

And the Deep Blue Sea

A One Round D&D Living City Adventure

by Gary Labrecque

During the past couple of weeks, the number of sharks around Ravens Bluff has grown out of control. Shark attacks have occurred along the coast as far away as Procampur and Tantras and along the Fire River miles upstream from Ravens Bluff. Swimming has been banned, and the harbor has been closed to all ships smaller than 50 feet. Worst of all, Sharkies has been closed further notice. An adventure for characters levels 1-8.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th
T4:	33-42	36-46	39-50	42-54	10 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Adventure Background

There have been so many shark summonings around Ravens Bluff, Tantras, and Procampur by various villains and evildoers that an abnormally high number of sharks have been drawn into the region. During the past couple of weeks, their numbers have grown out of control. Attacks have been reported along the coast and along the Fire River miles upstream from Ravens Bluff.

Consequently, swimming has been banned anywhere in the vicinity of the city. Ravens Bluff has been forced to close its harbor to all ships shorter than 50 feet. In the past week, three 30-foot fishing boats have disappeared. Yesterday, the Harbor Patrol recovered pieces of one of them. A dire shark tooth was stuck in one of the planks. The waters around Ravens Bluff are usually too cold for them, but they seem to have changed their habits. This morning, one of them took out a 20-foot section of dock in one pass.

The situation is even worse for the sea elven community. They have found themselves besieged with sharks and are forced to defend their kingdom. Several patrols have been cut off and are feared dead. They are, essentially, at war for their lives just as Ravens Bluff was a few years ago.

The problem is far worse than anyone suspects. The region has caught the interest of Sekolah, the god of plunder, hunting, and tyranny. The sahuagin priests have set up a base of operation in the ancient ruins of an underwater temple and are attempting to take control of the entirety of Dragon's Reach.

The elders among the aquatic elves of Dragon's Reach still speak of an ancient temple to Deep Sashelas that was abandoned before humans set foot in the Vast. The stories tell of it being beyond their kelp forests but do not give its location. Their divinations lead them to

suspect that this could be the site that the sahuagin have chosen for their base.

These stories also tell of a great holy relic, the Eye of Deep Sashelas, that was displayed at the temple. Nobody remembers what the Eye was or if it had any magical powers. All they know or care about is that it was a gift to the faithful of Deep Sashelas.

The stories do not tell why the temple was abandoned, but it was abandoned before the high cleric removed the Eye to safety. The high cleric took the secret of the Eye's location to his grave, and no magic has ever been able to locate it or the high priest's grave. Some think that Deep Sashelas himself buried the cleric.

Faced with the problem of shark attacks, the City Watch (at the urging of the city government), the Wizards Guild, and the sea elves have decided to take action. Angelica Nereid heads a team trying to solve the problem. The sea elves sent their adjutant high cleric, Murwynn of Deep Sashelas. Captain Reginald Seaweed of the Harbor Patrol represents the City Watch.

They summon the PCs to Nereid's office via a whispering wind spell and hire them to solve the problem. Unfortunately, they are at a disagreement as to what must be done first. Murwynn of Deep Sashelas wants the PCs to find the Eye and return it to the temple, claiming that only then can balance in Dragon's Reach be restored. In order to do so, he claims that the PCs must first seek the high cleric's tomb, somewhere in the depths of Dragon's Reach, for clues as to the Eye's location.

Angelica has arranged a deal with a reef giant named Coral who lives in Dragon's Reach south of Ravens Bluff. She wants the PCs to travel first to Coral's island and exchange four bolts of blue fabric, which Angelica provides, for information. Coral has intimate knowledge of the sea floor, according to Angelica, that would greatly aid the PCs in finding both the temple and the Eye.

Captain Seaweed wants the PCs to find this temple immediately and destroy the sahuagin clerics before any more damage can be done. With the danger from the sahuagin removed, the PCs would then be able to attempt to find the relic, if they must, more safely. Besides, information found at the temple could also aid in finding the Eye. Murwynn, however, warns them that any attack on the temple without the Eye could be disastrous, as it would lead to a battle the PCs could not win.

Without agreement from the team, they leave the decision up to the PCs. Angelica has arranged two teleportation sites to which she could send the PCs with accuracy. One is on Coral's island. The other is on a shallow decline beyond the elves' kelp forest in the outer range of the sharks, a suitable starting point for

finding the Eye or the ancient temple. Coral's island is beyond the range of the sharks.

Since this could be a long-term mission underwater, Angelica asks if the PCs have any devices that would allow them to function underwater for an extended period of time. The team supplies all but the most protected with special dolphin-shaped pins that allows the PCs to breathe and speak underwater for up to 4 months and be protected from the effects of pressure and coldness at great depths.

Murwynn warns the PCs again about the dangers of sharks. They are abnormally aggressive due to the evil influence of Sekolah. The PCs must not try to surface or come ashore within their domain. They should avoid swimming except when necessary as it attracts the sharks' attention. They are instructed not to fight except when extremely necessary – blood in the water attracts sharks and the PCs quickly could get into a battle that cannot be won. Above all, Murwynn tells the PCs to be cautious and stay at the bottom. They should seek cover if sharks approach.

The PCs are given 4 hours to make their decision and any preparations they wish. After that time, they are teleported to either Coral's island or the other teleportation site.

At Coral's island, Coral entertains the PCs and answers questions. She claims to have seen the tomb and gives the PCs directions. If the PCs are especially nice (and ask), she accompanies them to the tomb.

If the PCs locate the temple first, they encounter the ghost of Patrizius, the high cleric who originally removed the Eye. He answers a few questions and directs them to seek his tomb and the Eye. The PCs could combat the sahuagin immediately, thereby decreasing the danger of sharks throughout the module. The PCs probably proceed to Coral's island.

At some point, the PCs find a shipwreck with sea horses tied outside. They discover that this is all that remains of a sea elf patrol killed by *ixitxachitl* who were driven into deeper water by the sahuagin and sharks. The PCs defeat the *ixitxachitl* in battle and take the mounts, greatly hastening their travels.

At the tomb, they find an inscription written in *Espruar* (elven) and Patrizius' trident. The inscription gives clues to the location of the Eye. They take the trident, although rusted, as a sign to the guardian of the Eye that they are worthy emissaries.

They find the location of the Eye and use the trident to ward away the guardian. The Eye is inside a giant clamshell, which must be opened. They discover that the Eye is a nonmagical softball-sized pearl. Any PC possessing the Eye can home in on the temple, provided they have faith in some deity. They follow the Eye to the temple of Sekolah.

Returning to the domain of the sharks, the PCs have a close encounter with sharks. They can either

enter combat or avoid the sharks. It is best to avoid fighting, as blood and thrashing draws more sharks. If they maintain composure, the sharks pass without incident.

The PCs find the temple of Sekolah (or return if they have already been there). They encounter Patrizius again or for the first time. The PCs restore the Eye to the ancient altar of Deep Sashelas, thereby ending the threat and restoring the temple and balance to the Reach. Patrizius is redeemed, the sea elves regain their ancient temple, and there is a giant party at Sharkies celebrating its reopening.

Traveling Times

Although the time a party takes to complete their mission varies according to the route they choose, most will take an average of 3 to 5 days. A worst-case scenario was calculated at slightly over 3 months although a really bad group could go longer if they worked on it.

A complete list of traveling times is given in Appendix 1. All of these times assume that the party is traveling for 10 hours a day at the rate of the slowest PC. Do not alter these assumptions unless the party specifically requests it. Ten hours is the normal traveling time overland. Traveling underwater for longer would be difficult and exhausting. Going faster than the slowest PC would result in the party splitting up.

Here are the times for the PCs' two most likely course choices:

PCs teleport to Coral's island (Encounter 2).	
From island to shipwreck:	1-2 days depending on party's pace.
From shipwreck to tomb:	8 hrs. (with sea horses from here onward)
From tomb to Eye:	8 hr.
From Eye to temple	5 hr.

Total is slightly more than 3 to 4 days.

If Coral accompanies PCs, the mission takes 3 days. It takes her a day and a half to get from her island to the tomb. The PCs then take 1 hour to reach the shipwreck where they acquire sea horses.

PCs teleport to second teleportation site (Encounter 3).	
From teleportation site to shipwreck:	1hr.
From shipwreck to temple:	6 hr. (with sea horses from here onward)
From temple to island	1.6 days
From island to tomb:	9 hr.
From tomb to Eye:	8 hr.

From Eye to temple: 5 hr.

This trip takes about four and a half days.

Player Introduction

Early in the morning as you are getting dressed, each of you hears a voice speaking to you out of thin air. It says, "Please report to Angelica Nereid's office at the Wizard's Guild at high sun. We are greatly in need of your services."

Verify that the characters will make their appointments and continue.

Shortly before high sun, you make your way through the streets of Ravens Bluff to the Wizard's Guild and your appointment with Angelica Nereid. It is a warm, pleasant day in late spring. Citizens with free time are out and about enjoying the nice weather.

When some of you pass the harbor or cross one of the many bridges over the Fire River, instead of seeing bathers, swimmers, or even people out rowing in boats as one might expect, there are City Watchmen. Nearby, there are signs that read: "No Boating Allowed" and others that read "No Swimming Allowed." When one of the watchmen is asked about this, he replies, "Too dangerous," and "It is city policy in effect for the past week." He does not seem to know what the danger is or is not willing to say.

It reminds you of the rumors you've heard about Sharkies, that restaurant in the harbor, closing. The rumor was unbelievable—until now. Sharkies never even closed during the darkest days of the war. If the rumors are true and it is really closed, the city must be having real problems. You leave the City Watch to its duties and travel on to your destination.

Anyone who makes a Spellcraft roll (DC 22) can identify that the message was sent by a *message* spell. Anyone who makes a Knowledge (local) roll (DC 10) or is a member of the Wizard's Guild knows that Angelica Nereid is a high ranking member of the Wizard's Guild.

Individual PCs are not necessarily together unless they know each other and have some reason to be together. Spellcasters who need to prepare spells should do so at this time, although there might be opportunities to change spells later on.

Encounter 1: Ready for a Swim?

When you arrive at the High House of Magic on MacIntyre Path, you are shown into a small lounge to wait. The room is sparsely furnished with a small table and eight chairs. A platter of pastries and a pitcher of water with several glasses are on the table. After a few minutes of waiting, all of you are gathered.

Pause and allow players to describe their characters and to roleplay introductions. After a few minutes, continue:

Eventually, you are shown into the office. A leathery-skinned, bony, middle-aged woman with blue hair and matching nail polish and eye shadow sits behind a large oak desk. She wears a rather low-cut blue dress of the latest style. A human male in his mid-30s wearing the uniform of the City Watch sits across from her. A blue-skinned male elf wearing scale mail armor that has a beautiful silvery luster to it stands nearby. A thin chain of gold with a fairly large pearl hangs around his neck. They seem to be having a heated discussion, when you enter.

The woman looks up at you and says, "Welcome adventurers! I'm glad all of you could make it. I'm Angelica Nereid. This is Captain Reginald Seaweed of the Harbor Patrol and Murwynn of Deep Sashelas, their adjutant high cleric and representing the aquatic elves. I do not believe that I have had the pleasure of meeting all of you before."

A Knowledge (religion) check (DC 10) reveals that Deep Sashelas is the elven god of the oceans, aquatic elves, creation, knowledge, underwater and sea elven beauty, and water magic. The pearl on the necklace is the holy symbol for Deep Sashelas.

Let the PCs react to her as they wish. If they hesitate, she asks them their names. After each PC introduces him/herself, Angelica asks them one or more of the following questions:

- Where are you from?
- What brought you to Ravens Bluff?
- How long have you been in the city?
- Are you married? If so, to whom? How long? Are you happy together?
- Do you have any children? If so, she asks their names, ages, and interests.
- If the PC is not married, are you seeing anyone?

Feel free to add anything that would fit the PC. She is not afraid to pry into the PCs' private affairs. Give equal time to all PCs. Angelica tries to match up any

unattached PCs in the group. Any attempts by the players to get her back on track should be met with more questions.

If the PCs start to get bored or Angelica gets through the entire group, Captain Seaweed interrupts. In any case, do not allow this to go on for more than five minutes. If the PCs themselves interrupt, skip the first sentence below.

"Angelica," interrupts Captain Seaweed. "We need to get on with the matter at hand."

"I was only trying to get to know these fine adventurers," Angelica replies. "But you're right. We should discuss the reason we've called you all here."

"It seems that there have been so many shark summonings in the area that an abnormally high number of sharks have been drawn into the region. In the past couple of weeks, their numbers have grown out of control. Attacks have been reported along the coast and along the Fire River miles upstream from Ravens Bluff. There are even reports of increased attacks as far away as Procampur and Tantras. Sharkies was forced to close until the situation was dealt with."

The PCs might have questions about sharks at this point. Murwynn can supply the following information:

- Normally, only a small fraction of the sharks in the Reach (about five species) have been known to attack humanoids. Most species of sharks are non-aggressive.
- The increase in shark population is due to an increase in aggressive species. These are the species most commonly summoned.
- The reported attacks have all been by aggressive species.
- At least one species of sharks, the bull shark, normally travels upriver many miles (in some cases up to a hundred miles) away from the sea. Some have been found in lakes that have access to the sea by a river. Rivers and lakes being fresh water do not bother them.
- Bull sharks have been responsible for attacks in the Fire River.

"Additionally, swimming has been banned anywhere in the vicinity of the city," says Captain Seaweed.

"We have been forced to close the harbor to all ships shorter than 50 feet. In the past week, three 30-foot fishing boats have disappeared. Yesterday, we recovered pieces of one of them. We found one of these stuck in a plank." He holds out a shark tooth bigger than his hand.

"It's a dire shark tooth. Usually this water is too cold for them. This morning one of them took out a 20-foot section of dock in one pass."

“The problem is even worse for my sea elven community,” says Murwynn. “We have found ourselves besieged with sharks and are forced to defend our kingdom. Several of our patrols have been cut off and are feared dead. We are at war for our lives just as you were a few years ago.

“The Creator has told us through divinations that the region has caught the interest of Sekolah, the god of plunder, hunting, and tyranny, who is the archenemy of our deity. We believe that sahuagin priests have set up a base of operation nearby and are attempting to take control of the entire Dragon’s Reach. It is their evil influence on the sharks that is all of our problems.”

Angelica says, “We need your help in stopping this before it is too late. Will you help us?”

Wait for the PCs to agree. If asked, the city of Ravens Bluff has authorized them to pay the PCs 400 gold pieces each for their services, but Angelica is willing to raise it to 800 gold pieces if pressed. Murwynn has no authorization to increase the reward beyond the amount mentioned although he assures the PCs that they will be fairly compensated.

If the PCs bring up the need to breathe underwater at this point, Angelica brushes them off. She tells them not to worry and that they will deal with that later.

A successful Knowledge (religion) check (DC 15) reveals Sekolah to be a vicious, ever-hungry deity with almost no allies. He is a great shark that swims throughout the Hells, and no demon dare approach him, due to his uncompromising ferocity. Stories tell of his going to great lengths to find kraken, squid, and similar marine monsters of vast size, to provide him with a worthwhile hunt anywhere he can reach across the planes.

The three want the PCs to agree to the mission. Once they agree, continue:

Murwynn begins to speak: “The elders amongst my people still speak of an ancient temple to Deep Sashelas that was abandoned centuries before humans set foot in the Vast. Our divinations lead us to suspect that this could be the site that the sahuagin have chosen for their base. The stories tell of it being beyond the kelp forests but do not give its location.

“The stories also tell of a great holy relic, the Eye of Deep Sashelas, that was displayed at the temple. Nobody remembers why the temple was abandoned, but it was abandoned before the high cleric removed the Eye to safety. The high cleric took the secret of the Eye’s location to his grave, and no magic has ever been able to locate it or the high priest’s grave. Some think that Deep Sashelas himself buried the priest. You must find the Eye and return it to the temple.

Only then can the balance in Dragon’s Reach be restored.”

Both Angelica and Captain Seaweed shift uneasily in their seats. “It is here that we have a disagreement,” says Angelica Nereid. “I have arranged a deal for information with a reef giant named Coral who lives in Dragon’s Reach south of here. You must first travel to her island and exchange four bolts of blue cloth, which I will provide, for information.”

“This is foolishness,” says Murwynn. “Reef giants are untrustworthy, particularly Coral.”

“Nevertheless,” says Angelica. “Coral has intimate knowledge of the sea floor that will greatly aid you in finding both the temple and the Eye.”

Curious players might want to know why Murwynn does not trust Coral and pursue the matter at this point. Murwynn relays the following information about reef giants and Coral:

- Tritons, merfolk, and sea elves all hold reef giants in contempt.
- Reef giants are scavengers who fish and forage coral reefs for a hundred different sources of food.
- They have been known to net entire schools of fish.
- They ransack the sea for items they can trade with humans and other mercantile races.
- They are willing to destroy the marine environment for their own gain.
- They do not live in harmony with the sea but exploit it.
- Coral, in particular, has been blatant in this. Several species of fish in the Reach are endangered because of her over-fishing of them.

“Talking with the reef giant is just a waste of time,” says Captain Seaweed. “You must find this temple immediately and destroy the sahuagin clerics before any more damage can be done. With the danger from the sahuagins removed, you would be able to attempt to find the relic, if you must, more safely. Besides, information found at the temple could also aid in finding the Eye.”

“While the Captain makes a good point,” says Angelica, “both Murwynn and I think that attacking the temple immediately is rash and dangerous.”

“Any attack on the temple without the Eye could be disastrous,” says Murwynn. “The temple of Sekolah would have the highest concentration of sharks. A battle there would draw them all down upon you. It would be a battle you cannot win.

“You must find the Eye and restore it. In order to do so, you must first seek the high priest’s tomb for clues as to Eye’s location. The tomb is somewhere in the depths of Dragon’s Reach.”

“I agree that the Eye must be restored,” says Angelica, “but the Captain and I both think that searching for the tomb or the Eye without any further clues is like looking for a needle in a haystack. You will not be able to find either.

“As you can see, even we can’t agree on what should be done first. We must leave the decision up to you. I’ve arranged two teleportation sites to which I can send you with accuracy. One is on Coral’s island. The other is on a shallow decline beyond the elves’ kelp forest. This one is a suitable starting point for finding the Eye or the ancient temple and is currently in the outer range of the sharks. Coral’s island is currently beyond the range of the sharks.

“This is a long-term mission underwater. Do you have any devices that will allow you to function underwater for an extended period of time?”

Allow the PCs to answer.

The characters may want to split up. Don’t let them.

No one, including Murwynn, knows what the Eye actually is or even if it is magical. Sea elves, who tend to be long-lived, maintain an oral tradition and sometimes neglect to write down stories for centuries. This is the case for the Eye.

The PCs can spend time around Ravens Bluff trying to find out the identity of the Eye but will turn up nothing. Ravens Bluff does not even have a tome that mentions the abandoned temple. If the PCs are lucky, they might find an elven sage who has heard of the temple and the Eye but knows nothing more than the PCs have been told. Encourage the PCs not to waste too much time doing fruitless research.

Once the PCs have replied to Angelica’s question, continue:

Angelica continues, “We can provide you with special dolphin-shaped pins that will allow you to breathe and speak normally underwater for up to 4 months. It also will protect you from the effects of pressure and coldness at depths up to 800 to 900 feet.”

Both Angelica and Murwynn frown upon refusing the pins, as the dolphin symbol is a sign that they are working for the aquatic elves. Consult Appendix 2 (Underwater Rules) to see which items are useful (and not useful) in addition to the pins provided for the PCs.

Angelica and Murwynn think that the pins should cover the PCs for the depths of Dragon’s Reach. Of course, neither of them knows about the submarine canyon in the center. They have never tested the pins at the deepest depth and so do not know how long they protect at that depth. Fortunately for the PCs, the spots where they must enter the canyon are only 800 feet

deep, which is perfectly fine for the pins (but do not tell the PCs this).

“Be warned about the danger of sharks,” says Murwynn. “Because of the evil influence of Sekolah in the region, they are abnormally aggressive. You must not try to surface or come ashore within their domain. Avoid swimming except when necessary as it attracts their attention. Do not fight except when extremely necessary—blood in the water attracts sharks and you quickly could get into a battle that cannot be won. Be cautious and stay at the bottom. Seek cover if sharks approach. Do you understand?”

He expects a positive response from each of them, as this could be the difference between life and death for them. Answer any questions the PCs might have at this time; consult with Encounter 8 (Close Encounter with Sharks) if necessary. When the PCs are ready, continue:

Angelica continues, “Avoid swimming for long periods of time even if you leave the shark-infested areas. Swimming will only tire you out, and you will not be ready for a battle if you must fight. Save swimming for quick maneuvering if you need it. Walking on the bottom is the only way to travel unless you can find some underwater mounts.”

If the PCs want to discuss this a little, they can. Consult the swimming rules in Appendix 2. When the PCs are ready, Angelica continues:

“We will allow you to make preparations. Rooms have been prepared for your use. We would like your decision within the next 4 hours. Coral is expecting you for dinner.”

PCs are allowed time to prepare for their mission and discuss which teleportation site they want to use. Review the special rules for adventuring underwater given in Appendix 2 with the players at this time and then give the players up to 10 minutes of real time for discussion.

After 4 hours (10 minutes real time), Angelica interrupts them and asks for their decision. It is impossible to please Murwynn, Angelica, and Captain Seaweed, so only one will be pleased by their decision. The other two look displeased and ask the PCs if they are sure. As long as the PCs stand firm, they do not dispute their choice any further.

Angela consents to delay the trip until morning if the PCs request. Teleportation to the second site can take place in the morning. Any further delay would be frowned on, as the situation will only get worse with time.

If the PCs choose to be teleported to the second site read the following:

“I will extend your apologies to Coral and send her the fabric,” says Angelica. “It is best not to offend her as you still may want to visit her at a later time.

“Her island is 45 miles to the south southwest of the second teleportation site (40 miles south and 18 miles west) on the edge of an east-west drop off. It’s 24 degrees off of due south.

“Take this map with you. It shows the location of Coral’s island relative to the second teleportation site. Do not worry; it is waterproof. I want this map back at the end of your mission. Do not make copies of it, and do not show it to anyone, especially Coral. Are we clear on this?”

Allow the players to answer. Coral wants to protect her privacy and does not want the location of her island given out. Give Player Handout 1 at this time.

When the PCs are ready to begin their mission, read the following:

Angelica brings you back to her office. “Here are three special bladders for each of you. Put the three potions that you are going to need the most on this mission inside one of these. Each bladder is good for only one use. If you don’t use potion, you can always put it back into the bottle after you are finished. You might not realize it, but it is impossible to drink a potion underwater. They just wash away. Unfortunately, the same goes for dusts, oils, and powders, but there are no bladders for them.

“Scrolls with only one spell on them can be safely used underwater as long as they are kept dry until ready for use. Scrolls with more than one spell on them are susceptible to damage unless they are resealed immediately dry and water free. Be aware of this before opening a scroll case.”

Let the PCs make final arrangements, if they wish.

Have the players designate the three potions to put in the bladders. Emphasize that they are only one use. These are special bladders that cannot normally be purchased around Ravens Bluff (except maybe for Sharkies, which is closed at present). They are good only for this tournament.

Wizards’ spellbooks must be stored in water-resistant pouches or protected in some way from the effects of submersion. Only spellbooks specifically made for underwater use can be opened and used while a wizard is submerged. See the spells section of Appendix 2 for details. Angelica makes sure that all wizards have their books properly protected.

Angelica and Murwynn give the PCs two *continual flame* stones if they lack the capacity to make them, especially in 1st and 2nd tiers.

When the PCs are ready, Angelica continues:

“If you are ready to begin, I will teleport you to the site you wish.”

The PCs should reply affirmatively. She proceeds if they do not object.

“Good. Stand together over there.” After Angelica, Murwynn, and Seaweed wish you luck, Angelica waves her arms and begins casting a spell. In an instant, you are no longer standing in her office.

Continue immediately with Encounter 2 (Island of the Reef Giant) or Encounter 3 (The Shallow Decline).

Encounter 2: Island of the Reef Giant

This encounter assumes that the PCs have been teleported to or can find Coral’s island. From Angelica’s map (**Player Handout 1**), they can find it without problem with a successful Intuit Direction roll (DC 20 underwater, DC 15 on the surface); allow two tries per PC. If all attempts fail, it can still be found using the map with an Intelligence check (DC 20); allow only one attempt per PC. If this fails, it can be located by identifying landmarks on the map and searching; add 1-4 days to travel time depending on how organized their search is.

Once they find the island, read the following:

You arrive on the rocky shore of a small, mountainous island somewhere in the Dragon’s Reach. You spy a stone hut with a stone door halfway up the side of a nearby hill. A rocky path leads up to the hut.

Let the PCs take whatever actions they wish. It is hard to tell the size of the hut from where they stand, but it does not look large enough to be Coral’s home unless it extends far into the hillside. When they approach the hut, continue:

As you approach the hut, you notice that the door is enormous, standing nearly 15 feet high. It is obviously large enough to be used by a giant. A stone knocker is in the center of the door, 10 feet above the ground.

Let the PCs figure out how to enter. The knocker is too high for any one PC to reach but can be reached if one

PC stands on another's shoulders. A Strength check (DC 10) is required to use the knocker unless a small PC (gnome or halfling) is tossed at the door. A tossed PC must make a Dexterity check (DC 10) to grab onto the knocker, but the force of the tossing allows the PC to knock without a Strength check. The door can be opened if a Strength Check (DC 20) is made. If someone enters, continue:

The interior of the hut is far larger than you would have imagined from looking at the exterior. You are standing at one end of an enormous hall with a great arched ceiling, stretching back into the hill. It is decorated in the finest style, as one would expect to see in a Cormyrean palace. "What are you doing here?" a booming female voice calls out.

Turning in the direction of the voice, you see an enormous female giant standing at least 16 feet tall. She has a burnished coppery skin and white hair. Her slight garments, made from the hides of some sea mammal, do little to conceal her muscular, well-proportioned body.

Let the PCs explain why they entered as well as their mission before continuing.

If the PCs knock on the door and wait for an answer, use the following:

In a few moments, the huge door opens. Standing in the doorway is an enormous female giant, measuring at least 16 feet tall. She has a burnished coppery skin and white hair. Her slight garments, made from the hides of some sea mammal, do little to conceal her muscular, well-proportioned body.

"Well, what do we have here? Shipwrecked beggars at my door? Why have you disturbed me?"

Once again, let the PCs explain themselves and their mission before continuing.

"I am Coral. I have been expecting you. (Have you brought the bolts of cloth?)"

Ignore the question in parenthesis if the PCs delayed going to the island. If they have the bolts with them, Coral inspects them, nods with approval, and stores them away until after the PCs have left.

If the PCs wish, they can introduce themselves at this point if they have not already done so.

"Come inside out of my doorway. You are welcome here."

Coral leads you into her mansion. The interior is far larger than you would have imagined from looking at the exterior. Upon entering, you stand at one end of an enormous hall with a great arched

ceiling, stretching back into the hill. It is decorated in the finest style, as one would expect to see in a Cormyrean palace.

She leads you into a side room, obviously a sitting room of some sorts. Numerous chairs and couches of various sizes, all exquisitely crafted, are here. Some are small enough to seat a halfling or gnome comfortably while others are giant-sized. Each of you can find one that is well suited to you.

"Sit with me for a while," your hostess says, motioning you into the room. "Tell me of yourselves and what you want of me. (You will stay for [dinner, lunch, or breakfast] of course. Will you not?)"

If the PCs arrive in time for dinner that evening according to the original agreement between Coral and Angelica, Coral invites the PCs to dinner. If the PCs arrive the next morning and apologize for the delay, Coral is happy and invites them for breakfast or lunch, depending on the exact time of their arrival. If the PCs arrive later, Coral is polite but formal; she does not offer them any meal.

Coral sets a splendid table for the PCs. There is a wide variety of fish available, including tuna, swordfish, whale shark, and great white shark. Several species of sea mammals and birds are served such as cormorant, sea gull, albatross, sea lion, dolphin, and many varieties of whale. There are also many varieties of seaweed prepared to perfection. She has an ample supply of beverages to choose from, ranging from spring water to wine from grapes grown on the island. Coral also has a stock of wine from Sembia, the Vast, and Cormyr, as well as elven vintages. She even has a bottle or two of Thayan blood wine if the PCs request some. Unfortunately, she has no ale.

If the PCs are on good behavior and are polite, they have pleasant conversations with Coral. She asks them about their interests, Ravens Bluff, politics of the Vast, etc. Coral is interested in any rumors or gossip they might know and is sure to inquire what everyone is wearing this season.

Coral does not like ecologically minded PCs rebuking her on her choice of diet. In her defense, she states that her family has lived off of the sea for generations, and it is still there. She does not want to discuss the matter further. If the party does not rein in its party member, Coral becomes angry as the PCs are not being proper guests and being very ill mannered. She refuses to help them any further and throws them out. No persuasion from the PCs can change her mind.

During the course of conversation, Coral can provide the PCs with the following information:

- Coral believes that she knows where the tomb of the sea elven high priest is located.
- She found a stone sarcophagus some years ago while exploring a nearby submarine canyon.

- It must have been sea elven or at least elven because it had runes that look like the sort that elves would make on it (she does not read Espruar).
- Coral recalls how to get to the tomb and can give the PCs directions. See below.
- The submarine canyon is a deep gorge that extends down the center of Dragon's Reach for almost its entire length. It ends after the east-west drop-off into the Sea of Fallen Stars.
- Her island is on the shallow edge of that drop-off.
- She does not know the depth of the canyon, the Reach, or the drop-offs.
- Coral is a widow. Her husband died several years ago while sailing for the Procampurean navy. Although she has suitors, she is reluctant to marry again.

Coral specifically warns about the dangers of the submarine canyon:

- The submarine canyon is a dangerous place. The PCs must be careful if they wish to go there.
- They must spend as little time down there as they can.
- There can be powerful currents inside the canyon. These could be dangerous to small creatures such as the PCs.
- She has seen terrible creatures down there.
- It is also supposed to be the home of the sahuagin that live in Dragon's Reach.
- Whenever you follow the canyon, you must stay on its rim.

Directions to the tomb that Coral found:

- Travel north past the shipwreck a short way from her island.
- Continue past it until the water begins to get warm. Turn west (left) immediately. There is a vent ahead leaking very hot water that should be avoided.
- Turn north (right) when you see the canyon.
- Follow the rim of the canyon past the field of sediment that is sliding into the canyon.
- Stop at the rock that looks like it is about to jump into the gorge. The tomb is below that.

If the PCs arrived in time for dinner, have been on good behavior, and are having a pleasant time with Coral, she invites them to spend the night as her guests and to share breakfast in the morning. Additionally, Coral agrees to escort the PCs to the tomb if they ask.

If the PCs have the map showing Coral's island (from Angelica) and show it to Coral, she becomes furious. Coral demands to know where they got it and wants it immediately. The map was made without her permission and she does not want her home becoming a

tourist trap. Whether or not they give the map to her, she refuses to help them any further and throws them out. No persuasion from the PCs can change her mind.

If Coral is escorting the PCs, read the following to them:

Fully prepared for your journey to the tomb, you meet Coral on the beach on the northern side of her island. Coral is clad only in a whale-skin cloak and a belt with a few pouches and a knife the size of a long sword attached. She is holding a huge trident.

"You're ready at last, I see. I will go into the water first. Each of you is to grab onto my cloak and don't let go. I will swim us all to the tomb. Are you ready?"

Wait for the PCs to agree.

Coral enters the water first followed by each of you. After you grab her cloak, she swims off into the depths of the sea.

After several hours, the water begins to get warm. "The vent is nearby," says Coral, as she turns left.

In a short time, you arrive at a large canyon stretching across the floor of Dragon's Reach. Coral turns right and swims along the canyon but several feet away from the edge.

Eventually she stops at the edge of the canyon by a huge boulder that is precariously balanced on the edge of the canyon wall. It looks as if at any moment, it could fall into the canyon.

"Below this rock is the tomb you seek. It is here my part in your journey ends. I leave you here. May whatever deity you worship keep you well."

Let the party say their good-byes to Coral. Under no circumstance goes she accompany the party any further. The whole trek from Coral's island to this spot has taken a day and a half of constant swimming on Coral's part. Go directly to Encounter 5 (Patrizius' Tomb).

If PCs return later, Coral is polite and offers the PCs hospitality as long as they do not abuse it. She is willing to let the PCs stay for one night so that they can dry out and relearn spells. In any case, she refuses to travel with the PCs further as she has other business to attend to. Coral can provide the following additional information:

- She knows of several kelp forests.
- One kelp forest is in the bay where Ravens Bluff in the Vast is located.
- Another, larger kelp forest in the bay where Yhaunn in Sembia is located.
- She has never heard of an ancient sea elven temple or the Eye unless the PCs told her of it.
- Procampur of the Vast is due east of her island but many miles away.

Coral, Reef Giant: CR 12; Huge giant (water) (16 ft. tall); HD 18d8+108; hp 200; Init +2 (+2 Dex); Spd 50 ft., Swim 40 ft.; AC 22 (-2 size, +12 natural, +2 Dex); Atks +21/+16/+11 melee (4d6+10, gargantuan trident), +13/+8/+3 ranged (2d6+10, rock); Face/Reach 10 ft. x 10 ft./15 ft.; SA Rock throwing, whirlpool; SQ Rock catching, water breathing, water subtype; AL NG; SV Fort +16, Ref +8, Will +7.

Str 31, Dex 15, Con 23, Int 16, Wis 14, Cha 15.

Skills: Climb +10, Spot +4, Jump +10, Knowledge (geography) +12, Knowledge (nature) +10, Profession (sailor) +3. **Feats:** Cleave, Combat Reflexes, Power Attack.

SA: Rock throwing—Adult reef giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. They can hurl rocks of 60 to 80 pounds (Medium-sized objects) up to 5 range increments. They prefer to use thrown boulders to sink unwelcome ships. Boulders are not used against individual opponents. **Whirlpool**—Once per day, a reef giant can form a whirlpool. Unless a successful Strength check (DC 20) is made, creatures within 10 yards are sucked into the whirlpool. Victims suffer 2d8 points of battering damage and must hold their breath or risk drowning (unless the creatures are able to breathe water, in which case they cannot drown). Consult Drowning rules at the end of this tournament. The whirlpool is not powerful enough to draw in ships.

SQ: Rock catching—A giant of at least Large size can catch Small, Medium-size, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-sized one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be ready for and aware of the attack. **Small Water breathing**—Reef giants can breathe underwater indefinitely. **Water subtype**—Reef giants do not suffer penalties for fighting in or under water. Water- or ice-based attack forms cannot harm them.

Equipment: whale-skin clothing, gargantuan trident.

Coral is a jolly giant, but at the same time prim and proper. She loves dinner parties but hates hosting them. She expects good manners from her guests at all times. While she enjoys conversation, she hates discussions of ethics. She loves discussing politics, rumors, fashion, and gossip.

Encounter 3: The Shallow Decline

Depth: 375 feet.

- Visibility is equal to moonless night.
- Movement can be spotted at 30 feet.
- A stationary presence can be spotted at 45 feet.
- The general classification of spotted figure (humanoid, fish-like, etc.) can be noted at 15 feet.
- The race, species, etc. of a spotted figure can be identified at 10 feet
- Detail can be seen at 5 feet.

After a few moments of disorientation, you find yourself underwater in darkness. When your eyes adjust to the gloom, you realize that you are standing on a gradually sloping section of ocean bottom somewhere in Dragon's Reach. Visibility at this depth is 10 to 15 feet. It will only get worse as you go deeper.

A quick glance around reassures you that you are not alone and that the other members of your party are with you.

This is the second teleportation site arranged by Angela (located at **Tlpt** in DM Aid 1 and DM Aid 2). It is in the center of a north-south drop-off running most of the length of Dragon's Reach. The upper portion is at a depth of 350 feet. The lower portion is at 400 feet. Note that the outer bay beyond the kelp forest is at a depth of 250 feet.

Give the PCs a minute or two to orientate themselves and then proceed immediately to Encounter 8 (Close Encounter with Sharks).

From here, the PCs can go towards the shore attempting to find the temple or into the depths to find the priest's tomb and the Eye. In either case, they encounter The Shipwreck (Encounter 7) a half-hour from this point unless they have already played that encounter.

If PCs are trying to find either the tomb or the Eye, find out which direction they are heading. Assume that the PCs can follow a given direction without getting inadvertently turned around; however, finding north is extremely difficult without direction sense since all of the usual directional indicators are absent underwater. Use DM Aid 1 (Map of Eastern Dragon's Reach) and DM Aid 2 (Landmarks between Coral's Island and Patrizius' Tomb) to determine which landmarks the party encounters. These are given in Encounters 4-6. The party should soon learn that, barring a lucky guess, they lack enough information to find either the tomb or Eye right away. Consult Appendix 1 for traveling times.

If the PCs search for the temple of Sekolah, consult Encounter 10A (Finding the Temple).

Encounter 4: Journey to the Tomb

This encounter occurs if the PCs are searching for Patrizius' tomb or the Eye without Coral escorting them. If Coral is with them, they bypass this encounter entirely and proceed directly to Encounter 5 (Patrizius' Tomb). If they look for the tomb or the Eye without consulting Coral, see Encounter 3 (The Shallow Decline).

Most of the descriptions assume the PCs have some light source or are employing darkvision.

4A: Shipwreck

Depth: 500 feet. Visibility is equal to total darkness: artificial light source or darkvision only.

Use this encounter only if the PCs have already completed Encounter 7 (Shipwreck); otherwise, use that encounter instead.

You spot the wreck of an old cog on the sea floor. There are several large holes in its decks and hull. It is badly overgrown with coral and seaweed, indicating that it has been sunk for a long period of time.

Let the party investigate the cog if they would like. It has already been ransacked, and there is nothing of interest left on board.

4B: Hydrothermal Vent

Depth: 500 feet. Visibility is equal to total darkness: artificial light source or darkvision only.

You walk for several hours until you notice that the water begins to get warmer.

Pause to get the players' reactions. Most will follow Coral's directions at this point and turn left. If so, go immediately to 4C. Feel free to remind the players of Coral's instructions if they are just being dense.

If they decide not change course, allow them to continue. Inform them three times that the water is getting hotter. Allow a Wilderness Lore roll (DC 15) for the PC to realize that he/she is approaching a hydrothermal vent and should avoid it, if the player is being dense. If they still wish to continue, read the following:

After a while, you come across an area of highly turbid water. It is so murky that you have trouble seeing more than a few feet, even with lights.

The turbid water covers an area that is roughly cylindrical having a radius of thirty feet and a height of roughly a hundred feet. Due to the poor lighting, the PCs need to consciously map out the region to get the dimensions.

If they head into the turbid water, warn them that the water is getting very hot, although not hot enough yet to burn them. If they still continue, read:

As you enter the turbid water, you find yourself pushed upwards from the sea floor.

Allow the PC to react. The PC can swim out of the area with a successful Swim check (DC 15). The force of the water propels anyone who enters the area 6d10 feet upwards. If they still continue and try to maneuver within the turbid water, read:

Eventually, you see in front of you a large hole in the sea floor from which boiling hot water shoots outward.

This is the hydrothermal vent itself. Unfortunately with the water's turbidity, the PC must almost be on top of the vent in order to see it. The PC must make a Reflex save (DC 20) to avoid getting burned for 1d6 points of damage. The vent's flow extends five feet in diameter and 20 feet high.

A successful Knowledge (nature) check (DC 20) identifies the vent as a natural occurrence and warns of its dangers.

4C: Submarine Canyon

Depth: 600 feet. Visibility is equal to total darkness: artificial light source or darkvision only.

You arrive at a large canyon stretching across the floor of Dragon's Reach. It extends as far as you can see in any direction. Its edge is a steep cliff descending into blackness.

This is an enormous submarine canyon that runs north and south down the middle of Dragon's Reach. It runs almost the entire length of the Reach emptying into the Sea of Fallen Stars. The floor is 200 feet below at a depth of 800 feet—the deepest point in Dragon's Reach. The other side of the canyon is 40 yards away.

4D: Sliding Field of Sediment

Depth: 600 feet. Visibility is equal to total darkness: artificial light source or darkvision only.

You reach a huge field of loose sediment that is slowly sliding into the canyon.

Walking around the field or simply swimming over it are the best ways of avoiding unnecessary trouble. A Wilderness Lore roll (DC 15) allows the PC to realize the dangers of the sliding field before entering it.

If the PCs decide to walk across it, they must make a Balance check (DC 15) every five feet to avoid slipping. They can also escape by swimming away if they make a Swim check (DC 15). Due to the lack of visibility the PCs without darkvision should not know how large the field is unless they map it out; it is roughly a rectangle 40 feet along the canyon and 20 feet wide.

Anyone failing their Balance check falls into the flowing sand, and begins to slide into the canyon at a rate of five feet per round. The fallen PC can escape by making a Swim check (DC 20, one attempt per round) or by being rescued by another PC.

Anyone falling into the canyon falls at a rate of 40 feet per round and reaches the bottom in the fifth round after going over the edge; the bottom is 200 feet down. The trapped PC can attempt a single Reflex save (DC 15) to escape the falling debris. Alternatively, a PC who makes a Swim check (DC 15), an attack roll to grab the victim at AC 10, and a Strength check (DC 15) can rescue the victim in the second round after the victim goes over the edge; only one attempt can be made each round by a PC until the victim reaches the bottom.

Anyone who lands at the bottom is buried under sediment and must hold his breath until rescued. The victim is allowed a single Strength check (DC 20) to dig himself out. The effects of water saturation on the sediment make it impossible for others to free the trapped character without the help of magic (such as a *dig* spell).

Encounter 5: Patrizius' Tomb

Depth: 700 feet. Visibility is equal to total darkness: artificial light source or darkvision only.

Eventually, you arrive at a huge boulder that is precariously balanced on the edge of the canyon wall. It looks as if at any moment, it could fall into the canyon.

This is the last landmark that Coral mentioned. She claims the tomb of the high cleric can be found below it. If Coral escorted the PCs here, ignore the above description and continue below once the PCs descend into the canyon.

If the PCs take time to examine the rock, they find it to be stable and not likely to fall any time soon. If the entire party (or Coral) tried to push it into the canyon, they could probably do it but with much effort. There is no indication that it is a trap.

You descend down into the submarine canyon at least a hundred feet until you come across a narrow, stone ledge. As your light shines upon the ledge, you see in the gloom a stone box nearly six feet long and three feet wide that almost looks as if it were carved out of the rock wall.

Resting on top of it is a stone lid four inches thick. It bears an inscription; it is written in what you guess must be Espruar.

Give out **Player Handout 2** at this time. Anyone who reads Espruar (Elven) can translate the inscription (Player Handouts 5). Lacking that, the use of spells such as *tongues* or *comprehend languages* can provide a translation. A successful Decipher Script (DC 15, one attempt per inscription per rogue) provides a partial translation (Player Handouts 8).

If the party still cannot read the inscription, it can be solved as a substitution puzzle; give out Player Handout 11 to use as a guide. If for some reason the handouts are illegible or the players are having trouble solving the inscription, i.e., they have spent 10 minutes without solving it, allow an Intelligence check (DC 15) for each PC on the inscription to get a partial translation.

This is the long-lost tomb of Patrizius, the high priest who removed the Eye of Deep Sashelas. The lid can be lifted off with a successful Strength check (DC 15). Seawater penetrated the tomb centuries ago. Once the lid has been removed, read the following:

Inside the ancient sarcophagus, you see a badly rusted trident and a few bits of skeletal remains. There are two more inscriptions.

Give out **Player Handouts 3** and **4** at this time. Their complete translations are given in **Player Handouts 6** and **7**, respectively. Partial translations are given in **Player Handouts 9** and **10**, respectively. Use the same rules for translation as listed above. Each inscription needs to be translated separately. In any case, the players should not spend more than 10 minutes translating all three.

The trident points north along the canyon wall in the direction of the Eye of Deep Sashelas. A successful Search check (DC 10) allows a PC to notice that it is tilted ever so slightly inward toward the center of the canyon and downward towards its floor. Nothing in or around the tomb detects as magical.

There is a chance that the PCs might dive to the bottom of the canyon and explore. This is fine as long as they do not spend more than a couple of turns down there. If they seem to want to walk along the bottom, remind them of Coral's warning about the canyon.

If they persist in traveling at the bottom, a turbidity current, a fast-moving current full of sediment, inside the canyon, hits them within a turn. Anyone caught within it must have a means of securing themselves to the walls or floor of the canyon. Lacking that, they suffer 3d6 points of damage from striking the walls and are swept miles away from their starting point.

Encounter 6: Deep Sashelas' Eye

Depth: 800 feet. Visibility is equal to total darkness: artificial light source or darkvision only.

You travel along the edge of the submarine canyon barely able to see by your seemingly dim lights. The eerie darkness is unsettling. After what seems an eternity, you come across two huge stone boulders towering from the edge of the canyon into the darkness above.

Allow the PCs to make any preparations they would like and have the ability to do. When they are ready to dive into the canyon, continue:

You dive downward to the very bottom of the submarine canyon. In the gloom, you spot a giant clam of some sort. Its shell must be over four feet in diameter. (Your attention is drawn away from the clam by movement. You are not alone even at these depths. Tentacles reach out of the darkness and grab at you!)

Ignore the sentences in parenthesis in 1st tier, as there is no guardian in that tier. Any movement in the first round backward allows the PCs to escape the tentacles. Only those who stand their ground have a chance of being caught by the guardian. There are no plants at the bottom of the canyon.

The guardian fights until it is killed, the party is killed or retreats, it is driven off, or the party presents Patrizius' trident. It can be driven away by numerous methods, but the most likely is the use of a *potion of sweet water*, which creates a region of freshwater.

Remember that the use of spells that affect a large portion of the terrain (such as *earthquake* or *rock to mud*) surrounding the canyon cause a turbidity current, a fast-moving current full of sediment, inside the canyon. Anyone caught within it must have a means of securing themselves to the walls or floor of the canyon. Lacking that, they suffer 3d6 points of damage from striking the walls and are swept miles away from their starting point. A Wilderness Lore roll (DC 15) warns PCs of this danger.

If Patrizius' trident is held in front of a PC, the guardian backs off, staying at least 10 feet away from the holder. It does not attack even if other PCs are beyond 10 feet from the holder of the trident.

Tier 1:

None

Tier 2:

Giant Octopus (1): CR 8; Large animal (aquatic) (10 ft. long); HD 8d8+8; hp 72; Init +2 (+2 Dex); Spd 20 ft., swim 30 ft.; AC 18 (-1 size, +2 Dex, +7 natural); Atks +10 melee (1d4+5 [x8], tentacle rakes), +5 melee (1d8+2, bite); Face/Reach 5 ft. x 5 ft./10 ft.; SA Improved grab, constrict; SQ Ink cloud, jet; AL N; SV Fort +7, Ref +8, Will +3.

Str 20, Dex 15, Con 13, Int 2, Wis 12, Cha 3.

Skills: Hide +11, Listen +4, Spot +4.

SA: *Improved grab*—To use this ability, it must hit a Medium-sized or smaller opponent with a tentacle rake attack. If it gets a hold, it can constrict. *Constrict*—It deals 2d8+6 points of damage with a successful grapple check against Medium-sized or smaller creatures.

SQ: *Ink cloud*—It can emit a cloud of jet-black ink 20 feet wide by 20 feet long by 20 feet long once a minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness. *Jet*—It can jet backward once a round as a double move action at a speed of 200 feet. *Skills*—It can change colors giving it a +4 racial bonus to Hide checks.

Tier 3:

Giant Squid (1): CR 9; Huge animal (aquatic) (20 ft. long); HD 12d8+12; hp 108; Init +3 (+3 Dex); Spd Swim 80 ft.; AC 17 (-2 size, +3 Dex, +6 natural); Atks +15 melee (1d6+8 [x10], tentacle rakes), +10 melee (2d6+3, bite); Face/Reach 10 ft. x 20 ft./10 ft. (40 ft. with tentacle); SA Improved grab, constrict 1d6+8; SQ SQ Ink cloud, jet; AL Neutral; SV Fort +9, Ref +11, Will +5.

Str 26, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +8, Spot +8.

SA: *Improved grab*—To use this ability, it must hit a Medium-sized or smaller opponent with a tentacle rake attack. If it gets a hold, it can constrict. *Constrict*—It deals automatic tentacle rake damage with a successful grapple check against Medium-sized or smaller creatures.

SQ: *Ink cloud*—It can emit a cloud of jet-black ink 20 feet wide by 20 feet high by 40 feet long once a minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a

losing fight. Creatures within the cloud suffer the effects of total darkness. *Jet*—It can jet backward once a round as a double move action at a speed of 320 feet.

Tier 4:

Kraken (1): CR 12; Gargantuan magical beast (aquatic) (90 ft. long); HD 20d10+180; hp 380; Init +4 (Improved Initiative); Spd Swim 20 ft.; AC 20 (-4 size, +14 natural); Atks +28 melee (2d8+12 [crit 19-20/x2 (Improved Critical)] [x2], tentacle rakes), +23 melee (1d6+6 [6], arms), +23 melee (4d6+6, bite); Face/Reach 20 ft. x 40 ft./10 ft. (100 ft. with tentacle); SA Improved grab, constrict 2d8+12 or 1d6+6; SQ SQ Ink cloud, jet, spell-like abilities; AL NE; SV Fort +21, Ref +12, Will +13.

Str 34, Dex 10, Con 29, Int 21, Wis 20, Cha 10.

Skills: Concentration +19, Knowledge (geography) +10, Knowledge (nature) +10, Listen +15, Search +15, Spot +15. *Feats*: Alertness, Blind-Flight, Expertise, Improved Critical (tentacle), Improved Initiative, Improved Trip, Iron Will.

SA: *Improved grab*—To use this ability, it must hit an opponent of up to Huge size with a tentacle rake attack. If it gets a hold, it can constrict. *Constrict*—It deals automatic arm or tentacle damage with a successful grapple check against Huge-sized or smaller creatures.

SQ: *Ink cloud*—It can emit a cloud of jet-black ink 80 feet wide by 80 feet high by 120 feet long once a minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness. *Jet*—It can jet backward once a round as a double move action at a speed of 28 feet. *Spell-Like Abilities*—*control weather*, *control winds*, *dominate animal*, and *resist elements* 1/day. These abilities are as the spells cast by a 9th level druid (save DC 15 + spell level).

Once the guardian has been dealt with, the PCs still have to open the clamshell. The shell does not detect as magical and is sealed simply by the pressure difference between the inside of the shell and the water pressure on the outside.

It can be opened by a Str check (DC 25), a *knock* spell, or by use of any magic that can open locks such as *chimes of opening*. Use of a suitable pry bar decreases the DC to 20 for a Str check. Patrizius' trident bends immediately if used as a pry bar because of its age and condition. The sound of water running into the clam can be heard during any attempt to pry the clam open.

The best method of opening it is to drill a hole in the shell and allow the water to flood the inside until the pressures equalize. The shell can then be opened

with a Strength check (DC 10). The shell is stuck to the sea floor and cannot be moved. Dropping rocks upon it does not work as the water decreases the force of the blow enough that the shell is not damaged.

The Eye, a white, softball-sized pearl, is the only thing inside the shell. It does NOT detect as magical, nor do any other divination spells (*detect good/evil*, *detect thoughts*, etc.) indicate that it is nothing other than a large pearl. If someone tries the appraisal skill on it, they find that it has several flaws but is still worth 1000 gold pieces due to its size. An Intelligence check (DC 10) informs the PCs that its large size would make it hard to sell; not every jeweler would know what to do with a pearl that size.

Any PC who picks up the Eye (by any means) can get a sense of which direction the temple is located. Go to Encounter 10A (Sekolah's Temple: Finding the Temple) for details.

Encounter 7: Shipwreck

Depth: 350, 400, 500, or 600 feet.

Depth: 350 feet.

- Visibility is equal to moonless night:
- Movement can be spotted at 75 feet.
- A stationary presence can be spotted at 60 feet.
- The general classification of spotted figure (humanoid, fish-like, etc.) can be noted at 45 feet.
- The race, species, etc. of a spotted figure can be identified at 30 feet.
- Detail can be seen at 10 feet.

Depth: 400 feet.

- Visibility is equal to moonless night:
- Movement can be spotted at 45 feet.
- A stationary presence can be spotted at 30 feet.
- The general classification of spotted figure (humanoid, fish-like, etc.) can be noted at 15 feet.
- The race, species, etc. of a spotted figure can be identified at 10 feet.
- Detail can be seen at 5 feet.

500 or 600 feet: Visibility is equal to total darkness: artificial light source or darkvision only.

This encounter occurs as one of the landmarks in Encounter 4 (Submarine Canyon) if Coral is not with the party and this encounter has not occurred previously. Otherwise, it occurs after Encounter 3 (The Shallow Decline) or Encounter 5 (Patrizius' Tomb) have taken place.

Exact depth of this encounter depends on where it occurs. If the PC are going towards the temple: 350

feet; towards the submarine canyon: 400 feet; or leaving Coral island: 500 feet. If they are leaving Patrizius' tomb, the encounter occurs at 600 feet.

Through the dim light, you spot the wreck of an old caravel at the bottom of the sea. There is a large, gaping hole several feet in diameter, a few feet aft of the bow. Seven saddled seahorses are tied up outside, restlessly tugging on their reins.

When the PCs investigate, continue:

As you move toward the caravel, you detect the faint sounds of a struggle from inside the vessel. In a few moments, the sounds fade.

If the PCs take time to search the rest of the wreck before checking the hold, they find two hatches on the main deck leading down into the hold. The party can use these to attack from multiple directions if they choose.

When the PCs look inside of the hold, give them Player Handout 12 and read the following:

Inside of the hold, you spot several manta ray-like creatures swimming over the bodies of about a half a dozen aquatic elves. (One of the manta ray-like creatures is wearing some sort of pendent around what passes for a neck on these creatures.)

Ignore the sentence in parenthesis in 1st tier, as the cleric is absent there. The pendent can be identified with a Knowledge (religion) check (DC 20) as a holy symbol of Demogorgon, a tanar'ri lord worshipped by the ixitxachitl. These are ixitxachitl who have just killed a patrol of sea elves (trapped away from home by the shark rampages). The ixitxachitl have been driven from their normal range into deeper water due to the sharks. They attack as soon as they spot the PCs or are attacked themselves.

If the party chooses, they can take the sea horses and avoid battle with the ixitxachitl. The sea horses are friendly as long as the PCs are gentle and show some care when they approach. With a little coaxing, the PCs can lead the sea horses away to safety. The ixitxachitl do not follow them.

If the PCs try to mount immediately, the sea horses make enough of a commotion to draw the ixitxachitl's attention. Use of a silence spell eliminates the noise problem without spooking the mounts, but it takes anywhere from turns to hours to be able to ride the sea horses away. See the information at the end of this encounter for details if the PCs try to mount immediately.

Tier 1:

Ixitxachitl (3): CR 1/2; Small aberration (3 ft. wingspan); HD 1d8; hp 6; Init +3 (+3 Dex); Spd Swim 30 ft.; AC 18 (+1 size, +3 Dex, +4 natural); Atks +1 melee (3d4, bite); SA Nil; SQ Darkvision, 60 ft.; AL CE; SV Fort +2, Ref +3, Will +3.

Str 10, Dex 16, Con 11, Int 12, Wis 12, Cha 10.

Skills: Listen +9, Spot +9, Wilderness Lore +9.

Feats: Weapon Focus (bite).

Tier 2:

Ixitxachitl (3): CR 1/2; Small aberration (4 ft. wingspan); HD 2d8; hp 10; Init +3 (+3 Dex); Spd Swim 30 ft.; AC 18 (+1 size, +3 Dex, +4 natural); Atks +2 melee (3d4, bite); SA Nil; SQ Darkvision, 60 ft.; AL CE; SV Fort +3, Ref +3, Will +4.

Str 10, Dex 16, Con 11, Int 12, Wis 12, Cha 10.

Skills: Listen +10, Spot +10, Wilderness Lore +9.

Feats: Weapon Focus (bite).

Sbloof, Ixitxachitl Clr 4 of Demogorgon: CR 2; Small aberration (4 ft. wingspan); HD 2d8+4d8+6; hp 30; Init +2 (+2 Dex); Spd Swim 30 ft.; AC 17 (+1 size, +2 Dex, +4 natural); Atks +6 melee (3d4+3, bite); SA Spells, Clr smite power; SQ Darkvision (60 ft.), cast evil spells at +1 level; AL CE; SV Fort +8, Ref +3, Will +10.

Str 17, Dex 14, Con 13, Int 12, Wis 17, Cha 9.

Skills: Concentration +9, Knowledge (religion) +6, Listen +10, Spellcraft +6, Spot +10, Wilderness Lore +9. *Feats:* Blind-fight, Combat Casting.

SA: Clr smite power—Sbloof has the supernatural ability to make a single melee attack with a +4 attack bonus and a +4 damage bonus if it hits. It is usable 1/day.

Equipment: holy symbol of Demogorgon.

Spells (5/4+1/3+1): 0th lvl—*cure minor wounds* x 2, *detect magic*, *inflict minor wounds*, *resistance*. 1st lvl—*cure light wounds*, *bless*, *doom*, *shield of faith*, *protection from good* (domain). 2nd lvl—*bull's strength*, *sound burst*, *darkness*, *shatter* (domain).

Tier 3:

Ixitxachitl (5): CR 1; Medium aberration (6 ft. wingspan); HD 3d8; hp 24; Init +3 (+3 Dex); Spd Swim 30 ft.; AC 19 (+3 Dex, +6 natural); Atks +3 melee (3d4, bite); SA Nil; SQ Darkvision, 60 ft.; AL CE; SV Fort +3, Ref +4, Will +4.

Str 10, Dex 16, Con 11, Int 12, Wis 12, Cha 10.

Skills: Listen +11, Spot +11, Wilderness Lore +9.

Feats: Weapon Focus (bite).

Sbloof, Ixitxachitl Clr 7 of Demogorgon: CR 7; Medium aberration (6 ft. wingspan); HD 3d8+4d8+9; hp 40; Init +2 (+2 Dex); Spd Swim 30 ft.; AC 18 (+2 Dex, +6 natural); Atks +8 melee (3d4+3, bite); SA

Spells, Clr smite power; SQ Darkvision (60 ft.), cast evil spells at +1 level; AL CE; SV Fort +9, Ref +4, Will +11.

Str 17, Dex 14, Con 13, Int 12, Wis 17, Cha 10.

Skills: Concentration +12, Knowledge (religion) +9, Listen +11, Spellcraft +9, Spot +11, Wilderness Lore +9. *Feats:* Blind-fight, Combat Casting.

SA: *Clr smite power*—Sbloof has the supernatural ability to make a single melee attack with a +4 attack bonus and a +4 damage bonus if it hits. It is usable 1/day.

Equipment: holy symbol of Demogorgon.

Spells (6/5+1/4+1/3+1/1+1): 0th lvl—*cure minor wounds* x 2, *detect magic*, *guidance*, *inflict minor wounds*, *resistance*. 1st lvl—*bane*, *cure light wounds*, *bless*, *doom*, *shield of faith*, *protection from good* (domain). 2nd lvl—*bull's strength*, *sound burst*, *darkness*, *hold person*, *shatter* (domain). 3rd lvl—*dispel magic*, *magic vestment*, *prayer*, *magic circle against good* (domain). 4th lvl—*summon monster IV*, *inflict critical wounds* (domain).

Tier 4:

Ixitxachitl (5): CR 1; Large aberration (8 ft. wingspan); HD 4d8; hp 32; Init +3 (+3 Dex); Spd Swim 30 ft.; AC 19 (-1 size, +3 Dex, +7 natural); Atks +4 melee (3d4, bite); SA Nil; SQ Darkvision, 60 ft.; SR Nil; AL CE; SV Fort +3, Ref +4, Will +4.

Str 10, Dex 16, Con 11, Int 12, Wis 12, Cha 10.

Skills: Listen +11, Spot +11, Wilderness Lore +11.

Feats: Combat Reflexes, Weapon Focus (bite).

Sbloof, Vampiric Ixitxachitl Clr 9 of Demogorgon:

CR 9; Large aberration (8 ft. wingspan); HD 4d12+9d8+26; hp 100; Init +6 (+2 Dex, +4 Improved Initiative); Spd Swim 30 ft.; AC 18 (-1 size, +2 Dex, +7 natural); Atks +9/+4 melee (3d4+3, bite); SA Level drain, Spells, Clr smite power; SQ Darkvision (60 ft.), regeneration, cast evil spells at +1 level; AL CE; SV Fort +11, Ref +5, Will +12.

Str 17, Dex 14, Con 14, Int 12, Wis 17, Cha 10.

Skills: Concentration +12, Knowledge (religion) +11, Listen +9, Spellcraft +9, Spot +11, Wilderness Lore +11. *Feats:* Blind-fight, Combat Casting, Improved Initiative.

SA: *Clr smite power*—Sbloof has the supernatural ability to make a single melee attack with a +4 attack bonus and a +4 damage bonus if it hits. It is usable 1/day. *Level drain*—Anyone bite by Sbloof suffers one negative level in addition to normal damage.

SQ: *Regeneration*—Regenerates 3 hp per round.

Equipment: holy symbol of Demogorgon.

Spells (6/5+1/5+1/4+1/2+1/1+1): 0th lvl—*cure minor wounds* x 2, *detect magic*, *guidance*, *inflict minor wounds*, *resistance*. 1st lvl—*bane*, *cure light wounds*,

bless, *doom*, *shield of faith*, *protection from good* (domain). 2nd lvl—*bull's strength*, *sound burst*, *darkness*, *hold person* x 2, *shatter* (domain). 3rd lvl—*dispel magic*, *invisibility purge*, *magic vestment*, *prayer*, *magic circle against good* (domain). 4th lvl—*freedom of movement*, *summon monster IV*, *inflict critical wounds* (domain). 5th lvl—*slay living*, *circle of doom* (domain).

Once the ixitxachitl have been defeated, the PCs are free to search the ship and the bodies. The ship has been at the bottom for some time and has been thoroughly ransacked. The ixitxachitl have nothing of value on them.

The sea elves have shields, tridents, and provisions for only three people for one day. They were not wearing armor and look rather thin even for elves. Anyone who makes a Wisdom check (DC 15) realizes that they probably have been isolated for some time and must have stopped to search for provisions.

The most valuable things left by the two groups are the sea horse mounts, which are now available to the party. The sea horses are friendly as long as the PCs are gentle and show some care when they approach. They do not object to their new riders too much. Assume that after 1d3 turns, a PC with a riding proficiency of any type can stay on the mount adequately to ride them. PCs without any riding proficiency need to practice for 1d4 hours before they are ready to travel on their new mounts. In either case, the PCs should be able to ride adequately enough to speed up the journey substantially.

They do not have to worry about going into combat on the mounts unless they are particularly foolhardy. They cannot attack while mounted unless they make a Ride (sea horse) check (DC 10). Ride (sea horse) can be used untrained; Ride (horse) is a different skill. The sea horses do not fight for the PCs unless they are attacked and have no choice.

Giant sea horse (7): CR 1; Large animal (aquatic) (9 ft. long); HD 4d8+16; hp 40; Init +1 (+1 Dex); Spd Swim 60 ft.; AC 14 (-1 size, +1 Dex, +4 natural); Atks +3 melee (2d4, head butt), +3 (no damage (constriction, see below), improved grab with tail); Face/Reach 5 ft. x 10 ft./5 ft.; SA Improved grab, Constriction; SQ Low-light vision; AL Neutral; SV Fort +6, Ref +4, Will +2.

Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills: Listen +7, Spot +7.

SA: *Improved grab*—To use this ability, the giant sea horse must hit with its long tail. If it does, it can constrict. A giant sea horse can attack with a head butt, or its long tail but not both in the same round. *Constriction*—A giant sea horse can constrict with a successful grapple role vs. Small or medium creatures. The constricted opponent takes no damage, but the victim cannot attempt any action other than attempting

to free himself by winning opposed Str checks with the giant sea horse.

The sea horse can still head butt the helpless victim. The tail of a giant seahorse is so long that it can attack the same opponent it head butts or the one its rider is attacking.

Encounter 8: Close Encounter with Sharks

Depth: 300-400 feet.

Depth: 300 feet (near Sekolah's temple).

- Visibility is equal to a stormy day:
- Movement can be spotted at 120 feet.
- A stationary presence can be spotted at 90 feet.
- The general classification of spotted figure (humanoid, fish-like, etc.) can be noted at 60 feet.
- The race, species, etc. of a spotted figure can be identified at 30 feet
- Detail can be seen at 15 feet.

Depth: 301-349 feet (between the drop-off and the temple).

- Visibility is equal to moonlit night:
- Movement can be spotted at 75 feet.
- A stationary presence can be spotted at 60 feet.
- The general classification of spotted figure (humanoid, fish-like, etc.) can be noted at 45 feet.
- The race, species, etc. of a spotted figure can be identified at 30 feet
- Detail can be seen at 10 feet.

Depth: 350-400 feet (on the drop-off).

- Visibility is equal to moonless night:
- Movement can be spotted at 45 feet.
- A stationary presence can be spotted at 30 feet.
- The general classification of spotted figure (humanoid, fish-like, etc.) can be noted at 15 feet.
- The race, species, etc. of a spotted figure can be identified at 10 feet
- Detail can be seen at 5 feet.

This encounter occurs if certain precautions are not taken by PCs within the sharks' domain. This domain extends the entire length of Dragon's Reach from the gradual decline where the teleportation site is located (Encounter 3) to the shallow edge of the drop off where Coral's island is located (Encounter 2). This encounter also occurs the first time that the PCs return to the domain controlled by the sharks.

The following actions trigger this encounter within the sharks' domain:

- A PC tries to attract sharks.
- Someone attempts to surface.
- Someone attempts to come ashore.
- PCs swim higher than five feet above the bottom for more than three rounds.
- Somebody is actively bleeding for more than one round.
- Anybody is being excessively loud or casts a spell that makes a great deal of noise.
- A spell is cast that could send shock waves through the water or have a large visible effect. This could be anything from a lightning bolt to rock to mud and earthquake.
- Anybody who splashes or thrashes about in the water for more than one round. This simulates a fish in trouble.

At the farthest extent of your vision, sleek shapes silently come into view. It takes only a moment to realize that your actions have attracted the attention of several large sharks. Their behavior is not aggressive yet, but given the warning you have received about them, this could change at any time.

Pause to allow the PCs to react. Depending on their situation, the PCs can hide, retreat, seek cover, or return to the bottom before an attack occurs. Dowsing their continual light items also helps but is not a requirement. Despite the influence of Sekolah in the area, these sharks are just investigating the PCs at the moment.

This is an early warning of an impending shark attack to allow the PCs a chance to avoid a battle. It is a buffer against one stupid act by a PC getting the entire party into trouble.

If the PCs keep their wits about them and seek to make themselves less of a target, the sharks pass them by. If they ignore the sharks or are involved with other matter, give them a chance by telling them that the sharks are getting more aggressive. If that fails to stir them or if the PCs prepare to an attack rather than retreat, the sharks attack. Go immediately to Encounter 9 (Shark Attack).

It is possible that the PCs might want to attract sharks to determine if their numbers are increasing or decreasing in a given direction. By assuming that their numbers would be greatest near the temple of Sekolah (as Murwynn mentioned), they could home in on the location of the temple. While dangerous, this method works as long as the PCs are careful and take precautions. Allow Knowledge (nature) (DC 15) or an Intelligence check (DC 15) to determine numbers. Do not attack PCs unless they provoke the sharks.

It is not possible to get an exact count of the number of sharks (only a rough estimate) because sharks are constantly swimming in and out of the light,

staying just at the edge of the illumination. If the PCs spend too long trying to get an exact count, they lose valuable time in avoiding a possible attack. In any case, the PCs should not be told the number of sharks that would attack at their tier. Only if they attack, should their numbers become known.

Encounter 9: Shark Attack

Depth: 300-400 feet.

Depth: 300 feet (near Sekolah's temple).

- Visibility is equal to a stormy day:
- Movement can be spotted at 120 feet.
- A stationary presence can be spotted at 90 feet.
- The general classification of spotted figure (humanoid, fish-like, etc.) can be noted at 60 feet.
- The race, species, etc. of a spotted figure can be identified at 30 feet
- Detail can be seen at 15 feet.

Depth: 301-349 feet (between the drop-off and the temple).

- Visibility is equal to moonlit night:
- Movement can be spotted at 75 feet.
- A stationary presence can be spotted at 60 feet.
- The general classification of spotted figure (humanoid, fish-like, etc.) can be noted at 45 feet.
- The race, species, etc. of a spotted figure can be identified at 30 feet
- Detail can be seen at 10 feet.

Depth: 350-400 feet (on the drop-off).

- Visibility is equal to moonless night:
- Movement can be spotted at 45 feet.
- A stationary presence can be spotted at 30 feet.
- The general classification of spotted figure (humanoid, fish-like, etc.) can be noted at 15 feet.
- The race, species, etc. of a spotted figure can be identified at 10 feet
- Detail can be seen at 5 feet.

This encounter occurs if the PCs fail to heed the warnings they were given in Encounter 1 and choose to stand their ground or fight in Encounter 8 instead of retreating. This is meant to be a nasty encounter that could have been avoided.

Swiftly, the sharks change direction. Several of them swim right at you! Their mouths open, showing rows of menacing sharp teeth.

Pause to get the PCs' intentions and start the combat.

Remember that this is a three-dimensional battle. Sharks use this to their best advantage. They constantly maneuver to attack from all sides. If given the chance, one or two attack from below, above, or both. For PCs unused to thinking about three-dimensional combat, these attacks count as rear attacks. Allow anyone with alertness a chance to detect these attacks before they occur.

Blood in the water draws more sharks to the battle site. A "second wave," equal in size to the first group of attacking sharks, arrives four rounds after the first blood enters the water provided the wounds are not bandaged in the next round. A "third wave" of the same size arrives eight rounds after the second. If the PC have not withdrawn from the site, a "fourth wave" arrives a turn after the third. Four waves should be enough for even the most foolhardy PC (or player).

As anyone can see, the battle can get quickly out of hand if the PCs are not careful. As DM, you should remember that you have given them several warnings on avoiding unnecessary combat; that is the whole purpose of Encounter 8. Still, try to give the PCs the opportunity to withdraw if they need to do so. It is okay to kill PCs who are particularly foolhardy in this combat, but try to avoid killing the whole party. Note that *protection from evil* or *potions of sweet water* do NOT protect at all from the sharks.

If there is a low-level character stuck amongst an otherwise high level group, try the strike-and-wait tactic to keep that character alive. To avoid injury from their prey, sharks strike once and then wait a few rounds to see if their prey dies from the initial assault. This could keep a low-level character alive for a while.

The sharks fight until they lose half of their hit points or half of their group is killed. The remaining sharks shadow the party for a few rounds. Hopefully, the PCs will take the opportunity to leave before the next wave arrives. At that time, any noninjured shark from previous waves rejoins the attack.

Tier 1:

Medium-sized Sharks (5): CR 1; Medium-sized animal (aquatic) (5-8 ft. long); HD 3d8+3; hp 20; Init +2 (+2 Dex); Spd Swim 60 ft.; AC 15 (+2 Dex, +3 natural); Atks +4 melee (1d6+1, bite); SA Nil; SQ Keen scent; AL N; SV Fort +4, Ref +5, Will +2.

Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +7, Spot +7. *Feats:* Weapon Finesse (bite).

SQ: Keen scent—It can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Tier 2:

Large-sized Sharks (5): CR 2; Large-sized animal (aquatic) (15 ft. long); HD 7d8+7; hp 40; Init +2 (+2 Dex); Spd Swim 60 ft.; AC 15 (-1 size, +2 Dex, +4 natural); Atks +7 melee (1d8+4, bite); Face/Reach 5 ft. x 10 ft./5 ft.; SA Nil; SQ Keen scent; AL N; SV Fort +6, Ref +7, Will +3.

Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +7, Spot +7.

SQ: Keen scent—It can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Tier 3:

Huge-sized Sharks (5): CR 4; Huge-sized animal (aquatic) (20 ft. long); HD 10d8+20; hp 80; Init +2 (+2 Dex); Spd Swim 60 ft.; AC 15 (-2 size, +2 Dex, +5 natural); Atks +10 melee (2d6+7, bite); Face/Reach 10 ft. x 20 ft./10 ft.; SA Nil; SQ Keen scent; AL N; SV Fort +9, Ref +9, Will +4.

Str 21, Dex 15, Con 15, Int 1, Wis 12, Cha 2.

Skills: Listen +7, Spot +7.

SQ: Keen scent—It can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Huge-sized Sharks (1): CR 9; Huge-sized animal (aquatic) (50 ft. long); HD 18d8+54; hp 200; Init +2 (+2 Dex); Spd Swim 90 ft.; AC 15 (-2 size, +2 Dex, +5 natural); Atks +17 melee (2d6+9, bite); Face/Reach 10 ft. x 50 ft./10 ft.; SA Improved grab, swallow whole; SQ Keen scent; AL N; SV Fort +14, Ref +13, Will +12.

Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 10.

Skills: Listen +7, Spot +7.

SA: Improved grab—To use this ability, it must hit with its bite attack. If it gets a hold, it can try to swallow the foe. *Swallow whole*—It can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of crushing damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using claws or a light, slashing weapon by dealing 25 points of damage to the shark's digestive tract (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A shark's gullet can hold two Large, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

SQ: Keen scent—It can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Tier 4:

Huge-sized Sharks (6): CR 9; Huge-sized animal (aquatic) (50 ft. long); HD 18d8+54; hp 200; Init +2 (+2 Dex); Spd Swim 90 ft.; AC 15 (-2 size, +2 Dex, +5 natural); Atks +17 melee (2d6+9, bite); Face/Reach 10 ft. x 50 ft./10 ft.; SA Improved grab, swallow whole; SQ Keen scent; AL N; SV Fort +14, Ref +13, Will +12.

Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 10.

Skills: Listen +7, Spot +7.

SA: Improved grab—To use this ability, it must hit with its bite attack. If it gets a hold, it can try to swallow the foe. *Swallow whole*—It can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of crushing damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using claws or a light, slashing weapon by dealing 25 points of damage to the shark's digestive tract (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A shark's gullet can hold two Large, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

SQ: Keen scent—It can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Encounter 10: Sekolah's Temple

Depth: 300 feet.

- Visibility is equal to a stormy day.
- Movement can be spotted at 120 feet.
- A stationary presence can be spotted at 90 feet.
- The general classification of spotted figure (humanoid, fish-like, etc.) can be noted at 60 feet.
- The race, species, etc. of a spotted figure can be identified at 30 feet
- Detail can be seen at 15 feet.

This encounter could occur in a couple of spots in the adventure. The PCs could come here at the end of their mission to restore the Eye to the temple. Alternatively, the temple could be the first location visited by the PCs and then they could return at the end. Consult the appropriate sections below depending on when and why the PCs are visiting the temple.

A: Finding the Temple

There are two methods of finding the temple that work well. The first is the use of the Eye of Deep Sashelas, and the second is by shark counting.

By intentionally attracting sharks to determine if their numbers are increasing or decreasing in a given direction, the PCs can home in on the location of the temple. Their numbers are greatest near the temple of Sekolah and decrease as the PCs get farther away. While dangerous, this method works as long as the PCs are careful and take precautions. Allow Knowledge (nature) (DC 15) or an Intelligence check (DC 15) to determine numbers. Do not attack PCs unless they provoke the sharks. See Encounter 8 (Close Encounters with Sharks) for methods of attracting sharks.

Alternatively, the PCs could use the Eye of Deep Sashelas to locate the temple. A faithful PC in possession of the Eye gets a sense of which direction the temple is located and is guided there.

This sense does not originate from the Eye itself but from Deep Sashelas. The Lord of the Undersea wishes the fall of the temple to Sekolah, the return of the Eye to his people, the redemption of Patrizius, and the re-establishment of his lost temple. He is working through the PCs to do this. The Eye itself is powerless except as an item to remind his people of his generosity towards them.

It is, therefore, important that anyone who receives guidance possess faith of some sort. The DM should find out surreptitiously whom each PC worships. Many PCs openly declare their allegiance. In a polytheistic society, it is fine to venerate more than one deity.

If the bearer of the Eye is not a cleric or worshipper of the Seldarine (elven pantheon), he/she must make a Wisdom check (DC 15) to determine the proper direction. Priests who worship other pantheons can make a Wisdom check (DC 10). Elves who do not worship the Seldarine get a +1 bonus to their roll. If the bearer is touching it with his/her bare hand, he/she gets a +2 bonus to his/her check. If anyone prays for guidance before making the check add a +2. If they pray to Deep Sashelas, add +4. All of these bonuses stack with each other. Allow each PC two Wisdom check attempts, the second after they have had time to collect themselves a bit (in a couple of rounds).

B: The Outside

Once the PCs find the temple, read the following:

Eventually, you arrive at what must be the temple of Sekolah, the sahuagin deity. There is a huge jagged opening in the sea floor from which dozens of sharks enter and leave.

The temple is buried under the sea bottom from centuries of silt, sediment, and ocean currents. This opening leads directly into the main domed chamber. Directly inside await the sahuagin high cleric of Sekolah and his henchmen.

If the PCs take the time to watch for a while, they get a glimpse of a ring of shark guards circling the exterior of the entrance. Farther away, there is still another circle of shark guards that can be found only if the group expressly looks for it. In both cases, they should not be able to determine the exact number of sharks making up each ring. If they wish an estimate, require an Intelligence check (DC 20). If they succeed, give an estimate of no more than a dozen for each ring.

If the party tries to enter through the opening, the inner circle of guards attacks. Remember that this is a three-dimensional battle. Sharks use this to their best advantage. They constantly maneuver to attack from all sides. If given the chance, one or two attack from below, above, or both. For PCs unused to thinking about three-dimensional combat, these attacks count as rear attacks. Allow anyone with alertness a chance to detect these attacks before they occur.

The sounds of battle draw the outer circle of sharks into the battle. They arrive in the third round of combat. Another group of sharks arrives in the eighth round of combat. Each of these groups is equal in size to the first. If the PCs have not withdrawn from the entrance, another group enters the combat a turn later, and is joined by the sahuagin priests that are inside the main chamber.

As anyone can see, the battle can get quickly out of hand if the PCs are not careful. As DM, you should remember that you have given them several warnings on avoiding unnecessary combat; that is the whole purpose of Encounter 8. Still, try to give the PCs the opportunity to withdraw if they need to do so. It is okay to kill PCs who are particularly foolhardy in this combat, but try to avoid killing the whole party. Note that *protection from evil* or *potions of sweet water* do NOT protect at all from the sharks.

If there is a low-level character stuck amongst an otherwise high-level group, try the strike-and-wait tactic to keep that character alive. To avoid injury from their prey, sharks strike once and then wait a few rounds to see if their prey dies from the initial assault. This could keep a low-level character alive for a while.

The sharks fight until they lose half of their hit points or half of their group is killed. The remaining sharks shadow the party for a few rounds. Hopefully, the PCs will take the opportunity to leave before the next wave arrives. At that time, any noninjured shark from previous waves rejoins the attack.

Because this battle is so dangerous, the DM must get the PCs involved in Encounter 10C (A Shadowy Guide) at the first opportunity. If they still decide to

attack the front entrance, the DM can have a little clearer conscience that he/she tried to stop them from committing suicide.

Tier 1:

Medium-sized Sharks (5): CR 1; Medium-sized animal (aquatic) (5-8 ft. long); HD 3d8+3; hp 20; Init +2 (+2 Dex); Spd Swim 60 ft.; AC 15 (+2 Dex, +3 natural); Atks +4 melee (1d6+1, bite); SA Nil; SQ Keen scent; AL N; SV Fort +4, Ref +5, Will +2.

Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +7, Spot +7. *Feats:* Weapon Finesse (bite).

SQ: Keen scent—It can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Tier 2:

Large-sized Sharks (5): CR 2; Large-sized animal (aquatic) (15 ft. long); HD 7d8+7; hp 40; Init +2 (+2 Dex); Spd Swim 60 ft.; AC 15 (-1 size, +2 Dex, +4 natural); Atks +7 melee (1d8+4, bite); Face/Reach 5 ft. x 10 ft./5 ft.; SA Nil; SQ Keen scent; AL N; SV Fort +6, Ref +7, Will +3.

Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +7, Spot +7.

SQ: Keen scent—It can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Tier 3:

Huge-sized Sharks (5): CR 4; Huge-sized animal (aquatic) (20 ft. long); HD 10d8+20; hp 80; Init +2 (+2 Dex); Spd Swim 60 ft.; AC 15 (-2 size, +2 Dex, +5 natural); Atks +10 melee (2d6+7, bite); Face/Reach 10 ft. x 20 ft./10 ft.; SA Nil; SQ Keen scent; AL N; SV Fort +9, Ref +9, Will +4.

Str 21, Dex 15, Con 15, Int 1, Wis 12, Cha 2.

Skills: Listen +7, Spot +7.

SQ: Keen scent—It can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Dire Shark (1): CR 9; Huge-sized animal (aquatic) (50 ft. long); HD 18d8+54; hp 200; Init +2 (+2 Dex); Spd Swim 90 ft.; AC 15 (-2 size, +2 Dex, +5 natural); Atks +17 melee (2d6+9, bite); Face/Reach 10 ft. x 50 ft./10 ft.; SA Improved grab, swallow whole; SQ Keen scent; AL N; SV Fort +14, Ref +13, Will +12.

Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 10.

Skills: Listen +7, Spot +7.

SA: Improved grab—To use this ability, it must hit with its bite attack. If it gets a hold, it can try to swallow the foe. *Swallow whole*—It can try to swallow a grabbed opponent of Large or smaller size by making

a successful grapple check. Once inside, the opponent takes 2d6+6 points of crushing damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using claws or a light, slashing weapon by dealing 25 points of damage to the shark's digestive tract (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A shark's gullet can hold two Large, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

SQ: Keen scent—It can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Tier 4:

Dire Sharks (6): CR 9; Huge-sized animal (aquatic) (50 ft. long); HD 18d8+54; hp 200; Init +2 (+2 Dex); Spd Swim 90 ft.; AC 15 (-2 size, +2 Dex, +5 natural); Atks +17 melee (2d6+9, bite); Face/Reach 10 ft. x 50 ft./10 ft.; SA Improved grab, swallow whole; SQ Keen scent; AL N; SV Fort +14, Ref +13, Will +12.

Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 10.

Skills: Listen +7, Spot +7.

SA: Improved grab—To use this ability, it must hit with its bite attack. If it gets a hold, it can try to swallow the foe. *Swallow whole*—It can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of crushing damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using claws or a light, slashing weapon by dealing 25 points of damage to the shark's digestive tract (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A shark's gullet can hold two Large, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

SQ: Keen scent—It can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

C: A Shadowy Guide

As soon as the PCs pause to watch the opening to the temple, use this encounter. Attacking the main entrance blindly is suicide for most parties. This encounter gives them a sane alternative and leads to a combat that they have a prayer of winning.

As you pause to watch the opening, (insert PC name) spots a lone figure standing on the bottom at the edge of your vision away from the opening. He appears to

be elven and wears long sea green robes and is unarmed. He waves desperately in an attempt to get you to come over to him.

When they approach him, continue:

As you approach, you see that the figure is transparent, and water passes through him unobstructed. His features and coloration are sea elven. He looks to be at least middle-aged for an elf. His robes are of a priestly nature.

“Do not be afraid,” says the figure. “I mean you no harm. This cave leads to where you seek.” He points to a small cave-like opening in the sea floor. “You must get inside before you are spotted.”

He is insistent that the PCs enter the cave before they continue the conversation. The sea horses can be hidden safely in the outer opening of the cave. If they continue to question, he begs them,

“Please go inside. It is not safe. I will answer your questions inside.”

If they refuse or continue to question him after a minute or two, run Encounter 8 (Close Encounters with Sharks).

Once they enter, continue:

You crawl through a narrow passage until you reach a large room piled with rubble.

The stranger says, “This used to be the priests’ quarters. They are all gone now and have been for centuries.

“You wear the pins of the Dolphin Lord. Why have you come to this place?”

The PCs should either state their mission at this point or start questioning the figure. If/when they state their mission, he says,

“Praise be to the Creator. My time of exile might be nearing completion.”

He relates the following information about himself in answer to their questions:

- He is a lone remnant of a time long ago.
- In life, he was Patrizius, once the high cleric of the finest temple to Deep Sashelas in all of Dragon’s Reach.
- There was danger from outside, and he did not have enough faith to trust in Deep Sashelas to protect his temple.
- He removed the Eye for safekeeping.
- His faithlessness caused the Creator to withdraw his favor upon this hall.

- He cannot speak of what the danger was, saying only that after so long it is no longer important.
- For his faithlessness, he is doomed to roam the temple he deserted until that which was taken is regained.
- The PCs have the blessing of Deep Sashelas and so are not harmed by seeing his ghostly form.

Patrizius can tell the PCs the following information about the main chamber if asked:

- The chamber is circular with a domed roof.
- There are two altars inside the main chamber: the one that is and the one that was.
- The “altar that is” can be found at one end of the chamber by one of the old doors.
- The ruins of the “altar that was” are in the center of the chamber.
- The sahuagin probably are near the “altar that is.”
- The sahuagin do not know of him or the Eye.
- He has no power to help the PCs against the sahuagin in the main chamber.
- Attacking the sahuagin does not solve the problem; the sharks will remain and the sahuagin will only return after a few months.
- It is not his role to tell the PCs how many sahuagin and sharks are present. The number of sharks varies as they are always swimming in and out.
- He can show them to the door of the main chamber.
- The door is the only other way in besides the dome, which is suicidal.
- The sahuagin think that the door is blocked as the other doors are.
- It does not matter where or how many other doors there are since they are blocked and useless.
- Once the door is opened, even a crack, the sahuagin will know the PCs are there by the sound the door will make.

If they wish more information about the chamber or are insistent about attacking, he shows them to the door and does not interfere further.

Patrizius gives the following information about his tomb and the Eye if asked:

- The Eye is lost in the depths of Dragon’s Reach.
- He cannot tell what the Eye is or where exactly it is to be found.
- He instructs the PCs to find his tomb for it has clues to the location of the Eye.
- The Eye is not magical nor does it have any power except the power of faith that the beholder brings himself. To Patrizius, it is a symbol of the Creator’s faithfulness to his people.

- The Eye’s proper place is inside the main chamber at the “altar that was.”
- Only by restoring the Eye of Deep Sashelas to its original place can the balance under the seas be restored and the sahuagin defeated.
- He does not know what will happen when balance is restored. He has faith in Deep Sashelas that all things will be made right. The PCs must have faith also.

If he is shown the Eye, he says:

“The Eye at last! The centuries have not tarnished its beauty. Restore it to its proper place and all shall be restored.”

Patrizius, male sea-elven ghost, ex-Clr 13/ex-Hrt 4 of Deep Sashelas: CR 7; Medium-sized undead (incorporeal) (5 ft. tall); HD 17d12; hp 200; Init +7 (+3 Dex, Improved Initiative); Spd Fly 30 ft. (perfect); AC 19 (+3 Dex, +6 deflection); Atks +12/+7 melee (1d4 (1d4+1 vs. ethereal), incorporeal touch corruption); SA Manifestation, corrupting touch; SQ Undead, incorporeal, +4 turn resistance, rejuvenation; AL CG; SV Fort +12, Ref +10, Will +18.

Str 12, Dex 16, Con –, Int 16, Wis 18, Cha 22.

Skills: list skills and values; *Feats:* Combat Casting, Extra Turning, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (trident).

SA: *Manifestation*—As an ethereal creature, he cannot affect or be affected by anything in the material world. When he manifests, he becomes visible but remains incorporeal. However, he can strike with his touch attack. While manifested, it remains on the Ethereal Plane but can be attacked by opponents on both the Ethereal and Material planes. *Corrupting touch*—When Patrizius hits a living target with his incorporeal attack, he deals 1d4 points of damage. Against ethereal opponents, he adds his Str modifier to attack and damage rolls. Against material opponents, he adds his Dex modifier to attack rolls only.

SQ: *Undead*—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. *Incorporeal*—Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will. And own attacks pass through armor. Always moves silently. *Rejuvenation*—If Patrizius is destroyed in combat, he returns to the temple in 2d4 days with a successful level check (1d20 +17) vs. DC 16. He can only be freed by the restoration of the Eye of Deep Sashelas.

Equipment: Long, sea green robe.

After centuries of exile, Patrizius has become somber and philosophical. He is penitent of his lack of faith and is once more strong in his faith. His is mournful and has a touch of sorrow. He should remind the players of Jacob Marley’s ghost from “A Christmas Carol.”

D: The Main Chamber

Read the following when the PCs look into the main chamber:

A large circular-shaped chamber with an enormous domed ceiling opens up before you. There is a huge jagged hole in the center of the dome through which sunlight streams through, illuminating the chamber as if it were only a few feet below the water instead of being far deeper. There are four decrepit stone doors spaced evenly along the chamber’s wall. The remains of the temple’s ancient altar lie in the center of the chamber. Around the center, a ring of four sharks silently circles.

Near one of the old doors, a modern altar has been constructed on a low dais. (One, Three, Three, Four) blackish green fish-men with black fins and greenish bellies stand on the dais. (Each/It) has scaly skin, webbed fingers and toes, and mouths filled with sharp fangs. (Each/It) holds a trident, wears some sort of pendent around its neck, and has a shark swimming nearby.

Add the following if the party is not first tier:

Between the dais and you, there are (two, three, four) fish-men, carrying tridents who are not wearing pendants.

Give out Player Handout 13 (Players’ Map of Sekolah’s Temple) at this time. A *silence* spell allows the PCs to open the door slightly and observe the chamber without being immediately noticed (the sahuagin would hear the door opening and attack immediately). Opening the door fully would change the currents in the room sufficiently to be noticed even with a *silence* spell.

These are the sahuagin behind the shark attacks. In 1st tier, there is one cleric and no other sahuagin; ignore the last sentence. In 2nd tier, there are three priests and two sahuagin guards. In 3rd tier, there are three priests and three guards. In 4th tier, there are four priests and four guards. The sharks swimming near the priests are their shark companions.

Anyone making a Knowledge (religion) check (DC 20) recognizes the pendent around the sahuagin’s necks as the holy symbol for Sekolah, the sahuagin god of plunder, hunting, tyranny, and sharks.

The sahuagin attack any intruder on sight. If more than one PC enters the chamber, they follow the tactics described in Encounter 10E (The Battle). If a single PC enters, they sic their sharks swimming in the center on him/her and go back to their business. They do not know about the Eye nor perceive a single PC as a threat.

The use of illusions triggers the attention of the sharks and sahuagin because the image does not match the vibrations made while swimming. Surface-dwelling PCs do not have enough knowledge to mimic this effectively. Both sharks and sahuagin have keen enough senses to pick up the difference immediately. Sharks will immediately strike the image. The sahuagin immediately start searching for intruders.

Someone shape shifting into a sahuagin, via an *alter self* spell, *change self* spell, or magical device, does not receive much protection. The sahuagin do not recognize the intruder and immediately challenge him/her. If a satisfactory reply is not immediately given, they sic the sharks on the intruder. Trying to usurp authority, insulting someone, or even bringing bad news would all cause the sahuagin to attack the intruder. They are not expecting replacements or re-enforcements, and they expect only the high priest to be addressed (the PCs have no way of knowing which one the high priest is). The priesthood of Sekolah is a tyrannical order, ruling by fear; they would think nothing of making an example of someone who breeches protocol.

Shape changing into a shark, by use of a polymorph spell or a magical device, offers more protection. No one notices an extra shark as some leave and enter at any time.

If the single PC has *invisibility to animals* cast on him/her or has *sanctuary* running (and the sharks fail their saves), they do not notice the problem until the next round. This gives the protected PC a free round of action. The next round, the sahuagin guards, if present, attack. In the 1st tier, the lone cleric immediately joins the fray after telepathically summoning her sharks to attack. Note that *protection from evil* or *potions of sweet water* do NOT protect at all from the sharks.

The distance from the doorway to the ancient altar is about seventy feet. Once anyone examines the ruins of the ancient altar, consult Encounter 11 (Restoring the Eye).

E: Battle

If the PCs wish to fight the sahuagin, they are in for a nasty battle. The first wave of reinforcements arrives in the next round after the sahuagin first act as they telepathically signal for them immediately. These are the ring of shark guards closest to the opening in the

dome. Their statistics are given in Encounter 10B (The Outside).

A second wave of reinforcements arrives two rounds after the arrival of the first wave. These are the outer ring of shark guards. Their statistics are identical to the first wave of reinforcements.

A third wave arrives five rounds after the second, and has the same statistics as the others. Another wave of equal size arrives every minute thereafter until the PCs withdraw, the PCs are all dead, or Sekolah's altar is destroyed. Once the altar is destroyed, waves of sharks are no longer drawn to defend the temple.

Remember that this is a three-dimensional battle. Sharks use this to their best advantage. They constantly maneuver to attack from all sides. If given the chance, one or two attack from below, above, or both. For PCs unused to thinking about three-dimensional combat, these attacks count as rear attacks. Allow anyone with alertness a chance to detect these attacks before they occur.

Sharks within the main chamber fight to the death as long as Sekolah's altar remains intact. Once the altar is destroyed, any wounded shark retreats from the main chamber immediately. Unwounded sharks feed off of the dead scattered around the chamber rather than attacking armed warriors. If a PC attacks a scavenging shark, it makes one attack on that PC and then circles to another corpse or circles that one until the PC leaves.

As anyone can see, this battle, like all the rest of the shark battles, can get quickly out of hand for all but the most prepared groups. If this is part of the final encounter for the tournament, the DM is free to kill PCs. If they go here first, allow them to escape and regroup. In any case, try to give the PCs the opportunity to withdraw if they need to do so.

As long as the battle is at least even, the sahuagin are content having the sharks fight their battle for them. The priests cast whichever spells would be the most effective at the time, particularly those that would protect them. They do not enter into melee immediately unless they have no choice. They keep their shark companions close as personal protection. The sahuagin guards defend the altar area but otherwise do not enter into the combat.

If the PCs have an effective spellcaster or someone using spell-like powers or items, the sahuagin target him/her with their most effective offensive spells, even if they are not actively being attacked. This is due to the fear of spellcasters, which all sahuagin possess.

If the sahuagin are drawn into the combat, they, like the sharks, use three-dimensional combat to their best advantage. The guards have nets that they first try to drop on PCs. They are at home in the water and use their mobility to their best advantage. In defense of their altar, they fight to the death.

Tier 1:

Medium-sized Sharks (4): CR 1; Medium-sized animal (aquatic) (5-8 ft. long); HD 3d8+3; hp 20; Init +2 (+2 Dex); Spd Swim 60 ft.; AC 15 (+2 Dex, +3 natural); Atks +4 melee (1d6+1, bite); SA Nil; SQ Keen scent; AL N; SV Fort +4, Ref +5, Will +2.

Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +7, Spot +7. *Feats:* Weapon Finesse (bite).

SQ: Keen scent—It can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Shark companion (1): CR 2; Large-sized animal (aquatic) (15 ft. long); HD 7d8+7; hp 40; Init +2 (+2 Dex); Spd Swim 60 ft.; AC 15 (-1 size, +2 Dex, +4 natural); Atks +7 melee (1d8+4, bite); Face/Reach 5 ft. x 10 ft./5 ft.; SA Nil; SQ Keen scent; AL N; SV Fort +6, Ref +7, Will +3.

Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +7, Spot +7.

SQ: Keen scent—It can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Snorrel, female sahuagin Clr 3 of Sekolah: CR 3; Medium-size humanoid (aquatic) (6 ft. tall); HD 2d8+3d8+5; hp 30; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft., Swim 60 ft.; AC 16 (+1 Dex, +5 natural); Atks +7 melee (1d8+3, trident), +4 melee (1d4+1, bite), +4 melee (1d4+1 [x2], rakes) or +5 melee (1d4+3 [x2], rakes), +4 melee (1d2+1 [x2], claws), +4 melee (1d4+1, bite); SA Blood frenzy, Spells; SQ Cast evil spells at +1 caster level, Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +7, Ref +2, Will +6.

Str 16, Dex 13, Con 12, Int 14, Wis 16, Cha 10.

Skills: Animal Empathy +2, Concentration +7, Hide +6*, Knowledge (arcane) +8, Knowledge (religion) +8, Listen +7*, Profession (hunt) +2, Spellcraft +8, Spot +7*, Wilderness Lore +1*. *Feats:* Combat Casting, Improved Initiative, Multiattack, Weapon Focus (trident).

SA: Blood frenzy—Once per day a sahuagin that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Con and +2 Str, and suffers a -2 AC penalty. The sahuagin cannot end its frenzy voluntarily.

SQ: Speak with sharks—Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as “food,” “danger,” and “enemy.” Sahuagin can use Animal Empathy to befriend and train

sharks. *Underwater sense*—A sahuagin can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without central nervous systems, such as undead, oozes, and constructs; a sahuagin can locate such creatures only within a 15-foot radius. Sahuagin are not fooled by figments when underwater. *Light blindness*—An abrupt exposure to bright light (such as sunlight or a daylight spell) blinds sahuagin for 1 round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light. *Amphibious*—Sahuagin can survive out of the water for 1 hour per 2 points of Con (after that, refer to the drowning rules on page 85 in the DMG). *Freshwater sensitivity*—A sahuagin fully immersed in freshwater must succeed at a Fort save (DC 15) or leave the water immediately. If the sahuagin fails and cannot escape, it suffers a -4 morale penalty to all attack rolls, saves, and checks. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed. *Skills*—Sahuagin receive a +4 racial bonus to Hide, Listen, and Spot checks.

*Underwater, the bonus improves to +8. They receive a +8 bonus to Wilderness Lore and Profession (hunt) checks within fifty miles of their homes.

Equipment: trident, holy symbol of Demogorgon.

Spells (4/3+1/2+1): 0th lvl—*cure minor wounds, inflict minor wounds, guidance, resistance*. 1st lvl—*bane, divine favor, shield of faith, magic weapon* (domain). 2nd lvl—*bull's strength, sound burst, spiritual weapon* (domain).

In combat, a sahuagin rakes with its feet as it strikes with its claws or a weapon.

Tier 2:

Large-sized Sharks (4): CR 2; Large-sized animal (aquatic) (15 ft. long); HD 7d8+7; hp 40; Init +2 (+2 Dex); Spd Swim 60 ft.; AC 15 (-1 size, +2 Dex, +4 natural); Atks +7 melee (1d8+4, bite); Face/Reach 5 ft. x 10 ft./5 ft.; SA Nil; SQ Keen scent; AL N; SV Fort +6, Ref +7, Will +3.

Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +7, Spot +7.

SQ: Keen scent—It can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Shark companion (3): CR 2; Large-sized animal (aquatic) (15 ft. long); HD 7d8+7; hp 40; Init +2 (+2 Dex); Spd Swim 60 ft.; AC 15 (-1 size, +2 Dex, +4 natural); Atks +7 melee (1d8+4, bite); Face/Reach 5 ft. x 10 ft./5 ft.; SA Nil; SQ Keen scent; AL N; SV Fort +6, Ref +7, Will +3.

Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +7, Spot +7.

SQ: Keen scent—It can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Sahuagin guards (2): CR 2; Medium-size humanoid (aquatic) (6 ft. tall); HD 2d8+2; hp 11; Init +1 (+1 Dex); Spd 30 ft., Swim 60 ft.; AC 16 (+1 Dex, +5 natural); Atks +3 melee (1d8+2, trident), +1 melee (1d4+1, bite), +1 melee (1d4+1 [2], rakes) or +3 melee (1d4+2 [2], rakes), +1 melee (1d2+1 [2], claws), +1 melee (1d4+1, bite), or +2 ranged (1d10[crit 19-20/x2], heavy crossbow); SA Blood frenzy; SQ Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +4, Ref +1, Will +1.

Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills: Animal Empathy +2, Hide +6*, Listen +7*, Profession (hunt) +2, Spot +7*, Wilderness Lore +1*. *Feats:* Multiattack.

SA: Blood frenzy—Once per day a sahuagin that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Con and +2 Str, and suffers a –2 AC penalty. The sahuagin cannot end its frenzy voluntarily.

SQ: Speak with sharks—Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly dimple concepts such as “food,” “danger,” and “enemy.” Sahuagin can use Animal Empathy to befriend and train sharks. *Underwater sense*—A sahuagin can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without central nervous systems, such as undead, oozes, and constructs; a sahuagin can locate such creatures only within a 15-foot radius. Sahuagin are not fooled by figments when underwater. *Light blindness*—An abrupt exposure to bright light (such as sunlight or a daylight spell) blinds sahuagin for 1 round. In addition to temporary blindness, they suffer a –1 morale penalty to all attack rolls. Saves, and checks while operating in bright light. *Amphibious*—Sahuagin can survive out of the water for 1 hour per 2 points of Con (after that, refer to the drowning rules on page 85 in the DMG). *Freshwater sensitivity*—A sahuagin fully immersed in freshwater must succeed at a Fort save (DC 15) or leave the water immediately. If the sahuagin fails and cannot escape, it suffers a –4 morale penalty to all attack rolls, saves, and checks. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed. *Skills*—Sahuagin receive a +4 racial bonus to Hide, Listen, and Spot checks.

*Underwater, the bonus improves to +8. They receive a +8 bonus to Wilderness Lore and Profession (hunt) checks within fifty miles of their homes.

Equipment: trident, heavy crossbow.

In combat, a sahuagin rakes with its feet as it strikes with its claws or a weapon.

Ertle and Derg, female sahuagin Clr 3 of Sekolah: CR 3; Medium-size humanoid (aquatic) (6 ft. tall); HD 2d8+3d8+5; hp 30; Init +1 (+1 Dex); Spd 30 ft., Swim 60 ft.; AC 16 (+1 Dex, +5 natural); Atks +6 melee (1d8+2, trident), +3 melee (1d4+1, bite), +3 melee (1d4+1 [x2], rakes) or +4 melee (1d4+2 [x2], rakes), +3 melee (1d2+1 [x2], claws), +3 melee (1d4+1, bite); SA Blood frenzy, Spells; SQ Cast evil spells at +1 caster level, Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +7, Ref +2, Will +6.

Str 14, Dex 12, Con 12, Int 14, Wis 16, Cha 10.

Skills: Animal Empathy +2, Concentration +7, Hide +6*, Knowledge (arcane) +8, Knowledge (religion) +8, Listen +7*, Profession (hunt) +2, Spellcraft +8, Spot +7*, Wilderness Lore +1*. *Feats:* Combat Casting, Combat Reflexes, Multiattack, Weapon Focus (trident).

SA: Blood frenzy—Once per day a sahuagin that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Con and +2 Str, and suffers a –2 AC penalty. The sahuagin cannot end its frenzy voluntarily.

SQ: Speak with sharks—Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly dimple concepts such as “food,” “danger,” and “enemy.” Sahuagin can use Animal Empathy to befriend and train sharks. *Underwater sense*—A sahuagin can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without central nervous systems, such as undead, oozes, and constructs; a sahuagin can locate such creatures only within a 15-foot radius. Sahuagin are not fooled by figments when underwater. *Light blindness*—An abrupt exposure to bright light (such as sunlight or a daylight spell) blinds sahuagin for 1 round. In addition to temporary blindness, they suffer a –1 morale penalty to all attack rolls. Saves, and checks while operating in bright light. *Amphibious*—Sahuagin can survive out of the water for 1 hour per 2 points of Con (after that, refer to the drowning rules on page 85 in the DMG). *Freshwater sensitivity*—A sahuagin fully immersed in freshwater must succeed at a Fort save (DC 15) or leave the water immediately. If the sahuagin fails and cannot escape, it suffers a –4 morale penalty to all attack rolls, saves, and checks. Even on a success, it must repeat the

save attempt every 10 minutes it remains immersed. *Skills*—Sahuagin receive a +4 racial bonus to Hide, Listen, and Spot checks.

*Underwater, the bonus improves to +8. They receive a +8 bonus to Wilderness Lore and Profession (hunt) checks within fifty miles of their homes.

Equipment: trident, holy symbol of Demogorgon.

Spells (4/3+1/2+1): 0th lvl—*cure minor wounds, inflict minor wounds, guidance, resistance*. 1st lvl—*cure light wounds, divine favor, shield of faith, protection from good* (domain). 2nd lvl—*bull's strength, remove paralysis, spiritual weapon* (domain).

In combat, a sahuagin rakes with its feet as it strikes with its claws or a weapon.

Snorrel, female sahuagin Clr 4 of Sekolah: CR 4; Medium-size humanoid (aquatic) (6 ft. tall); HD 2d8+4d8+6; hp 35; Init +6 (+2 Dex, +5 Improved Initiative); Spd 30 ft., Swim 60 ft.; AC 17 (+2 Dex, +5 natural); Atks +8 melee (1d8+3, trident), +5 melee (1d4+1, bite), +5 melee (1d4+1 [x2], rakes) or +6 melee (1d4+3 [x2], rakes), +5 melee (1d2+1 [x2], claws), +5 melee (1d4+1, bite); SA Blood frenzy, Spells; SQ Cast evil spells at +1 caster level, Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +8, Ref +3, Will +7.

Str 16, Dex 14, Con 12, Int 14, Wis 16, Cha 10.

Skills: Animal Empathy +2, Concentration +8, Hide +6*, Knowledge (arcane) +9, Knowledge (religion) +9, Listen +7*, Profession (hunt) +2, Spellcraft +9, Spot +7*, Wilderness Lore +1*. *Feats:* Combat Casting, Improved Initiative, Multiattack, Weapon Focus (trident).

SA: *Blood frenzy*—Once per day a sahuagin that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Con and +2 Str, and suffers a –2 AC penalty. The sahuagin cannot end its frenzy voluntarily.

SQ: *Speak with sharks*—Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly dimple concepts such as “food,” “danger,” and “enemy.” Sahuagin can use Animal Empathy to befriend and train sharks. *Underwater sense*—A sahuagin can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without central nervous systems, such as undead, oozes, and constructs; a sahuagin can locate such creatures only within a 15-foot radius. Sahuagin are not fooled by figments when underwater. *Light blindness*—An abrupt exposure to bright light (such as sunlight or a daylight spell) blinds sahuagin for 1 round. In addition to temporary blindness, they suffer a –1 morale penalty to

all attack rolls. Saves, and checks while operating in bright light. *Amphibious*—Sahuagin can survive out of the water for 1 hour per 2 points of Con (after that, refer to the drowning rules on page 85 in the DMG). *Freshwater sensitivity*—A sahuagin fully immersed in freshwater must succeed at a Fort save (DC 15) or leave the water immediately. If the sahuagin fails and cannot escape, it suffers a –4 morale penalty to all attack rolls, saves, and checks. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed. *Skills*—Sahuagin receive a +4 racial bonus to Hide, Listen, and Spot checks.

*Underwater, the bonus improves to +8. They receive a +8 bonus to Wilderness Lore and Profession (hunt) checks within fifty miles of their homes.

Equipment: trident, holy symbol of Demogorgon.

Spells (5/4+1/3+1): 0th lvl—*cure minor wounds, inflict minor wounds x 2, guidance, resistance*. 1st lvl—*bane, bless, divine favor, shield of faith, magic weapon* (domain). 2nd lvl—*bull's strength, sound burst, hold person, spiritual weapon* (domain).

In combat, a sahuagin rakes with its feet as it strikes with its claws or a weapon.

Tier 3:

Huge-sized Sharks (4): CR 4; Huge-sized animal (aquatic) (20 ft. long); HD 10d8+20; hp 80; Init +2 (+2 Dex); Spd Swim 60 ft.; AC 15 (-2 size, +2 Dex, +5 natural); Atks +10 melee (2d6+7, bite); Face/Reach 10 ft. x 20 ft./10 ft.; SA Nil; SQ Keen scent; AL N; SV Fort +9, Ref +9, Will +4.

Str 21, Dex 15, Con 15, Int 1, Wis 12, Cha 2.

Skills: Listen +7, Spot +7.

SQ: *Keen scent*—It can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Shark companion (3): CR 2; Large-sized animal (aquatic) (15 ft. long); HD 7d8+7; hp 40; Init +2 (+2 Dex); Spd Swim 60 ft.; AC 15 (-1 size, +2 Dex, +4 natural); Atks +7 melee (1d8+4, bite); Face/Reach 5 ft. x 10 ft./5 ft.; SA Nil; SQ Keen scent; SR Nil; AL Neutral; SV Fort +6, Ref +7, Will +3.

Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +7, Spot +7.

SQ: *Keen scent*—It can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Sahuagin guards (3): CR 2; Medium-size humanoid (aquatic) (6 ft. tall); HD 2d8+2; hp 11; Init +1 (+1 Dex); Spd 30 ft., Swim 60 ft.; AC 16 (+1 Dex, +5 natural); Atks +3 melee (1d8+2, trident), +1 melee (1d4+1, bite), +1 melee (1d4+1 [x2], rakes) or +3 melee (1d4+2 [x2], rakes), +1 melee (1d2+1 [x2], claws), +1

melee (1d4+1, bite), or +2 ranged (1d10[crit 19-20/x2], heavy crossbow); SA Blood frenzy; SQ Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +4, Ref +1, Will +1.

Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills: Animal Empathy +2, Hide +6*, Listen +7*, Profession (hunt) +2, Spot +7*, Wilderness Lore +1*. *Feats:* Multiattack.

SA: *Blood frenzy*—Once per day a sahuagin that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Con and +2 Str, and suffers a –2 AC penalty. The sahuagin cannot end its frenzy voluntarily.

SQ: *Speak with sharks*—Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly dimple concepts such as “food,” “danger,” and “enemy.” Sahuagin can use Animal Empathy to befriend and train sharks. *Underwater sense*—A sahuagin can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without central nervous systems, such as undead, oozes, and constructs; a sahuagin can locate such creatures only within a 15-foot radius. Sahuagin are not fooled by figments when underwater. *Light blindness*—An abrupt exposure to bright light (such as sunlight or a daylight spell) blinds sahuagin for 1 round. In addition to temporary blindness, they suffer a –1 morale penalty to all attack rolls, Saves, and checks while operating in bright light. *Amphibious*—Sahuagin can survive out of the water for 1 hour per 2 points of Con (after that, refer to the drowning rules on page 85 in the DMG). *Freshwater sensitivity*—A sahuagin fully immersed in freshwater must succeed at a Fort save (DC 15) or leave the water immediately. If the sahuagin fails and cannot escape, it suffers a –4 morale penalty to all attack rolls, saves, and checks. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed. *Skills*—Sahuagin receive a +4 racial bonus to Hide, Listen, and Spot checks.

*Underwater, the bonus improves to +8. They receive a +8 bonus to Wilderness Lore and Profession (hunt) checks within fifty miles of their homes.

Equipment: trident, heavy crossbow.

In combat, a sahuagin rakes with its feet as it strikes with its claws or a weapon.

Ertle and Derg, female sahuagin Clr 4 of Sekolah: CR 4; Medium-size humanoid (aquatic) (6 ft. tall); HD 2d8+4d8+6; hp 35; Init +1 (+1 Dex); Spd 30 ft., Swim 60 ft.; AC 16 (+1 Dex, +5 natural); Atks +7 melee (1d8+2, trident), +4 melee (1d4+1, bite), +4 melee (1d4+1 [x2], rakes) or +5 melee (1d4+2 [x2], rakes), +4

melee (1d2+1 [x2], claws), +4 melee (1d4+1, bite); SA Blood frenzy, Spells; SQ Cast evil spells at +1 caster level, Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +8, Ref +2, Will +7.

Str 15, Dex 12, Con 12, Int 14, Wis 16, Cha 10.

Skills: Animal Empathy +3, Concentration +9, Hide +6*, Knowledge (arcane) +8, Knowledge (religion) +8, Listen +7*, Profession (hunt) +2, Spellcraft +8, Spot +7*, Wilderness Lore +1*. *Feats:* Combat Casting, Combat Reflexes, Multiattack, Weapon Focus (trident).

SA: *Blood frenzy*—Once per day a sahuagin that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Con and +2 Str, and suffers a –2 AC penalty. The sahuagin cannot end its frenzy voluntarily.

SQ: *Speak with sharks*—Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly dimple concepts such as “food,” “danger,” and “enemy.” Sahuagin can use Animal Empathy to befriend and train sharks. *Underwater sense*—A sahuagin can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without central nervous systems, such as undead, oozes, and constructs; a sahuagin can locate such creatures only within a 15-foot radius. Sahuagin are not fooled by figments when underwater. *Light blindness*—An abrupt exposure to bright light (such as sunlight or a daylight spell) blinds sahuagin for 1 round. In addition to temporary blindness, they suffer a –1 morale penalty to all attack rolls, Saves, and checks while operating in bright light. *Amphibious*—Sahuagin can survive out of the water for 1 hour per 2 points of Con (after that, refer to the drowning rules on page 85 in the DMG). *Freshwater sensitivity*—A sahuagin fully immersed in freshwater must succeed at a Fort save (DC 15) or leave the water immediately. If the sahuagin fails and cannot escape, it suffers a –4 morale penalty to all attack rolls, saves, and checks. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed. *Skills*—Sahuagin receive a +4 racial bonus to Hide, Listen, and Spot checks.

*Underwater, the bonus improves to +8. They receive a +8 bonus to Wilderness Lore and Profession (hunt) checks within fifty miles of their homes.

Equipment: trident, holy symbol of Demogorgon.

Spells (5/4+1/3+1): 0th lvl—*cure minor wounds* x 2, *inflict minor wounds*, *guidance*, *resistance*. 1st lvl—*cure light wounds*, *divine favor*, *inflict light wounds*, *shield of faith*, *protection from good* (domain). 2nd lvl—*bull's strength*, *hold person*, *remove paralysis*, *spiritual weapon* (domain).

In combat, a sahuagin rakes with its feet as it strikes with its claws or a weapon.

Snorrel, female sahuagin Clr 6 of Sekolah: CR 6; Medium-size humanoid (aquatic) (6 ft. tall); HD 2d8+6d8+8; hp 40; Init +6 (+2 Dex, +5 Improved Initiative); Spd 30 ft., Swim 60 ft.; AC 17 (+2 Dex, +5 natural); Atks +9 melee (1d8+3, trident), +6 melee (1d4+1, bite), +6 melee (1d4+1 [x2], rakes) or +7 melee (1d4+3 [x2], rakes), +6 melee (1d2+1 [x2], claws), +6 melee (1d4+1, bite); SA Blood frenzy, Spells; SQ Cast evil spells at +1 caster level, Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +9, Ref +4, Will +10.

Str 16, Dex 14, Con 12, Int 14, Wis 16, Cha 10.

Skills: Animal Empathy +4, Concentration +10, Hide +6*, Knowledge (arcane) +9, Knowledge (religion) +11, Listen +7*, Profession (hunt) +2, Spellcraft +9, Spot +7*, Wilderness Lore +1*. *Feats:* Combat Casting, Improved Initiative, Iron Will, Weapon Focus (trident).

SA: *Blood frenzy*—Once per day a sahuagin that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Con and +2 Str, and suffers a –2 AC penalty. The sahuagin cannot end its frenzy voluntarily.

SQ: *Speak with sharks*—Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as “food,” “danger,” and “enemy.” Sahuagin can use Animal Empathy to befriend and train sharks. *Underwater sense*—A sahuagin can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without central nervous systems, such as undead, oozes, and constructs; a sahuagin can locate such creatures only within a 15-foot radius. Sahuagin are not fooled by figments when underwater. *Light blindness*—An abrupt exposure to bright light (such as sunlight or a daylight spell) blinds sahuagin for 1 round. In addition to temporary blindness, they suffer a –1 morale penalty to all attack rolls. Saves, and checks while operating in bright light. *Amphibious*—Sahuagin can survive out of the water for 1 hour per 2 points of Con (after that, refer to the drowning rules on page 85 in the DMG). *Freshwater sensitivity*—A sahuagin fully immersed in freshwater must succeed at a Fort save (DC 15) or leave the water immediately. If the sahuagin fails and cannot escape, it suffers a –4 morale penalty to all attack rolls, saves, and checks. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed. *Skills*—Sahuagin receive a +4 racial bonus to Hide, Listen, and Spot checks.

*Underwater, the bonus improves to +8. They receive a +8 bonus to Wilderness Lore and Profession (hunt) checks within fifty miles of their homes.

Equipment: trident, holy symbol of Demogorgon.

Spells (5/4+1/4+1/2+1): 0th lvl—*cure minor wounds, inflict minor wounds x 2, guidance, resistance*. 1st lvl—*bane, bless, divine favor, shield of faith, magic weapon* (domain). 2nd lvl—*bull’s strength, sound burst, enthrall, hold person, spiritual weapon* (domain). 3rd lvl—*dispel magic, prayer, magic vestment* (domain).

In combat, a sahuagin rakes with its feet as it strikes with its claws or a weapon.

Tier 4:

Dire Shark (4): CR 9; Huge-sized animal (aquatic) (50 ft. long); HD 18d8+54; hp 200; Init +2 (+2 Dex); Spd Swim 90 ft.; AC 15 (-2 size, +2 Dex, +5 natural); Atks +17 melee (2d6+9, bite); Face/Reach 10 ft. x 50 ft./10 ft.; SA Improved grab, swallow whole; SQ Keen scent; AL N; SV Fort +14, Ref +13, Will +12.

Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 10.

Skills: Listen +7, Spot +7.

SA: *Improved grab*—To use this ability, it must hit with its bite attack. If it gets a hold, it can try to swallow the foe. *Swallow whole*—It can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of crushing damage plus 1d8+4 points of acid damage per round from the shark’s digestive juices. A swallowed creature can cut its way out using claws or a light, slashing weapon by dealing 25 points of damage to the shark’s digestive tract (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A shark’s gullet can hold two Large, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

SQ: *Keen scent*—It can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Shark companion (4): CR 2; Large-sized animal (aquatic) (15 ft. long); HD 7d8+7; hp 40; Init +2 (+2 Dex); Spd Swim 60 ft.; AC 15 (-1 size, +2 Dex, +4 natural); Atks +7 melee (1d8+4, bite); Face/Reach 5 ft. x 10 ft./5 ft.; SA Nil; SQ Keen scent; AL N; SV Fort +6, Ref +7, Will +3.

Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +7, Spot +7.

SQ: *Keen scent*—It can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Sahuagin guards (4): CR 2; Medium-size humanoid (aquatic) (6 ft. tall); HD 2d8+2; hp 11; Init +1 (+1 Dex); Spd 30 ft., Swim 60 ft.; AC 16 (+1 Dex, +5 natural); Atks +3 melee (1d8+2, trident), +1 melee (1d4+1, bite), +1 melee (1d4+1 [x2], rakes) or +3 melee (1d4+2 [x2], rakes), +1 melee (1d2+1 [x2], claws), +1 melee (1d4+1, bite), or +2 ranged (1d10[crit 19-20/x2], heavy crossbow); SA Blood frenzy; SQ Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +4, Ref +1, Will +1.

Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills: Animal Empathy +2, Hide +6*, Listen +7*, Profession (hunt) +2, Spot +7*, Wilderness Lore +1*. *Feats:* Multiattack.

SA: *Blood frenzy*—Once per day a sahuagin that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Con and +2 Str, and suffers a –2 AC penalty. The sahuagin cannot end its frenzy voluntarily.

SQ: *Speak with sharks*—Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as “food,” “danger,” and “enemy.” Sahuagin can use Animal Empathy to befriend and train sharks. *Underwater sense*—A sahuagin can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without central nervous systems, such as undead, oozes, and constructs; a sahuagin can locate such creatures only within a 15-foot radius. Sahuagin are not fooled by figments when underwater. *Light blindness*—An abrupt exposure to bright light (such as sunlight or a daylight spell) blinds sahuagin for 1 round. In addition to temporary blindness, they suffer a –1 morale penalty to all attack rolls, saves, and checks while operating in bright light. *Amphibious*—Sahuagin can survive out of the water for 1 hour per 2 points of Con (after that, refer to the drowning rules on page 85 in the DMG). *Freshwater sensitivity*—A sahuagin fully immersed in freshwater must succeed at a Fort save (DC 15) or leave the water immediately. If the sahuagin fails and cannot escape, it suffers a –4 morale penalty to all attack rolls, saves, and checks. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed. *Skills*—Sahuagin receive a +4 racial bonus to Hide, Listen, and Spot checks.

*Underwater, the bonus improves to +8. They receive a +8 bonus to Wilderness Lore and Profession (hunt) checks within fifty miles of their homes.

Equipment: trident, heavy crossbow.

In combat, a sahuagin rakes with its feet as it strikes with its claws or a weapon.

Ertle, Broog, and Derg, female sahuagin Clr 5 of Sekolah: 5; Medium-size humanoid (aquatic) (6 ft. tall); HD 2d8+5d8+7; hp 80; Init +1 (+1 Dex); Spd 30 ft., Swim 60 ft.; AC 16 (+1 Dex, +5 natural); Atks +7 melee (1d8+2, trident), +4 melee (1d4+1, bite), +4 melee (1d4+1 [x2], rakes) or +5 melee (1d4+2 [x2], rakes), +4 melee (1d2+1 [x2], claws), +4 melee (1d4+1, bite); SA Blood frenzy, Spells; SQ Cast evil spells at +1 caster level, Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +8, Ref +2, Will +7.

Str 15, Dex 12, Con 12, Int 14, Wis 16, Cha 10.

Skills: Animal Empathy +4, Concentration +10, Hide +6*, Knowledge (arcane) +8, Knowledge (religion) +8, Listen +7*, Profession (hunt) +2, Spellcraft +8, Spot +7*, Wilderness Lore +1*. *Feats:* Combat Casting, Combat Reflexes, Multiattack, Weapon Focus (trident).

SA: *Blood frenzy*—Once per day a sahuagin that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Con and +2 Str, and suffers a –2 AC penalty. The sahuagin cannot end its frenzy voluntarily.

SQ: *Speak with sharks*—Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as “food,” “danger,” and “enemy.” Sahuagin can use Animal Empathy to befriend and train sharks. *Underwater sense*—A sahuagin can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without central nervous systems, such as undead, oozes, and constructs; a sahuagin can locate such creatures only within a 15-foot radius. Sahuagin are not fooled by figments when underwater. *Light blindness*—An abrupt exposure to bright light (such as sunlight or a daylight spell) blinds sahuagin for 1 round. In addition to temporary blindness, they suffer a –1 morale penalty to all attack rolls, saves, and checks while operating in bright light. *Amphibious*—Sahuagin can survive out of the water for 1 hour per 2 points of Con (after that, refer to the drowning rules on page 85 in the DMG). *Freshwater sensitivity*—A sahuagin fully immersed in freshwater must succeed at a Fort save (DC 15) or leave the water immediately. If the sahuagin fails and cannot escape, it suffers a –4 morale penalty to all attack rolls, saves, and checks. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed. *Skills*—Sahuagin receive a +4 racial bonus to Hide, Listen, and Spot checks.

*Underwater, the bonus improves to +8. They receive a +8 bonus to Wilderness Lore and Profession (hunt) checks within fifty miles of their homes.

Equipment: trident, holy symbol of Demogorgon.

Spells (5/4+1/3+1/2+1): 0th lvl—*cure minor wounds* x 2, *inflict minor wounds*, *guidance*, *resistance*. 1st lvl—*cure light wounds*, *divine favor*, *inflict light wounds*, *shield of faith*, *protection from good* (domain). 2nd lvl—*bull's strength*, *hold person*, *remove paralysis*, *spiritual weapon* (domain). 3rd lvl—*dispel magic*, *prayer*, *magic vestment* (domain).

In combat, a sahuagin rakes with its feet as it strikes with its claws or a weapon.

Snorrel, female sahuagin Clr 7 of Sekolah: CR 7; Medium-size humanoid (aquatic) (6 ft. tall); HD 2d8+7d8+9; hp 80; Init +6 (+2 Dex, +5 Improved Initiative); Spd 30 ft., Swim 60 ft.; AC 17 (+2 Dex, +5 natural); Atks +10 melee (1d8+3, trident), +7 melee (1d4+1, bite), +7 melee (1d4+1 [x2], rakes) or +7 melee (1d4+3 [x2], rakes), +7 melee (1d2+1 [x2], claws), +7 melee (1d4+1, bite); SA Blood frenzy, Spells; SQ Cast evil spells at +1 caster level, Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +9, Ref +4, Will +10.

Str 16, Dex 14, Con 12, Int 14, Wis 16, Cha 10.

Skills: Animal Empathy +5, Concentration +11, Hide +6*, Knowledge (arcane) +9, Knowledge (religion) +11, Listen +7*, Profession (hunt) +2, Spellcraft +9, Spot +7*, Wilderness Lore +1*. *Feats:* Combat Casting, Improved Initiative, Iron Will, Weapon Focus (trident).

SA: *Blood frenzy*—Once per day a sahuagin that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Con and +2 Str, and suffers a –2 AC penalty. The sahuagin cannot end its frenzy voluntarily.

SQ: *Speak with sharks*—Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as “food,” “danger,” and “enemy.” Sahuagin can use Animal Empathy to befriend and train sharks. *Underwater sense*—A sahuagin can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without central nervous systems, such as undead, oozes, and constructs; a sahuagin can locate such creatures only within a 15-foot radius. Sahuagin are not fooled by figments when underwater. *Light blindness*—An abrupt exposure to bright light (such as sunlight or a daylight spell) blinds sahuagin for 1 round. In addition to temporary blindness, they suffer a –1 morale penalty to all attack rolls. Saves, and checks while operating in bright light. *Amphibious*—Sahuagin can survive out of the water for 1 hour per 2 points of Con (after that, refer to the drowning rules on page 85 in the DMG). *Freshwater sensitivity*—A sahuagin fully immersed in

freshwater must succeed at a Fort save (DC 15) or leave the water immediately. If the sahuagin fails and cannot escape, it suffers a –4 morale penalty to all attack rolls, saves, and checks. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed. *Skills*—Sahuagin receive a +4 racial bonus to Hide, Listen, and Spot checks.

*Underwater, the bonus improves to +8. They receive a +8 bonus to Wilderness Lore and Profession (hunt) checks within fifty miles of their homes.

Equipment: trident, holy symbol of Demogorgon.

Spells (6/5+1/4+1/2+1/1+1): 0th lvl—*cure minor wounds* x 2, *inflict minor wounds* x 2, *guidance*, *resistance*. 1st lvl—*bane*, *bless*, *divine favor*, *protection from good*, *shield of faith*, *magic weapon* (domain). 2nd lvl—*bull's strength*, *sound burst*, *enthrall*, *hold person*, *spiritual weapon* (domain). 3rd lvl—*dispel magic*, *prayer*, *magic vestment* (domain). 4th lvl—*freedom of movement*, *divine power* (domain).

In combat, a sahuagin rakes with its feet as it strikes with its claws or a weapon.

10 F: After the Battle/Destroying the Altar

Following the battle, the PCs have a limited amount of time until more sharks arrive, unless they have destroyed the altar or restored the Eye. The amount of time they have is determined from the re-enforcement schedule given in the battle section above. If they have restored the Eye, proceed to the Conclusion skipping this section.

Here are three methods to destroy Sekolah's altar: Break vials of holy water on top of it. Since they are underwater, they need to physically break the vials on the altar. Ten vials do the job as some of the holy water is diluted away before it can be effective.

Attack it with weapons or magic. It takes 60 hp of damage before it is destroyed. All edged weapons need to make a save vs. crushing blow (a 13) on each hit to avoid being damaged.

Restore the Eye to its rightful place.

Once the altar is destroyed, Sekolah's hold on the sharks is broken and no more re-enforcements arrive. The PCs are free to investigate the temple at their leisure. Patrizius' spirit cannot be found at this point, as he is not permitted to help the PCs any further. The sahuagin do not have any treasure with them, as they were too intent on causing mayhem to collect any so far.

Encounter 11: Restoring the Eye

This encounter deals with the restoration of the Eye of Deep Sashelas and its consequences. It is only by restoring the Eye of Deep Sashelas to its original spot that the sahuagin are defeated and balance in the seas is restored. When the PCs investigate the ruins of the old altar, read the following:

The remains of the ancient sea elven altar are in the center of the chamber. In the very center of its ruins still stands a stone pedestal of some sorts, standing five feet high. Its top is flat and cupped slightly.

Here is the original place for the Eye. When it is placed upon the pedestal, read the following:

There is a blinding flash of light originating from the Eye and extending throughout the temple ruins. When your vision returns, the temple has changed. The altar stands rebuilt as if new with the pearl on its pedestal in the center. The walls of the temple are alive with coral. The hole in the roof is still there but has become round and smooth. This is how the temple must have looked in the days of its glory.

The sharks and sahuagin are gone. Their foul altar is gone. In fact, all signs of a struggle are gone. You stand together uninjured.

This restoration extends to all PCs, dead or alive, inside the temple. Any dead PCs are resurrected automatically, and all PCs have a *restoration* spell bestowed on them. If the PCs were carrying Patrizious' trident, they find it missing. Proceed to the Conclusion.

Conclusion

Success

Read the following if the PCs were successful in restoring the temple:

Suddenly, the doors to the domed chamber open. Standing in the entrance is the spirit of Patrizius. He is carrying his trident, which is no longer rusted. His robes look new, and he seems to glow slightly.

“You have done what I have waited centuries for! The Eye has returned to its proper place. The temple has been restored to its former glory. It is as if a thousand years had not passed. The temple is above the sands once more.”

As you look through the open door, you see that he is right. The doorway that was blocked a little while ago is open to Dragon's Reach.

As you look out, a lone shark swims by. “Do not worry about that fish,” says Patrizius. “They have a place in the Reach along with all its inhabitants. It was only the evilness of Sekolah that interfered with the balance. Now, all things have been set right.

“My time here is done. My faithlessness has been forgiven. I am no longer bound here but free to go to where I belong. I cannot thank you enough for all of your help.” With that, Patrizius' spirit fades away, leaving you alone in the temple.

Within a few hours, a delegation of sea elves led by Murwynn arrives to take possession of the temple once more. They thank you for all that you have done for them. He rewards each of you a dolphin-shaped pin made of gold as a token of his people's appreciation for what you have done. The dolphin's eye is set with a pearl.

“These pins are a sign of friendship with the sea elves and dolphins of the Sea of Fallen Stars,” he says.

To (insert PC name), he hands a special pin. “We give this to you for carrying the Eye (for the longest) back to its home. If you trigger the pin's magic, you can speak with sea mammals or breath underwater as long as the you remain submerged.”

Your return to Raven's Bluff is uneventful as the sea elves escort you back. On the night of your return, you are guests of honor at the grand reopening celebration at Sharkies where you are treated to free food and drink.

Insert the name of the PC who carried the Eye or carried it the longest if more than one did. In that case, use the phase in parenthesis in addition.

PCs receive their payment from the city and one Fame Point in General. Knights and squires who qualify for honors receive them; see below for details.

Failure

Read the following if the PCs failed to restore balance to Dragon's Reach:

Though you had some success on your mission, you were not able to restore the Eye to its rightful place. Your efforts bought Ravens Bluff time, but you were not able to fully solve the problem in Dragon's Reach. As a result, you need to travel back to Ravens Bluff by a long, circuitous route, as going directly there underwater is still too dangerous. Your return takes 6 months.

Hand out the Traveling Time certificates to the players.

If the PCs attempt to keep the Eye, the city of Ravens Bluff demands that it be returned to the sea elves. If they refuse, the PCs are given jail time (when

they finally get back to Ravens Bluff) for stealing the Eye. The Eye cannot be kept in any case. They receive an Infamy point, and knights and squires receive one Negative Chivalry Point for their deeds.

Experience Point Summary

To award experience for this adventure, consult the column for the tier at which the players played the adventure. Add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

	Tier 1	Tier 2	Tier 3	Tier 4
Encounter 5: Decipher inscription	50	50	50	50
Encounter 6: Defeat the guardians	0	900	900	3,600
Encounter 6: Defeat the Ixixachitls	200	200	1,200	1,600
Encounter 9: Defeat the sharks	300	1,200	2,700	7,200
Encounter 10: Defeat the sharks	300	1,200	2,700	7,200
Defeat the guardians	900	3,200	5,400	7,200
Encounter 11: Restore Eye	50	50	50	50
Discretionary roleplaying award	0- 100	0- 100	0-100	0-100
Total possible experience	1,900	6,900	11,100	27,000
Divide the above by 6				
Total possible experience per PC	316	1,150	1,850	4,500

Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor or foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure

summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

Any item retained according to these rules which does not have a certificate will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

- *Pins of Trishina & Deep Sashelas* – There is one for each PC. This is a golden pin in the shape of a dolphin that is three inches in length. Its eye is set with a small pearl. The pin represents friendship with the sea elves and dolphins of the Sea of Fallen Stars. It is worth 600 gp. It has no game mechanic benefit.
- *Enchanted Pin of Tirshina & Deep Sashelas* – This is given only to the PC who carried the Eye for the longest. With the expenditure of a charge, it gives the wearer the ability to speak with sea mammals (as the *Speak with Animals* spell but affects only sea mammals) or the ability to breath underwater as long as the PC remains underwater. It has 10 charges.

This is a golden pin in the shape of a dolphin that is three inches in length. Its eye is set with a small pearl. The pin represents friendship with the sea elves and dolphins of the Sea of Fallen Stars. It is worth 600 gp after all of the charges are used up.

- *Traveling* – PC's mission was not a total success, and therefore they need to travel back to Ravens Bluff for the next 6 months. The PC must spend 36 time units, or cannot be played for 6 months from the date of this certificate. Mark this on the character log.
- *Jail Time* – The PC was found guilty of attempting to steal the Eye of Deep Sashelas, a sacred relic to

the aquatic elves of Dragon's Reach. The PC is sentenced to 1 year in prison to be served after the PC returns to Ravens Bluff. The PC cannot be played for 1 year from the date of this certificate. Time units cannot be used to pay this time; the PC is out of play for a year. Mark this on the character log.

400-800gp each from the city of Ravens Bluff

Knightly Honor Award

Three knightly honors can be given out during this tournament:

- White Rose Ring – Knights and squires of the Dove who defeat the priests of Sekolah by restoring the Eye of Deep Sashelas without the use of deadly spells or weapons receive the White Rose Ring.
- Griffin Feather Necklace – Knights and squires of the Griffin who defeat the priests of Sekolah and his minions in battle before attempting to restore the Eye of Deep Sashelas receive the Griffin Feather Necklace.
- The Fellowship Ring – Given to the knights or squires who return the Eye of Deep Sashelas to its rightful place thereby restoring the Deep Sashelas' long-lost temple to the sea elves and ridding the aquatic elven kingdom and Dragon's Reach of the shark menace.

The knight or squire must play an active, essential role in the actual restoration inside the main chamber of the temple. If a single PC sneaks in and restores the Eye, only that PC (if a knight or squire) is eligible for this award. If a band of knights brave the temple, then each knight who plays an active part in the restoration is eligible no matter who actually places the Eye back on the pedestal.

Knights and squires of the Dove and Griffin can receive this honor if they do not qualify for their specific honor, but they cannot receive both.

Negative Chivalry Point

Any knight or squire who attempts to keep the Eye of Deep Sashelas receives a negative Chivalry Point.

City Watch Advancement

Members of the City Watch who belong to the Harbor Patrol receive an advancement in rank for successfully ridding the area of the shark menace by destroying Sekolah's altar and restoring the Eye of Deep Sashelas. Through their direct actions, they made Ravens Bluff's waterways safe again.

Maps & Handouts

Appendix 1: Distance & Travel Time Chart

Locations	Dist. ¹	Walking		Swimming		SH ⁶
		15 ²	30 ³	15 ⁴	30 ⁵	
Teleport site – Temple	25	12.5	6.25	8.3	4.2	6 hr.
Teleport site – Tomb	21	10.5	5.25	7	4.2	5 hr
Teleport site – Canyon ⁷	20	10	5	6.7	3.3	5 hr
Teleport site – Island	45	22.5	11.25	15	7.5	1+ days
Teleport site – Eye	36	18	9	12	6	9 hr
Island – Tomb	35	17.5	8.75	11.7	5.83	8 hr
Island – Eye	70	35	17.5	23.3	11.7	1.67 days
Island – Canyon	2	1	0.5	0.7	0.3	½ hr
Island – Temple	66	33	16.5	22	11	1.6 days
Tomb – Temple	36	18	9	12	6	9 hr
Tomb – Eye	35	17.5	8.75	11.7	5.83	8 hr
Eye – Temple	22	11	5.5	7.3	3.7	5 hr
Temple – Canyon	22	11	5.5	7.3	3.7	5 hr
Island – Shipwreck (4A)	5	2.5	1.25	1.7	0.8	1.2 hr
Shipwreck (4A) – Vent (4B)	10	5	2.5	3.3	1.7	2.4 hr
Vent (4B)– Canyon (4C)	2	1	0.5	7 hr	3 hr	½ hr
Canyon (4C)– Sliding Field (4D)	10	5	2.5	3.3	1.7	1.2 hr
Sliding Field (4D) – Tomb	10	5	2.5	3.3	1.7	1.2 hr

1 – Distance between locations in miles

2 – Time for a PC who moves at 15 ft. to walk between the locations underwater in days

3 – Time for a PC who moves at 30 ft. to walk between the locations underwater in days

4 – Time for a PC who moves at 15 ft. to swim between the locations underwater in days

5 – Time for a PC who moves at 30 ft. to swim between the locations underwater in days

6 – Time for a PC to ride a sea horse mount (SH) between the locations

7 – Distance calculated from the closest point on the submarine canyon

4A-4D refers to locations described in Encounter 4 and shown on DM Aid 2.

Note: Units of time in days unless the time is given in hours.

Appendix 2: Underwater Rules

The D&D rules don't cover underwater combat specifically, so please follow these rules when the characters are underwater. Some of them are repeated from the D&D rules, but this way the DM has all the relevant rules in one place.

Breathing

All surface-dwelling creatures must have some means of breathing underwater. Spells and *potions of water breathing* have too short a duration to be useful for long-term underwater travel, as this tournament requires. The PCs are given dolphin-shaped pins that allow them to breathe underwater for 4 months.

In addition, a number of magical devices and spells can provide this effect. A *necklace of adaptation*, *pearl of the sirines*, *ring of elemental command (water)*, *iridescent ioun stones*, and a *helm of underwater action* all would be sufficient.

Drowning

Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round in order to continue holding her breath. Each round, the DC increases by 1. When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). The following round, she drops to -1 hit points and is dying. In the third round, she drowns.

Native water breathers cannot drown underwater.

Combat

If character or monster doesn't have a swimming speed (or *freedom of movement* effect), it suffers a -2 penalty to attacks, and damage when underwater. Any slashing weapon, blunt weapon, claw attacks, or tail attack also inflicts half damage (subtract 2 first, then take half the rest), a successful hit still inflicts at least 1 point of damage.

Even if the character or monster has a swimming speed (such as native aquatic species), it still inflicts half damage with slashing or blunt weapons (but not claws) unless it has a *freedom of movement* effect

Piercing melee weapons and specially designed piercing missile weapons do normal damage underwater. Thrown weapons and missile weapons not designed to work underwater are useless underwater.

The maximum Dex bonus that can be applied while underwater is +2. Characters who have lower Dex maximum allowances due to armor are still constrained to the lowest number.

Magic Items

Being underwater has numerous effects on magic items. Some have their effects altered while others are nonfunctional.

Potions, dusts, oils, and powders do not function underwater except within a pocket of air or the use of a *helm of underwater action*. They are diluted by seawater and dispersed before they can be consumed. Angelica provides each PC with three bladders that allow the drinking of potions underwater. Each bladder can only be used once.

Submersion alters spell effects from magic items in the same way it alters spells. A *wand of fireballs*, for example, would not function just as a *fireball* spell would not. A *wand of lightning* would have its function altered just as a *lightning bolt* spell would be.

Magical weapons whose nonmagical equivalents do not function underwater also do not function. Maces, hammers, etc., would be useless unless a *freedom of movement* spell is used. Bows and crossbows, except for a *crossbow of distance*, are useless underwater. Note that a *freedom of movement* spell does not affect missile weapons only melee weapons.

Bags of holding are destroyed if opened underwater. Water, which weighs 65 pounds per cubic foot, would rush in, overload, and rupture the bag.

It is assumed that scrolls are kept inside a watertight case, and therefore safe from the effects of submersion. Once a scroll case is opened underwater, a Fort save (DC 20, with a save bonus of 2 + one-half cast level) must be made. A failure indicates damage resulting in the loss of 1d4 spells.

Movement

There are two common ways for a PC to travel underwater. The first is swimming, which is covered in the Swimming section below. The second is sinking to the bottom and walking. This is the mode used most often in this tournament. A character can walk at a rate equal to one third of his land movement per round.

It is also possible to find underwater mounts like sea horses or dolphins to ride. Most mounts that are intelligent and trained will allow PCs to ride them. It is unlikely that PCs will be experienced in riding an underwater mount. Riding a reluctant mount or riding into combat is out of the question.

Speaking

Surface-dwelling characters can only produce normal, undistorted speech through the help of magic devices and spells. In the absence of this aid, the casting of

spells that require verbal components is impossible. The pins given to the PCs in Encounter 1 allow normal speech. Additionally, *helms of underwater action*, *ring of freedom of movement*, *pearl of sirines*, or *airy water* spell allow normal speech.

Spells

Spells are altered by the underwater world. Spells whose effects require air (such as fire-based spells) do not work underwater. Spells with electrical effects act as fireball spells centered on the effect itself, or the beginning of the effect (as in the case of a lightning bolt), doing their dice in electrical damage. Creatures that cannot breathe underwater cannot be summoned underwater. All other spells work as described.

Wizards' spellbooks must be stored in water-resistant pouches or protected in some way (with Angelica's help) from the effects of submersion. Only spellbooks specifically made can be opened and used while a wizard is submerged. If an unprotected spellbook is exposed to water, it must make a Fort save (DC 20, with a save bonus of 2 + one-half owner's level) for every full day of immersion to avoid being damaged. A failure indicates that 1d8 spells have been destroyed.

For the purposes of this tournament, any effects on components or holy symbols are ignored entirely.

Swimming

Characters make swimming checks each round to see if they move forward in the water. A successful Swim check (DC 10) allows the characters to swim one-quarter speed as a move-equivalent action or one-half speed as a full-round action. Roll once per round. If the characters fail, they make no progress through the water. If they fail by 5 or more, start to drown. Characters underwater (whether drowning or swimming underwater intentionally) suffer a cumulative -1 penalty to Swim checks for each consecutive round they've been underwater.

Temperature

Any surface-dwelling character, traveling at depths greater than 300 feet, must have some magical means of protection against cold. Unprotected characters must make a Fort save each hour (DC 15, +1 per previous check), or sustain 1d6 subdual damage. Below 600 ft., this save must be made every 10 minutes.

A *ring of warmth* counteracts the effect of cold, but normal winter clothing would not as it would rapidly get soaked and lose its insulating properties.

Note: The pins given to the PCs in Encounter 1 protects against the cold water.

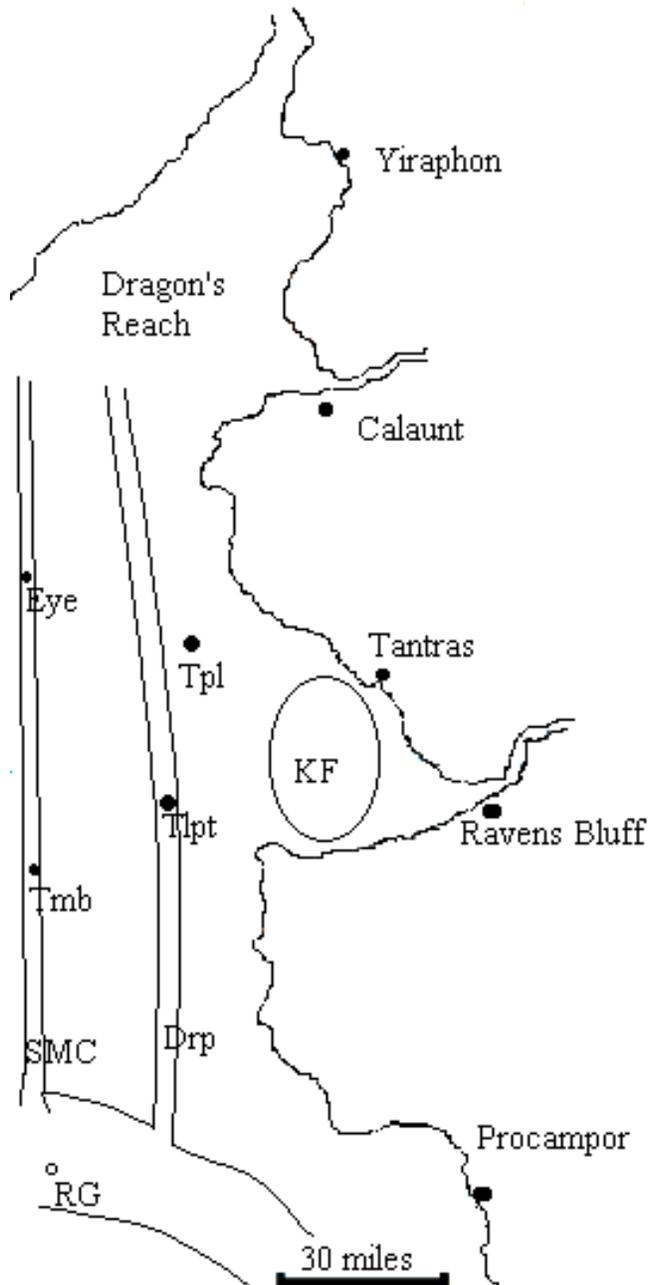
Visibility

The extent of visibility is dependent on the depth and clarity of the water. For the purposes of this tournament, all of the water is assumed to be clear, thereby giving the maximum visibility for a given depth (call it a minor blessing of Deep Sashelas if you will). The depth and level of visibility are given at the beginning of each underwater encounter.

The deeper light travels into the depths, the greater the absorption of its constituent colors. Red light is absorbed by about 25 feet. At depths greater than 100 feet, all colors except blue is absorbed. So, all of the water appears blue at this depth and beyond. Low-light vision works normally in this range. A *helm of underwater action* increases visibility five times further than normal.

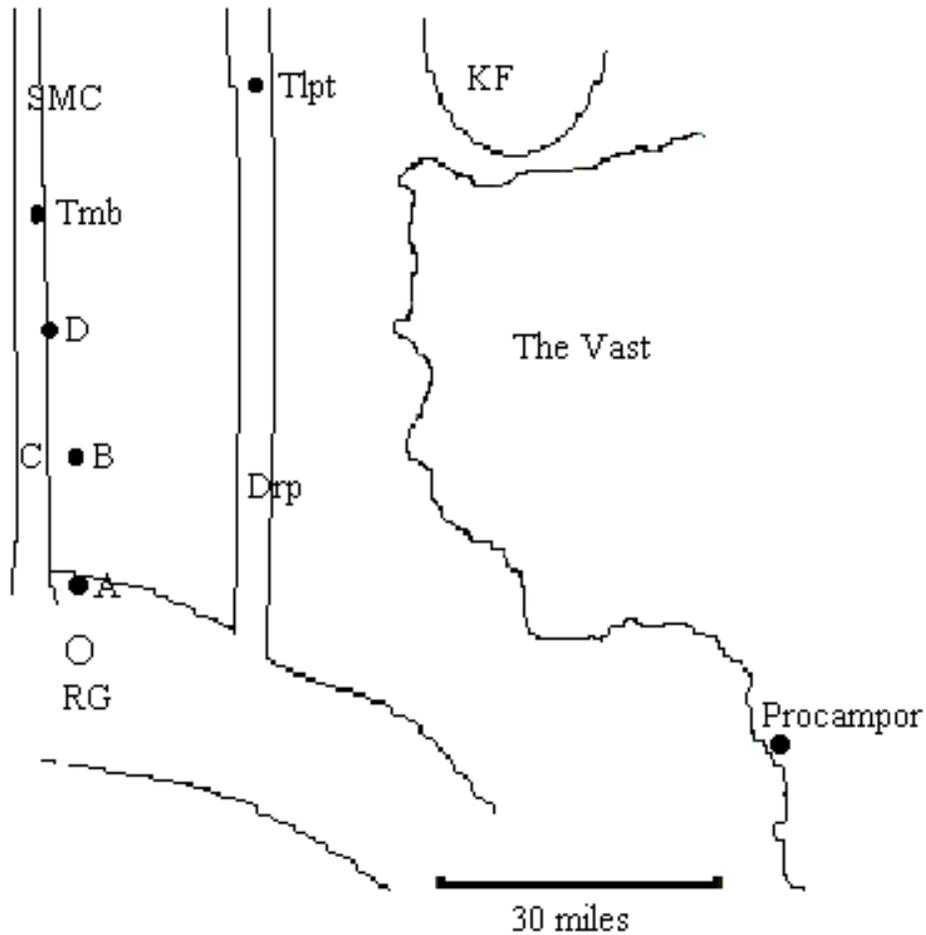
By around 500 ft., there is nothing but complete darkness. Darkvision and artificial light sources are the only ways that PCs have of seeing at these depths. Light sources have their normal range of effect. Low-light vision can be used in the presence of an artificial light source.

DM Aid 1: DM's Map of Eastern Dragon's Reach



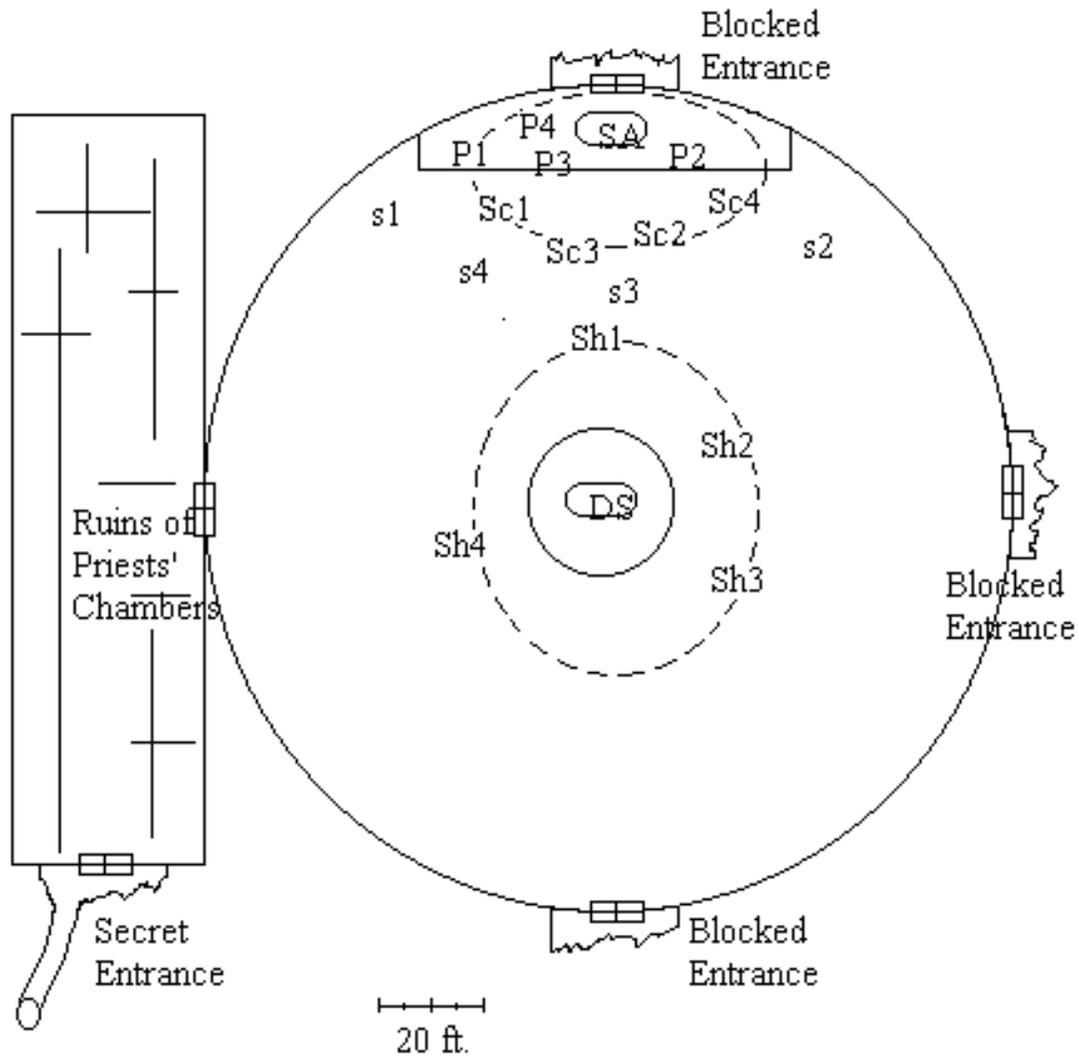
- Drp – Gradual drop-off on the sea floor
- Eye – Location of the Eye of Deep Sashelas (at the bottom of the submarine canyon)
- KF – Kelp forest of the aquatic elves
- RG – Island of Coral, the Reef Giant
- SMC – Submarine canyon in the center of Dragon's Reach
- Tlpt – Teleport site selected by Angelica Nereid
- Tmb – Patrizius' tomb
- Tpl – Ancient temple of Deep Sashelas now belonging to Sekolah

DM Aid 2: Landmarks between Coral's Island and Patrizius' Tomb



- Drp – Gradual drop-off on the sea floor
- KF – Kelp forest of the aquatic elves
- SMC – Submarine canyon in the center of Dragon's Reach
- Tlpt – Teleportation site selected by Angelica Nereid
- RG – Island of Coral, the Reef Giant
- A – Shipwreck
- B – Hydrothermal vent
- C – Spot where the PCs first see the submarine canyon
- D – Field of sliding sediment into the canyon
- Tmb – Patrizius' tomb

DM Aid 3: Judge's Map of Sekolah's Temple



DS – The old altar to Deep Sashelas

SA – Altar to Sekolah

P1 – Sahuagin of Sekolah (all tiers)

P2-3 – Sahuagin clerics of Sekolah (tiers 2-4)

P4 – Sahuagin cleric of Sekolah (tier 4 only)

s1-2 – Sahuagin guards (tiers 2-4)

s3 – Sahuagin guard (tiers 3 & 4)

s4 – Sahuagin guard (tier 4 only)

Sc1 – Shark companion to cleric (all tiers)

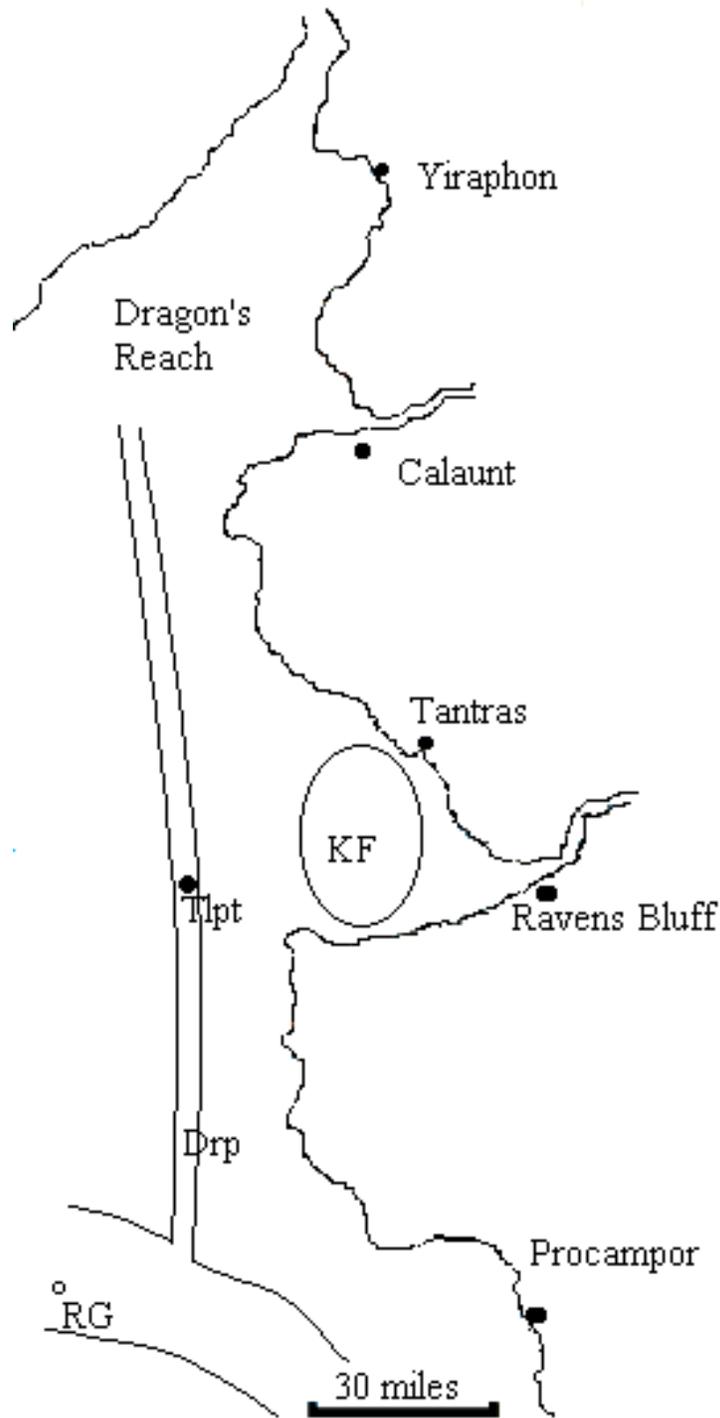
Sc2-3 – Shark companions to clerics (tiers 2-4)

Sc4 – Shark companion to the cleric (tiers 3-4)

Sh1-4 – Shark guards

Note: The location of Snorrel, the highest-ranking cleric of Sekolah, is different in each tier. In 1st tier, Snorrel is P1. In 2nd tier, he is P2. In 3rd and 4th tiers, he is P3 and P4, respectively.

Players Handout 1: Map Given to PCs by Angelica Nereid



- Drp – Gradual drop-off on the sea floor
- KF – Kelp forest of the aquatic elves
- RG – Island of Coral, the Reef Giant
- Tlpt – Teleport site selected by Angelica Nereid

Player Handout 4: Third Inscription at Tomb

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Player Handout 5:

Translation of the First Tomb's Inscription (Player Handout 2) into Common

Herein lie the mortal remains of Patrizius
High priest of Deep Sashelas
His lack of faith in the Dolphin Prince caused him to remove the Eye of the Creator

Player Handout 6:

Translation of the Second Tomb's Inscription (Player Handout 3) into Common

His spirit shall roam the deserted halls until his sin has been erased and the Eye restored to its rightful place
Until that day the Eye shall rest at the base of the twin pillars deep within the groove of the trident of Deep Sashelas

Player Handout 7

Translation of the Third Tomb's Inscription (Player Handout 4) into Common

The trident of Patrizius points the way
And by this shall the guardian know worthy emissaries

Player Handout 8

Partial Translation of the First Inscription (Player Handout 2) into Common

Here lie the remains of priest of Deep Sashelas
His lack of faith caused him to remove Eye

Player Handout 9

Partial Translation of the Second Inscription (Player Handout 3) into Common

His spirit roams until sin erased and Eye restored
Eye rests at the bottom of twin pillars within the groove of Deep Sashelas' trident

Player Handout 10

Partial Translation of the Third Inscription (Player Handout 4) into Common

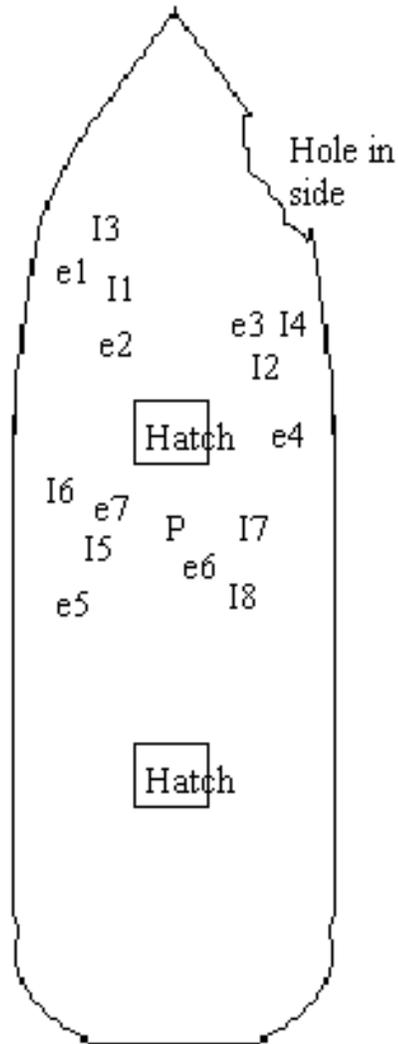
His trident points the way
And by this the guardian knows emissaries

Player Handout 11

Symbols in Order of Appearance



Player Handout 12: Inside the Hold of the Shipwreck

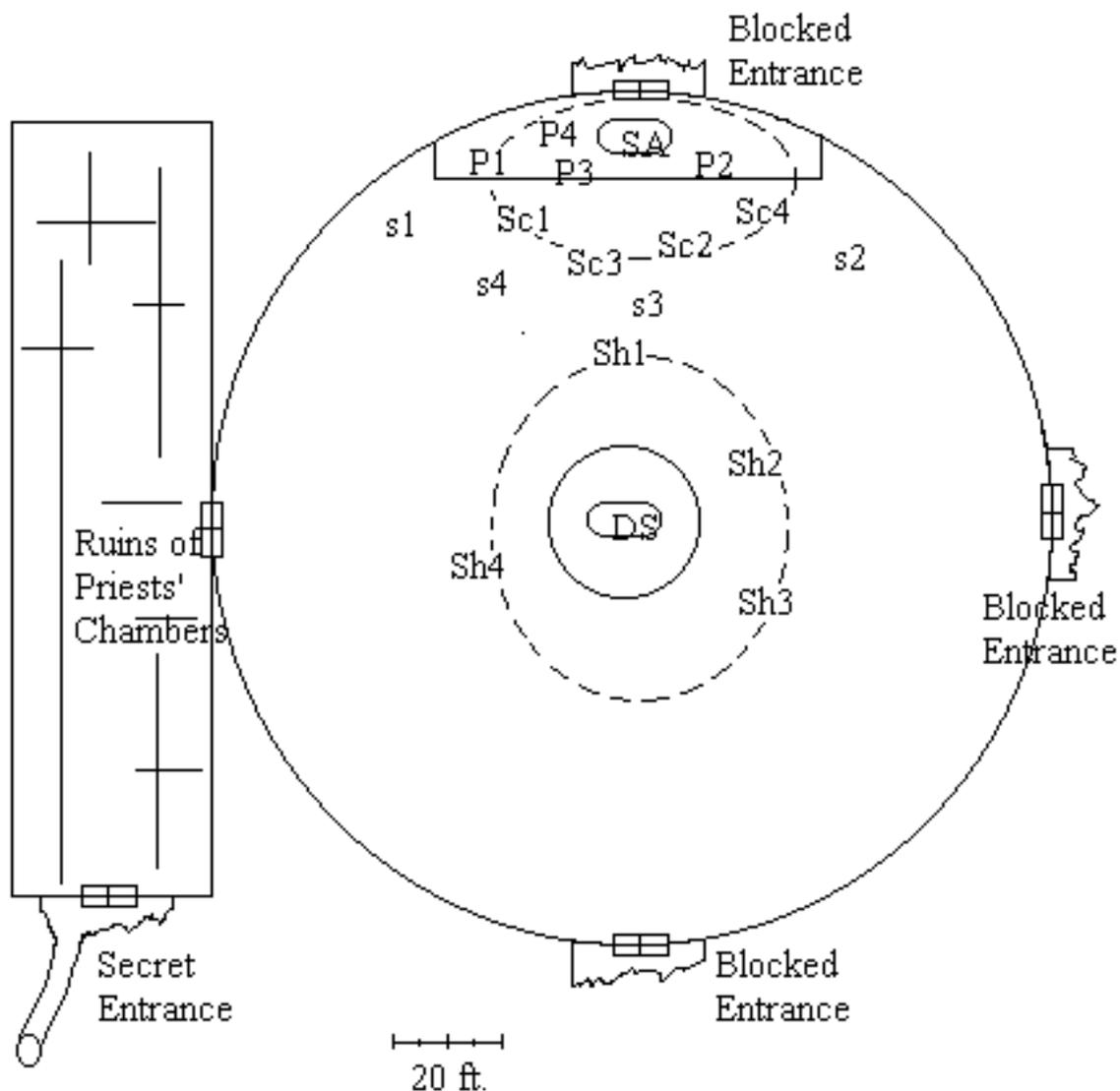


- SH1
- SH2
- SH3
- SH4
- SH5
- SH6
- SH7

|-----|
20 feet

- e1-7 – dead sea elves
- I1-3 – Manta ray-like creature 1-4 (all tiers)
- I4 – Manta ray-like creature 5-6 (tiers 2-4)
- I5 – Manta ray-like creature 7-8 (3rd and 4th tier)
- I6-8 – Manta ray-like creature 9-10 (4th tier only)
- P – Manta ray-like creature with pendent (tiers 2-4)
- SH1-7 – giant sea horses

Player Handout 13: Players' Map of Sekolah's Temple



- DS – Ruins of an old altar
- SA – New altar
- P1 – Sahuagin wearing a pendent (all tiers)
- P2-3 – Sahuagin wearing a pendent (tiers 2-4)
- P4 – Sahuagin wearing a pendent (tier 4 only)
- s1-2 – Sahuagin (tiers 2-4)
- s3 – Sahuagin (tier 3 & 4)
- s4 – Sahuagin (tier 4 only)
- Sc1 – Shark swimming near altar (all tiers)
- Sc2-3 – Sharks swimming near altar (tiers 2-4)
- Sc4 – Shark swimming near altar (tier 4 only)
- Sh1-4 – Sharks swimming in center