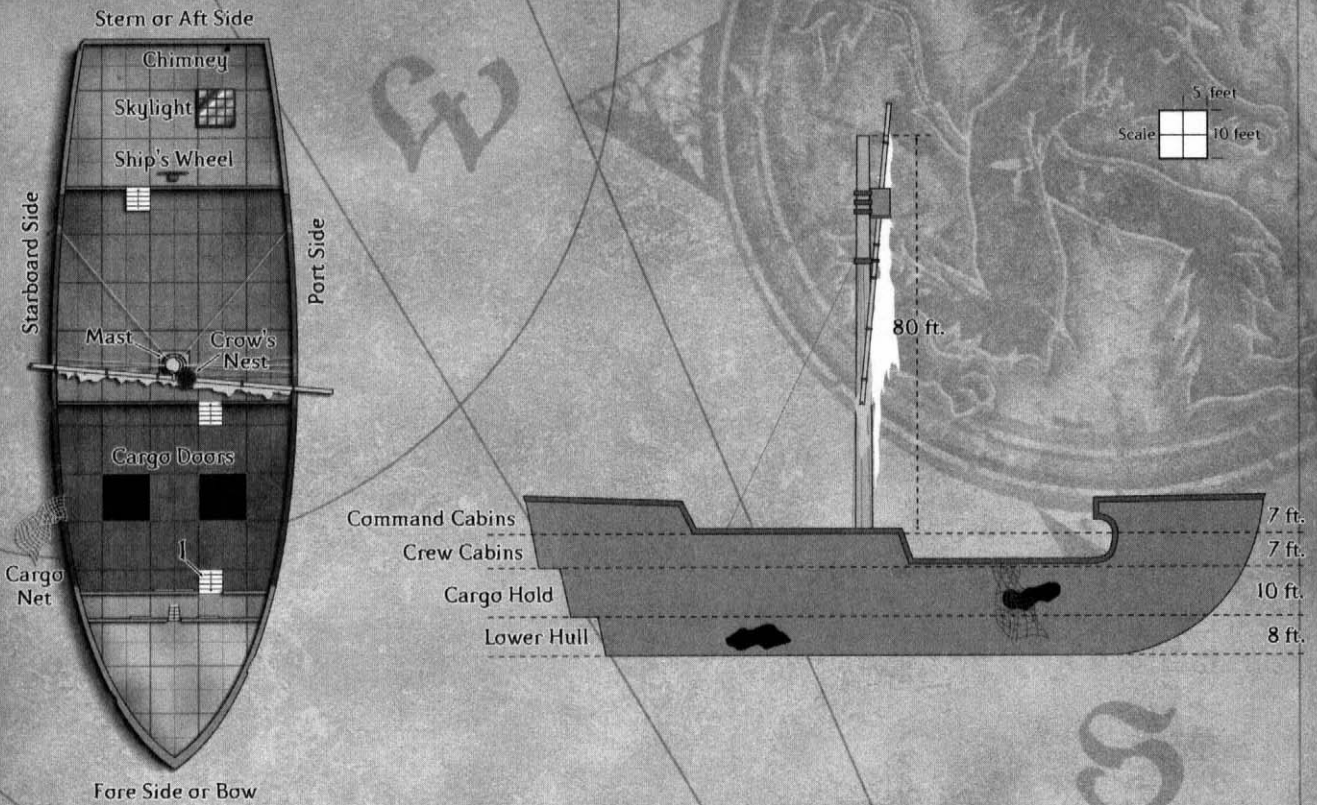






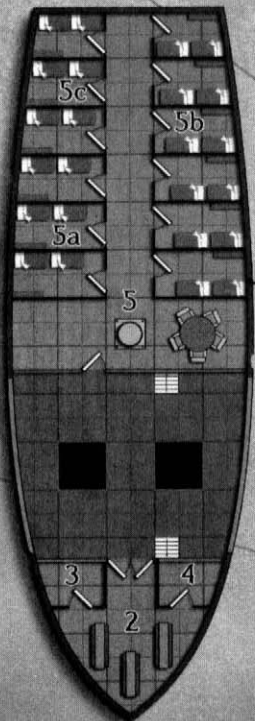
The Siren's Prize

Overview

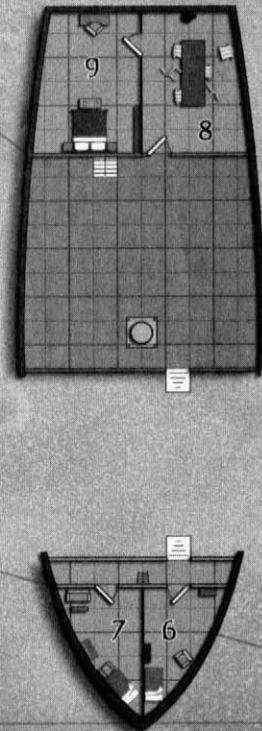


Fore Side or Bow

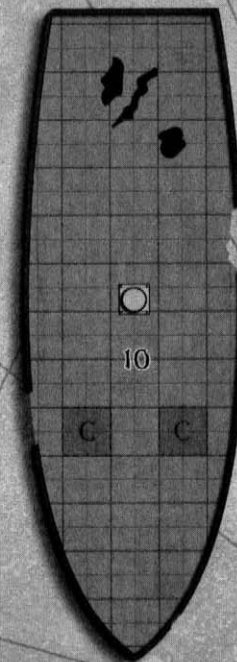
Above Deck
Level 1 (Crew Cabins)



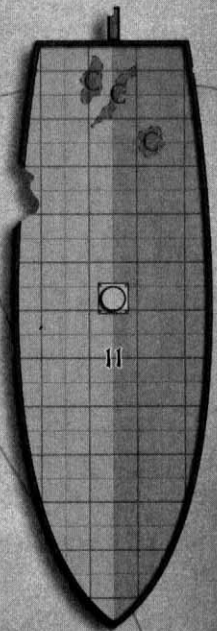
Above Deck
Level 2 (Command Cabins)



Below Deck
Level 1 (Cargo Hold)



Below Deck
Level 2 (Lower Hull)



SIREN'S PRIZE

Can your players discover the fate of the Siren's Prize?

Brendlin Orth, a wealthy merchant lord, seeks an adventuring party that doesn't mind doing some dirty work in exchange for cold, hard coin. It seems a lighthouse that guides his ships along the Brandobian coast has ceased to function. The job is simple – go to the lighthouse and see why the keeper has been neglecting his duty. If he refuses... well, lighthouse keepers are easy to come by. And the price seems good – too good. Is there more to the story than Lord Orth is telling? Let your players beware as they explore the strange lighthouse tower and the dangerous seaside caves beneath. Their Intelligence, Wisdom, and Strength will be tested in ways they never imagined, for surprises lurk in unexpected places, and long-forgotten tales may have more truth buried in them than even the wisest sage can tell. Will the players unravel the age-old mystery that lies beneath the tower? Will they find their way to the fabulous treasure that awaits them at the end of their quest? What is the terror that destroyed scores of men? The Siren's Prize awaits!



This accessory provides characters with a chance for many types of adventure: wilderness, town, underground and aquatic. Set in a small area on the Brandobian coast, your players will be embroiled in a tale of tragedy, death and revenge. Beware of a mage whose quest for knowledge leads to a deadly trap; a scheming merchant who cares more for his gold than he does for the lives of men; the brood of hideous aquatic humanoids who live in the seaside caves; a strange half-man who makes his home in the midst of this danger, and something even more terrifying that waits for them at the end of their journey...

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"Because a picture is worth 1000 words."

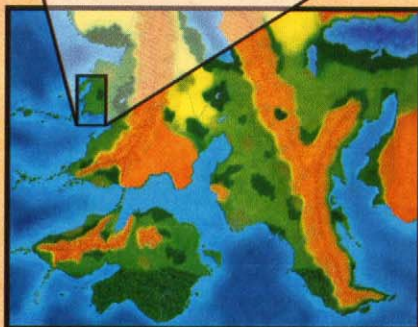
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- Details on the history and legends of Brandobia where the players will be exploring.
- Includes 7 new 3E magic items!

All done in the quality you've come to expect from Kenzer & Company.

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