Heroic
6

WAVES
OF FATE

A series of three swashbuckling encounters for five adventurers

By Corwin Riddle

6 Difficulty
8 Complexity

Waves of Fate is a collection of three short encounters, all taking place on a boat, designed for five characters between the levels of 5 and 7. The open sea is a dangerous place ruled by giant beasts, unpredictable weather, and fickle tempers, but those adventurous few traversing its many passages and hazards wouldn't have it any other way; chaos is a small price to pay for the thrills, freedom, and fortune one can find between the waves.

Pirates, merchants, and couriers navigate the water with their own inclinations, but all carry the same understanding: each ship in the blue is at the mercy of Melora and her servitors, and carried by the raging waves and currents into a future that, if nothing else, is often unexpected. So gather your belongings, prepare the rigging, and keep your eyes on the horizon—for there's no telling where the waves of fate might take you.

BACKGROUND

Fear tends to creep up the night before setting sail, bringing out every terrifying myth and legend heard within inns and taverns of the local port.

Just beyond the foggy waters, the pirate Lezoe and his ship *The Mistwalker* await vulnerable vessels—for they are greedy, hungry, and do not respect the morality and honorable combat their victims observe. Some escape, but even ships clever enough to elude the bloodthirsty raiders are not free from peril; recently, vessels have begun disappearing, the few survivors washing up days later, delirious and terrified, spouting nonsense of a giant monster from the depths. And if that weren't enough, the weather has been especially temperamental as of late, drowning entire fleets of ships with a moment's warning, pulling them down to the bottom of the sea in a maelstrom of splintered wood and shattered metal.

The men drink to forget such worries, and the captain keeps a watchful eye on possible deserters, for the schedule is set, the ship is prepared, and there is no time to waste on folk tales and exaggerated testimonies—after all, they're just stories...

USING THE DELVE

Waves of Fate functions as a dungeon delve on the high seas, a series of encounters taking place one after another during a voyage, but the adventure can be used in several ways: as a series of continuous encounters, as three completely separate encounters, or as the basis of an entire adventure. You need no more story than having your players climb aboard a ship with eyes for land on the other side. *If your players do not need to travel and you need an excuse to have them board a ship, there is a hook included for each encounter.*

Encounter 1: *The Pirate*

The PCs' boat is temporarily disabled and attacked by Lezoe and his ruthless crew of pirates, who take no prisoners.

Encounter 2: *The Beast*

Stranded on the sinking remains of Lezoe's ship, the PCs must fend off a giant kraken and its many tentacles.

Encounter 3: *The Storm*

An unnatural hurricane, created by a group of elementals, attacks the PCs' boat, attempting to drown all aboard.

USING THE MAPS

There are a few different maps and pieces that you'll need to cut out and use. Each map is labeled, but here is a short list of maps and cutout pieces required for each encounter:

Encounter 1: *The Pirate*

Maps: E0 (your ship), E1 (Lezoe's ship)
No Cutouts

Encounter 2: *The Beast*

Maps: E2 (Lezoe's destroyed ship)
Cutouts: C2 (kraken tentacles)

Encounter 3: *The Storm*

Maps: E0 (Your ship)
Cutouts: C3 (storm direction, gusts)

ENCOUNTER 1: THE PIRATE

Shortly after leaving port, Lezoe's ship, *The Mistwalker*, is spotted breaking through the thick fog. The ship is fast, escape is not an option–the adventurers must defend the ship and their lives, for Lezoe takes no prisoners.

HOOK: WE'RE ON A BOAT

With all the talk of pirates, mercenaries, and monsters, the newly promoted Captain Neruth is afraid to leave the docks. Too many ships have washed ashore in pieces, the few survivors swearing never to leave dry land again and cursing the name of Lezoe, a ruthless pirate known to patrol the foggy waters just past the coast. However, Neruth's business is in trading perishable items, which is lucrative, but only if they arrive while fresh. Time is of the essence and if he spends any more time waiting, his goods–and profits–will spoil.

Neruth offers the PCs free passage across the sea if they're willing to accompany his crew and provide some muscle in case of trouble, with a bonus if the ship and its contents make it to their destination.

Quest XP: 250 XP and 500 gp if the ship, crew, and cargo arrive safely.

SETUP

The Mistwalker (**Map E1**) will pull up parallel to the player's ship, and the pirates will throw grappling hooks across to hold them together, with one square of water between the two ships.

1 Lezoe (L)
4 Human Buccaneers (B)
6 Drunken Pirates (P)

As *The Mistwalker* pulls up next to their ship, read:

It's clear that The Mistwalker possesses tremendous speed; escape would be futile. As it pulls up parallel to your vessel, Lezoe's pirates begin to toss grappling hooks aboard, pulling the ships closer together. Other pirates draw their swords, grinning and howling threats.

As you watch the scene, you hear a loud crash, followed by the sound of hammering; your crew has abandoned you above, and is in the process of boarding up the entrance to decks below. Lezoe does not bother to leave his position behind the helm, motioning his men to attack. "No prisoners," Lezoe says, menacingly.

Perception (DC 12): Some of the pirates seem quite drunk, and most carry bottles filled with a dark liquid.

Perception (DC 16): The pirates drinking the rum seem to feel less pain and gain a second wind, helping them continue without resting.

Lezoe	Level 8 Elite Soldier
Medium natural humanoid (human)	XP 500

Initiative +7   **Senses** Perception +9
HP 140; **Bloodied** 70
AC 22; **Fortitude** 18, **Reflex** 18, **Will** 17
Speed 7
Action Points 1

  Cutlass (standard; at-will) • **Weapon**
  +14 vs AC; 1d10 + 8 damage and the target is slowed (save ends)
⤢ **Crossbow** (standard; at-will) • **Weapon**
  Ranged 10/25; +14 vs AC; 1d10 + 8 damage
Your Mother is a... (minor; recharge ⚅⚅)
  Close burst 5; targets one enemy; the target provokes an opportunity attack from each enemy that is adjacent to it. The opportunity attacks are made with a -1 penalty to the attack roll.
Fighting Dirty
  Lezoe gains an additional +2 bonus to all attack and damage rolls when flanking a target with any other pirate, and a successful attack knocks the target prone.
Don't Lose Heart, Me Hearties! (minor; encounter)
  Every drunken pirate and human buccaneer within 3 squares regains 20 hit points and may make a melee basic attack as an immediate reaction.
Alignment Evil   **Languages** Common
Skills Acrobatics +10, Athletics +10
Str 14   **Dex** 14   **Wis** 12
Con 14   **Int** 11   **Cha** 11
Equipment Cutlass, crossbow, bottle of rum

Human Buccaneer	Level 6 Soldier
Medium natural humanoid (human)	XP 250

Initiative +6   **Senses** Perception +8
HP 72; **Bloodied** 36
AC 21; **Fortitude** 19, **Reflex** 18, **Will** 17
Speed 5

  Cutlass (standard; at-will) • **Weapon**
  +13 vs AC; 1d10 + 6 damage
⤢ **Crossbow** (standard; at-will) • **Weapon**
  Ranged 10/20; +12 vs AC; 1d8 + 2 damage
Fighting Dirty
  The human buccaneer gains an additional +2 bonus to all attack and damage rolls when flanking a target with any other pirate, and a successful attack knocks the target prone.
Alignment Evil   **Languages** Common
Skills Acrobatics +11
Str 17   **Dex** 15   **Wis** 12
Con 16   **Int** 11   **Cha** 13
Equipment Cutlass, crossbow, bottle of rum

Drunken Pirate	Level 4 Minion
Medium natural humanoid (human)	XP 44

Initiative +5   **Senses** Perception +6
HP 1; a missed attack never damages a minion
AC 19; **Fortitude** 17, **Reflex** 12, **Will** 13
Speed See below

  Drunken Clobber (standard; at-will)
  +12 vs AC; 5 damage, and the target is pushed 1 square
Stumble
  Roll 1d6 at the beginning of the drunken pirate's turn. If you roll a 2-6, the drunken pirate may move that many squares as its move action. If you roll a 1, the drunken pirate falls prone and cannot move this turn.
Fighting Dirty
  The human buccaneer gains an additional +2 bonus to all attack and damage rolls when flanking a target with any other pirate, and a successful attack knocks the target prone.
Alignment Evil   **Languages** Common
Str 16   **Dex** 10   **Wis** 11
Con 15   **Int** 10   **Cha** 12
Equipment Bottle of rum

Tactics

- The drunken pirates will get as close as possible to use *Clobber*, while the buccaneers will keep a little distance to use *Crossbow* while they can, switching to *Cutlass* when in melee.

- All of the pirates will try to make use of *Fighting Dirty* whenever possible, but the drunken pirates are not sober and may often forget to flank.

- Lezoe and the buccaneers will use the mast ropes to swing around if it will help them retreat or gain a good flanking position.

- Lezoe will remain in back at first using *Crossbow*, but will come forward to use *Don't Lose Heart, Me Hearties* when any four of his pirates or buccaneers die and will then engage in melee attacks with his *Cutlass* and *Your Mother is a...* attacks.

- Lezoe will fight to the death, though the pirates may surrender if they feel victory isn't a possibility.

Features of the Area

Elevation: The back of each ship near the helm is 10' higher than the rest.

Boat Rigging: Marked as ropes on the side of the boats. A PC can climb up the rigging with a **DC 12** Athletics check.

Mast Ropes: Marked on the ships as dotted black lines with rope icons. Any humanoid on a rope icon square can make a **DC 15** Athletics check to swing 3 squares in any direction, ignoring difficult terrain, enemies, and opportunity attacks. This does not use up a move action.

When Lezoe dies, read:

As Lezoe falls, he pulls out a flask and takes a swig, offering some to the PCs. "Might as well join in, me lads," he says, "you've not got much time left ye selves." He sniffs loud and long, taking in the salty air. "If I'm not mistaken, you'll have some more company soon, it should be quite a story to tell... if you survive! Har har... har."

Conclusion

When the PCs defeat Lezoe, the captain of their ship comes up and thanks them, and asks them to break into Lezoe's ship and look for treasure. Sadly, Lezoe just recently unloaded most of his loot, but the PCs find 800 gp in the ship's hold, as well as two gems worth 100 gp each.

The PCs will find a bottle of strangely potent rum on each pirate and Lezoe, and a couple crates on Lezoe's ship. The rum works as a temporary boost to keep the encounter going if the PCs choose not to take a short rest.

The rum has the following properties:

| Captain Lezoe's Spiced Rum	Level 5

This potent beverage is strong enough to dull the pain for a short while, though it tastes like poison and daggers, lit on fire.
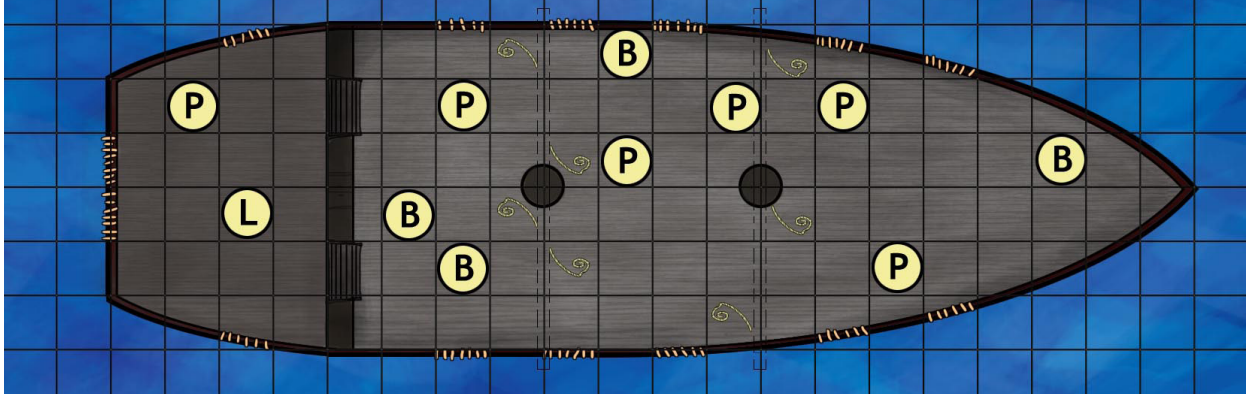
Potion
Special: A player may only drink one of these per encounter.
Power (Consumable ✦ Healing): Minor Action. Drink this potion to gain temporary hit points equal to twice your healing surge value. Your Reflex and Will are reduced by 1 until the end of the encounter.

Map E0
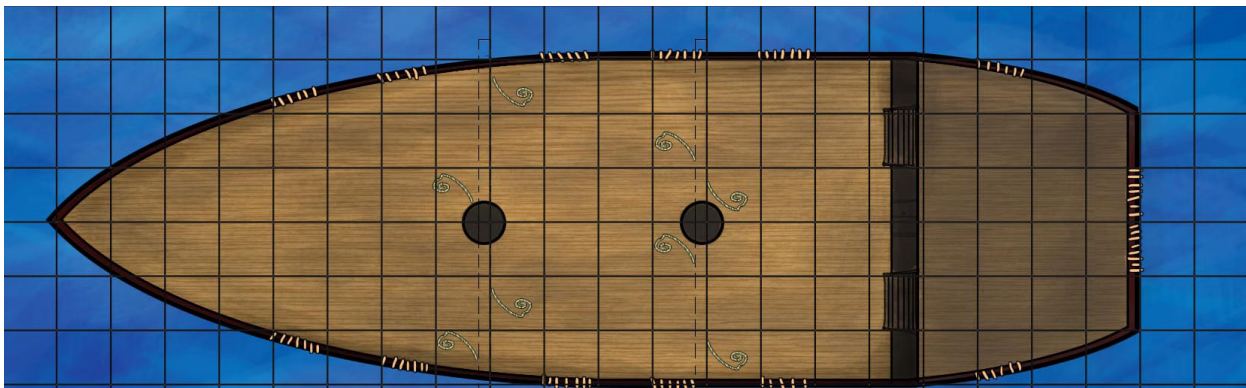
Map E1

ENCOUNTER 2: THE BEAST

While the PCs search Lezoe's ship, a kraken attacks. Alerted by the fight, it has come up to investigate the disturbance and feed. The PCs might consider jumping back on the other ship and leaving, but have their captain move his ship out of range, warning them that they need to kill the kraken now, while they have the chance–if the ship sinks, it will disable the other ship next, and everyone will be stranded out in the open water. Once they kill the kraken, he'll pick them up.

HOOK: SEND THE KRAKEN PACKIN'

A local drunk named Sabas tells the tale of a monster attacking his ship, of which he used to be the captain. As he tells it, the beast looked like an enormous squid, and pulled the ship apart from beneath, using its many tentacles to knock the crew into the water before they had a chance to injure it. However, Sabas is the only survivor from his ship, and no one believes his story–thinking instead that he steered them directly into a storm and shipwrecked his vessel. Because of this assumption, Sabas cannot find work or a ship to captain; everyone thinks he is an incompetent navigator and a liar.

Sabas wants the PCs to clear his good name by taking a voyage and looking for the monster; loud noises or stationary ships should draw it out. Bring back part of a tentacle so Sabas can prove it exists and mend his reputation.

Quest XP: 300 XP and 250 gp for if the PCs bring back tactile evidence.

USING THE KRAKEN

- Replace **Map E1** with **Map E2** and cut out and use the tentacle icons in **Cutouts C2**. The tentacles are 1 square by 5 or 6 squares, and count as occupying each of those squares.

- Each tentacle has a square showing an end that protrudes from the water (marked on the small map with T and B); this square must always remain in the water outside the ship. The idea is that the tentacles will shift only horizontally and vertically, as if the tentacles are emerging from the water and sweeping across the deck of the ship.

- Do not rotate the tentacles; leave them leaning over the ship and only move them up and down or left and right– do not turn them diagonally.

- All of the tentacles can overlap and run into each other, since they are mobile and likely passing above or beneath one another.

SETUP

The kraken quickly latches onto Lezoe's ship with four of its tentacles and nearly tears it in half. It uses the other six tentacles to sweep the deck, searching for living beings. The captain of your ship comes on deck and steers his ship away from you during the encounter, so the PCs must fight it alone on Lezoe's broken and sinking ship.

4 Kraken Tentacles (T)
2 Barbed Tentacles (B)

Kraken Tentacle		Level 6 Brute
Gigantic extremity		XP 250

Initiative +6   **Senses** Perception +9
HP 40; **Bloodied** 20
AC 18; **Fortitude** 20, **Reflex** 18, **Will** 16
Regeneration 5
Speed 3

  Tentacle Whip (standard; at-will)
    +11 vs AC; 4d4 + 4 damage and the target is pushed 3 squares
  Tentacle Slam (standard; recharge ⚃ ⚄ ⚅)
    +11 vs Reflex; 4d4 +4 damage. The kraken tentacle may move up to 2 squares before moving this ability.

Alignment Unaligned	**Languages** __	
Str 20	**Dex** 16	**Wis** 12
Con 16	**Int** 4	**Cha** 6

Barbed Tentacle		Level 6 Soldier
Gigantic extremity		XP 250

Initiative +6   **Senses** Perception +8
HP 60; **Bloodied** 30
AC 21; **Fortitude** 18, **Reflex** 18, **Will** 16
Regeneration 5
Speed 4

  Tentacle Whip (standard; at-will)
    +11 vs AC; 4d4 + 4 damage and the target is grabbed
  Tentacle Slam (standard; recharge ⚃ ⚄ ⚅)
    +11 vs Reflex; 4d4 +4 damage and the target is grabbed. The barbed tentacle may move up to 2 squares before using this ability.
Into the Maw
    When a barbed tentacle grabs a creature, both the barbed tentacle and the creature slide 1 square towards the water at the start of every creature's turn. The grabbed creature takes 2 damage each time this happens. Once in the water, the creature it is grabbing will suffer an immediate 2d6 damage, and the barbed tentacle will let go.

Alignment Unaligned	**Languages** __	
Str 20	**Dex** 16	**Wis** 12
Con 16	**Int** 4	**Cha** 6

When the kraken appears, read:

There's an ominous presence in the air, which has become thick with the putrid stench of dead fish. The sea has turned choppy, its waves slap the side of your vessel. Suddenly, the ship lurches, as if hitting a reef or running aground, and strange, wiry shadows fall from above.

Pale bluish tentacles, thick as a tree trunk, begin to coil around the deck of the ship, breaking off pieces of wood and railing as they grip it tightly. The frame of the vessel groans and finally snaps, almost breaking the ship in half. The mast and sails collapse, and water floods the deck. Nearby, your captain steers his ship away to safety, leaving you to contend with the monstrous kraken by yourselves.

Perception (DC 14): Two of the Kraken's tentacles are different than the others; they are longer and covered in barbs, perfect for grasping, and holding onto, smaller objects.

History (DC 12): Krakens can tear apart entire ships, and will drag prey into the water where it is most vulnerable.

History (DC 16): A Kraken's tentacles regenerate over time, but if many of its tentacles are severed at once, it will often retreat.

FEATURES OF THE AREA

Elevation: The back deck is now destroyed and sinking, and all ship terrain is the same height.

Water and Mast pieces aboard the ship: Marked as water on the boat and a large broken mast piece, these squares count as difficult terrain for PCs only.

Boat Rigging: Marked as ropes on the side of the boats. A PC can climb up the rigging with a **DC 12** Athletics check.

Mast Ropes: Some mast ropes remain. Any humanoid on a rope icon square can make a **DC 15** Athletics check to swing 3 squares in any direction, ignoring difficult terrain, enemies, and opportunity attacks. This does not use up a move action.

Open Water: If the PCs are anywhere outside of the ship squares, they are floating in the open sea, and the following applies:

- PCs starting their turn in the water will take an automatic **2d6** damage at the start of their turn.

- If a PC starts two consecutive turns in the water, they take **4d6 +6** damage at the start of their turns until they leave the water.

- PCs on the ship can also help adjacent players climb aboard from the water with a **DC 12** Athletics check.

**If a PC starts their turn in the water, read:**

You notice a large dark shape below you, rising slowly as it feels your presence above. A sharp pain hits you as something below swipes at your armor, probing your defenses. Now would be a good time to get out of the water.

If a PC starts a second consecutive turn (or more) in the water, read:

You feel an enormous monster crash into you, its teeth raking along your armor and tearing at your flesh.

Map E2   **Cutout C2**
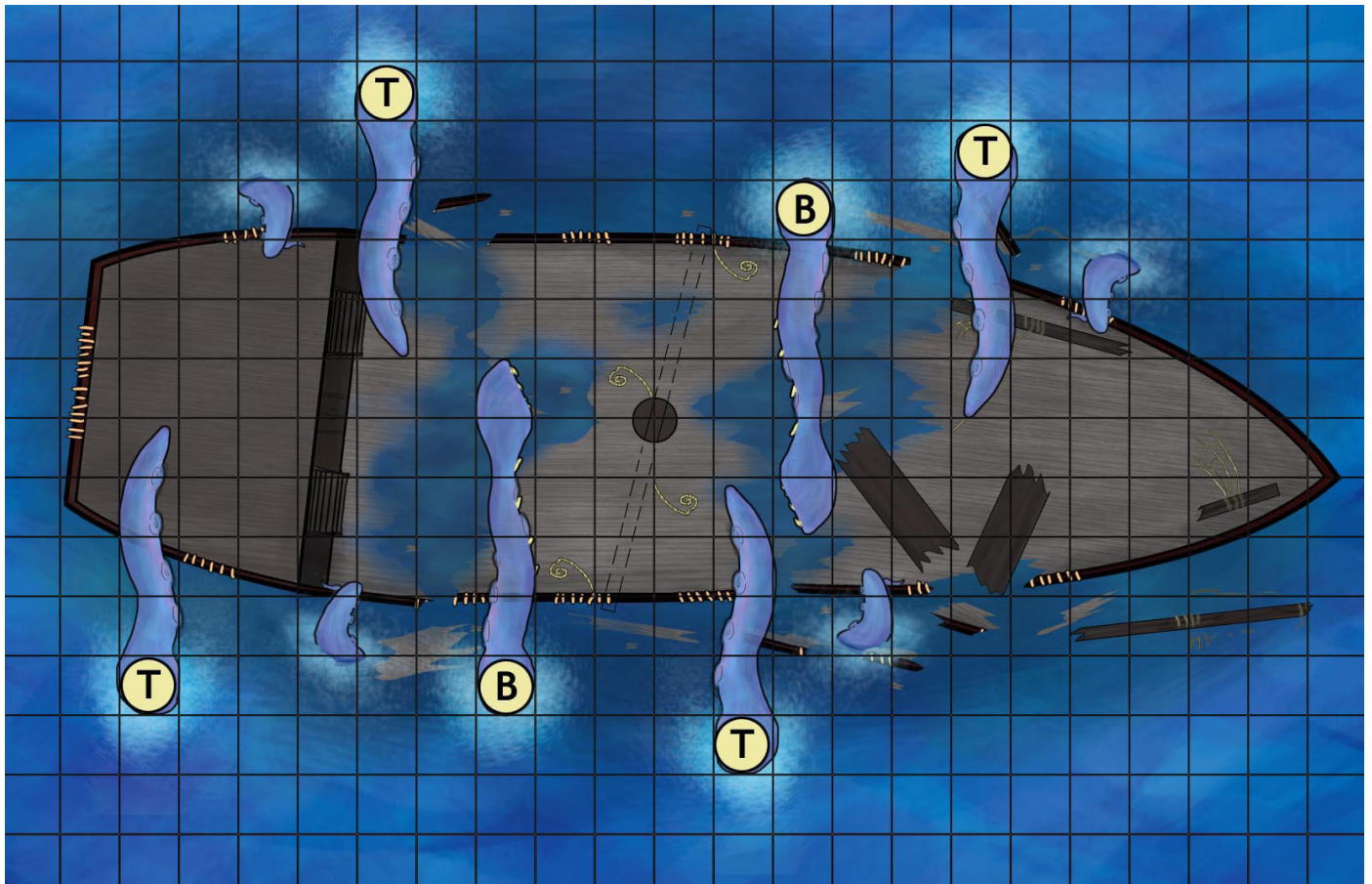
TACTICS

- All of the tentacles will sweep up and down the ship towards the PCs, sensing through vibrations where they are, and using *Tentacle Whip* when any square of the tentacle overlaps a square where a PC is standing.

- PCs can jump over the tentacles with a **DC 18** Athletics or **DC 18** Acrobatics check whenever the tentacle moves into their square. This does not count as a move action if the tentacle moves into the PC's square.

- When any tentacle is damaged, it will immediately move 1 square away from the PC that damaged it.

- If a tentacle is completely off the side of the ship, it will use *Tentacle Slam* on its next turn.

- If a barbed tentacle touches a PC, *Into the Maw* is activated and the PC will be pulled a square toward the water at the start of every creature's turn. If a PC is pulled into the water this way, the barbed tentacle lets go and heads back to the ship to attack others.

- The tentacles cannot make opportunity attacks.

- The encounter ends when any 5 of the 6 tentacles have been killed.

A barbed tentacle will let go of a PC if:

- It takes more than 10 damage.

- The PC it is grabbing makes a **DC 20** Athletics check on his or her turn.

- The tentacle drags the PC into the water.

When the kraken retreats, read:

The remaining tentacles tighten their grip on the sides of the ship, pulling with tremendous force. Wood begins to splinter and crack as The Mistwalker *is pulled into the sea—one last display of the kraken's power and aggression. Those floating in the water are safe for now, as the kraken needs time to regenerate its limbs before setting upon another ship.*

CONCLUSION

The kraken destroys the remains of Lezoe's ship, and any PCs left on it are harmlessly dropped into the water. They can swim to and climb aboard their ship at their leisure; the kraken will not return. Floating around the wreckage is more of Lezoe's rum, which the PCs should plainly notice and grab for the next encounter.

ENCOUNTER 3: THE STORM

Just as the PCs climb aboard their ship, a hurricane quickly overtakes them. The hurricane's speed is strange, and something about it seems out of the ordinary; a group of water and wind elementals are found within the eye, controlling the storm to chase down and wreck vessels that have entered a sacred area belonging to Melora's archons.

HOOK: CURRENT EVENTS

A cartographer known only as The Dwarf is well-known around the port for his accurate and up-to-date maps. When any new route is proposed, the dwarf is right there, measuring, sketching, and making all sorts of complicated calculations. However, his latest project is falling behind; charting a area normally avoided, full of dangerous currents.

He's sent out two of his best mapmakers, but both have disappeared—which is a shame, to be sure, but not really the issue. Both of his employees took with them a floatable, waterproof capsule designed for holding maps, engraved with magical runes that draw the attention of the dwarf's magical compass. According to the dwarf, those capsules are still floating around out there, caught in a circular current.

The dwarf wants you to take his compass and a ship out to the currents and find his map capsules, which are brightly illuminated with magical runes, making them easy to spot.

Quest XP: 200 XP and 200 gp for returning one capsule, double for returning both.

USING THE STORM

The area of the storm is much larger than the ship, but there isn't a map included for the surrounding area, so you will need to improvise and use some other 1" graph below the ship, then do the following:

- Use **Cutouts C3** and place the gusts of wind around the ship as shown below.

- The dark blue circle is the outermost area of the storm and is considered impassable terrain for both elementals and PCs.

- The white circle is a guide for the path that the elementals will stay on; it doesn't have to be exact, but they should stay as close to the line as possible when moving.

- The direction of the storm is indicated by the wind direction icons, which should be switched when an elemental uses *Reverse Polarity*.

- Start the wind direction going clockwise.

Setup

The elementals float 15' in the air and will use their movement first each turn to move with the current wind direction around the ship, adjacent to the outside of the gust squares.

3 Elemental Torrents (T)
3 Elemental Gales (G)

When the storm hits, read:

A deafening roar of wind overtakes your ship, which violently dips from side to side in the churning waves. The sky turns black as the storm approaches with an unnatural speed, quickly engulfing the ship in its eye and surrounding you with an impassable wall of crashing water. Within the tempest are a number of dark shapes, which slowly materialize into beings of wind and water. One of the elementals comes near, saying something in primordial tongue, before urging the other elementals to attack.

Elemental Torrent		Level 6 Artillery
Medium elemental magical beast (water)		XP 250

Initiative +6　　　　**Senses** Perception +3
HP 42; **Bloodied** 21
AC 16; **Fortitude** 19, **Reflex** 17, **Will** 17
Speed Fly 7 (hover)

　Relentless Waves (standard; at-will) • **Cold**
　+13 vs AC; 1d6+ 4 cold damage
⊙ **Freezing Waters** (standard; at-will) • **Cold**
　Ranged 15/30; +14 vs Reflex; 1d6 cold damage and the target gains an
　ongoing 5 cold damage (save ends)
✷ **Chaotic Current** (standard; recharge ⚄⚅) • **Cold**
　Area burst 3 within 10; +13 vs Fortitude; 2d6 + 4 cold damage, and the
　elemental torrent slides each creature within the burst 2 squares.
Reverse Polarity (immediate reaction when bloodied; encounter)
　The wind direction starts moving in the opposite direction (clockwise if
　counter-clockwise, and vice-versa)

Alignment Unaligned　　　**Languages** Primordial
Str 13　　　　**Dex** 16　　　　**Wis** 9
Con 19　　　　**Int** 4　　　　**Cha** 16

Elemental Gale		Level 6 Controller
Medium elemental magical beast (air)		XP 250

Initiative +5　　　　**Senses** Perception +3
HP 73; **Bloodied** 36
AC 21; **Fortitude** 17, **Reflex** 17, **Will** 17
Speed Fly 7 (hover)

　Relentless Winds (standard; at-will) • **Thunder**
　+12 vs Reflex; 1d10 + 6 thunder damage and the target is pushed 1
　square
⊙ **Concentrated Barrage** (standard; at-will) • **Thunder**
　Ranged 15/30; +12 vs Reflex; 1d8 + 3 thunder damage and the target is
　pushed 1 square
⟵ **Eye of the Storm** (standard; recharge ⚄⚅) • **Thunder**
　Close burst 3; +12 vs Fortitude; 3d6 + 4 thunder damage, and the target
　is pushed 2 squares
Reverse Polarity (immediate reaction when bloodied; encounter)
　The wind direction starts moving in the opposite direction (clockwise if
　counter-clockwise, and vice-versa)

Alignment Unaligned　　　**Languages** Primordial
Str 10　　　　**Dex** 14　　　　**Wis** 10
Con 17　　　　**Int** 7　　　　**Cha** 17

If a PC speaks Primordial, the elemental says:

"You have trespassed on the sacred calms of Melora—mortals are not permitted. Blood is required to cleanse the waters of your mortal taint."

Perception (DC 14): The water makes the strongest gusts of wind visible as they circle the ship. They look powerful enough to carry the weight of a humanoid; maybe even strong enough to toss them some distance, depending on the wind.

Features of the Area

Elevation: The back of the ship near the helm is 10' higher than the rest.

Boat Rigging: Marked as ropes on the side of the boats. A PC can climb up the rigging with a **DC 12** Athletics check.

Mast Ropes: Some of the mast and ropes remain. If a player is on a square with a rope icon, he can make a **DC 15** Athletics check to swing 3 squares in any direction, ignoring tentacles. This does not use up a move action.

Gusts of Wind: Marked as white and gray swirls on the map, with the following properties:

- When a PC enters the square of a gust, they are immediately lifted into the air to the same height as the floating elementals (15'), even if they entered the square from the water. The gusts are strong enough to continuously support their weight, though the PCs are not considered standing.

- PCs can jump from gusts, using the wind to toss them a distance. They must use this as their move action and it requires a **DC 12** Athletics check.

- The distance a PC can jump from a gust is equal to the number of elementals alive.

- If the PC is jumping with the wind, they can jump an additional 4 squares. If the PC is jumping against the wind, their distance is decreased by 4 (and can actually move them backwards if there are 3 or less elementals alive). Use your better judgment for determining whether a PC is jumping with the wind or against it.

When a PC first steps onto a gust square, read:

You feel the strength of the wind as you are lifted high into the air. With a little effort and some control, this gust could be used to launch yourself quite a distance—depending on the wind direction, of course.

Tactics

- The elementals cannot use opportunity attacks.
- If the elementals pass a PC while moving, it will stop at the closest point adjacent to the PC and use either *Relentless Waves* or *Relentless Winds*.
- The elemental torrents will use *Freezing Waters* and *Chaotic Current* against players on the ship, but will always give priority to using melee attack against a PC if in range.
- The elemental gales will use *Concentrated Barrage* against players on the ship, saving *Eye of the Storm* for a player in close range.
- Whenever an elemental becomes bloodied, it uses *Reverse Polarity* as an immediate reaction.
- The elementals do not surrender, and must be killed. The encounter ends as the final one dies.

When the elementals are defeated, read:

As the last elemental falls, the storm immediately dissipates, the sky becoming bright and sunny once again. The vessel's crewmen emerge from their hiding spots, looking around with wary eyes. The waves return to a gentle to and fro, harmlessly lapping at the sides of the ship, which seems well enough to continue its journey.

Conclusion

The captain recognizes the PCs' contributions to his ship's safety, and pays them 1500 gp for their assistance, although he does make a few remarks about whatever damage the PCs might have done to his dearly beloved boat. As the crew retakes their positions and the ship prepares to continue its journey, the captain says:

"That's the sea for you, my friends. Some days the water allows us to pass, and other days it rises up in anger—it's the will of Melora. Now look sharp, you lubbers, we're barely into the blue, and there's no telling what else the waves of fate might have in store for us."

Map E0 **Cutout C3**
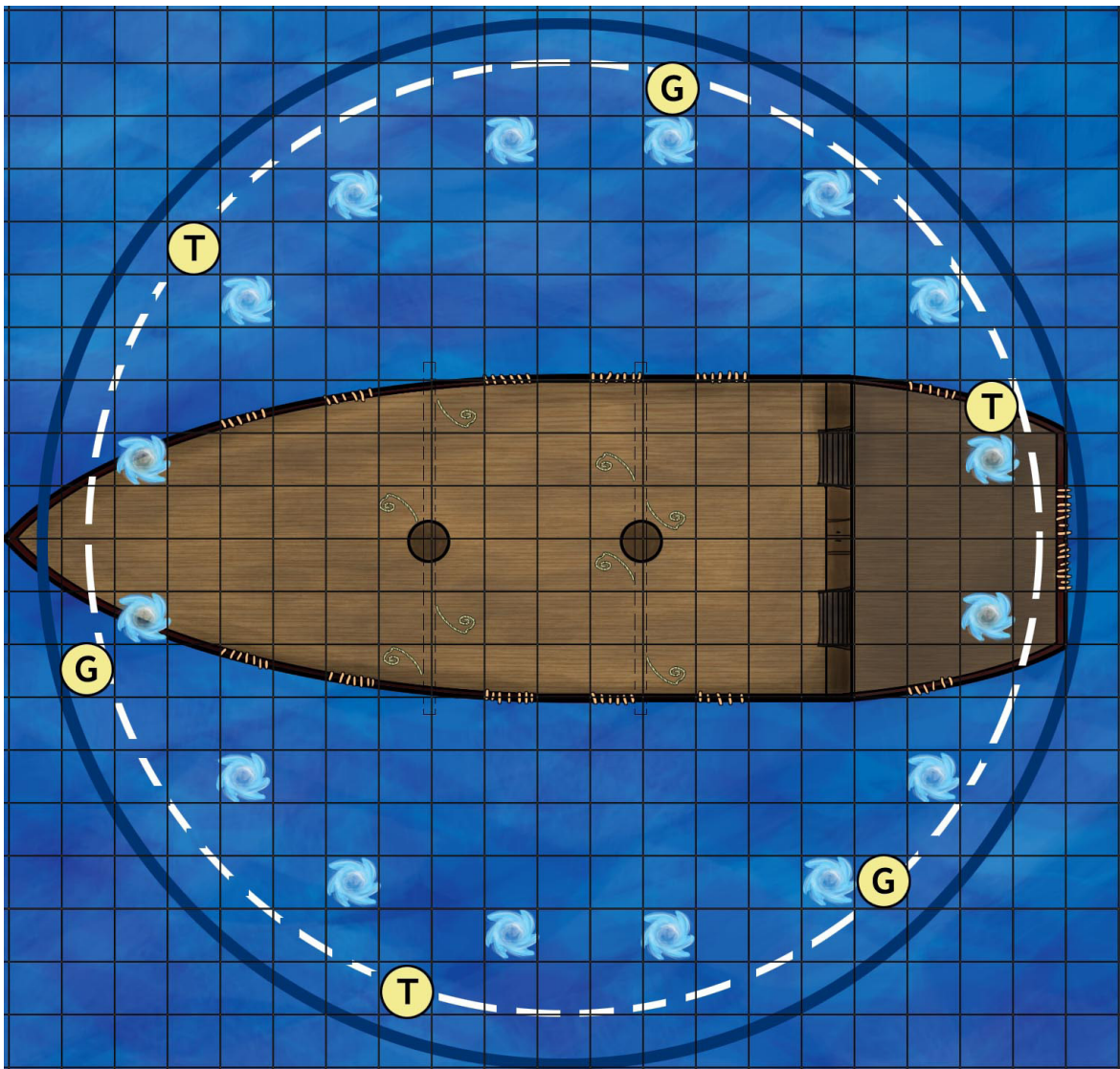
ADJUSTMENTS

If you like any of these encounters, but aren't sure how to run them or fit them into your current campaign, here are some ways to alter and adjust them to fit your needs:

This delve is a nod to the shameless pirate adventures where they go from danger to danger without reason or apology, but the most important thing to remember is to pace the encounter according to your PCs. If they need a short rest after a fight, let them rest!

The Pirate

The first encounter has no complicated hooks or combat tactics—just kill the pirates!

We don't have five players:

Increase or decrease the number of buccaneers and drunken pirates to fit your group, using this formula: 1 buccaneer and 2 drunken pirates per player.

We're not the right level:

Lezoe is based off the Human Pirate Captain, and the pirates are based off any human thug or bandit model.

It's too hard for my PCs, they keep wiping:

There isn't a lot of room for the PCs to move, so they might be flanked easily and take extra damage. They should use the ropes to move around quickly, and if that still doesn't help, let them knock the pirates into the ocean for some instant deaths.

It's too easy for my PCs, they're breezing through:

Add in more pirates to swarm the PCs and flank them, or have the buccaneers make liberal use of the ropes to ensure flanking positions.

Lezoe's boat looks familiar:

Yes, both your captain and Lezoe bought their boats at the same store—quite embarrassing for both parties when they realized it.

The Beast

The second encounter is a fast and hectic fight that requires a lot of movement in an area short on space.

We don't have five players:

Increase or decrease the number of tentacles in the fight; perhaps this kraken has been tragically wounded recently and hasn't regenerated the extremities yet.

We're not the right level:

The tentacles weren't based off anything, but can be scaled up or down quite easily. Their abilities are the most important and are not level-specific.

It's too hard for my PCs, they keep wiping:

If you are absolutely ruthless with the tentacles, it will be easy to wipe your PCs by picking on a couple players that can't jump over the tentacles or get out of the way in time. You should play the tentacles as ravenous but objective creatures—they don't know which players are weaker than the rest, and will likely just attack whatever they can reach. If your PCs are having a hard time, have the tentacles pick on someone else for a while, chalking it up to the kraken's random nature.

It's too easy for my PCs, they're breezing through:

If your PCs deal a lot of damage or area damage, this encounter might not be much of a challenge, since the tentacles will move away momentarily when damaged; a lot of area attacks will keep them at bay. If that's the case and your PCs aren't worried at all, have the tentacles develop an unnatural intelligence and start picking out the weaker PCs to even things out.

This is way too complicated to use:

I disagree. Cut out the tentacles, place them, and use the base as the part that moves. Just don't move them diagonally or turn the tentacles and it's simple to use. It'll play a lot like an obstacle course.

The Storm

The third encounter includes a few strict movement rules and an annoying number of cutouts, but is simple once everything gets going.

We don't have five players:

Increase or decrease the number of elementals depending on how many players are present.

We're not the right level:

The elementals were based off a number of different creatures, but any elemental will do as long as it you give it Reverse Polarity and it has both ranged and melee attacks.

It's too hard for my PCs, they keep wiping:

Your players shouldn't be wiping during this encounter; the elementals are weak and do little damage—this third encounter is supposed to excite them with all the free movement and flying they get to do. They could all just stand on the boat as a group and kill the elementals one by one as they go by, and still win (shame on them).

It's too easy for my PCs, they're breezing through:

'Breezing!' I knew that pun would work out one day. Let your players have some fun and encourage them to use the gusts by showing them how the wind direction works. If you are absolutely determined to destroy your PCs, even though they already had to fight off pirates and a kraken, increase the elementals' damage and hit points.

This looks too complicated:

The only complicated parts are 1) remembering the wind direction (which is why you should cut out and use the icons), 2) keeping the elementals on their paths (remember they stay just on the outside of the gusts), and 3) remembering how far they can jump (it's the number of elementals alive +/- 4, depending on whether they are going with or against the wind.
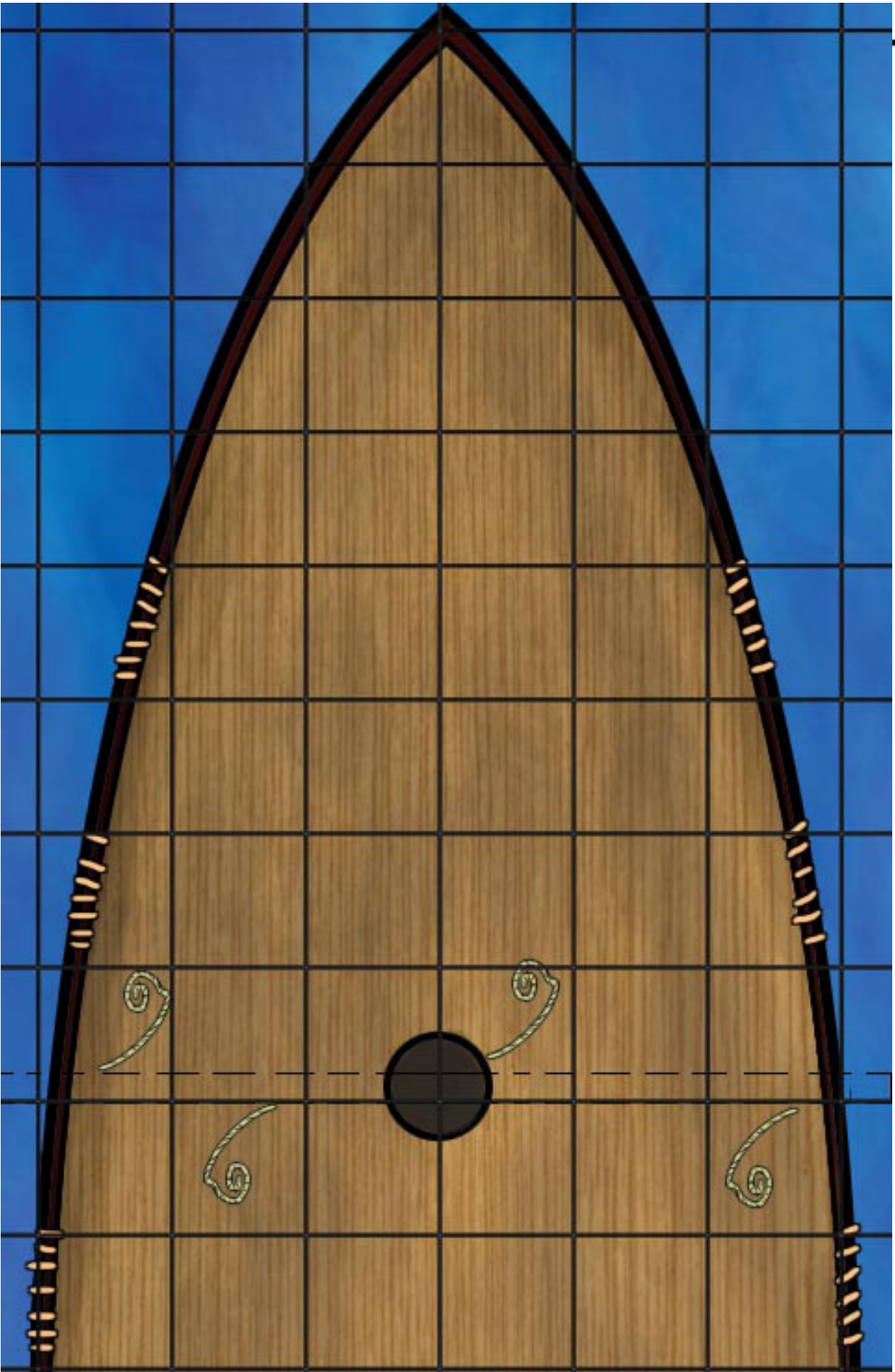
I have no faith in this encounter working correctly:

This encounter depends entirely on your PCs and how they choose to make use of the gusts. If your PCs min/max everything and want only to win, they will probably sit on the boat and it will be boring. If your PCs want to fly all over and feel awesome, they can!
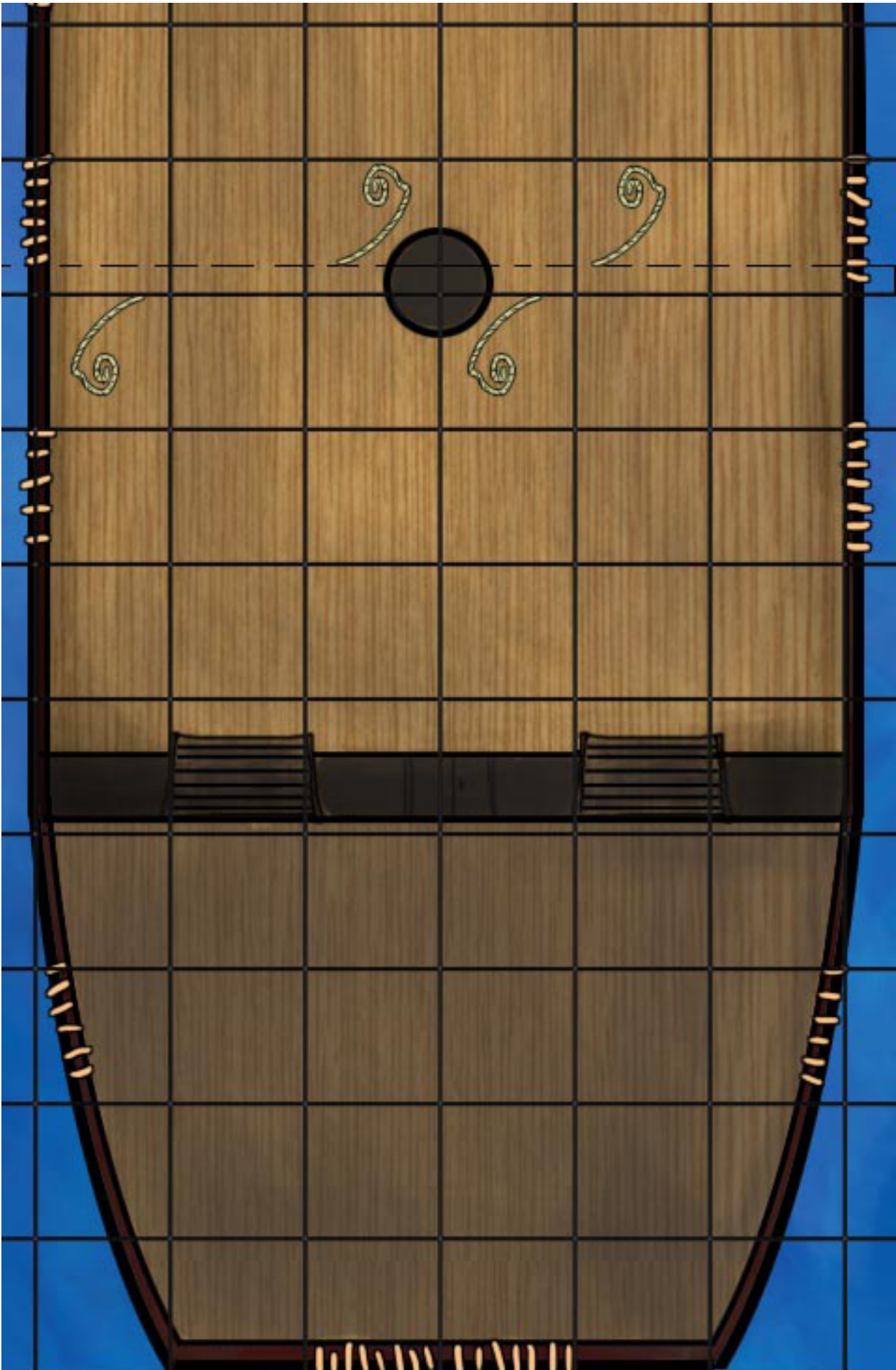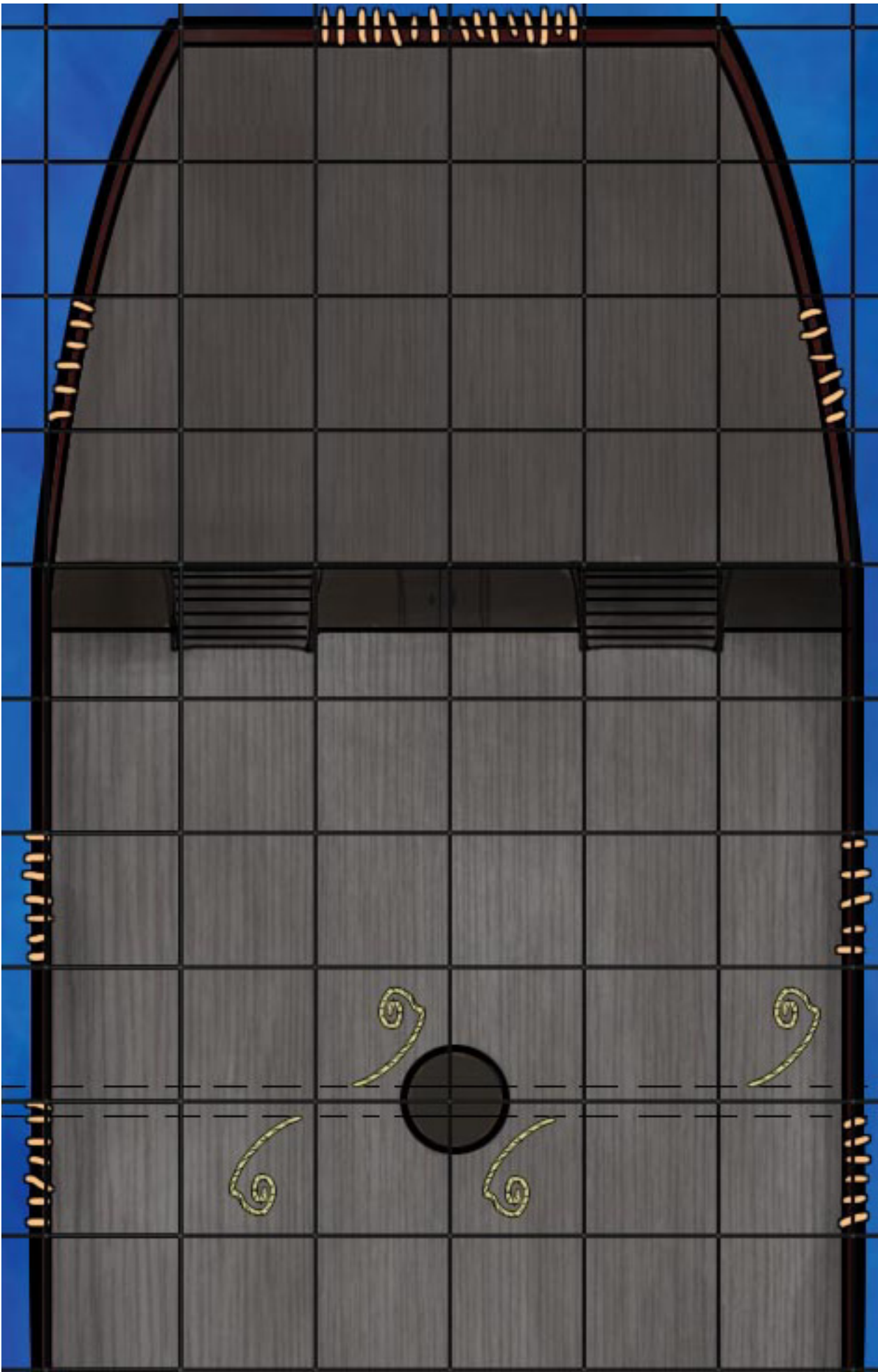
Here's a to-scale map, just print, cut out, and rotate each map so that the large black arrows all face the same direction).

Map E2(c)

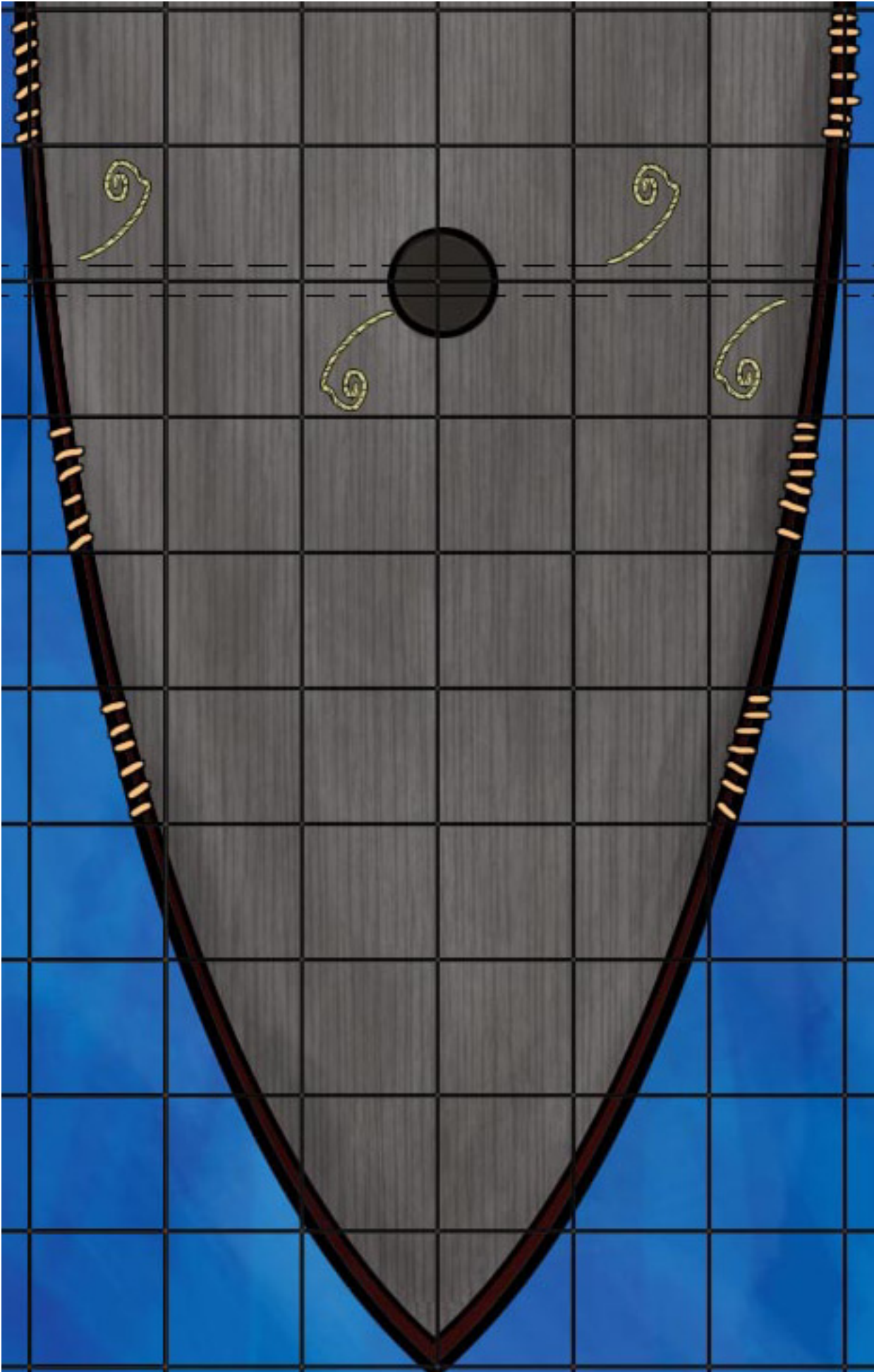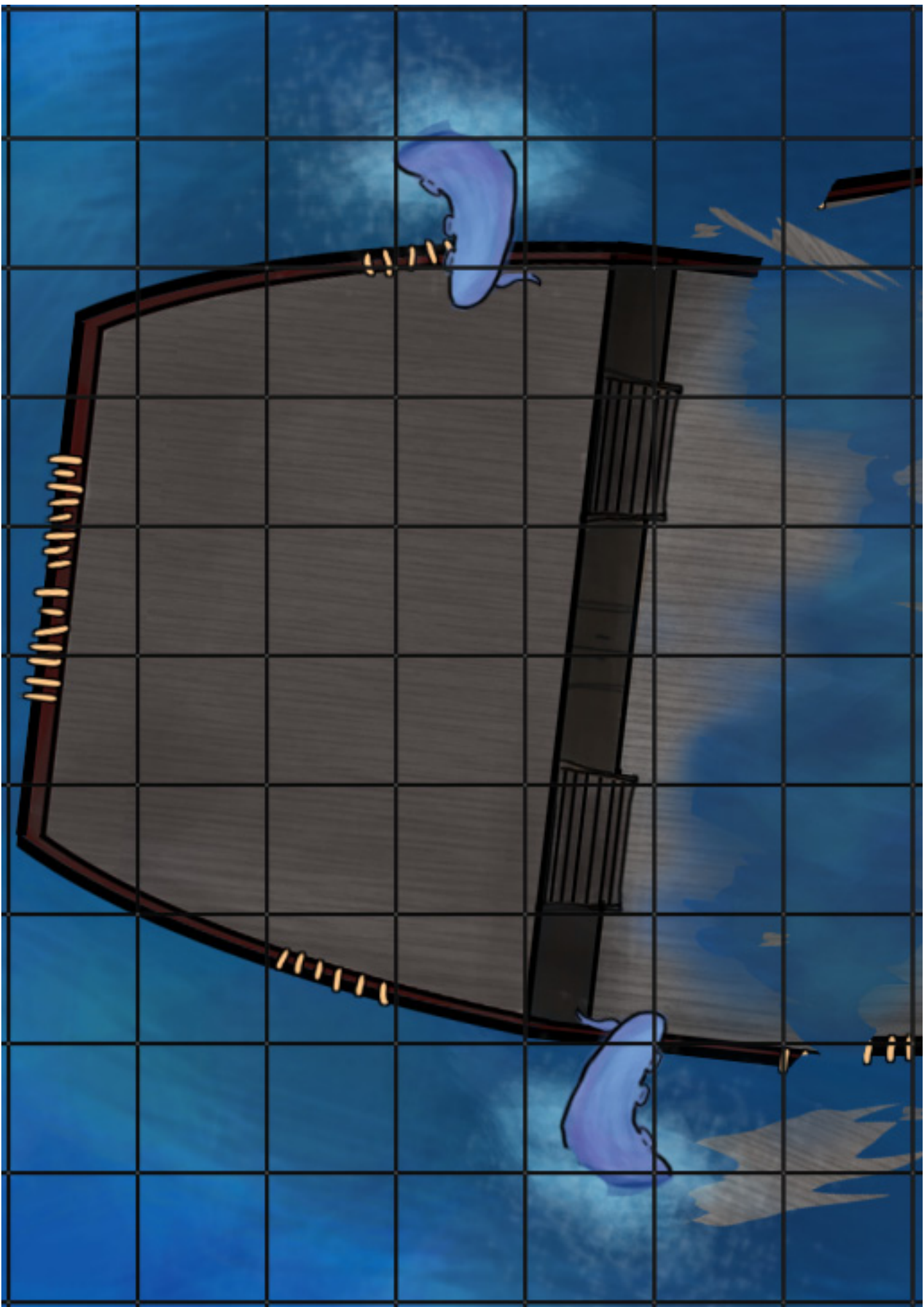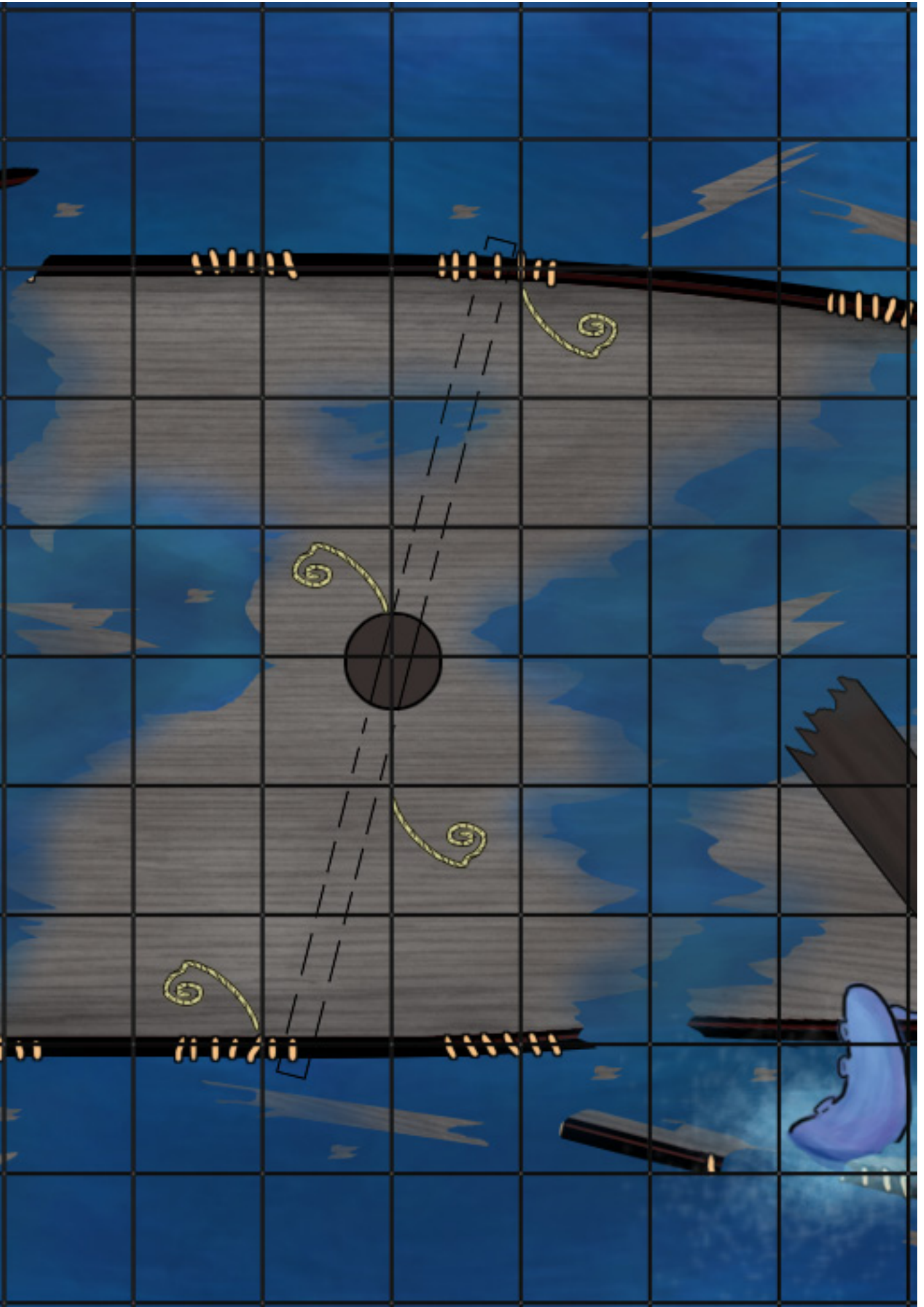# Cutouts C3