

Ghost of the Deep

A Pirate Isles Adventure for Conan the Role-Playing Game

VINCENT N. DARLAGE AND
ERIC K. RODRIGUEZ

OVERVIEW

The Player Characters, onboard a besieged craft, must defend themselves and their ship. They capture a map that leads to a fabulous treasure, a map with a prominent 'X' marked on it, as well as a dark warning. The characters proceed to the island and their ship is damaged or destroyed by a ghost whale. The characters then find danger in the form of a siren and treasure in the form of a glass bowl. The characters also discover a lost pirate stronghold dating back to the founding of the Hyborian nations.

This adventure is designed to introduce players to the ship-to-ship combat, some of the monsters and demons of *Pirate Isles*, as well as give the players a taste of a few of the new spells offered within *Pirate Isles*.



PREPARATION

Non Player Characters for this adventure are provided in the Appendix, although Games Masters are encouraged to add additional characters of their own for campaign continuity. This would also be a great spot to have a reoccurring antagonist appear and attack the characters or seek to steal the map for themselves.

One character should be made captain of the *Dagon's Valour*. How this is accomplished does not matter, however this might make a separate adventure all on its own. Perhaps the character battled his way to the top. Perhaps he won the ship in a high-stakes game of chance. Perhaps his family owns the ship and asked him to do something worthwhile with it, or use it to bring in some income. Making a Player Character the captain gives the characters more freedom to make choices. However, the Games Master may want to limit the player's freedoms somewhat, taking them 'along for the ride', so to speak. If so, the Games Master will have to create his own captain.

A Games Master will need *Conan the Roleplaying Game*, *Pirate Isles*, and a few players to get full use of the material included in this adventure. A player needs a copy of *Conan the Roleplaying Game*, a Games Master and some fellow players.

CHAPTER ONE: THE WRATH OF THE DRIVING SEAS

*That I followed the road of the restless gull
As free as a vagrant breeze,
That I bared my breast to the winds' unrest
And the wrath of the driving seas*

Robert E. Howard, The Day That I Die

The characters begin the game on board a ship known as *Dagon's Valour*, and they are already in the midst of a battle. If one of the characters is not already captain of the ship, then perhaps the captain can be killed in this introductory battle, leaving one of the players in charge thereafter.

The player characters begin this adventure at the onset of combat; for they are engaged in a brutal battle between their craft and the Stygian warship *Pa-Userukhet-enpa-Iumahu-Khesef* (translates roughly from Stygian as *The Wrath of the Driving Seas*). The Games Master should use the narrative combat system introduced in *Pirate Isles*. The ships are already engaged, and Captain Iufenamun has already sent his crew to capture the *Dagon's Valour*. The captain is acting against the wishes of his passenger, Khonsirdais, a priest of Set, but he has his reasons for doing so. The *Dagon's Valour*, long before the players had possession of it, once pirated a ship he served aboard and resulted in a major setback to his career. Sighting it again after all these long years enraged him and he has decided to sink the ship as some form of revenge.

Khonsirdais has hired Captain Iufenamun's ship to take him to a nameless isle. He possesses a map stolen from a sorcerer of the Black Ring and is headed south to find a glass bowl and a

siren plaything. He will bargain for his life if he is afforded the opportunity, hoping to betray the party later if he can manage the services of the siren. He will not warn the characters about the siren, however. He will want to use her as his ace-up-his-sleeve to assure his victory later. Of course, if he is killed during the fighting, none of his knowledge will be available to the player characters.

The player characters are intended to win this battle. They can capture the Stygian craft, sink it, force it to pay a ransom, set it adrift or any other fate they decide for it. One way or another, the Games Master needs to make sure the map falls into the hands of the characters, as well as the hint of treasure.



CHAPTER TWO: TO REST ON AN UNKNOWN ISLE

*That ever my spirit turned my steps
To the naked morning lands
And I came to rest on an unknown isle –
Jade cliffs and silver sands.*

Robert E. Howard, The Day That I Die

Early in the morning on the sixth day, the islands are spotted in the distance. The characters start to make their way through the chain of islands, but unknown to them they have awoken a ghastly guardian. A ghost whale circles the chain of islands, smashing boats that approach. As the characters sail into the waters between the small island marked with an 'X' and the larger island, the whale attacks. The surface of the water is broken in an explosive blast of brutality and violence. The ghost whale will strive to destroy any and all ships that pass too close to the islands – potentially marooning the characters on the island.

GHOST WHALE

Gargantuan Animal

Hit Dice: 12d8+8 (141 hp)

Initiative: +9 (+1 Dex, +8 Reflex)

Speed: Swim 40 ft. (8 squares)

DV: 16 (-4 size, +1 Dex, +9 natural)

DR: 8

Base Attack/Grapple: +9/+33

Attack: Bite +17 melee (4d6+12)

Full Attack: Bite +17 melee and tail slap +12 melee (1d8+6)

Space/Reach: 20 ft./15 ft.

Special Attack: Charging attack

Special Qualities: Blindsight 120 ft., hold

breath, low-light vision

Saves: Fort +15, Ref +9, Will +6

Abilities: Str 35, Dex 13, Con 24, Int 8, Wis 14, Cha 6

Skills: Listen +15, Spot +14, Swim +20

Feats: Alertness, Diehard, Endurance, Improved natural attack (bite), Toughness

Climate/Terrain: Aquatic

Organisation: Solitary

Advancement: 13 – 18 Hit Dice (Gargantuan); 19 – 36 Hit Dice (Colossal)



These great white whales once roamed the deepest seas, preying on giant octopi and the great kraken. They grew to be over 60 feet in length. They were wise beyond their means, capable of deep thought and wisdom unknown to the men of their era. Unfortunately, those brought back through necromantic means go mad, turning their intelligence to the destruction of all life.

Ghost whales may be found anywhere in the world, although they are far too large to come close to shore. Like all creatures brought back through necromancy they once served a sorcerer; unlike most revenants summoned back into a semblance of life, their intelligence allowed them to slip the bonds of control long ago. They now rove the seas, searching for and destroying anything that resembles the hated creatures that cursed them with their current, tormented state.

Most sailors panic when they see a ghost whale resting on the water. They regard the creatures as omens of death, pain and imminent destruction. All of these are absolutely true; the ghost whale will stop at nothing to destroy living creatures.

Combat

Ghost whales are quite intelligent. If they spot a ship they will sink beneath the waves and ram it repeatedly, until they break it into splinters, then pick off the sailors one by one. If chased they will swim for long distances, dragging the target further and further from the shore and help. Then they submerge, loosing the opponent in the uncharted vastness of the sea.

In combat ghost whales may use any of the following abilities:

Blindsight (Ex): Ghost whales 'see' by emitting high-frequency sounds, inaudible to most other creatures, allowing them to locate objects and creatures within 120 feet. Its normal vision is approximately equivalent to a human.

Charging Strike (Ex): If a ghost whale executes a charge attack it strikes with its head, dealing 5d12 blunt damage in addition to its normal bite damage. It cannot effectively use charging strike on a target smaller than itself.

Hold Breath (Ex): A ghost whale can hold its breath for a number of rounds equal to ten times its Constitution score before it risks drowning.

Skills: A ghost whale has a +8 racial bonus on

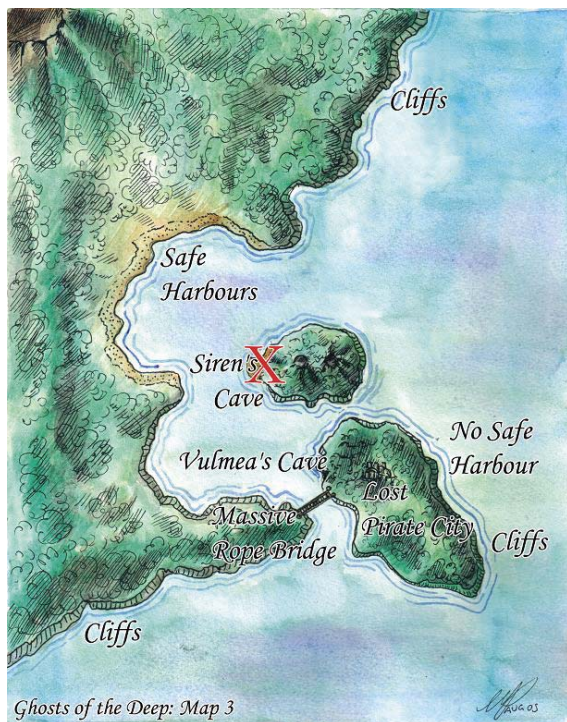


Ghosts of the Deep: Map 1

any Swim check. It can use the run action while swimming, provided it swims in a straight line. It has a +4 racial bonus to Spot and Listen checks, although this bonus is negated if the ghost whale cannot use its Blindsight.

HISTORY OF THE GHOST WHALE

The ghost whale of this lonely chain of islands is insane, although it is still quite intelligent, as most of this ancient species are. This particular ghost whale was summoned by an ancient sorcerer not long after the fall of Acheron. History does not record whom the Acheronians were defending their isle against, but the ghost whale remains as a mute testimony to the desperation of the ancient pirates and seamen who once dwelt upon this chain. The whale broke the chains of bondage and smashed the pirate fleet of these renegade Acheronians, dooming those that remained on the island to a slow starvation. The island became ill reputed and eventually passed into



Ghosts of the Deep: Map 3

legend. The ghost whale remains, guarding this territory and killing any who enter into his waters.

Characters will likely have to swim to shore, or they may make their escape from the fury of the ghost whale on small boarding craft. The island the characters are making for are largely rocky, with few safe harbours and beaches. For added challenge, the Games Master may want to introduce sharks in the water, although this will not likely be a need. The players have a choice – to make for the small island marked with an X, or the beach across the harbour on the larger island. The smaller island will be a deadly choice. If players land on this island, proceed to *Chapter Three: The Siren's Call*.

The larger island is mostly deserted. The island is mountainous, and the characters can see a 300-foot long rope bridge spanning a chasm to another island. The anchors of the rope bridge are up high on mountainous ridges. If characters choose to climb the forested ridges to the rope bridge, proceed to *Chapter Four: The Glass Bowl of Nakhtnebef*.

CHAPTER THREE: THE SIREN'S CALL

*For ever the wind came out of the east
To beckon me on and on,
The sunset's lure was my paramour
And I loved each rose-pale dawn.*

Robert E. Howard, The Day That I Die

Along the sandy strip of white beach on the smaller isle (indicated by the X on the treasure map) lies a beached ship of medium size. Several large rock spires rise out of the water near the beach. Behind the white beach rise towering cliffs overgrown with tropical vines and plants, giving them a jade appearance. On this map, however, 'X' does not

mark the site of treasure; it marks the site of danger, a site to be avoided by the mapmaker. Here lurks the siren 'Neshelafi', who seeks the death of all men, save the owner of the *Glass Bowl of Nakhtnebef*.

Perched on a rocky outcropping not far from the beach is a beautiful woman, perfect in shape, voluptuous and pert. Her eyes are lascivious and mocking, triumphant in her knowledge of her overwhelming manner and seductive appearance. Her pale blue skin, seen to be scales up close, is both alluring and wonderful; a realm of softness beckoning to be explored and pursued. Her soft voice is vibrantly intense, a voice that poets might ascribe to a fresh rose or an alluring sunset.

She will use *hypnotism*, *hypnotic suggestion* and *mass hypnotic suggestion* to ensnare the Player Characters and bring them to her oddly cold embrace. With a pixie smile she promises any indiscretion an aroused male may desire even as she lays back with him into the clammy wetness of the ocean, to kiss his breath away as he drowns. One by one she intends to destroy all comers, taking their souls and their bodies as her own diabolic repast. There is one exception – she will obey the possessor of the *Glass Bowl of Nakhtnebef*. The spells that bind her to earth also bind her to serve as the plaything of Nakhtnebef or his successors.

SIREN

Medium Outsider (demon)

Hit Dice: 10d8+10 (52)

Initiative: +11 (+4 Dex, +7 Reflex)

Speed: 30 ft. (6 squares) swim 30 ft.

DV: 19 (+4 Dex, +4 natural, +1 Dodge)

DR: 6

Base Attack/Grapple: +10/+12

Magic Attack: +11

Attack: Slam +12 melee (1d6+2)

Full Attack: Slam +12 melee (1d6+2)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: -

Special Qualities: Body voice, manifest, waterbreathing

Saves: Fort +8, Ref +11, Will +11

Abilities: Str 14, Dex 18, Con 12, Int 8, Wis 18, Cha 22

Skills: Bluff +19, Diplomacy +19, Listen +17, Knowledge (arcane) +12, Perform (dance) +19, Spot +17, Sense Motive +17

Feats: Adept (hypnotism), Dodge, Archer's Bane

Climate/Terrain: Aquatic

Organisation: Solitary or coven (2 – 16 sirens)

Advancement: 9 – 18 Hit Dice (Medium)

These human-like female demons have light green/blue scales on their skin, slit-like eyes and webbed hands. They come forth to be the playthings of some sorcerers, as well as to protect areas and close off shipping through specific areas. Sirens speak all human languages, as well as Demonic. Without speaking they can easily make their intentions obvious to any male, of whatever race.



All sirens know and can cast any spell from the hypnotism school. They generally use *hypnotism*, *hypnotic suggestion* and *mass hypnotic suggestion* to lure sailors from their ships; clasp them in their clammy embrace; then sink down to the shadowed sea floor to consume them. A single siren can kill off an entire pirate crew if left unchecked; leisurely gathering enough blood and souls to inflame her inhuman passions.

Sorcerers use the *summon demon* spell to summon sirens, just as they summon other creatures from beyond the stars.

Sailors regard the presence of a siren as a sure sign of death to come. They say that a siren never entered the world that did not lust for the blood of men. They speak of crews brought to a watery grave, writhing in pleasure as the breath raced from their lungs. All of these things are true, but often the siren's destruction was not originally intended for the pirates; the command that binds the siren to this world may well be centuries old, a remnant of some forgotten sorcerer's hate.

Combat

Sirens avoid direct combat unless there is no other alternative. If faced with a target they cannot hypnotise or dominate, they will vanish under the waves, never to be seen again. When cornered, sirens turn to fight, slamming opponents with their frail looking hands.

In combat sirens use the following special powers:

Body Voice (Su): Any creature that can see the siren can hear the words that she whispers as she moves. This extends the siren's evil eye range to line of sight.

Manifest (Su): As a standard action the siren can either leave Earth and return to its home place or appear on Earth. In either case it manifests at the new location at the end of its action.

Waterbreathing (Su): Sirens can breathe water as if it were air.

A dark cave looms behind her, but it is shallow (although that fact cannot be discerned from the beach) and leads nowhere. It was carved out by centuries of pounding tides. The ship beached on the white sands is heavily damaged but can be repaired with enough effort and time. Its name is the *Neferrenpet*.

CHAPTER FOUR: THE GLASS BOWL OF NAKHTNEBEF

Galleys shall break the crimson seas seeking delights for you;

With silks and silver fountain gleams I will weave a world that glows and seems

A shimmering mist of rainbow dreams, scarlet and white and blue.

Robert E. Howard, A Song Out of Midian

From the beach on the larger island, across from the small island marked with an 'X' on the map, the players can see they are surrounded by jungle. Toward the south, they can also see a forested ridge terminating at a sheer cliff. At the upper terminus of this cliff on the peak of the ridge, a massive rope bridge, at least 300 feet long, extends to a smaller island with another ridge. This smaller island is sheer on all sides – it is the cone of an ancient volcano. A minimum of searching will find both fresh water and a trail. The trail looks as though it was a road thousands of years ago, but the jungle has pretty much overtaken it by now.

The ancient road is dangerous if taken at night. Most of the more aggressive animals hunt in the darkness. During the day, the chattering of monkeys and the cries of the birds are the most likely things to be heard.

The ancient trail winds up the ridge and finally surmounts it. It terminates at the end of the huge rope bridge. The ropes are ancient, but thicker than five men tied around. The wood of the bridge is old, but, for the most part, stable. A Balance check (DC 12) is required to successfully move across in calm, clear weather. The Balance check increases if it is windy and/or raining. Any check that fails

by more than 5 is a complete fall (a board breaks, the character flips over one of the ropes); a failure of less than that means the character is dangling for his life. The fall is a 400-foot drop into shallow and rocky water (the water beneath the bridge is less than five feet deep in most places).

On the other side of the rope bridge, the road continues into the Cave of Vulmea, a carven tunnel through the wall of the ancient volcano. Strange and curious carvings can be seen if a source of light is brought into the dank cavern. During the day, this cavern serves as the lair of a pair of leopards. If the cavern is entered at night, the cave is empty as the leopards are out hunting.

LEOPARD

Medium Animal

Hit Dice: 3d8+6 (19 hp)

Initiative: +7 (+4 Dex, +3 Reflexes)

Speed: 40 ft (8 squares), climb 20 ft.

DV: 16 (+4 Dex, +2 natural)

DR: 2

Base Attack/Grapple: +2/+5

Attack: Bite +6 melee finesse (1d8+3)

Full Attack: Bite +6 melee finesse (1d8+3) and 2 claws +1 melee finesse (1d4+1)

Space/Reach: 5 ft/ 5 ft.

Special Attacks: Improved grab, pounce, rake 1d4+1

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +7, Will +2

Abilities: Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6

Skills: Balance +12, Climb +11, Hide +8*, Jump +11, Listen +6, Move Silently +8, Spot +6

Feats: Alertness

Environment: Warm and temperate forest/jungle

Organisation: Solitary or pair

Advancement: 4-5 Hit Dice (Medium)

These jungle cats are about four feet long and weigh about 120 pounds. Leopards are found

anywhere south of Stygia among Kush and the Black Kingdoms and sometimes among the jungle covered islands of the western sea.

Combat

Improved Grab (Ex): To use this ability, a leopard must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a leopard charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +6 melee, damage 1d4+1.

Skills: Leopards have a +8 racial bonus on Jump checks and a +4 racial bonus on Hide and Move Silently checks. Leopards have a +8 racial bonus on Balance and Climb checks. A leopard can always choose to take 10 on a Climb check, even if rushed or threatened.

At the end of the cave-tunnel the characters come out into the bowl of the ancient volcano. The grand ruins of a fantastic city can be seen beneath the shimmering arc of a rainbow. The tropic humidity keeps the air moist here. Apparently this island used to be a pirate port long, long ago, before the ghost whale ran everyone off.

The staggering city of tall purple towers lies ruined among the encroaching jungle at the centre of the volcanic bowl. This ancient Acheronian pirate city, once a base of operations for renegades preying both upon Acheron and Stygia in the pre-Hyborian eras, is an impressive ruin of overwhelming immensity.

Deep within the crumbling ruin is a prehistoric temple to a primeval god of unwholesome aspect. Within this temple is the *Glass Bowl of Nakhtnebef*. Games Masters should realise that the ruined city can be made into an entire campaign on its own.

The characters could spend weeks searching through the ancient ruins, with the possibility of many encounters. It is up to the Games Master to develop this part of the adventure in more detail if he wishes.

CHAPTER FIVE: THE ARRIVAL OF ANKH-PSAMTEK

*That I drained Life's cup to its blood-red lees
And it thrilled my every vein,
But I did not frown when I laid it down
To lift it never again.*

Robert E. Howard, The Day That I Die

Khonsirdais stole the map from a more powerful sorcerer; this dread sorcerer wants it back and has arrived on the island to reclaim it. The Games Master may wish to have Ankh-Psamtek arrive by sorcerous means; however, if the characters have not yet found a means of escape from the island Ankh-Psamtek's small sloop may have escaped notice of the ghost whale and is anchored near the siren's cove.

Ankh-Psamtek's sole purpose is to capture Khonsirdais alive. However, if Khonsirdais has been killed already, then the *Glass Bowl of Nakhtnebef* will suffice. If the characters turn Khonsirdais over to Ankh-Psamtek, he will let them keep the bowl in exchange. Ankh-Psamtek will not befriend the characters or help them in any other way and will leave the island as soon as he has Khonsirdais or at least knows that he is dead. If the characters decide to fight Ankh-Psamtek, they will be facing a dangerous foe with death dealing magic at his disposal. Ankh-Psamtek will fight with every spell at his disposal, but if faced with death or capture, he will flee and seek revenge against the characters at a later time.

This lost city gives the Games Master a unique opportunity to create special encounters or introduce rare and powerful items. At the very least, several days should be spent exploring the ruins and recovering many unique and mysterious items, whether they are magical or not. In addition, this would be a good spot to introduce strange and terrifying creatures that would have been unique to the Acheronian era. Below is an example of a rare and unique creature that might be released from its prison by the unknowing adventures:

FOAMING BLASPHEMY

Medium Outsider (demon)

Hit Dice: 8d8+8 (44 hp)

Initiative: +11 (+1 Dex, +6 Ref, +4 Improved Initiative)

Speed: 20 ft. (4 squares)

Defence Value: 16 (+1 Dex, +5 natural), touch 11, flat-footed 15

Damage Reduction: 5 (mutable form)

Base Attack/Grapple: +8/+10

Attack: Claw +10 melee (1d3+2 plus corporeal instability)

Full Attack: 2 claws +10 melee (1d3+2 plus corporeal instability)

Space/Reach: 5 ft./5 ft.

Special Attacks: Corporeal instability, terror (DC 14)

Special Qualities: Darkvision 60 ft., immunity to critical hits and transformation, mad thing drumming

Saves: Fort +7, Ref +7, Will +6

Abilities: Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10

Skills: Climb +13, Escape Artist +12, Hide +12, Jump +9, Listen +11, Perform (percussion) +14, Spot +11, Survival +0 (+2 following tracks), Tumble +14, Use Rope +1 (+3 with bindings)

Feats: Skill focus (perform-percussion), Improved Initiative, Mobility

Advancement: 9–12 Hit Dice (Medium); 13–24 Hit Dice (Large)

The horrific creatures known as foaming blasphemies have mutable, ever-changing forms. A foaming blasphemy's dimensions vary, but it always weighs about 200 pounds. Foaming blasphemies do not speak.

Combat

For all its fearsome appearances, whether it has claws, fangs, pincers, tentacles or spines, a foaming blasphemy does little physical harm. Regardless of form, the creature seems unable to manage more than two attacks per round. Its continual transmutations prevent the coordination needed to do more.

Mad Thing Drumming (Su): With a successful Perform (percussion) check (DC 23), the foaming blasphemy may grant one scholar within range a +1 morale bonus to his Magic Attack rolls plus an additional +1 for every 5 points that the foaming blasphemy exceeds its Perform check. The foaming blasphemy must have a Magical Link to the target scholar if it does not have line of sight to him.

Corporeal Instability (Su): A blow from a foaming blasphemy against a living creature can cause a terrible transformation. The creature must succeed on a Fortitude save (DC 15) or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes and boils uncontrollably. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armour, rings and helmets become useless. Large items worn or carried - armour, backpacks, even shirts - hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable

to distinguish friend from foe (-4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a foaming blasphemy.

A victim can regain its own shape by taking a standard action to attempt a Charisma check (DC 15) - this check DC does not vary for a foaming blasphemy with different Hit Dice or ability scores. A success re-establishes the creature's normal form for one minute. On a failure, the victim can still repeat this check each round until successful. Corporeal instability is not a disease or a curse and so is hard to remove. A *Warding* or *Greater Warding* spell removes the affliction.

Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a foaming blasphemy's form. Effects such as *Awful Rite of the Were-Beast* force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

Neferrenpet could be repaired with supplies from other destroyed ships and skilled seamen. Perhaps Ankh-Psamtek was killed and his small sloop was found in the sirens cove. If the group found the *Glass Bowl of Nakhtnebef* they could command the siren to pull their ship or summon other aquatic creatures to do the same. Games Masters should provide the characters with several options, but not to make the decisions for them. This is an opportunity for characters to use various skills and abilities that they normally do not use.



APPENDIX ONE: CHARACTERS

ANKH-PSAMTEK, SORCERER OF THE BLACK CIRCLE

Medium Stygian (7th level Scholar)

Hit Dice: 7d6 (25 hp)

Initiative: +3

Speed: 30 ft. (6 squares)

DV (Dodge): 13 (+2 level, +1 Dex)

DV (Parry): 11 (+2 level, -1 Str)

DR: -

Base Attack/Grapple: +5/+4

Attack: Akbitanan Dagger +4 melee (1d4-1/19-20/x2/AP 2) or Stygian Bow +7 ranged (1d12/19-20/AP 1)

Full Attack: Akbitanan Dagger +4 melee (1d4-1/19-20/x2/AP 2) or Stygian Bow +7 ranged (1d12/19-20/AP 1)

Special Attacks: New Sorcery Style (x3), Advanced Spell x5, Bonus Spell x2

Special Qualities: Stygian qualities, scholar, lay priest background, knowledge is power

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +2, Ref +3, Will +12 (+10 vs. Corruption)

Abilities: Str 9, Dex 13, Con 11, Int 16, Wis 14, Cha 16

Skills: Bluff +13, Concentration +10, Craft (alchemy) +15, Craft (herbalism) +13, Decipher Script +13, Sleight of Hands +9, Handle Animal +5, Intimidate +13, Knowledge (arcane) +15, Perform (ritual) +18, Profession (priest) +7, Search +13, Sense Motive +12

Feats: Exotic weapon proficiency (Stygian bow), Iron Will, Ritual Sacrifice, Tortured Sacrifice, Hexer, Skill Focus (perform), No Honour

Reputation: 10

Magical Attack Bonus: +6/+8 (+3 base, +3 Charisma modifier/+2 when casting Curses)

Power Points: 8 (24 max)

Sorcery Styles: Prestidigitation, Curses, Counterspells

Spells Known: *Conjuring, Lesser Ill Fortune, Telekinesis, Warding, Greater Telekinesis, Ill Fortune, Greater Ill Fortune, Greater Warding, Burst Barrier, Curse of Broken Blood*

CAPTAIN IFENAMUN

Medium Humanoid (7th level Pirate)

Hit Dice: 7d8+7 (42 hp)

Initiative: +6 (+1 Dex, +5 Reflex save)

Speed: 30 ft. (6 squares)

DV (Dodge) melee: 16 (+5 level, +1 Dex)

DV (Dodge) ranged: 20 (+5 level, +1 Dex, +4 large shield)

DV (Parry): 19 (+3 level, +2 Str, +4 large shield)

DR: 3 (quilted jerkin)

Attack: Short sword (+7 melee, 1d8+2, 19-20/x2,

CHAPTER SIX: ESCAPE FROM THE ISLAND

*That I loved the song of the thrumming spars
And the lift of the plunging prow,
That I could not bide in the seaport town
And I could not follow the plow.*

Robert E. Howard, The Day That I Die

After surviving the many dangerous encounters and creatures that are on the island, the characters should escape and head back toward the mainland. However several methods are available. The

AP 1) or Stygian Bow +2 (+7 ranged 1d12+2, 19-20/x2, AP 2)

Full Attack: Short sword (+7 melee, 1d8+2, 19-20/x2, AP 1) or Stygian Bow +2 (+7 ranged 1d12+2, 19-20/x2, AP 2)

Special Attacks: Ferocious Attack (additional attack), To Sail A Road Of Blood And Slaughter, Sneak Attack +2d6, Sneak Subdual

Special Qualities: Bite Sword, Uncanny Dodge, Mobility, Seamanship +2 (+2 to DV on board ship), Pirate Code (Black Corsair Drums).

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +6, Ref +6, Will +3

Abilities: Str14, Dex 12, Con 13, Int 16, Wis 12, Cha 15

Skills: Appraise +13, Climb +7, Balance +11, Intimidate +7, Knowledge (Arcane) +9, Knowledge (geography) +9, Profession (sailor) +11, Use Rope +11

Feats: Dabbler, Combat Reflexes, Leadership

Reputation: 9

Leadership: 9 (7 level, +2 Cha; followers: 12 1st level; cohort 4th level pirate)

Captain Iufenamun is a pale and terrified lot, since they know that at any moment a priest may appear and demand their services.

KHONSIROAIS, HIGH PRIEST OF SET

Medium Stygian (7th level Scholar)

Hit Dice: 7d6 (25 hp)

Initiative: +3

Speed: 30 ft. (6 squares)

DV (Dodge): 13 (+2 level, +1 Dex)

DV (Parry): 11 (+2 level, -1 Str)

DR: -

Base Attack/Grapple: +5/+4

Attack: Akbitanan Dagger +4 melee (1d4-1/19-20/x2/AP 2) or Stygian Bow +7 ranged (1d12/19-20/AP 1)

Full Attack: Akbitanan Dagger +4 melee (1d4-1/19-20/x2/AP 2) or Stygian Bow +7 ranged (1d12/19-

20/AP 1)

Special Attacks: New Sorcery Style (x3), Advanced Spell x5, Bonus Spell x2

Special Qualities: Scholar, Lay Priest, Knowledge is Power

Space/Reach: 5 ft. (1)/5 ft. (1)

Saves: Fort +2, Ref +3, Will +12 (+10 vs. Corruption)

Abilities: Str 9, Dex 13, Con 11, Int 16, Wis 14, Cha 16

Skills: Bluff +13, Concentration +10, Craft (alchemy) +15, Craft (herbalism) +13, Decipher Script +13, Gather Information +7, Handle Animal +5, Intimidate +13, Knowledge (arcane) +15, Perform (ritual) +15, Profession (priest) +7, Profession (sailor) +7, Search +13, Sense Motive +12

Feats: Exotic weapon proficiency (Stygian bow), Iron Will, Ritual Sacrifice, Tortured Sacrifice, Sorcerer's Boon, Priest, No Honour

Reputation: 10

Magical Attack Bonus: +6 (+3 base, +3 Charisma modifier)

Power Points: 8 (24 max)

Sorcery Styles: Sea Witchery, Divination, Hypnotism

Spells Known: *Sense Currents, Astrological Prediction, Entrance, Visions, Mind Reading, Domination, Tentacles of the Deep, Grip of the Deep, Set's Blessings, Psychometry, Rolling Waves*

APPENDIX TWO: SHIPS

DAGON'S VALOUR

Large Zingaran Merchant Galley (Value 69,000 sp)

Dimensions: 190 ft. long, 28 ft. beam

Hardness/Hit Points: 5/400

Components: Deep Water Hull, Cargo Hold, Passenger Rooms, Barracks

Crew: 8/32 (plus 50 marines)

Speed (Sail): 2

Max Cargo: 1

Maintenance: Profession (sailor) DC 25, 1 Component, 1 Component, 10% Hit Points

THE NEFERRENPEC

Medium Stygian Merchant Galley (Value 10,700 sp)

65 f tx 10 ft

Crew: 30/90 with up to 100 slaves on board

Hardness/HP: 5/200

Speed (Rowed): 3

Speed (Sail): 2

Tactical Movement: 3

Modifiers: -

Max Cargo: 2 cargoes of slaves

Components: Bank of Oars, Drum, Slave Hold

Maintenance: Profession (sailor) DC 25, 1 Component, 1 Component, 10% Hit Points

Sailors recognise the infamous stygian galleys not by their sails, but by the throbbing beat of their slave drums. The galleys carry slaves from all over the world to a short, brutal life of service and sacrifice among the priests and nobles of Stygia. They generally have black sails, stink like the foulest pits and avoid other folk.

THE WRATH OF THE DRIVING SEAS

Large Stygian Warship (Value 95,000 sp)

Dimensions: 185 ft. long, 25 ft. beam

Hardness/ Hit Points: 5/380

Components: Bank of Oars, Drum, Slave Hold, Barracks, Passenger Rooms

Crew: 30/90 with up to 140 slaves on board (30 marines)

Speed (Sail): 2

Tactical Movement: 2/3

Modifiers: -

Max Cargo: 2 cargoes of slaves

Maintenance: Profession (sailor) DC 25, 1 Component, 1 Component, 10% Hit Points

