



Getting Our feet Wet

Under the Sea - Part 1

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A One-Round Adventure for the *Legends of the Shining Jewel* Campaign

What lies beyond the docks of Amthydor? What lives just beneath the sea? When certain factions start to have problems, it is a sign that adventurers will soon find out. A one round module for characters level 1 to 6. NOTE: Characters who are Nobles of House Sahdein and House Erikas will not be welcome in this module. Sea elf PCs might be very interested in playing this event.

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Welcome to LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot.

It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing.

Some of the text in this adventure is in ***bold italics***. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

LSJ GM Empowerment Clause

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations.

If the party is having trouble dealing with say, undead encounters, the GM can always have a

patrol of priests or the like come along to finish the combat and save the PCs. Full XP awards should not be given for the encounter if this is necessary.

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

Calculating ATL (Average Table Level)

Add up the levels of all characters at the table (plus ECL adjustments) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions, or bonded mounts).

Divide this total by 6, regardless of how many player characters are at the table. If more than half of the PCs have effective character levels higher than the calculated ATL, run them at the next higher ATL. If more than half of the PCs have effective character levels lower than the calculated ATL, run them at the next lower ATL.

This gives you the Average Table Level (ATL) for running combats.

A Note About ATLs and the Power of PCs

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them, and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a “role-playing” rather than “battle-ready” party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the GM should let common sense rule the day (and the module).

Adventure Background

Abaris, known as the Sunken City, is always in a state of war with the land of **Iysishun**. These two lands have large underwater communities. Abaris is composed of sea elves, locathah, merfolk and tritons that have banded together to present a unified front to the surface dwellers with whom they trade. Iysishun, on the other hand, is primarily a sahuagin territory. It has also become home to small populations of 'evil' members of other aquatic species.

The people of Iysishun, who hate those who live above the water, have been known to attack ships and otherwise harm surface dwellers they encounter. They maintain a state of war with Abaris because of their attempts to have free trade with the surface dwellers.

Trade between Amthydor and Abaris has been a well kept secret. Such trade has allowed certain markets to provide lustrous pearls, un-marveled silks, statues made of coral and the like.

Recently, some small caravans not reached the surface or returned to Abaris. Fearing Iysishun involvement, Abaris sent an envoy Amthydor to enlist specialized help in finding the truth behind the missing caravans.

Deciding to wield his largest commodity, he has turned to his Magus Council to find adventurers to investigate.

NOTE: If the PCs run out of time with the *water breathing* potions (or any other timed *water breathing* apparatus they may be using) before completing the mission, go to Conclusion B.

Introduction The PCs are requested, via the Fraternity of Venturers, to attend a meeting of importance. The guild does not know what the mission is, just that the request came from House Mour.

Encounter 1 - Information Gatherers: PCs that wish to gather information can do so here.

Encounter 2- Strange Encounters: The PCs get to meet with Lord Consul Henry Mour, Lady

Consul Deybri Seabury, and the representative from Abaris. They will ask the PCs to investigate what happened to the missing caravans.

Encounter 3 – The Shoreline: The PCs are taken to the Hidden Cove to begin their journey. From here the PCs can visit many of the next encounters in any order they choose.

Encounter 4 - The Pearl Beds: The PCs come across a clam shell bed. PCs actively searching will find some pearls, but will have to deal with a clam fisher for the prize.

Encounter 5 - The Sylvan Trench: The PCs find a deep trench where harmless, yet glowing, fish live.

Encounter 6 - The Trade Road: The Trade Road functions as the path through the waters for wagons carrying goods between the Abaris and the surface. There are no actual encounters here.

Encounter 7 - Searing Waters: The PCs enter an area of volcanic waters and deal with steam mephitis.

Encounter 8 - The Kelp Beds: Though farmed by sea elves, it is currently inhabited by a giant squid.

Encounter 10 - The Ruined Temple: The PCs find a-not so-abandoned temple holding the missing goods stolen from the last caravan.

Encounter 11 – Jaws: The PCs are accosted by sahuagin working with sea elves. At higher ATLS they will summon sharks to assist them.

Encounter 12 - Outpost at the Edge: The PCs may travel to the 1st outpost of the sea elves where they can rest or report.

Encounter 13 - Reporting to....: PCs can end with the outpost or report back to the nobles.

Conclusion A: PCs succeed in defeating minions.

Conclusion B: PCs lose to the minions or their *water breathing* runs out before the end.

Conclusion C: The PCs never encounter the temple at all.

A NOTE ON SEA ELVES: PC sea elves will have a better understanding of what goes on under the sea nearby. To reflect that, any PC may make a Knowledge (local) check (DC 15, DC 5 for sea elves) to recall any knowledge of the Abaris or Iysishun from **GM Appendix 1**.

Also, any sea elf PC may make a Knowledge (geography) check (DC 15, DC 5 for sea elves) to recall information about an area being searched. The information will only include what is in **GM Appendix 1**, not what may currently be there.

Introduction

It is not often one gets a personal request to go down to the Fraternity of Venturers. So, it surprises you to have received an invitation from Melton Dadderhoff to come to his offices at sunrise.

GM's Note: Any PC Noble that is a member of either House Erikas or Sadhein will not be invited. Any PC playing these particular Nobles are not welcomed by House Mour or Seabury. Inform these players to play other characters. House Nobility of either of these two houses who think of disguising themselves will have to beat a Spot check (DC 20) on their Disguise rolls. New PCs will be told they have received the same agreement as the others and will have signed a contract as well.

Note: If PCs ask about Dadderhoff, he is pretty well known in the city. With a Knowledge (local) check (DC 10), they will remember that Dadderhoff is the guild master of the Fraternity of Venturers, as well as a well respected member of the community.

The granite-and-marble, three-story Hall of Venturers, with its red dome and Corothian oak doors seems pretty much the same as the other times you've passed by it. The guards at

those doors look you over, then nod acknowledging your entry.

A human woman, in her early thirties, wearing a pince-nez is behind her desk reviewing files. When you arrive at the front of the desk, she looks up at you. "May I help you?"

If any of the PCs have met Dorinda before:

"Oh!" Dorinda says, "Please go right in to the Guild Master's office. He'll be with you in a bit. Some others may be sent to wait there with you as well.

If no one knows Dorinda, she will briskly send them down the hall.

The Guild Master's office is just down the corridor near the desk.

Entering his office, Milton Dadderhoff comes up to you and shakes your hands. "Good to see you, good to see you. Please, have a seat." He waves his hand at a set of chairs and couches around the room.

Once you have all have taken seats (or decided to stand), he will sit down at his desk. "By now I am sure you are all filled with questions. But there is only so much I can tell you. Understand that there are interests in this city who would love to be a fly on the wall for what you are going to learn, including me.

"But first, I want you to understand, the employer you are about to work for is highly placed in the city. What you do for them is to remain between you and them. So I am here to assure your confidence and your word at secrecy, as well as get your signatures on a contract."

Hand the PCs Player's Handout 1. They may ask many questions, but all Milton can confirm is that he did receive the contract from a page from House Mour, and that the signatures are indeed from Lord Consul Mour and Lady Consul Seabury. (NOTE: "Lord Consul" or "Lady Consul" is the title given to the formal leader and decision-maker of a noble house of Amthydor). He can also confirm that once the PCs sign, he has to send them to a meeting.

PCs that refuse to sign are thanked and are asked to leave the meeting. They may play a different character as a substitute. Otherwise, the game is over for them.

Once the PCs sign continue:

“Very good, all seems to be in order.” He rolls up the contract, pulls out a wax and seal set, and seals it. A certain light seems to briefly shine upon the wax, then fade.

PCs can make a Spellcraft check (DC 16) to determine that the seal placed a Magic Mouth upon the wax. If improperly opened, the seal will say ‘Unopened’, go poof! and the letter will crumble to dust. Only saying the appropriate word will prevent the seal from Disintegrating the paper. Lord Mour knows the appropriate word.

On a bad note, PCs who do open the note or otherwise break the seal will be in for a rude surprise. Obviously, they can’t be trusted and will not be able to apply again or seek the Lord and Lady out without the contract. The module is over for them. The PC who opens the letter or any PC who actively seeks to have it opened, receives the Disfavor of House Mour and House Seabury.

“Now take this contract, [he hands it to the most seemingly trustworthy party member, or a noble if there is one at the table] down to the Harbormaster’s office. They will know the seal and take you into the meeting. Now get going.” He smiles and lets them out of the building. “Do not break the seal,” he warns.

Encounter 1 - Information Gatherers

PCs may want to gather information using Gather Information or Knowledge: Local checks, or Bardic Lore. Things they may ask and get information about:

House Mour:

- **DC 5:** House Mour is a prominent noble house of Amthydor.

- **DC 10:** House Mour is involved with overland shipping of most goods in and out of Amthydor.
- **DC 15:** House Mour is allied with House Seabury and House Reilly.

House Seabury:

- **DC 5:** House Seabury is a prominent noble house of Amthydor.
- **DC 10:** House Seabury is involved with seafaring shipping of most goods in and out of Amthydor.
- **DC 15:** House Seabury is allied with House Mour and rivals with House Sahdein. They also have an ongoing feud with House Erikas.

Lady Seabury:

- **DC 15:** Though Lord Consul Tymos Seabury is the head of the house, most of the business and political concerns are run by Lady Deybri Seabury.
- **DC 20:** Lady Seabury is a native of Corothia and has become a naturalized citizen of Amthydor.

Lord Mour:

- **DC 15:** Lord Consul Henry Mour takes personal interest in all areas of trade in the city.
- **DC 20:** High Lady Valencia Mour is out of town, shopping in Corothia.

Encounter 2 - Strange Encounters

You arrive at the Harbormaster’s office and are soon escorted into a conference room that holds a table and many chairs. Soon after, another door opens and three people walk in. You quickly recognize Lady Deybri Seabury and Lord Henry Mour.

Lady Seabury is dressed in suitable and well tailored formal dress and cloak. The clasp of the cloak is made as the insignia of her house.

Her blonde hair did not deny her strong, steely blue eyes.

Lord Mour was dressed in a bright, blue surcoat and well made trousers. He held a cane in one hand, the emblem of his house upon it. His black hair was straight and thick but combed in the military style.

They are followed by a shorter person draped completely in a grey cloak, totally hiding his or her features.

“Greetings”, begins Lord Mour. “I trust you have brought me something?”

Lady Seabury is a charismatic woman with a great deal of power. She’s also just here to enjoy the race. While she can be as vindictive, Lady Seabury starts out in a happy mood. She particularly enjoys sailing, yet due to her duties in House Seabury, has not done so in some time.

Lord Mour is very much the businessman you would expect to run the Merchant House of shipping and caravans. While he is not often seen in public displays, he remains a well known figure.

He waits until the PCs produce the contract.

He takes the contract, whispers a word over the seal. The seal says ‘Unopened’ and the seal falls away. He quickly scans the document, nods, and hands it to Lady Seabury. Her brow furrows as if in irritation, then she nods. “Everything seems to be in order, Henry.” She turns to you all. “Most of you should know us. I am Lady Deybri Seabury and this is Lord Consul Henry Mour. We represent major interests in the trade of Amthydor.

“To this end, we have dealings far and wide across Raia. Unfortunately, there are times when trade is disrupted. The nature of this current disruption is particularly strange and unknown to most of Amthydor. The contract secures that you will keep your knowledge of this matter quiet.”

She looks at you all before continuing. “As House Mour maintains trade over land and my House over seas, we have a joint venture that combines both. Allow me to introduce Ambassador Lexxor Ruth of Abaris, the Sunken City.”

The third man moves forward and pulls back his hood. He reveals a very handsome face and sea green eyes. His golden hair seems to form waves across his head and his slender, blue body and pointed ears mark him as a sea elf.

“Greetings”, he says, in a voice reminiscent of gentle rolling surf. “I have come far from my city to meet with the surface dwellers over our dealings.”

“As we are bound in contract, we trade goods between your city and ours and have done so for over fifty years. Recently, several of our caravans going to trade with your city have disappeared. Sometimes we have even found destroyed wagons and our people slain. We trust your city had no doings with this, though we cannot find who does.

“I have been sent to have others from the surface look into this matter. If you accept the task, your job will be to find and, if possible, stop these attacks on our caravans. This Lord and Lady say that you are to be trusted with this. I trust them.”

Lord Mour steps forward. “As trade is of the utmost importance, we have hired you to get to the heart of this matter.” He produces a map and lays it out on the table [Give players Map #1].

“As you can see, this map shows the area between the first sea elf outpost and the shores of Amthydor. Three caravans have met their end along the road. The first caravan was laden with rare fish and herbs from deep within the sea. All that was found was a destroyed cart and the bodies of a few dead sea elves.

“The second caravan carried coral and underwater building materials. This time several broken tridents were found near the dead Elves. The carts were never found.

“The third carried fine wines and spirits made by the Sunken City. This whole caravan, including the workers, totally vanished, leaving nothing but marks of their passage at the location marked ‘3’ on your map.”

“We hope,” the ambassador says, “that you will be able to find what we have not. The area has been searched, though it may need new eyes to see.”

“Potions of water breathing,” Lady Seabury breaks in, “are being provided for your investigation. Each will last for a 14 hour period from your imbibing them, so there is some haste to this operation.” She opens a case revealing potions, one for each of you.

At this time, explain to the players the new LSJ House Rule that allows all *water breathing* spells and items to provide partial protection from the effects of deep sea pressure. This will easily allow them to play the module without fear of harm (at least from water pressure). This is explained in the PC and GM handouts titled “Aquatic Terrain Rules.”

Additional questions the PCs might ask:

- **Where do we need to search?**

Refer to GM Appendix 1.

- **Are tridents used by one of your enemies?**

While the trident is a very useful tool under the sea, the ones found would have been primarily used by sahuagin.

- **Who or what are the sahuagin?**

They are an underwater people who use evil means, such as slavery and piracy, to maintain their underwater domain. Their main city,

Iysishun, lies further out into the Tasman than our own Abaris. We are, of course, enemies.

- **What sort of dangers might we encounter underwater?**

You may encounter the occasional shark or manta ray, maybe even large jellyfish. Most underwater creatures can be avoided though. You might encounter sahuagin hunting parties here and there.

- **What do we need to prepare for underwater action?**

Refer to GM Appendix 2 for underwater rules.

- **Can we take our [pets, animal companions, etc.]?**

We are not prepared to give them water breathing potions. So unless you can provide for them, you will not be taking such pets.

NOTE: Animal companions would probably not be willing to go underwater even with *potions of water breathing*. Familiars on the other hand can accept *water breathing* through their shared spells feature and will be fine underwater as long as they stay near their owners.

- **What about the locations of the attacks?**

We have thoroughly searched those areas, and have not found anything of note. Since, we have cleaned the areas. If you want to search these areas, you can, but I doubt you will find anything of use.

Encounter 3 - The Shore Line

You are ushered into a waiting wagon just outside the back entrance to the Harbormaster’s office. The ambassador from Abaris accompanies you. “Remember, the duration of the potion is only fourteen hours. So do make haste in your investigation.”

The wagon takes you out of the city and up along the northern beaches. Soon you turn along a bend on the beach. Ahead of you is a small Diamond Legion outpost. The legionnaires see the wagon, and wave it on. Beyond the outpost, you see the entrance to a cove.

Some PCs may recognize the cove if they have played *Free Enterprises I: Pirates Ahoy*. If any of the PCs did play the module and do not remember the cove, have them roll a Knowledge (local) check (DC 10) to remember.

Over a year ago, a plot by a Vanyr House had hired a pirate ship to hijack certain ships and hold the goods within this hidden cove. Adventurers put a stop to this (*Free Enterprises I: Pirates Ahoy*). Amthydor took control of the cove and the ship within.

Knowledge of the cove came into the hands of House Mour. Both House Mour and House Seabury had been approached by sea elves representing the city of Abaris. They proposed a trade agreement between their underwater city and Amthydor, dealing with the two well known houses.

It had been decided that releasing knowledge of the underwater city to the general populace would cause adventurers and thrill seekers to seek it out and cause all sorts of problems. To avoid all of this conflict, Lord Consul Mour devised a plan. With help from House Seabury, the Lord Monarch would take control of the cove and the ship that was moored there. Sea elf caravans would arrive there from underwater and exchange goods and payment in the cove. The goods would be loaded onto the ship which would then sail into Amthydor harbor, to distribute those goods to the Seabury warehouses and Mour caravans alike. Amthydor wouldn't have to deal with the sea elf caravans at all.

You are escorted into the cove on foot and are met by several noble guards of House Mour and House Seabury. They seem to man the

buildings and the large ship moored to a dock. "This is where we exchange goods with the surface folk. We know there is no trouble after the caravans arrive here. So it must be between here and our first outpost. I will await your return here, though if you find yourself too far away; the first outpost will be able to assist in your return. Good luck."

At this point the PCs are invited to drink their potions and begin their investigation of the nearby underwater areas. *Each potion has a duration of 14 hours.* Note the travel time to reach that encounter and count it towards the duration of the potions. Be sure to keep track of elapsed time.

NOTE: As an LSJ House Rule, the *water breathing* spell also provides protection from underwater pressure, enough to keep the PCs safe from the harmful effects of deep water pressure. Consult the handouts labeled "Aquatic Terrain Rules" for details.

Have the players choose a location and go to the appropriate encounter.

If the PCs go to:

- The Pearl Beds: GO TO Encounter 4 (1 hour).
- The Sylvan Trench: GO TO Encounter 5 (4 hours).
- Trade Road: GO TO Encounter 6 (½ hour).
- The Searing Waters: GO TO Encounter 7 (3 hours).
- The Kelp Beds: GO TO Encounter 8 (6 hours).
- The Ruined Temple: GO TO Encounter 10 (5 hours).
- The Outpost: GO TO Encounter 12 (8 hours).
- When the PCs return to the cove, finished or not, GO TO Encounter 13.

Encounter 4 - The Pearl Beds

The Pearl Beds are the closest area to Amthydor. They were once a rich source of

pearls to the local sea elves. Since abandoning the area for places closer to Abaris, the beds have been left untended.

- The Outpost: GO TO Encounter 12 (7 hours).

Sometime after the elves abandoned it, a clam fisher made its home here. Surviving on whatever fish swam past, it has left most of the oysters undisturbed.

Searching the area (DC 15), the PCs will find 1d4 shells and 1-2 pearls (worth 100 gp ea). Searching the area for an hour's time (taking 20 on the search), PCs can find a total of 1 to 12 (1d12) pearls worth roughly 100 gp each. PCs collecting shells can find about 10 to 40 (1d4 x10) shells that are similar to currency in Abaris. During the first 10 minutes of searching, the clam fisher will attack.

A clam fisher stands some 4 feet tall and tapers from 3 or 4 feet in diameter at the base to 1 foot across at the top. Most of its squid-like body isn't seen since it keeps most of its mass below the sands so as to hide its true intent. The surface part of its body can appear as a large clamshell, or some rock or stone appearance, hiding its mouth under such debris. It weighs 1,100 pounds.

A clam fisher hunts by standing very still and imitating a bit of rock. This tactic often allows it to attack with surprise. When prey comes within reach, it lashes out with its strands. In melee, it bites adjacent opponents with its powerful maw.

Once the PCs move on, go to the appropriate encounter.

If the PCs go to:

- The Sylvan Trench: GO TO Encounter 5 (3 hours).
- The Trade Road: GO TO Encounter 6 (½ hour)
- The Searing Waters: GO TO Encounter 7 (4 hours).
- The Kelp Beds: GO TO Encounter 8 (5 hours).
- The Ruined Temple: GO TO Encounter 10 (4 hours).

ATL 1

Clam Fisher (1): Large magical beast; HD 3d10+9; hp 24; Init +3; Spd 10 ft; AC 14 (-1 size, +3 Dex, +2 natural); BAB/Grp: +3/+6; Atk/Full Atk: Strand +3 ranged touch (drag) or bite -2 melee (1d6+3); Space/Reach 10 ft/10 ft, 25 ft with strand; SA: Drag, strands; SQ: Darkvision 60 ft, immunity to electricity, low-light vision, resistance to cold 10, vulnerability to fire, tremorsense; Saves Fort +6, Ref +6, Will +2; Str 16, Dex 16, Con 16, Int 11, Wis 12, Cha 12.

Skills & Feats: Climb +12, Hide +10*, Listen +13 Spot +13; Alertness, Iron Will.

Drag (Ex): If a clam fisher hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a grapple check. A clam fisher can draw in a creature within 10 feet of itself and bite with a +4 attack bonus in the same round. A strand has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a clam fisher's strand does not provoke an attack of opportunity. If the strand is currently attached to a target, the clam fisher takes a -4 penalty on its opposed attack roll to resist the sunder attempt. Severing a strand deals no damage to the clam fisher.

Strands (Ex): Most encounters with a clam fisher begin when it fires strong, sticky strands. The creature can have up to six strands at once, though it can only strike with up to three strands each round, and they can strike up to 25 feet away (no range increment). If a strand is severed, the clam fisher can extrude a new one on its next turn as a free action.

At ATL 1, the clam fisher only gets one strand attack per round.

Skills: A clam fisher gains a +4 racial bonus to Hide checks made at the bottom of a large body of water.

ATL 3

Clam Fisher (1): Large magical beast; HD 5d10+15; hp 30; Init +3; Spd 10 ft; AC 16 (-1 size, +3 Dex, +4 natural); BAB/Grp +5/+8; Atk: Strand +8 ranged touch (drag) or bite +8 melee (1d6+3); Full Atk: 2 Strands +8 ranged touch (drag) and bite +8 melee (1d6+3); Space/Reach 10 ft/10 ft, 25 ft with strand; SA: Drag, strands; SQ: Darkvision 60 ft, immunity to electricity, low-light vision, resistance to cold 10, vulnerability to fire, tremorsense; Saves Fort +7, Ref +7, Will +2; Str 16, Dex, 16, Con 16, Int 11, Wis 12, Cha 12.

Skills & Feats Climb +12, Hide +10*, Listen +13 Spot +13; Alertness, Iron Will,

Drag (Ex): See ATL 1 for details.

Strands (Ex): See ATL 1 for details. At ATL 3, the clam fisher only gets two strand attacks per round.

Skills: A clam fisher gains a +4 racial bonus to Hide checks made at the bottom of a large body of water.

ATL 5

Clam Fisher (1): Large magical beast; HD 6d10+18; hp 52; Init +3; Spd 10 ft; AC 18 (-1 size, +3 Dex, +6 natural); BAB/Grp +6/+9; Atk: Strand +9 ranged touch (drag) or bite +9 melee (1d6+3); Full Atk: 4 strands +10 ranged touch (drag) and bite +5 melee (1d6+3); Space/Reach 10 ft/10 ft, 25 ft with strand; SA: Drag, strands; SQ: Darkvision 60 ft, immunity to electricity, low-light vision, resistance to cold 10, vulnerability to fire, tremorsense; Saves Fort +8, Ref +8, Will +3; Str 16, Dex, 16, Con 16, Int 11, Wis 12, Cha 12.

Skills & Feats Climb +12, Hide +10*, Listen +13 Spot +13; Alertness, Iron Will.

Drag (Ex): If a clam fisher hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a grapple check. A clam fisher can draw in a creature within 10 feet of itself and bite with a +4 attack bonus in the same round. A strand has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a clam fisher's strand does not provoke an attack of opportunity. If the strand is currently attached to a target, the clam fisher takes a -4 penalty on its opposed attack roll to resist the sunder attempt. Severing a strand deals no damage to the clam fisher.

Strands (Ex): Most encounters with a clam fisher begin when it fires strong, sticky strands. The creature can have up to six strands at once, though it can only strike with up to three strands each round, and they can strike up to 25 feet away (no range increment). If a strand is severed, the clam fisher can extrude a new one on its next turn as a free action.

Skills: A clam fisher gains a +4 racial bonus to Hide checks made at the bottom of a large body of water.

ATL 7

Clam Fisher (1): Large magical beast; HD 8d10+24; hp 69; Init +3; Spd 10 ft; AC 18 (-1 size, +3 Dex, +6 natural); BAB/Grp +8/+11; Atk: Strand +11 ranged touch (drag) or bite +11 melee (1d6+3); Full Atk: 6 strands +11 ranged touch (drag) and bite +6 melee (1d6+3); Space/Reach 10 ft/10 ft, 25 ft with strand; SA: Drag, strands; SQ: Darkvision 60 ft, immunity to electricity, low-light vision, resistance to cold 10, vulnerability to fire, tremorsense; Saves Fort +9, Ref +9, Will +3; Str 16, Dex, 16, Con 16, Int 11, Wis 12, Cha 12.

Skills & Feats Climb +12, Hide +10*, Listen +13 Spot +13; Alertness, Iron Will.

Drag (Ex): See ATL 5 for details.

Strands (Ex): See ATL 5 for details.

Skills: A clam fisher gains a +4 racial bonus to Hide checks made at the bottom of a large body of water.

Encounter 5 - The Sylvan Trench

Traveling over a rise, you see a trench. While it is not deep it, is fairly wide. Crossing throughout the trench is what may have at one time been small coral homes. Perhaps they once served as homes to sea elves, but that is clearly no longer the case. They appear abandoned, with some parts of buildings falling to age. But the trench is home to many different fish. Some are small and graceful while others are large and colorful. Surely nothing could be amiss here.

And nothing is. The PCs can search the area up to an hour, but other than examples of ruined sea elf architecture, there is nothing of value here.

If the PCs go to:

- The Pearl Beds: GO TO Encounter 4 (3 hours).
- Trade Road: GO TO Encounter 6 (½ hour).
- The Searing Waters: GO TO Encounter 7 (3 hours).
- The Kelp Beds: GO TO Encounter 8 (2 hours).
- The Ruined Temple: GO TO Encounter 10 (1 hour).
- The Outpost: GO TO Encounter 12 (5 hours).

Encounter 6 - The Trade Road

Not far from Amthydor, a flat ridge rises above the sediment rock. The flat ridge continues away from Amthydor and further out into the sea. Every 50 feet a road marker rises on either side of the road, marking the distance from Amythydor.

The trade road is a mostly uniform ridge that rises above the ocean floor. While not really a road, is used as a marker when traveling undersea towards Abaris.

Caravan Attacks: There is little to be found where the attacks occurred. If PCs wish to search those areas anyway, add an hour to travel time to the next location.

Caravan Attack Site 1

The area where the broken caravan once lay has been cleared of all debris. Only some marks where the road marker once stood remain as the sign of the struggle here. If anything of note could have been found here, the sea elves and the sea have likely taken them.

PCs can make Survival checks (DC 15 with the Track feat, or DC 25 without the feat) to find sahuagin tracks at the site.

Caravan Attack Site 2

The location where the bodies were found appears to be pretty much the same as every other part of the trade road.

PCs can make Search checks (DC 15) to find some broken heavy crossbow bolts. They have barbs along the tips. A Knowledge (local) check (DC 20, or DC 10 for sea elf PCs) will reveal that this style of bolt is typically used by sahuagin.

Caravan Attack Site 3

The road here seems level, yet there are signs of wear where road markers have been bent or broken, and there are wheel marks where the wheels had dug in for a combat. There are no other sign of anything here.

PCs can make Search checks (DC 15) to find a shattered holy symbol. A Knowledge (religion) check (DC 10) will reveal it to be a ruined holy symbol of Cyrene.

When the PCs move on:

- Travel between the three attack sites is considered “free” time.
- For the sake of expediency, travel anywhere else from the Trade Road takes a half hour.

Encounter 7 - Searing Waters

The waters warm a little as you approach the plateau of soft rock. Occasional jets of steam and hot water spurt from small holes pock marking the soft rock. Here and there the steam cools causing cloudiness in the water.

The Spot check (DC 25) to see the mephitis coming through the smoky water. These steam mephitis have taken residence here in the steam-warmed waters. They will attack the PCs as sport and will run into the gouts of hot water to escape if severely attacked. They will not summon other mephitis. Note that the mephitis, while not able to drown are affected by movement rules for underwater actions. If the PCs move away more than 60 feet from where they encounter the mephitis, the mephitis will break off their attack, as they prefer not to venture into the cooler waters.

When the PCs are ready to move on:

- The Pearl Beds: GO TO Encounter 4 (3 hours).
- The Sylvan Trench: GO TO Encounter 5 (3 hours).
- The Trade Road: GO TO Encounter 6 (½ hour).
- The Kelp Beds: GO TO Encounter 8 (4 hours).
- The Ruined Temple: GO TO Encounter 10 (3 hours).
- The Outpost: GO TO Encounter 12 (5 hours).

ATL 1: 1 Steam Mephit

ATL 3: 3 Steam Mephitis

ATL 5: 5 Steam Mephitis

ATL 7: 7 Steam Mephitis

✂ **Steam Mephit:** Small Outsider (extraplanar, fire); HD: 3d8; HP 13; Init: +5; Spd: 30 ft., fly 50 ft (average); AC: 14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13; BAB/Grp: +3/-1; Atk: Claw +4 melee (1d3 plus 1d4 fire); Full Atk: 2 claws +4 melee (1d3 plus 1d4 fire); Space/Reach: 5 ft./5 ft.; SA: Breath weapon, spell-like abilities, *summon mephit*; SQ: Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to fire, vulnerability to cold; SV: Fort +3, Ref +4, Will +3; Str10, Dex 13, Con 10, Int 6, Wis 11, Cha 15; AL N.

Skills & Feats: Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings); Dodge, Improved Initiative

Languages: Common and Ignan.

Breath Weapon (Su): 10-foot cone of steam, damage 1d4 fire, Reflex DC 12 half. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they have immunity to fire or are otherwise protected. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour a steam mephit can surround itself with a plume of vapor, duplicating the effect of a *blur* spell (caster level 3rd).

Fast Healing (Ex): A steam mephit heals only if it is touching boiling water or is in a hot, humid area.

Encounter 8 – The Kelp Beds

As you approach, you can see the green wall of growth ahead of you. The kelp beds may have once been farmed, but the area is now a dense jungle. Moving through it is slow going and the kelp threatens to entangle you every few steps.

The kelp beds were the main source of food for the elves. But the most the PCs will find here are old and broken coral tools. The kelp is now home to squids and octopi of various sizes.

In fact, one or more of them will feel threatened by the presence of the PCs and try to attack them! Have the PCs make Spot and Listen checks, opposed by the critters' Hide and Move Silently checks. Note any racial bonuses to these rolls in the stat block text.

After the battle, when the PCs are ready to move on:

- The Pearl Beds: GO TO Encounter 4 (5 hours).
- The Sylvan Trench: GO TO Encounter 5 (2 hours).
- The Trade Road: GO TO Encounter 6 (½ hour).
- The Searing Waters: GO TO Encounter 7 (4 hours).
- The Ruined Temple: GO TO Encounter 10 (1 hour).
- The Outpost: GO TO Encounter 12 (2 hours).

ATL 1

⚔ Kelp Octopus (1): Medium animal (aquatic); HD 3d8; hp 22; Init +3; Spd 20 ft. (4 squares), swim 30 ft.; AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 12; BAB/Grp: +4/+6; Atk Arms +9 melee (0); Full Atk Arms +9 melee (0) and bite +3 melee (1d3+3); Space/Reach 5 ft./5 ft./SA Improved Grab; SQ: Ink cloud, jet, low-light vision; AL N; SV Fort +3, Ref +6, Will +1; Str 16, Dex 17, Con 11, Int 2, Wis 12, Cha 3.

Skills and Abilities: Escape Artist +13, Hide +11, Listen +2, Spot +5, Swim +9; Weapon Finesse.

Improved Grab (Ex): To use this ability, an octopus must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

Ink Cloud (Ex): An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): An octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: An octopus can change colors, giving it a +4 racial bonus on Hide checks. An octopus also can squeeze and contort its body, giving it a +10 racial bonus on Escape Artist checks. An octopus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ATL 3

⚔ Squid (2): Medium animal (aquatic); HD 4d8; hp 32; Init +3; Spd Swim 60 ft.; AC 16 (+3 Dex, +3 natural), touch 13, flat-footed 13; Base/Grp: +2/+8; Atk: Arms +4 melee (0); Full Atk: Arms +4 melee (0) and bite -1 melee (1d6+1); Space/Reach: 5 ft./5 ft.; SA: Improved grab; SQ: Ink cloud, jet, low-light vision; SV: Fort +3, Ref +6, Will +2; Str 14, Dex 17, Con 11, Int 1, Wis 12, Cha 2

Skills & Feats: Listen +7, Spot +7, Swim +10; Alertness, Endurance.

Improved Grab (Ex): See ATL 1. *A squid has a +4 racial bonus on grapple checks.

Ink Cloud (Ex): See ATL 1.

Jet (Ex): Speed is 240 ft, otherwise as ATL 1.

Skills: A squid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line

ATL 5 & 7

⚔ Giant Octopus (1): Large animal (aquatic); 8d8+11; hp 47; Init +2; 20 ft. (4 squares), swim 30 ft.; AC 18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16; BAB/Grp +6/+15; Atk: Tentacle +10 melee (1d4+5); Full Atk: 8 tentacles +10 melee (1d4+5) and bite +5 melee (1d8+2); Space/Reach: 10 ft./10 ft. (20 ft. with tentacle); SA: Improved grab, constrict; SQ: Ink cloud, jet, low-light vision; AL N; SV: Fort +7, Ref +8, Will +3; Str 20, Dex 15, Con 13, Int 2, Wis 12, Cha 3.

Skills & Feats: Escape Artist +12, Hide +12, Listen +4, Spot +6, Swim +13; Alertness, Skill Focus (hide), Toughness.

An opponent can attack a giant octopus's tentacles with a sunder attempt as if they were weapons. A giant octopus's tentacles have 10 hit points each. If a giant octopus is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attempt. Severing one of a giant octopus's tentacles deals 5 points of damage to the creature. A giant octopus usually withdraws from combat if it loses four tentacles. The creature regrows severed limbs in 1d10+10 days.

Constrict (Ex): A giant octopus deals 2d8+6 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a giant octopus must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Ink Cloud (Ex): A giant octopus can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A giant octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A giant octopus can change colors, giving it a +4 racial bonus on Hide checks. A giant octopus also can squeeze and contort its body, giving it a +10 racial bonus on Escape Artist checks. A giant octopus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Encounter 10 - The Ruined Temple

Going further along the sea bottom, you can see ahead what appear to be ruins, possibly the Temple Ruins. Several columns frame the entrance, some knocked over. There is growth of kelp and plankton and other small types of sea life over the area. The front vestibule ahead seems intact, past a pair of columns that had been crafted to appear as two burly sahuagin bearing scimitars.

The statues do not radiate magic, since they aren't magical, but ornamental. If a Knowledge (arcana) check (DC 20) is made, they will remember that the entryway conforms to the shape of a caryatid column, though this one is non-magical.

When the PCs go inside, continue with Encounter 11 below.

Encounter 11 - Jaws

As you pass into the main chapel, you notice that the seaweed seems to grow thickly here. As you open the doors, you see this room is occupied! Along the far wall are several crates and boxes, possibly from one of the missing caravans. A large statue of a shark-like humanoid being occupies the back of the dome. Between you and the crates you see what appear to be a sahuagin and a sea elf. Other shapes loom in the nearby waters....

PCs should make a Spot check (DC 25) to notice they have a slight film over them. No explanation as to what it is or why. The room occupies a circle 100 feet in diameter.

It should be noted that the kelp weeds grow throughout this room with the intent of being used for an *entangle* spell. Remember that the druid can spontaneously cast *summon nature's ally* spells and will do so if it seems wise to do so.

NOTE: If the PCs capture the druid and or the sahuagin, because of elements of the series, they die on the spot. If any PC can *speak with dead*, it also doesn't function. The reasons will become clear at the end of the series.

NOTE: If, for any reason, wine is used any of the opponents (VERY unlikely), they automatically die. The reason will become clear at the end of the series.

Once the PCs win, they can search the room. On a Search check (DC 15) they find a hidden compartment under the statute of Taerlan. There are a few items here that had been dedicated as gifts to Taerlan. Most items have a minor curse as detailed on the individual certs.

When the PCs are ready to move on to:

- The Pearl Beds: GO TO Encounter 4 (6 hours).
- The Sylvan Trench: GO TO Encounter 5 (2 hours).
- The Trade Road: GO TO Encounter 6 (1/2 hour).
- The Searing Waters: GO TO Encounter 7 (3 hours).
- The Kelp Beds: GO TO Encounter 8 (1 hour).
- The Outpost: GO TO Encounter 12 (3 hours).

ATL 1

NOTE: At this ATL, Sharkbane will not summon sharks.

✠ **Candar, sea elf Drd 3:** Medium humanoid (aquatic); HD 3d8+3; hp 27; Init +2, Spd: 30 ft, Swim 30 ft; AC: 14(+2 Dex, +2, leather armor) touch 12, Flat 12; Atk/Grp +2/+3 ; Atk/Full Atk: +4 melee (+1 short spear 1d6+2 piercing); Face/Reach 5 ft/5 ft; SA Spells; SQ: +2 save vs. enchantment, animal companion, immune to sleep, low-light vision, nature sense, trackless step, wild empathy, woodland stride; AL LE; SV: Fort +4, Ref +3, Will +6; Str 12, Dex 15, Con 13, Int 13, Wis 16, Cha 10.

Skills and Feats: Concentration +6, Diplomacy +2, Handle Animal +5, Heal +9, Knowledge (nature) +7, Listen +9, Search +5, Spot +9, Survival +7, and Swim +12; Dodge, Mobility.

Spells prepared 4/3/2 DC 13 + spell level

0- *Cure minor wounds, flare, guidance, know direction, light*

1st level - *Cure light wounds, magic fang, summon nature's ally I*

2nd level - *Barkskin, chill metal*

Equipment: +1 coral shortspear, leather armor, vestments of the druid.

✠ **Animal companion shark, Medium animal (aquatic):** HD 3d8+5; hp 27; Init +2; Swim 60 ft; AC 18 (+3 Dex, +5 natural), touch 12, flat-footed 15; BAB/Grp +1/+3; Atk/Full Atk: Bite +3 melee (1d6+2); Face/Reach 5 ft/5 ft; SA None; SQ Blindsense, keen scent, link, share spells, evasion; AL N; SV: Fort +5, Ref +7, Will +2; Str 14, Dex 16, Con 13, Int 1, Wis 12, Cha 2.

Skills & Feats: Listen +6, Spot +6, Swim +11; Alertness, Weapon Finesse, Weapon Focus (bite).

✠ **Sharkbane, sahuagin:** Medium monstrous humanoid (aquatic); HD 2d8+2; 18 hp; Init +1; 30 ft, swim 60 ft; AC 20 (+1 Dex, +4 Mithral Chain, +5 natural), touch 11, flat-footed 19; BAB/Grp: +2/+4; Atk: Talon +4 melee (1d4+2) or *lesser trident of fish command* +5 melee (1d8+4) or heavy crossbow +3 ranged (1d10/19–20); Full Atk: Trident +4 melee (1d8+3) and bite +2 melee (1d4+1); or 2 talons +4 melee (1d4+2) and bite +2 melee (1d4+1); or heavy crossbow +3 ranged (1d10/19–20); Face/Reach: 5 ft./5 ft.; SA: Blood frenzy, rake 1d4+1; SQ: Blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +3, Ref +4, Will +4; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills & Feats: Handle Animal +4, Hide +6, Listen +6, Profession (hunter) +4, Ride +3, Spot +6, Survival +5; Great Fortitude, Multiattack.

Equipment: *Lesser trident of fish command* (see below), +1 chain mail of the deep (see Treasure Summary), pouch with 6 shells.

Lesser Trident of Fish Command: The magical properties of this +1 trident with a 6-foot-long haft enable its wielder to *charm* up to 6 HD of aquatic animals (Will DC 14 negates, animals get a +5 bonus if currently under attack by the wielder or his allies), no two of which can be more than 30 feet apart. The wielder can use this effect up to three times per day. The wielder can communicate with the animals as if using *speak with animals* spell. Animals making their saving throw are free of control, but they will not approach within 10 feet of the trident. The trident can be used up to three times per day.

ATL 3

NOTE: At this ATL, Candar will have cast magic fang on his companion and himself. Sharkbane will cast entangle in the 1st round.

✞ **Candar, sea elf Drd 3:** Medium humanoid (aquatic); HD 3d8+3; hp 27; Init +2, Spd: 30 ft, Swim 30 ft; AC: 14 (+2 Dex, +2 leather armor) touch 12, Flat 12; Atk/Grp +2/+3 ; Atk/Full Atk: +4 melee (+1 short spear 1d6+2 piercing); Face/Reach 5 ft/5 ft; SA Spells; SQ: Aquatic subtype, low-light vision, immune to sleep, +2 save vs. enchantment, animal companion, nature sense, wild empathy, woodland stride, trackless step; AL NE; SV: Fort +5, Ref +3, Will +6; Str 12, Dex 15, Con 13, Int 13, Wis 16, Cha 10.

Skills and Feats: Concentration +6, Diplomacy +2, Handle Animal +5, Heal +9, Knowledge (nature) +7, Listen +9, Search +5, Spot +9, Survival +7, and Swim +12; Dodge, Mobility.

Spells 4/3/2 DC 13 + spell level

0: *Cure minor wounds, flare, guidance, know direction, light*

1st: *Cure light wounds, magic fang, entangle*

2nd: *Barkskin, chill metal.*

Equipment: +1 coral short spear, leather armor, vestments of the druid, ring of freedom of water movement.

✞ **Animal companion shark, Medium animal (aquatic):** HD 3d8+5; hp 27; Init +2; Swim 60 ft; 18 (+3 Dex, +5 natural), touch 12, flat-footed 15; BAB/Grp +3/+5; Atk/Full Atk: Bite +7 melee (1d6+2); Face/Reach 5 ft/5 ft; SA None; SQ Blindsight, keen scent; AL N; SV: Fort +5, Ref +7, Will +2; Str 14, Dex 16, Con 13, Int 1, Wis 12, Cha 2.

Skills & Feats: Listen +6, Spot +6, Swim +11; Alertness, Weapon Finesse, Weapon Focus (bite).

✞ **Sharkbane, sahuagin Ftr 2:** Medium monstrous humanoid (aquatic); 2d8+2d10+4; 30 hp; Init +1; 30 ft, swim 60 ft; AC 22 (+1 Dex,+4 mithral chain, +5 natural), touch 11, flat-footed 17; BAB/Grp: +4/+6; Atk: Talon +6 melee

(1d4+2) or trident +7 melee (1d8+4) or heavy crossbow +5 ranged (1d10/19–20); Full Atk: Trident +6 melee (1d8+4) and bite +4 melee (1d4+1); or 2 talons +6 melee (1d4+2) and bite +4 melee (1d4+1); or heavy crossbow +5 ranged (1d10/19–20); Face/Reach: 5 ft./5 ft.; SQ ; SA: Blood frenzy, rake 1d4+1; SQ: Blindsight 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +3, Ref +4, Will +4; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9

Skills & Feats: Climb +4, Handle Animal +4, Hide +6, Listen +6, Profession (hunter) +4, Ride +3, Spot +8, Survival +5, Swim +8; Great Fortitude, Multiattack, Improved Trip, Power Attack, Cleave.

Equipment: Leather Armor, lesser trident of fish command*, pouch with 6 shells, +1 chain mail of the deep (see Treasure Summary).

Lesser Trident of Fish Command: The magical properties of this +1 trident with a 6-foot-long haft enable its wielder to charm up to 6 HD of aquatic animals (Will DC 14 negates, animals get a +5 bonus if currently under attack by the wielder or his allies), no two of which can be more than 30 feet apart. The wielder can use this effect up to three times per day. The wielder can communicate with the animals as if using a *speak with animals* spell. Animals making their saving throw are free of control, but they will not approach within 10 feet of the trident. The trident can be used up to three times per day.

✞ **Summoned shark (1), Medium animal (aquatic):** HD 3d8+3; hp 16; Init +2; Swim 60 ft; 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; BAB/Grp +2/+3; Atk Bite +4 melee (1d6+1); Full Atk: Bite +4 melee (1d6+1); Face/Reach 5 ft/5 ft; SA ; SQ Blindsight, keen scent; AL N; SV: Fort +4, Ref +5, Will +2; Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills & Feats: Listen +6, Spot +6, Swim +10; Alertness, Weapon Finesse.

ATL 5

NOTE: At this ATL, Candar will have cast *magic fang* on his companion and himself and has summoned a shark with a *summon nature's ally II*. He will cast *entangle* in round 1. He starts in sea elf form and transform in round 2. Sharkbane will have summoned 2 sharks.

✠ **Candar, sea elf Drd 5:** Medium humanoid (aquatic); HD 5d8+5; hp 35; Init +2, Spd: 30 ft, Swim 30 ft; AC: +4(+2 Dex, +2, leather armor) touch 12, Flat 12; Atk/Grp +2/+3 ; Atk: +4 melee (+1 short spear 1d5 +2 piercing); Full Atk: +4 melee (+1 short spear 1d5+2 piercing); Face/Reach 5 ft/5 ft; SA Spells; SQ: +2 save vs. enchantment, animal companion, breathe water, immune to *sleep*, low-light vision, nature sense, resist nature's lure, trackless step, wild empathy, wild shape (1/day), woodland stride; AL LE; SV: Fort +5, Ref +3, Will +7; Str 12, Dex 15, Con 13, Int 13, Wis 16, Cha 10.

Skills and Feats: Concentration +6, Diplomacy +2, Handle Animal +5, Heal +9, Knowledge (nature) +7, Listen +9, Search +5, Spot +9, Survival +7, and Swim +12; Dodge, Mobility.

Spells 4/4/2 DC 13 + spell level

0: *Cure minor wounds, flare, guidance, know direction, light*

1st: *Cure light wounds, longstrider, magic fang, entangle*

2nd: *Barkskin, chill metal, heat metal, hold animal*

3rd: *Call lightning, sleet storm*

Equipment: +1 coral short spear, leather armor, *vestments of the druid, ring of freedom of water movement*.

✠ **Animal companion shark: Medium animal (aquatic);** HD 5d8+5; hp 27; Init +2; Swim 60 ft; 18 (+3 Dex, +5 natural), touch 12, flat-footed 15; BAB/Grp +3/+5; Atk/Full Atk: Bite +7 melee (1d6+2); Face/Reach 5 ft/5 ft; SA None; SQ Blindsight, keen scent; AL N; SV: Fort +5, Ref +7, Will +2; Str 14, Dex 16, Con 13, Int 1, Wis 12, Cha 2.

Skills & Feats: Listen +6, Spot +6, Swim +11; Alertness, Weapon Finesse, Weapon Focus: Bite

✠ **Sharkbane, sahuagin Ftr 4:** Medium monstrous humanoid (aquatic); 2d8+2d10+4; 30 hp; Init +1; 30 ft, swim 60 ft; AC 22 (+1 Dex,+4 mithral chain, +5 natural), touch 11, flat-footed 17; BAB/Grp: +4/+6; Atk: Talon +6 melee (1d4+2) or trident +7 melee (1d8+4) or heavy crossbow +5 ranged (1d10/19–20); Full Atk: Trident +6 melee (1d8+4) and bite +4 melee (1d4+1); or 2 talons +6 melee (1d4+2) and bite +4 melee (1d4+1); or heavy crossbow +5 ranged (1d10/19–20); Face/Reach: 5 ft./5 ft.; SA: Blood frenzy, rake 1d4+1; SQ: Blindsight 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +3, Ref +4, Will +4; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills & Feats: Climb +4, Handle Animal +4, Hide +6, Listen +6, Profession (hunter) +4, Ride +3, Spot +8, Survival +5, Swim +8; Great Fortitude, Multiattack, Improved Trip, Power Attack, Cleave.

Equipment: Leather Armor, lesser trident of fish command*, pouch with 6 shells, +1 chain mail of the deep (see Treasure Summary).

Lesser Trident of Fish Command: The magical properties of this +1 trident with a 6-foot-long haft enable its wielder to *charm* up to 6 HD of aquatic animals (Will DC 14 negates, animals get a +5 bonus if currently under attack by the wielder or his allies), no two of which can be more than 30 feet apart. The wielder can use this effect up to three times per day. The wielder can communicate with the animals as if using a *speak with animals* spell. Animals making their saving throw are free of control, but they will not approach within 10 feet of the trident. The trident can be used up to three times per day.

✠ **Summoned sharks (3): Medium animal (aquatic);** HD 3d8+3; hp 16; Init +2; Swim 60 ft; 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; BAB/Grp +2/+5; Atk Bite +6 melee (1d6+3); Full Atk: Bite +6 melee (1d6+3); Face/Reach 5 ft/5 ft; SA None ; SQ Blindsight, keen scent; AL N; SV: Fort +4, Ref +5, Will +2; Str 17, Dex 15, Con 17, Int 1, Wis 12, Cha 2.

Skills & Feats: Listen +6, Spot +6, Swim +10; Alertness, Weapon Finesse.

ATL 7

At this ATL, Candar will have cast magic fang on his companion and himself and has summoned a shark with a summon nature's ally II. He will cast entangle in round 1. He will transform in round 2. He will start in sea elf form. Sharkbane will have summoned 2 sharks.

✠ **Candar, sea elf Drd 7:** Medium humanoid (aquatic); HD 7d8+7; hp 47; Init +2, Spd: 30 ft, Swim 30 ft; AC: +14(+2 Dex, +2, leather armor) touch 12, Flat 12; Atk/Grp +3/+4 ; Atk: +5 melee (+1 short spear 1d5+2 piercing); Full Atk: +5 melee (+1 short spear 1d5+2 piercing); Face/Reach 5 ft/5 ft; SA Spells; SQ: +2 save vs. enchantment, animal companion, breathe water, immune to *sleep*, low-light vision, nature sense, resist nature's lure, trackless step, wild shape (3/day), wild empathy, woodland stride; AL LE; SV: Fort +5, Ref +3, Will +7; Str 12, Dex 15, Con 13, Int 13, Wis 16, Cha 10.

Skills and Feats: Concentration +6, Diplomacy +2, Handle Animal +5, Heal +9, Knowledge (nature) +7, Listen +9, Search +5, Spot +9, Survival +7, and Swim +12; Dodge, Mobility.

Spells 6/5/3/2/1 DC 13 + spell level

0 level - *Cure minor wounds x2, flare, guidance, know direction, light*

1st level - *Cure light wounds, entangle, longstrider, magic fang x2*

2nd level - *Barkskin, chill metal, heat metal*

3rd level - *Call lightning x2*

4th level - *Dispel magic*

Equipment: +1 coral short spear, leather armor, vestments of the druid, ring of freedom of water movement.

✠ **Animal companion shark:** Medium animal (aquatic); HD 7d8+7; hp 45; Init +2; Swim 60 ft; 17 (+3 Dex, +5 natural), touch 12, flat-footed 15; BAB/Grp +3/+6; Atk Bite +6 melee (1d6+2); Full Atk: Bite +6 melee (1d6+2); Face/Reach 5 ft/5 ft; SA None; SQ Blindsight, keen scent; AL N; SV: Fort +5, Ref +6, Will +2; Str 15, Dex 17, Con 13, Int 1, Wis 12, Cha 2;

Skills & Feats: Listen +6, Spot +6, Swim +10; Alertness, Weapon Finesse

✠ **Sharkbane, sahuagin Ftr 4:** Medium monstrous humanoid (aquatic); 2d8+2d10+4; 30 hp; Init +1; 30 ft, swim 60 ft; AC 22 (+1 Dex,+4 mithral chain, +5 natural), touch 11, flat-footed 17; BAB/Grp: +4/+6; Atk: Talon +6 melee (1d4+2) or trident +7 melee (1d8+4) or heavy crossbow +5 ranged (1d10/19–20); Full Atk: Trident +6 melee (1d8+4) and bite +4 melee (1d4+1); or 2 talons +6 melee (1d4+2) and bite +4 melee (1d4+1); or heavy crossbow +5 ranged (1d10/19–20); Face/Reach: 5 ft./5 ft.; SA: Blood frenzy, rake 1d4+1; SQ: Blindsight 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +3, Ref +4, Will +4; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills & Feats: Climb +4, Handle Animal +4, Hide +6, Listen +6, Profession (hunter) +4, Ride +3, Spot +8, Survival +5, Swim +8; Great Fortitude, Multiattack, Improved Trip, Power Attack, Cleave.

Equipment: Leather armor, *lesser trident of fish command**, pouch with 6 shells, +1 chain mail of the deep (see Treasure Summary).

Lesser Trident of Fish Command: The magical properties of this +1 trident with a 6-foot-long haft enable its wielder to *charm* up to 6 HD of aquatic animals (Will DC 14 negates, animals get a +5 bonus if currently under attack by the wielder or his allies), no two of which can be more than 30 feet apart. The wielder can use this effect up to three times per day. The wielder can communicate with the animals as if using a *speak with animals* spell. Animals making their saving throw are free of control, but they will not approach within 10 feet of the trident. The trident can be used up to three times per day.

✠ **Summoned sharks (4):** Medium animal (aquatic); HD 3d8+3; hp 16; Init +2; Swim 60 ft; 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; BAB/Grp +2/+3; Atk Bite +4 melee (1d6+1); Full Atk: Bite +4 melee (1d6+1); Face/Reach 5 ft/5 ft; SA None; SQ Blindsight, keen scent; AL N; SV: Fort +4, Ref +5, Will +2; Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2; **Skills & Feats:** Listen +6, Spot +6, Swim +10; Alertness, Weapon Finesse.

Encounter 12 - The Outpost

Ahead of you, you see what appears to be a small building made of coral. Swift movement comes from it, in the form of a sea elf and what appears to be a merman. They are wearing chain link armor and are carrying tridents.

“Who approaches?” the sea elf says, brandishing his trident.

The PCs may arrive at the outpost prior to the end of the module. If they do so, use the following:

The sea elf guard sizes you up and listens to what you have to say. “We were expecting landfolk. So you must be them. What needs do you have?” You notice several other merfolk and sea elves watch you from near the outpost.

The outpost can provide some healing from their cleric. This amounts to the following:

*Cure light wounds x2
Cure moderate wounds x2
Cure serious wounds x1
Lesser restoration x1*

These spells are cast by a 7th level sea elf cleric.

The sea elves can also provide an air bubble to sustain the party if their *water breathing* potions are almost done. They can signal for the cargo ship to pick up the PCs and bring them to the surface unharmed.

The sea elves can answer only a few questions:

- **How many and in what condition were the caravans that came through here recently?**

“There were three expected, but none of them made it through. Most were in good condition and properly guarded.”

- **Was there anything odd about those caravans?**

“No. They were normal caravans, and they continued on their way after they passed this outpost.”

- **Anyone else pass thorough recently?**

“Only the Ambassador’s entourage came through.”

- **What sort of goods are moved?**

“Usually common foodstuffs, trinkets, wine and clothing.”

- If the PCs came here after investigating the temple go to Conclusion A
- If the PCs failed to go to the temple and their *water breathing* is running out, go to Conclusion C.

✠ **Sea Elf Guard:** Warrior 1, Medium humanoid (aquatic); HD 1d8+1; hp 5 ; Init +1; Spd. 30 ft.; AC: 15 (+1 Dex, +3 studded leather, +1 light shield), touch 11, flat-footed 14; BAB/Grp: +1/+2; Atk: Trident +3 melee (1d8+1) or spear +2 ranged (1d6+1/x3); Face/Reach: 5 ft/5 ft; SQ: sea elf Traits; SV: Fort +3, Ref +1, Will -1; Str 13, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Weapon Focus (Trident).

Also called sea elves, these creatures are water breathing cousins to land-dwelling elves. Sea elves fight underwater with tridents, spears, and nets.

Sea Elf Traits (Ex): Those traits that need explanation are listed below.

- Gills: Sea elves can survive out of the water for 1 hour per point of Constitution (after that, refer to the suffocation rules).
- Superior Low-Light Vision: Sea elves can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination.

✠ **Merfolk Guard,** 1st-Level Warrior; Medium humanoid (aquatic); HD: 1d8+2; hp 6; Init +1;

Spd: 5 ft., swim 50 ft; AC: 13 (+1 Dex, +2 leather), touch 11, flat-footed 12; Base/Grp: +1/+2; Atk: Trident +2 melee (1d8+1) or heavy crossbow +2 ranged (1d10/19–20); SA: na ; SQ: Amphibious, low-light vision; SV: Fort +4, Ref +1, Will –1; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 10.

Skills & Feats: Listen +3, Spot +3, Swim +9; Alertness.

Merfolk speak Common and Aquan.

Merfolk favor heavy crossbows of shell and coral that fire bolts fashioned from blowfish spines, with an underwater range increment of 30 feet. Merfolk often barrage their enemies before closing, when they resort to tridents.

Amphibious (Ex): Merfolk can breathe both air and water, although they rarely travel more than a few feet from the water’s edge.

Skills: A merfolk has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Marlian the Trader

If the PCs have time, they may wish to visit the trading post.

Marlian the Trader maintains the trading part of the outpost, selling food and equipment to the caravans as well as trinkets and small things to travelers. If the PCs wish to look over the merchandise before the *water breathing* runs out, they can purchase items for shells. The underwater communities don’t value gold, but have an economy of shells and pearls. A pearl (of 100 gp value) is about 100 shells. Details about the items are on Players handout 4.

Coral ring	5 shells
Coral necklace	5 shells
Coral earrings	5 shells
Eel skin belt	10 shells
Eel skin boots	10 shells
Eel skin pouch	10 shells

3 shells for a plate of:

Boiled eel	Fresh eel
Boiled oyster	Fresh oyster
Boiled Flounder	Fresh Flounder

PCs who purchase items receive the Trader cert.

Most likely, this will be the PCs’ last stop, but they might come here before going to other locations. Use the following to track their movement and travel time to:

- The Pearl Beds: GO TO Encounter 4 (7 hours).
- The Sylvan Trench: GO TO Encounter 5 (5 hours).
- Trade Road: GO TO Encounter 6 (½ hour).
- The Searing Waters: GO TO Encounter 7 (5 hours).
- The Kelp Beds: GO TO Encounter 8 (2 hours).
- The Ruined Temple: GO TO Encounter 10 (3 hours).
- When the PCs return to the cove, finished or not, GO TO Encounter 13.

Encounter 13 - Back on Shore

Use this encounter when the PCs return to the cove.

You return to the cove. Several Seabury house guards escort you into a cabin to dry and have some fresh food. After an hour, you are escorted back to Amthydor by coach.

Conclusion A

If the PCs defeated the minions:

You are once again brought to the Harbormaster’s building. You are brought into a room to meet with Lord Mour, Lady Seabury and the Ambassador of Abaris.

Lady Seabury wastes no time, “So tell us what you have found out.”

The PCs should tell them about their adventures and specifically where the goods can be found. Once the PCs mention the sahuagin working with the sea elves, continue.

“Sea elves working with sahuagin,” says the Ambassador, “That’s most unlikely. I shall have to report to my superiors.”

Lord Mour and Lady Seabury glance at each other. “Well,” says Lord Mour. “It is something...unexpected. We will have to look into it more. But for now, we thank you for your investigation. Each of you shall receive 200 gp payments as per the contract.” And with that, they dismiss you.

Conclusion B

If the PCs lost to the minions.

You awaken on a bed of seaweed. Your first realization is that you are breathing air. The second realization is that there are fish swimming about 25 feet from where you are lying. Your companions are not far away from you. A sea elf enters into the room as if into a bubble.

“You awaken. We found you in a nearby ruined temple, almost dead and drowned. We were able to bring you here to the outpost and revive you. A ship is coming soon and will take you back to the mainland.”

It isn’t more than a day before you are once again in front of Lord Mour, Lady Seabury and the Ambassador from Abaris.

Lady Seabury wastes no time, “So tell us what you have found out.”

The PCs should tell them about their adventures and specifically where the goods can be found. Once the PCs mention the sahuagin working with the sea elves, continue.

“Sea elves working with sahuagin”, says the Ambassador. “That’s most unlikely. I shall have to report to my superiors.”

Lord Mour and Lady Seabury glance at each other. “Well,” says Lord Mour, “that is something...unexpected. We will have to look into it more. It is unfortunate you were unable to recover the missing goods. But for now, we thank you for your investigation. Each of you shall receive 50 gp payments as per the contract.” And with that, they dismiss you

Conclusion C

If the PCs failed to go to the temple, their *water breathing* is running out and they reach the outpost.

You are once again brought to the Harbormaster’s building. You are brought into a room to meet with Lord Mour, Lady Seabury and the Ambassador of Abaris.

Lady Seabury wastes no time, “So tell us what you have found out.”

The PCs should tell them about their adventures.

“Lord Mour and Lady Seabury glance at each other. “Well,” says Lord Mour, “I guess trouble is sometimes to be expected. We will have to look into it more ourselves. But for now, we thank you for your investigation. Each of you shall receive 50 gp payments as per the contract.” And with that, they dismiss you.

Epilogue

Lord Consul Mour paces his office. The Ambassador sits quietly in a side chair. “It doesn’t add up,” says Lord Mour. “It indicates a few sea elves and a few sahuagin are working together. But are there more? Why would they set aside their differences?”

The Ambassador speaks slowly, his voice like a cresting wave, “We will have to look into this further. I am sure that we will need the services of those adventurers again.”

Thus Ends “Getting Our Feet Wet”

TU Cost:

5 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7
Encounter 4				
Defeated the clam fisher	50	75	100	150
Encounter 5				
Explored the trenches	25	25	25	25
Encounter 7				
Defeated the steam mephits	75	125	175	200
Encounter 8				
Defeated the octopus/squid	50	75	100	125
Encounter 11				
Defeated Candar and his minions	200	300	400	500
Discretionary Role Playing Award	100	100	100	100
Maximum Possible XP	500	700	900	1,100

TREASURE SUMMARY

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

Encounter 1

➤ **Disfavor of House Mour and Seabury**

(This is given specifically to the one who opens the letter or to everyone who actively seeks it to be opened.)

The PC named above has upset and otherwise proven untrustworthy to the noble houses Mour and Seabury. They will not be allowed to work for either house for a period of six months from the date listed below. This can be cancelled out by a favor from each house, two favors from other Houses (not Sahdein or Erikas) or a favor of the Lord Monarch.

Encounter 4

- 1 to 12 pearls @ 100 gp each.
- 10 to 40 seashells. These have value in Abaris and should be tracked on the PCs' Adventure Journals for use in future modules in this series.

Encounter 11

- **Vestments of the Aquatic Druid:** This light garment is worn over normal clothing or armor. This vestment is blue, embroidered with sea plant and animal motifs. When this item is worn by a character with the wild shape ability, the character can use that ability one additional time each day. The form chosen must have the aquatic subtype.

Value: 5,000 gp *Tradable:* Yes
Size: N/A *Rarity:* Uncommon
Legality: Legal

- **Ring of Freedom of Water Movement:** This magical ring grants the wearer the ability to move freely underwater as per the *freedom of movement* spell. The effects only work while the subject is submerged in water and functions for 12 hours per charge. The ring is found with five charges. When charges are gone, the ring turns to water. The ring cannot be recharged or upgraded. The value of the ring is 1,000 gp per charge remaining.



Value: See above *Tradable:* Yes
Size: N/A *Rarity:* Uncommon
Legality: Legal

- **Lesser Trident of Fish Command:** The magical properties of this +1 *trident* with a 6-foot-long haft enable its wielder to *charm* up to 6 HD of aquatic animals (Will DC 14 negates, animals get a +5 bonus if currently under attack by the wielder or his allies). The wielder can use this effect once per day. Animals making their saving throw are free of control, but they will not approach within 10 feet of the trident.

This item was dedicated to Taerlan, the sahuagin god of aquatic beasts. Since the item was removed from his ruined temple, the item has become cursed. Whenever the wielder fights any creatures with the aquatic subtype, she is treated as a favored enemy; opponents gain +2 on damage rolls and Bluff, Listen, Sense Motive, Spot, and Survival checks vs. the wielder. To remove the curse requires a *remove curse* spell at caster level 14th. When the curse is removed, cross out this paragraph.

Value: 9,345 gp *Tradable:* Yes
Size: Medium *Rarity:* Uncommon

Legality: Legal

- **Sahuagin Chain Mail of the Deep:** This +1 *chain mail* is decorated with a wave and fish motif. The wearer of this armor is treated as unarmored for purposes of Swim checks. This armor does not provide *water breathing*, since sahuagin do not need that ability.

This item was dedicated to Taerlan, the sahuagin god of aquatic beasts. Since the item was removed from his ruined temple, the item has become cursed. Whenever the wielder fights any creatures with the aquatic subtype, she is treated as a favored enemy; opponents gain +2 on damage rolls and Bluff, Listen, Sense Motive, Spot, and Survival checks vs. the wielder. To remove the curse requires a *remove curse* spell at caster level 14th. When the curse is removed, cross out this paragraph.

Value: 10,250 gp *Tradable:* Yes
Size: Medium *Rarity:* Uncommon
Legality: Legal

- **+1 GMW Coral Shortspear** This light colored coral shortspear is enchanted to +1. Even though it is a greater masterwork weapon, the coral does 1 point of damage less than a standard shortspear (1d6+1 for medium-sized wielders, or 1d4+1 for small-sized wielders).

Value: 2,305 gp *Tradable:* Yes
Size: Small *Rarity:* Uncommon
Legality: Legal

- **Pale Pink Spindle Ioun Stone:** This item sustains a creature without air for up to 3 hours per day. It can be used once per day.

This item was dedicated to Taerlan, the sahuagin god of aquatic beasts. Since the item was removed from his ruined temple, the item has become cursed. Whenever the wielder fights any creatures with the aquatic subtype, she is treated as a favored enemy; opponents gain +2 on damage rolls

and Bluff, Listen, Sense Motive, Spot, and Survival checks vs. the wielder. To remove the curse requires a *remove curse* spell at caster level 14th. When the curse is removed, cross out this paragraph.

Value: 4,000 gp *Tradable:* Yes
Size: Tiny *Rarity:* Uncommon
Legality: Legal

- **Gloves of Swimming:** These apparently normal lightweight gloves grant a +5 competence bonus on Swim checks. Both gloves must be worn for the magic to be effective.

Value: 3,250 gp *Tradable:* Yes
Size: Tiny *Rarity:* Uncommon
Legality: Legal

Encounter 12

- **Trader Goods:** The following items were purchased from Marlian the Trader. Note the quantity of each item purchased and cross out any items that were not purchased. The value of the items is given in shells. The Amthydoran equivalent value would be in gold pieces.

Coral ring	5 shells	___
Coral necklace	5 shells	___
Coral earrings	5 shells	___
Eel skin belt	10 shells	___
Eel skin boots	10 shells	___
Eel skin pouch	10 shells	___

Value: Varies *Tradable:* Yes
Size: Varies *Rarity:* Uncommon
Legality: Legal

Encounter 13

- 50 gp for going on the mission.
- or**
- 200 gp for successfully completing the mission.

Player Handout 1: Contract

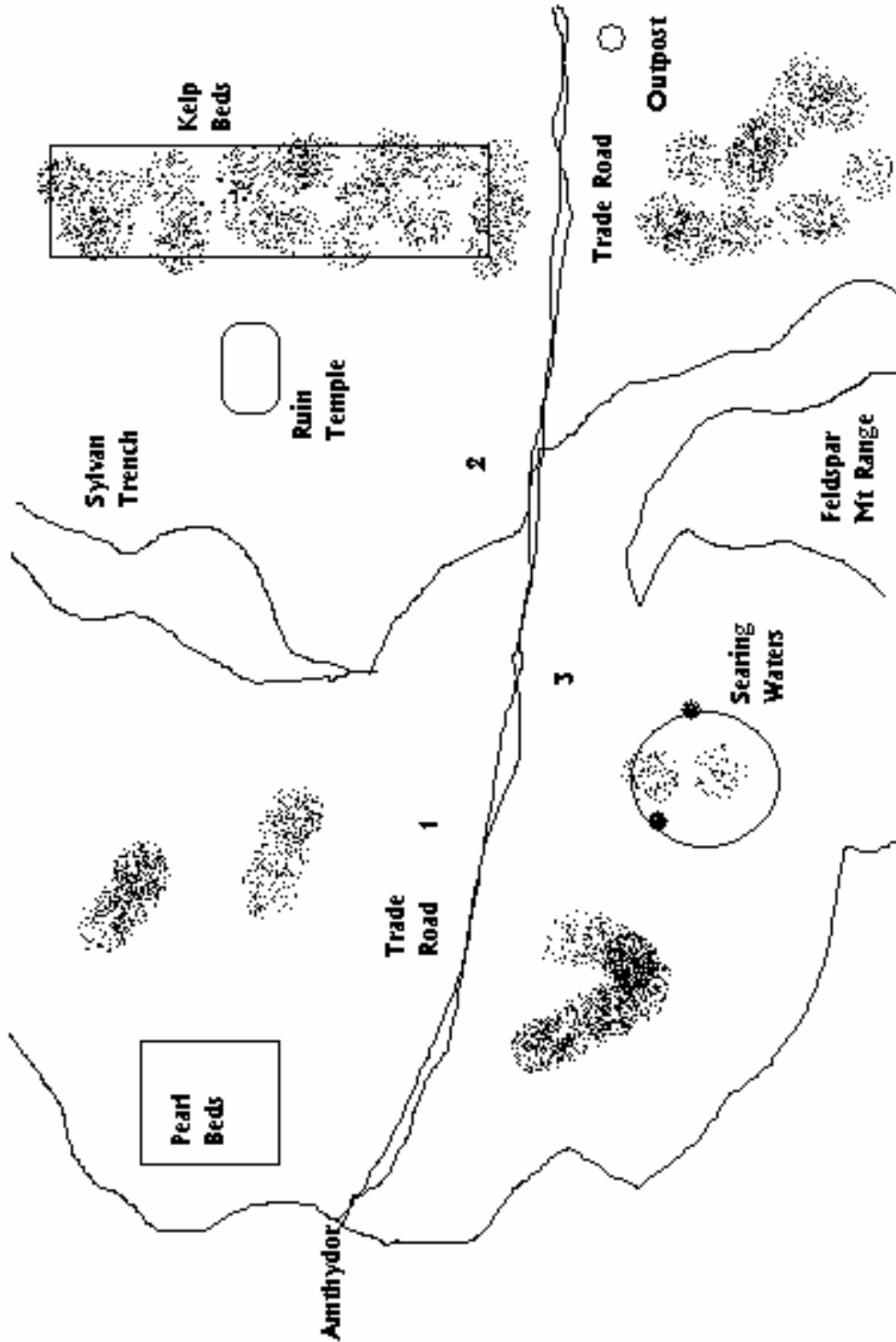
The Party of the First Part (PC name inserted here) promises to work in good faith with the Party of the Second Part (Noble Houses Mour and Seabury) and keep any information learned secret subject to full penalty of the law provides. No crime or treasonous acts shall be involved in this contract and any such act will immediately void the contract and subject the perpetrators to immediate arrest, facing the full extent of Amthydoran law.

The Parties of the Second Part promise to pay the party of the first part the sum of 200 gp in exchange for carrying out the mission. Failure of the mission will not void the contract in whole, nor shall it negate any other clauses of this contract. Failure of the mission will result in the sum of 50 gp to be paid to the party of the first part, or their surviving family.

Signed on the Year and this Date:

Lord Consul Henry Mour
High Lady Deybri Seabury

Player Handout #2: Map #1



Player Handout 3: Aquatic Terrain Rules

Aquatic terrain is the least hospitable to most PCs, because they can't breathe there. Aquatic terrain doesn't offer the variety that land terrain does. The ocean floor holds many marvels, including undersea analogues of any of the terrain elements described earlier in this section.

Nonflowing Water: Lakes and oceans simply require a swim speed or successful Swim checks to move through (DC 10 in calm water, DC 15 in rough water, DC 20 in stormy water). Characters need a way to breathe if they're underwater; failing that, they risk drowning. When underwater, characters can move in any direction as if they were flying with perfect maneuverability.

Stealth and Detection Underwater: How far you can see underwater depends on the water's clarity. As a guideline, creatures can see 4d8×10 feet if the water is clear, and 1d8×10 feet if it's murky. Moving water is always murky, unless it's in a particularly large, slow-moving river.

It's hard to find cover or concealment to hide underwater (except along the seafloor). Listen and Move Silently checks function normally underwater.

Invisibility: An invisible creature displaces water and leaves a visible, body-shaped "bubble" where the water was displaced. The creature still has concealment (20% miss chance), but not total concealment (50% miss chance).

Water Pressure: In the LSJ campaign, magic that allows *water breathing* also is assumed to confer limited protection against the hazards of water pressure. Multiply the caster level of the spell, ability, or item times fifty feet to determine the depth to which the subject is protected. For example, a *helm of underwater action* (CL 5th) allows the wearer to operate safely at depths up to 250 feet; a *water breathing* spell cast by an 11th level cleric would confer protection to its subject up to depths up to 550 feet. Beyond these depths, use the difference to calculate the level of hazard per the d20 SRD environmental danger rules.

Underwater Combat

Land-based creatures can have considerable difficulty when fighting in water. Water affects a creature's Armor Class, attack rolls, damage, and movement. In some cases a creature's opponents may get a bonus on attacks. The effects are summarized in the accompanying table. They apply whenever a character is swimming, walking in chest deep water, or walking along the bottom.

Ranged Attacks Underwater: Thrown weapons are ineffective underwater, even when launched from land. Attacks with other ranged weapons take a -2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range.

Attacks from Land: Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have improved cover (+8 bonus to AC, +4 bonus on Reflex saves) from opponents on land. Land bound opponents who have *freedom of movement* effects ignore this cover when making melee attacks against targets in the water. A completely submerged creature has total cover against opponents on land unless those opponents have *freedom of movement* effects. Magical effects are unaffected except for those that require attack rolls (which are treated like any other effects) and fire effects.

Fire: Nonmagical fire (including alchemist's fire) does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a Spellcraft check (DC 20 + spell level). If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described. A supernatural fire effect is ineffective underwater unless its description states otherwise. The surface of a body of water blocks line of effect for any fire spell. If the caster has made a Spellcraft check to make the fire spell usable underwater, the surface still blocks the spell's line of effect.

Table: Combat Adjustments Underwater

Condition	Attack/Damage			
	Slashing or Bludgeoning	Tail	Movement	Off Balance? ⁴
<i>Freedom of movement</i>	normal/normal	normal/normal	normal	No
Has a swim speed	-2/half	Normal	normal	No
Successful Swim check	-2/half ¹	-2/half	quarter or half ²	No
Firm footing ³	-2/half	-2/half	half	No
None of the above	-2/half	-2/half	normal	Yes

¹ A creature without a *freedom of movement* effects or a swim speed makes grapple checks underwater at a -2 penalty, but deals damage normally when grappling.

² A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.

³ Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down—at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.

⁴ Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armor Class, and opponents gain a +2 bonus on attacks against it.

Player Handout 4: Marlian the Trader's Goods for Sale

The surface value of these items are the number of shells in silver. Marlian only deals in shells.

Coral Trinkets – Coral trinkets are nice pieces of jewelry shaped from colored coral. The coral can come in a variety of colors: pink, blue, green and white. The surface value of these items are the number of shells in silver. Marlian only deals in shells.

Coral ring 5 shells
Coral necklace 5 shells
Coral earrings 5 shells

Eel Skin – Eel skin is a commonly used material, being readily available through sea elf farming. The items provide no bonus, and can only be used as covering or pouches.

Eel skin belt 10 shells
Eel skin boots 10 shells
Eel skin pouch 10 shells

Fresh and Boiled seafood- The sea elves have devised a method to boil food underwater as a method of preparing food. Both fresh and boiled eel is available at 3 shells for 3 pieces. (These items are not certified.)

3 shells for a plate of three seafood pieces:

Boiled eel	Fresh eel
Boiled oyster	Fresh oyster
Boiled flounder	Fresh flounder
Boiled squid	Fresh squid

GM Appendix 1: Information on the Areas of the Tasman Sea

Travel time from Amthydor to the Outpost is about 8 hours of movement. Carts take twice as long.

Exploring each site can take from one to two hours depending on how far apart the search is. From one adjacent location to another is one hour. Locations two “spaces” separated take two hours of travel. The maximum time given the PCs to visit all locations, traveling one way, is 14 hours.

PCs may know the following information for each location on a Knowledge (local) check (DC 15, DC 5 for sea elves). If not, the ambassador from Abaris can tell them. Try to give sea elf PCs a chance to shine before having the NPC give the answers.

➤ Pearl Beds

“The farmers of Abaris used to maintain them. But they are far away from our city and so we abandoned them long ago. I doubt much remains there.”

➤ Trade Road

“The trade road travels from our trade point with your city and stretches out towards the Sunken City. While most of the road is patrolled by our riders, it has not stopped the attacks.”

➤ Searing Waters

“This area produces hot bubbling waters. We believe it is part of a volcanic system many miles east of here.”

➤ Sylvan Trench

“This was once a great breeding ground of many predators of the sea, though most of them are gone now.”

➤ Ruined Temple

“This Ruined temple was once dedicated to the Taerlan, the sahuagin god of Aquatic Beasts. The temple was abandoned long ago when the sahuagin were driven out.”

On a Knowledge (religion) check (DC 20) the PC knows that Taerlan is what the sahuagin call Graala, goddess of monsters and beasts.

➤ Feldspar Mountain Range

“This range of mountains is part of the ring of mountains on the mainland. Their tip ends here and only a few peaks form small islands on your sea.”

“Do not search the mountains. That will take days. If the mountains have to be searched, I will send my people to do so.”

➤ Kelp Beds

“This Kelp bed is maintained as a farm, though this being the off season, the farmers are closer to the Sunken City this time of year.”

➤ Outpost

“The Outpost is manned by our guardians. 6 men are always garrisoned there and 4 patrol the trade road.

“The outpost has air-filled rooms. If you find yourselves in need and can reach the outpost, they will be able to secure you.”

GM Appendix 2: Aquatic Terrain Rules

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Ranged Attacks Underwater: Thrown weapons are ineffective underwater, even when launched from land. Attacks with other ranged weapons take a –2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range.

Attacks from Land: Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have improved cover (+8 bonus to AC, +4 bonus on Reflex saves) from opponents on land. Land bound opponents who have *freedom of movement* effects ignore this cover when making melee attacks against targets in the water. A completely submerged creature has total cover against opponents on land unless those opponents have *freedom of movement* effects. Magical effects are unaffected except for those that require attack rolls (which are treated like any other effects) and fire effects.

Fire: Nonmagical fire (including alchemist's fire) does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a Spellcraft check (DC 20 + spell level). If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described. A supernatural fire effect is ineffective underwater unless its description states otherwise. The surface of a body of water blocks line of effect for any fire spell. If the caster has made a Spellcraft check to make the fire spell usable underwater, the surface still blocks the spell's line of effect.

Table: Combat Adjustments Underwater

Condition	Attack/Damage		Movement	Off Balance? ⁴
	Slashing or Bludgeoning	Tail		
<i>Freedom of movement</i>	normal/normal	normal/normal	normal	No
Has a swim speed	–2/half	Normal	normal	No
Successful Swim check	–2/half ¹	–2/half	quarter or half ²	No
Firm footing ³	–2/half	–2/half	half	No
None of the above	–2/half	–2/half	normal	Yes

1 A creature without a *freedom of movement* effects or a swim speed makes grapple checks underwater at a –2 penalty, but deals damage normally when grappling.

2 A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.

3 Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down—at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.

4 Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armor Class, and opponents gain a +2 bonus on attacks against it.

Critical Event Summary: Getting Our Feet Wet

1. What areas did the PC's explore? (Circle all that apply)

Pearl Beds Sylvan Trench Kelp Beds Ruined Temple
Outpost Steaming Waters

2. How did the heroes treat the Ambassador? (Circle whichever applies)

Refused to talk to him Hostile Attacked him Killed him
Accepted him Befriended him

3. How did the heroes treat the Lord Mour and Lady Seabury? (Circle whichever applies)

Refused to talk to them Hostile Attacked them Killed them
Accepted them Befriended them

4. Were any PC nobles excluded from participating? Yes No

5. Did any PC nobles sneak into the mission in disguise? Yes No

If yes, note the PC and player name on the back of this form with a brief summary of any important events that arose from this deception.

6. Did the PCs collect/keep any of the shells found in the Pearl Beds? Yes No

7. Did the PCs complete the mission in time? Yes No

8. Did the PCs drown? Yes No

9. List any PCs with their real names and PC names who kept the Ioun Stone or the Trident.

Ioun Stone _____

Trident _____

Return this form to: David Santana, 736 East 9th Street, Brooklyn, NY 11230 or by e-mail to wylvn.silverwane@verizon.net.

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n.net.



Roster of Heroes: Getting Our Feet Wet

Judge Name: _____

Convention: _____ **Date:** _____

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

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