

RUNNING “THE SEA WYVERN’S WAKE” IN EBERRON

by Keith Baker

In “The Sea Wyvern’s Wake,” the heroes set out to find the mysterious Isle of Dread. Along the way they must avoid enemy vessels, escape a deadly mire, and deal with an old enemy. Many of the conversion issues in this adventure have already been dealt with in the notes for “There Is No Honor” and “The Bullywug Gambit,” and DMs should refer to these previous conversions before running the adventure. Specific issues are discussed below.

As outlined in the previous conversions, this path takes place far from the heart of Khorvaire, and as such the dragonmarked houses and politics of the Five Nations play little role in it. A DM who wants the PCs to be more involved with the great powers of Khorvaire can certainly take a different approach, but in this conversion the heroes are delving into the dark shadows of the past.

The Sea Wyvern’s Passengers

A DM who wants to add a little EBERRON-specific flavor to the passengers might use any or all of the following ideas.

Amella: As an odd twist, Amella and her late husband could be changelings from the Gray Tide principality; Amella was driven from her homeland due to pressure from the gnomes of Lorghalen, fueling her hatred of gnomes. She loses her Persuasive feat, but this is countered by changeling racial skill bonuses; however, she also loses another 7 skill points due to the loss of the human bonus points.

Father Feres: The role of Heironeous should be filled by Dol Arrah or the Silver Flame; as suggested, the DM would be wise to choose a religion the PCs don’t have a personal interest in.

Skald: This ranger was born in a manifest zone when Thelanis was coterminous; if he lived in the west, he would undoubtedly find common ground with the Greensigners of the Eldeen Reaches. If any of the PCs are tied to this sect, they feel a sense of kinship with the feytouched ranger.

Urol Forol: This gnome (whose full name is Urol Foril Forol) says little about his past. More will undoubtedly be revealed in days to come, but for now PCs should be left wondering. Is he an agent of the Library of Korranberg? Allied with one of the druid sects? One of the roving eyes of the Trust? Urol refuses to confirm or dismiss any conjecture, simply laughing and joking about it with his crow, Miss Crazzle.

Lirith Veldirose: Lirith has dreams of one day becoming a Lhazaar Prince herself. It’s not impossible—after all, those adventurers who defeated Kyuss laid claim to Redhand! If she takes a liking to a PC, she may work him into her dreams of power.

South along the Jungle

En route to the Isle of Dread, the party travels south along the eastern coast of Khorvaire. Most of the ruins seen from the shore are the work of ancient lizardfolk or the first human settlers of Khorvaire, but it’s possible that sailors can catch a glimpse of a spire of stone and brass, strangely curved and almost worn away with time—a remnant of the Age of Demons. The inhabited fortresses seen along the way could be lizardfolk strongholds, outposts of pirates or smugglers, or Riedran keeps established under the terms of Riedra’s alliance with the Q’barran King Sebastes. Fort Blackwell is a Q’barran town, but it is relatively independent; like Sasserine, it has few ties to the Five Nations or the dragonmarked houses, though at the DM’s discretion there might be a Sivis message station or a solitary Jorasco healer.

Brotherhood Blockade

The notes on Sasserine suggests that Riedra and the Inspired should take the place of the Scarlet Brotherhood in Sasserine. However, Riedra does not currently engage in slaving raids against the people of Khorvaire. As such, Captain No-Neck and the Purity’s Prow need another story. Here are two options to consider.

Lhazaar Sailors. No-Neck Helvur is a representative of the Cloudreaver Principality, which operates in the southern waters under the “authority” of Prince Mika. Helvur claims that he has the authority to stop ships and confiscate goods, but his true authority is his blade. A DC 15 Knowledge (local) check identifies the vessels, along with the fact that the Cloudreavers are brutal pirates and slavers.

Seren Raiders. A more colorful possibility is to say that the crew of *Purity’s Prow* are raiders from the Seren Islands, traveling north in search of slaves and plunder. If the party of adventurers includes a dragon shaman or similar character, they might be able to reason with the Serens; otherwise the warriors strike as soon as they are close enough. These raiders

are from the Bringers of Fire clan. The ship’s sails and flags are painted with red and orange patterns reminiscent of dragonflame, and the warriors are scarred and tattooed with ritual markings reflecting their allegiance to the red dragon patron of their tribe. Each warrior carries a vial of alchemist’s fire in addition to listed equipment; once they have claimed their booty—or if they are forced away—they attempt to set the opposing ship on fire.

A DM who takes the Seren path should change Captain Helvur to “No-Neck” Nolashar. All of the visible skin on No-Neck’s body has been tattooed to resemble the red scales of a dragon, and he takes special pleasure in using his *elixir of fire breath*. His Dragon Totem grants him partial immunity to fire attacks, and increased natural armor when he rages; at this time, his skin actually assumes a scaly texture.

Tamoachan

The builders of this ancient city were goblinoids, a variation of the Dhakaani culture that came to dominate central Khorvaire. While this has little impact on the adventure, the frescoes and works of art should depict goblinoids as opposed to humans, and the bones are those of hobgoblins and bugbears.

Malcanthet

This adventure draws Malcanthet, the Queen of the Succubi, into the machinations of Demogorgon. There are a few ways to approach this. One is to replace Malcanthet with Thelestes, the succubi spirit of murder presented in *DRAGON* #327. Thelestes is one of the Lords of Dust, and has been dispatched by the Council of Ashtakala to monitor the activities of the rogue prince Demogorgon. Another option is to make Malcanthet another child of Khyber, with her own realm hidden deep in the underworld. A final possibility is to place Malcanthet in Mabar (traditional home of the succubi in the cosmology of EBERRON) and to simply say that the succubi queen has taken a great interest in this demon lord of Eberron and his doings. ☞

RUNNING “THE SEA WYVERN’S WAKE” IN THE FORGOTTEN REALMS

by Eric L. Boyd

Conversion notes for Tashluta (Sasserine) and the placement of locales such as Kraken’s Cove are given in the Realms conversion sidebar for “There Is No Honor” and “The Bullywug Gambit.” Details on the Jungles of Chult are drawn from “FRM1—The Jungles of Chult” and the fold-out map found therein, as well as the map in the *FORGOTTEN REALMS Campaign Setting*.

On the map in the *FORGOTTEN REALMS Campaign Setting*, page 231, the Isle of Dread is the large island due south of the Mhair Jungles at the western end of the chain of islands extending west from Zakhara. (The island is rotated so that the long end runs west-southwest to east-northeast, rather than north-south.) The course of the *Sea Wyvern* takes it northwest around the horn of the Chultan peninsula (Amedio Jungle) and then southeast across the Great Sea (Vohoun Ocean) to the Isle of Dread.

Regarding the NPCs aboard the ship, Skald is fleeing the Night Masks of Westgate who hunted him in the port of Marsember (the Styes). Conrad Horst (AKA Father Feres) has been hired to bring a sealed box to the “shrine of Anachtyr (Heironeous)” in Port Nyanzaru (Fort Blackwell).

Events during the voyage of the *Blue Nixie* and the *Sea Wyvern* around the horn of Chult (horn of the Amedio Jungle) unfold in a different order than given in the adventure. During the voyage, the two ships avoid the small Rundeen-controlled forts (Scarlet Brotherhood-controlled coastal forts) along the coastline of the Jungles of Chult. Port Nyanzaru (Fort Blackwell) is a notable exception, as its independence is preserved by the Triceratops Society, despite the presence of Rundeen (Scarlet Brotherhood) spies. Other minor encounters are changed as follows.

The first stop is an inauspicious one, where the companies of the two ships discover Port Castigliar (Fort Greenrock, Encounter E) in ruins, forcing Lavinia to order the two ships to sail down the Bay of Chult to Port Nyanzaru (Fort Blackwell, Encounter A) to purchase supplies. In Port Nyanzaru, she encourages the PCs to stock up, as it is a long distance until the city of Rauthaven, on the fabled isle of Nimbral. Event 3 happens after this stop, but before the PCs reach the isle of Axuxal.

Pirates (Encounter D) from Narubel (Narisban), operating under the control of the Rundeen (Scarlet Brotherhood), force ships seeking to round the horn of the Chultan peninsula to run a dangerous blockade between the isle of Lantan (South Olman Isle) and the Mistcliffs, which run along the

northwestern coast of the Jungles of Chult. Regular pirate attacks force the majority of trade from the north into the Shining Sea, where it is offloaded at Rundeen-controlled ports, shipped across land on Rundeen-controlled trade routes, and loaded onto ships in Thindol and Halruaa to be shipped east along the shore of the Great Sea.

The next stop is at the foot of the Mistcliffs, where the River Atikula (Atikula River, Encounter F, not shown on any maps) cascades off the Mistcliffs into the sea below. From this vantage, the Mother-of-Mists (Ruja, Encounter I) is clearly visible.

The third stop is at the mouth of the River Tath (Havekihu River, Encounter B).

The fourth stop is at the ruins of Tamoachan (Shiliku, Encounter C, Part 4), which lies at the northern end of the Wild Coast, just south of the Kobold Mountains. Tamoachan is a Maztican (Olmec) city abandoned centuries ago. (Note: The term “Maztican” is used in these conversions to refer to inhabitants of the continent to the west of the Jungles of Chult, a region large enough to encompass multiple cultures. The founders of Tamoachan are assumed to have originated in the lands south of those covered in the Maztica boxed set.) Tamoachan’s existence is confirmation that the Amnite exploration of Maztica was not the first interaction between the inhabitants of the two continents, and that at one point Maztican (Olman) colonists sailed as far east as the Jungles of Chult. (Later adventures prove that Maztican colonists made it as far south as the Isle of Dread as well.)

The ships stop next at the village of Renkree (Encounter G), which lies on the eastern end of the isle of Axuxal, just off the shore of the Wild Coast. The island is settled by several peaceful Tabaxi (Olman) tribes. Renkree is the most advanced settlement and welcomes the visitors. As this stop is a little out of the way, it is suggested that several of the colonists disembark here (including Conrad Horst, if he survives), having paid Lavinia for passage to this island.

The Beacon Rocks is a cluster of a dozen or so barren islets in the Great Sea, almost midway between the Snout of Omgar (see http://www.wizards.com/dnd/images/mapof-week/Dec2005/02_SerpentKingdoms_72_ppi_cv2891.jpg) and the Seahaven of Nimbral (*FORGOTTEN REALMS Campaign Setting* 150-151). On the largest of the rocks rises the Beckoning Tower of Shoon (formerly the Beacon Tower of Shoon), built as a lighthouse during the reign of Shoon IV. Like its better-known cousins in the Nelanther Isles—the Sea Tow-

ers of Irphong and Nemessor, the Beckoning Tower is 40 feet high and 25 feet across, with a wooden door at the base leading to a winding stair along the outer wall and three levels of empty chambers. At the top of the tower shines a massive *continual flame*, visible for miles. After the fall of the Shoon, someone affixed a powerful *sympathy*-like effect to the tower, affecting any human who sees the tower or its light. Efforts to dispel this effect have come to naught, and now the light that once guided ships to safe passage far from the shores of the Wild Coast forces ships rounding the Horn of Chult to hug the peninsula’s southern coast or risk foundering on the Beacon Rocks.

The Great Current (Pearl Current) sweeps northwest from the Great Sea (Vohoun Ocean) to the Trackless Sea (Densac Gulf). It runs between the Beacon Rocks and Nimbral, making passage across the sea from Samarach to Nimbral extremely treacherous. Lavinia skirts west of the of the Beacon Rocks by crossing the Pearl Current (Encounter H) and then making port in Rauthaven. Further details on the island realm of Nimbral can be found in the *FORGOTTEN REALMS Campaign Setting*, page 150-151, and in Ed Greenwood’s 7-part series detailing the island, found here: <https://wizards.com/default.asp?x=dnd/archfr/rl>. A map of Rauthaven can be found in the *FORGOTTEN REALMS Atlas* (electronic) or in the long-out-of-print novel *Into the Void*, by Nigel Findley.

A brief stopover in Rauthaven is the last real opportunity to introduce new characters before the long voyage south. In particular, this would be a perfect time to introduce a Knight of the Flying Hunt into the campaign. (See *Champions of Valor* 85-88, 106-111.)

Once the two ships have left Rauthaven, there is nothing but water between them and the Isle of Dread. The first storm (Encounter J), the living sargasso (Encounter K), and the second storm (Encounter L) all occur while crossing this vast stretch of open ocean. Masher Reef lies 25 miles north-northwest of the Isle of Dread. From there, there is nothing to do but proceed south-southeast to the northwestern shore of the Isle of Dread (Encounter M).

SAVAGE TIDINGS: JOURNEY TO THE ISLE OF DREAD

The Great Sea (Pearl Sea/Vohoun Ocean) is largely unknown to the inhabitants of northern Faerûn, but in centuries past, the Shoon Imperium (Kingdom of Keoland) plied these waters following their conquest of the Chultan peninsula (Necromancers of Toli). They often competed for dominance with the Netyarchs of Halruaa (Overkings of the Great Kingdom). The qysars (Explorer-Kings) sponsored many expeditions to the far south. It is from their explorations that the inhabitants of Faerûn have developed a general picture of the islands of the Great Sea, even if it is sometimes based more on legend than fact.

Long before the rise of human-ruled Calimshan, Maztican colonists of a long-forgotten empire (Olman empire) ranged far and wide across the Trackless Sea and the Great Sea, reaching as far east as the Jungles of Chult (Amedio Jungles) and as far southeast as the Isle of Dread. In the centuries that followed, Zakharan refugees fled west along the chain of islands leading to the Isle of Dread, eventually merging with the descendants of the Maztican settlers to form the new Amedi (Maztican/Zakharan) culture. Although the Amedi culture has long since collapsed, the ruins of ancient Maztican and Amedi cultures still survive in scattered locales along the shores of the Great Sea.

The Mist Kingdom lies east-northeast of the Isle of Dread amidst the archipelago that leads towards Zakhara.

Some of the feats available to replacement PCs include Blessed of Umberlee (Blessed of Osprem) and Eye of the Great Sea (Vohoun Eye). The Emerald Crest is well-suited to Faerûn's Great Sea.

REALMS AFFILIATIONS

Order of the Flying Hunt

Symbol: Lance overlaid atop stylized pegasus wings and stirrups

Background, Goals, and Dreams: Famed for their glass armor and magical lances, the pegasus-riding Knights of the Flying Hunt defend Nimbral the Seahaven, an island realm shrouded in mystery that lies south and west of the Chultan peninsula, from the depredations of dangerous beasts living in the forests of the island as well as from the raiding of pirates and slavers on the surrounding seas.

Further details on the Order of the Flying Hunt are found in *Champions of Valor*, pages 85-88.

Enemies and Allies: Thanks to the Seahaven's relative isolation, the Knights of the Flying Hunt have few enemies or allies. The greatest foe of Nimbral's defenders are the pirates and slavers who ply the waters of the Trackless Sea and the Great Sea and occasionally raid the Seahaven's shores. The Knights of the Flying Hunt regularly battle with pirates of the Crimson Fleet.

Members: Most members of the Knights of the Flying Hunt are fighters or rangers who take levels in Knight of the Flying Hunt (*Champions of Valor*). Members of the order are usually native-born Nimbresse humans or half-moon elves, although outsiders who settle in Nimbral are occasionally admitted into the order.

Type: Fighting company.

Scale: 11 Multiregional/duchy.

Titles, Benefits, and Duties: Nimbral's defenders are expected to range far and wide over Abeir-Toril to defend the Seahaven from foreign threats. As you advance in the order, you improve your ability to lead the Nimbresse and your aerial riding skills. Once you become a Knight of the Flying Hunt, you gain access to magic that allows you to return home after being teleported far afield by the Nimbral Lords. Once you join the elite ranks of the Nimbral Lords, you acquire an honor guard of Knights of the Flying Hunt.

Affiliation Score Criteria: Only residents (native or non-native) of Nimbral are eligible to join the Knights of the Flying Hunt.

Criterion Affiliation Score Modifier

Character level	+1/2 PC's level
Nimbresse human or half-moon-elf	+1/2
Base attack bonus of +5 or higher	+1/2
Base attack bonus of +10 or higher	+1
5 or more ranks in Ride	+1/2
10 or more ranks in Ride	+1
Knight of the Flying Hunt† prestige class	+1
Completes an assigned mission	+1
Defeats a pirate or slaver	+1/8 the creature's CR
Sinks a pirate or slaver ship	+4

† *Champions of Valor* 106–111.

Affiliation Score Title: Benefits and Duties

3 or less	No affiliation.
4–10	Sword of Seahaven: +2 circumstance bonus on Diplomacy checks in Nimbral
11–20	Lance of Nimbral: +2 circumstance bonus on Ride checks on flying steeds
21–29	Knight of the Flying Hunt: Paper charm—when burned, <i>word of recall</i> (CL 11th) takes you and allies back to your base, usually a castle in Nimbral
30 or higher	Nimbral Lord: Personal honor guard of three Knights of the Flying Hunt (LG male Nimbresse human fighter 7/Knight of the Flying Hunt 2), use statistics from <i>Champions of Valor</i> , page 111

Executive Powers: Craft, Crusade, Raid.