Himmelveil Harbormaster has recently been released, and in conjunction with it, I put forth a call to our fanbase. Create an encounter, under any gaming system that allows publishing encounters or scenarios under their rules, that makes use of the Harbormaster.

These five encounters are the results of those efforts. I hope that they prove useful and interesting to you. Even if you don't use the system described, the scenarios can provide inspiration for you to use in your own games, whatever they may be.

Encounter Challenge III: Himmelveil Harbormaster

The Harbourmaster's Office by Lostearthmother (no system)…… 2-7
Attack of the Night Horror by Maxstyles (no system)…… 8-11
Trouble Brewing in Himmelveil by Kevin Andrew Murphy (D20 Fantasy) 12-21
Fury of the Ovaettr-Elgr by Andorax (D20 Fantasy)…….. 22-27
Encounter at Londinium Docks by thomaso827 (Flintloque Encounter) 28-33



The Harbourmaster's Office



By Tina Monk (Lostearthmother)
A multi-system scenario outline

The Harbourmaster's Office takes much of its character from the nature of its commander, Cinaed Andoenus. Once a daring and successful sea captain, the Master has ordered Himmelveil's docks for 22 years and has become a dry and weathered figure, as all marine things do when left on land too long. By day he oversees the busy office with brisk efficiency and casual integrity. By night he cuts a more solitary figure, occasionally joining merchants' dinner parties or gatherings of owner-captains at the better taverns. Increasingly, of late, he remains alone listening to the sound of the tides flow into the harbour. For what, he's not sure.

Shony is a Selkie visiting the great city of Himmelveil. He is a shapeshifter: sometime-seal, sometimes-humanoid, and all fey in the manner of reckless young males of any species. He has enjoyed his time in the city pretending to be human, and has discovered all sorts of interesting new vices to take home. Certain city elders want words with him about those vices, especially those involving their daughters. Now, however, the tides are pulling at his skin and he knows he will return to the ocean soon.

He still needs to attend to his original quest; a favour for his troubled sister Roana. Her apparently simple request, that he extinguish the Harbour Light for one or more nights, has been complicated by his complete inability to approach the building nearer than 50ft, let alone climb to the top of the tower. His solution is to hire a party of terrestrial adventurers to fetch the light down, or destroy it. He can pay in antique gold (which rains steadily into his homeland from stormwrack) or with favours from his aristocratic friends about town, or with passage down to the ocean depths if they are willing to pay the Sea Queen's price.

Approaching the Harbourmasters Office:

Brown seaweed thickly covers the stone pilings supporting the office, but not the stairs giving access to the building. This weed exudes sticky acid if crushed. The acid can be washed off and causes only mild damage since it is meant mainly to deter the mudlarks and toshers that infest the docks.

The dockside is regularly patrolled by Marine Guards, alert to likely thieves around the warehouses. By night the walkways outside the Harbourmaster's Office are lamp-lit, illuminating fearsome locks on the exposed doorways. Windows are shuttered and barred, except for one little rose window. The guard will take a particular interest in anyone malingering nearby.

The Lower Floor:

Just inside the public door are pigeon holes for ships, merchants and local brokers. They contain documents ready for morning tide.

A wooden counter separates this area from the main office. A glass jar on the counter contains loose change, apparently donations for the Sailors Refuge downriver. Even the densest trader can recognise this as bribe cache. Less usually, it actually does go to the refuge. Not that Master Andoenus is incorruptible; just that it would have to be a really unusual and interesting bribe to engage his attention.

Behind the counter a desk contains common maps, detailed recent river soundings, forward notices, account ledgers, petty cash and other such minutiae of office life. The desk lid has concealed razor edge. When unlocked, it needs to be held open by a secondary catch hidden behind the inkpot, otherwise after half a minute the counterweight will slip off and the lid will slam down again.

Filing cabinets (bolted to floor) hold records of ships, people and cartels going back over two decades. Any interesting discrepancies or information is noted in an elementary cipher. The cabinets are padlocked overnight, but their main protection is a paralysis poison set into the paper; especially into the top corner where someone would place a wet finger to separate the folios.

A steel chest, where monies are stored during business hours, is emptied at dusk and stands conspicuously open during the night.

Chairs are scattered around the Pilots' fire, With nautical tidiness all scrimshaws, notices and spare tack have been packed away into chests or onto the wall. Nothing has been left on the floor. This is actually because the rug animates at night to forage along the floor. Note that if the hungry rug is stepped on in its animated state, it will attempt to wrap up and suffocate its victim.

Stairs up have been carefully stressed so that each separate tread creaks with a slightly different sound.

The Middle Floor:

At the top of the stairs a rose window casts a rune of tranquility onto the floor. Anyone stepping on it is frozen in contemplation of the beautiful light. If the window is broken its metal frame starts ringing in alarm, which will fetch the nearby marine patrol to investigate.

The Upper Hall also contains a tankful of electric eels in salt water. The aquarium is delicately balanced and at nighttime a shoulder-high trip wire is set to topple the whole thing. If tipped over the salt water will wash across the hall and down the stairway; it acts as a splendid conductor for transmitting voltage from irate eels.

Two doors to the Master's rooms are both secured with an easy mechanical lock, designed to keep out curious staff rather than professional thieves.

The Master's Office:

This is where Master Cinaed Andoenus entertains his most affluent customers and colleagues. It contains a magnificent floatwood table, which can be extended for the occasional dinner party. Most of the time it is piled with valuable maps and sensitive correspondence.

Around the walls are displayed trophies and artefacts from the shores of the known seas: crystallised dragon blood from the red desert, a spiral horn from the ice caverns, strands of multicoloured pearls, a carved statuette of imperial jade, sealed jars of aromatics from the Spice Islands, opalite griffin eggs, polished coral armour and much more. All are not merely valuable but beautiful and unusual as well. Most are dangerous in their own unique way.

Set slightly apart from the main display are a pair of heavy silver gilt arm bracers incised with a braided knot pattern. They are old and belong to Himmelveil itself. The Harbourmaster carries them in procession during the Sensa ceremony every Springtide, when the symbolic marriage between the tempestuous Father Kriegstrom and fickle Mother Mysserean is celebrated. They are civil regalia and just as much symbols of the Harbourmaster's post as his official chain and seal.

The Master's Bedroom:

The bedroom is surprisingly austere, and tidy in the manner of those who have grown up with little personal space. The walls are decorated with pictures of Master Andoenus' old ships, and a couple of battered suitcases have the remnants of very old clothes that once belonged to a woman and small children. The Master's own clothes are tidily pressed and hang in a fine cedar wardrobe. The threads range from tough canvass workclothes, to comfortable linen streetware, to fine silk evening robes.

Hidden in a dry, clean void behind the fireplace stones are Master Andoenus' real treasures: the priceless rutters from his voyages, half-completed memoires of an extraordinary life, and some very acerbic commentaries on the city's rulers and economic policies.

By the bed are a series of pull cords which look like summons for servants. In fact they connect to the aquarium above and can cause havoc at a distance.

The Upper Floor:

The Master's marine life collection is housed under the mansard roof on the top floor. A cascading series of aquaria house poisonous tropical frogs, vicious piranha, giant armoured crabs, half-grown crocodiles and vampiric batfish amongst its more decorative specimens. A colossal paralysed squid (with full ink sac) is suspended in the shadowy rafters above. Each tank is carefully isolated and contained, but these guards can be removed by a number of concealed pull cords from below.

Across top of chimney lies an iron grate. To further discourage burglars and nesting seabirds, it discharges a hefty electric wallop

The entire upper deck of the office is extremely well lit from the Harbourlight just above. This light makes anyone on deck especially conspicuous to guards on neighbouring warehouse roofs, to any sailor atop a mast in harbour, and to passers-by on the bridge.

The Tower:

The tower houses the Harbourlight, a beacon for Himmelveil for ships far out to sea, and a valuable navigation aid for vessels working up the main channel into harbour. It glows more brightly at night or in fog, and it pulses once each day at Midday precisely. Some generations ago the city fathers set clockfaces into the tower, which are backlit by the Harbourlight. This is very useful to merchants and passengers using the docks, although like any mechanical device the mechanism occasionally drifts or stops. All nautical folk treat clocktime with some contempt, adjusting their routines to suit the changing tides. Navigators set their timepieces to the more accurate Midday pulse.

In sheer spite, the city horologist has jiggered the elaborate tower lock so that only his key can open it without damage and forcing the door. Since the Harbourlight runs itself, Master Andoenus has yet to notice. From inside the door a spiral staircase leads up.

The staircase opens onto a metal platform where the Harbourlight is clamped in place. The bulky clock mechanism is set on one side. This close up the intensity of the light is painful and damaging. If eyes are shielded from the glare it can be seen that the light emanates from a crystal globe about the size of a football. It is both heavier and tougher than it looks. Naturally, it has no on/off switch. If the clamp is opened, a sprung shutter briefly opens the pinhole of a box set atop the clockworks. The box is empty but is lined with salted paper coated with a 20% solution of silver nitrate. Under the intense light in the room, this brief exposure is enough to fix an image within the primitive holkamera.

After it is unclamped, the Harbourlight is liable to activate at any time. Although used for illumination, it has other functions which are not visible and more than half forgotten. Primarily it is a warding stone for Himmelveil itself, shielding the

city from the worst extremes of magic and nature. Once part of a set, this particular wardstone is tuned to the seagates and the wild magic beyond. Over the centuries it has been augmented and improved many times, sadly without documentation, so how it reacts to unusual conditions is anyone's guess. It certainly has escalating levels of self-protection. Under no circumstances should it be taken out of the city boundaries: the 3 mile limit, in the case of the sea lanes.

Aftermath:

Should the adventurers and the prize manage to regroup with their patron, Shony will have a particularly hard time in its presence; its magic pulls him constantly between one shape and the other, disrupting his concentration. He doesn't want to keep the thing, just get it away from the harbour for a complete night or more so that his sister's siren song can reach Cinaed Andoenus.

Long ago, it seems, a young sea captain fell in love with a sea witch and lost his heart. For a while they were happy together but when, as always happens, the lady had to return to the sea, the dashing captain chose not to follow. He promised to come if she ever called. Years passed without any word and Captain Cinaed Andoenus assumed that the Selkie woman had forgotten all about him. The world, after all, is full of cautionary tales of men lured and abandoned by mermaids. Seal wives, however, are not so fickle. Roana has not forgotten and for many years has been trying to sing him into the sea. The Harbourlight has always blocked her summons.

Shony has been trying to help, but does not really understand mortals that well, especially terrestrial elders. Given half a chance, Master Andoenus would willingly rejoin his Roana, with or without her siren song. He needs to follow either her song or her brother's seal-shape into the ocean depths. He will not return.

Background characters:

Matthias Crump is a middle-aged clerk and thinks of himself as Master Andoenus' deputy. He would dearly love to acquire the job himself but after so many years of waiting he suspects that the Old Man will live forever. His great advantage and great bane both is that he is a creature of internal city politics, with little practical knowledge of the sea. He is very intelligent but useless in a fight. He lives nearby with a devoted wife and numerous grubby children.

Soren Nordby, Peter Kullen, Bill Glair, Stigger Boyd and Twofingers Mel are the most senior of a score of Pilots employed by the office to steer ships into and keep order in the harbour. All are tough and extremely experienced with a knife (or a fist, or a polehook, or a cutlass...) In Master Andoenus' early years here, there was fierce rivalry between the rivermen and the mariner factions within the job. Nowadays they work as a smooth running and foul mouthed team, and are personally loyal to the Harbourmaster.

Laundry is sent out to Widow Barrett's place in Bilge Street. Meals are delivered from Ma Rossini's splendid eatery by the dock. And despite the voracious rug, the office still employs old Madge Milden to come in every lunchtime to tidy and polish. Little heed is paid by staff to this low status trio. If they knew that the three old women were close neighbours and good friends, they might perhaps be less complacent.



Attack of the Night Horror
by Maxstyles (Jeff Henson)

This adventure makes use of the Himmelveil Harbormaster set in the standard configuration. It is a generic adventure for use with any gaming system the GM wants to use, which means that the GM will have to determine the specific stats appropriate to his game and his group size.

What has happened.

Several weeks ago an old sailor showed up at the harbormasters office with a small box of gold, a few gems and necklace which has a piece of obsidian carved in the shape of a heart, which he offered to the harbormaster as payment for his impounded ship. Since the amount of the payment exceeded the amount of the fines, the harbormaster quickly accepted the offer and the old sailor disappeared into the night.

Several days later the ship was adrift near the harbor entrance, no crew were on board although several patches of blood and clumps of seaweed were found. She was towed into the harbor and her title is currently being held with the harbormaster until salvage rights can be determined, along with the manifest and captains log.

The harbormaster employs a number of guards to protect him from the various riffraff of the area, including the local gang, The Black Scorpions. He pays protection money to the gang in order to keep things quiet around the docks and allow him to collect the odd bribe. The Black Scorpions were suspicious that the harbormaster has been holding out on them, so they had a member infiltrate the harbormaster's employ as a guard. So far, the harbormaster's dealing with the Scorpions have been on the up and up.

In the mean time, the harbormaster had given the necklace to his daughter as a present. The necklace is cursed. It was removed from the heart of a monkey statue on an island a months travel from the PCs current location. If the GM wants to, he can have the PC's return the stone to the statue and use SeaWorks: Legend of Skull Cove in a next adventure.

The necklace was used to control a monster which was summoned to protect the idol to a minor evil deity <GM's need to insert appropriate deity here>. It hung around the idol's neck protecting its heart. When it was stolen, the monster followed after it to return the necklace to the proper place around the idol's neck.

It was at this time that the attacks on the Harbormaster's guards began. Unfortunately for both parties, the first guard killed was the Black Scorpion spy. The scorpions assumed that the harbormaster must have discovered the spy and had the other guards kill him so they have stepped up their harassment on him. The harbormaster assumes that the Black Scorpions are responsible for killing so tensions between the groups have escalated.

Since quite a few of his hired henchmen have been killed or deserted, the harbormaster in now looking to hire a band of warriors to help with the rising tensions. The PCs will be hired to guard the Harbormaster's house, and primarily his family, for the next few weeks until things settle down. He doesn't want things to

get worse so he will not encourage the PCs to make any kind of attack on the Black Scorpion HQ.

What is happening now.

The adventure begins when the players are contacted by Jack, the local harbor master in town. He has been having some problems with a local gang – the Black Scorpions, and needs to hire some extra muscle to keep his family safe. He can provide food and lodging, plus adequate pay to those who will take up his offer. He will haggle a bit, but will quickly settle on a price if its within his means.

If pressed about what happened to his guards, he will tell the PCs that one was killed, but most of them have been scared off. The actions of the Black Scorpions have gotten more bold and he thinks that they are responsible for the killing.

Events:
These events take place in order, but can be spaced out over the course of several game weeks if you like, or compressed into one.

First event - The Black Scorpions attempt to intimidate the PCs while they are on duty. Their tactics will include name-calling, pushing, and anything that will generally annoy the PCs. They will not escalate to any violence. They would prefer to ambush the PCs one by one.

Second event – Two of the hired Guards, are attacked on the landing just below the harbormasters house at about midnight. One is killed and drug into the water, his body is never found and the other is badly wounded. He makes it up the steps to the front door before he passes out screaming about seaweed.

Optional note: Some GMs may wish to have events three and four occur at the same time. This can make some things easier, such as threatening the NPCs but the GM should be comfortable running a battle of this size.

Third event – The PCs will catch the Black Scorpions hanging around the Harbormaster's house late in the evening. They will attempt to sneak up the side of the building and onto the roof. From there they will move to the sky light to see if the way is clear. They will attempt to enter through the trap door on the roof. Its up to the GM as to when the PCs catch them. The Scorpions will put up a fight, but not much of one, and will run off when it looks like they might lose the fight.

Fourth event – Seaweed covered zombies come out of the water on the landing and make their way up the steps to the front door. If the PCs don't try to stop them they will go up to the top level on the house where they will kill Jack's daughter and take the necklace back to the water where the Construct-Monster is waiting for it. If the PCs do intervene (and they should), the first zombie they attacked will be the killed guard from the first encounter. The zombies are wet so they will be immune to fire damage and carry a variety of weapons. The GM is encouraged to get creative with their weapons. Have one of them toss "salt water stinking leaches" on the PCs or entangle them with seaweed.

The fight should continue long enough for the PCs to realize that the zombies are after something. If they don't have Jack's daughter, have her move around with the zombies giving chase until they do. If they still don't get it, have the harbormaster

suggest it to them. In any case, the harbormaster and his family will be on the top floor somewhere until they are driven onto the roof or until the battle is over.

When it appears that the PCs have the upper hand in the fight, the Construct-Monster will emerge from the water by the landing and join the fight. It is too big to fit inside the house so it will attempt to drive the PCs inside (if they are already there) and climb onto the roof by smashing out the skylight. With enough damage it can get in that way.

If it appears that it will lose the fight, it will use what's left of its zombies to cover its retreat back into the water. Otherwise, it will press home its attack to get the necklace.

Optional note: If the GM wishes to have the PCs return the necklace to its place of origin the monster should flee before its killed. Have the harbormaster check the logs and discover the necklaces origin, including its curse. He will then hire the PCs to return it to it proper place.

Personalities

Jack, harbormaster. Is a grizzly old salty dog weathered beyond his years. He is very prudent with his money, preferring to stretch his coin the longest. Although not a young man, he can wield a cutlass proficiently which comes in handy on a few occasions. He keeps the family money stashed in a secret compartment in the master bedroom on the second floor.

Wilamina, Jack's wife. She is the brains behind the operation at the harbormasters. She does all the paperwork, and handles most to the legal, behind the scenes dealings.

Libby. She is 13 and dresses very plainly, like her mother. She is loyal to her father and mother, and helps her mother with the bookkeeping chores. She also has been known to pinch a few coins from the family money stash, but hasn't been caught by her father yet.

Jack employs up to 6 guards, 3 of which have been killed before the adventure starts.

Rolitha (guard one). He is a big burly guy, long on brawn but short on brains. His weapon of choice is a two handed battleaxe which he uses in an all out attack on his enemies until he is exhausted. He is known for his abrupt change of subject in any given conversion, and his extreme loyalty to friends.

Dorien Quickfoot (guard two) – As his name implies, he relies on his speed to bring down his opponents. Ambidextrous, his favorite tactic is getting his enemy in a cramped place where he will attack with a dagger in each hand. Dorien is small in stature so this tactic works to his advantage. Dorien is hiding out from his enemies and making a little cash as a guard until he is discovered or he feels that it is safe for him to leave. He makes extra money on the side whenever possible, but would never to anything to harm Jack.

Derick (guard three) Derick is the unofficial leader of the guards. He has earned their respect through his honesty and action. All the guards want to follow his

leadership because of his concern for their safety. Derick uses a bow whenever possible, and falls back to a broadsword when he has to melee.

Construct-Monster. The construct-monster is made up of several parts of different sea creatures. It has the head of a shark, the body of a man, the left arm is an octopus tentacle, the right is a giant crab claw, and a gooey mollusk for legs. The construct-monster is a mass of bodies held together by varies skin graphs and such so that it resembles a very large egg with different appendages extending from it. It has the power to regenerate by taking parts from the other copses that it has slain and adding them its mass so that it gets bigger as it heals. It can be quite shocking to for the PC's to see people they know as part of the construct. At the moment, it is about 10 feet in height and width, but is can stretch to about 15 feet.. It will hide in the deep water during the day and attack makes its attacks during the night.

The adventure begins with the players are contacted by the local harbor master in town. He has been having some problems with a local gang – the Black Scorpions, and needs to hire some extra muscle to keep his family safe. He can provide food and lodging, plus adequate pay to those who will take up his offer. He will haggle a bit, but will quickly settle on a price if its within his means.

If pressed about what happened to his guards, he will tell the PCs that one was killed, but most of them have been scared off.

The PCs are attacked by a group of seaweed covered zombies. The cursed necklace is being hunted by its long dead owner and several of his zombie minions. Anyone killed by the Construct-Monster can be turned into a zombie by the creature and become part of its horde. Since the zombies are being controlled by the Construct-Monster, they will act with the single purpose of recovering the necklace.

Trouble Brewing in Himmelveil

(a d20 adventure for 5th to 7th level characters, by Kevin Andrew Murphy)

Setting:

By land or by sea, characters have found their way to Himmelveil Harbor. The docks are bustling with sailors, stevedores, merchants, traders, travelers, fishermen and fishwives, and no small number of scruffy urchins any hour of the day or night. The Himmelveil Harbormaster's office, a reasonably impressive building with a mansard roof, stands at the end of the grand quay. On the opposite side stands an inn–or alternately a docked ship–known either as "The Saucy Mermaid" or perhaps "The Sauced Mermaid," the winking siren on the signboard or figurehead looking equal parts wanton and drunk and the terminal y or ed for the sign broken off in a storm or obscured by seagull droppings.



(For the Himmelveil Harbormaster's Office, use the model of the same name, and for The Saucy Mermaid, use either the Maiden of the High Seas model or else Villageworks with Interiorworks: Pubs & Inns. Use the above illustration for the inn board or cut out the mermaid for the figurehead. Hand color or kitbash as you like.)

The Dock Urchins:

Anyone setting foot on the Himmelveil docks, regardless of the hour, will encounter one or more of the dock urchins. However, as a change of pace from the usual thieving beggar children one encounters in large cities, the Dock Urchins of Himmelveil Harbor are slightly more honest and somewhat more successful. They run errands and deliver messages for the various ship captains and merchants, and have also learned to literally sing for their supper, spare coin, or anything else they can get from passerby. They're actually fairly talented and take requests, performing various sea shanties, bawdy or prim as desired. They also can inform travelers of various bits of gossip. For every silverpiece given to one of the Himmelveil Dock Urchins, characters can add +1 to a single Gather Information check, maximum +10 for a goldpiece given to any member of the gang as all the children pool their knowledge in service of their benefactor.



Bromen, the dock urchins' leader, is twelve, a cabin boy who jumped ship. He's also a first level bard, specializing in vocal performance and tin whistle. He's organized what would have otherwise been a gang of beggar children and thieves into a somewhat more profitable children's chorale and band of spies.

Dolly Klinker, Bromen's first mate, is eleven. A runaway who thought the life of a cabin boy would be romantic, Dolly was quickly disabused of this notion after some bad encounters with pirates. While she's still very unconvincingly cross-dressed in boys clothes, she's already a first level rogue, specializing in slight of hand.

Bromen, male human Brd1: CR 1; ECL 1; Medium-size Humanoid (human); HD 1d6; hp 4; Init +2; Spd 30 ft; AC 12 (+2 Dex); Melee unarmed strike -1 (1d3-1); SA spells; SQ bardic knowledge, bardic music; AL CG; SV Fort +0, Ref +4, Will +1; Str 8, Dex 14, Con 10, Int 12, Wis 8, Cha 17. Skills: Bluff, Climb; Diplomacy, Gather Information, Knowledge (Local), Perform: Sing; Perform: Woodwinds; Use Rope; Feats: Golden Voice; Flaws: Adolescent; Equipment: tin whistle.

Dolly Klinker, female human Rog1: CR 1; ECL 1; Medium-size Humanoid (human); HD 1d6+1; hp 5; Init +4; Spd 30 ft; AC 14 (+4 Dex); Melee dagger +1 (1d4+1/crit 19-20); Ranged dagger +4 (1d4/crit 19-20); SA sneak attack; AL CN; SV Fort +1, Ref +6, Will +2; Str 12, Dex 18, Con 12, Int 7, Wis 15, Cha 6. Skills and Feats: Move Silently, Sense Motive, Slight Of Hand; Use Rope; Flaw: Adolescent. SA–Sneak Attack (Ex): Dolly Klinker deals +1d6 damage against an opponent with a discernable anatomy who is denied a Dex bonus or is flanked. Equipment: dagger.

The Himmelveil Dock Urchins include three other boys, Evardo (10), Crenly Cray (8) & Toth (6), and five more girls, Drizetta(10), Benalisse (9), Tavia Ting (7), Oganita (5) & Peresenia (4). All the other children are 0-level commoners with no classes as of yet, but already some interesting stories–runaways, orphans, victims of shipwreck, piracy or the like. However, the youngest dock urchin, Peresenia, has the unusual gift of True Sight, having once swallowed a Gem of Seeing. As such, she sees automatically through all magical disguises and transformations, and even makes the occasional prophecy. This being the case, she is remarkably tactless even for a four-year-old, saying things like "Want us to sing for you, Mr. Werewolf?" The other urchins think she's a bit touched in the head, the result of shipwreck or loss of her parents, and are very protective of her. Peresenia always has at least one other child keeping an eye on her.

Among the dock urchins' various standard songs, there's one that will be unfamiliar to bards because it was written by Bromen, at least the first song. A Knowledge Arcana check, DC 15, will reveal he's singing about an item known as The Cord of Four Winds. The second, darker and stranger stanza, is sung by Peresenia at odd inopportune moments. A Knowledge Arcana check, DC 25, will note that her song also has reference to infernal necromantic devices known as Soul Nets and Soul Cages made by devils and sea hags.

The Dock Urchin's Chant

First Song

Kettle singing, tempest brewing,
storm-wife calls the winds to bind.
Buy her cords–with their undoing
watch the twisting winds unwind.
Loose the first, the sailor's friend,
sweet Zephyrus from the west.
Second knot, the sultry south wind,
Notus, wilder, yet still blessed.
Loose the third, you're calling forth
accursed Eurus from the east.
Loose the fourth and from the north
comes Boreas the winter beast.
Loose them all, the tempest blows you
off to Hell or Araby,
off to lands where no one knows you.
Free the winds and ride the sea.

Second Song

Flotsam, jetsam, mermaid's mantle.
Put the kettle on to boil.
Knot the nets, the storm-wife's cant'll
spell the tempest to our toil.
Kettle crying like a maiden.
Cord to catch the zephyr's tail.
Merchant galleys, overladen,
purchase four fair winds and sail.
Knots undone, the stormwinds shrieking
curse both honest man and thief.
Pray and bail, four vessels leaking,
caught upon the devil's reef.
Souls in cages underwater,
far from compass, star or chart.
Who can net the sea king's daughter?
Who can break the devil's heart?



Asking Bromen, or any of the dock urchins save Peresenia, what the song is about, will elicit a scripted response: "Cor, mate. Cap'n Meckie, the Harbormaster, 'is wife, ol' Mara, she's a storm-wife, she is. Knows how to brew a tempest in a teapot then tie it up in knots so's sailors kin 'ave it fer their travels. Might cost you a mite, but it'll be worth every penny. Just tell 'er Bromen sent ye."

Talking to Peresenia will be a bit more difficult, since it's hard to separate her from her handlers, but she will say many suitably eerie or bizarre proclamations such as "The Harbormaster's wife is a mean old devil hag who eats sailors for lunch!" or "Mrs. Meckie keeps souls in her goldfish bowl!" or "Old Mara keeps her son's heart on a chain around her neck!" or even "The pretty little mermaid is going to marry the devil's son next week and neither of them are happy about it!" The unfortunate thing is, as crazed as these pronouncements may sound, they are all perfectly true....



The Cord of Four Winds

This powerful but unprepossessing item appears to be nothing more than a stout hempen rope with a series of four granny knots in its length. Bound into each knot, however, is a wind, and when loosed or cut, the wind is unbound, adding to the general weather conditions. The first knot holds a gentle west wind which raises the wind strength one level and blows from the west. The wind blows for 4d12 hours and goes in a two mile radius centering on the rope. The second knot holds a warm south wind which raises the temperature twenty degrees and the wind strength by two levels. The third knot holds a wild east wind, which raises the wind strength by four levels. The fourth and final knot holds a raging north wind, which drops the temperature forty degrees and raises the wind strength by eight levels. Loosing all the knots creates a wild hurricane with the sole saving grace being that the rope is the center of the calm in the eye of the storm.

Moderate transmutation; CL 11th; Craft Wondrous Item, Control Winds or Control Weather, creator must have 10 ranks in Use Rope; Price 2000 gp.

Soul Nets, Cages & Jars



These infernal devices, crafted by sea hags, vodyanoi and merdevils, appear as nothing more than ordinary fishing nets with thirteen glass floats, unremarkable wickerwork fish traps hung from similar buoys, or glass jars or globes of various shapes. Spread on the water after a storm, dangling below the surface, or set in pools at the edge of the shore, however, they catch the souls of the drowned. Any creature which drowns within one mile in the same body of water that holds such a device must make a Will save, DC 25, or have their soul trapped. Soul Nets house the souls in the glass floats where they are invisible except to those able to see ethereal creatures. Soul Cages incarnate trapped souls as various small fish for the time that they remain within the cage, but their true nature will be revealed by True Seeing and the like. Soul Jars keep their prisoners as either. Each type of trap is able to hold a maximum of thirteen drowned souls. The possessor of a Soul Net, Cage or Jar may release a soul by means of a command word, then either free it or use the soul for dark Craft Points equal to those possessed by living creatures of its level. Freed souls may be resurrected or reincarnated as per usual, but the husk left after a soul is consumed for Craft Point may not be restored by any means short of a Wish or Miracle. Undamaged souls may be stored indefinitely, preventing their reincarnation or resurrection and keeping them as a useful Craft Reserve for evil creatures.

Moderate necromancy; CL 13th; Craft Wondrous Item, Magic Jar, Price 130,000 gp.

The Harbormaster's Office:

The Himmelveil Harbormaster's office is a pleasant enough appearing edifice with several stories, overlooking Himmelveil harbor. The Harbormaster, Atticus Meckie, a mostly retired ship captain, runs the office with the help of his wife, Mara. They do the usual business of assessing tariffs, issuing licenses, impounding contraband and so on, for which they are paid a salary by the local council, and they make additional money through two highly profitable sidelights. Captain Meckie sells insurance to merchants on their cargo with underwriters on the contracts distributing the risk. More interestingly, his wife Mara, more commonly known as Mother Mara, is the local Storm-Wife. While she cannot predict what the weather will be for a long journey, for the local area, her word is treated as gospel. Moreover, she has the power Storm-Wives are famed for, the ability to whistle up a wind and bind it in a knotted cord to be released when needed. So long as it is done on the sly (and thus not taxed), she is happy to sell these–for a steep price–to ship captains. She does a brisk business, and considers hiring Bromen and the other dock urchins to bruit her business about a savvy move, since she can easily dismiss their claims as the babbling of children if the taxman ever shows up.

Mara Meckie, female human Sor10: CR 10; ECL 10; Medium-size Humanoid (human); HD 10d4+10; hp 23; Init +0; Spd 30 ft; AC 10; Melee unarmed strike +1 (1d3+1); SA spells; SQ summon familiar; AL NE; SV Fort +4, Ref +3, Will +6; Str 13, Dex 10, Con 13, Int 12, Wis 8, Cha 17.

Skills and Feats: Use Rope +10; Craft Wondrous Item, Monstrous Secret.

Sorcerer Spells Known (cast 6/7/7/7/5/3):

Equipment: Soul Cage, Night Hag's Heartstone, Mermaid's Mantle.

Familiar: Greedigut the seagull (treat as raven).

Note: Daughter of a Night Hag. Depending on difficulty desired for encounter and books used, apply Hag Bloodline, Half-Fiend template or other options and templates as desired.

Of course, the ugly truth is that Peresenia is quite right in her allegations. Mara Meckie is a hag. Specifically, the daughter of a night hag, and together with Sulvetta the sea hag and Emeronna the green hag, she's one third of a hag covey that's been running a scheme in Himmelveil Bay that's almost unrivaled for both evil and profit margin.

The three hags together can cast Control Weather, and in the appropriate season, harness the force of a hurricane to create The Cord of Four Winds. These are of course highly profitable in terms of sale, but have an inherent defect for sailors in the fact that while they can raise the speed of the wind, they do nothing to lower it. Moreover, if another cord is undone nearby–for example, by a sea hag beneath the surface of the water–the winds combine, making it much more likely to capsize a vessel or force it onto a reef. Soul Nets, Soul Cages and Soul Jars can then be used to capture the souls of the drowned sailors to be used as Craft Points to create more Soul Nets, Soul Cages, Soul Jars, Cords of Four Winds and any other wondrous item the three hags find amusing. Add to that judicious use of insurance fraud by Mara and salvage of valuable cargoes able to withstand a shipwreck by Sulvetta and Emeronna and the hags are rich, rich, rich!

Captain Meckie does not know this, of course, though he does have his suspicions. He knows his wife always sails out in a small boat for the three nights of the dark of the moon, and while he suspects (correctly) that she goes off to do various magical rites she wishes to keep secret, he would be very surprised to find that during this time she also assumes the appearance of a Night Hag like her mother (this being the form of her Monstrous Secret). Also, while he knows that Mara keeps them from investing in ships that sink, he does not suspect that she actually has a hand in sinking the other ships. And while he knows that his wife is extremely devoted to tending the goldfish bowl she keeps atop the roll-top desk on the second floor, and constantly amuses herself by taking it down to the tidepools after a storm and gathering interesting and unusual little fish which she talks to like they were people, he hasn't the faintest idea that the goldfish globe is in fact a necromantic Soul Jar and all the little fish swimming around in it are in fact the souls of recent drowning victims.

Moreover, while Captain Meckie knows that their son, Ansigorn, is something of a hellion, he doesn't suspect that this is because Ansigorn is also a tiefling, inheriting his devilish blood from Mara and her Night Hag mother. Nor does he suspect that when his wife asks Ansigorn whether he'd like to go to Hell to visit his grandmother that this is anything more than an idle threat regarding the unknown (but undoubtedly unpleasant) mother-in-law the captain never had the misfortune to meet. Similarly, he does not suspect that the main reason Ansigorn has given up sowing his wild oats and announced his engagement to the beautiful (if somewhat odd) maiden Valencella is because his wife Mara has used Night Hag rituals to bind Ansigorn's life force to a Heartstone she now wears as a pendant around her neck. Nor does he suspect that Valencella is in fact a mermaid, given legs by the hags by means of a Mermaid's Mantle then trapped in human form, and moreover life-linked to the confiscated shawl. And the good captain has no idea that the shawl his wife has used to blackmail the mermaid into an engagement is currently hidden in a makeshift secret compartment only accessible by completely pulling out the bottom left drawer of the filing cabinet downstairs in the Harbormaster's Office and then prying up a loose floorboard.



On the other hand, Mara Meckie doesn't know that her husband is a bigamist and has another wife and children in a different port, and when he occasionally goes on a journey, he sails off to visit them. Ah well, all spouses have their secrets.

The Saucy Mermaid:

Regardless of whether it is an inn or a ship, The Saucy Mermaid still lets the three hags keep an eye on what goes on on the docks, literally. This is because, whether it is a pub sign or ship's figurehead, the winking mermaid's open eye glitters watchfully, a finely ringed agate glued in place which has been ensorceled into the covey's Hag Eye. Whatever the winking mermaid sees, the three hags see.

Ansigorn, male tiefling Rog2: CR 2; ECL 3; Medium-size Humanoid (tiefling); HD 2d6-2; hp 23; Init +2; Spd 30 ft; AC 12 (+2 Dex); Melee short sword +2 (1d6+1/crit 19-20), or dagger +2 (1d4+1/crit 19-20); Ranged dagger +3 (1d4/crit 19-20); SA darkness, sneak attack; SQ evasion, resistances; AL N; SV Fort -1, Ref +5, Will +0; Str 13, Dex 15, Con 9, Int 12, Wis 9, Cha 17.

Flaws: Life-Linked.

SA–Darkness (Sp): 1/day, tieflings can use *darkness* as cast by a level 2 sorcerer.

SA–Sneak Attack (Ex): Ansigorn deals +1d6 damage against an opponent with a discernable anatomy who is denied a Dex bonus or is flanked.

SQ–Resistances (Ex): Fire, cold, and electricity resistance 5.

Equipment: Short Sword, Dagger.

For a rare treat (for them), Sulvetta and Emeronna are both in port so as to better visit with their friend Mara and help her plan her son's wedding. Sulvetta, who was the one who found the pretty (if naive) little mermaid Valencella, is now chaperoning her as her dueña and as such is hiding the hideousness of her sea hag form under yards of black lace veils, mantillas, skirts and so forth. About the only bit of flesh that she allows to be shown are two gnarled wrinkled hands which are continually tatting lace. Emeronna has simply used her green hag ability of Disguise Self to change into the form of a fashionable wedding planner garbed somewhere between a fairy godmother and a fairy princess. (Depending on the difficulty desired for the encounter, Sulvetta & Emeronna may be used as a sea hag and a green hag straight out of the Monster Manual, or give each levels of Witch and Druid respectively.)

Whether the floor of an inn or the deck of a docked ship, The Saucy Mermaid is a scene of high gaiety, at least for the hags and the various tradesmen and seamstresses who are the benefactors of the hags' ill-gained booty. No one enjoys scheming more than a hag, and the three came up with a marvelous way for Mara to receive her share of the shipwreck booty that Sulvetta and Emeronna have been gathering over the years: dowry chests and "gifts" to the mother of the groom.

But what of the two lovebirds? Ansigorn and Valencella are actually very much in the same boat, trapped in plans for an arranged marriage that neither of them had in mind.

Ansigorn is seventeen–handsome, rich, and a born rogue like most tieflings–and had thought he'd get to be a jolly rake forever, seducing barmaids, patronizing prostitutes, and generally leading a wastrel's life until his mother took him to Hell to meet his grandmother and informed him that they had far greater plans for him. And while blackmailing a beautiful mermaid into marrying you may seem like a suitably dastardly plot for any tiefling, it takes a lot of the savor out of the wickedness when it's your mother's idea and she's the one doing the

blackmail.

Valencella is fifteen, and already an accomplished bard even for a mermaid. As a bard, she knew all the stories of the trickiness and nastiness of sea hags, so when she met Sulvetta and asked her for a means to go exploring the land, she had careful stipulations in the contract–no stealing her voice, no stealing her soul, and she'd get to meet a handsome and marriageable rich young landsman who'd be okay with it when she revealed that she was in fact a siren from the depths of the briny sea. Unfortunately, she did not say anything about being stuck with legs instead of a tail, having her life instead of her soul bound into a magic shawl in one of the hag's keeping, or having her rich handsome marriageable young landsman be unshocked by her mermaid tail because he himself is the son of another hag and grandson of a fiend from Hell!

Valencella, female mermaid Brd2: CR 2; ECL 2; Medium-size Humanoid (mermaid); HD 2d6-2; hp 23; Init +1; Spd 30 ft; AC 11 (+1 Dex); Melee unarmed strike +0 (1d3); SA spells; SQ bardic knowledge, bardic music; AL N; SV Fort -1, Ref +4, Will +1; Str 11, Dex 12, Con 8, Int 13, Wis 6, Cha 18.

Skills, Feats & Flaws: Perform: Sing; Perform: Stringed Instrument; Golden Voice; Life-Linked, Monstrous Secret.

Equipment: Masterwork Harp.



What is worse is that the two have had to conspire together to gain their freedom, and while so doing have begun to develop some feelings, but are unsure whether this is the result of a love potion or a horrifying example of "mother knows best" and the hags having actually done a good job of matchmaking. Unfortunately, Ansigorn doesn't know where his mother has hidden the mantle–though he suspects it's somewhere in the Harbormaster's Office, likely in his parent's bedroom.

Of course, since their lives depend on the mantle and the heartstone, neither Valencella nor Ansigorn will explain the true nature of what is going on, merely saying that these items are simple love tokens which they wish to have when they elope together rather than be subjected to the grotesque lace and gilt nuptial confection Ansigorn's mother and Valencella's dueña are putting together with their wedding planner.

Wedding Plans:

The hags are spending a ridiculous amount of loot on the wedding preparations, planning to make it an affair to remember for all involved, and what's more, they don't plan on losing any money on the deal because there will be enough extra traffic coming into the harbor, what with rich merchants and foreign dignitaries, that a freak storm and selective culling of certain vessels should net a tidy profit in both booty and souls.



Of course, that's the plan, but the devil is in the details, and there's a hundred different ways the story can play out. Someone might finally listen to Peresenia and expose Mara Meckie as the evil hag she is. Mara might finally pay attention to Peresenia and decide to sacrifice the child in some suitably Hellish ritual. A sailor, attempting to look through a keyhole and spy a peek of the beautiful Valencella naked might instead look through the wrong one and drop dead after seeing Sulvetta the sea hag in her withered birthday suit. If they can't hire one of the player characters, Ansigorn or Valencella or both might hire Dolly Klinker to rob the Harbormaster's Office while Ansigorn distracts his parents, either unsuccessfully, or perhaps successfully with him and Valencella eloping, the player characters then hired by Mara and Sulvetta to bring them back to keep the wedding from being ruined. Or perhaps the wedding goes off as planned with the festivities marred by the arrival of unexpected guests: Mara's mother, Captain Meckie's other wife, Valencella's parents, Ansigorn's old girlfriends, the revenants of drowned sailors out to reclaim their trapped souls from the goldfish bowl–perhaps all of these. The outcome is up to the DM and the players.



Feats & Flaws

GOLDEN VOICE [Talent] [Social]
You have an almost supernaturally compelling voice.
Prerequisite: 1st level only
Benefit: You gain a +2 competence bonus on all Bluff, Diplomacy, Gather Information and Perform (Acting, Oratory, Singing, etc.) when you can use your golden voice.

MONSTROUS SECRET [Feat] [General] [Monstrous] [Supernatural]
You are secretly a monster.
Prerequisite: Bestial, Monstrous or Mutant; Charisma, Intelligence & Wisdom 10+
Benefit: Whatever is monstrous about you– your mermaid tail, your demon horns, your dragon claws, your large and terrible goblin teeth–can be hidden at will, allowing you to appear fully human, except under certain times or circumstances which force you into your true form. For example, you might be a demonic tiefling who looks as ordinary as the next man until he sets foot–or cloven hoof–onto hallowed ground. You might be a mermaid who has legs until immersed in the sea. Or you might be a goblin bride who can appear fully human until she falls asleep. Whatever breaks the charm needs to be avoidable, but relatively common. You gain the shape-shifter subtype, and True Seeing and similar spells will reveal you in your true form.



ADOLESCENT [Flaw] [Mental] [Social] [Physical]
You've begun your adventuring career remarkably young.
Prerequisite: 1st level only.
Detriment: Start with age 15. Roll 1d4. Deduct that many years from your age, and three times that number from your height. Your Strength and Wisdom are also decreased by an equal amount, but to no less than 1. Your Dexterity, however, is increased by this same number, even if this puts you beyond your normal maximum. As you age, the situation will rectify itself, but you also take this same number as a penalty in Diplomacy checks and all other situations where you try to get adults to take you seriously.

LIFE LINKED [Flaw] [Supernatural]
Your life is tied to a physical object or creature.
Prerequisite: 1st level only.
Detriment: Your life, health and well-being are linked to another person, place or thing, from something as small as a ring to as great as a kingdom, though generally something more in between, like a cat or a tree. Smaller portable objects are easier to hide but also easier to misplace, while larger stationary ones are harder to hide but also harder to lose. Whenever whatever it is you're linked to is damaged, you take damage as well, in the same proportion of your total, and this damage to yourself cannot be healed until whatever you're linked to is healed first. However, if whatever you are linked to is healed or repaired, the sympathetic damage you look is likewise healed. This does not restore other damage you took personally. If whatever you are linked to is destroyed, you are brought to 0 hit points, and even if you are healed, you will have a permanent negative level unless whatever you are linked to is renewed or restored first. You do not know the precise location of whatever it is you're life linked to, but if you are separated from it by more than a mile, you will suffer a negative level until you return to its proximity or it is returned to yours.

Fury of the Ovaettr-Elgr

D20 Fantasy, suggested for 5th level characters.
By Bob Cooper (Andorax)

The Layout:

Construct a standard Himmelveil HarborMaster building, including stone piers. If available, adding streets on the dockside, a dock alongside (from Skull Cove) and water on the harborside puts it in its proper environment. This encounter isn't specifically aimed at the Himmelveil HarborMaster per-se...in fact, it would probably go over better for the Harbormaster of a smaller, less significant town.

Also, if you have Skull Cove, feel free to include a beat-up and storm-blown longship (complete with Viking shields) at the end of the dock.

The Setup:

Halfir Coldbeard, captain of the Frostreaver, is a long ways from home. Hailing from the Daccian coastal lands, he and his ship have journeyed long to find the Ovaettr-Elgr (evil elk), a small statue charged with elemental power that was stolen from his clan by a rival, who then subsequently lost it to a pirate, who in turn lost it...well, it's been a long journey to say the least. The Ovaettr-Elgr is, unfortunately, not an easy item to hang onto (as it's unknowing owners have discovered), for when it is exposed to all of the elements, it calls out to them and gives them life.

Halfir, upon finally recovering the thing, knew this...and kept it secured at the end of a tow-rope behind his vessel so that it would experience only water, and thus remain quiet and still. Misfortune, however, was not yet done with Halfir. A storm came up, and the Frostreaver was damaged. Thus, he was forced to put into port here to complete repairs. He hadn't counted on Addison Brandt.

Addison Brandt, Harbormaster. A man of no small ambition and greed, he still at least attempts to stick to the laws...but tends to find ways to turn them to his benefit. Such an opportunity was presented when Frostreaver sailed into his docks. On the pretence of an inspection for smuggled goods, Addison discovered the tow-rope that Ovaettr-Elgr was tied to, and commanded his dockmen to haul it up. Halfir objected, but knew that his exhausted and short-handed crew couldn't win out against the dock guards (and that he'd likely not make it to the next port down the coast anyways).

Upon seeing the golden statue, Addison Brandt immediately declared that he had captured a smuggled, likely stolen, item. He hauled it up and took it to his office, dragging it upstairs and setting it on the mantle in his office (locking it securely). Supposedly, he'll be turning it over to the officials...eventually. For now, he's gloating over his prize.

And meanwhile, Ovaettr-Elgr remains close enough to water, exposed to air, directly over a fire, and not far enough away from the stone pier that the elemental energies within it are growing...and it will once again unleash its fury.

The Hook:

The PCs can get involved in multiple ways. Halfir can approach them and implore their aid in recovering Ovaettr-Elgr...though his pride will be badly injured in doing so. He can offer the PCs 500 GP as reward, or possible payment to exchange for it (though if asked, Addison Brandt won't sell the thing for less than 2,000...and Halfir doesn't have that much). If convinced (Diplomacy DC 25) that Ovaettr-Elgr is the cause of his woes, he will allow the PCs to remove it...but they still have to dispatch the elementals first.

Addison Brandt may simply be calling out for help to the PCs as they pass by, the vengeance of Ovaettr-Elgr having just been unleashed.

A noble, ship's captain, powerful merchant, or other person with some serious money could hire the PCs to steal it, having seen the altercation on the docks, and Ovaettr-Elgr could come to life just as they're breaking into the office.

Elements Out of Control:

Ovaettr-Elgr has called several elemental creatures to its cause...one of wreaking havoc. They have all appeared and taken up on different locations throughout the HarborMaster's office. Ovaettr-Elgr's presence binds all of the elementals to remain close at hand (in this case, within the immediate vicinity of the structure).

Note that Elementals are normally neutral, but Ovaettr-Elgr's influence calls particularly twisted and evil elementals.

Pier Level (EL 5):

Four Small Water Elementals are in the water amongst the piers below the office. They are tearing at ropes, pounding holes in the small boats nearby, and otherwise being destructive. The PCs will need to dispatch all of them, and may well have to get into the water to do so (as they are just as content destroying ships as people), unless they can draw away everything else of interest to bust up.

Water Elemental, Small (4): CR 1; Small Elemental; HD 2d8+2; hp 11, 12, 14, 15; Init +0; Spd 20 ft., swim 90 ft.; AC 17, touch 11, flat-footed 17; Base Atk +1; Grp -1; Atk Slam +4 melee (1d6+3); Full Atk Slam +4 melee (1d6+3); AL NE; SA Water mastery, drench, vortex; SQ Darkvision 60', elemental traits; SV Fort +4, Ref +0, Will +0; Str 14, Dex 10, Con 13, Int 4, Wis 11, Cha 11.
Skills and Feats: Listen +2, Spot +3; Power Attack

Water Mastery (**Ex**): A water elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching water. If an opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls (these modifiers are not included in the statistics block).
A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (up to 10 ft. in length) and stop larger vessels (up to 20 ft. in length). Even large ships (up to 40 ft. in length) can be slowed to half speed.
Drench (**Ex**): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as dispel magic (caster level 2).
Vortex (**Su**): The elemental can transform itself into a whirlpool once every 10 minutes and remain in that form for 1 round. In this form, the elemental can move through the water or along its bottom at its swim speed.
The vortex is 5 feet wide at the base, up to 15 feet wide at the top and up to 20 feet tall. The elemental controls the exact size.
The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. PCs, even small ones, are too large to be caught up in, or damaged by, a vortex, and the elementals are unlikely to resort to this tactic.
An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

Office Level (EL 5):

Two Medium Earth Elementals are within the tops of the stone piers themselves, and erupt upwards...smashing portions of wooden floor of the first floor to splinters. They take care not to destroy the floor badly enough to cast themselves down into the water below, but have no such problems destroying floor segments occupied by PCs...in between smashing tables, chairs, and other furnishings.

Two of the four floor sections directly above stone piers have already been shattered when the PCs reach this level. An earth elemental can attack a floor section instead of a PC if desired (likely using a full Power Attack). Floor sections have Hardness 5 and 20 hps. A damaged floor section with only 15 hp left will only hold 200 pounds, a section with 10 hps will only hold 100 pounds, a section with 5 hps left will only hold 50 pounds. Attacking a floor section provokes an attack of opportunity. Note that at 750 pounds each, an earth elemental cannot set foot on even a slightly weakened floor section (the whole and undamaged floor creaks alarmingly under them).

Earth Elemental, Medium (2): CR 3; Medium Elemental; HD 4d8+12; hp 23, 36; Init -1; Spd 20 ft.; AC 18, touch 9, flat-footed 18; Base Atk +3; Grp +8; Atk Slam +8 melee (1d8+7); Full Atk Slam +8 melee (1d8+7); AL NE; SA Earth mastery, push; SQ Darkvision 60', earth glide, elemental traits; SV Fort +7, Ref +0, Will +1; Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11.
Skills and Feats: Listen +4, Spot +3; Cleave, Power Attack

Earth Mastery (**Ex**): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls (these modifiers are not included in the statistics block)
Push (**Ex**): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed grapple checks. The elemental will freely make use of this maneuver to shove opponents into weakened sections of floor.
Earth Glide (**Ex**): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 fortitude save.

Residence Level (EL 5):

Two Medium Fire Elementals are cavorting about on the second floor, setting fire to paperwork and walls alike. These, too, are weakening the floor...wherever they walk in this case. Each round, a fire elemental deals 1d4 fire damage to the floor section it stands on (just by standing there), and this damage ignores the floor's hardness. Unlike the earth elementals, the fire elementals weigh only 2 pounds each, and thus can continue to stand on even the most badly damaged floor sections.

Addison Brandt is also on this floor, locked in his bedroom and screaming at the top of his lungs that "Demons of fire are here to kill him!"

Finally, Ovaettr-Elgr itself still sits on the mantle above the fireplace.

Fire Elemental, Medium (2): CR 3; Medium Elemental; HD 4d8+8; hp 18, 29; Init +7; Spd 50 ft.; AC 16, touch 13, flat-footed 13; Base Atk +3; Grp +4; Atk Slam +6 melee (1d6+1+1d6 fire); Full Atk Slam +6 melee (1d6+1+1d6 fire); AL NE; SA Burn; SQ Darkvision 60', elemental traits, immunity to fire, vulnerability to cold; SV Fort +3, Ref +7, Will +1; Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11.
Skills and Feats: Listen +3, Spot +4; Dodge, Improved Initiative[B], Mobility, Weapon Finesse[B]
Burn (**Ex**): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save (DC 14) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put the out the flame.
Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

Last, but not least, a single Large Air Elemental hovers about the roof of the HarborMaster. Likely, to start, it will use its whirlwind ability to scoop up as many PCs as possible and move to just over the edge of the roof, ejecting them all to fall to the ground below and resuming normal form. Thereafter, it will make use of its considerable mobility to bull rush individuals off of the sides of the building, or through the skylight or windows in the mansard roof (Reflex save DC 20 to catch oneself before falling in either case). Count each floor of the Harbormaster as 10' for falling purposes.

Air Elemental, Large: CR 5; Large Elemental; HD 8d8+24; hp 54; Init +11; Spd Fly 100 ft. (perfect); AC 20, touch 16, flat-footed 13; Base Atk +6; Grp +12; Atk Slam +12 melee (2d6+2); Full Atk 2 Slams +12/+12 melee (2d6+2); AL NE; SA Air mastery, whirlwind; SQ DR 5/-, Darkvision 60', elemental traits; SV Fort +5, Ref +13, Will +2; Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11.
Skills and Feats: Listen +5, Spot +6; Combat Reflexes, Dodge, Flyby Attack, Improved Initiative[B], Weapon Finesse[B]
Air Mastery (**Ex**): Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.
Whirlwind(**Su**): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 4 rounds. In this form, the elemental can move through the air or along a surface at its fly speed.
The whirlwind is 5 feet wide at the base, up to 25 feet wide at the top and up to 40 feet tall. The elemental controls the exact size.
The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.
Creatures one or more size categories smaller than the elemental might take 2d6 damage when caught in the whirlwind and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 16) when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save (DC 16) or be picked up bodily and held suspended in the powerful winds, automatically taking 2d6 damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes the damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the elemental caries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.
The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.
An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

Addison Brandt: NE Human Expert 2/Aristocrat 1 (Bluff +6, Dipomacy +6, Knowledge: Law +4, Sense Motive +8)

Halfir: CG Human Fighter 4 (Diplomacy +1, Profession: Sailor +9, Sense Motive +5, Weapon Spec: Battleaxe)

Ovaettr-Elgr: A golden statue of a two-headed elk, about 18" tall and easily 50 pounds, its four eyes are set with a diamond (air), ruby (fire), topaz (earth) and sapphire (water). The eyes glow with an inner light when the elementals associated with their element are active, going out when they are slain.

If Ovaettr-Elgr is stored in an environment where at least one of the four elements is not within 30' of it, it is unable to take action other than bringing a general sense of misfortune to those in its vicinity (no specific game effect, just a tendency for misfortune to be attracted to its location). This is only negated if it is properly enshrined by a Daccian priest of Vharr (goddess of fate).

However, if Ovaettr-Elgr has each of the four elements within 30' of it, it "comes to life". A faint glow appears within each of its four gemstone eyes, growing gradually (it usually takes about four hours from when first awakened, but that can be shorter or longer depending on how strongly the elements are present).

Once fully charged, and once ever 24 hours thereafter, Ovaettr-Elgr can summon four small, two medium or one large elemental of EACH of the four elements. These creatures are evil and destructive, seeking to wreak havoc as much as possible. If not otherwise dispatched, they will disappear after 10 minutes.

Ovaettr-Elgr: Hardness 15, hp 150, detects as strong (magic, evil).

Aside from a possible reward from Halfir, Addison Brandt will pay the PCs 1000 GP for rescuing his office from destruction, and if the PCs haven’t already destroyed it, will gladly hand over Ovaettr-Elgr if he is made aware that the statue is the cause of the attacks.

Encounter at Londinium Docks

A Flintloque/WorldWorksGames Encounter

Lieutenant Rekhardt Sharke walked in the damp Londinium evening air near the port. Just a few hours before, he had finally returned to his orcish home after three years of service in Syndia. Those three years had seen him come from a poor Private to an independently wealthy junior officer, after having saved the life of young General Wellsed. In the late daylight hours after his return, Sharke had just managed to acquire a new set of uniforms for the unit he was to report to in the morning, the 105th Orc Rifles. Like his appointment to Lieutenant, his appointment to the newly designated unit was a bit of a thank you for the saving of the general, and a way to keep him away from the more tradition oriented regiments that didn't appreciate officers that came up through the ranks.

Lieutenant Sharke passed by the Harbormaster's building, and in the damp air, thought he smelled something that he hadn't smelled for some time, not since some hot work with the Ferach elves in Syndia and again in the naval actions at Trafalgor. Elves. Surly he must be imagining it, but as he stood there, the scent became more positive. Elves, somewhere nearby. And from the strength of the scent, it was several of them. He looked around in the fog, and thought he saw a light moving around in the Harbormaster's office. Shouldn't be anyone in there at this hour. The navy orcs often griped that they couldn't get anyone to take care of their paperwork during the regular workday, let alone late into the evening. Sharke thought he should check things out, but not alone. Where were those Provosts he had just bumped into a few minutes ago?

Captain Sir Richard Dastorcly was the 3rd son of a wealthy Orc family. With the family tradition of military service, it was preordained that he would be an officer, but after his older brothers bought their commissions in the good units, there just wasn't much left for him. After becoming a failure in the Ordnance corps, he was permitted to stay in uniform by serving in the Provosts, the military police element that policed up deserters or other soldiers and sailors that made themselves busy making the uniform look bad. Dastorcly felt he could do a great job of this, as there was almost always a Sergeant available to have go out and look for these bad orcs, leaving him alone to plan his next tea. But sometimes, things don't always go as planned, and in his assignment in Londinium, he found himself the junior officer in a unit full of officers that didn't fit in anywhere else. And, what was worse, he didn't have a sergeant to do his work for him. He considered just how unfair life could be as he and his men wandered in the fog, not looking too hard for troublesome troops that might spoil the nice clean uniforms they wore.



Captain Daniel La Roo had been talked into this mission to seek important files, destroy files that might help the Orc port master from sorting out those ships that were originally of Ferach background, and to insert some forms that would make it easier for the Ferach to land their spys and assassins along the Albion coasts, hoping even to help the Bog Orc uprisings that would further Emporer Mordred's goal in conquering Albion. La Roo's help was a group of Ferach Marines and an elf from the Corp de Engineer. La Roo felt he could probably have done the whole job himself with much less risk of being discovered, but having these elves along would possibly give him cover to escape if they did get caught. He was too important as a spy to fall into Orc hands.

The Harbormaster's office was near enough to the piers where they were smuggled in aboard the Al Garvey lugger, Martee, and even the fog seemed to work on their behalf as they made their way to and into the building. They had a description of the building but no information on the layout of the offices and quarters that they knew would be inside. The Bog Orc informant had only been able to tell them that the Harbormaster, an unhappily retired Orc naval officer on half pay, often stayed out at the nearby taverns until the wee hours, and usually made enough noise as he walked home to raise the dead. La Roo thought they would have more than enough warning to get away or to be able to overcome the orc and knock him out. From his reputation as a poor organizer, La Roo and his masters felt he was of much more service to the Emporer alive than dead, so they didn't want anything to happen to him that couldn't be explained as a bump in the night.

Engineer Sergeant Couper thought he had found the office, using just the one candle they had lit to find their way around the unfamiliar building. He quickly managed to pick the lock and get into the room, and there across the room, was a row of file cabinets that looked like they might be the target. Sergeant Couper was careful to keep the lit candle away from the explosive charges he always kept near at hand. Although not part of the plan discussed with the spy master, Couper had been warned that, if they couldn't succeed in placing the false documents, it would be almost as helpful to the cause to destroy all the records of vessels coming and going from the naval facilities. Couper was well prepared if it should come to that.

Lieutenant of Marines Guyness wasn't a happy elf. Although he was the senior military man present, it seemed everyone had authority over him. The spy, La Roo, might have the honorary rank of Captain, but he really wasn't a military elf. He didn't seem to know anything at all about military courtesy, or chain of command. And that engineer sergeant. Nobody asked him to light that candle. Lieutenant Guyness was just getting ready to order his Marine sergeant, Jean de Wane, to get a candle lit. All of this was so foreign to an elf that had been the master of a Marine contingent on one of His Imperial Majesties' biggest men-of-war just a few weeks ago. But that was before the ship was sunk at Trafalgore. He and his group were now available to support any mission the Ferach Admiralty could come up with, and this was the one he got stuck with. Why wasn't he back in Lee'ons, sipping red wine and eating Ferach bread with his rich cousin?

This scenario is designed for the Flintloque fantasy Napoleonic skirmish game from Alternative Armies, although it could be modified for use with other rules systems and even for historical skirmish gaming. Characters are borrowed from the game modules, Sharkes Revenge (Lt. Sharke and Cpt La Roo); Las Vegas and the One-Armed Bandit (Cpt Dastorcly, Tom, Dick and 'Arry); and The Bridge Over the River Que (Lt. Guyness, Sgt. Jean de Wane, Pvt. Oldenne, Pvt. Quayle and Sgt Couper). See the attached unit sheets.

The scenario is best played by a group of 3 or 4 players, with the Orc force split up, Sharke being played by one player and the provosts by another, or one player taking the entire force, while the Elf force should best be played by 3 players, being broken down to one player with La Roo, one with the Marine element and a 3rd with the engineer. 2 players may play this scenario without problem, but the nature is more in keeping with a role-play game, and it will be much more fun if separate players play the different characters involved. If played in a multiplayer game with a GM, table talk between players in the same sides should be kept to only those in base contact, so they don't make noise and

alert the other side to their presence. Players are encouraged to play the personalities of the characters against each other.

Forces:

The Orcs –

Lieutenant Rekhardt Sharke, half-orc/half-elf, veteran and new to an Elite unit.
Captain Sir Richard Dastorcly, orc, experienced officer of an Average unit.
Tom, orc, Average member of a Regular Provost section
Dick, orc, Average member of a Regular Provost section
'Arry, orc, Average member of a Regular Provost section

The Elves –

Captain Daniel La Roo, half-elf/half-orc, Veteran member of an Elite unit.
Lieutenant Guyness, elf, Veteran member of an Elite unit.
Sgt. Jean de Wane, elf, Veteran member of an Elite unit.
Oldenne, elf, Raw member of an Elite unit.
Antoine Quayle, elf, Raw member of an Elite unit.
Sgt Couper, elf, Experienced member of a Regular unit.

Setup:

The Harbormaster's building is set up by the Orc player so that the Elf player won't get a chance to see it until he is inside. As the elves enter the first floor, lift off the rest of the building, and place cards over rooms until a member of the unit physically enters. Doors into offices, sleeping quarters and upper floors should be locked but will open with a successful d6 roll of 1-3. (If using Magic or using the first edition rules, any player with the "open locked door" spell can open the door per those rules.) Opening a locked door takes ½ move when successful.

Elves start at the main entrance on turn one, the leading elf having just gained entrance and spending half a turn to light a candel.

On Turn 3, Sharke has returned with the Provost section, and they enter the building to search for the elves. While Sharke is the veteran of recent combat, Cpt Dastorcly may pull rank and lead the force, or order one of the other rankers to lead in the door-to-door search (roll d6, 1-3 Sharke decides who leads, 4-6, Dastorcly decides.

Winning:

The Elf player(s) wins by:

1. La Roo spends one full turn in contact with the file cabinet designated as the target (if he is hit in missile combat or attacked in melee, the turn is interrupted and must start over if he is still able.)
2. If La Roo can't contact the files, Couper sets his demolition charge and destroys the file cabinet (his charge is large enough to destroy all cabinets in the file room).
3. Kill/incapacitate all members of the Orc party, giving them more time to find the

files.

The Orc player wins by avoiding the Elf victory conditions.

Special Rules:

Both Sharke and La Roo survive to fight again in battles yet to come – if either are killed, instead, they are just incapacitated to have their wounds healed and recover in time for future combat. La Roo would be a valuable captive for trading in the future. We cant have our hero and anti-hero killed off this early, now can we?

Unit sheets are attached for players convenience. If using multiple players, it is recommended that you make multiple copies so each player can have their character information in front of them.

Optional Rules:

Optionally, the harbormaster, Cpt. Krunch, returns early or is already in his bed chamber (D6 roll of 1-3, he enters the building on turn 2, 4-6 he is in the room on the turn the elf player enters the bed chamber). If this option is in play, the elf player should not be informed until he discovers the orc. If in play, the orc will likely be inebriated (D6 roll of 1-4) – if he has had a few too many, subtract 2 from all combat die rolls, and add 2 to all morale check die rolls. Use the One Armed Bandit figure as a fitting old retired sea captain, even if his Horse Artillery headgear isn't quite right for the Albion Navy. His statistics are included in the Orc player sheet. The Sharke player or the GM should run this character, or he can be run by the orc player in a 2-player game.

Flintloque Reloaded

Summary Sheet

Londinium Encounter - Orcs

Name	Firearm	Hand To Hand Weapon	Experience Level	Unit Status	Morale Modifier	Special Rules
Lt Rekhardt Sharke	Bakur Rifle	Sword	Vet	Elite/ Light	+6	
Cpt. Sir Richard Dastorcly		Sword	Avg	Regular		
Tom	Orc Bessie		Avg	Regular		
Dick	Orc Bessie		Avg	Regular		
'Arry	Orc Bessie		Raw	Regular	-2	
Cpt. Krunch		Cleaver	Vet	Elite	+6	May be drunk – see scenario optional rules. Treat Cleaver as a sword for game purposes.

Firearms Ranges in CM

Weapon	0-5	>5-15	>15-30	>30-45	>45-60	>60-75
Bakur Rifle	80/7	70/5	60/4	45/3	30/3	15/2
Bessie	70/7	65/5	40/4	20/3	10/3	

Movement Rates in CM

	Crawl	Prone	Stagger	Falter	Walk	Run
Orc	2	4	8	12	16	24

Racial Combat Statistics

	Orc	
Defence Factor	3	
Wounds	3	
Combat Modifier	+2	

Notes

Flintloque Reloaded

Summary Sheet

Londinium Encounter – Elf Players

Name	Firearm	Hand To Hand Weapon	Experience Level	Unit Status	Morale Modifier	Special Rules
Col Daniel La Roo		Sword	Vet	Elite	+6	
Lt Guyness	Elf Musket		Avg	Elite	+2	
Sgt Jean DeWayne	Elf Musket		Exp	Elite	+4	
Pvt Oldenne	Elf Musket		Avg	Elite	+2	
Pvt Antoine Quayle	Elf Musket		Avg	Elite	+2	
Sgt Couper			Avg	Regular		

Firearms Ranges in CM

Weapon	0-5	>5-15	>15-30	>30-45	>45-60	>60-75
High Elf Musket	80/5	70/4	60/3	45/3	25/2	15/2

Movement Rates in CM

	Crawl	Prone	Stagger	Falter	Walk	Run	Charge
Elf	3	6	12	18	24	36	

Racial Combat Statistics

	Elf	
Defence Factor	2	
Wounds	2	
Combat Modifier	+1	

Notes