

It Came From the Sea

A One-round Living City Adventure

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Storms ravage the Sea of Fallen Stars and cause terrible damage around Ravens Bluff. North in Mossbridges, it is hoped that the storms will drive out some smugglers which have been using the area as a base. You are asked to look for these smugglers and bring them to justice. An adventure for tier 1-4.

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This is a standard RPGA Network adventure. 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 capsule 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.

Tier Structure

To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals that can enter combat on the side of the PCs. 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>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33+	36+	39+	42+

Adventure Background

This adventure takes place directly after a series of terrible storms wracks the Sea of Fallen Stars. These storms are rumored to be the hand of Talos destroying all on the sea, or perhaps the displeasure of Umberlee. In any case, the storms (similar to a class 3 hurricane) ravage the islands in the Sea of Fallen Stars and come to strike the land mass known as The Vast. The rains and winds lash out against the cities of Tantras, Procampur and Ravens Bluff for over 10 days. Luckily

for Ravens Bluff, the storm is much heavier in the Tantras area and the city survives.

However, the PCs will be approached during the end of the storm by Gustov Spoon, the Sea Marshal of Mossbridges (a pretentious title for "Beach Cleanup Crew Chief"). Mossbridges has had some terrible damage and Gustov would like to hire the PCs to help with some clean up.

Gustov knows that the storm ravages the beaches near Mossbridges and he wants to clean up the beach as best as possible. He also knows that a storm such as this will bring wreckage to shore and pull wreckage out of the many caves in the area, perhaps helping him find the elusive smugglers that use these caves as dens. There was also some ships taking refuge in the coves nearby which may require some assistance.

The rest of the adventure is broken out in to the following encounters.

Player Introduction: This occurs with the storm still going although lessening. Gustov approaches the PCs and tells him the tale. He is leaving in the morning for Mossbridges if the PCs wish to come with him.

Encounter One: As the PCs are leaving the company of Gustov, they find a group taking collections to Umberlee and Talos and throwing the gold and silver into the sea. This is a con; under the water a sea elf is collecting the money (leaving a few for Umberlee).

Encounter Two: Once in Mossbridges, Gustov brings them down to the beaches and explain the three tasks that he would like them to accomplish. He will be gathering others to accomplish the tasks that the PCs do not select.

Task One: *Maiden's Silence*

Encounter Three: This starts the series of encounters if the PCs choose to search for *The Maiden's Silence*, one of the missing ships from the cove and a ship of House Seabury of Procampur. Some background information about the ship and the house are given. This one does require the PCs to be able to breathe underwater. Here the PCs will discover a body washed up to shore. There is a little wreckage in the cove and anyone searching the cove will determine a little more information regarding the disappearance of the vessel.

Encounter Four: The PCs have a fight, and they find the ship at the bottom of the cove, its anchor cut by sahuagin during the storm and the crew taken by the vicious creatures. A hunting party of sahuagin is out in the cove looking for other "meat" that has been washed in from the ocean and any other land dwellers come to look for the ship. Yes, the PCs.

Encounter Five: The ship is at the bottom, there is a sea elf hiding in a bed of kelp, and there is a group of sahuagin getting closer. There are sharks, too. If the

PCs save the sea elf, he can tell where there are a couple of other survivors. The sahuagin will smell them out shortly and then they will be dead.

Task Two: Smugglers

Encounter Six: This starts the series of encounters if the PCs choose to search for smugglers. Gustov heads them in a northerly direction for at least 2 miles. This is where he says there are many caves and hidden coves. He suggests they look for new wreckage or any tracks. There are groups of debris that the PCs discover, new debris that leads to tracks into a large cave and a couple of pirate guards (yes, pirates).

Encounter Seven: This part details the caves going into the hillside. They are fairly small caves and hold a barracks, equipment for forging, and a trapped hallway.

Encounter Eight: Here the pirates are holding captive an innocent-looking group of halflings (the smugglers). Definitely a nasty battle.

Task Three: Cleanup

Encounter Nine: This is the series of encounters covering the PCs helping clean up the beach. This is a grand roleplaying encounter as the PCs can join the festive celebration of survival moving up and down the beaches. The citizens are tossing driftwood into a large bonfire as they enjoy their time.

Encounter Ten: The PCs find a large ancient sea chest and if they open it they will find two dry scrolls and a large opaque glass bottle. There is also a bag of strange items.

Encounter Eleven: It is a really short adventure if the PCs do not open the bottle. When they do open the bottle, they are pulled inside and they must solve the mystery of the bottle while roleplaying with the various leaders and NPCs within the city. They can conclude this section by solving the puzzle and releasing the city.

Player Introduction

The weather has been terrible these last ten days, nothing but brutal winds and drenching sheets of rain. However, this evening life looks to be getting a little back to normal in the City of Adventurers. The streets and city have been washed completely clean, and some of the establishments have even opened for meals and drinks this evening. One of the first to open, and the one usually damaged the worst by these storms, is The Fiery End, a tavern outside the city walls and the foreign district. The usual suspects are all gathered about; there have been an unusual number of adventures in the city recently and it seems many adventurers are taking a break from their troubles at The Fiery End this evening. You see...

Allow the players to describe their characters OUT-OF-CHARACTER as they have not officially met yet. If after the descriptions, the players wish to role-play with each other that is fine; many may know each other already. When they have settled down and perhaps even ordered, you can continue. For your information the only NPC in The Fiery End tonight is Edgar. He has been hosting a number of the Priests of Kossuth over the last year and thus usually has a number of spells dealing with fire in his memory.

Edgar Jurvourious (the proprietor), Edgar wears the garb of a priest of Lathander, although he appears to be well past his adventuring days he still wears a small silver mace at his belt.

Edgar, em W17/P13: AL LG; AC 2; MV 12; hp 81; THAC0 13; #AT 1; Dmg 1d6+3 (Staff+3) or 1d6 (mace); SA nil; SD nil; Str 11, Dex 10, Con 12, Int 17, Wis 17, Cha 14; MR nil; SZ M; ML 16.

Wizard spells: *affect normal fires, comprehend languages, alarm, detect magic, unseen servant, sleep, continual light, detect invisibility, know alignment, protection from cantrips, wizard lock, dispel magic, fly, hold person, protection from normal missiles, slow, tongues, emotion, fire trap, fumble, minor creation, stonewalk (*already cast 12 remaining), avoidance, contact other plane, dismissal, hold monster, fabricate, extension III, guards & wards, legend lore, Mordenkainen's sword, shadow walk, mind blank (*already cast).*

Priest spells: *cure light wounds x3, command, endure heat x2, augury, hold person x3, slow poison, heat metal, dispel magic x2, flame walk, negative plane protection, prayer, speak with dead, detect lie, free action, neutralize poison, produce fire, cure critical wounds, true seeing, heal, part water.*

After the PCs have described themselves and perhaps introduced each other continue with the following text or a representation of the text in your own words:

The door to the tavern opens slowly and a man walks inside. He is fairly damp, and he has a young man walking besides him with a large covering that is soaked with water. "Gods, it will be pleasant to see the sun again." As he hangs his outer wear upon a convenient hook, you notice that he wears a very ornate uniform, bright colors, medals and emblems of rank never seen in Ravens Bluff. He is probably in his forties and his weathered face features a long handlebar mustache.

"Now then, I was led to believe that there might be some of the adventurers that Ravens Bluff is so famous for residing here, was I lead correctly?"

Here is the information that Gustov has for the PCs. Also included are the typical answers that he would give to the PCs. You can play Gustov as a fairly flamboyant Hungarian officer. He is very idealistic in his ideas of public service. NOTE: He is not a Dudley-Do-Right type of LG, he is a strict do what is right for others kind of person but he also lives a very regimented life.

Gustov Spoon hm F11: AL LG; AC 8; MV 12; hp 88; THAC0 8; #AT 2; Dmg 1d6+5 (Sabre); SA nil; SD nil; Str 18/51, Dex 16, Con 17, Int 13, Wis 12, Cha 13; MR nil; SZ M; ML 13.

- He is the Sea Marshal of Mossbridges, responsible for the coastal lands, protected coves, docks and the fishing fleet. (It should be noted that Mossbridges is not on the sea, but in fact several miles from it. However, the people there keep their nearby beaches clear of trash and hopefully smugglers, so the people can fish and enjoy the beach. Sea Marshal is a pretentious term for "Beach Cleanup Crew Chief." He wears the uniform because he wants to; there is no real uniform for the position.)
- He made his fame and wealth sailing from The Gate (Baldu's Gate)
- The storm is stronger to the north and he is looking to hire assistance in cleaning up any problems that have resulted from the storm.
- He is staying at The Crescent Moon Inn and will be leaving from outside the North Gate in the morning.
- Pay is 150 gp per day of employment. Seven days maximum.
- He has been in his position for only three months and wants to be proactive and make a name for himself immediately.

His assistant is named Richard and he was Gustov's cabin boy. With a successful Local History check, a PC can know that the real title of Gustov's position Chief of the Beach.

Encounter One That Night

Assuming the PCs don't go immediately to sleep in the tavern, present the following text or use your own representation of its story to get the PCs started on this evening encounter.

The docks of the city are unusually busy as a string of people line up, each tossing a small handful of coins

into the bay. A dark-clad man stands on the docks thanking each of the people as they "donate to the sea." He wears no holy symbols, however you can determine that he is claiming that these offerings will be sure to please Umberlee and Talos and thus save Ravens Bluff from the terrible storms that have ravaged the other coastal towns.

The man is a simply thief that came up with a decent plan that seems to be working. The water at the end of the dock is murky and must be at least 15 feet deep. He is fronting this grand scheme and his sea-elven partner is under the water gathering up the coins. The sea-elf is a renegade from his tribe and has taken up with this pirate that is conning the people along the docks.

"Janet" Rotallidia, e(sea)f T4: AL CN; AC 8; MV 12, Sw 15; hp 24; THAC0 19; #AT 1; Dmg 1d6 (short sword); SA nil; SD nil; MR nil; Str 13, Dex 17, Con 16, Int 14, Wis 10, Cha 12; SZ M; ML 11.

Galendar, hem T4: AL CN; AC 8; MV 12; hp 18; THAC0 19; #AT 1; Dmg 1d6+1 (short sword); SA nil; SD nil; MR nil; Str 15, Dex 16, Con 12, Int 15, Wis 11, Cha 17; SZ M; ML 10.

The PCs are allowed to harass, ignore or arrest the frauds, however, they should not just kill them since the two will only defend themselves. They may not even find "Janet," since she is not going to come up from the bottom of the sea even if Galendar is being hauled off to jail.

Encounter Two In the Morning

Assuming the PCs show up in the morning, Gustov and Richard are waiting outside the North Gate, mounted and ready to go.

The journey to Mossbridges is accomplished with no little trouble. Some blown debris in the way slowed you a bit, but that was all. As you near the town itself, Gustov leads you westward. A few miles' journey and you reach dunes which signal the coastal area near Mossbridges. You see wreckage and weed-covered beaches.

Gustov takes a look at the sky, "Yes, the weather is going to be fine. You can choose to start with any of the three areas of beach clean-up that I must get accomplished. Simply get back to me tonight with what you have done. I'll be found right here near fishing docks. You can help clean the beach by picking up wreckage, burning excess driftwood, etc. You can look for any sign of local smugglers north

along the beach. Or, you can go two miles north to a cove where ships tend to shelter from the storms. Usually, though, the ship disappears. This must stop! "Any questions?"

When talking about the ships disappearing, play up Gustov's pretense at "Sea Marshal."

Here are some of the details that Gustov can tell the PCs:

The Smugglers (GO TO Encounter Six)

- Mossbridges has been rumored to be the home of a number of smugglers for years. He wishes to determine the truth of the matter and then bring any smugglers to justice.
- He does not know much about the smugglers, however he does know that all the townfolk are accounted for.

The Missing Ship (GO TO Encounter Three)

- The most recent ship was the *Maiden's Silence* out of Procampur, and belonged to House Seabury.
- She was seen anchored in the cove during a light portion of the storm two days ago, having weathered the worst of the storm, but sometime last night it disappeared.

The Beach (GO TO Encounter Ten)

- This is purely clean up. He suggests using a pile process where the driftwood and the wreckage that has come ashore is piled up then it can be searched and what is not required or useful burned.

The PCs can explore any of the sections that they have time for. Please note that in order to START a section you must have at least 90 minutes remaining in the round; otherwise go to the Conclusion and wrap-up the event early.

Task One: *Maiden's Silence*

Encounter Three *The Maiden's Silence*

One of the possible paths that the heroes may take is to walk north up the beach looking for clues to the lost ship (closest). The smuggler encounter is a little further north, so if they start with Task Two present this encounter on the way.

Use the following text or your own representation of the text to get the encounter going.

The warm sun shins down on the weed-covered beach. As you continue, you see that a section of the beach leads off to the left and towards the sea while another stretch of sand leads off to the right, circling a large protected cove.

It does not really matter which way the PCs travel. If any of them have the Observation or Tracking proficiencies, go ahead and allow them a check. What they will find in front of them is a large pile of seaweed, much larger than any of the other pieces brought ashore. Inside the kelp is a dead body of a sailor. There are a couple of clues for the PCs if they have the correct knowledge and they are listed below:

- The back of the man's right hand has a light tattoo upon it. Any PC that has gone to Procampur does know that the native citizens of Procampur have similar tattoos.
- The man's skin is very tanned, as he had been at sea all his 35-odd years.
- He obviously drowned, however there is a puncture wound on his thigh, as if from a javelin or harpoon or spear. No weapon or bolt has come ashore with him.

If a PC casts *past life* or uses divinatory magic to see the last minute or so of his life they can find out the following pieces of information.

- (Last Minute) – He was asleep in the water and drowning peacefully, he never woke up.
- (Last 15 minutes) – He was on watch during the storm and was struck in the leg by a small quarrel, when he glanced down at his leg he caught the glimpse of a sahuagin face.

If the PCs continue to search the beach on the INSIDE of the cove they can also find a number of boxes of cargo that have washed up on shore. Within one of the broken boxes they will find a small quarrel, that is covered in a dark dried substance. The cargo that has washed up on shore includes:

One crate of smashed pottery

- One broken crate that still contains 150 sheets of top-quality vellum (ruined)
- One intact crate that has an iron bell (75 pounds) still secure within the crate.

To continue, the PCs are going to have to go into the water. That is the only way to further investigate this encounter.

Encounter Four Under the Water

Assuming the PCs are able to breathe underwater they can continue to follow the trail of the *Maiden's Silence*. Otherwise they will need to go to either Encounter Six to look for smugglers, or Encounter Nine to clean up the beach.

It is not difficult to discover the ship; it is in the center of the cove where it has been sunk by sahuagin. They are still in the area, and the PCs need to make their way silently towards the ship or perhaps take a different route through the encounter.

The kelp is thick and heavy as you slowly swim towards the center of the cove. The sea bottom is fairly flat with only the tall stalks of kelp rising towards the surface over 50-feet away. Suddenly the bottom of the cove disappears, quickly falling away to at least a 150-foot depth. As suddenly as the sea bottom moves away the murky deeps too suddenly clear revealing the final resting place of the Maiden's Silence.

The ship lies on her side at the bottom of the deep depression. She is being slowly torn apart by a large group of sahuagin, while others move about the area retrieving bodies and other valuables. Sharks swim amongst the sahuagin.

At this point allow any with the Observation proficiency to attempt their skill. If they make their roll you can give them the following information:

A small gasp of bubbles comes from the kelp bed very close to where you are currently. There is a sea elf quietly hiding in the kelp watching the sahuagin loot the ship and carry off his fellow crewmembers.

Stilmare em F3/W3: AL CG; AC 9; MV 12, Sw 15; hp 18; THAC0 18; #AT 1; Dmg by weapon; SA nil; SD 90% resistant to sleep and charm; MR nil; Str 15, Dex 15, Con 10, Int 15, Wis 10, Cha 14; SZ M; ML 15.

Spells: 1st lvl—*magic missile*.

The sea elf was a new member of the crew of the *Maiden's Silence* and will speak to the PCs, however if the PCs try to speak he will motion them to move back, in fact, he moves at least 100 yards closer to shore before speaking. He is very nervous and doesn't dare move from his location. He is extremely cognizant of the location of the sahuagin at all times. He knows the following pieces of information:

- The *Maiden's Silence* outlasted the storm in this protected cove, however, the last night of the storm they were attacked and many killed by the sahuagin.

- There are a limited number of crewmembers hiding in some air-filled caves in the sea wall. He left to find help but found no one.
- They will be found eventually by the sahuagin and he would like the PCs to help him rescue his fellow crewmembers. They however cannot breathe underwater.
- He can draw a map of the cove; he knows it fairly well.
- He will also recommend the PCs not attack the sahuagin unless they are really confident, since the sahuagin will show no mercy.
- The sahuagin can hear the slightest sound underwater within 100 yards of them, possibly further. They may even be able to hear that we are conversing.

Speaking of attacking the sahuagin, it is very possible that the PCs will just rashly attack. The sahuagin do their best to slaughter the PCs in any fight, no matter who initiated it. There are two groups of them: the one around the ship, and the hunting party that will get back to the ship two rounds after the beginning of the battle.

See the Appendix for effects on weapons fighting underwater.

Around the Ship

Sahuagin Warriors (25): Int High; AL LE; AC 5; MV 12, Sw 24; HD 2+2; hp 12; THAC0 19; #AT 3; Dmg 1d2/1d4/1d4; SA may make only one attack with nets, see below; SD nil; MR nil; SZ M; ML 14.

Sahuagin nets are woven with hundreds of small hooks. They can be flung up to 10 feet and only need hit an Armor Class of 10 minus the target's dexterity and magical protections. A successful attack traps and immobilizes any unarmored target. If the target is wearing at least chainmail (must be real armor) and has at least a 16 strength they can possibly throw off the net but it must make an opposed strength check against the sahuagin (strength 14). The net has the equivalent of 25 hit points and any target trapped loses all benefits from shield or dexterity and cannot move, fight, cast spells or take any action other than freeing itself. An unarmored target takes 1d4 points of damage each round from the hooks.

Sharks (12): Int Animal; AL N; AC 6; MV Sw 24; HD 3; hp 20; THAC0 17; #AT 1; Dmg 1d4+1; SA nil; SD nil; MR nil; SZ L; ML 10.

Sahuagin Under-Priestess (10): Int High; AL LE; AC 5; MV 12, Sw 24; HD 3+3; hp 20; THAC0 17; #AT 3; Dmg 1d2+1/1d4+1/1d4+1; SA poisoned crossbow does 1d8+1 damage; SD nil; MR nil; SZ M; ML 16.

Spells remaining: *prayer, hold person, entangle.*

The Hunting Party

Sahuagin Warriors (10): Int High; AL LE; AC 5; MV 12, Sw 24; HD 2+2; hp 12; THAC0 19; #AT 3; Dmg 1d2/1d4/1d4; SA may make only one attack with nets, see below, they also carry one poisoned trident to throw; SD nil; MR nil; SZ M; ML 14.

Position the sahuagin; note they are not all within most area-of-effect spells and thus the PCs should NOT be able to just wipe them out with ease. Also it is probably pretty obvious that a Tier One, and even up to a Tier Three, party is in trouble. Running is a good option.

Encounter Five To the Sea Cave

Assuming the PCs have spoken with the sea elf, they know about the hidden sea cave. If not, then they are finished with this task as soon as they get back to the surface.

The sea cave is partially concealed behind a jumble of rock and weed that juts into the cove. Inside you can see where the water has risen higher into the cavern, but not to the very top of the cavern. Huddled on the ledges of the cavern are four people, three men and a young woman.

These are indeed the survivors of the attack, brought here by Stilmare without the knowledge of the attacking sahuagin. There is no other exit to the solid rock cavern, although only about 10 feet of rock separates the cavern from the top of the peninsula. The crew members include:

- **Thomas Seabury (hm T3)** – a nephew of Lord Seabury and officially in command of the *Maiden's Silence*. He is a fairly greedy young man. He knows he was on board just so that a Seabury would be in command, however, he did nothing during the journey or during the attack.
- Bosun's Mate Miles Betherlow – ugly man with a terrible scar across his face.
- Crew Member Andrew Butcher – young human male whose father was a butcher but he wanted to see the world and be someone. He currently has suffered two wounds that have been bound (3 of 9 hit points)
- Unconscious Young Woman – none of the survivors know who she, was speculating that she was a paying passenger. She has suffered a head wound and will regain consciousness after 2 hours.

It is a fairly severe concussion. If magically healed, she reveals herself to be Sasha Varro, a young cousin of Ravens Bluff Lord Marshal Gaius Varro, on her way to visit him when the disaster struck. The Lord Marshal does not know she is on her way.

The Hunting Party

When the PCs are within the cave the sahuagin patrol will finally get the scent in the water and begin to move into the cave. The PCs can roll for surprise if they have not posted a guard, otherwise roll for initiative normally.

These sahuagin should only be used if they were not wiped out in Encounter Four.

Sahuagin (Warriors) (10): Int High; AL LE; AC 5; MV 12, Sw 24; HD 2+2; hp 12; THAC0 19; #AT 3; Dmg 1d2/1d4/1d4; SA may make only one attack with nets, see below, they also carry one poisoned trident to throw; SD nil; MR nil; SZ M; ML 14.

Obviously, if the PCs defeat this hunting party of sahuagin they will have to move quickly before the others get there.

If the sahuagin know the PCs are present, and the PCs surface, the sahuagin leave the area within 15 minutes.

If there is still time left in the slot you can go on with either the Beach Clean-Up (Encounter Nine) or the Smugglers (Encounter Six).

Task Two: Smugglers

Encounter Six To the Sea Cave

Assuming the PCs have gone past the cove in the search for pirates you can continue with the following text or your representation of the text:

The storm has deposited much on the shores and beaches, but looking about you find very little that does not show the signs of many years in the sea. Finally, almost 2 ½ miles north of the Mossbridges Harbor you come across two barrels. Unlike the rest of the debris, they are still intact.

The barrels floated out of a nearby cave when the storm surge filled the outer chamber. Deposited on the sand, they remained intact. The first barrel is full of salted pickled herring, not more than a ten-day old. The second barrel appears to be empty but actually has a secret bottom containing two well-packed bottles of

wine. The labels of the bottles simply read, “Myth Drannor 415.” This ought to get the PCs looking about and they can easily find three nearby sea caves in the side of the sand-swept hills.

The three caves are roughly the same size and there really is only one distinction. The cave on the right has very, very faint tracks of boots moving into the cave (Tracking proficiency check to notice these; other skills will not suffice). Refer to the DM Map of the Caves. The information regarding the caves is as follows:

Right Cave:

Leads to the Encounter Seven; it is the home of the smugglers, and currently the pirates.

Center Cave:

This cave is fairly empty, the center of the cave still containing the accumulation of water from the storm.

The wind whips through the cave as you move through the rubble and large fallen rocks. Water has accumulated in the center of the cavern. As you begin to search the cave, you hear a low groan from behind a group of large standing rocks.

Behind the rocks there is an injured and dying merman who was smashed into the cavern from the sea. He is barely alive and definitely not conscious. He needs to have six hit points healed in order to regain consciousness. If the PCs just loot the body they find two necklaces of coral.

If the PCs heal him he will regain consciousness and immediately tries to get back to the sea. He is somewhat afraid of the PCs and does not want to talk; he just wants to get to the freedom of the sea. Once there, he turns, waves, and throws the PCs two necklaces of coral and a small horn as thanks. He still does not want to talk to them. Mermen don't speak Common anyway; they have their own language, and that language is all that this one knows.

Frimlare, merman male F3: AL CG; AC 7; MV 0, Sw 18; hp 15; THAC0 18; #AT 1; Dmg nil (no weapons); SA nil; SD nil; MR nil; Str 17, Dex 19, Con 17, Int 15, Wis 12, Cha 12; SZ M; ML 13.

Left Cave:

This cave is very strange; hard stone walls seem to be naturally carved by the water. Inside the cavern it is completely dark and at the very back of the cave is an altar made of bone, driftwood and shell. It is very difficult to determine to whom the altar is consecrated, if it is at all. The following facts are available:

- The altar does detect as magical

- The altar also detects as evil
- Any divinations regarding the altar and to whom it is blessed will be answered with Umberlee
- There is a small hidden compartment under the altar that holds a black phylactery
- There is a 25% chance that any attack or spell fails to damage the altar, and a 5% chance that the attack damage is rebounded upon the caster or attacker.

The altar has 50 hit points. When it is destroyed Umberlee know of the destruction and sends a terrible wave from the sea towards the cave. The wave does damage to all within the cave according to the following table:

Tier	Damage
1	1d12 hit points
2	3d12 hit points
3	5d12 hit points
4	7d12 hit points

PCs can make Saves vs Paralyzation to reduce the damage by half. PCs on the beach can make saves vs paralyzation to take no damage (still full damage if they fail). The only modifier that can modify this save is a PC's Dex reaction modifier. Magical items and paladin powers and whatever do not modify this save.

Encounter Seven The Right Cave

The light streaming down the beach is slowly replaced by the dark, dripping mouth and interior of the sea cave. The cave is damp; its dampness saturates the skin and clothing very quickly.

If the PCs do not have a light lit that is all that they will see; the pirates are completely hidden by the wreckage of the desks and tables (we use “heat” infravision, remember?). If they do provide a light continue with the following text or else let them roll for surprise with a -2 penalty to the surprise roll and continue with the battle.

The cavern is a wreck. Tables, desks, cabinets lie around the large cavern along with smashed glass and wooden crates. Slowly, you also see a number of cutlass armed men and women moving out from behind the desks and crates towards you, smiles on their uncaring faces.

Tier One

Pirates (4): Int Average; AL CN; AC 8; MV 12; HD 1; hp 8; THAC0 20; #AT 1; Dmg 1d6 (short sword); SA nil; SD nil; MR nil; SZ M; ML 11.

Tier Two

Pirates (4): Int Average; AL CN; AC 8; MV 12; HD 2; hp 16; THAC0 19; #AT 1; Dmg 1d6 (short sword); SA nil; SD nil; MR nil; SZ M; ML 11.

Tier Three

Pirates (6): Int Average; AL CN; AC 8; MV 12; HD 4; hp 32; THAC0 16; #AT 3/2; Dmg 1d6+2 (short sword); SA specialized in short sword; SD nil; MR nil; SZ M; ML 11.

Tier Four

Pirates (6): Int Average; AL CN; AC 8; MV 12; HD 8; hp 72; THAC0 10; #AT 2; Dmg 1d6+5 (short sword); SA specialized in short sword; SD nil; MR nil; SZ M; ML 11.

The pirates attack to kill, they will also be yelling and making enough of a racket to notify the others in the next chamber. They stay spread out so that PCs cannot catch them all in area spells.

Encounter Eight The Right Inner Cave

Assuming the PCs have defeated the outside pirate guards and come inside, they meet the main threat. Of course, not everything is as it seems; during the fight, the pirates and the smugglers made a deal to defeat the PCs. The halfling smugglers are making perfectly behaved hostages and are very likely to be “pushed” into the legs of any attacking PCs (and making grappling attacks). They will sprawl and hold on to the PCs, pleading with them to protect them from the slavers.

The pirates do not like being called slavers (they consider that dishonorable) but the plan sounded really good when first proposed. Some of the halflings look a little beaten, but most are in good shape.

The inner chamber is also very crowded, but the chamber is up higher into the hillside than the previous chamber and thus did not suffer as much water damage. You see a number of armed men holding five or six halflings hostage, their backs already against the far wall. The men hold daggers at the halflings' throats. “You will let us walk out of the cave and these slaves will be released on the beach.

You can keep all our loot, but if you try to stop us the little ones get the knife!”

Remember that some PCs have taken certain oaths or carry certain items that force them to protect halflings. Make sure to enforce these oaths or items' restrictions in a fight. If any oaths are broken, the PC suffers the consequences (and the oath becomes non-binding, all benefits lost).

Tier One

Pirates (6): Int Average; AL CN; AC 8; MV 12; HD 1; hp 8; THAC0 20; #AT 1; Dmg 1d6 (short sword); SA nil; SD nil; MR nil; SZ M; ML 11.

Pirate Leader, hem W3: Int Exceptional; AL LE; AC 2; MV 12; hp 10; THAC0 20; #AT 1; Dmg 1d4 (dagger); SA nil; SD 30% resistant to sleep & charm; MR nil; SZ M; ML 12.

Spells remaining: *magic missile* (2d4+2), *web*.

Halfling Smugglers (4), T1: Int Very; AC 6; AL CN; MV 9; hp 5; THAC0 20; #AT 1; Dmg by table; SA grapple (unarmed combat); SD +3 to save vs magic and poison; MR nil; SZ M; ML 9.

Tier Two

Pirates (6): Int Average; AL CN; AC 8; MV 12; HD 2; hp 16; THAC0 19; #AT 1; Dmg 1d6 (short sword); SA nil; SD nil; MR nil; SZ M; ML 11.

Pirate Leader hem W5: Int Exceptional; AL LE; AC 2; MV 12; hp 16; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA nil; SD 30% resistant to sleep & charm; MR nil; SZ M; ML 12.

Spells remaining: *magic missile* (3d4+3) x 3, *web*, *improved phantasmal force*, *haste*.

Halfling Smugglers (4) T3: Int Very; AL CN; AC 6; MV 9; hp 15; THAC0 19; #AT 1; Dmg by table; SA grapple (unarmed combat); SD +3 to save vs magic and poison; MR nil; SZ M; ML 9.

Tier Three

Pirates (8): Int Average; AL CN; AC 8; MV 12; HD 4; hp 32; THAC0 16; #AT 3/2; Dmg 1d6+2 (short sword); SA specialized in short sword; SD nil; MR nil; SZ M; ML 11.

Pirate Leader hem W7: Int Exceptional; AL LE; AC 2; MV 12; hp 24; THAC0 17; #AT 1; Dmg 1d4 (dagger); SA nil; SD 30% resistant to sleep & charm; MR nil; SZ M; ML 12.

Spells remaining: *magic missile* (4d4+4) x 3, *web*, *improved phantasmal force* x2, *haste*, *dispel magic*, *fire shield* (cold).

Halfling Smugglers (4), T5: Int Very; AL CN; AC 6; MV 9; hp 26; THAC0 17; #AT 1; Dmg by table; SA grapple (unarmed combat); SD +3 to save vs magic and poison; MR nil; SZ M; ML 9.

Tier Four

Pirates (8): Int Average; AC 8; AL CN; MV 12; HD 8; hp 72; THAC0 10; #AT 2; Dmg 1d6+5 (short sword); SA specialized in short sword; SD nil; MR nil; Str 18/01; SZ M; ML 11.

Pirate Leader hem W9: Int Exceptional; AC 2; AL LE; MV 12; HD 9; hp 36; THAC0 16; #AT 1; Dmg 1d4 (dagger); SA nil; SD 30% resistant to sleep & charm; MR nil; SZ M; ML 12.

Spells Remaining: *magic missile* (5d4+5) x 3, *web*, *improved phantasmal force* x2, *haste*, *dispel magic* x2, *fire shield* (cold), *stoneskin* (* already cast 10 remaining), *chaos*

Halfling Smugglers (4), T7: Int Very; AC 6; AL CG; MV 9; hp 37; THAC0 11; #AT 1; Dmg by table; SA grapple (unarmed combat +/- 2 on the table due to specialization); SD +3 to save vs magic and poison; MR nil; SZ M; ML 9.

If the halflings are taken alive, they will claim to have been stuck on the beach when the storm came in and unfortunately they found this cave with the pirates within. If the pirates are captured they will try to turn the blame to the halflings. The halflings are just here to tend to the caves, they are not the key smugglers, still their capture will put a damper on the smugglers' operations in Mossbridges for a while.

Nothing of value can be found in the area except for a ring box (with a plain silver ring inside) that the pirate leader was carrying. It does have a slight inscription that reads – "For my beloved." The ring is cursed and is intended to bring sacrifices to Umberlee.

If there is still time left in the slot you can go on with either the Beach Clean-Up (Encounter Nine) or the *Maiden's Silence* (Encounter Three).

Task Three: Clean-up

Encounter Nine Beachcombing Duty

For this section of the adventure you MUST have at least 90 minutes remaining in the round, or you may trap PCs for three months. PLEASE WARN THEM! I am sure the operations staff will have no problem if

they get trapped and you have warned them. Okay, enough warnings.

Sure beachcombing duty is not what many might think adventuring is about, however, there is something about walking about in your barefeet, the gentle surf playing about your toes. There are a number of large bonfires alight along the beach, the various logs and beams burning. Your semi-peaceful moment is interrupted rudely as you bang you toes into something solid very near the surface of the beach.

It is large, perhaps the size of a torso or sea chest and is covered by at least an inch of sand. The sand is slowly being moved by the surf.

The PCs can explore under the sand if they wish, they can even build sand castles, however, if they explore the hard sand, they will indeed find a sea chest it has runes upon it. See **Player Handout**.

Each of the runes is carved, burned, etched into the sea chest. There seems to be a very sturdy lock upon the chest.

The chest is not locked, nor is the chest magical or magically locked. Inside the PCs find:

- A small pouch of various colored crystals
- A thick glass jar whose lid is sealed with a very thin silvery wax – there almost seems to be an image or illusion centered in the jar
- A thick lead vial with some type of liquid within
- A solid ring made of wrought iron with no symbols or inscriptions upon it
- Six identical jars, each with about half a pound of colored sand – red, yellow, blue, purple, orange and green
- A large catseye marble about 6 inches in diameter
- A necklace of thick cord with a large raptor's claw medallion in the center, the claws outstretched
- A small wooden box with six colorful bars of incense held tightly within.
- Two bone scroll tubes – the contents are in the **Player Handouts**

None of the items detect as magical.

Nothing happens until the PCs open the glass jar. If they do, continue with Encounter Ten.

Encounter Ten Inside Job

For this section of the adventure to be played the PCs had to have opened up the jar, AND you warned them if there were fewer than 90 minutes remaining when they

started the section. Under no other circumstances should this encounter be used.

Okay, first let's describe what has happened. They have been shrunk (items and all) and sucked inside the glass jar. They are officially trapped in the glass jar; if they do not finish the adventure and get themselves out, then other people from Mossbridges find the jar. Most of them get sucked inside. Finally someone figures out what is happening and takes the jar back to Ravens Bluff. Eventually some other adventurers are sent into the jar to see what is going on, and they rescue the PCs. Total time out of play: three months, or 18 time units.

Here is the opening text as they enter the glass jar, they do have the two scrolls, the bag of crystals and all the items that were in the chest. If any of the PCs were further than 500 yards away when the jar is opened unfortunately they are not inside the jar.

A swirl of hot wind and sand immediately erupts from the beach as an identical spout lifts from the sea arcing down upon your entire group. The water quickly rushes away and you find yourselves lying in the sandy beach, no sign of the wind or the rushing water that encompassed you.

"I suppose the fact that you are here means that our salvation may be fated, or perhaps you have been doomed like ourselves for our pride and greed," says a robed dark-skinned ogre standing near you. "I am the current mayor of our town and would greet you properly, if you would care to offer me your names. I am known as Crumtamani."

There is a lot of information about the town and the people, so I have included it in the Appendix. There is also a map of the small town. Now some important facts that Crumtamani can tell the PCs and information for you as a DM.

DM INFORMATION:

- The town is called Kesslerring and was once situated on the coast of Zakhara.
- Crumtamani is the current leader of the town, although they really do not have any decisions to be made. It was just his turn.
- He will be helpful, and he will show the PCs to a couple of homes that are currently vacant, since he believes they will be trapped here.
- He will ask what skills the PCs have, since he will want to integrate them into the town's daily life.
- Unlike many true Zakharan towns, this one has changed greatly due to an influx of people and cultures into their society. They all work together to survive. The longest they have gone without new visitors is fifty years. Most of the visits have been within twenty years of each other.

ABOUT THE BOTTLE AND MAGIC:

Wizard Spells:

- Abjuration – These spells work normally except that the magic holding people in the jar cannot be dispelled, and *dismissal* and similar spells do not return outer planar creatures that may be within the prison confines.
- Alteration – These spells work normally, except that the jar is NOT affected by any of the magic and spells that move or involve any plane or object outside of the prison do NOT function. Thus, you can *teleport* within the jar but not out of it.
- Conjunction/Summoning – These spells work for elemental creatures such as invisible stalkers or unseen servant, but none of the outer planes can be reached.
- Enchantment/Charm – These spells work normally, with the exceptions that *Leomund's secure shelter* and *Mordenkainen's disjunction* that will not affect the jar itself but everything within it.
- Illusion/Phantasm – These spells work normally.
- Invocation/Evocation – These spells work normally, but only affects items within the jar and not the jar itself.
- Lesser/Greater Divination – All divinations work normally, however, nothing can be divined about the nature of the puzzle or the puzzle solution.
- Necromancy – works normally

Priest Spells:

- All – These work normally
- Animal – These are very limited as there are very few animals in the city, any animal not normally found in the city cannot be summoned.
- Astral – These are NOT available
- Charm – These work normally
- Chaos – These work normally
- Combat – These work normally, although the *holy word* will NOT return any unnatural creature to any location outside the jar.
- Creation – These work normally
- Divination - All divinations work normally, however, nothing can be divined about the nature of the puzzle or the puzzle solution.
- Elemental – These spells are enhanced, with double duration or an additional +1 per die of damage.
- Guardian – These work normally
- Healing – These work normally
- Law – These work normally
- Necromantic – These work normally
- Numbers – These work normally on any topic except for the puzzle itself.

- Plant – These work normally, although any transportation magic cannot transport to another plant outside of the jar.
- Protection – These work normally, although the *dispel evil* spell does not transport an evil or summoned creature outside the jar.
- Summoning – These spells work for elemental creatures such as aerial servant, but none of the outer planes can be reached. Also, *word of recall* does not function to a location outside of the jar and *dispel evil* functions as listed above.
- Sun – These work normally
- Thought – These function normally, however there are no thoughts from behind the warded doors and no one in the city knows any more than they are saying. Also, an *idea* spell will not assist with the puzzle.
- Time – These function normally
- Travelers – These function normally
- War – These function normally
- Wards – These function normally
- Weather – These work normally

As a general note – if the spell accesses items or issues or transports from outside the prison it does not work. If it is going to break the “puzzle” in any way it does not work. There are five genies controlling the jar and they keep magic under control.

Crumtamani Information:

- The town the PCs are in is very old; none of those active remember when the town was imprisoned.
- Over the years many of the original inhabitants have perished. Others have been imprisoned since the beginning in their homes.
- If asked as to the people trapped, he will claim not to really know their names. He does have the list – this list was passed from generation to generation for no apparent reason, however they did not have anything really better to do.
 - Tanyl Eroth – Sorcerer
 - Soliana Le’Quella – Beekeeper
 - Alak T’sarran – Glassblower
 - Gelroos Veladorn – Sculptor
 - Laeroth Morthninth – Blacksmith
 - Ryllae Alenuath – Alchemist
 All the people are elves and they may be related since there are three men and three woman.
- Each has their own home and business in the same building. He can point the businesses out however, he is not sure who is within each building since he is fairly young.
- He can introduce them to some of the older people in town that may know more about those trapped and the town’s history.

- He is very excited about their visits. It is considered a great honor to be the sheik or mayor of the city when visitors come.
- VERY IMPORTANT: He has also been told that the visitors may only attempt THREE solutions to the given puzzle. If they are wrong three times, then they are trapped within the city and added to the roster. Also if the sun sets prior to the puzzle being solved, then they are also trapped. This gives them only eight hours to solve the puzzle.

Crumtamani, ogre m F6: AL LN; AC 6; MV 12; hp 80; THAC0 12; #AT 1; Dmg 1d6+7 (Club); SA nil; SD nil; MR nil; Str 19, Dex 10, Con 19, Int 11, Wis 9, Cha 8; SZ L; ML 10.

The key to this encounter is for the PCs to move about town and explore the various buildings and residences. Many of the buildings are empty. A great number of people decided not to raise a family since they had been trapped, so although the town is large enough to support around 500 people, there are only about 150 people living there currently.

Below are the major locations within the town as labeled on the map. After each location the descriptions of the building are given so that you have the correct descriptions. Remember the NPCs of note that are in the village can be found in the Appendix. There are many non-described NPCs so you may add a few as needed.

1. Open Market
2. Training Ground
3. Squares – each has one warded door
4. Mosque
5. Mayor’s Home
6. What used to be guardposts
7. Main Residential Area
8. Blacksmith Shoppe
9. Sage Avenue
10. The Baker’s Row

You have a DM copy of the map with the locations of the warded doors. If the PCs ask about them, Crumtamani will tell them that once every fifty years or so strangers are brought into their town. Each time the strangers have come they have come with a different puzzle that involves the warded doors. Only the sage know exactly who or what is behind those doors. He will give the PCs directions towards the sage and to his own humble abode.

The PCs have some options:

- Solve the puzzle by determining the correct doors by trial and error. If the PCs make an attempt to open a door or free one of those trapped and they

choose the incorrect combination, the combination will fail and the town bell will toll loudly. A villager will quickly enter and explain that that means that the selection is incorrect. They also know that the group only has three mistakes it can make.

- They can go talk to the sage and other villagers – see their entries in the Appendix.
- They can attempt to magically break through the puzzle – very simple – it does not work!

When they have run out of time or freed the town continue with the conclusions.

Conclusion – Success (town freed)

As you awaken the last of the elves, the mayor’s home explodes. Coming from that direction are five huge creatures: an efreet, a narid, a djinni, a jann, and a dao. “You have freed the town and may they never forget the slight given by their ancestors and the mercy shown to the town by this council.” Another explosion follows and they are gone. You find yourself on the beach, the sea lapping up well over your knees.

Sea Marshal Spoon is very pleased to see you. “Where have you been?”

He pays them the agreed amount, and gives them some things (in the Treasure Summary) that his group found on the beach near where the PCs disappeared.

Conclusion – Success (town not freed)

As you come back towards Mossbridges, Sea Marshal Spoon seems pleased with the progress. “We are very successful, although the storm did much damage, we showed that we are in control and that can react to any circumstance.

He pays them the agreed amount.

Conclusion – NO Success (Stuck in the Bottle)

As you attempt to solve the puzzle, the town’s bell rings for the third time. The items you have that remain disappear and the villagers’ smiles disappear. Then they show you to some houses and help you make yourself at home. Three months later, some adventurers appear inside the bottle, and they succeed

where you failed (possibly due to your help). The town is finally freed.

The characters spend 18 time units, or remain out of play for three months.

This Ends *It Came From the Sea*

Experience Point Summary

Experience is calculated as follows for Living City events.

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. PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party’s tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2nd level PC, a 5th level PC, three 6th level PCs, and an 11th level PC, the group falls into tier 3. The 2nd level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11th level PC also gets tier 3 experience.

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7+

General Experience:

Revealing Galendar as a Fraud	50 xp
Catching Galendar alive	50 xp
Catching “Janet”	50 xp
Roleplaying Experience:	0-500 xp
Total General Experience:	650 xp

The Maiden’s Silence:

Using magic to determine how he died	50 xp
Saving Stilmare and the trapped crew	100 xp
Defeating a Hunting Party	100 xp
OR	
Defeating ALL the Sahuagin	400 xp
Total The Maiden’s Silence:	550 xp

Smuggler’s Blues:

Rescuing the Merman	50 xp
Destroying the Altar	100 xp
Defeating the Pirates	100 xp

Releasing the Halflings	50 xp
OR	
Capturing the Halflings:	100 xp
Total for Smuggler's Blues:	350 xp

Into the Bottle:

Freeing the City	300 xp
Defeating the Giant Mole (s)	100 xp
Total for Into the Bottle:	400 xp

Total Possible Experience:	1,950 xp
For Tier 2:	3,900 xp
For Tier 3:	5,850 xp
For Tier 4:	7,800 xp

It is not likely that the characters will complete all three parts of the adventure, though.

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 on 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 that 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 that 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 that it later finds unreasonable but which were allowed at the time.

General Awards

- 450 gp per PC for employment
- Masterwork fishing lure (Value 100 gp): This lure grants a +2 bonus to skill checks required to catch fish, when it is used to catch fish. (2E: grants +2 bonus to Fishing proficiency checks when the lure is used to attempt to catch fish.)
- *Silver mace* +0,+2 vs undead (Medium, Value 2,200 gp)

The Maiden's Silence Section:

- Letter of Reference from House Seabury (Note on log sheet)

Smuggler's Section:

- *Necklace of growth* (Medium, Value 250 gp per charge): This necklace has eight small pendants, each of which stores a single enlarge spell cast at 5th level. Each pendant is used up when the spell is cast. The necklace cannot be re-enchanted, and only one spell from a necklace of this type can affect a single being at one time.
- *Horn of the Mermen* (Value 2,000 gp, not tradeable): This horn represents a favor that is owed to the character by a merman. If blown when in trouble on the sea from storms, mermen will come and transport the character and anyone with the character to the nearest dry land. Then the favor is repaid. The favor must be used by the character whose name is on the top of the certificate.
- Two bottles of wine worth 1,500 gp to collectors

Into the Bottle Section:

- *A pouch of colored sand* (Value 500 gp): This sand, when thrown, acts as a color spray spell cast at 10th level. The effect is projected in the direction the sand is thrown. All of the sand is used to create the effect, and once used the sand loses its magic.
- *Tiger Eye Marble* (Value 2,500 gp): This marble stores a single *summon nature's ally V* spell, which summons a tiger as if cast by a 10th level caster (2E: summons a tiger, which stays for 10 rounds).
- Box of Incense (4 bars, Value 1,000 gp per bar): The incense in this box is very rare and exotic.
- *Hawk Necklace* (Medium, Value 1,600 gp): The wearer of this necklace can cast *polymorph self* one time, into the shape of a normal hawk only. The effect is cast as if by an 8th level sorcerer, and cannot be modified by metamagic feats.

If the PCs were trapped in the bottle, they should be added to the Event Summary and their PC summary sheet should note the Date and Event.

Fame

None. No one is really talking about this. Even if they released the city, no one is talking. The city appears somewhere far away.

Player's Handout #1

Scroll #1 – Found with the Bottle

*Stand once a city, proud upon its shore
Growing larger each year, the legends and lore.
With magical growth, their arrogance grew,
Forgetting their past, a price did come due.*

*Great Benefactors, they numbered four,
They howled in rage, their screams a roar.
The ground did crack and flames burst free,
The city shrunk small, to pay their pride's fee.*

*A bottle their prison, designed by their hand,
The people, the city, their homes in the sand.
To remain sealed until conditions were met,
Not opened, not broken, not found in a net.*

*When elements agreed, the bottle be found,
A puzzle to solve, before the city to ground.
When wave, flame and wind combine to reveal,
In the sand held prison, freedom becomes real.*

Player's Handout #2

Scroll #2 – Found with the Bottle

1. The woman who requires the vials does not live in a one-story home.
2. The Blue Crystal opens a one-story home.
3. The orange Crystal opens the three-story home.
4. The Iron Ring goes on the man near his furnace.
5. The box of Incense goes to the woman behind the yellow crystal opened door.
6. The red crystal opens a man's two-story home.
7. The hawk necklace belongs in the tallest building.
8. The sand go behind a door opened by a primary colored crystal.
9. Yellow & Red mixed gains you orange. If you add the floors of the building that these crystals open, it equals the number of stories of the building opened by the orange crystal.
10. Yellow & blue mixed gains you green. If you add the floors of the buildings that these crystals open, it equals the number of floors of the building opened by the green crystal.
11. The sand does not go into a one-story building nor does the marble go to a woman.
12. Bring the colored sand to a man with a furnace and use the purple crystal to deliver a marble to a man of cold tools.
13. The last and lucky clue, deals with the crystal of blue. In order, to set them free, use the crystal not in the building of three.

Underwater Characteristics for Weapons Taken from *The Sea Devils* © TSR, Inc

The Following Weapons do NOT function Underwater

Axe (All Types)	Arquebus	Blowgun	Bow (All Types)	Darts
Flail (All Types)	Mace (All Types)	Morningstar	Pick (All Types)	
Bardiche	Bec de corbin	Guisarme	Scourge	Scythe
Sling (All Types)	Staff Sling (All Types)	Kopesh	Scimitar (All Types)	Tulwar
Warhammer	Whip			

The Following Weapons have an adjustment made to their damage potential

Missile Weapons	Rate	Range	Damage vs Man-Sized/Large
Hand Crossbow	1	5/10/15	1d3/1d2
Heavy Crossbow	½	15/20/25	1d8+1/1d10+1
Light Crossbow	1	10/15/20	1d6+1/1d8+1
Sahuagin Crossbow	1	15/20/25	1d8+1/1d10+1
Sahuagin Darts	2	5/10/15	1d4/1d3
Sahuagin Javelin	1	5/10/15	1d6+1
Sahuagin Tridents	1	5/10/15	1d6+1/3d4
Dagger			1d4/1d3
Quarterstaff			1d2/1d2
Sickle			1d2/1
Spear (One-Handed)			1d6/1d8
Spear (Two-Handed)			1d6+1/2d6
Bastard Sword (One-Handed)			1d4/1d6
Bastard Sword (Two-Handed)			1d4+1/2d4
Broad Sword			1d4/1d6
Cutlass			1d3/1d4
Long Sword			1d4+1/1d6+1
Rapier			1d6/1d8
Sabre			1d3/1d4
Short Sword			1d6/1d8
Two-Handed Sword			1d4/2d4
Trident (One-Handed)			1d6+1/3d4
Trident (Two-Handed)			1d8+1/3d4

Players Handout

Runes Found on the Sea Chest



Players Handout Map of the City



Map Key

- 1 – Open Market
- 2 – Training Ground
- 3 – Squares – each has one warded door
- 4 – Mosque
- 5 – Mayor's Home
- 6 – What used to be guardposts
- 7 – Main Residential Area
- 8 – Blacksmith Shoppe
- 9 – Sage Avenue
- 10 – The Baker's Row

DM Map of the City



Map Key

- | | |
|--|--|
| <ul style="list-style-type: none"> 1 – Open Market 2 – Training Ground 3 – Squares – each has one warded door 4 – Mosque 5 – Mayor’s Home 6 – What used to be guardposts 7 – Main Residential Area 8 – Blacksmith Shoppe (location of the Blacksmith – One-story building with furnace) 9 – Sage Avenue | <ul style="list-style-type: none"> 10 – The Baker’s Row 11 – Alchemist Shop (Two-story building with furnace) 12 – Glassmaker’s Shop (Two-story building with furnace) 13 – Wizard’s Workshop (Three-story building) 14 – Beekeeper’s Home (One-story building) 15 – Sculptor’s Workshop (One-story building) |
|--|--|

DM Solution to the Crystal Door Puzzle

Furnace	Male	Female	Occupation	Gift	Stories	Crystal
Yes	X		Glassblower	Colored Sand	Two	Red
Yes		X	Alchemist	Lead Vial	Two	Green
Yes	X		Blacksmith	Iron Ring	One	Blue
No		X	Wizard	Tiger Eye Marble	Three	Orange
No		X	Beekeeper	Box of Incense	One	Yellow
No	X		Sculptor	Hawk Necklace	One	Purple

NPCs in the Town – by area

Area One – the Open Market: This portion of the town is hardly ever used since there is not enough of a population to support the market. It is fairly overgrown with weeds and supports a strong rabbit population in the many burrows that blanket the market square. There are no NPCs in this area.

Area Two – The Training Grounds: What was once the trading grounds for a noble and honorable group of warriors is now home to the remaining two master warriors of the town. These two warriors have kept to the trade of their fathers simply to maintain the family honor and the townfolk all respect the two warriors and give gifts of food and goods when needed.

Alim Riyas is the older of the two warriors, his family served the city for at least 10 generations, each generation produced a general that brought even greater honor to the family, then the Imprisonment. Still his family has chosen to maintain their skills and Alim is proof of that honor. He is young and has yet to choose a bride, however, his skills are impressive.

Alim Riyas hm Pal12: AL LG; AC 1; MV 12; hp 90; THAC0 5; #AT 3/2; Dmg 1d8+2 (*long sword*+2); SA nil; SD *aura of protection from evil*; MR nil; Str 18/50, Dex 16, Con 17, Int 13, Wis 14, Cha 17; SZ M; ML 19.

The other warrior here is from a families whose great ancestor was an ex-corsair from the pirate islands near the town's original location, she found the town relaxing and decided to settle in there. However, when the town came under attack, she quickly came to the rescue of the town and almost drove off the pirates herself. Unfortunately, she was recognized by the pirates and her secret was out. The town held a meeting and decided she would be accepted as a member of the town equal to all others. Jayani has taken the name of her great ancestor and trains daily to maintain her skills in case they are required.

Jayani al-Jasir hf F16 (corsair): AL LN; AC 0; MV 12; hp 102; THAC0 2; #AT 7/2; Dmg 1d6+4 (*short sword of quickness*) x5/2 plus 1d4+2 (*jambiya* +2); SA nil; SD swimming (14); Str 14, Dex 18, Con 17, Int 15, Wis 14, Cha 17; MR nil; SZ M; ML 19.

Magic Items: *bracers of defense AC 4*

Area Three – The Merchant Squares: These areas are not as run down as others since the townfolk do realize that any visitors will be most interested in the warded doors. The squares are clean and the porches and houses well painted and cleaned. The different squares are described below:

Square of Mind's Freedom – this is the square in which most of the painters, sculptors, sign-makers and other artisans of the town stayed. There are still a few artisans in particular a very talented goldsmith that still live in this area. The goldsmith is listed below, however the building with the warded door is described first.

A one-story domed building has the statue of a beautiful woman rising out of a spire of water holding a sign which reads 'Images of a Lifetime'

If the PCs get within the building there is a frozen elf in the middle of sculpting a large statue, however it is not quite ready to be identified. If the sculptor is freed, he will be very confused and unable to assist the PCs for at least eight hours.

Akura al-Morlin hm W1: AL LG; AC 7; MV 12; hp 3; THAC0 20; #AT 1; Dmg by weapon; SA hot gold (2d6 damage); SD nil; Str 11, Dex 17, Con 12, Int 16, Wis 14, Cha 10; MR nil; SZ M; ML 10.

Akura is the goldsmith that has remained in the house that his family built and supported by being the best goldsmith in the whole land. Unfortunately, without a lot of work their skills started to deteriorate, thus it was decided that they would melt down all of their own precious pieces handed down from their ancestors – pieces worth a fortune – and then they recast and worked the raw gold keeping their skills as current as possible. Akura is married with a son and four daughters, his two wives help him in the shop and he has signs that he too will have the master skills that his father taught him.

Square of Nature's Blessing – this square is also well tended but tends to be the home of a number of very colorful homes with bright murals painted about their walls. Each home has an open garden or a flat roof on which a variety of plants continue to grow. There are many NPCs that live in this square and maintain the small food supply that the town requires. There is also one warded building that is described below:

A rather wide building is easily identified as the one whose interior is not accessible. The roof of the building however still functions, large wooden boxes line the roof top, bees scurry from box to the many plants in the area.

Square of Wizardry – This square is immense as are the buildings within the square. It has traditionally been the

home of the highest ranking sorcerers and wizards of the town. There is a vast variety in building styles, with a couple of domed roofs, a large pinoet tower, as well as fortress style square or rectangular buildings.

The description of the warded building follows:

This large three-story square building is painted black from the top of its turreted roof to the base of its stone foundation. The building seems to have no seams and only a golden doorway leading within the structure.

There is one other wizard of note that still lives in this area and she is listed below:

Sala al-Abu, ef W16: AL CN; AC 0; MV 12; hp 66; THAC0 8; #AT 2; Dmg 1d4 +6 (jambiya); SA see below; SD see below; Str 17, Dex 19, Con 17, Int 17, Wis 13, Cha 13; MR nil; SZ M; ML 16.

Magic Items: *bracers of defense AC 5, jambiya+3.*

Spell-like abilities – *detect magic* 6/d, *spell slay* (if used as part of a successful attack the wizard must make a saving throw vs death magic with a modifier based on the level difference, if the save fails no spell casting for 16 hours, if failed by more than 5 no spell casting for 16 days, a 1 on a save means 16 weeks), *shield* 2/d, *alter self* 1/d, *blind* 2/d, *forget* 1/d, *scare* 1/d, *knock* 2/d, *fly* 2/d, *hold person* 3/d, *detect scrying* at will 90% chance of noticing, *windblade* 4/d (duration 16 rounds – creates an invisible sword of wind which extends and extracts from the caster’s hand. It cannot be seen, but can be heard as a roaring wind. It batters a target for 4d4 damage per strike, only invisible or flying targets get any AC adjustments all others are considered AC 10), *avert evil eye* 3/d, *chill touch* 2/d, *jump* 2/d, *armor* 2/d, *spider climb* 3/d, *taunt* 1/d, *detect invisibility* 3/d, *strength* 2/d, *sand quiet* 3/d (duration 16+1d4 rounds. Treat as a silence spell), *wind shadow* 1/d (duration 9 rounds. Treat as a combination of ride the wind and wraithform).

Sala is a spellslayer – a hunter of wizards, specialized in destroying wizards of all types. She came to this town on a contract to destroy a wizard and got caught in the imprisonment. She has taken on the role of the surviving apprentice to one of the wizards that used to live in the town. She is not liked by the townfolk because 1) she is an elf and 2) she refuses to take an apprentice. She will not attack the PCs unless one of the wizards in the group jeopardizes the safety of any of the town folk.

Square of Heavenly Delights – this square was home to the various alchemists and creators of wonders in the town. Its buildings vary as much as the variety of potions, oils and powders created in the various shops in the area. There are no plants in the square itself,

although the area outside the square is overrun with a variety of plants. The reason for this is that a giant mole has taken up residence in the area since the last visitors and has underpinned all the vegetation and even some of the buildings. As the PCs enter the square you can continue with the following text or a representative. All the PCs will need to make dexterity checks with an adjustment as found on the following table:

Armor Type Worn	Adjustment
None, Leather, Studded Leather	-2
Ring, Brigandine, Hide, Scale	-4
Chain mail, Splint Mail, Plate Mail	-6
Plate Armor	-8

If the character is heavily encumbered or wearing very entangling clothes such as large cloaks etc, then you can move them one further up on the table to a maximum of a –10 adjustment to the dexterity roll. This is especially true for multiple weapons or any two-handed weapon.

Failure to make the roll will cause the PC to fall into a large hole that opens up in the ground, the PC is considered prone for this round. For all PCs they can make a surprise roll.

This square is ringed with many buildings including a two-story one whose windows are paneled with colored glass and whose door glows with the signs of an obvious ward. It also shows a weathered sign-post of a mortar and pestle. As you approach the ground beneath your feet suddenly falls away, only dirt and darkness visible below.

Tier One:

Giant Mole: Int Animal; AL N; MV 6, Br 3; HD 4+4; hp 13; THAC0 15; #AT 1; Dmg 2d4; SA nil; SD equivalent of Blind-Fighting, Immune to light based magic; MR nil; SZ M; ML 12.

Tier Two:

Giant Mole: Int Animal; AL N; MV 6, Br 3; HD 4+4; hp 23; THAC0 15; #AT 1; Dmg 2d4; SA nil; SD equivalent of Blind-Fighting, Immune to light based magic; MR nil; SZ M; ML 12.

Tier Three:

Giant Mole (2): Int Animal; AL N; MV 6, Br 3; HD 4+4; hp 36; THAC0 15; #AT 1; Dmg 2d4; SA nil; SD equivalent of Blind-Fighting, Immune to light based magic; MR nil; SZ M; ML 12.

Tier Four:

Giant Mole (4): Int Animal; AL N; MV 6, Br 3; HD 4+4; hp 36; THAC0 15; #AT 1; Dmg 2d4; SA nil; SD

equivalent of Blind-Fighting, Immune to light based magic; MR nil; SZ M; ML 12.

Square of Measured Moments – this square is the home of a number of craftsmen, very similar to the Square of Mind's Freedom. However, in this square there are many working shops for glass, cloth, oil, ceramics etc. There is also a warded building.

The building that is warded looks amazingly similar to the many others in the square. The post in front of the shop simply shows a green bottle and the name T'Sarran. It is a plain white stone building of two stories with a variety of pipes coming from its red tiled roof.

Area Four – The Mosques: This block is still very well attended as many have discovered a stronger faith based on their time trapped here. There are many mosques and there is no tension between any of them and the citizens have learned from all the different priests over time, as such there are very few priests left dedicated to their faith. A couple of listed below.

Farouk al-Din hm P3: AL LN; AC 10; MV 12; hp 20; THAC0 20; #AT 1; Dmg 1d6 (short sword); SA nil; SD nil; Str 13, Dex 14, Con 10, Int 13, Wis 16, Cha 15; MR nil; SZ M; ML 16.

Farouk is a sword dancer or priest of one of the many faiths of the desert. He was brought up by the last of the factions in the town, his parents and is now on his own. He is tall, dark and fairly handsome, his eyes burning with a desire that can almost be seen.

Batina al-Shaat df P11: AL NE; AC 3; MV 6; hp 52; THAC0 14; #AT 1; Dmg 1d6+2; SA nil; SD nil; Str 11, Dex 11, Con 13, Int 9, Wis 18, Cha 14; MR nil; SZ M; ML 16.

Magic Items: *short sword +2, shield of the holy, lamellar armor +1.*

Spells – 1st level: *bless, command, cause fear, detect magic, cure light wounds (x2), sacred guardian*; 2nd level: *aid, draw upon holy might, enthrall, hold person (x2), music of the spheres*; 3rd level: *dispel magic, emotion control, prayer*; 4th level: *cloak of fear, cure serious wounds, reflecting pool*; 5th level: *flame strike, rainbow*; 6th level: *heal*.

Batina is very hard to please and very suspicious of all strangers. She leads the small group of dwarves in the town and strongly believes in Kularni a long lost desert leader. The only other dwarf in the community is Mamoud ibn Asra Abd al-Jari who sees himself as Batina's complete guardian and protector.

Mamoud al-Jari dm F7: AL LE; AC 4; MV 6; hp 63; THAC0 13; #AT 2; Dmg 1d8+3 (battle axe); SA nil; SD nil; Str 17, Dex 13, Con 16, Int 10, Wis 12, Cha 13; MR nil; SZ M; ML 15.

Magic Items: *lamellar armor of comfort, shield +1.*

Farouk, Batina and Mamoud can all be found in the area of the Mosque within the Town. There are smaller mosques near the major one and Farouk and Batina control two of these lesser mosques. The largest mosque does not have any priests but still receives offerings from the townfolk.

Area Five – The Mayor's Home: This is a fine white stone building that is two-stories in height. It has many comforts such as a fireplace with a roaring fire within that never goes out, or a tub that is always filled with cool water, or a fan that always moves by magic producing a nice cool breeze in the building despite the fire and the temperature outside.

Area Six – Guardposts: These used to be maned by the army of the town always on lookout for raiders or pirates. However, those are two problems that they did not have after the Imprisonment. There is one small problem is that a spirit of one of the guards refused to end his vigil and still watches over the town from the guardpost marked on the DMs Map.

Ghost (1): Int Highly, AL LN; AC 0 or 8; MV 9; HD 10; hp 60; THAC0 11; #AT 1; Dmg 10-40 years; SA sight causes save vs spells or flee and aged 10 years; SD silver or magical weapons needed to hit; MR nil; SZ M; ML 20

The ghost has long forgotten his name, however, he does not forget his duty. He will ask for everyone traveling in the area to identify themselves although he is NOT visible in the tower. Any villager, will ease away and suggest the same to the PCs. He will not attack but will defend the tower, himself and the town.

Area Seven – Prime Residential: This is a general residential area for the majority of the people in the town. There are only a couple of NPCs of note that the PCs could run into in this area.

Hari al-Thredon hm T6: AL CG; AC 8; MV 12; hp 30; THAC0 16; #AT 1; Dmg 1d4+1 (knife +1); SA Pick Pocket 65%; SD nil; Str 12, Dex 16, Con 13, Int 15, Wis 13, Cha 16; MR nil; SZ M; ML 10.

Hari will attempt to steal a pouch or item from at least one PC while they are in the area. He is very talented, however, he will give the items back to the PCs later. He does it just to maintain the skills that ran in his family. It is a matter of honor. Otherwise Hari is a good

looking intelligent lad that works for the mayor directly in making sure that everyone in town has what they need to survive.

Area Eight – The Smithy: This is where the stables are and the blacksmith shop. They know that the one-story building in this area that is warded did belong to the town blacksmith. There is a couple of talented blacksmiths and a number of camels that are kept in this area and milked as the town's main milk supply.

Area Nine – Sage Avenue: The town used to be well known for its knowledgeable sages. Much knowledge is lost in the many works still stored in the town, however, active knowledge has been saved where possible. There is one master sage that will speak to the PCs if they ask to see her.

Sintel Dras al-Fin hf W(D)9: AL LN; AC 10; MV 12; hp 21; THAC0 17; #AT 1; Dmg by weapon; SA nil; SD nil; Str 8, Dex 12, Con 8, Int 19, Wis 11, Cha 11; MR nil; SZ M; ML 12.

Sintel can tell the PCs much about the past, but she does warn them that she is not allowed to help them, thus they must ask her questions and if she knows the answers she can answer. The one caveat is that each question must be able to be answered with a very simple yes or no and they only get three questions.

She can look at the puzzle and understand the solution so this gives the PCs three questions about the puzzle or the story regarding the city. If they ask her about why this happened or how long ago, she can simply say that their were members of the town whose egos became bigger than the world about them and now the town has paid for their egos.

Area Ten – Baker's Row: There are a number of bakers and cooks in this area that produce the food and meals for the majority of the town. None are spectacular and should be considered very ordinary by the standards of Ravens Bluff. All the food is complimentary although they do not have a tremendous amount for those truly huge halfling appetities.