

Descent Into The Deep

A One-Round AD&D Living City Adventure

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. 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.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

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

A note about the text: Some of the text in this module 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.

ADVENTURE BACKGROUND

A group of aquatic drow Waveservants (specialty priests) of Umberlee have been attempting to take over the shipping lanes near Ravens Bluff. These drow elves have been blessed by Umberlee, who transformed them into a special aquatic variety of drow elves.

Umberlee is testing these drow elves. An avatar of Umberlee has told them that she is incensed with Ravens Bluff for not naming her faith as an acknowledged member of the civic religion. Umberlee has commanded them to disrupt the city's sea-based commerce for revenge. Umberlee is not really concerned with the civic religion; she is just testing these elves' abilities, cunning, and devotion.

Recently, the drow sent a human priest to Ravens Bluff to attempt to capture sea-based merchants and subvert sailors into the dark religion. Their temple was based in the sewers of the Crow's End. It was discovered and destroyed. Now the drow elves are doubling their efforts in fear of the wrath of Umberlee.

The drow elves attack the ships primarily through their human servants, hired spellcasters, and charmed pirates. The drow also use a small band of both sahuagin and kuo-toans in these attacks. Some of these creatures are faithful servants of Umberlee and others are summoned.

Ravens Bluff has sent a call for help to near-by Procampur. That city is sending fighting vessels to help defend the harbor of Ravens Bluff. The Umberlant priests know of the call for help from Procampur. They have gathered support among kuo-toans and some mermen. They plan on attacking the relief fleet as they travel to Ravens Bluff with the newly assembled forces.

The only hope for the city is that their location was discovered by a passing group of mermen, and was immediately reported to friends in the city. Lord Longbottle now believes that the key to freedom of trade is to establish a new treaty with the merman. With the merman backing the city, the relief fleet from Procampur, and some luck, the city will be victorious. He is also sending out some adventures to scout out and possibly destroy the evil sea elf headquarters.

This is a tiered adventure with separate paths for high level and low level adventurers. The high level PCs meet with Lord Longbottle and Lord Kothonos and are given a mission to seek out the suspected headquarters of the drow and destroy their plans. The low level PCs shall be sent out by Lord Longbottle and Lord Kothonos to gather support among the Merman and other friendly sea dwellers against the evil aquatic drow and the pirates who have been severely hampering trade.

Dungeon Master Information

Most of this tournament takes place underwater. While the PCs are underwater, use the following standard penalties (from the *DUNGEON MASTER® Guide*). Please note that the PCs in the high tier have no *free action* available unless they can provide it themselves.

Combat

The greatest factor in fighting underwater is overcoming the resistance of the water. Even though a weapon still retains its mass and density, the resistance of the water greatly weakens the impact of any blow. Thus, only thrust weapons can be used effectively underwater (except for those possessing magical items that enable free action).

Thrown and hurled weapons (except nets) are useless underwater. Of the missile weapons, only specially made crossbows can be used effectively underwater. Even so, all ranges on these weapons are reduced by half.

Nets are particularly effective in underwater combat. They tend to remain spread once opened, and characters should find them useful for close-in combat. Properly weighted, nets can be thrown by tossing them with a slight spin, so that the force of rotation keeps the lines taut. The range is very short, only 1' for every point of the thrower's Strength.

Combat Problems of Surface-Dwellers

In combat, surface-dwellers suffer special disadvantages when fighting the races of the sea.

Being unaccustomed to the water resistance and changed in apparent weight, surface-dwellers add four to their initiative rolls in hand-to-hand combat. This does not apply to missile fire or spellcasting. Surface-Dwellers also suffer a -4 penalty to their attack rolls, due to the slowness of their movements.

Underwater Magic

Spells are also affected by the underwater world. Not surprisingly, fire-based spells have no effect unless cast in an area of free oxygen (such as a domed city).

Electrical spells conduct their energy into the surrounding water. Thus, a *lightning bolt* originating 60' away from the caster acts like a *fireball* at the point of origin.

Spells affecting forces of nature not normally found underwater have no effect--*call lightning*, for example. Spells that summon or command creatures not native to the depths are also pointless.

PLAYER'S INTRODUCTION

The winter in Ravens Bluff has been one of the hardest in years: very little food, extreme cold, and an enemy army camped a day's ride away. The war is over, but things have not returned to normal just yet.

It is early in the morning, and you are each at your homes when a knock sounds at your door. When you open the door, you see a messenger in the livery of the Harbor Patrol. He snaps to attention, bows to you, and says, "Sorry to interrupt you so early, but your presence is requested at the Lord Mayor's office immediately. You may decline, but Lord Chancellor Kothonos and Lord

Longbottle would like to speak with you about a matter of gravest urgency. Will you please come with me, I am to escort you to the office."

The party members should leave immediately with the messenger. He will lead them to the Mayor's office, where Arvin Kothonos waits for them. The PCs will be taken to a waiting room where they will meet each other and have a chance to role-play introductions between themselves. The messengers leave the room as soon as the PCs they brought has entered.

If the PCs ask to see the recovering Lord Mayor O'Kane at any time, they will be told that he is still convalescing. He is not available.

At this point, you must total the character levels of the PCs and determine the proper path. The high tier adventure is specifically designed for 6th level and above characters. The low tier adventure is designed for thirty-five (35) and lower total character levels. When it is possible to select either tier, ask the players involved if they would prefer to go through a high tier adventure or the low tier adventure.

HIGH TIER ADVENTURE

For 6th level and higher PCs

All player character must be at least 6th level to play through the high tier adventure. Under no circumstances should the high tier adventure be used for less than 24 total character levels (four 6th level PCs) and is not recommended for less than 36 total character levels (six 6th level PCs).

ENCOUNTER ONE: The Mayor's Office

As you are ushered into the Mayor's office the Lord Chancellor, Arvin Kothonos, rises to greet you. Standing near him is Lord Calvin Longbottle, the Regent of the Harbor. Kothonos says, "Thank you for answering my summons so quickly. We have an urgent mission for you. I have summoned you, brave adventurers of Ravens Bluff, so that you might help to bring about an end to this infernal pirate problem.

“A plot has been uncovered concerning control of the shipping lanes around Ravens Bluff. I can offer the sum of 1,000 pieces of gold to each of you to accept this mission. This mission will be extremely dangerous and is classified as need to know. You would report only to me or Lord Longbottle. I can also offer you the best funeral that Ravens Bluff has to offer if you fail. Do you accept the terms ?”

Arvin Kothonos (hm F9) carries himself with confidence and dignity. He is wearing expensive clothing with delicate embroidery. He is 57 years old, stands 5’9” and weighs in at a husky 200 lbs. He has brown hair that is streaked with gray.

Calvin Longbottle (hm F) is quite concerned-looking today. He has blonde hair and a ruddy complexion. He is dressed in an elaborate uniform denoting his rank. He has been a sailor for many years and now is in his forties.

If the PCs do not accept the mission, the tournament is then over.

If the PCs do accept the mission, then continue by presenting the following to the players:

The Lord Chancellor’s face brightens. “Excellent, I knew we had chosen correctly.” He turns to Lord Calvin Longbottle, who approaches the desk and begins to speak. “What we have uncovered so far is disturbing. Priests of Umberlee have been sighted in numerous locations. Their allies have been reported to be Sahuagin, Kuo-toa, and evil aquatic elves. Most of you know what these creatures look like, so I’ll not trouble you with details. Also, it seems that some sort of shapeshifter made his way into Belgard’s Stand before it was destroyed, and stole a ring of water elemental command and a ring of water elemental metamorphosis. We had thought them lost until we learned that these priests had the rings. If you recover these items during your mission, they must be returned to the city.”

“There are three possible locations where the Waveservants may be located. One has already been searched. It was a small uncharted island, and only a small force of pirates were discovered. The second is a long shot, but we have already sent another team of adventures to check it out. The third site is the most likely location. We have had reports from mermen that are friendly to the city. They report strange occurrences and have seen

surface dwellers in these deeps. Therefore, you will depart aboard the Blackmantle’s Revenge. She will leave with the evening tide tonight. You must be there on time and report to Captain Warunsun. You have until then to prepare. Please select your spells and equipment wisely. You will be underwater most of the time.

“So to recap, you are to enter the possible headquarters, find and retrieve any information possible, disrupt their plans if possible, discover if they have stolen the rings, and bring back any captives if possible. This will be dangerous. The Blackmantle’s Revenge is docked at Pier 14 in the wharf district. Do not be late. Good luck.”

The PCs have until sunset to equip themselves and prepare for the adventure. Lord Kothonos and Lord Longbottle really do not know any more than this, at least any more that they are willing to share.

ENCOUNTER TWO: The Blackmantle’s Revenge

Dusk has fallen on Ravens Bluff as you head down Pier 14. Numerous coasters, caravels, and a fine-looking galleon are tied to this pier. Men can be seen in the rigging of these ships readying them for the sea. You notice other adventurers boarding the galleon, the Blackmantle’s Cutlass. As you approach the Blackmantle’s Revenge, you can see that it is a caravel armed with three heavy ballista. A tall imposing warrior stands near the gangplank. As you near him, he speaks, “Good evening and well met. I am Captain Warunsun. I recognized you as the group sent by Lord Longbottle. Well, the tide is beginning to turn, so, if you get on board, we can start. The others have already arrived.”

As you ponder his cryptic remark about “others,” you can see that a group of acolytes representing each faith in the Clerical Circle stand on deck. You climb onboard and with majestic grace, the Blackmantle’s Revenge leaves the pier. Captain Warunsun asks everyone to follow him below deck.

Captain Warunsun (hm F7/P8 of Tempus CG) is a boisterous individual. He is clad in plate mail armor, not the least bit clean, and wearing a full helm. He seems extremely anxious at times, and constantly peers around. He is 28 years old and has long black hair and blue eyes. If anyone mentions the Abyss or tanar’ri, he will become nervous and want to hear

details of the PCs' exploits there, if any. He will tell them of his battles in the Blood War while in the Abyss.

Any PC who looks back at the pier at this point will also see the *Blackmantle's Cutlass* cast off lines and begin to follow the *Revenge* out to sea. She will stay near the *Revenge* for several minutes and then veer sharply westward. If the PCs question Captain Warunsun about the other ship, he will tell the PCs that Lord Longbottle has sent out another group, and that Captain Blackmantle is in command and the ship will be out of sight shortly.

Below Deck

After taking you below deck, the captain introduces you to a young human child.

"Jacob, take these people to the visitor's quarters. Stow their gear and go help the cook."

"I will see you for dinner? You are all invited. I will have someone come get you when dinner is served."

Jacob is a war orphan. He is an eight-year-old human male, wearing homespun tunic and breeches. He is very energetic. If asked about his background, life, parents, family, etc., Jacob will tell of his first job selling *Lizard-On-A-Stick*. The job was easy and the lizards were good eating. His family is dead and he is staying on the ship for a few weeks to see if he likes the sea life.

If the PCs are nice to Jacob, he may tag along at dinner later. He will be the one that gets the PCs at dinnertime.

The Dinner Meal

Dinnertime has come. The captain has asked you all down to the 'War Room' for the meal. This room has fine wood paneling, a polished long table with dinnerware and food, and many tapestries depicting great historical battles. The room seems out of place on a sailing vessel.

Captain Warunsun sits at the head of the table along some of his officers. He speaks,

"Let me introduce some of my officers. At my right is my quartermaster Derks, at my left is my first mate Hunter. Lee, over there, is my boatswain. Varga is my weaponeer, he's over by the door. And Ms. Steele is my supply officer."

"Why don't you introduce yourselves and tell us of your glorious battles. Fish cakes anyone?"

This is designed to be a simple role-playing encounter. Use the details below if the PCs wish to get to know the NPCs or about their battles.

Derks (hm F3 CN) is around 30 years old. He has brown hair and eyes and is wearing simple sailor's attire. He carries a cutlass. Derks is interested in the pirate isles and of adventures there. If the PCs mention the pirate isles, he will become interested and want to know about their travels there. He spent a short time on a pirate vessel learning the way of the sail.

Hunter (hm F4 CG) is 25 years old. He has green eyes and is bald. He is wearing a gray cloak, brown trousers, and a white linen shirt. He carries a long sword. Hunter will speak of his younger days of fighting trolls and sahuagin if the topic comes up. He grew up near Arbonne, a small town up the coast from Ravens Bluff. Sahuagin have always been a trouble in that territory.

Lee (hm F2 NG) is 20 years old. He has brown eyes and blonde hair. He is wearing a simple jumpsuit. He carries a short sword. Lee helped with the war effort. After the war, he signed up with *The Revenge* looking for adventure.

Varga (hm P4 CN) is 35 years old. He has blue eyes and black hair. He wears a dented suit of plate mail armor. He carries a bastard sword. Varga is one of the survivors of the battle when the armor fragment of Bane was destroyed. He may speak of the intense fireball that erupted when Kantor-the-troll crushed the armor fragment and the exhilaration of the battlerage that day.

Steele (mf T5 CG) is 21 years old. She wears a simple jumpsuit that reveals her fine figure. She is very attractive. No weapons are apparent on her, but she has concealed daggers. Steele grew up in the crows end of Ravens Bluff. She used to work for Corum Red-Eye, a cyclops. She quit after he was attacked by an air elemental. She has been working for the Blackmantle's Fleet ever since in some capacity.

The Next Morning

An hour after sunrise, Captain Warunsun will call the PCs on deck. They will have been waken-up by crewman to give them just enough time to memorize their spells.

"Greetings. I would be going with you, but War Master Carlos de Ventura has other duties for me. The priests will be up on deck in a moment to offer your souls final absolution if you desire; we have representative priests of all faiths of the clerical circle. A Sunite priest is also available.

Warunsun reaches into a backpack and pulls out a fine teak wood case. The case is about one foot by one foot by three inches thick.

Warunsun speaks, "In this case I have a potion for each of you. These will allow you to breathe water as well as air. I have also been told that it will allow you to communicate with each other. I was told the magic it confers to you will last for thirty-six (36) hours. Beyond that, you will drown. Do any of you require final absolution for your souls? Myself or any of the many neophyte priests here can do so."

After any requests of final absolution are completed, Captain Warunsun will once again approach the PCs.

"Are you ready ? My men will now begin to attach ballast to your person if necessary.. These bags of stone and dirt will speed your descend to the bottom of the sea. This is the time for you all to be pure of spirit and thought. Are there any among you who does not want to continue ?"

If more than two PCs quit then Captain Warunsun will try to convince them to continue. If more than two still quit at this point the ship returns to Ravens Bluff and the tournament ends. Warunsun will call them "Cowards..."

If the PCs continue on, then read the following to the players:

Warunsun smiles warmly toward you. "Good Luck and may Tempus be at your side," he says heartily. He hands each of you a dusty bottle from the teakwood box.

"Please consume them," speaks Warunsun.

If any of the PCs do not drink the potion, Captain Warunsun will collect any extras. Any PC attempting to escape with the potion will be captured and convicted of Larceny. Convicted PCs will spend one year working hard labor aboard the Golden Ball. Mark the PC as trapped on the Who's Who form and inform the player of his character's new status as a prisoner for one year.

After the PCs consume the potions, continue:

You all feel energized. You now feel as though you can read each other's surface thoughts as if you were talking to each other.

"One more thing," bellows Warunsun.

"My quartermaster Derks is missing. All of his money and equipment are still on board, but there is no sign of him. If he was captured by the enemy or perhaps joined them, they may be aware of your mission. Be careful."

With wide grins, the crew motions you to walk the plank protruding from the starboard side. With a splash, you leap into the water and descend into the murky depths.

The Potion

Warunsun does not know the specifics of the potion or what spells are involved. Agents of the Guild of Magical Arts discovered the potion during the war. You should not reveal the specifics of the potion to the PCs. It will confer the functionality of the *water breathing* spell and the *thought broadcast* spell. These spell effects will last for thirty-six (36) hours.

All PCs consuming the potion become "thought broadcasters". Everyone within thirty yards of the PCs sense their thoughts. This will make it impossible for them to lie, keep secrets, or conceal motives. The PCs are not automatically aware that their thoughts are being sensed. Everyone who senses these thoughts will know from which PC the thought originated. Still, only surface thoughts and motivations will be broadcasted, not memories.

If the PCs are invisible, the broadcast will continue to function normally and everyone near an invisible PC will be aware that someone is in the vicinity that they cannot see. So there will only be a -2 penalty to attack an invisible PC instead of the customary -4 penalty.

PCs hiding in shadows will be automatically detected. Moving silently functions normally, but the broadcasting will still reveal that someone is near.

Thought broadcasts can only be understood by creatures with semi-intelligence or greater (intelligence score 3). All opponents in this tournament will be able to receive thought broadcasts.

If a PC imbibes another potion while under the effects of this special potion, refer to Table 111: *Potion Compatibility in the DUNGEON MASTER® Guide*. Permanent effect and death results should be re-rolled; they are not allowed.

Derks: The Missing Man

Derks was grabbed late at night while smoking his pipe on deck. Using spells the assailant came in silently and invisible. Derks is now being held captive below. He was broken and the enemies below are expecting the party.

ENCOUNTER THREE: Descent Into The Deep

As you descend into the Sea of Fallen Stars, you see many strange and wondrous sights. The trip into the depths takes about five minutes, at the end of which you finally reach the sandy bottom. You can briefly see a source of light emanating from a sinkhole twenty yards to the north. The light also faintly illuminated a thick kelp bed some distance to the east. The light dims rapidly.

If the PCs enter the bed, they will startle several fish. If they search the bed they will find the body of a dead merman. If the PCs search the merman they will find nothing of value. *Speak with dead* or similar spells will only reveal that "The evil elves killed me..."

There is not much on the sea floor besides the dead merman. The PCs should eventually check out the sinkhole.

As you enter the sinkhole, you discover an entrance to a cavern below. As you slowly continue downwards, the light in the cavern dims abruptly, then flares out with painful intensity.

PCs must save versus death magic or be stunned for 2d4 rounds as they are in the light cone of an Eye of the Deep. PCs will feel words forming in their minds as they discern the shape of the Beholder-Kin (those that are not stunned.)

*"What is the Password ?..."
"Who are you ?..."*

If the PCs attack the creature proceed to combat. If the PCs question the creature, it will respond, "You are outsiders, and outsiders will be destroyed.", then proceed to combat. Combat will be unavoidable.

NOTE: If all PCs become held, the party is considered dead. End of tournament.

Scale 1 - 24 to 42 total character levels

Eye of the Deep (1): Int Very; AL LE; AC 5; MV Swim 6; HD 12; hp 96; THAC0 9; #AT 3 + Eye Attacks (one special attack per eye); Dmg 2d4/2d4/1d6 (pincher/pincher/bite); SA Central Eye emits blinding light: save versus death magic or be stunned for 2d4 rounds, Eye stalks(2)-both creates illusions and one can cast *hold person* and the other *hold monster* spells as an innate ability; SZ M; ML 15.

Scale 2 - 43 and above total character levels

Eye of the Deep (1): Int Very; AL LE; AC 5; MV Swim 6; HD 15; hp 120; THAC0 6; #AT 3 + Eye Attacks (one special attack per eye); Dmg 2d4/2d4/1d6 (pincher/pincher/bite); SA Central Eye emits blinding light: save versus death magic or be stunned for 2d4 rounds, Eye stalks(2)- both creates illusions and one can cast *hold person* and the other *hold monster* spells as an innate ability; SZ M; ML 17.

If the PCs manage to defeat the beholder-kin, they will be able to continue via a tunnel behind it. The beholder has no treasure and a search of this cavern reveals nothing.

ENCOUNTER FOUR: The Puzzle

You enter a square stone room. Two archways lead into darkness. Both archways, one on the right and one on the left, have magical darkness that seems to burn and ebb. Above the archways are plaques. Inscribed upon the plaques is a strange runic design that seems to glow in the darkness.

Above both doors are plaques. They are written in Elven. Give the PCs the **Player's Handout #2**. If any of the PCs can read Elven or can make a successful Read Languages roll, then provide the PCs with **Player's Handout #3**. Here is the information for you that is supplied on Player's Handout #2 and #3:

Above the right door it is written:

*qrngu njnvgf orlbaq guvf qbbe
gur puvyqera fpernz sberire zber
vs lbh jvfu sbe qrngu gura qb abg jnvg
sbe vg vf lbhe fbhy V jvyy naavuvyng*

Above the left door it is written:

*lbh unir pbzr vagb gur oeval qrrc
lbh pbzr abj gb ragre zl xrrc
naq vs lbh guvax lbhe jvyy vf fgebat
gura gneel abg ohg pbzr nybat*

The Secret: These messages are encoded using ROT13 Encoding. This simple encryption has been used for centuries. To decode simply replace the letter with the one that is 13 places down in the alphabet. The PCs must figure this out themselves. Give PCs with high Intelligence hints if they are having problems.

The messages translate to:

right door-

*death awaits beyond this door
the children scream forever more
if you wish for death then do not wait
for it is your soul I will annihilate*

left door-

*you have come into the briny deep
you come now to enter my keep
and if you think your will is strong
then tarry not but come along*

The magic on the doors cannot be dispelled. Sound and light do not pierce the magical black aura. Darkness is seen beyond both doorways. If a PC or the PCs enter the right door then they will stumble through a long corridor. No form of light seems to penetrate to this corridor.

Eventually they will reach the end and a magical trap will go off. A pre-programmed *dispel magic* spell will go off. Any active spell effect must be save or be dispelled. This includes the *water breathing* spell placed on the PCs along with the *thought broadcasting*. Consider the caster as 20th level for purposes of dispelling.

If anyone loses water breathing at this point, they have a number of rounds equal to 1/2 Constitution to get back to the surface or start water breathing again, or they die. It is nine rounds to the surface from the sinkhole (can be done in seven if “running”) and two from this location to the sinkhole, for a total of 11 rounds (eight if “running”).

If a PC or the PCs enter the left door then they will stumble through a long corridor. No form of light seems to penetrate to this corridor. Eventually they

will reach the end and stumble through a doorway into The Guard Chamber.

ENCOUNTER IVE: The Guard Chamber

As you enter this room, you can see that it is faintly illuminated by glowing fungus on the walls. You are not surprised to see that this room is inhabited.

Scale 1 - 24 to 42 total character levels

The creatures swimming toward you appear to have tightly drawn black skin, twisted skeletal hands, and nightmarish faces. They approach you in an obvious attack.

Sea Wights (8): Int Very; AL LE; AC 4; MV Swim 12/Walk 6; HD 5; hp 40 each; THAC0 14; #AT 1; Dmg 1d8 + Energy Drain (Claws); SA Energy Drain - target struck lose one level of experience permanently immediately; SD Unaffected by *sleep*, *charm*, *hold*, or cold-based spells, not harmed by poison or paralyzation attacks, Sea Wights turn as a Wraith/6 HD; SZ M; ML 15.

Scale 2 - 43 and above total character levels

The creatures swimming toward you appear to be almost transparent as they seems to glide your way, they have blackish skin and pointed ears, ghostly Drow Elves. They approach you in an obvious attack.

Sea Spectres (6): Int Very; AL LE; AC 2; MV Swim 30/Fly 30/Walk 15; HD 8; hp 60 each; THAC0 12; #AT 1; Dmg 1d10; SA Energy Drain two (2) levels by touch; SD Unaffected by SLEEP, CHARM, HOLD, or cold-based spells, not harmed by poison or paralyzation attacks, Sea Spectres turn as a Ghost/10 HD; SZ M; ML 17.

These creatures have no treasure. A search of the chamber will reveal a concealed door along the right wall. This door is easily opened and not concealed well. Any PCs with a detect doors ability will automatically notice the door.

ENCOUNTER SI : Prisoners of the Damned

As you swim up a water-filled tube, you are surprised when you breach the surface of the water and enter an air-filled chamber. At last, fresh air. As you emerge from the water, sounds of fearful scampering emerge from the cages on the far side of this chamber. This chamber is a natural stone cavern approximately 50 feet in diameter.

There are six prisoners, all of which are undernourished and require immediate health care. You should roll a Wisdom check for all priest characters to see if they notice the problem if they don't ask about it first. The men require magical healing or a Healing proficiency check with a -2 modifier. The prisoners will not be able to be moved without feeding them. The prisoners will request to be rescued and can not offer any combat advantage, they are far too weak.

In the cages are members of sea vessels, especially fishing sloops, from Ravens Bluff. The prisoners include:

1. Michael (from the *Whitecap*-fishing sloop) is a 30 year old male human. He is emaciated and seems fearful of the PCs. If questioned, he will not respond.
2. Douglas (from the *Blackmantle's Pride*-merchant coaster) is a 40-ish year old human male with a receding hairline. If questioned, he will tell the PCs, "I was aboard the *Pride* when she sank, the pirates captured me!"
3. Thomas (from the *Blackmantle's Pride*-merchant coaster) is a young human male. If questioned by the PCs, he will only talk to female PCs. "Mother..., are you my mother? I cannot see."
4. Robert (from the *Whitecap*-fishing sloop) is a human male in his early 30's. He is tall with blonde hair. If questioned by the PCs, he will tell them, "They took the *Whitecap*! Those vandals! Those creatures!"
5. Jeffery (from the *Risktaker*-merchant galleon) is a thin human male in his late 20's. If questioned by the PCs, he will tell them, "I am only a scribe! How can I defend against those evil sea elves?"
6. Derks (from the *Revenge* above) has been beaten and is in bad shape. He will tell the party of the drow wizards that bespelled him earlier. He will

mention that not too long ago, the elves returned and took a female prisoner down the passageway.

There is a passageway leading from this chamber to the main temple complex.

ENCOUNTER SEVEN: The Main Event

As you enter an immense chamber, you can see that it is formed from a natural cavern. A large pool of water is located at the center of this 100' diameter chamber. The pool is around 30 ft wide in diameter. There are several creatures conducting some sort of ceremony around the pool. At a large lectern on the far side of the pool is a beautiful black skinned female elf speaking in an unknown language. Around the pool are three other drow elves, a human, a creature with a paunchy human body covered in scales and topped with a fish's head with small limbs and a pale gray coloring, and a blackish green fish-man with scaly skin and web fingers and toes. Swimming in the pool is a monster which resembles a fish with an octopus's beak that looks about six feet long, inky black in color, with faint luminescent silver patches. This creature is circling a young human female that is struggling to swim out of the pool.

They notice your presence, and the ceremony halts. The female at the lectern speaks in a melodious voice, tinged with a tone of amusement, "Well, you have persevered against incredible odds to reach my inner sanctum. You must be mighty indeed. So to satisfy your burning curiosity, I will tell about our master plan and your place within it. You are durable adventurers and I can use you. My name is Kiana, and we are servants of Umberlee. Our goddess is incensed with your city for not naming her as a member of your, so-called civic religions. Therefore, she has laid it upon us to disrupt your city's sea-based commerce. You may live if you swear your faith to Umberlee and join us."

If the PCs attack or refuse to become members of the Waveservant Faction, then read the following and then combat will ensue:

Kiana's tone suddenly grows cold. "Ahh well, It is a masterful plan and it will work, we will begin

as soon as we dispose of you.” Motioning to her minions, she says in an evil voice, “Kill them.”

If the PCs agree to join the Waveservant Faction (for real, no tricks) then the module ends and the characters become evil NPCs of the Living City campaign. Collect any evil PC’s magic items and destroy them. Mark any evil PCs as trapped on the Who’s Who form and indicate that they have become an evil NPC.

All Character Levels

Kiana, e(df F 10/P(Sp)10 of Umberlee: AL CE; AC 4*; MV Swim 24/Walk 12; hp 90; THAC0 10; #AT 2; Dmg 1d6+4 (Footman’s Mace *specialized*); SA spells, once per day: *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic, detect lie, clairvoyance, suggestion, dispel magic, watery double, water walk, striking wave, control weather*; SD *stoneskins* (8 remain), *free action, true seeing* (precast spell: duration remaining 5 rounds), *protection from good, 10’ radius* (precast spell: duration remaining 25 rounds); MR 70%; Str 16, Dex 18, Con 14, Int 13, Wis 18, Cha 15 (incredibly beautiful); SZ M; ML 20.

Spells: 1st level—*command, cure light wounds, cause fear, curse, cause light wounds, sanctuary*; 2nd level—*aid, chant, charm person or mammal, hold person, obscurement, silence 15-ft radius*; 3rd level—*animate dead, cause disease, dispel magic, prayer*; 4th level—*raise water*; 5th level—*slay living*.

Combat Notes: Kiana is protected by eight (8) *stoneskins*. *Kiana’s Armor Class is 2 against good-aligned opponents. Kiana employs use of a *pearl of the sirines* to give her a movement rate of 24 in water if she needs to escape through the tunnel systems.

Tactics: Kiana will primarily attack the PCs through the use of her spells. Her first spell attack should be *slay living*, followed by *hold person, darkness*, and other spells as appropriate. If necessary, Kiana will imbibe her *potion of extra healing*.

Kiana can also use the *ring of water elemental metamorphosis* she wears. She will do this only if her spells are exhausted or she becomes low on hit points. This ring is the one stolen from the city. Through special blessing from Umberlee, she would become an actual water elemental but would revert to her original form is slain. Upon becoming a water

elemental, she will have new hit points as described below.

Kiana as a Water Elemental: AL CE; AC 2*; MV 6/Swim 18; hp 128; THAC0 7; #AT 1; Dmg 5d6 (wave-like arm); SA nil; SD +2 or better weapon required to hit, *stoneskins* (8 remain), *free action, true seeing* (precast spell: duration remaining 5 rounds), *protection from good, 10’ radius* (precast spell: duration remaining 25 rounds); MR nil; SZ L; ML 20.

Combat Notes: Kiana would still protected by any of the remaining eight (8) *stoneskins*. *Kiana’s Armor Class is 0 against good-aligned opponents.

Female Drow P(Sp)6 of Umberlee: AL CE; AC 5*; MV 12; HD 6; hp 48; THAC0 18; #AT 2; Dmg 1d4+3 (*dueling knife of speed*); SA spells, once per day: *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic, detect lie, clairvoyance, suggestion, dispel magic, watery double, water walk*; SD *stoneskins* (7 remain), *protection from good* (precast spell: duration remaining 10 rounds); MR 62%; Str 15, Dex 17, Con 14, Int 13, Wis 13, Cha 11; SZ M; ML 19.

Memorized spells: 1st level—*command, cure light wounds, cause fear*; 2nd level—*obscurement, silence-15-ft radius*; 3rd level—*animate dead, cause disease, dispel magic, hold person*.

Combat Notes: This priest has seven (7) *stoneskins*. *Priest’s Armor Class is 3 against good-aligned opponents. This priest may attack before initiative with her Umberlant *dueling knife of speed* +2.

Tactics: This priest will primarily attack the PCs through the use of her spells. Her first spell attack should be *hold person*, followed by, *silence 15’ radius* centered on PCs if appropriate. She will use her spells unless drawn into melee combat when she will switch to her *dueling knife of speed* +2.

Human Female P(Sp)6 of Umberlee: AL CE; AC 4 (leather armor); MV 12; HD 6; hp 48; THAC0 18; #AT 1; Dmg 1d4+1 (*dueling knife*); SA once per day: *watery double, water walk*, and spells; SD *stoneskins* (9 remain), *protection from good* (precast spell: duration remaining 10 rounds); MR Nil; SZ M; ML 15.

Memorized spells: 1st level—*command, cure light wounds, cause fear*; 2nd level—*hold person*,

obscurement, silence-15-ft radius; 3rd level—animate dead, cause disease, dispel magic.

Combat Notes: This priest has nine (9) *stoneskins*. *Priest's Armor Class is 2 against good-aligned opponents. This priest will use her *wand of wonder* at the party members.

Tactics: This priest will use the wand of wonder until depleted. Then she will cast *hold person*, followed by *cause fear*, and others as appropriate.

Human Male W12: AL CE; AC 6; MV 12; HD 12; hp 35; THAC0 14; #AT 3; Dmg 1d3 (Darts); SA spells; SD *spells, see below*; MR nil; SZ M; ML 16.

Memorized spells: 1st level—*magic missile, charm person, color spray, enlarge*; 2nd level—*ray of enfeeblement, mirror image, invisibility, *invisibility(pre-cast)*; 3rd level—*haste, fireball (x 2), Lightning Bolt*; 4th level—*ice storm, *stoneskin(pre-cast, 10 stoneskins remain)*; 5th level—*cloudkill, cone of cold, animate dead, feeblemind*; 6th level—*Flesh to Stone*.

Combat Notes: This wizard will stay out of melee when possible. He will remain invisible as long as possible. He has ten (10) *stoneskins* remaining.

Tactics: The wizard will cast *cone of cold*. He will follow with *flesh to stone, feeblemind, and cloudkill* if necessary. Then use other spells as appropriate. He has a *potion of gaseous form* that he will use to escape if the combat is looking bad against the NPCs.

Male Drow W7 (2): AL CE; AC 6; MV 12; HD 7; hp 42 each; THAC0 18; #AT 1; Dmg 1d6 (Quarter Staff); SA once per day: *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic, and spells*; SD nil; MR 64%; SZ M; ML 16.

Memorized spells: 1st level—*magic missile, charm person, color spray, enlarge*; 2nd level—*ray of enfeeblement, mirror image, invisibility*; 3rd level—*haste, fireball*; 4th level—*phantasmal killer*.

Tactics: One of the wizards will *haste* the Kuo-Toan and the other will *enlarge* the sahuagin in the first round. Next they will protect themselves with *mirror images*. Later, *phantasmal killers* on the fighter types in the party.

Kuo-Toa (1): Int High; AL NE; AC 4; MV Walk 9/Swim 18; HD 10; hp 80; THAC0 11; #AT 1; Dmg

1d6+4 (*trident +2*); SA Nil; SD Immune to Poison, Electrical attacks cause half damage (none if save), *magic missile* does only 1 point of damage, Immune to Illusions, *spell immunity: fireball* (precast spell: duration remaining 50 rounds); MR nil; SZ M; ML 13.

Sahuagin Baron (1): Int High; AL LE; AC 5; MV Walk 12/Swim 24; HD 9; hp 72; THAC0 12; #AT 5 (claw, claw, bite, kick, kick); Dmg 1d2+2, 1d2+2, 1d6+2, 1d4+2, 1d4+2; SA Nil; SD *spell immunity: lightning bolt* (precast spell: duration remaining 30 rounds); MR nil; SZ L; ML 17.

Morkoth (1): Int Exceptional; AL CE; AC 3; MV Swim 18; HD 7; hp 50; THAC0 13; #AT 1; Dmg 1d10(bite); SA Hypnosis (not used); SD Spell Reflection—all spells cast at the morkoth are reflected back to caster, including spells with an area of effect—these spells will center on caster; SZ M; ML 14.

The struggling female is non-combatant. She has an armor class of 10 and 5 hit points.

If the PCs can defeat their enemies and search them and the area, they will find the following items:

1. Kiana has a *pearl of the sirines* and a *potion of extra healing*. Kiana also has the stolen *ring of elemental transformation*.
2. The drow priest had a *knife of speed +2*.
3. The human mage has a *potion of gaseous form*.
4. One of the drow wizards had a spellbook. If one of the wizards get away, then randomly determine if he had the spellbook.
5. The human priest had a *wand of wonder* with 15 charges minus the charges used in the combat.
6. The Kuo-Toan had a *trident +2*

ENCOUNTER EIGHT: Epilogue

If the PCs can manage to save the human prisoners, then read the following to the players:

As you return to Ravens Bluff, you see that Lord Chancellor Kothonos and Lord Calvin Longbottle are waiting for you. As you disembark with the prisoners, Lord Kothonos smiles at you and says, "Well done brave adventurers. We received word from our mermen allies that you were successful. There will be a grand ball in your

honor as heroes of the city at Blacktree Manor this evening. Congratulations.”

If the PCs can manage to stop the enemies, but do not save the prisoners:

As you return to Ravens Bluff, you see that Lord Chancellor Kothonos and Lord Calvin Longbottle are waiting for you. Lord Kothonos smiles at you and says, “Well done brave adventurers. We received word from our mermen allies that you were successful. Fortunately for the prisoners that you left behind, a mermen advance scout team discovered them and is returning them to the city. There will be a grand ball in your honor as heroes of the city at Blacktree Manor this evening. Congratulations.”

If the PCs run and barely manage to escape, not defeating the enemies, then read the following to the players:

As you return to Ravens Bluff, you see that pirate vessels are retreating from an attack against the Harbor. They quickly sail out of range of your possible attacks. Your captain safely docks the ship. An amazing wave of water strikes the city and damages many docks and ships.

Lord Kothonos summons you to his office the next day and expresses his disappointment with your services and pays you the gold. “Next time, I will hire Tempurians.”

PC attempting to steal the *ring of elemental metamorphosis* will be captured and convicted of Larceny. Convicted PCs will spend one year working hard labor aboard the Golden Ball. Mark the PC as trapped on the Who’s Who form and inform the player of his character’s new status as a prisoner for one year.

The End of Descent into the Deeps -- High Level Version

EXPERIENCE SUMMARY - High Tier Adventure

Experience is calculated as follows for this Living City event.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.

| | |
|--|----------|
| Defeat the eye of the deep | 700 xp |
| Solve the puzzle without probing into the archways | 500 xp |
| Defeat the undead creatures | 1,000 xp |
| Heal the prisoners | 150 xp |
| Feed the prisoners | 150 xp |
| Question the prisoners about their captures | 200 xp |
| Defeat Kiana and her minions | 2,500 xp |
| Rescue the prisoners without help from the ship | 200 xp |

Total Experience for Objectives: 5,700 xp
Roleplaying Experience: 0-500 xp

Total Possible Experience: 6,200 xp

For Parties with 43+ levels, add 600 xp

TREASURE SUMMARY - High Tier Adventure

If it’s not on this list, the PCs cannot keep it.

- *Pearl of the sirines*
- *Potion of extra healing*
- *Dueling knife of speed +2* (this dueling knife is size S, type S, speed 4, damage is 1d4+3/1d3+3 and speed abilities function as per *scimitar of speed*).
- *Trident +2*
- *Wand of wonder* (15 charges)
- *Potion of gaseous form*
- Spellbook with the following spells: *Snilloc’s major missile* (FRA, pg 58), *plague* (FRA, pg 54), *dispel silence* (FRA, pg 48), *phantasmal killer*, *polymorph other*, *improved invisibility*.
- 1,000 gp per character

Fame Awards

(awarded only if celebration is held):

One (1) point in either City Government, Temples,
or Merchant Class (only if prisoners are rescued).
Player's choice.

LOW TIER ADVENTURE

Designed for 5th level PCs and lower

Under no circumstances should the low tier adventure be used for more than 35 total character levels.

ENCOUNTER ONE: The Mayor's Office

As you are ushered into the Mayor's office, the Lord Chancellor, Arvin Kothonos, rises to greet you. He speaks, "Thank you for answering my summons so quickly. We have an urgent mission for you. I have summoned you, brave adventurers of Ravens Bluff, so that you might help to bring about an end to this infernal pirate problem.

"There has been trouble out in the shipping lanes around Ravens Bluff. I can offer the sum of 500 pieces of gold to each of you if you will help us." He turns to Lord Calvin Longbottle, who approaches the desk and begins to speak. "What we have uncovered so far is disturbing. Numerous ships sailing into the city have been attacked by Sahuagin, Kuo-toa, and evil aquatic elves. To counteract this, a relief force of six heavily armed galleons is currently sailing from Procampur. They will arrive in two days."

"But I fear that these ships may not be enough, therefore, the city would like you all to help arrange a treaty with the Mermen located a day's sail southeast of the city. They have been friends of the city in the past and have their own problems with these evil creatures. If we could ally our forces at sea with the mermen's unique knowledge, this could end in a matter of weeks.

"Your mission is to make political contact with the mermen. You will deliver this scroll to the merman king. We are using you because the Mermen respect strength in individuals. Be on your best behavior. Show no weakness or pettiness.

"Also, while on the mission, be on the look out for the Stormbringer. She was captured with some city owned equipment that we need back, a ring of water elemental command and a ring of water elemental metamorphosis. If you recover these items during your mission, they must be returned to the city.

"Do you accept this mission?"

If the PCs do not accept the mission, the tournament is then over.

If the PCs do accept the mission, continue by reading the following text to the players:

The Lord Chancellor's face brightens.

"Excellent, I knew we had chosen correctly. Take one of these with each of you." He hands each of you a small iridescent fish scale. "Place this below your right ear and you will be able to breathe underwater. Its magical enchantment will also allow you to move freely about as if on the surface. The enchantment will only last for three days from today, so don't waste it.

"Take this scroll (Player's Handout #1) and depart aboard the Blackmantle's Cutlass. She will leave with the dawn tide tomorrow morning. You must be there on time and report to Captain Blackmantle. You have the rest of the day to prepare. Please select spells wisely, you will be underwater most of the time. The Blackmantle's Cutlass is docked at Pier 14 in the wharf district. Do not be late. Good luck."

The PCs can spend the rest of the day equipping themselves and preparing for the adventure. Kothonos and Longbottle won't tell them anymore at this time; there is not much more to tell anyway.

ENCOUNTER TWO: The Blackmantle's Cutlass

Dawn is a faint smudge on the eastern horizon as you head down Pier 14. A fine-looking galleon and a caravel are tied to this pier. Men can be seen in the rigging of these ships readying them for the sea. You notice other adventurers boarding the caravel, the Blackmantle's Revenge. As you approach the Blackmantle's Cutlass, you can see that it is a galleon armed with three heavy ballista. A young human male stands near the gangplank. As you near him, he speaks, "Good Morning Ye' Scurvy Dogs. I be Captain Blackmantle. I recognized ye' as the group sent by Lord Longbottle. Well, the tide is beginning to turn, so, if ye' get on board, we can start."

You climb onboard and with majestic grace, the Blackmantle's Cutlass leaves the pier. Captain Blackmantle takes you all below deck for dinner. "Salt pork and grog?"

Captain Quincy Blackmantle is a youthful looking male human with shoulder length raven black hair, blue eyes, a full black beard. He speaks in a raspy

voice laced with sea slang. Role-play Captain Blackmantle as the stereotypical pirate or buccaneer. He has a parrot on his shoulder that will make mildly derogatory comments toward the PCs. Any PC who looks back at the pier at this point will also see the *Blackmantle's Revenge* cast off lines and begin to follow the *Cutlass* out to sea. She will stay near the *Cutlass* for several minutes and then veer sharply southward. If the PCs question Captain Blackmantle about the other ship, he will tell the PCs that Lord Longbottle has sent out another group, and that Captain Warunsun is in command and the ship will be out of sight shortly.

In the morning you have a chance to memorize spells and prepare yourselves for the mission. The captain brings you on deck. "Mister Carlson", he bellows, "throw out the sea anchor lad." He turns to you and motions toward a plank being extended from the starboard side. With a grin on his face, he says, "We are above the merman city. If ye be so kind as to use yer magic stuff and walk the plank, ye can get started. If ye would like, I can attach a bit of ballast to ye. Otherwise, walk the plank ye scurvy dogs!"

The PCs should now attach the fish scales and enter the water. The fish scales will allow the PCs to breathe underwater and allow them *free action* to use their surface weapons without penalties underwater. The restriction against missile weapons remains in effect, however.

ENCOUNTER THREE: Descent Into The Deep

As you descend into the Sea of Fallen Stars, you see many strange and wondrous sights. Your descent takes about five minutes before your feet finally touch the sandy bottom. There is very little light here, but you can see that a massive kelp bed lies a few yards away.

If the PCs investigate the kelp bed, they will discover the body of a dead merman. PCs with the Healing proficiency may make a check with a -2 modifier to determine that the merman was stabbed with a poisoned dagger (the dagger wound is obvious, the poison is not).

After a few minutes, BUT before the party can search the body or cast *speak with dead* spells, a patrol of merman will discover the PCs:

Suddenly, the dim light above you illuminates the forms of several swimming creatures. As they approach, you can see that they have the upper body of a human or elf and the lower body of a fish—mermen. They form up around you with tridents drawn. "Halt in the name of the King. Drop your weapons, and lie flat upon the sand."

If the PCs lay down their weapons and surrender, then read the following to the PCs and then go to Encounter Four.

The mermen place shackles around your ankles and wrists and cover your body with a large net. The leader looks at you coldly and gives orders to his men and you are dragged away.

"You surface dwellers are under arrest for the murder of Prince Elaquan. The King will decide your fate."

If the PCs resist arrest or attack the merman, then combat will ensue. The mermen will attempt to capture the PCs alive. If the merman are looking damaged badly, then they will attempt to kill the PCs directly.

Scale 1 - 4 to 13 total character levels

Mermen (10): Int Very; AL N; AC 7; MV Walk 1/Swim 18; HD 1+1; hp 6 each; THAC0 19; #AT 1; Dmg 1d6 (Trident); SA Nil; SD Nil. SZ M; ML 10.

Scale 2 - 14 to 2 total character levels

Mermen (12): Int Very; AL N; AC 7; MV Walk 1/Swim 18; HD 2; hp 15 each; THAC0 18; #AT 1; Dmg 1d6+1 (Trident); SA Nil; SD Nil. SZ M; ML 10.

Scale 3 - 2 to 3 total character levels

Mermen (14): Int Very; AL N; AC 7; MV Walk 1/Swim 18; HD 3; hp 24 each; THAC0 17; #AT 1; Dmg 1d6+2 (Trident); SA Nil; SD Nil. SZ M; ML 10.

If the mermen are defeated, then the PCs are free to continue searching the kelp bed or the merman guards. *Speak with dead* spells cast on the merman prince will reveal that he was slain by a patrol of

Kuo-Toa. *Speak with dead* spells on the guards will reveal that they honestly thought that the party had killed the prince and that they were going to bring them in for a court trial.

If the PCs do not find the merman village (25% per hour of diligent searching) then they will be found by another patrol of merman. Use same game statistics from above, but double the numbers. Same plan, capture and return, but this time there are more dead mermen to account for which will make their next scene that much more difficult.

ENCOUNTER OUR: The Mermen Village

You are brought before an ancient merman wearing a pearl crown. In his right hand is a golden scepter. He sits upon a throne decorated with mother-of-pearl styling. He looks upon you with a cold face and asks,

“Why do you intrude upon our lands? Did you kill my son, Prince Elaquan?”

The PCs have a chance to talk their way of this. If they deny the accusation, then the Captain of the King's Guard will produce a bloody dagger.

The King looks at you with hatred. “This dagger was found in your belongings. The captain of my guard has determined that this is the weapon that killed my son. Which one of you wielded this dagger and brought my house low? Answer me now truthfully, or you will surely die here and now.”

The Captain of the Guard, a secret ally of the Kuo-Toa, placed the dagger in the PCs' equipment. He gave them information of the Prince's location, and directed them to kill the prince. A small force of Kuo-Toa assassins killed the prince. The guard captain wears a *ring of mind shielding* to cover his betrayal. If he is somehow discovered he will use his *pearl of darkness* and escape. The pearl will fill the room with magical darkness. It has one charge and is not rechargeable.

The King's shaman has cast a *detect lie* upon the party. The party should answer the king truthfully and tell him that they are NOT the prince's killers. The shaman will converse with the king after the answers are given. If any PC knowingly lies, it will

be detected unless they wear a *ring of mind shielding*.

If a lie is detected, the King will stand with a look of extreme anger upon his face

“So, you dare attempt to deceive me with falsehoods! Guards, kill them!”

The PCs will be swarmed under by a force of 200 of the king's guards. They will be killed with no chance of resurrection. The module ends here.

If a lie is not detected, the shaman will inform the king of this and then stand over the Prince's body and will cast a *speak with dead* spell. Read the following to the players:

A wizened merman stands over the prince's body. After waving his hands in an arcane fashion, he asks the corpse in a clear voice, “Who killed you, my prince?”

From the body comes a reply, as if from far away, “The Kuo-Toa.”

Allow the players to role-play with the king and the shaman for a few minutes. After the uproar dies down, read the following to the players:

The king returns to his throne and sits down. He looks at you for a second, and then says, “I am sorry, surface dwellers. I must admit that I suspected it was you. Please accept my apologies. The Kuo-Toa will be dealt with, I assure you. Now to another matter...I am curious about what brings a group of surface dwellers to our lands. Why are you here?”

The PCs should give the King the scroll from Arvin Kothonos at this point. He will peruse it for a moment, and then address the PCs

“So, the surface dwellers wish an alliance. We will have to think upon this. I take it that you have ambassadorial status for your city's government, so I will send you upon a quest to prove your friendship. There is a Kuo-Toan lair a few hours' swim away from here. The only clue to its location is inscribed upon an obsidian obelisk a few miles from here. This obelisk is a religious symbol to the Kuo-Toans. If you can decipher this obelisk, then proceed to the Kuo-Toan lair and destroy the inhabitants. Once this is done, bring me the head of the leader of the evil ones, and we will have an

alliance. The obelisk lies to the north. Take this magical spear to help defeat the Kuo-Toans. You may keep it. May the dolphins guide you in your quest."

The spear is a *spear* +2, +3 versus water using and dwelling creatures

ENCOUNTER IVE: The Obelis

You have been swimming for about an hour through the immense kelp bed, when it suddenly comes to an end. Standing thirty or so feet away is a 20' tall obelisk, constructed of black obsidian. Upon the obelisk are strange runic symbols that glow faintly in the dim light.

The Obelisk runes are written in Dethek Runes (Dwarven) One set of runes faces east, while the other faces to the west. Give out **Player's Handout #4**.

If there are any PC who can read/write Dwarven, then have them make a check at this point. The decryption will appear in common in a series of jumbled letters (**Player's Handout #5**)

The Secret: These messages are encoded using ROT13 Encoding. This simple encryption has been used for centuries. To decode simply replace the letter with the one that is 13 places down in the alphabet. The PCs must figure this out themselves. Give PCs with high intelligence hints if they are having problems.

If any PCs can decipher the lettering to common, the lettering reads as follows:

To the Kuo-Toa (west side)

*for souls so brave and limbs so strong
this would be no small feat
place your back to me and walk away
and danger you will meet*

To Ravens Bluff (east side)

*where gems and jewels and gold so bright
and silver veins do run
place your back to me and walk away
to realms under the sun*

If the PCs head west, they will reach the Kuo-Toan lair in three hours. If they march east, they will reach Ravens Bluff in 12 hours.

ENCOUNTER SI : Traps Traps and more Traps

It will take the PCs three hours to march/swim to the lair of the Kuo-Toa. During their march/swim, they will pass over three traps (one per hour). If the traps are detected, have any thief PCs try to Find/Remove traps with a -30% penalty to their rolls (these traps are extremely well hidden, and incredibly hard to disarm!). If the traps are not detected, have the PCs save vs. death magic to avoid the traps as they are set off. A successful save means no damage or the PC is not caught in the trap. This encounter is designed to make the PCs very paranoid about entering the lair.

Trap 1: A net will spring up from under the PCs' feet. Any PCs caught in the net will have to cut their way out. The ropes are extremely tough and it will take one hour to do so. Any PCs caught in the net will take 1d3 points of damage from rope burns.

Trap 2: A series of harpoons have been hidden under the sand. If the trap is set off, then any PCs in a 60' diameter will take damage as follows:

Scale 1 - 4 to 13 total character levels: 1d4 points of damage

Scale 2 - 14 to 25 total character levels: 2d4 points of damage

Scale 3 - 26 to 37 total character levels: 3d4 points of damage

Trap 3: An electrical glyph will be set off. Any PCs in a 60' diameter will take damage as follows:

Scale 1 - 4 to 12 total character levels: 1d6 points of damage

Scale 2 - 13 to 24 total character levels: 2d6 points of damage

Scale 3 - 25 to 35 total character levels: 3d6 points of damage

At the end of the journey, read the following:

Your journey to this place has been harrowing, but you have reached your destination. An underwater cavern stands before you. The interior is in complete darkness.

There has been a *darkness 15' radius* spell cast on the cave mouth. If the PCs go through it, they will stumble right into the Kuo-Toa in Room 1 of the next encounter. There is no rear exit from this cavern that the PCs can see.

ENCOUNTER SEVEN: The lair of the Kuo-Toa

The mouth of this cavern is in complete darkness. The cavern mouth extends 15' before opening into Chamber 1

C AMBE 1: ard oo

As you step from the darkness, you find that you can see again. You are in an air filled room. You are even more surprised to see three figures with fish-like heads grabbing their weapons and rushing toward you .

The Kuo-Toa are guards here. They will fight until they are down below 50% of their hit points, and then will attempt to disengage to warn the leaders in Chamber 6.

Scale 1 - 4 to 12 total character levels

Kuo-Toa (3): Int High; AL NE; AC 4; MV Walk 9/Swim 18; HD 2; hp 10 each; THAC0 18; #AT 1; Dmg 1d6+1 (Trident); SA Nil; SD Nil. SZ M; ML 12.

Scale 2 - 13 to 24 total character levels

Kuo-Toa (3): Int High; AL NE; AC 4; MV Walk 9/Swim 18; HD 4; hp 30 each; THAC0 16; #AT 1; Dmg 1d6+2 (Trident); SA Nil; SD Nil. SZ M; ML 13.

Scale 3 - 2 to 3 total character levels

Kuo-Toa (3): Int High; AL NE; AC 4; MV Walk 9/Swim 18; HD 6; hp 45 each; THAC0 14; #AT 2; Dmg 1d6+4 (Trident); SA Nil; SD Nil. SZ L; ML 15.

The guards carry nothing of value.

C AMBE 2: Barracks

As you enter this room, you can see that there are a number of small mossy patches along the far

wall. There is some water in here, coming up to around your ankles. A number of sacks float in the water near the moss patches.

The moss patches are the guards' beds. There are the usual nonsensical items in the sacks including half-eaten fish heads.

C AMBE 3: Trapped Store room

As you enter this room, you can see a number of wooden barrels and waterlogged sacks lying about the area. This room seems deserted.

There is an electrical glyph trap on one of the barrels. It will be triggered if a PC in any way touches the barrel. The PCs will take damage unless a successful save vs. spell is made. The damage from the glyph is as follows:

Scale 1 - 4 to 12 total character levels: 1d4 points of damage

Scale 2 - 13 to 24 total character levels: 2d4 points of damage

Scale 3 - 25 to 35 total character levels: 3d4 points of damage

Inside of the trapped barrel are ten 500 gp pearls.

C AMBE 4: The Ar or

As you enter this room, you can see that suits of scale mail and numerous tridents line the wall. This room is currently unoccupied.

The room is in no way trapped. If any PC casts *detect magic*, they will discover the *trident* +2 along the north wall.

C AMBE : Antechamber

This chamber is a long and wide hallway extending to a set of double doors on the far end. Statues of some nude female with the head of a lobster and lobster claws in the place of hands line both walls. This room is unoccupied.

Any PC with the Religion proficiency can try to make a check with a -12 penalty to determine that the statues are of Blibdoolpoolp, God of the Kuo-Toa. No sound can be heard through the double doors.

C AMBE : The Temple

As you enter this immense chamber, you can see that an immense pool in the center of the floor lights it. Before an altar you can see that there are

a number of the fish-headed humanoids which you fought earlier. Standing before a huge statue of a human goddess is yet another fish-headed humanoid standing beside a figure you know all too well. The captain of the Merman King's Guard smiles at you as you enter. In an amused tone, he says, "Khara, we have guests.

From behind the statue comes a being from nightmares. She has obsidian skin, green eyes, and light green hair. She smiles coldly at you.

"Greetings, guests. You pick the perfect time to visit. You see, we are about to summon the master of this complex to come and attack the mermen and destroy their village. Once that little task is finished, I will be free to attack the relief force from Procampur."

"Oh come now, do not look so surprised. It was I who have been supplying the Kuo-Toa their information. It is in furtherance of Umberlee's grand plan to smash Ravens Bluff and enslave its inhabitants. Now, it seems that you are the only things standing in the way of the completion of that plan. Oh well, I believe your term for it is 'all is fair in death and war.'" Turning to the Merman and the assembled Kuo-Toa, she says in a cold voice, "Kill them."

Read to the players in Scale 3:

A wail from the pool is heard. You can see swimming in the pool is a monster which resembles a fish with an octopus's beak that looks about six feet long, inky black in color, with faint luminescent silver patches.

Scale 1 - 4 to 13 total character levels

Khara, e(d)f P(Sp)5 of Umberlee: AL CE; AC 6; MV Swim 24/Walk 12; hp 25; THAC0 16; #AT 1; Dmg 1d6 (Footman's Mace); SA once per day: *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic, detect lie, clairvoyance, suggestion, dispel magic, watery double, water walk*, and spells; SD Nil; MR 60%; Str 16, Dex 18, Con 14, Int 13, Wis 18, Cha 15; SZ M; ML 20.

Spells: 1st level—*command, cure light wounds, cause fear, curse, cause light wounds*; 2nd level—*hold person, obscurement, silence-15-ft radius, aid, chant, charm person or mammal*; 3rd level—*animate dead*,

Tactics: Khara will primarily attack the PCs through the use of her spells. Her first spell attacks in order

should be *hold person* (targeting spellcasters), *darkness*, and other spells as appropriate.

Kuo-Toa (3): Int High; AL NE; AC 4; MV Walk 9/Swim 18; HD 1+1; hp 9; THAC0 19; #AT 1; Dmg 1d6 (Trident); SA Nil; SD Immune to Poison, Electrical attacks cause half damage (none if saved), *magic missile* does only 1 point of damage, Immune to Illusions. SZ M; ML 13.

Merman (1): Int Very; AL N; AC 7; MV Walk 1/Swim 18; HD 1+1; hp 6; THAC0 19; #AT 1; Dmg 1d6 (Trident); SA Nil; SD Nil. SZ M; ML 10.

Scale 2 - 14 to 2 total character levels

Khara, e(d)f P(Sp)6 of Umberlee: AL CE; AC 6; MV Swim 24/Walk 12; hp 40; THAC0 16; #AT 1; Dmg 1d6 (Footman's Mace); SA once per day: *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic, detect lie, clairvoyance, suggestion, dispel magic, watery double, water walk*, and spells; SD Nil; MR 62%; Str 16, Dex 18, Con 14, Int 13, Wis 18, Cha 15; SZ M; ML 20.

Spells: 1st level—*command, cure light wounds, cause fear, curse, cause light wounds*; 2nd level—*prayer, hold person, obscurement, silence-15-ft radius, aid, chant, charm person or mammal*; 3rd level—*cause disease*.

Tactics: Khara will primarily attack the PCs through the use of her spells. Her first spell attacks in order should be *hold person* (targeting spellcasters), *darkness*, and other spells as appropriate.

Kuo-Toa (3): Int High; AL NE; AC 4; MV Walk 9/Swim 18; HD 2+2; hp 15 each; THAC0 17; #AT 1; Dmg 1d6 (Trident); SA Nil; SD Immune to Poison, Electrical attacks cause half damage (none if saved), *magic missile* does only 1 point of damage, Immune to Illusions. SZ M; ML 13.

Merman (1): Int Very; AL N; AC 7; MV Walk 1/Swim 18; HD 3; hp 18; THAC0 15; #AT 1; Dmg 1d6 (Trident); SA Nil; SD Nil. SZ M; ML 10.

Scale 3 - 2 to 3 total character levels

Khara, e(d)f P(Sp)7 of Umberlee: AL CE; AC 6*; MV Swim 24/Walk 12; hp 50; THAC0 14; #AT 1; Dmg 1d6 (Footman's Mace);

SA once per day: *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic, detect lie, clairvoyance, suggestion, dispel magic, watery double, water walk, striking wave*, and spells; SD *protection from lightning* (precast spell - 10 rounds remaining), *protection from good 10' radius* (precast spell - 5 rounds remaining) ; MR 64%; Str 16, Dex 18, Con 14, Int 13, Wis 18, Cha 15, CMS 18; SZ M; ML 20.

Spells: 1st level—*command, cure light wounds, cause fear, curse, cause light wounds, sanctuary*; 2nd level—*prayer, hold person, obscurement, silence-15-ft radius, aid, chant, charm person or mammal*; 3rd level—*cause disease, dispel magic*,

Combat Notes: *Khara's Armor Class is 4 against good-aligned opponents..

Tactics: Khara will primarily attack the PCs through the use of her spells. Her first spell attack should be *dispel magic* on any spell caster, followed by *hold person, darkness*, and other spells as appropriate.

Kuo-Toa (3): Int High; AL NE; AC 4; MV Walk 9/Swim 18; HD 4; hp 30; THAC0 15; #AT 1; Dmg 1d6+1 (Trident); SA Nil; SD Immune to Poison, Electrical attacks cause half damage (none if saved), *magic missile* does only 1 point of damage, Immune to Illusions. SZ M; ML 13.

Merman (1): Int Very; AL N; AC 7; MV Walk 1/Swim 18; HD 5; hp 25; THAC0 13; #AT 1; Dmg 1d6 (Trident); SA Nil; SD Nil. SZ M; ML 10.

Morkoth (1): Int Exceptional; AL CE; AC 3; MV Swim 18; HD 7; hp 50; THAC0 13; #AT 1; Dmg 1d10(bite); SA Hypnosis (not used); SD Spell Reflection—all spells cast at the morkoth are reflected back to caster, including spells with an area of effect—these spells will center on caster; SZ M; ML 14.

The merman wears the *ring of elemental control* that the city need recovered. He also wears a *ring of mind shielding*. Also a secret chamber is attached and contains 1000 pieces of gold.

Encounter Eight: Return to the Merman Village

Once again you are brought before the merman king. He smiles.

"We have found evidence that my captain of the guard was indeed the traitor. Did you capture or slay him?"

Allow the PCs to role-play this. The king basically just wants him imprisoned if still alive or wants to know for sure that he is dead.

"Very well. You have proven the worth of your city. I will send emissaries this night to Ravens Bluff to work out the details. Take this scroll back as proof of the alliance agreement. Good day."

The scroll is sealed with the official stamp of the merman king. If opened by the PCs it will reveal a highly bureaucratic document that is indeed the alliance agreement.

ENCOUNTER nine: Epilogue

If the PCs can manage to defeat the Umlerant Priestess and her minions, and forge an alliance with the Mermen, then read the following to the players:

As you return to Ravens Bluff, you see that Lord Chancellor Kothonos and Lord Calvin Longbottle are waiting for you. As you disembark with the alliance agreement, Lord Kothonos smiles at you and says, "Well done brave adventurers. We received word from our new merman allies that you were successful. There will be a grand ball in your honor as heroes of the city at Blacktree Manor this evening. Congratulations."

In addition, Kothonos will give the PCs three *potions of healing* for their success.

If the PCs run and barely manage to escape, not defeating the enemies, then read the following to the players:

As you return to Ravens Bluff, pirate vessels are approaching for an attack against the Harbor. Your captain safely docks the ship and orders you to return to the city and bring help. The attack is repelled with great difficulty. After the pirates

retreat, an amazing wave of water strikes the city and damages many docks and ships.

Lord Kothonos summons you to his office the next day and expresses his disappointment with your services and pays you the gold. "Next time, I will hire Tempurians."

PC attempting to steal the *ring of elemental command* will be captured and convicted of Larceny. Convicted PCs will spend one year working hard labor aboard the Golden Ball. Mark the PC as trapped on the Who's Who form and inform the player of his character's new status as a prisoner for one year.

The End of Descent into the Deeps - Low Level version

EXPERIENCE SUMMARY - Lo Tier Adventure

Experience is calculated as follows for this Living City event.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. Finally, multiply the total by the scale according to this chart:

| | |
|--------------|---------|
| Levels 4-13 | Scale 1 |
| Levels 14-25 | Scale 2 |
| Levels 26-37 | Scale 3 |

PCs should get the experience points of the scale for which they qualify, regardless of which tier is actually played. For example, if you have a Scale 2 group and you have to bump the combats by one tier to challenge them, they still get the experience points for a Scale 2 group, not for a Scale 3 group.

| | |
|---------------------------------|--------|
| Not attacking the mermen patrol | 50 xp |
| Not lying to the mermen king | 50 xp |
| Solving the obelisk puzzle | 100 xp |
| Defeating the Kuo-Toans | 100 xp |
| Defeating Khara and her minions | 350 xp |

Total Experience for Objectives: 650 xp
Roleplaying Experience: 0-500 xp

Total Possible Experience: 1,150 xp

For Scale 2: 2,300 xp
For Scale 3: 3,450 xp

TREASURE SUMMARY - Lo Tier Adventure

If it's not on this list, the PCs cannot keep it.

- *Spear +2, +3 versus water using and dwelling creatures*
- *Trident +2*
- *Ring of mind shielding*
- *Three potions of healing*
- 500 pieces of gold each
- 1,000 pieces of gold
- Ten pearls valued at 500 gold pieces each

Fame Award

(awarded only if celebration is held):

One (1) point in City Government or General

PLAYER'S HANDOUT

This scroll tube has

EYES ONLY MERMAN KING

inscribed on it.

It appears to be watertight.

It is made of ivory, bone, and corral.

PLAYER'S HANDOUT

Inscribed upon the plaques is a strange runic design that seems to glow in the darkness.

Above the right door it is written:

qrngu njnvgf orlbaq guvf qbbe

gur puvyqera fpernz sberire zber

vs lbh jvfuf sbe qrngu gura qb abg jnvg

sbe vg vf lbhe fbhy V jvyy naavuvyng

Above the left door it is written:

lbh unir pbzr vagb gur oeval qrc

lbh pbzr abj gb ragre zl xrrc

naq vs lbh guvax lbhe jvyy vf fgebat

gura gneel abg ohg pbzr nybat

PLAYER'S HANDOUT

Inscribed upon the plaques is a strange runic design that seems to glow in the darkness. Although written in the elven language, the common tongue equivalent is presented below.

Above the right door it is written:

qrngu njnvgf orlbaq guvf qbbe

gur puvyqera fpernz sberire zber

vs lbh jvfu sbe qrngu gura qb abg jnvg

sbe vg vf lbhe fbhy V jvyy naavuvyng

Above the left door it is written:

lbh unir pbzr vagb gur oeval qrrc

lbh pbzr abj gb ragre zl xrrc

naq vs lbh guvax lbhe jvyy vf fgebat

gura gneel abg ohg pbzr nybat

PLAYER'S HANDOUT

On the West Side of the obelisk:

sbe fbhyf fb oenir naq yvzof fb fgebat

guvf jbhyq or ab fznyy srng

cynpr lbhe onpx gb zr naq jnyx njnl

naq qnatre lbh jvyv zrrg

On the East Side of the obelisk:

jurer trzf naq wrjryf naq tbyq fb oevtug

naq fvyire irvaf qb eha

cynpr lbhe onpx gb zr naq jnyx njnl

gb ernyvf haqre gur fha

PLAYER'S HANDOUT

On the West Side of the obelisk:

sbe fbhyf fb oenir naq yvzof fb fgebat

guvf jbhyq or ab fznyy srng

cynpr lbhe onpx gb zr naq jnyx njnl

naq qnatre lbh jvyv zrrg

On the east side of the obelisk:

jurer trzf naq wrjryf naq tbyq fb oevtug

naq fvyire irvaf qb eha

cynpr lbhe onpx gb zr naq jnyx njnl

gb ernyvf haqre gur fha