

RIISING OF THE DARK

A DUNGEONS & DRAGONS[®] *LIVING* *FORGOTTEN REALMS* ADVENTURE

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During the rise of the Netheril Empire, many battles were fought. One battle sank a Netherese ship, sending it between the waves of the Sea of Fallen Stars. There it lay for many years, vessel and cargo forgotten. Until now... A *Living Forgotten Realms* adventure set in the Sea of Fallen Stars for levels 11-14.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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OFFICIAL D&D PLAY

Most likely you ordered this adventure as part of an event, or you received it from your organizer. To play this adventure and receive rewards for it, you must schedule it as an event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To schedule a game for public play, you must be enrolled in the Wizards Play Network. Information on enrolling in the program can be found at www.wizards.com/wpn. If you are scheduling the game for private play, you do not need to be enrolled in the Wizards Play Network. The person who schedules the event, called the organizer, is in charge of making sure the event is scheduled before play, runs smoothly on the date scheduled, and gets reported back to Wizards in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to DM this adventure if you are not the organizer.

By scheduling and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for scheduled play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

To learn more about event scheduling and DM REWARDS, visit the D&D Events website at www.wizards.com/dnd and click on "Events."

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of an officially scheduled event, complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be

played within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 11 - 14. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second

encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

Diseases: Diseases take hold of a character and last until they are cured or they reach their final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

ADVENTURE BACKGROUND

The Velarian Alliance is a trade alliance between merchants from Nathlan, Vesperin, Myth Drannor and New Velar who oppose the influence of Netheril-controlled Sembia in the Dragon Reach. Recently the

alliance, through contacts in Sembia, learned of a Netherese ship wrecked some time ago in the Sea of Fallen Stars. The ship was a caravel of High Imaskari design, a spelljammer (a ship that can fly and perform planar travel) commissioned by Netheril in an attempt at establishing diplomatic relations. Called the *Mistress of the Night*, it was lost in the year of Knowledge Unearthed (1451 DR), after a battle with a monstrous sea creature. The ship contains items and documents important to the Alliance as they may shed light on long term plans of Netheril. The Netherese have forgotten these documents exist since the damage of the ship's loss to the relation with the Imaskari was of more import. Few were aware of its cargo and the cargo manifests got lost in the chaos during those times.

To increase their grip on their enemy, the Alliance wants to mount an expedition to find these items and documents. They are unsure the documents are still up-to-date, but they have reasons to believe they are of value, and at least the items should be worthwhile mounting an expedition for.

The PCs are asked to retrieve the documents, but the Alliance is unaware that the ship is actually a *spelljammer* - and that it's former helmsman, now undead, seeks to restore it.

DM'S INTRODUCTION

Encounter 1: Lady Administrator Pensu Chiang asks the PCs to help her recover documents from a wrecked Netherese ship, the *Mistress of the Night*. Optionally, PCs can be hired by rival organizations to spy on the mission.

Encounter 2: The PCs are brought to the spot where the ship was sunk. They descend into the deep, where they need to succeed in a skill challenge (primary skills Perception, Stealth, and Nature) to find the *Mistress of the Night* and avoid a kuo-toa patrol.

Encounter 3: Not everything rests quietly in the *Mistress of the Night*. Lacedons (underwater ghouls) attack the PCs when they explore the ship.

Encounter 4: The PCs find an air bubble in the ship. There they meet Panahq [pa-NAK], the former helmsman. Panahq is now a death knight tied to the ship. He believes he can only find rest if he brings the ship to safe harbor. For this, the *Mistress of the Night* needs to be repaired. He does not wish to relinquish any documents if the PCs don't help him. The PCs can fight him and then escape, or help him repair the helm.

Encounter 5: In a skill challenge, the PCs try to fix the ship's helm using scrolls provided by Panahq. If they succeed the ship rises quickly, otherwise Encounter 6 lasts longer.

Encounter 6: While the PCs ascend, they are attacked by a monstrous behemoth. If they are on the ship, they only need to fight it for 4 or 6 rounds, before the ship rises above the water, and they can use the ship as cover. Otherwise, they need to kill the behemoth in order to escape.

Encounter 7: As the PCs rise above the water, a shadow is cast over the PCs as the floating city Sakkors appears in the air. If the ship was successfully repaired, Panahq activates the helm, and the *Mistress of the Night* ‘jams’ (moves through the astral plane) to safety. Otherwise, Shadovar descend to claim the documents. The PCs finally manage to escape when the ship suddenly activates.

Wrath of the Blue Lady: The ship has sunk in dangerous waters – according to myth a being called the Blue Lady claims the area of the Sea of Fallen Stars. Mel Odom details the Blue Lady and her fate in the Forgotten Realms novel *Wrath of the Blue Lady*.

While this adventure takes place in the area, and uses creatures and NPCs from that novel, the Blue Lady herself is not encountered.

PLAYER’S INTRODUCTION

The Velarian Trade Alliance needs reliable people to find the *Mistress of the Night* in the deeps of the Sea of Fallen Stars, and search it for the documents it contains.

Some PCs may have met and worked for the Alliance before – whether they knew it or not.

The Alliance consists of the following factions:

- Aron Selkirk of Calgaunt, Vesperin.
- The Seven Burghers of New Velar, The Dalelands, which consist of Reikherd Brewmaster, Emerra Grimbarrow, Shaera Goldenleaf, Kira Nenthyn, Lucus Rivenstave, Harlan Treskeden, and Jonster Yate
- The eladrin of Myth Drannor.
- The Chiang Emporium from Nathlan, Dragoncoast. At the time of this writing, it is unknown if the Chiangs were accepted in the Alliance (see DALE1-6 *The Vesperin Initiative*).

The main employer in this adventure is the Chiang Emporium, as they organize the mission.

A PC is invited by them (received Handout 1A), if he has:

- A favor with the Chiangs (such as DALE01 **Favor of the Chiang Emporium** from DALE1-1 *The Prospect*) and/or
- A favor with the Velarian Trade Alliance (such as DALE16 **Recognition of the Silver Ravens** from DALE1-6 *The Vesperin Initiative*),

Some PCs may instead be approached by the wood elf Mishell Nymonen (you can use this option if PCs express a dislike of the Chiangs).

She has arranged for their inclusion in the mission, hoping they can ensure fair play by the Chiangs. Mishell represents Myth Drannor, though those who succeed on a DC 20 Streetwise check know she is really works for Elminster, the sage of Shadowdale.

Provide Handout 1B for PCs who do not get Handout 1A but have:

- A favor with Myth Drannor (such as a favor from SPEC1-3 *Ghosts of the Past*).
- A favor with Evereska (such as gained in CORE1-12 *Song of the Heart*).

A PC who does not get Handout 1A or 1B is selected based on reputation, and gets Handout 1C. The adventurer is treated with some reservation, especially when a shadar-kai or drow, as the Alliance is aware that dark forces are working against them, and thus prefer to not reveal information that isn’t needed unless they have reasons to trust the PCs.

PCs who played DALE1-6 *The Vesperin Initiative* were present when the Alliance formed. They had a vote in whether or not the Chiang Emporium was included in the Alliance. If a PC was in DALE1-6, ask the player whom the PC argued for. The PCs’ decision affects whether the Chiangs look upon them favorably or not: PCs who voted for the Chiangs are greeted warmly, while those who voted against receive a cold reception.

In either case, the Chiangs do not comment on their status in the Alliance. They have been asked by Aron Selkirk to provide the ships for the mission, and they are providing that service.

Read or paraphrase the following to the players once they have traveled to the Chiang Emporium conclave at Westgate:

The Chiang Emporium compound in the Westgate harbor district is situated in a part of town where most of the inhabitants seem to be Shou, who live together in small, crowded places at the edge of town. Among this mass of buildings, the compound is a quiet place, separated by a huge wall from the outside world.

Several large warehouses are set next to an inlet from the harbor. Two ships are moored here; One is a sleek ship, named the Sun Dragon. The other ship, called the Swallow, looks battered and hardly seaworthy and is being hoisted on shore for repairs.

Your destination is the trading house, a low but functional building, where you are to meet the Lady Administrator Pensu Chiang.

ENCOUNTER 1: INTRODUCTION

SETUP

Important NPCs:

Lady Administrator Pensu Chiang (Bluff +9, Diplomacy +9, Insight +11)

Pensu Chiang is the second daughter of Yui Chiang, who is the head of the Chiang Emporium in Westgate. See Appendix 1 for more information on her and the Chiang Emporium.

Being dependent on the PCs, she is courteous and polite, even to shadar-kai or people from the Netheril region, though a DC 19 Insight check shows she watches those members closely.

She does not display the arrogance PCs may have grown to associate with the Chiang clan.

Pensu Chiang bows, and smiles warmly. “Welcome in our house. Please sit, friends of Chiang, and have a drink, so we can speak in comfort.”

Pensu indicates some cushions and a low table with cups and carafes with drinks. She waits until the PCs are seated before she settles down herself.

After taking the PCs names and the sharing of drinks, she brings her request.

“As you well know, the Sea of Fallen Stars has been the stage of many a sea battle, and in those battles, many a ship was sunk.

We have an interest in one particular sunken vessel. She is called the Mistress of the Night, and once belonged to the Netheril Empire. Sources tell us that among this vessel’s cargo are documents that are of vital import to the enemies of Shade.

We are those enemies. And thus, we need these documents recovered.”

Pensu impresses on the PCs the importance of the mission. If the documents are real, they’ll contain important information that will significantly better the position of the Velarian Trade Alliance.

She can inform the PCs of the following:

- The *Mistress of the Night* was some kind of prestigious caravel, a gift from Imaskar when Netheril started diplomatic negotiations with the empire.
- On its way to Netheril, a monstrous creature – of which little is known except that it was enormous – attacked the vessel when it went through stormy weather. It is assumed the

Aboleth Sovereignty was behind the attack, though the reasons for the conflict is unknown.

- The vessel was sunk, and nobody survived. The only information about the attack was from a sending by the Imaskari navigator.
- The information was long forgotten. The Velarian Trade Alliance recently recovered it out of the hands of a Sembian source. The source is Lord Gyertan, from *DALE1-3 Master and Servant*. Pensu Chiang reveals this to the PCs if any of them participated in that adventure.
- The ship’s name is one of Shar’s titles. It was devoted to her.
- The Velarian Trade Alliance hope to use the documents to gain an advantage over Shade.
- Pensu does not know what the documents contain. She stresses that the documents are of immense import: their contents was deemed important by the Shade princes – it is bound to contain information that may have serious effects should they ever fall in the wrong hands.
- The documents are easily recognized. They are in a bone scroll case, sealed with two wax seals that contain powerful wards.
- The scroll should not be opened – if the wards go off, the contents may be ruined.
- The PCs are paid handsomely for their services. If they return the documents, they earn 800/1400 gp each for their troubles, as well as magic from the Chiangs warehouses – half that sum if there were no documents or they were destroyed.
- The PCs are told to sign a contract that put forth the conditions. Part of this is so that the PCs may claim right to any cargo on board as spoils of war (but not the ship itself, which the Chiangs claim, despite not having any means to salvage it).
- The Chiangs arrange transport to the area where the ship was sunk, as well as a means to travel underwater. They have found a man, captain Kwo, who knows the waters (a DC 14 Insight shows Pensu does not much like this captain, but she refuses to say why if asked).
- If a PC has his own ship, they can use that. In that case, they may use their own crew, though Pensu Chiang presses them to take captain Kwo with them, as he knows the waters, and has already been paid.

PCs who have reason to believe that the Chiangs were voted out of the Alliance (due to choices in *DALE1-6 The*

Vesperin Initiative) may wonder why the Chiangs are so anxious to help. If asked, Pensu informs them that the clan has their own reasons to oppose Netheril. It is in everyone's interest that the Alliance succeeds.

PCs may be skeptical on whether diving to a ship is worthy of their efforts. Pensu Chiang claims the importance of the documents is why she hired people of such renown. She is not a very good liar though, and most PCs realize that she is not saying everything.

If pressed, she admits that the area where the ship sunk is rumored to be a cursed place - apparently the location of 'some sea monster'. She doesn't know any details, as she believes it is just sailors' talk. Rumors have intensified over the last few months. She had trouble finding a crew. The only captain willing to go on the mission is 'Kwo' (captain Kwo Chiang, but Pensu refuses to call him Chiang), who has been in these waters. He ensured her only adventurers of any renown would survive in those waters.

ENDING THE ENCOUNTER

Once the PCs accept the mission, Pensu arranges for housing. She tells them the *Sun Dragon*, the ship the PCs will be on, leaves first thing the next morning.

Move to Encounter 2.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 2: THE DEEP

SKILL CHALLENGE LEVEL 11/13, COMPLEXITY 2 (1200/1600 XP)

SETUP

In this skill challenge, the PCs are brought to the location where *'The Mistress of the Night'* sunk. The PCs descend into the deep where they have to find the sunken ship while avoiding kuo-toa patrols.

The small Chiang caravel 'The Sun Dragon' cuts through the waves with ease as it travels seamlessly over the sea's surface.

The PCs have about a day or two before they reach their destination. There is little to do on board. The crew - all Shou women - does not socialize much, and they look extremely nervous.

Surprisingly, the ship's captain, named Kwo Chiang, is male. While Kwo's name is also Chiang, members of the Chiang clan, including any Shou crew, do not consider him family, and refer to him as 'Captain Kwo'. The crew obeys him, but does not seem to hold him in high regard.

See Appendix 1 for more information on Captain Chiang. The captain is less distant than the crew. If the PCs approach him, they may learn more about their destination, including some things Pensu conveniently left out.

- The area the ships sank is an area of the sea between Prespur and Pirate Isle.
- The area is considered very dangerous. Storms are common, and many vessels have sunk there over the years,
- Sailors attribute the sinking of the vessels to a mysterious being known as the Blue Lady. They claim she sends ships to their doom. Over the past year, the myth has grown and many sailors are now fearful to go into this area.
- Captain Chiang is one of few people who dare and he has recently traveled there.
- If pressed, Chiang confirms the Blue Lady exists. In fact, he claims that he has seen her. He claims she was defeated, but does not sound too convincing.
- Chiang does not like to go into his relationship to the clan, and refuses to answer if he is of the same family. If pressed, Chiang says that he and the clan came to an 'arrangement' out of need. He desires to finish this business and then

never to see the Chiangs again - something that seems to be part of the deal.

- He normally captains a different ship (the *Swallow*). That ship is now under repair.

In the evening, when some drinks pass hands, the mood with the crew lightens. PCs who listen can hear the various stories about the Blue Lady. If the PCs took their own ship and crew, they find that their crew knows the same rumors.

Most of the crew are not at all convinced that she is gone as the captain claims. Her origin is shrouded in mystery. Some claim she is a lover who drowns all sailors for the one sailor that broke her heart. Others claim she is an exarch of the sea goddess Umberlee. A popular story tells she is the ghost of a ship that sunk and now draws others to their doom, condemning them to a similar fate.

All the tales say that her wrath sinks ships, and her magic dooms sailors to serve her in undeath. Any who enter her domain are doomed.

Most sailors gaze at the PCs after those words, some of them pitiful, others smirking.

Once the PCs are ready, proceed with the skill challenge.

SKILL CHALLENGE: INTO THE DEEP

Goal: The goal of this skill challenge is to quickly find the location of the sunken ship *'The Mistress of the Night'*, while avoiding patrols.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Athletics, Perception, Stealth

Other Skills: Nature, History, Endurance, Dungeoneering

The anchor is lowered, and captain Chiang turns to you. "Regardless of what you believe of the myths, this part of the Sea of Fallen Stars is still filled with dangerous creatures. Avoid them whenever possible or they will gang up on you."

Moreover, you may alert the aboleths - you really want to avoid that.

He then orders the ship's mage to cast a Water Breathing ritual. The ritual allows the PCs to breathe water for 24 hours. They'll have to be sure to get back by then.

SCENE 1: IT'S COLD AND DARK DOWN HERE

Descending into the deep you experience the undersea world: schools of fish and other marine life flee as you sink deeper and deeper into the darkness of the depths.

Athletics DC 15/16 (group check - more than half of the PCs need succeed, 1 success, 1 maximum)

All PCs are required to make this check as they fight the underwater current. PCs mounted on animals with a swim speed automatically succeed. If one or more PCs fail, they have a difficult time swimming against the underwater current and get a -2 penalty in future physical checks.

The water gets darker and colder, and the pressure of the water slowly builds.

Nature DC 20/21 (trained only; 1 success, 1 maximum)

By judging the underwater current, the PC estimates the path the sinking vessel must have taken while descending towards the bottom of the sea.

History DC 15/16 (no successes)

The slow draining of the waters into the Underdark influences the currents of the Sea of Fallen Stars. Realizing this from past records grants a +2 bonus on the next Nature check.

SCENE 2: BIG FISH

After some time you approach the sea floor. For some reason, maybe something in the water, the darkness lightens here to a dark blue.

Shipwrecks are scattered in a forest of strange animate plants and blasted tree stumps.

The PCs have entered the fringes of the domain of the Blue Lady, an area with its own laws.

In this area, swimming is easier - the water is still cold, but the water pressure common to these depths is absent, and the entire area is dimly lit.

Perception DC 15/16 (1 success, 1 maximum)

The PCs notice a strange creature hiding in the vegetation. It seems aggressive, and is tracking them, though it stays close to the plant life.

Nature DC 15 (no successes)

The PCs identify the creature as a plaguechanged humanoid. It sprouts tentacles from the palms of its hands and has crooked fangs for teeth. A DC 15

Streetwise check recalls a story about similar creatures told by the sailors, who called them sea shamblers.

Engaging the Sea Shambler (1 failure)

Engaging the sea shambler, regardless of whether the PCs win, counts as a failure, as the fight draws attention. Make sure the PCs realize that the fight will likely draw attention before they engage it.

If the PCs still want to engage the sea shambler, one PC (pick one) loses a healing surge, though the party eventually defeat it.

Alternatively, use the following monster to simulate a brief combat: **1 sea shambler (level 11/13)**. Use the stats blocks in Encounter 6.

Stealth DC 15/16 (group check - more than half the PCs need to succeed, 1 success, 1 maximum)

The PCs dive into some seaweed or behind some underwater rocks to shake off the sea shambler.

If one or more PCs fail, the PCs fail to shake it off. They earn one failure, and it attacks (see 'engaging the Sea Shambler' above, but PCs do not earn an additional failure).

SCENE 3: COMBARHUSEN

Before you, the sea bottom seems to move. A large shape rises up from the sands, a great mound of coral. It is the size of a castle and moves ponderously. Two small pinpricks of light seem to indicate eyes, high up in a pointy, head-shaped chunk of coral.

It appears to look down on you.

Then, a slow, low voice sounds in your head.

"Who... Are...You?"

This is Combarhusen, a being known as a coral titan. It does not regard the PCs with hostility, but it wonders why the PCs are there - and whether the Blue Lady would like to know.

Combarhusen knows no secrets, and he proves this by thinking aloud inside the PCs' head. He actively contemplates telling the Blue Lady of incursions by the aboleths (which he assumes the PCs are). The PCs should realize that that would be very bad for them - even if the Blue Lady is destroyed as captain Chiang claims, other creatures may be alerted.

Fighting the titan is not an option (if a PC attacks, let him make an Intimidate check), but the PCs can try to convince Combarhusen to not reveal them.

Diplomacy DC 15/16 (1 success, 1 maximum)

The PCs convince Combarhusen that they are not aboleths - and that they really would not like the Lady's attention.

Bluff DC 12/13 (no successes)

The PCs distract Combarhusen long enough to sneak away. This opens up the use for the Stealth skill.

Bluff DC 15/16 (1 success, 1 maximum)

The PCs trick Combarhusen by claiming the lady already knows they are here, or try to convince him she's dead. Combarhusen has not heard of her dying, though he admits he has not seen her for some time.

Intimidate DC 15/16 (no success)

Threats aren't really impressive to Combarhusen but he thinks they are amusing and it makes him pay attention. A good threat grants a +2 bonus on the next Diplomacy or Bluff check. A bad threat isn't noticed.

Insight DC 20 (no successes)

The PC realizes the titan is quite slow and unused to normal social interaction. It has no concepts of secrets. This grants a +2 bonus on the next Diplomacy or Bluff check.

Nature DC 20 (no successes)

The PCs successfully identify the creature as a coral titan. Coral titans are generally not malicious, very slow, and have no concepts of secrets. This grants a +2 bonus on the next Diplomacy or Bluff check.

Stealth DC 15/16 (group check - more than half of the PCs must succeed, only after a Bluff check, 1 success, 1 maximum)

The PCs cause a short distraction, and dive into the seaweed or behind some underwater rocks.

This confuses Combarhusen, who isn't used to secrets and therefore can't imagine people hiding from him. After wondering where they went, he decides he imagined the PCs, and then just wanders off without trying to alert the Blue Lady.

If the PCs fail a check, the titan loses interest on the PCs. He sends out a thought wave to nearby allies about the PCs' presence (which the PCs can sense as well), and then slowly wanders off.

SCENE 4: REMAINS

The sea floor is littered with the debris and the dead of dozens of wrecked ships - a shipwreck graveyard. None of these ships is the Mistress of the Night.

Endurance DC 15/16 (no successes)

The PCs have been swimming for a while now, and the cold of the water is affecting them. They all need to make an individual endurance check or become exhausted from the cold and exertion. If the PCs have used rituals such as Endure Elements, this grants a +5 on this check. Failure results in the loss of one healing surge.

Perception DC 20/21 (1 success, 1 maximum)

The PCs locate parts of a ship that do not belong to any of the wrecks in the immediate vicinity. One part looks to be a statue of a female once decorating the bow of a ship.

Religion DC 15 (no successes)

The PCs identify the statue as being a depiction of the goddess Shar.

Dungeoneering or History DC 15 (no successes)

The PCs identify the statue to be of High Imaskaran design.

SCENE 5: THE SHIP

Following the track you presume was made by the ship, passing formations of smashed coral and rock, you suddenly see a patrol of sea creatures. The only hiding place appears to be the rock formations, but those gaps in them are pretty narrow...

Each PC needs to deal with a way to hide from a kuo-toa patrol.

Acrobatics or Stealth DC 15/16 (group check - more than half of the PCs need to succeed, 1 success, 1 maximum)

You skillfully maneuver through tight spots in the sea floor's rock in order to evade the kuo-toa patrol, or quickly drop flat in a small ditch and hold still, hoping the kuo-toa don't spot you. Every PC must succeed on either of these checks to succeed.

Engaging the Patrol (1 failure)

Engaging the patrol, regardless of whether the PCs win, counts as a failure, as the patrol's loss alerts the kuo-toa's allies. Make sure the PCs realize this before they engage it.

If the PCs still want to engage the kuo-toa patrol in combat they all lose 1 healing surge, though they defeat the patrol.

Alternatively, use the following monsters to create an actual combat: **4 kuo-toa warriors** (level 11/13). Use the stats blocks in Encounter 7.

Nature DC 15 (no successes)

The PCs successfully identify the creatures on patrol as kuo-toa. Kuo-toa are evil aquatic creatures of the underdark. It might be best to avoid them.

Perception DC 15/16 (1 success, 1 maximum)

The PCs find a ditch that indicates the presence of a ship nearby. The marks seem to indicate that the ship has glided into a natural rift, away from the shipwreck's graveyard.

ENDING THE ENCOUNTER

Success: The PCs are successful in quickly locating the sunken ship *The Mistress of the Night*, while avoiding the patrols of sea creatures.

Failure: The PCs take a long time locating *The Mistress of the Night*, while being constantly pursued by vicious sea creatures. Their activity has been noticed, and a larger patrol scouts the waters for them. This affects Encounter 6.

EXPERIENCE POINTS

The players receive 240/320 experience points each if they succeed in the skill challenge.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 3: THE DROWNED

ENCOUNTER LEVEL 12/14 (3500/5000 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 4 horde ghouls (level 11) (HG)
- 2 greater ghouls (level 12) (GG)
- 1 khalir vampire (KV)
- 1 ghoul whisperer (level 13) (GW)

This encounter includes the following creatures at the high tier:

- 6 horde ghouls (level 13) (HG)
- 2 greater ghouls (level 14) (GG)
- 1 khalir vampire (level 14) (KV)
- 1 ghoul whisperer (level 15) (GW)

Note: The ghouls in this encounter are lacedons, this means all ghouls have a swim speed 8.

The PC's have found the sunken ship *'The Mistress of the Night'*. It is located in a rift to the side of the graveyard. It is well hidden, and there is a certain gloom hanging over the area - the pressure here slowly builds again, and the darkness of the water returns.

Before they can enter the ship, they are attacked by the drowned crewmembers of the ship (the ones that turned into ghouls).

As the adventurers enter the area, read:

You stand at the edge of a small rift. Below are the vestige remains of a large building. Only the foundations remain. Close to the ruins lies a large ship, still mostly intact.

This is the 'Mistress of the Night'. The once beautiful ship is covered with silt and partially overgrown with seaweed.

There is movement near the ship. A creature with what seems to be a captain's hat swims twenty feet over the deck of the ship, while three others stand guard in front of the hull.

These creatures are all High Imaskari. The creature with the captain's hat was former ship's commander Hothaey. Like all Imaskari, the ghouls have skin striations that resemble the marbling in stones. The thin lines are more pronounced in the undead skin.

Nothing remains of the ruins. They only mark a territory. PCs can see another group of ghouls (who don't fight) retreating there.

For the underwater combat rules, see Appendix II.

FEATURES OF THE AREA

This area has a few important features:

Illumination: The florescent fungi growing on the ship provide dim lighting in a small area.

Florescent fungi: Some parts of the ship are covered with florescent fungi. The fungi provide dim lighting in a burst 1 around the ship.

Freezing water: The water at the edges of the rift is icy cold. Any living creature that enters these areas is slowed from the cold and takes a -2 penalty on attack rolls. However, the cold water shock provides a +2 bonus on saving throws when immobilized, or stunned.

Kelp: Large patches of kelp drift about. The kelp patches are at least ten squares in height, their bottoms touching the seafloor. The beds are considered difficult terrain and provide concealment for anyone in its area. Creatures that are forcibly moved into the kelp get constricted and are considered grabbed. The DC to escape the grab is 25/27.

The ship: The ship marks the position of *'The Mistress of the Night'*.

If anyone glances in the direction of the ship during the fight, a DC 25 passive Perception notices a man gazing through a crack in the side of the ship. They also notice a constant stream of air bubbles rising from the ship.

Steam vent: Anyone who enters or starts in this area takes 10 points of damage from scalding water as it bursts out of the seafloor, and is pushed two squares up.

Rift: The natural rift is 20 feet deep. Water currents in the rift are weak, so they do not hamper the characters.

Ruins: The ruins are difficult terrain for anyone who is forced to move on the floor. They do not hamper those swimming.

TACTICS

The horde ghouls each focus on one target and try to immobilize these with their claws. Consequently the greater ghouls each select one immobilized target to use their *ghoulish bite* on in order to stun the target. The ghouls try to immobilize and stun as many players as possible in order to reduce their combat effectiveness.

The vampire tries to stay out of range of any melee characters but within range of any ghouls. It tries to maneuver or immobilize PCs in hindering terrain such as the steam vent or kelp.

The ghoul whisperer uses its *hunger's promise* as often as it can in order to slide the players around the battlefield and position them favorably. Especially ranged attackers can in this fashion be placed next to the horde ghoul and greater ghouls. The ghoul whisperer coordinates its attacks with the other ghouls in order to get maximum result of its aura. Due to the cloak the whisperer has the following power:

Seashimmer Cloak (immediate interrupt, when an enemy hits the ghoul whisperer; daily)

The ghoul whisper becomes insubstantial until the start of its next turn.

The ghouls speak Imaskaran, a regional language, to coordinate their attacks.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one greater ghoul.

Six PCs: Add one greater ghoul.

ENDING THE ENCOUNTER

Once the PCs defeat the ghouls, they can enter the ship.

EXPERIENCE POINTS

The players receive 700/1000 experience points each for defeating the ghouls.

TREASURE

The ghoul whisperer wears a *seashimmer cloak* +3. The ghouls are still wearing some of their old possessions such as a golden tooth, some signet rings and a golden earring. These valuables can be sold which entitles the PCs to 200/400 gp each.

ENCOUNTER 3: THE DROWNED STATISTICS (LOW LEVEL)

Greater Ghoul (level 12)		Level 12 Soldier
Medium natural humanoid (undead)		XP 700
Initiative +12 Senses Perception +6; darkvision		
Sepulchral Stench aura 3; enemies in the aura take a -2 penalty to all defenses.		
HP 119; Bloodied 59		
AC 28; Fortitude 25, Reflex 27, Will 24		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 8, climb 4		
m Claws (standard; at-will)		
+19 vs. AC; 2d8 + 6 damage, and the target is immobilized (save ends). If the target is a living creature that is already immobilized, stunned, or unconscious, the bite deals an extra 2d6 damage.		
M Ghoulish Bite (standard; at-will)		
Target must be immobilized, stunned, or unconscious; +17 vs. AC; 3d6 + 7 damage, and the target is stunned (save ends).		
Alignment Chaotic Evil		Languages Common
Skills Stealth +15		
Str 14 (+8)	Dex 19 (+10)	Wis 11 (+6)
Con 15 (+8)	Int 10 (+6)	Cha 12 (+7)

Horde Ghoul (level 11)		Level 11 Minion
Medium natural humanoid (undead)		XP 150
Initiative +11 Senses Perception +7; darkvision		
HP 1; a missed attack never damages a minion.		
AC 23; Fortitude 20, Reflex 22, Will 18		
Immune disease, poison; Resist 10 necrotic		
Speed 8, climb 4		
m Claws (standard; at-will)		
+14 vs. AC; 5 damage, and the target is immobilized (save ends).		
Alignment Unaligned		Languages Common
Skills Stealth +16		
Str 17 (+8)	Dex 22 (+11)	Wis 14 (+7)
Con 18 (+9)	Int 13 (+6)	Cha 15 (+7)

Khalir Vampire		Level 12 Controller
Medium natural humanoid (undead)		XP 700
Initiative +9 Senses Perception +10; darkvision		
HP 120; Bloodied 60		
AC 26; Fortitude 23, Reflex 25, Will 25		
Immune disease, poison; Resist 20 necrotic; Vulnerable 10 radiant		
Speed 6		
m Slam (standard; at-will)		
+17 vs. AC; 2d6 + 4 damage.		
R Call to Blood (standard; at-will)		
Ranged 2; +16 vs. Fortitude; 2d8 + 5 damage and the Kahlir vampire or another undead within 2 squares regains 5 hit points.		
R Blood Root ((immediate interrupt, when an enemy within 10 squares of the kahlir vampire moves, at-will)		
Ranged 10; +16 vs. Fortitude; the target is immobilized (save ends).		
C Summons By Blood (standard; recharge 5 6)		
Close burst 6; +16 vs. Fortitude; 1d8 + 5 damage, and the target is pulled 2 squares.		
Alignment Evil		Languages Common
Skills Bluff +16, Diplomacy +16, Intimidate +16		
Str 14 (+8)	Dex 16 (+9)	Wis 18 (+10)
Con 16 (+9)	Int 20 (+11)	Cha 20 (+11)

Ghoul Whisperer (level 13)		Level 13 Controller
Medium natural humanoid (undead)		XP 800
Initiative +11 Senses Perception +16; darkvision		
Promise of the White Kingdom (Psychic) aura 3; deafened creatures are immune; each enemy that starts its turn within the aura takes 5 psychic damage and is dazed until the start of its next turn.		
HP 136; Bloodied 68		
AC 27; Fortitude 27, Reflex 25, Will 25		
Immune disease, poison; Resist 15 necrotic; Vulnerable 5 radiant		
Speed 8		
m Claws (standard; at-will) ♦ Necrotic		
+18 vs. AC; 1d10 + 5 damage, and the target is grabbed. Until the grab ends, the target takes 5 necrotic damage at the start of its turn.		
M Ghoulish Bite (standard; at will)		
Target must be grabbed, dazed, or unconscious; +18 vs. AC; 3d6 + 5 damage, and the target is dazed (save ends).		
C Hunger's promise (standard; recharge 4 5 6) ♦ Psychic		
Ranged 10; +16 vs. Reflex; 1d10 + 5 damage, and the target takes ongoing 10 psychic damage and slides up to its speed each round (save ends both).		
Alignment Chaotic Evil		Languages Common
Skills Stealth +17		
Str 20 (+12)	Dex 20 (+12)	Wis 20 (+12)
Con 24 (+14)	Int 14 (+9)	Cha 16 (+10)

Note: Due to an item the whisperer has the following additional power:

Seashimmer Cloak (immediate interrupt, when an enemy hits the ghoul whisperer; daily)
The ghoul whisper becomes insubstantial until the start of its next turn.

Note: all ghouls and the vampire have the following modifications:

Speed 6, climb 4, swim 8,
Alignment Chaotic Evil Languages Common, Imaskaran

ENCOUNTER 3: THE DROWNED STATISTICS (HIGH LEVEL)

Greater Ghoul (level 14)		Level 14 Soldier
Medium natural humanoid (undead)		XP 1000
Initiative +13 Senses Perception +7; darkvision		
Sepulchral Stench aura 3; enemies in the aura take a -2 penalty to all defenses.		
HP 135; Bloodied 67		
AC 30; Fortitude 27, Reflex 29, Will 26		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 9, climb 4		
m Claws (standard; at-will)		
+21 vs. AC; 2d8 + 7 damage, and the target is immobilized (save ends). If the target is a living creature that is already immobilized, stunned, or unconscious, the bite deals an extra 2d6 damage.		
M Ghoulish Bite (standard; at-will)		
Target must be immobilized, stunned, or unconscious; +19 vs. AC; 3d6 + 8 damage, and the target is stunned (save ends).		
Alignment Chaotic Evil		Languages Common
Skills Stealth +16		
Str 14 (+9)	Dex 19 (+11)	Wis 11 (+7)
Con 15 (+9)	Int 10 (+7)	Cha 12 (+8)

Horde Ghoul		Level 13 Minion
Medium natural humanoid (undead)		XP 200
Initiative +12 Senses Perception +8; darkvision		
HP 1; a missed attack never damages a minion.		
AC 25; Fortitude 22, Reflex 24, Will 20		
Immune disease, poison; Resist 10 necrotic		
Speed 8, climb 4		
m Claws (standard; at-will)		
+16 vs. AC; 6 damage, and the target is immobilized (save ends).		
Alignment Unaligned		Languages Common
Skills Stealth +17		
Str 17 (+9)	Dex 22 (+12)	Wis 14 (+8)
Con 18 (+10)	Int 13 (+7)	Cha 15 (+8)

Khalir Vampire (level 14)		Level 14 Controller
Medium natural humanoid (undead)		XP 1000
Initiative +10 Senses Perception +11; darkvision		
HP 136; Bloodied 68		
AC 28; Fortitude 25, Reflex 27, Will 27		
Immune disease, poison; Resist 20 necrotic; Vulnerable 10 radiant		
Speed 6		
m Slam (standard; at-will)		
+19 vs. AC; 2d6 + 5 damage.		
R Call to Blood (standard; at-will)		
Ranged 2; +18 vs. Fortitude; 2d8 + 6 damage and the Kahlir vampire or another undead within 2 squares regains 5 hit points.		
R Blood Root ((immediate interrupt, when an enemy within 10 squares of the kahlir vampire moves, at-will)		
Ranged 10; +18 vs. Fortitude; the target is immobilized (save ends).		
C Summons By Blood (standard; recharge 5 6)		
Close burst 6; +18 vs. Fortitude; 1d8 + 6 damage, and the target is pulled 2 squares.		
Alignment Evil		Languages Common
Skills Bluff +17, Diplomacy +17, Intimidate +17		
Str 14 (+9)	Dex 16 (+10)	Wis 18 (+11)
Con 16 (+10)	Int 20 (+12)	Cha 20 (+12)

Ghoul Whisperer		Level 15 Controller
Medium natural humanoid (undead)		XP 1200
Initiative +12 Senses Perception +17; darkvision		
Promise of the White Kingdom (Psychic) aura 3; deafened creatures are immune; each enemy that starts its turn within the aura takes 5 psychic damage and is dazed until the start of its next turn.		
HP 152; Bloodied 76		
AC 29; Fortitude 29, Reflex 27, Will 27		
Immune disease, poison; Resist 15 necrotic; Vulnerable 5 radiant		
Speed 8		
m Claws (standard; at-will) ♦ Necrotic		
+20 vs. AC; 1d10 + 6 damage, and the target is grabbed. Until the grab ends, the target takes 5 necrotic damage at the start of its turn.		
M Ghoulish Bite (standard; at will)		
Target must be grabbed, dazed, or unconscious; +20 vs. AC; 3d6 + 6 damage, and the target is dazed (save ends).		
C Hunger's promise (standard; recharge 4 5 6) ♦ Psychic		
Ranged 10; +18 vs. Reflex; 1d10 + 6 damage, and the target takes ongoing 10 psychic damage and slides up to its speed each round (save ends both).		
Alignment Chaotic Evil		Languages Common
Skills Stealth +17		
Str 20 (+12)	Dex 20 (+12)	Wis 20 (+12)
Con 24 (+14)	Int 14 (+9)	Cha 16 (+10)

Note: Due to an item the whisperer has the following additional power:

Seashimmer Cloak (immediate interrupt, when an enemy hits the ghoul whisperer; daily)
The ghoul whisper becomes insubstantial until the start of its next turn.

Note: all ghouls and the vampire have the following modifications:

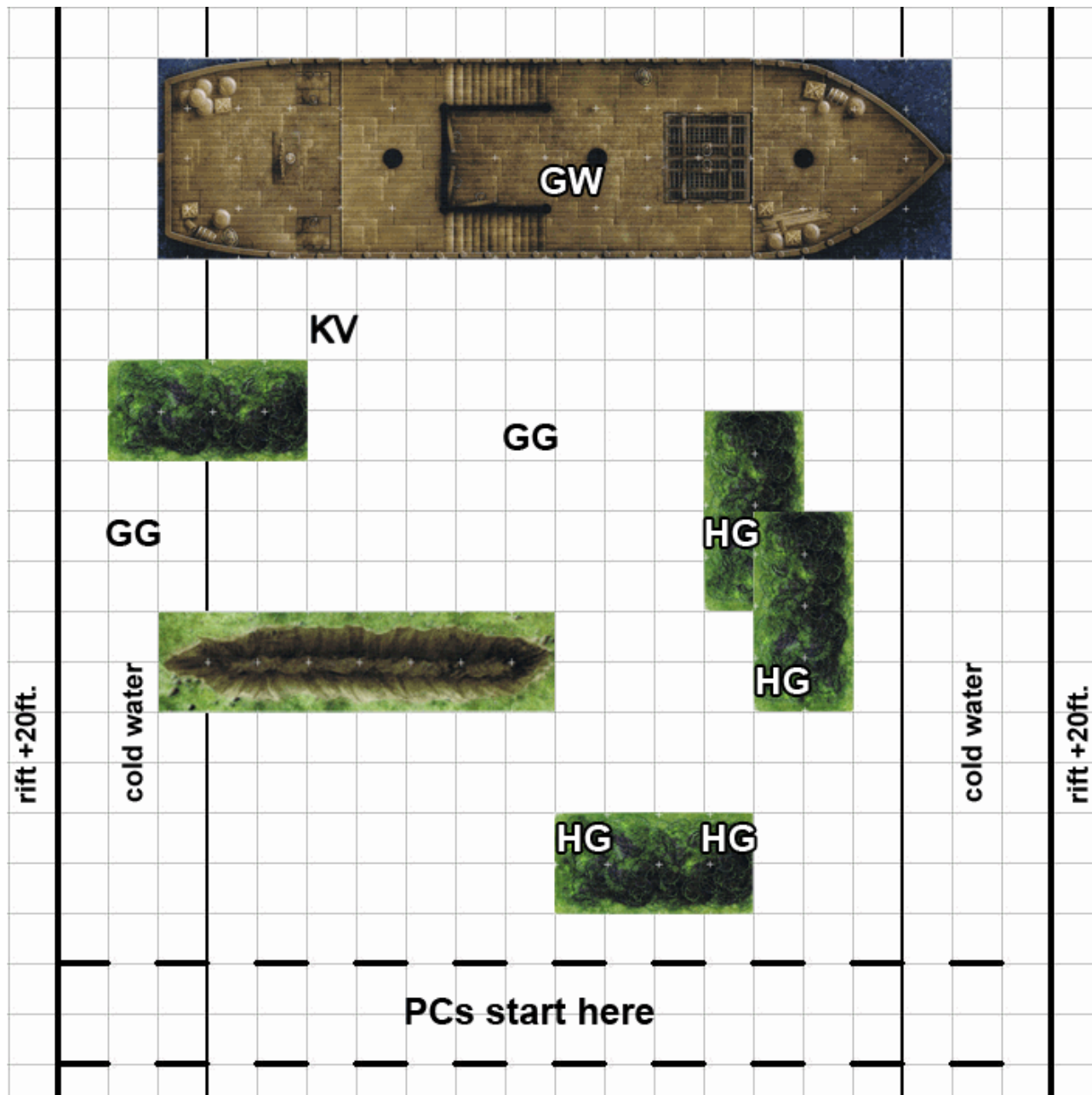
Speed 6, climb 4, swim 8,
Alignment Chaotic Evil Languages Common, Imaskaran

ENCOUNTER 3: THE DROWNED MAP

TILE SETS NEEDED

Ruins of the Wild x2

Ship Tiles x1



GG: Greater Ghoul
HG: Horde Ghoul
GW: Ghoul Whisperer

KV: Kharid Vampire

ENCOUNTER 4: THE HELMSMAN

ENCOUNTER LEVEL 7/10 (1400/2400 XP)

SETUP

This encounter includes the following creatures at the low tier:

1 Captain Eluryo Panahq (level 12) (P)

6 tortured skeletons (S)

This encounter includes the following creatures at the high tier:

1 Captain Eluryo Panahq (level 15) (P)

6 tortured skeletons (S)

The PCs can safely approach the ship once the ghouls are dealt with. PCs may notice that something isn't right about the masts. A PC who is trained in Arcana can identify the extra-ordinary nature of the ship with a DC 25 Arcana check: the ship is a *spelljammer* (a ship that can fly and travel to the planes with the right kind of rituals).

The ship's deck is mostly empty. Air bubbles come up around edges of the hatch leading into the hold. PCs can enter the hold by opening the hatch. While there are rents in the ship's hull (which the PCs can look through), these are not wide enough to allow access.

Inside the hold, another strange sight can be seen:

The hold is filled with air. The entire space is dry. Bubbles of air rise up through holes in the ship's hull and through the cracks of the shutter in the deck.

Barrels and bags are scattered across the hold.

For some reason, the air stays contained to the hold, despite rifts in the ship's hull. The only place where the hold leaks air is through the hatch, and this air is instantly replenished so that no water comes in through the hatch. Entering through the hatch the PCs simply step into an air bubble.

Eluryo Panahq, the former helmsman and now self-proclaimed 'captain' of the ship, has seen the PCs fight the ghouls. Once the PCs enter, he makes his entrance.

A cabin door flies open, and a man strides forth, his aura filled with confidence and charm. It might have worked - if it weren't for the fact that he is dead.

The light of the fluorescent fungi reveals a skeleton looking out from under the hood.

"Look here", it says. "What came here to the aid of charming captain Eluryo Panahq?"

He waits a moment for effect before he adds "Panahq, That's me! Field Promotions are wonderful, aren't they?"

Eluryo Panahq is not interested in a fight. While he might find solace in death, he is not so sure of his old crew, who can't rest before the ship they are on is salvaged. He needs people to help him get the ship operational again.

Panahq is initially careful to reveal that he needs the PCs' help. He wants to be sure the PCs are not shades coming to claim the ship. He despises the shades, who left him to rot for over decades, and he doesn't hide it. If the PCs manage to convince him they are not allied with Netheril (which is not too hard) he opens up and tells them the following:

- His name is Eluryo Panahq.
- He is from High Imaskar, as is the ship he is on.
- He is a vengeance taker, a judge-executioner, as well as a member of the Enactors, who do the will of empress Ususi of High Imaskar.
- The ship, *the Mistress of the Night*, was a vessel created with High Imaskaran techniques for the empire of Netheril, part of attempts to establish diplomatic relations. A DC 15 History check reveals that this did not work out well - likely due to the sinking of the ship.
- He was the helmsman of the ship, the only person who can command it besides the empress and the original commander, captain Hothaey (the ghoul whisperer). Hothaey was a member of the Artificers.
- The ship got into a terrible storm, and was attacked by a monstrous sea creature of gigantic size.
- The shade passengers on board of the ship teleported away, leaving the crew to fend for itself. This act, sent to Empress Ususi by a Sending, ended diplomatic relations with Netheril.
- The ship was sunk, and almost everyone drowned. A handful of survivors managed to survive in the air bubble in the ship's hull.
- Over the days and weeks, the crew slowly perished. Some by ghouls or other predators, some by their own knives, and some by starvation.
- All of them rose as undead. Eluryo, who died last, and was the strongest, rose as the most powerful one.
- He used his power to chase the ghouls from his ship, but he could not destroy them all.

- He also found he can't leave the ship. He is tied to it, as are all the other undead, until it is salvaged or restored.
- He cannot restore the ship himself. He does not have the skills to perform the rituals, and he cannot leave the ship to find the figurehead.
- He is willing to offer the ship's treasure if the PCs help him to restore the ship.
- He won't give up the ship, which belongs to the empress now, but is willing to discuss services later.
- Since the original captain is destroyed, he is now the commander on the ship (and the only one who can order it to rise).
- He knows that there exists a being known as the Blue Lady, but he has never seen her. She and her creatures avoid the ruins where the Mistress lies. He knows she exists as the ghouls sometimes talk about her (they describe her as a beautiful blue woman). He does not know where she is now.

Once the PCs are informed he offers them a deal:

Now, you may be here for treasure, and I don't care what you take - though one thing I keep to myself now, until my ship has been salvaged, and then you can have it also.

So, help me get my ship up, so my crew can be laid to rest?

If the PCs ask about the item he keeps to himself, he tells them it was a scroll that was given him personally by Empress Ususi. It was intended for one of the princes of Shade. He figures it is valuable, though he only keeps it as a bargaining tool. The scroll is encased in a bone white scroll closed with two wax seals (one red with Netheril's arms, one blue with Imaskaran arms).

If the PCs ask for the other treasure, he indicates a small chest in the back of the cabin he came out of. See the treasure section for its contents.

The captain does not initiate a fight. If the PCs attack him, his crew rallies around him, and he defends himself.

A rattling sound emanates from the deck. Bones and skulls assemble themselves together, rising in the form of the former crewmen.

"Rally to me, my crew!" the captain shouts. "For High Imaskar! For the empress!"

Have the PCs place themselves wherever they want in the upper half of the map.

FEATURES OF THE AREA

The following can be found in the area:

Illumination: Due to the fungi, the hold is cast in dim light.

Beans: Stacked along the wall are a few open bags filled with peas or beans. These can be tossed aside with a standard action, affecting everyone in a close blast 2.

Rolling Beans

Attack: +14/+16 vs. Reflex

Hit: the target is knocked prone and slides two squares.

Effect: all squares in the area becomes difficult terrain.

Cargo: Cargo (boxes, crates) function as blocking terrain.

TACTICS

Captain Panahq attempts not to kill the PCs, hoping that if he knocks them out they may still help him later. He makes liberal use of the beanbags to inconvenience the PCs (occasionally catching his own crew members in the blast to slide them out of the way of danger).

His crew follows his lead.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Decrease the level of captain Panahq by 1 (-1 to attack and defenses, and subtract 16 hp).

Six PCs: Increase the level of captain Panahq by 1 (+1 to attack and defenses, and add 16 hp).

ENDING THE ENCOUNTER

If the PCs agree to help the captain, go to Encounter 5. If the PCs fought the captain and defeated him, they can take his sword and the ship's treasure.

The scroll they were looking for is hidden in the captain's chest cavity. It is closed with two wax seals. Breaking the seals sets off a ward that destroys the documents inside it (a DC 10 Arcana check detects this).

Once they have found what they wanted and leave, go to Encounter 6. Note that they are not on the ship when they encounter the behemoth.

Troubleshooting: If PCs instead opt to use a teleportation ritual to get home, they miss Encounter 6 and Encounter 7. You can instead decide to have the monster attack as the PCs prepare the ritual (not while they cast it). This allows the PCs to have the fight and earn the xp while still being able to use the ritual. Make adjustments to Encounter 6 as needed.

EXPERIENCE POINTS

The players receive 280/480 experience points each if they defeat the captain, half if they are defeated.

They do not earn xp if they don't fight him (see Encounter 4).

TREASURE

Panahq wears a *versatile armor* +3, which the PCs can take if they defeat him (otherwise, he'll offer it to them in Encounter 7).

The treasury of the ship is stored in a watertight closet and consists mostly of art - and appreciation of the empress. The closet also contains an *invulnerable case*.

The gold and other trinkets that the PCs can gather net a total of 200/400 gp per character.

ENCOUNTER 4: THE HELMSMAN STATISTICS (LOW LEVEL)

Captain Eluruo Panahq (level 12) Level 12 Elite Skirmisher Medium natural humanoid (undead) XP 1400
Initiative +13 Senses Perception +12; low-light vision Marshall Undead Aura 10; lower-level undead allies in the aura gain a +2 bonus to their attack rolls HP 228; Bloodied 114 AC 28; Fortitude 28, Reflex 25, Will 25 Immune disease, poison Resist 10 necrotic Vulnerable 10 radiant Saving Throws +2 Action Point 1 Speed 6
m Cutlass (standard; at-will) ♦ Weapon +17 vs. AC; 1d8 + 8 damage + 5 necrotic damage, and captain Eluruo shifts 1 square.
r Dagger (standard; at-will) ♦ Weapon Ranged 5/10; +17 vs. AC; 1d4 + 6 damage.
M Slash and Dash (standard; recharge 4-6) Captain Eluruo makes a longsword attack, shifts 2 squares, and makes a dagger attack.
M Triggering Slash (standard; recharge 5 6) +17 vs. AC; 2d8 + 8 damage + 5 necrotic damage, and one ally shifts 1 square and makes a melee basic attack as a free action.
C Unholy Flames (standard; recharge 5-6) ♦ Fire, Necrotic Close burst 2; +14 vs. Reflex; 6d8 + 3 necrotic and fire damage to living creatures; undead creatures within the burst (including the death knight) deal an extra 2d6 fire damage with melee attacks until the end of the death knight's next turn .
Alignment Unaligned Languages Common, Elven Skills Athletics +15, Diplomacy +14, Insight +12, Stealth +16 Str 18 (+10) Dex 20 (+11) Wis 12 (+7) Con 14 (+8) Int 10 (+6) Cha 16 (+9)
Equipment dagger x6, leather armor, longsword

Note: this is a half-elf brigand captain with the death knight template.

Tortured Skeleton Level 6 Minion Medium natural animate (undead) XP 63
Initiative +6 Senses Perception +5; darkvision HP 1 ; a missed attack never damages a minion. AC 21Fortitude 18 Reflex 19, Will 18 Immune disease, poison Speed 6
m Claw(standard; at-will) +11 vs. AC; 4 damage
Alignment Unaligned Languages - Str 15 (+5) Dex 17 (+3) Wis 14 (+5) Con 13 (+4) Int 3 (-1) Cha 3 (-1)

ENCOUNTER 4: THE HELMSMAN STATISTICS (HIGH LEVEL)

Captain Eluruo Panahq (level 15) Level 15 Elite Skirmisher
Medium natural humanoid (undead) XP 2400
Initiative +14 Senses Perception +13; low-light vision
Marshall Undead Aura 10; lower-level undead allies in the aura gain a +2 bonus to their attack rolls
HP 276; Bloodied 138
AC 31; Fortitude 31, Reflex 86, Will 28
Immune disease, poison Resist 10 necrotic Vulnerable 10 radiant
Saving Throws +2
Action Point 1
Speed 6
m Cutlass (standard; at-will) ♦ Weapon
+20 vs. AC; 1d8 + 9 damage + 5 necrotic damage, and captain Eluruo shifts 1 square.
r Dagger (standard; at-will) ♦ Weapon
Ranged 5/10; +20 vs. AC; 1d4 + 7 damage.
M Slash and Dash (standard; recharge 4 5 6)
Captain Eluruo makes a longsword attack, shifts 2 squares, and makes a dagger attack.
M Triggering Slash (standard; recharge 5 6)
+20 vs. AC; 2d8 + 9 damage + 5 necrotic damage, and one ally shifts 1 square and makes a melee basic attack as a free action.
C Unholy Flames (standard; recharge 5 6) ♦ Fire, Necrotic
Close burst 2; +17 vs. Reflex; 6d8 + 4 necrotic and fire damage to living creatures; undead creatures within the burst (including the death knight) deal an extra 2d6 fire damage with melee attacks until the end of the death knight's next turn .
Alignment Unaligned Languages Common, Elven
Skills Athletics +16, Diplomacy +15, Insight +13, Stealth +17
Str 18 (+11) Dex 20 (+12) Wis 12 (+8)
Con 14 (+9) Int 10 (+7) Cha 16 (+10)
Equipment dagger x6, leather armor, longsword

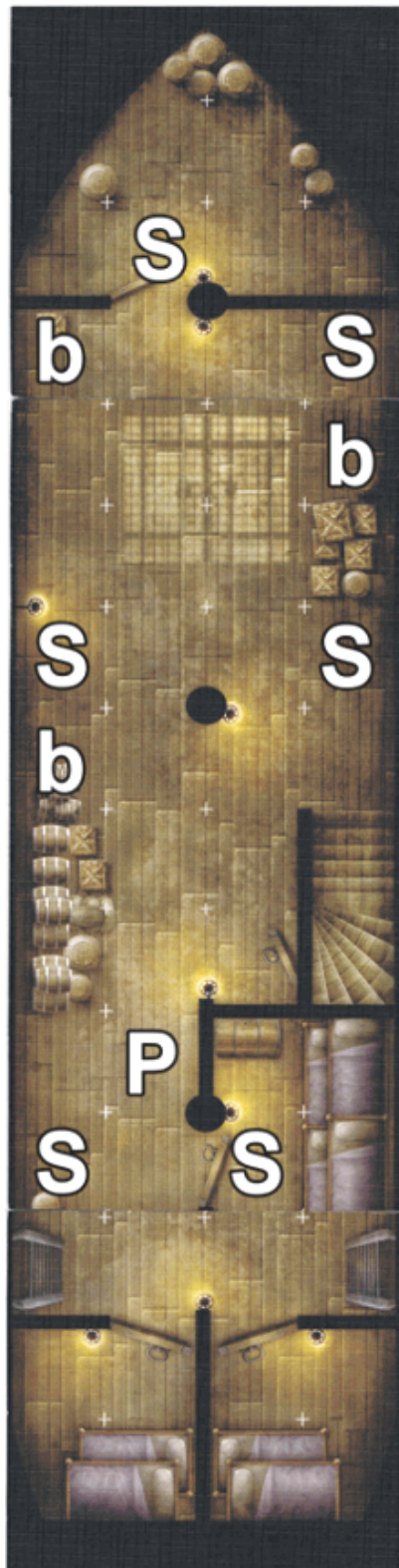
Note: this is a half-elf brigand captain with the death knight template.

Tortured Skeleton Level 6 Minion
Medium natural animate (undead) XP 63
Initiative +6 Senses Perception +5; darkvision
HP 1 ; a missed attack never damages a minion.
AC 21Fortitude 18 Reflex 19, Will 18
Immune disease, poison
Speed 6
m Claw(standard; at-will)
+11 vs. AC; 4 damage
Alignment Unaligned Languages -
Str 15 (+5) Dex 17 (+3) Wis 14 (+5)
Con 13 (+4) Int 3 (-1) Cha 3 (-1)

ENCOUNTER 4: THE HELMSMAN MAP

TILE SETS NEEDED

Ship Tiles x1



CREATURES

P: Captain Panahq

S: Skeleton

FEATURES

b: bag of beans

ENCOUNTER 5: RESTORING THE MISTRESS OF THE NIGHT

**SKILL CHALLENGE LEVEL 12/15,
COMPLEXITY 2 (1400/2400 XP)**

SETUP

The PCs can set about repairing the *Mistress of the Night*. Captain Panahq can provide information on what has to happen. It is mostly the Mistress' power source that needs to be restored, and the ship's figurehead needs to be put back in place. Panahq can't really help with any of this, as his own knowledge of the rituals is insufficient. He has scrolls that describe them, but he has no idea how to work them, and a magical force prevents him from leaving the ship to search for the figurehead.

It is up to the PCs to make sure the ship is made operational.

SKILL CHALLENGE: RESTORING THE MISTRESS OF THE NIGHT

Goal: To empower the Mistress of the Night so I can rise to the surface.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: varies

Other Skills: varies

Victory: The PCs fully restore the Mistress of the Night.

Defeat: The PCs partially restore the Mistress of the Night. It rises slower, and it loses its ability to jam.

Below are the four steps that the PCs need to perform. Scene 1 and 2 are optional. Scene 3 and 4 are mandatory. Except for Scene 4, which must be the last act, all scenes can be done in any order or even at the same time (i.e. PCs can cast the Consult Mystic Sages ritual, then retrieve and put the figure head on, then continue with the Water Breathing ritual, etc.)

Not all PCs have to participate in every scene.

SCENE 1: THE FIGUREHEAD

This scene is optional. It can be done at any time before Scene 4. When the ship sank, it lost its figurehead - a depiction of Shar - in the crash. The figurehead was an important part of the ship, and restoring it would benefit the casting.

The PCs may have spotted the figurehead in Encounter 2, Scene 4. Otherwise, they have to search for it. They also have to be stealthy and avoid patrols.

Neither searching nor avoiding patrols are part of this encounter. Use the failure or success of Encounter 2 to determine how well the PCs avoid patrols while searching the cavern floor for the figurehead. I.e. if they were spotted in Encounter 2, they notice patrols in the distance who seem to follow them. The patrols do not engage, as they are waiting for backup.

PCs may also spot the other ghouls, who keep a distance but show their obvious curiosity.

Once the PCs find the figurehead, they have to get it back to the ship. This is where things get difficult, as the image is quite heavy. They can use the following ways to bring the figurehead back to the ship:

Athletics DC 17/19 (1 success, 1 maximum)

Carry the figurehead without losing one's grip. Failure means the figurehead slips and cracks as it hits a hard piece of coral. A small inky cloud wafts from the crack and dissipates.

Arcana DC 17/19 (1 success, 1 maximum)

The ritual Tenser's Floating Disk makes it fairly easy to transport the figurehead. The Arcana check is to make sure the disk is able to carry the weight of the figurehead. Failure means the figurehead slips and cracks as it hits a hard piece of coral. A small inky cloud wafts from the crack and dissipates.

Make Whole (no successes)

The Make Whole ritual can be used to repair the figurehead - at least its physical part. This can eliminate one failure in this scene, but doesn't earn a success.

SCENE 2: REPARATIONS

This scene is optional. It can be done at any time before Scene 4. A maximum of two successes can be earned by making repairs to the ship. Integrity of the repairs is more important than piling on wood (which is rather scarce anyway). All the tools required are available.

Athletics DC 17/19 (1 success, 1 maximum)

The PC shifts a supporting beam that shifted out of its rightful place. Failure gets the beam stuck in the wrong angle.

History DC 17/19 (no successes)

The PC uses his knowledge of Imaskaran history to aid the repairs. This grants a +2 bonus on the next Dungeoneering check.

Dungeoneering DC 17/19 (1 success, 1 maximum)

The PCs use his knowledge of Deep Imaskaran styles and techniques to direct the repairs. Imaskari have a +2 bonus on this check.

Thievery DC 17/19 (1 success, 1 maximum)

Knowledge of knots, locks, and traps is sufficient to aid in repairing the compass, rigging and small moving parts in the ship's helm.

SCENE 3: RITUALS

This scene is mandatory. It can be done at any time before Scene 4.

Three rituals need to be performed on the ship. Each ritual needs either a trained performer, or a PC needs to make an Insight check to comprehend a ritual. At most 4 other people can aid in a casting. These people need not be trained. The DC for aiding is 11/12, but failing this check adds a -2 penalty to the main check. Panahq can be convinced to aid but he won't attempt the main check (see his stats in the former encounter).

The three rituals that need to be cast are the following (for the DCs, see the required skills):

Consult Mystic Sages (Religion): The special application of this ritual sets up the conditions allowing the PCs to cast the higher level rituals needed to set up the ship (which would normally be beyond them). If it fails, the PCs hold on the Planar Portal ritual is tedious at best, weakening the ship's enchantment.

Waterborn (Arcana or Nature): This sets the aura on the ship that allows it to generate air. Failing this ritual means that the ship may have trouble creating a life-supporting environment, which may slow it down or cause it to fail when it jams. This ritual is the only one that is actually written out in proper format, and the PCs can take it as treasure.

Plane Shift (Arcana): This ritual can only be attempted after the Consult Mystic Sages ritual. It activates the ship's locomotive powers and allows it to 'jam' (move to another plane). Failing the ritual weakens this enchantment, which means it may move less reliable.

The following skills are available:

Arcana DC 22/24 (trained or after an Insight check; 1 success, 1 maximum)

The PC can use this skill to perform the rituals Plane Shift or Waterborn.

Insight DC 17/19 (no successes, no maximum)

The PC studies one of the rituals and understands how it works even though he is untrained. He can

perform the ritual (and perform the relevant check). The attempt on that specific ritual earns a +2 bonus. Failing the check means a PC does not fully understand the ritual. He can still make an attempt, but at a -2 penalty.

Religion DC 22/24 (trained or after an Insight check; 1 success, 1 maximum)

The PC can use this skill to perform the ritual Consult Mystic Sages.

Nature DC 22/24 (trained or after an Insight check; 1 success, 1 maximum)

The PC can use this skill to perform the ritual Waterborn.

SCENE 4: RISING OF THE DARK

This scene is mandatory, and is the last act.

The act involves repeating a part of the ritual that originally sanctified the ship to Shar (evil goddess of darkness and loss). It is called Rising of the Dark, and was originally a ritual held on the Feast of the Moon. The true ritual demands a blood sacrifice. It is possible to first dedicate the ship to another deity - see below for details.

There are two ways to do the ritual. The first is to replenish the blood.

In that case, the PCs need not really perform the ritual (though they have the option to do so - the captain has the scrolls that describes it), but they do need to offer blood to Shar to power it. They need to cut themselves and let their blood drip on the ship's deck.

As droplets of blood spray on the deck, the surface of the ship glows softly. The droplets slowly disappear, as if they are sucked into the wood.

If the PCs have already failed or succeeded on the skill challenge, this is mostly ceremony (end the encounter).

If the PCs have not yet earned 6 successes or 3 failures, they need to pour more blood, running a risk to their health. Ask the PC(s) who donate their blood to spend a healing surge and make the following Endurance check until they earn enough successes or failures to end the challenge.

Endurance DC 22/24 (1 success, no maximum)

Spend one healing surge. On a success, you donate enough blood for the ritual. On a failure, the blood donated is not enough.

Heal DC 17/19 (no successes)

Can be used by a PC to support another PC that gives blood. This grants a +2 on that PC's next Endurance check.

Another way to perform the ritual is to dedicate the ship to another deity. This is an incredibly difficult thing to attempt (hence the high DCs), but if it works, the PCs may earn enough successes that they do not need to offer blood (and if it is still needed, it at least is in name of another deity). The consequences for failure, however, are dear (make sure players realize this).

PCs may choose to do this ritual out of principle, even if they already have enough successes - in that case, the failures still count. It is a good idea to explain the mechanics beforehand so that the PCs can make a decision based on the correct information.

Religion DC 24/26 (trained, must be devoted to a deity, must draw from a divine power source; 3 successes, 3 maximum)

Redo the ceremony, and dedicate it to your deity. Only people truly devoted to the same deity can assist in this task (spontaneous conversions do not count).

If the check fails, this earns two failures.

ENDING THE ENCOUNTER

Once the rituals are performed, captain Panahq tries to start the ship. If the PCs have accumulated three failures, they failed (no matter how many successes they earned).

Success: The PCs fully restore the Mistress of the Night. Captain Panahq is overjoyed.

A hum runs through the ship. Air bubbles up around you, as a large cocoon of airy water envelops the ship, and bright light illuminates the deck.

What little is left of the captain's face contorts into a wide grin. "You did it, my lads! She is alive again!"

He stamps his feet on the deck and tosses his hat in the air, makes a little jump and catches it again with his other skeletal hand.

"Let's give it a go!"

Failure: The PCs partially restore the Mistress of the Night. It rises slower, and it loses its ability to jam.

A hum runs through the ship. The captain looks expectedly, but then the hum dies out.

"Curses!"

The undead sailor kicks against the mast in fury.

"Bloody woman! I don't plan to stay here forever! Up I say! Up!"

At the last furious kick, the ship suddenly shudders. Air bubbles up around you, as a large cocoon of airy water envelops the ship, and bright light illuminates the deck

"Dark!" he mutters. "She works..."

Then he quickly turns, shouting "let's get out of here before she changes her mind!"

In both cases, the captain runs to the helm.

"Men!" The captain's shout reverberates over the ship. "On deck!"

All around, skeletal bits and pieces start rolling, coming together and forming a small army of skeletal sailors.

A DC 15 Religion check allows a PC to determine these restless souls are also tied to the ship. They are likely to get their eternal rest only if they manage to get the ship out of the waters. PCs who look out see that ghouls clamber to hold on to the ship's hull and getting pulled up, eager to find their own eternal rest.

In either case, remind the PCs that destroying the crew probably won't destroy them forever, and that it only delays the ship's ascent.

"Don't mind my crew!" the captain shouts to you as the undead run to their posts and start manipulating the ropes.

"Hold on tight! We're getting up and out of here!"

And the ship starts to rise.

The PCs may ask Panahq the scroll now. he hesitates, but finally pulls it out of his chest cavity, and hands it to them. He tells them to hide it, as they may not yet be in the clear.

The scroll is closed with two wax seals. Breaking the seals sets off a ward that destroys the documents inside it (a DC 10 Arcana check detects this).

Move to Encounter 6.

EXPERIENCE POINTS

The players receive 280/480 experience points each if they succeed in the skill challenge.

TREASURE

The Waterborn ritual is scribed in a book, which can be taken as treasure.

ENCOUNTER 6: RISING

ENCOUNTER LEVEL 13/15 (5000/6800 XP)

SETUP

This encounter includes the following creatures at the low tier if the PCs succeeded in Encounter 2:

- 1 fey-charmed aboleth behemoth (level 17) (B)
- 3 sea shamblers (level 11) (M)
- 1 kuo-toa whip (level 13) (W)

OR, if the PCs failed in Encounter 2:

- 1 fey-charmed aboleth behemoth (level 17) (B)
- 4 kuo-toa guards (level 11) (K)
- 3 kuo-toa marauders (level 11) (M)
- 1 kuo-toa whip (level 13) (W)

This encounter includes the following creatures at the high tier if the PCs succeeded in Encounter 2:

- 1 fey-charmed aboleth behemoth (B)
- 3 sea shamblers (level 13) (M)
- 1 kuo-toa whip (level 15) (W)

OR, if the PCs failed in Encounter 2:

- 1 fey-charmed aboleth behemoth (B)
- 4 kuo-toa guards (level 13) (K)
- 3 kuo-toa marauders (level 13) (M)
- 1 kuo-toa whip (level 15) (W)

As the *Mistress of the Night* rises to the surface, they are spotted by a several sea creatures.

If the PCs succeeded in avoiding notice in Encounter 2, the creatures happen upon them randomly, and consists of a fey charmed aboleth behemoth, it's keeper (a kuo-toa whip), and a group of sea shamblers. The sea shamblers do not actively cooperate with the kuo-toa, though they are wise enough not to attack it, and the kuo-toa realizes the edge they provide her.

The maximum length of the combat in this case is 4 rounds (see Tactics).

If the PCs failed encounter 2 or they drew unexpected attention to themselves, a kuo-toa patrol is specifically searching the PCs. This patrol consists of 4 kuo-toa warriors, 2 kuo-toa marauders, a kuo-toa whip, and a fey-charmed aboleth behemoth. The maximum length of the combat is 6 rounds (see Tactics), as the kuo-toa spot the PCs much earlier and have a longer time to engage them as the ship rises to the surface.

Due to the air bubbles around the ship, disturbances when rising and the murkiness of the water above the rift, sight is extremely poor. This allows the patrol to approach without being seen and grants them surprise.

PCs who make a DC 19/22 Perception check sense the approach a fraction of a second before the behemoth hits the ship, allowing them to grab something to steady themselves.

A dark shape forms in the murk of the water. It approaches incredibly fast, and as it rushes closer you realize it is a gigantic creature.

The beast rams into the ship, which halts in its rising and surfers to close. Slimy, purplish tentacles wrap around the ship's masts and over the deck, lashing at everyone in reach.

Use the following attack. PCs who made the Perception check gain a +2 to their defenses on this attack:

Rock the boat

Targets creatures on the ship; +18/+20 vs. Fortitude; 2d8 + 5 damage, and the target is knocked prone. A target that avoids being knocked prone doesn't take damage.

"Hold it off!" the captain shouts, as he tries to steady the ship. "We are going to be in the clear soon. Just... need... a bit more... time."

The behemoth is higher level than normal for this encounter, as it breaks off after a number of rounds - the captain's comments is to alert the PCs to the fact that they may need not fight it till the end.

FEATURES OF THE AREA

The following can be found in the area:

Illumination: The ship is cast in bright light. The area around the ship (up to five squares) is in dim light.

Airy Bubbles: the air around the ship is a writhing mass of bubbles. Anyone who is in the bubbles has concealment.

Kuo-toa control: The kuo-toa controls the behemoth due to a magical necklace. As long as the kuo-toa controls it and is within 10 squares, it can channel power into the behemoth to have it attack in fury:

Frenzy attack (free action; when a tentacle attack hits an opponent; at-will)
The behemoth takes 3 hp damage, and 9 hp extra damage with its attack.

Killing the kuo-toa ends the control.

Masts: The masts are blocking terrain. They offer cover, including to reached attacks of the behemoth.

Cargo: Cargo (boxes, crates) functions as difficult terrain, and offers cover to ranged attacks.

TACTICS

The behemoth prefers to use *triple attack* or *double attack*, focusing on any dazed or dominated targets.

It spends its action points to use *whipping tentacles* (once it recharges) after initial attacks. It can also spend an action point to *rock the boat* again (see above).

The minions and marauders try to board the boat as soon as possible, since ranged attacks suffer from the concealment of the murk. They try to distract the PCs - the kuo-toa by marking them, and the servitors by sacrificing themselves to dominate a PC.

THE RISING

The ship slowly rises up in the water. Each round that the behemoth is lashed onto the ship, it rises 4 squares. Each round the behemoth is off the ship (i.e. when it is pushed or slid off), it rises 8 squares. Anyone in the water when the ship rises is left behind.

To push the behemoth off the ship, it needs to be pushed two squares from the ship's edge (as it otherwise can hang on with its tentacles).

Once 4 rounds (or 6 rounds, if the PCs failed encounter 2) has passed, the behemoth and minions, if not yet defeated, break off attack and retreat.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Reduce the behemoths hit points by 139/147 hp.

Six PCs: Increase the behemoths hit points by 139/147 hp.

ENDING THE ENCOUNTER

The PCs either defeated the behemoth or the behemoth broke off attack. Once the behemoth is slain or leaves, the kuo-toa and servitors flee as well.

The reason for the retreat becomes apparent as the ship shoots upward and, several moments later, rises out of the water. Go to Encounter 7.

EXPERIENCE POINTS

If the PCs succeeded at Encounter 2, the players receive 1000/1360 experience points each if they defeat the behemoth or lasted until it retreated.

If the PCs failed at Encounter 2, the players receive 1120/1520 experience points each if they defeat the behemoth or lasted until it retreated.

TREASURE

The necklace the kuo-toa is channeling its power through to control the behemoth is magical. It is useless to all humanoids except kuo-toa, but can be fit on animal companions, and then acts as a *friends gift*.

It is a blue shell that feels cold to the touch. It has the image of rain falling from a cloud.

ENCOUNTER 6: RISING STATISTICS (LOW LEVEL)

Fey-charmed Aboleth Behemoth (level 15)	Level 15 Elite Soldier
Huge aberrant magical beast	XP 2400
Initiative +13	Senses Perception +13; darkvision
Mucus Haze aura 5; any enemy treats the area within the aura as difficult terrain. While the aboleth is bloodied, enemies within the aura take a –2 penalty to saving throws against dazed and dominated effects.	
HP 298; Bloodied 149	
AC 31; Fortitude 31, Reflex 26, Will 26	
Saving Throws +2	
Speed 6; fly 7; swim 8	
Action Points 2 (see <i>far realm action</i>)	
m Tentacle (standard; at-will)	
Reach 3; +20 vs. AC; 2d10 + 4 damage, and the target is grabbed and dazed (save ends)	
M Double Attack (standard; at-will)	
The aboleth behemoth makes two tentacle attacks, each against different targets	
M Tripple Attack (standard; recharge 5-6)	
The aboleth behemoth makes three tentacle attacks, each against different targets	
C Whipping Tentacles (standard; recharge 6)	
Close burst 3; targets enemies in burst; +18 vs. Reflex; 2d8 + 6 damage, and the aboleth behemoth slides the target 3 squares	
C Psychic Scream (standard; recharge 6) ♦ Psychic	
Close burst 5; targets enemies; +18 vs. Will; 1d8 + 7 psychic damage. The target is dazed and during its turn must attack the enemy nearest to it at the start of its turn (save ends)	
Mind Bore (free action, when the aboleth damages a dazed or dominated target with a tentacle attack; at-will) ♦ Psychic	
The triggering attack deals ongoing 10 psychic damage to the target (save ends).	
Persistent Grab	
An aboleth behemoth can sustain a grab on all creatures it is currently grabbing with a single minor action.	
Threatening Reach	
The behemoth can make opportunity attacks against all enemies within its reach.	
Far Realm Action	
The behemoth gains one action point.	
Alignment Evil	Languages Deep Speech, telepathy 20
Skills Arcana +11, Dungeoneering +16, Endurance +14, Insight +16	
Str 28 (+16)	Dex 18 (+11) Wis 18 (+11)
Con 21 (+12)	Int 5 (+3) Cha 8 (+6)

Note: this is an aboleth behemoth with the Far Realms theme from DMG2.

Kuo-toa Guard (level 11)	Level 11 Minion
Medium natural humanoid (aquatic)	XP 150
Initiative +10	Senses Perception +7; darkvision
HP 1; a missed attack never damages a minion.	
AC 27; Fortitude 24, Reflex 23, Will 22	
Speed 6, swim 6	
m Spear (standard; at-will) ♦ Weapon	
+18 vs. AC; 7 damage, and the target is marked until the end of the arctic kuo-toa guard's next turn.	
r Javelin (standard; at-will) ♦ Weapon	
Ranged 10/20; +18 vs. AC; 7 damage.	
Slick Maneuver (move at-will)	
A kuo-toa adjacent to an enemy shifts to any other square adjacent	

to that enemy.		
Alignment Evil	Languages Deep Speech	
Str 16 (+8)	Dex 14 (+7)	Wis 12 (+6)
Con 14 (+7)	Int 10 (+5)	Cha 10 (+5)
Equipment leather armor, light shield, javelin x 3, spear		

Kuo-toa Marauder (level 11)	Level 11 Skirmisher
Medium natural humanoid (aquatic)	XP 600
Initiative +11	Senses Perception +11; darkvision
HP 111; Bloodied 54	
AC 24; Fortitude 21, Reflex 22, Will 20 (24 while bloodied)	
Speed 6, swim 6	
m Slaving Spear (standard; at-will) ♦ Weapon	
+16 vs. AC; (+18 while bloodied) 1d8+4 damage plus ongoing 5 damage (save ends).	
M Sticky Shield (immediate reaction, when missed by a melee attack, at-will)	
The kuo-toa marauder makes an attack against attacking creature; +14 vs. Reflex; a weapon wielded by the target drops in the target's space.	
Quick step (minor, usable only while bloodied; at-will)	
The kuo-toa marauder shifts 1 square	
Slick Maneuver (move at-will)	
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.	
Alignment Evil	Languages Deep Speech
Str 16 (+8)	Dex 14 (+7) Wis 12 (+6)
Con 14 (+7)	Int 10 (+5) Cha 10 (+5)
Equipment leather armor, light shield, javelin x 3, spear	

Kuo-toa Whip (level 15)	Level 13 Controller (Leader)
Medium natural humanoid (aquatic)	XP 800
Initiative +11	Senses Perception +15; darkvision
HP 132; Bloodied 66	
AC 27; Fortitude 25, Reflex 24, Will 24	
Speed 6, swim 6	
m Pincer Staff (standard; at-will) ♦ Weapon	
Reach 2; +16 vs. AC; 1d8 + 2 damage, and the target is grabbed (until escape). While the target is grabbed, the kuo-toa whip cannot make attacks with its pincer staff. When the kuo-toa whip sustains the grab, it deals 1d10 damage to the target. The kuo-toa whip can release the target as a minor action, sliding the target to any other square within its reach.	
R Lightning Strike (standard, at-will)	
Ranged 10; +15 vs. Reflex; 2d8 + 4 lightning damage, and the target is blinded until the end of the kuo-toa whip's next turn.	
A Slime Vortex (standard, encounter)	
Area burst 4 within 20; targets enemies; +15 vs. Fortitude; 1d10 + 4 damage, the target takes a -2 penalty to attack rolls (save ends), and the target slides 3 squares and is knocked prone. Miss: Half damage, and the target slides 1 square.	
Slick Maneuver (move at-will)	
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.	
Alignment Evil	Languages Deep Speech
Skills Dungeoneering +15, Religion +14	
Str 17 (+10)	Dex 18 (+11) Wis 17 (+10)
Con 20 (+12)	Int 15 (+9) Cha 18 (+11)
Equipment coat, pincer staff, headdress	

Sea Shambler	Level 11 Brute
Medium aberrant humanoid, human, spellscarred	XP 600
Initiative +5 Senses Perception +11; darkvision	
HP 116; Bloodied 58	
AC 23; Fortitude 25, Reflex 21, Will 22	
Resist 5 against effects that target Fortitude	
Speed 7, climb 4, swim 7	
m Palm Tentacle (standard; at-will)	
Reach 2; +15 vs AC; 2d8 + 5 damage, ongoing 5 damage (save ends), and the target is grabbed.	
M Vicious Bite (standard; at-will)	
Grabbed target only; automatic hit; 1d8 + 5 damage.; +12 vs ; 2d6+5 damage..	
Poison Tentacle (minor; recharge 6) ♦ Poison	
The next time this creature hits a creature with a tentacle attack, it makes a secondary attack against that creature. <i>Secondary Attack:</i> +16 vs. Fortitude; the target takes a -2 penalty to attack rolls (save ends). <i>First Failed Saving Throw:</i> the target is weakened (save ends). <i>Second Failed Saving Throw:</i> The target is knocked unconscious (save ends; the target takes a -5 penalty to this saving throw)	
Expert Flanker	
The shambler gains a +2 bonus to attack rolls against an enemy it is flanking.	
Pinning Grip	
The shambler's allies gain a +2 bonus to attack rolls against an enemy grabbed by this creature.	
Alignment Evil	Languages -
Skills Dungeoneering +11, Stealth +12	
Str 21 (+10)	Dex 17 (+8) Wis 17 (+8)
Con 15 (+7)	Int 2 (+1) Cha 7 (+3)

Note: this is a reflavored warped grick alpha with the Lolth-Touched theme from DMG2.

ENCOUNTER 6: RISING STATISTICS (HIGH LEVEL)

Fey-charmed Aboleth Behemoth (level 17)	Level 17 Elite Soldier
Huge aberrant magical beast	XP 3200
Initiative +14	Senses Perception +14; darkvision
Mucus Haze aura 5; any enemy treats the area within the aura as difficult terrain. While the aboleth is bloodied, enemies within the aura take a –2 penalty to saving throws against dazed and dominated effects.	
HP 330; Bloodied 165	
AC 33; Fortitude 33, Reflex 28, Will 28	
Saving Throws +2	
Speed 6; fly 7; swim 8	
Action Points 2 (see <i>far realm action</i>)	
m Tentacle (standard; at-will)	
Reach 3; +22 vs. AC; 2d10 + 5 damage, and the target is grabbed and dazed (save ends)	
M Double Attack (standard; at-will)	
The aboleth behemoth makes two tentacle attacks, each against different targets	
M Tripple Attack (standard; recharge 5 6)	
The aboleth behemoth makes three tentacle attacks, each against different targets	
C Whipping Tentacles (standard; recharge 6)	
Close burst 3; targets enemies in burst; +20 vs. Reflex; 2d8 + 7 damage, and the aboleth behemoth slides the target 3 squares	
C Psychic Scream (standard; recharge 6) ♦ Psychic	
Close burst 5; targets enemies; +20 vs. Will; 1d8 + 8 psychic damage. The target is dazed and during its turn must attack the enemy nearest to it at the start of its turn (save ends)	
Mind Bore (free action, when the aboleth damages a dazed or dominated target with a tentacle attack; at-will) ♦ Psychic	
The triggering attack deals ongoing 10 psychic damage to the target (save ends).	
Persistent Grab	
An aboleth behemoth can sustain a grab on all creatures it is currently grabbing with a single minor action.	
Threatening Reach	
The behemoth can make opportunity attacks against all enemies within its reach.	
Far Realm Action	
The behemoth gains one action point.	
Alignment Evil	Languages Deep Speech, telepathy 20
Skills Arcana +12, Dungeoneering +17, Endurance +15, Insight +17	
Str 28 (+17)	Dex 18 (+12) Wis 18 (+12)
Con 21 (+13)	Int 5 (+4) Cha 8 (+7)

Note: this is an aboleth behemoth with the Far Realms theme from DMG2.

Kuo-toa Guard (level 13)	Level 13 Minion
Medium natural humanoid (aquatic)	XP 200
Initiative +11	Senses Perception +8; darkvision
HP 1; a missed attack never damages a minion.	
AC 29; Fortitude 26, Reflex 25, Will 24	
Speed 6, swim 6	
m Spear (standard; at-will) ♦ Weapon	
+20 vs. AC; 8 damage, and the target is marked until the end of the arctic kuo-toa guard's next turn.	
r Javelin (standard; at-will) ♦ Weapon	
Ranged 10/20; +20 vs. AC; 8 damage.	
Slick Maneuver (move at-will)	
A kuo-toa adjacent to an enemy shifts to any other square adjacent	

to that enemy.		
Alignment Evil	Languages Deep Speech	
Str 16 (+9)	Dex 14 (+8)	Wis 12 (+7)
Con 14 (+8)	Int 10 (+6)	Cha 10 (+6)
Equipment leather armor, light shield, javelin x 3, spear		

Kuo-toa Marauder (level 13)	Level 13 Skirmisher
Medium natural humanoid (aquatic)	XP 800
Initiative +12	Senses Perception +12; darkvision
HP 127; Bloodied 62	
AC 26; Fortitude 23, Reflex 24, Will 22 (26 while bloodied)	
Speed 6, swim 6	
m Slaving Spear (standard; at-will) ♦ Weapon	
+18 vs. AC; (+20 while bloodied) 1d8 + 5 damage plus ongoing 5 damage (save ends).	
M Sticky Shield (immediate reaction, when missed by a melee attack; at-will)	
The kuo-toa marauder makes an attack against attacking creature; +16 vs. Reflex; a weapon wielded by the target drops in the target's space.	
Quick step (minor, usable only while bloodied; at-will)	
The kuo-toa marauder shifts 1 square	
Slick Maneuver (move at-will)	
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.	
Alignment Evil	Languages Deep Speech
Str 16 (+9)	Dex 14 (+8) Wis 12 (+7)
Con 14 (+8)	Int 10 (+6) Cha 10 (+6)
Equipment leather armor, light shield, javelin x 3, spear	

Kuo-toa Whip (level 15)	Level 15 Controller (Leader)
Medium natural humanoid (aquatic)	XP 1200
Initiative +12	Senses Perception +16; darkvision
HP 148; Bloodied 74	
AC 29; Fortitude 27, Reflex 26, Will 26	
Speed 6, swim 6	
m Pincer Staff (standard; at-will) ♦ Weapon	
Reach 2; +18 vs. AC; 1d8 + 3 damage, and the target is grabbed (until escape). While the target is grabbed, the kuo-toa whip cannot make attacks with its pincer staff. When the kuo-toa whip sustains the grab, it deals 1d10 damage to the target. The kuo-toa whip can release the target as a minor action, sliding the target to any other square within its reach.	
R Lightning Strike (standard, at-will)	
Ranged 10; +17 vs. Reflex; 2d8 + 5 lightning damage, and the target is blinded until the end of the kuo-toa whip's next turn.	
A Slime Vortex (standard, encounter)	
Area burst 4 within 20; targets enemies; +17 vs. Fortitude; 1d10 + 5 damage, the target takes a -2 penalty to attack rolls (save ends), and the target slides 3 squares and is knocked prone. Miss: Half damage, and the target slides 1 square.	
Slick Maneuver (move at-will)	
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.	
Alignment Evil	Languages Deep Speech
Skills Dungeoneering +16, Religion +15	
Str 17 (+11)	Dex 18 (+12) Wis 17 (+11)
Con 20 (+13)	Int 15 (+10) Cha 18 (+12)
Equipment coat, pincer staff, headdress	

Sea Shambler (level 13)	Level 13 Brute
Medium aberrant humanoid, human, spellscarred	XP 600
Initiative +6 Senses Perception +12; darkvision	
HP 136; Bloodied 68	
AC 25; Fortitude 27, Reflex 23, Will 24	
Resist 5 against effects that target AC	
Speed 7, climb 4, swim 7	
m Palm Tentacle (standard; at-will)	
Reach 2; +17 vs AC; 2d8 + 6 damage, ongoing 5 damage (save ends), and the target is grabbed.	
M Vicious Bite (standard; at-will)	
Grabbed target only; automatic hit; 1d8 + 6 damage.; +12 vs ; 2d6+5 damage..	
Poison Tentacle (minor; recharge 6) ♦ Poison	
The next time this creature hits a creature with a tentacle attack, it makes a secondary attack against that creature. <i>Secondary Attack:</i> +16 vs. Fortitude; the target takes a -2 penalty to attack rolls (save ends). <i>First Failed Saving Throw:</i> the target is weakened (save ends). <i>Second Failed Saving Throw:</i> The target is knocked unconscious (save ends; the target takes a -5 penalty to this saving throw)	
Expert Flanker	
The shambler gains a +2 bonus to attack rolls against an enemy it is flanking.	
Pinning Grip	
The shambler's allies gain a +2 bonus to attack rolls against an enemy grabbed by this creature.	
Alignment Evil Languages -	
Skills Dungeoneering +12, Stealth +13	
Str 21 (+11)	Dex 17 (+9) Wis 17 (+9)
Con 15 (+8)	Int 2 (+2) Cha 7 (+4)

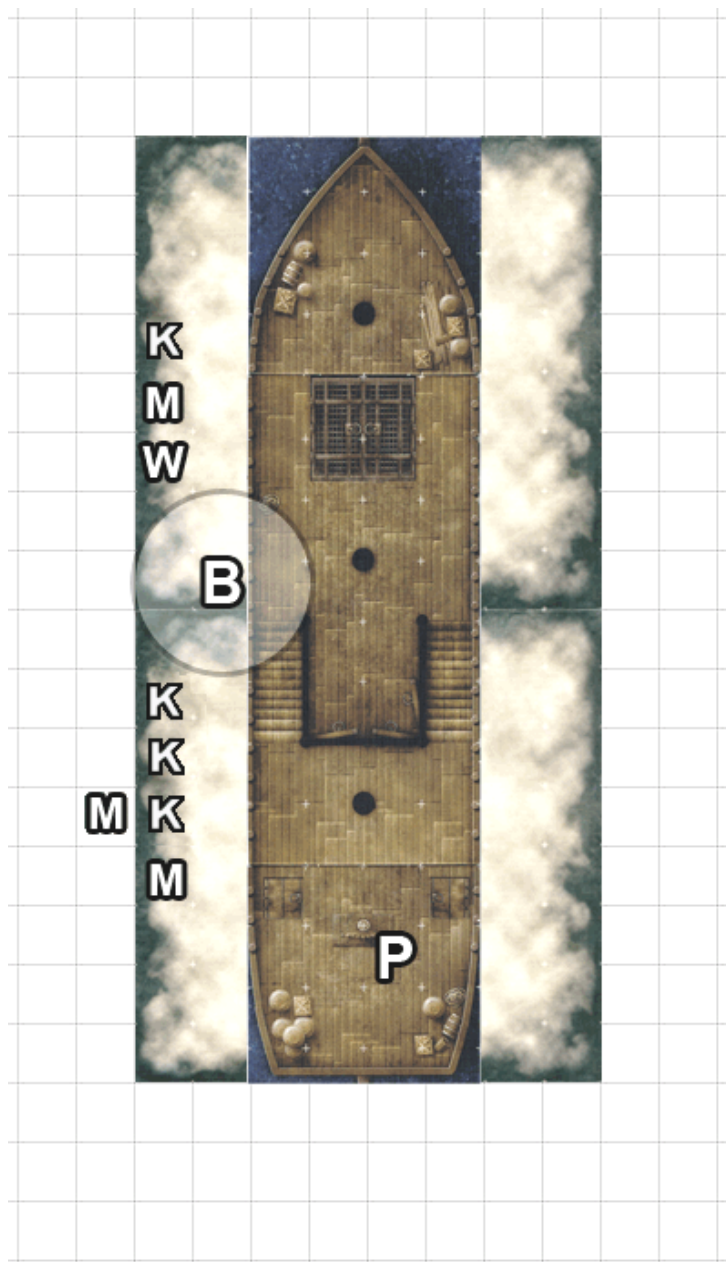
Note: this is a reflavored warped grick alpha with the Lolth-Touched theme from DMG2.

ENCOUNTER 6: RISING MAP

TILE SETS NEEDED

Ship Tiles x1

Arcane Corridors x 4



Creatures:

B: behemoth

M: Kuo-toa Marauder or Sea Shambler

K: Kuo-toa Warrior

W: Kuo-toa Whip

P: Captain Panahq

ENCOUNTER 7: CONCLUSION

SETUP

Important NPCs:

Vadebryth, general of Shade

CONCLUSION A: IF THE PCs KILLED PANAHQ

If the PCs killed Panahq in Encounter 4, the following happens when they get out of the water near the Sun Dragon.

You break the surface of the water. Instead of the sun, a shadow falls over the water.

High above a dark shape moves. A large rock, like the upturned top of a mountain, floats up in the sky. The crenellation of buildings - towers and fortresses - can be seen.

Dark shapes fly about it: hundreds of large, mounted flying lamprey-like beings. They dive towards you.

The shadovar speed down to pull the PCs out of the water, and drop them on the Sun Dragon. The crew is bound, the ship taken by shadovar warriors.

A man suddenly appears on the deck. His skin bleeds shadow, and he exhales power. He gazes down at you.

“You have something that is mine.”

If a PC is holding it on his person, the shade knows, and has that PC searched, the scroll retrieved, and handed to him. A quick PC may instead pull out the scroll and open it, to set of the wards. This destroys the documents as the scroll case bursts into flame. This infuriates the Shade, but there is nothing he can do to stop it.

If the PCs instead hid it somewhere else (not on the ship), the shade is puzzled. He has the ships searched, but once it cannot be found, assumes the PCs didn't succeed.

Once their business is done, the Shades leave, leaving the Sun Dragon behind, the crew bound. Eventually, someone manages to get loose, and the PCs can return home with the Sun Dragon.

CONCLUSION B: PART 1 IF THE PCs TRIED TO FIX THE SHIP

The remainder of this encounter applies only if the PCs tried to repair the ship, whether they succeeded or not.

The ship bursts through the surface into the air. Water cascades from the decks. The crew stumble about in

awe, baking themselves in the sun's rays. Even the ghouls clamber aboard, and give themselves over to awe.

Then a shadow falls over the ship.

High above a dark shape moves. A large rock, like the upturned top of a mountain, floats up in the sky. The crenellation of buildings - towers and fortresses - can be seen.

Dark shapes fly about it: hundreds of large, mounted flying lamprey-like beings. They dive towards you.

Captain Panahq grits his teeth. “Shades!”

This is Sakkors, the flying city of the Shades. The lamprey-like beings are veserabs, flying mounts for the shadovar.

Sakkors has been lying in wait for the PCs to surface. If the PCs look below, they see the Sun Dragon, its crew bound, the ship taken by shadovar warriors.

What happens next is dependent on whether the PCs succeeded in repairing the ship.

CONCLUSION B: PART 2 A IF THE PCs SUCCESSFULLY FIXED THE SHIP

If the PCs succeeded in the skill challenge in Encounter 5, the following happens:

Captain Panahq shouts. “They’ll never take us! Not with THIS girl bearing us! Hold on!”

The entire ships shudder for a moment. The veserabs that were diving down, rear back in surprise... and then are gone.

There is a sickening wrenching feeling, as if someone put a hook through your gut and pulled you sideways.

Then, the sky makes place for a silvery expanse, and silence.

Sakkors and its monstrous fliers are nowhere to be seen.

The Mistress of the Night has plane shifted, and is now in the astral sea.

Captain Panahq grins, then pulls out a scroll tube from his chest cavity (if he had not yet given it to the PCs), and tosses it to the nearest PC.

“You earned it!” he says.

CONCLUSION B: PART 2 B: IF THE PCs DID NOT FIX THE SHIP

If the PCs failed in the skill challenge in encounter 5, the following happens:

Captain Panahq shouts in anger. “Arrrghg! Woman! Move! Why doesn’t this work?”

He pulls a lever in the helm, and kicks at the ship, but whatever effect he is trying to get doesn’t occur.

The veserabs descend, hundreds of them. Soon, the ship is surrounded, and shadovar start to mount.

There are far too many shadovar for the PCs to fight – and quite a few are far above them in power.

The undead realize this and do not resist. Any uprising is quickly put down. Once the PCs are restrained, continue.

A man suddenly appears on the deck. His skin bleeds shadow, and he exhales power. He gazes up at the captain Panahq.

“Ah... helmsman Panahq, if I recall correctly?”

The man steps forward until he is next to the undead sailor.

“You have something that is mine.”

If the Captain still has the scroll, he pulls it from its chest cavity, and hands it over.

He says:

“Tell me, Vadebryth. Does Rivalen know you now work for Melegaunt?”

The shade ignores the jibe.

PCs who come from Netheril or who make a DC 20 History check realize that Rivalen and Melegaunt are shade princes of Netheril. Rivalen is one of the older princes and a Chosen of Shar, while Melegaunt is one of the younger princes and known to be a master manipulator. With a DC 25 History check, a PC recognizes Vadebryth as the name of a shade general.

If the captain gave the scroll to the PCs, the shade holds the captain's gaze, then casts his glance over the PCs.

If a PC is still holding it on his person, the shade knows, and has that PC searched, the scroll retrieved, and handed to him. A quick PC may instead pull out the scroll and open it, to set off the wards. This destroys the documents as the scroll case bursts into flame. This infuriates the shade, but there is nothing he can do to stop it.

If the PC instead hid it on the ship, the shade goes frustrated. He angrily orders the ship searched.

For that, however, there is no time.

The entire ship shudders for a moment. The shadovar look around in surprise... and then sidestep into

shadows. Vadebryth snarls “this is not over!” before he too, disappears.

Several shadovar move for the edge, but the ghouls on the crew suddenly act and leap on them, raking them as they pull them into the sea below.

There is a sickening wrenching feeling, as if someone put a hook through your gut and pulled you sideways.

Then, the sky makes place for a silvery expanse, and silence.

Sakkors and its monstrous fliers are nowhere to be seen, and the shades have left.

The Mistress of the Night has plane shifted, and is now in the astral plane.

If PCs took the scroll and hid it on the ship, it is still there. Otherwise, they lost the documents they came for.

ENDING THE ENCOUNTER

The PCs may need some time to adjust as they are at the astral sea. While they are pondering their destination from here, read the following:

A cracked female voice can suddenly be heard over the ship. The undead suddenly drop to their knees, and bow their heads.

The voice is in Deep Speech. PCs who speak the language hear:

Eluryo Panahq, welcome back. The Plan has changed. We are looking at a new alliance. Follow these heroes, and set to Westgate.

The captain relates the message, which comes directly from Empress Ususi, to the PCs. He sets out to direct the ship to Westgate, where he intends to meet with the PCs employers.

EXPERIENCE POINTS

The PCs earn 40 / 40 XP if they deliver the scrolls to Pensu Chiang.

TREASURE

The PCs earn 800 / 1400 gp for their troubles. Even if the documents were destroyed or taken, Pensu Chiang pays them, as the PCs returned with something most valuable regardless – something she feels confident will earn her mother's favor.

In addition, she offers the PCs a *crusader's weapon* +3, (a “most appropriate weapon when fighting shades”, according to Pensu) and she can also have one of her artists set a magic tattoo of up to 13th/15th level.

In addition, if he survived, Panahq offers the PCs his *versatile armor* +3 in thanks for his help. Being undead, he can no longer use it.

CONCLUDING THE ADVENTURE

The appearance of the *Mistress of the Night* in the harbor of Westgate causes quite a spectacle. *The Mistress* lowers itself slowly at the docks at the Chiang consortium. Only then do the undead earn their peace, and all skeletons and ghouls collapse into wet dust. Only the captain remains, his duty to his empress yet unfinished. PCs may desire to put him to rest, but destroying him doesn't help - he simply re-animates after a few days.

When the PCs meet Pensu Chiang and tell their story, she comments that there must be a leak in the Alliance - how else could the Shades have known?

She then goes to meet with Captain Panahq, promising to arrange a meeting with the Velarian Trade Alliance.

A few days later, the Sun Dragon (or the PCs' ship if they used that) returns to port - Captain Chiang and the crew have been released once the PCs left.

If the PCs managed to save the documents, they earn **CORE41 Lore of the House of Dark Consumption**.

If they salvaged the ship, they earn **CORE42 The Mistress of the Night**.

If they salvaged the ship, but dedicated it to a different deity, they earn **CORE43 The Mistress of Light** instead.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 2: The Deep

240 / 320 XP

Encounter 3: The Drowned

700 / 1000 XP

Encounter 4: The Helmsman

280 / 480 XP

Encounter 5: Repairing the Mistress of the Night

280 / 480 XP

Encounter 6: Rising

1000 / 1360 XP or 1120 / 1520 XP

Minor Quest: Delivering the Scrolls

40 / 40 XP

Total Possible Experience

2260 / 3200 XP

Gold per PC

1200 / 2200 gp

(Encounter 3: 200 / 400 gp, Encounter 4: 200 / 400 gp, Encounter 7: 800 / 1400 gp)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the

adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: any *magical tattoo* of level 13 or lower (low-level version only) (AV2)

Found in Encounter 7; see New Rules for an example.

Bundle B: *invulnerable case** (level 15; AV)

Found in Encounter 4

Bundle C: *seashimmer cloak +3** (level 13; AV2)

Found in Encounter 3

Bundle D: *versatile armor +3** (level 13; AV)

Found in Encounter 4 or 7

Bundle E: *crusader's weapon +3** (level 14; AV2)

Found in Encounter 7

Bundle F: any *magical tattoo* of level 15 or lower (high-level version only) (AV2)

Found in Encounter 7; see New Rules for an example

Bundle G: *friend's gift** (level 14, AV2)

Found in Encounter 6

Bundle H: ritual book of Waterborn (level 14, FRPG)

Found in Encounter 5

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of vitality* plus 200/1100 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle.

Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 1300/2100 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. Normally, if a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session (exceptions to this will be noted in the story award text).

CORE41 Lore of the House of Dark Consumption

You retrieved a scroll of lore, gathered by the Collectors of High Imaskar, from years of records dealing with the underdark.

The scroll contains detailed descriptions of a dread dungeon in the underdark, called the House of Dark Consumption. The Shades have an interest in this region. Possibly, the lore you have now gained access to will help defeat their dark plans.

CORE42 The Mistress of the Night

You salvaged the *Mistress of the Night* from the depths. You are always valued as a guest on board of this ship. You are also seen as an ally to High Imaskar.

CORE43 The Mistress of Light

You salvaged the *Mistress of the Night* from the depths, and removed the taint of Shar from it by dedicating it to a new deity.

You are always valued as a guest on board of this ship. You are also seen as an ally to High Imaskar.

Your act puts you in favor with your deity, but marks you an enemy of those devoted to Shar.

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. Did the PCs recover the scrolls?

- a. Yes.
- b. Yes, but lost them to Netheril.
- c. No.

2. Did the PCs fully repair the Mistress of the Night?

- a. Yes, they fully repaired it (succeeded at Encounter 5).
- b. Yes, they fully repaired it (succeeded at Encounter 5), and rededicated it to another deity.
- c. No, they failed to fully repair it (failed at Encounter 5).
- d. No, they left the ship without trying.

3. What happened to Captain Panahq?

- a. The PCs helped him repairing the ship, and introduced him to Pensu Chiang.
- b. The PCs helped him repair the ship, but attacked him afterwards.
- c. The PCs killed him on the ship.
- d. The PCs never got this far.

4. Who got the PCs hired?

- a. The Chiangs.
- b. Myth Drannor.
- c. A mix of the above.

5. Where the PCs noticed in Encounter 2?

- 1. a. No, they succeeded evading patrols in Encounter 2.
- 2. b. Yes, they failed evading patrols in Encounter 2.

NEW RULES

Crusader's Weapon

Level 9+

Lvl 9 +2 4,200 gp Lvl 24 +5 525,000 gp
Lvl 14 +3 21,000 gp Lvl 29 +6 2,625,000 gp

Weapon: Hammer, Mace

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Half the damage dealt with this weapon is radiant damage.

Property: You can use this weapon as a holy symbol. It adds its enhancement bonus to attack rolls and damage rolls when used in this manner.

Property: On a critical hit you deal +2d10 damage instead of +2d6 against undead creatures.

Power (Daily): Standard Action. Gain one additional use of Channel Divinity for this encounter.

Reference: Adventurer's Vault

Demonskin Tattoo

Level 13

Lvl 13 17,000 gp

Wondrous Item

Property: When you spend an action point to take an extra action, choose acid, cold, fire, lightning, or thunder. You gain resist 10 to the chosen damage type until the end of the encounter.

Reference: Adventurer's Vault 2.

Friend's Gift

Level 4+

Lvl 4 840 gp Lvl 24 525,000 gp
Lvl 14 21,000 gp

Item Slot: Companion

Property: Your companion regains an extra 5 hit points when it spends a healing surge or when you spend a healing surge to allow it to regain hit points.

Level 14: 10 hit points

Level 24: 15 hit points

Reference: Adventurer's Vault

Invulnerable Case

Level 10

Lvl 15 25,000 gp

Wondrous Item

Property: The invulnerable case can hold one item the size of a large book. It opens easily to the touch of one wanting to access its contents, but otherwise stays closed despite any external forces acting on it. The case has resist 30 to all damage and 100 hit points, and it regenerates 10 hit points per hour. As long as the case has at least 1 hit point, any item held within it is immune to damage.

Reference: Adventurer's Vault.

Seashimmer Cloak

Level 13+

Lvl 13 +3 17,000 gp Lvl 23 +5 425,000 gp
Lvl 18 +4 85,000 gp Lvl 28 +6 2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, Will

Property: You gain a swim speed equal to your speed and can breathe underwater.

Power (Daily): Immediate Interrupt. Trigger: An enemy hits you.

Effect: You become insubstantial until the start of your next turn.

Reference: Adventurer's Vault 2

Tattoo of Vengeance

Level 15

Lvl 15 25,000 gp

Wondrous Item

Property: When a nonminion enemy scores a critical hit against you and deals damage, you gain a +6 bonus to damage rolls against that enemy until the end of the encounter.

Reference: Adventurer's Vault 2.

Versatile Armor

Level 3+

Lvl 3 +1 680 gp Lvl 18 +4 85,000 gp

Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp

Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp

Armor: Chain, Plate

Enhancement: AC

Power (At-Will): Minor Action. You take a -1 AC penalty but ignore penalties to speed and checks caused by armor. This persists until you use a minor action to return the armor to normal.

Reference: Adventurer's Vault

Waterborn

Level 14

Component Cost: 850 gp

Category: Exploration

Market Value: 2,000 gp

Time: 10 minutes

Key Skill: Arcana or Nature

Duration: Special

Targets of the Waterborn ritual can explore the ocean's depths at length and with leisure. Up to eight creatures (including yourself if you choose) gain the ability to breathe underwater. In addition to this ability, targets can speak normally and gain a swim speed equal to their land speed. Subjects are unaffected by the cold and pressure of the deep ocean.

This ritual does not negate the ability to breathe air or move on land. Equipment and possessions, such as books and scrolls, on a creature affected by the ritual remain undamaged by the water.

Check Result Duration

19 or lower 4 hours

20-29 8 hours

30-39 16 hours

40 or higher 2 days

Reference: Forgotten Realms Player's Guide

APPENDIX I: NPCs AND ORGANIZATIONS

This section lists information the PCs can gather about NPCs in this scenario. Streetwise checks represent knowledge the PCs gained through interaction with locals prior to the scenario's start. If PCs actually take time to gather info they gain a +2 bonus on their checks.

Each entry lists a region and town. Where applicable, PCs from the region gain a +2 bonus on checks to acquire the information, while PCs from the town gain a +5 bonus.

PENSU CHIANG

Region/Town: Dragon Coast / Westgate

Pensu Chiang is a young Shou woman. Her hair hangs loose around her shoulders, falling in long strands over her richly embroidered robe.

The following information can be gained with a Streetwise check:

DC 21: Pensu Chiang is an administrator for the Westgate branch of the Chiang Emporium, which trades in the eastern Sea of Fallen Stars (mostly Cormyr).

DC 25: She is the second daughter of Yuin Chiang, the head of Westgate branch, herself the daughter of clan leader Ha-teh Chiang.

She has three sisters: Make Chiang, Ren Hakate Chiang, and Wei Chiang.

DC 30: Recently, her sister Wei Chiang, fourth daughter of Yuin, lost the favor of her mother (see DRAG1-7 Crafts). Her 'disappearance' has reshuffled the power in the family. Yuin choose to grant Wei's area of control to Ren Hakate Chiang, her third daughter. Pensu fears it indicates that Yuin may be displeased by her own efforts, and thus is eager to make a good impression.

DC 35: When she learned that Lin-Woh Chiang, her aunt, needed a team for a salvage mission that would increase the family's standing in the Velarian Trade Alliance, Pensu volunteered before her sisters could hear of the news.

THE CHIANG EMPORIUM

Region/Town: Dragon Coast / Nathlan

The following information can be gained with a Streetwise check:

DC 15: The Chiang Emporium is a Shou merchant house from the Shou state of Nathlan on the Dragon Coast. The house is entirely owned and run by members

of the Chiang clan. Their main base is in the city of Nathlek. They trade around the coast, primarily along the southern coast of the Sea of Fallen Stars.

DC 20: Almost all employees are women. The head of the emporium, the lady Ha-Teh Chiang apparently has a dislike for men, which has somewhat curbed the success of the house.

DC 25: Rumors say they have traded with Thay in the past. On the other hand, the house has had violent clashes with Sembia.

DC 28: Some say that the Chiang women only bear girls, due to a curse. Others say the Chiangs dispose of male children, and instead adopt young girls into the family - or even switch babies at birth.

DC 30: There do exist male children, but they are hidden. They form the Yau clan, with a lower status. A male child that shows exceptional promise is sometimes disguised and raised as if he were a girl. These heirs get a new name.

KWO CHIANG

Region/Town: Dragon Coast / Westgate

Kwo Chiang is a Shou man in his middle years. He is fit and trim. His hair is touched with gray at the temples, and pulled back in a queue. Two long scars mar the right side of his face.

The following information can be gained with a Streetwise check:

DC 20: Captain Chiang is the captain of the Swallow. He is has a reputation of living by his honor,

DC 25: The captain and his ship works for the Standing Tree Monastery, a group of mostly reclusive monks.

DC 28: he is one of few people who has recently traveled in the area sailors claim is ruled by the Blue Lady, a mystic figure that lures ships to their doom.

DC 30: Chiang's is rumored to be related to the clan Chiang, a rich Shou clan that exists solely of women. According to the tales, the Chiangs demanded Kwo relinquish the use of his name, but he refused. As a consequence, many of his endeavors failed - sabotaged by the clan. This is the main reason he works for the Monastery.

DC 35: The captain has at least one sibling. His youngest sister is Yuki Chiang, who is over twenty years younger and said to still work for the clan.

APPENDIX II: UNDERWATER COMBAT

Athletics, Swim: The relevant rules for making swim checks are found here (PH 183):

Make an Athletics check to swim or tread water. Different conditions make swimming harder.

Swim or Tread Water: Part of a move action.

- **DC:** See the table.
- **Success:** You swim at one-half your speed, or you stay afloat and tread water.
- **Fail by 4 or Less:** Stay where you are and lose the rest of your move action. You can try again as part of a move action.
- **Fail by 5 or More:** Sink 1 square and risk suffocation by drowning (details are in Chapter 9 of the Dungeon Master's Guide).
- **Uses Movement:** Count the number of squares you swim as part of your move.
- **Swim Speed:** While swimming, creatures that have a swim speed (such as sahuagin) use that speed and do not make Athletics checks to swim.

Water	Athletics DC
Calm	10
Rough	15
Stormy	20

Underwater Combat: The relevant rules for underwater combat are found here (DMG 45):

- Creatures using powers that have the fire keyword take a -2 penalty to attack rolls.
- Characters using weapons from the spear and crossbow weapon groups take no penalties to attack rolls with those weapons while fighting underwater. Characters using any other weapon take a -2 penalty to attack rolls.
- Creatures move using their swim speed. A creature without a swim speed must use the Athletics skill to swim, as described in the Player's Handbook.
- **Aquatic:** Creatures native to watery environments have the aquatic ability. They gain a +2 bonus to attack rolls against opponents that do not have this ability. Aquatic monsters, such as sahuagin, are noted as such.

The following guidance for underwater combat should be followed until more current rules or errata are published.

- Blasts, bursts, and area effects are cubes instead of squares.
- Forced movement in 3-D combat, such as underwater, that does not involve falling may include vertical movement. DMs should disallow vertical forced movement of surface swimmers that would cause drowning.
- Dwarven resistance to forced movement does apply to currents while the dwarf is swimming.
- The Phantom Steed ritual may be used to create underwater mounts.
- Assuming one can breathe, a character may walk on the sea bottom that is considered difficult terrain.
- This adventure does not assume the characters were stripped of their armor for the underwater combat. The combat will be much tougher if that happens.

HANDOUT 1A: AN INVITATION

Dear Adventurer,

You have, in the past, shown your worth in missions benefiting the Chiang Emporium. Based on that reputation, I believe we can use your skills in a mission dealing with the retrieval of lost items from the bedding of the Sea of Fallen Stars.

Discretion demands I do not say more, but I invite you to come to meet me to discuss specifics in the Chiang Emporium headquarters in Tidetown, Westgate.

Head Administrator Pensu Chiang

Hammer 11, Year of Deep Waters Drifting, Westgate

HANDOUT 1B: AN INVITATION

Well Met,

At the behest of Myth Drannor, I hail you. You are known to us as great heroes to the cause, and have helped us before to further the righteous cause.

Now, we have another task to set before you. Aron Selkirk, with whom we have an alliance, has found a source of information that may be of use to thwart any incursion of dark Netheril into our region.

Unfortunately, he has assigned the task of finding this information to the Chiang Emporium, a party we regretfully trust little. Fortunately, the Chiang have decided to hire adventurers for this task. You could aid us if you would report to lady administrator Pensu Chiang, in the Chiang Emporium headquarters in Westgate, to represent our cause in this mission.

We have already offered your name, and the Chiang have agreed to include you.

You would do us a great service.

In friendship,

Mishell Nymonen,

Hammer 7, Year of Deep Waters Drifting, Shadowdale

HANDOUT 1C: AN INVITATION

Dear Adventurer,

I have been informed of your skills in combat and familiarity with difficult situations. Based on those reports, I believe we can use your skills in a mission dealing with the retrieval of lost items from the bedding of the Sea of Fallen Stars.

Discretion demands I do not say more, but I invite you to come to meet me to discuss specifics in the Chiang Emporium headquarters in Tidetown, Westgate.

Head Administrator Pensu Chiang

Hammer 11, Year of Deep Waters Drifting, Westgate