



# Taking The Plunge

(Under The Sea - Part 2)

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

Amthydor has many ties with many countries. But underwater it has few. When trouble starts brewing between the sea elves and the merfolk, adventurers are asked to investigate. A one round module for character levels 1 to 6.

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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. 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

In *Getting Our Feet Wet*, the PCs were asked to investigate hijackings of undersea caravans from Abaris, the Sunken City. What they found were bands of sea elves and sahuagin working

together. While this threat was ended, other threats and problems are beginning. Sea elves have been seen attacking members of the merfolk farming communities near the Sunken City. Fearing problems and even potential riots, the sea folk fear to send their own people to investigate.

Adventurers from the surface are once again sought out to assist, since neither side trusts the other. The adventurers will need to find evidence that it was a third agent who is the culprit, or the merfolk will be at odds with the sea elves.

**Introduction:** PCs are approached by representatives of House Mour and Seabury, or by city officials, depending on whether they played Part 1.

**Encounter 1:** The PCs will be asked to travel to the underwater settlement near Abaris where a large group of merfolk farmers are.

- a. Merfolk have been involved in civil disobedience over supposed attacks by a rogue element of sea elves.
- b. The PCs need to find out the truth of it and perhaps put a stop to it.
- c. They want the PCs since the sea elves are having their own issues with the merfolk

**Encounter 2: Coral Valley** PCs will be transported in the general area of the merfolk farming community. There they will meet with the village leaders to find out details of the uprising and the attacks.

**Encounter 3:** PCs will be able to gather information from the local townsfolk and farmers. The townsfolk will not be readily free with info for the PCs.

**Encounter 4: The Far Kelp** PCs will be able to go out to the Far Kelp farm to investigate the 1<sup>st</sup> place where the sea elf attacks began.

**Encounter 5:** PCs will be able to go to the Fair Trade Inn, where the 2<sup>nd</sup> sea elf attack occurred.

**Encounter 6:** PCs will be able to go to the Temple of Cyrene, where the 3<sup>rd</sup> attack occurred.

**Encounter 7:** PCs will come across Acera, a sea nymph who has witnessed the attacks. She gives the PCs some information, but tells them she will meet them later to reveal more.

**Encounter 8:** PCs will come to encounter sharks that attack the PCs.

**Encounter 9:** PCs will meet Acera at the appointed time and place, but will come across her gutted like a fish. There are enough missing parts that speak with dead cannot be done.

**Encounter 10:** From clues off of Acera's body, the PCs will be able to find her home, where some of the controlled sea elves are. They will ambush the PCs in combat.

**Encounter 11:** If the PCs win the battle, they will have to decide if they want to take the dead or prisoner sea elves back to the farming community, or back to their representatives at the Abaris outpost.

**Conclusion A:** If the PCs take the bodies back to the town community, they will be thanked but sent on their way. This will not quell the uprisings and sets off Epilogue A

**Conclusion B:** If the PCs take the bodies to their Abaris representatives, the PCs will be thanked and rewarded, and sent on their way. This will not quell the uprisings but will delay them. This sets off Epilogue B

**Conclusion C:** If the PCs fail to find the sea elves, or are defeated by the sea elves, they will eventually find their way back to either community. They will be thanked for their attempts and sent on their way. This will not help quell the uprisings and will set off Epilogue A.

**Epilogue A:** Underwater, the Merfolk will riot and break their ties with the sea elves of the Sunken City. While this does not lead to war, this strains the Sunken City's defenses and food supply.

**Epilogue B:** Underwater, while the sea elves tried to cover up the attack by the rogue sea elves, it is eventually found out. This sets off the merfolk to riot and break all ties with the Sunken City. While not as much damage is done to the city, this will hurt them in the long run.

**Plot Development:** The seeds of war are planted underwater. Overall, the PCs learn more about underwater society.

## Introduction

*It is a wet, rainy day. It is a day to stay inside, by a warm and cozy fire. What has you up and about is a letter you received this morning:*

PCs who played *Under the Sea Part I* receive **Player Handout 1**.

PCs who did not play *Under the Sea Part I* receive **Player Handout 2**.

*You quickly move through the wet streets of the city, attempting to keep as dry as possible. Once you reach the docks, you find the Mour's Brow bobbing in the water.*

*The gangplank up to the Mour's Brow is secured to the dock as well as the ship. This makes for a slow and wet proceeding. As you reach the top of the gangplank, you see two guardsmen approach you. They are in raingear that bear the symbol of House Mour upon them.*

*"Who seeks permission to come aboard the Mour's Brow," one of them asks?*

Once the PCs identify themselves, and ask permission to come aboard, continue.

*You are lead into the forecastle and down a flight of stairs and ushered into a cabin room, which is obviously the captain's quarters.*

*The room holds several nautical objects as well as a finely made table and a comfortable bed. Two men are also waiting in the room. One wearing a cloak stands staring out the window. The second is dressed in a bright blue surcoat and well made trousers. A cane sits on the table before him, bearing the emblem of House Mour. His black hair is straight and thick but combed in the military style.*

*"Ah, I see you have made it," he begins. "If you do not know me, I am administrator Henry Loure. I function as the administrator for sea going ventures for House Mour. I have asked you all here to discuss a mission that is important, as well as secret. So before I begin, I will need to have you all sign a contract. For those of you who have worked for Lord Mour in the past will no doubt be familiar with it."* (give them **Player Handout 3**).

*"You will note that Lady Debryi Seabury and Lord Mour have already signed the contract. So, you will be working for both Houses in this matter."*

Administrator Loure will not answer any other questions. He will wait until each PC has signed. Once all the PCs have signed, he will continue.

*The Administrator takes the contract, looks it over, and then puts it into a bag on his belt.*

*"Very good. Now, allow me to introduce Ambassador Lexxor Ruth of Abaris, the Sunken City."*

*The man by the window turns around and pulls back his hood. He reveals a very handsome face. His golden hair seems to form waves across his head and his bluish skin and pointed ears mark him as a sea elf.*

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

*He strides over to stand next to Administrator Loure.*

If any PCs played **Under the Sea Part I**, read the following. If not, go to the second paragraph.

*“As some might know,” says the Ambassador, “we of the city of Abaris, the Sunken City, have trade with your city through Houses Mour and Seabury for many years. Some of you helped stop the robbing of our caravans. Our city was impressed by your handling of this matter. The Council of Abaris has come to ask for your aid once again.”*

*“Recently, there have been problems with the merfolk. The merfolk live with us in the city and the lands surrounding it. They are like us, but not-like-us. They have a tail instead of legs to swim with so they are bound to stay in the water. They are a stronger people than the sea elves and work as laborers and farmers. In turn, the sea elves provide protection and commerce.”*

*“But there had been some who spoke of the rights of the merfolk. The members of Those-Who-Speak spoke of the sea elves being in charge and that the merfolk are nothing more than slaves. Those-Who-Speak are merfolk who act as spokespeople for the merfolks with the sea elves and although we found the talk troubling, we were not inclined to stop it.”*

*“Then, the unheard of happened. The leader of Those-Who-Speak was found slain. So far evidence points to a sea elf committing the murder. Over the last few weeks, several other*

*merfolk have been found slain under similar circumstances.”*

*“Now there is much murmuring from the merfolk communities. Since we have not found the killers, there are Those-Who-Speak who say the Sunken City is protecting the murderers, as if we are behind these atrocities.”*

*“Since we are seen as the cause of this, we can not investigate ourselves. We are hopeful some outside people might be able to investigate and resolve the issue. It is for that reason I came to see Lord Mour. I seek your help once again to come to the sea community and find those who killed the merfolk before this becomes a more serious issue.”*

Questions PCs might ask:

➤ **So how will we breathe underwater?**

*“We have humans who live in Abaris. We have made potion of Recessed Gills. This will allow you to breathe water as a fish for a passing of the sun.”*

➤ **So what do you know about the murders?**

*“The murders were in a farm community near the city. Three merfolk have been murdered in their sleep.” [Player Handout #4]*

➤ **Is there any truth to the merfolk’s claims?**

*“They have some who claim to have seen sea elves close to the time of the murders. The method used to kill would be like our rangers. But it could still be others.”*

➤ **What if the murders are sea elves?**

*“If you find evidence or even catch the sea elves that did this. You have to bring them to Abaris. If the merfolk find them, there might be trouble.”*

- **Any suspects? Who has any information about the murders?**

*“There may be some information collected about suspects. But the local sheriff would have the most recent information.”*

- **Are the merfolk really slaves?**

*“It is a mutually beneficial relationship. They are able to pursue their lives as farmers and laborers and the sea elves provide protection. No one requires them to do this. They are able to go at any time, although it would be a sad day for both races, in my opinion.”*

- **When do we go?**

*“This ship will set sail once you all agree to go.”*

- **How much do we get paid?**

Offer the PCs 100 gp per ATL. This is not negotiable

Once the PCs finish their questions, continue.

*“Well, I hope you have your equipment prepared. We set sail within the hour to meet with the people of Abaris.”*

### Encounter 1

*The trip was uneventful and did not take a full day. The crew appeared slightly nervous and Administrator Loure’s presence kept them quiet. As the sun rose the next morning, the captain ordered for the ship to stop. The crew kept to their business and remained away from the party.*

*The Administrator and the Ambassador came on deck to meet you all again. He hands each of you a potion. “Well, we have arrived at the meet point.” Loure orders a small craft to be lowered to the water.*

*As you look over the side, you see two sea elves just in the waterline. And they are in combat with a sea creature!*

The sea elves that had been waiting for the ship and have been attacked by a sea cat. At ATL 1 and 3, the sea cat is hurt, but so are the sea elves. They are hurt enough so as to need help in combat. The PCs should be able to join the combat.

If the PCs do not, several sailors will dive in and finish off the sea cat. If the combat goes against the PCs, the sailors will jump in to help finish the cats off.

**Sea cats have the following common abilities at all ATLs:**

**Hold Breath (Ex):** A sea cat can hold its breath for a number of rounds equal to 6 x its Constitution score before it risks drowning.

**Rend (Ex):** A sea cat that hits with both claw attacks latches onto the opponent’s body and tears the flesh. This automatically deals an extra 2d6+6 points of damage.

**Skills:** A sea cat 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 1**

⚔ **Hurt Sea Cat:** Large magical beast; HD 6d10+18; hp 26; Init +1; Spd 10 ft., swim 40 ft.; AC 18 (-1 size, +1 Dex, +8 natural; touch AC 10, flatfooted 17); Bab/Grp +6/+14; Space/Reach 10ft/5ft; Atk +6 melee(1d6+4, claw), Full Atk 2 claws +6 melee (1d6+4) and bite +1 melee (1d8+2); SA rend 1D6+6; SQ: Darkvision 60', Hold Breath, Low-Light Vision, Scent, Special (swimming); AL N; SV Fort +8, Ref +6, Will +5; Str 13, Dex 12, Con 17, Int 2, Wis 13, Cha 10.

*Skills and Feats:* Listen +8, Spot +7, Swim +12; Alertness, Endurance, Iron Will.

This sea cat was in a previous battle which has left it wounded.

**ATL 3**

⚔ **Hurt Sea Cat;** Large magical beast; HD 6d10+18; hp 40; Init +1; Spd 10 ft., swim 40 ft.; AC 18 (-1 size, +1 Dex, +8 natural; touch AC 10, flatfooted 17); BAB/Grp +6/+14; Face/Reach: 10 ft/5 ft; Atk +9 melee (1d6+4, claw), Full Atk: 2 claws +9 melee (1d6+4) and bite +4 melee (1d8+2); SA rend 2d6+6; SQ: Darkvision 60', Hold Breath, Low-Light Vision, Scent, Special (swimming); AL N; SV Fort +8, Ref +6, Will +5; Str 19, Dex 12, Con 17, Int 2, Wis 13, Cha 10.

*Skills and Feats:* Listen +8, Spot +7, Swim +12; Alertness, Endurance, Iron Will.

This sea cat was in a previous battle which has left it wounded.

**ATL 5**

⚔ **Sea Cat:** Large magical beast; HD 6d10+18; hp 51; Init +1; Spd 10 ft., swim 40 ft.; AC 18 (-1 size, +1 Dex, +8 natural; touch AC 10, flatfooted 17); Bab/Grp: +6/+14; Space/Reach: 10 ft/ 5 ft; Atk +9 melee (1d6+4, claw), Full Atk 2 claws +9 melee (1d6+4) and bite +4 melee (1d8+2); SA rend 2d6+6; SQ: Darkvision 60', Hold Breath, Low-Light Vision, Scent, Special (swimming); AL N; SV Fort +8, Ref +6, Will +5; Str 19, Dex 12, Con 17, Int 2, Wis 13, Cha 10.

*Skills and Feats:* Listen +8, Spot +7, Swim +12; Alertness, Endurance, Iron Will.

**ATL 7**

⚔ **Sea Cat (2):** Large magical beast; HD 6d10+18; hp 51; Init +1; Spd 10 ft., swim 40 ft.; AC 18 (-1 size, +1 Dex, +8 natural; touch AC 10, flatfooted 17); BAB/Grp: +6/+14 Atk +9 melee (1d6+4, claw), Full Atk 2 claws +9 melee (1d6+4) and bite +4 melee (1d8+2); SA rend 2d6+6; SQ: Darkvision 60', Hold Breath, Low-Light Vision, Scent, Special (swimming); AL N; SV Fort +8, Ref +6, Will +5; Str 19, Dex 12, Con 17, Int 2, Wis 13, Cha 10.

*Skills and Feats:* Listen +8, Spot +7, Swim +12; Alertness, Endurance, Iron Will.



*The combat finally over, the sea elves rest from their ordeal. The Ambassador jumps from the craft and into the water. Shortly, several more heads appear from underwater. They are the heads of seahorses and sea elves.*

This is where the PCs should use the potions of water breathing that they were given. As soon as the PCs use their potions continue.

*As you drink the potion, a strange sensation fills you. You realize you need to be submerged to breathe! The sea elves quickly place you onto their mounts and you are soon swiftly carried into the depths.*

## **Encounter 2 – Coral Valley**

*You are greeted by rows upon rows of 6 foot tall seaweed, waving in the water currents as if they were cornstalks being blown by the wind. The sea elves help you dismount and point out the town ahead. As you walk down the road, you eventually come to a small town. Several mermen move between the coral-like buildings. The paths themselves end or start at no particular place. Mostly, they seem to be made for those who have feet. The merfolk having fins for feet have no need of the streets themselves, just passageways through the coral.*

*Suddenly, you see a figure break away from the coral mounds and swim in your direction. The merman's hair is graying, where the other mermen you have seen have blue or black hair. Along with a pouch on his side, he wears a sash with a star upon it and a short sword at his side.*

*He stops in front of you and speaks with a rather gruff voice, "You are the ones Abaris sent to look into the murders? I am Grandith, the law keeper for the village. Come with me, we will talk." He swims back into the coral passages.*

PCs should have no trouble keeping up with Grandith. He will lead them through the coral, stopping enough to make sure they follow.

*Following closely behind Grandith, you eventually stop in a small passageway in the coral. Grandith swims to the left through a hole. Following, you find yourself in what appears to be an office. Strong coral bars line one side of the room. The front part seems to be a desk shaped from coral. A fist sized pearl seems to illuminate the room around you. A bench lines the wall to your left as you enter. Grandith seems to float near his desk.*

*"Please, use the chairs. We have them for two-legs to use."*

Once the PCs are seated, Grandith will begin to detail more of what happened.

*"We found Boruatu, the leader of Those-Who-Speak, dead on his palette in his home. He worked the Far Kelp Farm. Pha'nik is the foreman. He was one who found the body. He will be waiting to speak with you at the Far Kelp Farm.*

*"The second dead was Elisaint, one of Those-Who-Speak. He was found beaten and gutted near the Fair Trade Inn. The Inn is used by outlanders and local farmers. It was Tillery, one of the waitresses, who found the body.*

*"The last body found was yesterday. That was Philiphu, one of the acolytes of Cyrene. He was found at the steps of the Hanging Coral, the temple of Cyrene with a bolt in his throat and gutted open. His body is now in the temple, ready to be sent to the beyond."*

At this point the PCs may ask questions to help get their bearings on what to do next.

### ➤ **Who or What is Those-Who-Speak?**

*"Those-Who-Speak are the voice of our people. They talk of freedom and of being used by the sea elves. Some of them have*



*spoken of leaving the alliance with the sea elves."*

➤ **Can we meet with Those Who Speak?**

*"Since the murders happened most of them have gone into hiding."*

➤ **Are your people being oppressed?**

*"I do not believe we are. Though the words of what they say are appealing. And folk talk about it constantly."*

➤ **What do the merfolk believe?**

*"They feel it is possible and some are feeling the need to act. These murders may trigger action. Some might use this as an excuse to break off with the sea elves."*

➤ **Is it possible that these murders were committed by merfolk?**

*"I have found no evidence to indicate that."*

➤ **Have you collected any evidence from the attacks?**

*"I did retrieve the bolt from Philipu's body. (He produces it from his pack). I believe it is of sea elf design."*

➤ **Can we see the bodies?**

*"The bodies have all been sent to their final rest. Only Philipu's body remains at the temple of Cyrene"*

➤ **Can we have a writ?**

*"One would not help you. My people don't want to talk to the sea elves or their representatives."*

- If the PCs want to go the Far Kelp Farm, **GO TO Encounter 4.**
- If the PCs want to go the Fair Trade Inn, **GO TO Encounter 5.**
- If the PCs want to go to the Hanging Coral, **GO TO Encounter 6.**

### **Encounter 3**

PCs will have time to talk to the townsfolk, which is mostly made up of merfolk. The town will be unfriendly but not openly hostile to the PCs. Most of them will look at them as curiosities. If any sea elves are in the party, the merfolk will always look at them suspiciously. Information the PCs can find is:

#### **Gather Information Results**

##### **On murders:**

- DC 10: *"The merfolk do not talk much about the murders."*
- DC 15: *"Most of the merfolk hold the city of Abaris as responsible for the murders. They feel the city is hiding the true murderers."*
- DC 25: *"The townsfolk are sure that sea elves are responsible, though none will ever be held responsible for it."*

##### **On sea elves:**

- DC 5: *"There is some friction between the merfolk and sea elf communities."*
- DC 10: *"The merfolk feel they are treated as second class citizens by the sea elves."*
- DC 25: *"Things are so bad, there may be rioting in the streets."*

##### **On merfolk:**

- DC 15: *"Merfolk will not continue to tolerate sea elf oppression."*
- DC 20: *"Those-Who-Speak may have the right of it."*
- DC 25: *"No one seems to know where they have gone."*

##### **On Elisaint (Fair Trade Inn):**

- DC 10: *"He was a decent shells player."*
- DC 15: *"Those-Who-Speak are well respected."*

- DC 20: *“He will be missed. He always lost at shells.”*

#### **On Boruatu**

- DC 10: *“He used to work for Abaris’ honor guard.”*
- DC 15: *“Because he was one of Those-Who-Speak, he lost his job.”*
- DC 20: *“He is a well respected member of the community.”*

#### **On Phillipu**

- DC 10: *“He was a quiet man, but forceful in his preaching”*
- DC 15: *“He was always one with a kind word or a helping hand.”*
- DC 20: *“He would have been a great High Priest if he had lived.”*

### **Encounter 4 - The Far Kelp**

PCs will be able to go out to the Far Kelp farm to investigate the first place where the sea elf attacks began.

*The farms are quite different from the town you came from. Instead of layers of coral, the farm land is flat except for the rows of twelve foot tall kelp that moves listlessly in the current. As you approach, several merfolk carrying different implements swim between the kelp with catcher implements and traps. They seem to be capturing shellfish and squid that have grown within the kelp. Several cages sit on the road already holding some of the collected bounty.*

The merfolk farm the kelp for the sea life drawn to it. The kelp is used to house the sea life and is occasionally cultivated to be used as food and sent to markets.

*Moving further along, you see other farmers cutting down areas of sea kelp. The kelp is being collected and pressed between rocks. The kelp strands are weaved together into mats for easy carting.*

The merfolk use the kelp for various construction and general uses. The kelp is farmed, pressed and weaved into mats that can be used in making walls or clothing, depending on how it is treated.

*As the farmers take notice of you, they swim out in your direction.*

The farmhands were expecting someone to come and investigate the murder. What they are carrying are scythes and a trident-like pitchfork used to cull in the kelp. Once the PCs introduce themselves as investigators, one of the farmhands will talk to them.

*“So you are the surface folk we heard tell was coming,” says one of them. “I am Pha’nik. I run the farming of the kelp here. Boruatu was our boss.” He swings his hand to a clam-like structure. “We can talk there.” He swims in that direction.*

Observant PCs can make note (**Spot check DC 15**) that there are very few creatures, if any, on the farm itself. This is due to this being a kelp farm. No livestock is kept here.

*You stop in the clam area, though there is no place to sit. “You want to know about Boruatu’s murder. I can tell you. I found him here, dead.” He points out an area in the clamshell. “He slept here. I found him with an arrow in his throat. There was no fear in his eyes. So maybe he knew or trusted his murderer?”*

PCs may search the area. Outside of a wardrobe set of pegs on the wall and a sleeping pallet, the room is pretty sparse. The pegs hold a couple of green scaled vests, an ornamental short sword with a scabbard and a pouch holding a few vellum inked sheets used by the merfolk to keep records. The papers include notes about sea elf oppression and the rights of merfolk.

## Questions the PCs might ask:

- **Is there anything special about the sword?**

*“Boruatu was a member of Abaris’ honor guard. He returned home only a few months ago.”*

- **Did he have any enemies?**

*“Boruatu had many friends and few enemies. He treated all fairly.”*

- **Why was he removed from the guard?**

*“He talks too openly about the oppression of our people for the city to keep him. They say he should retire to his family’s farm.”*

- **What did he talk about?**

*“He talks about the merfolk being the same as sea elves but not treated the same. He said we should all work together and have same opportunities.”*

- **Did the Merfolk listen to him?**

*“That was the cause of some problems. Some merfolk agreed with him, but some thought he was borrowing trouble.”*

- **What did he tell the Merfolk to do?**

*“He told the merfolk to demand equal opportunities. Not to stop saying what is right, to do what needs to be done to be treated equally..”*

- **Who do you think killed him?**

*“Phan’nik took a slightly offensive stance according to some. I think he was killed for what he said, but that is just my opinion.”*

- **What happened to his body?**

*“He was sent to the kelp to return to the sea” (Note: They basically place the body within the kelp so that the sea life there can consume the body. This is their method of burial).*

If the PCs ask about the papers read the following:

*Most of the documents speak of peace, harmony and unity the sea elves and the merfolk should practice. There are records of peaceful rallies and petitions to the King.*

- If the PCs want to go the Fair Trade Inn, **GO TO Encounter 5.**
- If the PCs want to go to the Hanging Coral, **GO TO Encounter 6.**
- After the three locations have been investigated, **GO TO to Encounter 7.**

### Encounter 5 - Fair Trade Inn

*It does not take you long to swim to the Fair Trade Inn. The Inn is at the crossroads, between the village and the farms. The building is made of built-up coral walls that have been smoothed to avoid cuts. Inside, the first floor area is more of a tavern than anything else. There are stalls, rather than booth with tethers on the floor and ceiling. A mermaid swims between the patrons which seem to be mostly farm workers.*

The Fair Trade Inn is actually a tavern with a few rooms above it. The tavern serves the local farmhands and town folk providing a place to unwind and exchange stories. While the tavern does provide rooms for weary travelers, the locals do not trust strangers much. PCs will be able to use **Gather Information** here. The information is the same as in encounter 3, though the DC is 5 higher.

*A mermaid swims up to you. “What can I do for you strangers?”*

PCs will most likely ask for Tillery, who is the mermaid attending them. PCs may also ask for a menu. This is provided in the Appendix. Once the PCs start asking the right questions, Tillery will excuse herself from her duties to talk to the PCs.

*"I will tell you what I saw, but I have not much time. I have to tend to the customers. It was late a few days ago. I was raking out rubbish to the well in the back of the inn, when I noticed.....I noticed a body lying close to the edge of the inn. Now, I have seen some who have had a few too many and end up sleeping it off on the side of the inn. But I looked closer. It...was...it was horrible! I could see he had been beaten. His eyes were all puffed up and a bruise was on top of his head. But worse, he had been gutted open....like a common fish!" Her eyes glaze over as her mind reels at the memory.*

Questions PCs might ask:

➤ **Did you know Elisaint?**

*"I had seen him from time to time. He dealt in supplying goods to the town. He comes in for an occasional drink or dinner. Sometimes he would play shells with the others. He had dinner here earlier that night."*

➤ **What is shells?**

*\*she grins\* "It is a game played with leather or metal tile. Depending on which tiles you hold you can win or lose the pile that has been made." (She is describing poker.)*

➤ **Did he spend a lot of money [shells] at this game?**

*"He was a fair player. He didn't seem to make any enemies playing the game."*

➤ **What about his friends? Any of them we could talk to?**

Refer to Encounter 3: Gathering Information to reference anything the card players might know.

➤ **Do you know where he lived? Worked?**

*"He lived in his wagon as well as using it for selling and carting goods. Ya know, I didn't see his wagon that night."*

**Note:** PCs will not find the wagon nor is it important to the scenario that they find it.

➤ **Did he make any enemies?**

*"He was well liked. And he was one of the Those-Who-speak, so he was also respected."*

➤ **What did he tell the Merfolk to do?**

*"He told the Merfolk to demand equality. He said we needed to do what was necessary to become equal with the sea elves."*

➤ **Do you know anyone who might want to kill him?**

*Tillery thinks for a moment. "I think the sea elves killed him. I heard they didn't like his rabble rousing."*

➤ **What happened to his body?**

*"He was sent to the kelp to return to the sea." (Note: They basically place the body within the kelp so that the sea lie there can consume the body. This is their method of burial).*

➤ If the PCs want to go the Far Kelp Farm, **GO TO Encounter 4.**

➤ If the PCs want to go to the Hanging Coral, **GO TO Encounter 6.**

➤ After the three locations have been investigated, **GO TO to Encounter 7.**

### **Encounter 6 – Hanging Coral**

*The sea is full of beautiful colors. There are vast areas of moving seaweed, various types and sizes of fish and ranges of multicolored coral. The Hanging Coral is a natural growth of coral spanning over two rock outcroppings. The coral forms a canopy that filters what little light reaches here showing a rainbow of colors through the coral.*

*As you approach, you spot a merman who swimming toward you.. He is wearing a sash with a symbol of a seahorse upon it. "Greetings, outlanders, I believe you have come about the murders?" he asks.*

This is Sylias Ven Son, a patroller of the area near and around Hanging Coral. He is the one who found the body of Philphu.

#### Questions the PCs might ask:

➤ **Who are you?**

*"I am patrolman Sylias Ven Son. I was on patrol when I found the body of Philphu. He had a bolt in his throat, and he had been gutted open. His holy symbol had been smashed to pieces."*

➤ **He was a cleric?**

*"He was a priest of Cyrene. A quiet merman, but very passionate in his beliefs."*

➤ **What happened to the bolt?**

(He will hand the PCs the bolt) *"I thought you might want to see it."*

➤ **Where did you find the body?**

*"It was behind the Hanging Coral. That is why I was asked to meet you here."*

➤ **Where is the body?**

*"It is in the temple to be prepared for his return to the sea."*

➤ **Was a speak with dead done?**

*"We did, but he did not see his attackers. He was struck from behind."*

➤ **Did you see anyone suspicious that night?**

*"At the time, I didn't think so. But, thinking about it later, I did see a sea elf patrol come through. We don't see them around here often. They usually stay closer to the city."*

➤ **Sea elf patrol?**

*"Actually, it was more like a hunting party, since it was being led by a ranger. I didn't think much of it since they all wore Abaris patrol badges."*

➤ **Did you recognize any of them?**

*"Can't say that I have seen them before, but they did move on soon after I saw them."*

➤ **Did anyone else see anything suspicious?**

*"No, no one else has reported anything unusual going on around here."*

*Sylias leads you behind the Hanging Coral. No blood remains due to the sea currents moving the sand.*

If the PCS examine the bolt, they will notice it's made of whalebone. If they ask, they will be told it is standard issue for sea elf patrols.

- If the PCs want to go the Far Kelp Farm, **GO TO Encounter 4.**
- If the PCs want to go to the Fair Trade Inn, **GO TO Encounter 5.**
- After the three locations have been investigated, **GO TO Encounter 7.**

### **Encounter 7**

PCs will come across Acera, a sea nymph who has witnessed the attacks. She gives the PCs some information, but tells them she will meet them later to reveal more.

*As you are going about your investigation, you feel eyes upon you. Looking around, you find a pair of eyes looking at you, beautiful eyes, full of innocence and very blue. Her face appears as if chiseled by marble and kissed by gentle water. Her body is a work of art. Her full lips almost call out to you....*

This is Acera, the sea nymph (see Appendix I for her stats). She has been following the PCs to determine their intentions.

*She glides through the water to where you are. Her eyes sparkle with fullness unknown. Her lips part and the song of the sea spills out. "I have seen you among the merfolk. You seem honest people. You are seeking truth?" Her eyes flutter gently.*

The PCs may babble whatever they desire. Since she has been watching them, she knows that they are investigating the murders. She will let them babble or stare incoherently before she continues.

*Her sing song voice cuts through the water. "I have watched you. You are looking into the deaths of the mermen. I have something you need to see. But not here, where there are many eyes. Off to the south of here stands many coral. They all seem to be weeping into each other. Meet me there in two weight-lights of the day.*

If asked, she will explain that weight-light is about an hours worth of surface time. The measure is how light or dark the sea gets as the sun crosses its surface. She will not answer any other questions and she will swim off as fast as she can. She is not particularly trusting of anyone and it is difficult enough that she is going to trust the surface dwellers.

- If the PCs do not go to meet Acera, **GO TO Conclusion C.**

### **Encounter 8**

*After some searching, the partial gloom of the water obscures some of your vision as you swim towards Weeping Corals.*

PCs will come to encounter sharks that attack the PCs. These sharks have been sent by the killers to delay the PCs while they deal with Acera before **Encounter 9**. PCs who make a **Spot check (DC 10)** will notice the sharks heading towards the party.

#### **ATL 1**

🦈 **Sharks, Medium (1)**; Medium Animal (Aquatic); HD 3d8+3; HP 16 Init +2; Spd Swim 60 ft.; AC: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; BAB/Grp: +2/+3; Atk: Bite +4 melee (1d6+1); Space/Reach 5ft/5ft; SA: Nil; SQ: Blindsense, keen scent; Fort +4, Ref +5, Will +2; Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

*Skills and Feats:* Listen +6, Spot +6, Swim +9; Alertness, Weapon Finesse.

#### **ATL 3**

🦈 **Sharks, Medium (2)**; Medium Animal (Aquatic); HD 3d8+3; HP 16; Init +2; Spd Swim 60 ft.; AC: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; BAB/Grp: +2/+3; Atk: Bite +4 melee (1d6+1); Space/Reach 5ft/5ft; SA: Nil; SQ: Blindsense, keen scent; Fort +4, Ref +5, Will +2; Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

*Skills and Feats:* Listen +6, Spot +6, Swim +9; Alertness, Weapon Finesse.

#### **ATL 5**

🦈 **Sharks, Large (4)**; Large Animal (Aquatic); HD 7d8+7; HP 38; Init +6; Spd Swim 60 ft.; AC: 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13; BAB/Grp: +5/+12; Atk: Bite +7 melee (1d8+4); Space/Reach 10t/5ft; SA: Nil; SQ: Blindsense, keen scent; Fort +8, Ref +7, Will +3; Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

*Skills and Feats:* Listen +8, Spot +7, Swim +11; Alertness, Great Fortitude, Improved Initiative.

#### **ATL 7**

🦈 **Sharks, Large (5)**; Large Animal (Aquatic); HD 7d8+7; HP 38; Init +6; Spd Swim 60 ft.; AC: 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13; BAB/Grp: +5/+12; Atk: Bite +7 melee (1d8+4); Space/Reach 510t/5ft; SA: Nil; SQ: Blindsense, keen scent; Fort +8, Ref +7, Will +3; Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

*Skills and Feats:* Listen +8, Spot +7, Swim +11; Alertness, Great Fortitude, Improved Initiative.

## **Encounter 9 Weeping Corals**

Regardless of what the PCs do, they will not get here in time to stop Acera's death.

*As you swim to meet with Acera, you find yourselves in an area filled with a large assortment of corals. Some of the coral are as large as buildings, others small as pebbles. The various colors and diffused light from above create a rainbow among the coral. Life also is abundant here with many varieties of fish swim between the coral in a life or death game of tag, finding shelter from larger prey that cannot follow.*

*Ahead, you can see a group of coral that seems to bow towards each other, the coral taking the shape as if they were weeping, just as Acera described.*

Anyone with **Survival or Knowledge (nature)** may make a **DC 20 check** to notice that the sea life is staying clear of the weeping coral.

Once the PCs approach, they can make a **Spot check DC 20** to notice that a small part of one of the coral branches had been broken off. Otherwise, continue.

*The sounds seem to lessen as you approach the coral boughs. The area itself is somewhat dark and a bit more enclosed than what it appeared to be from outside. The small amount of light shows most of the coral to be a very opaque white, save for the very center, where it seems to be stained red.*

*Yet, as you approach the inside of the boughs, you see the source of the red. Before you lies the body of the sea nymph, gutted and splayed open!*

The rogue sea elves caught up to her before the PCs did, and killed her and left her as an example to others. A **Search check DC 15** will reveal that not only did they gut her like a fish, they tore out several parts of her body, including

her jaw, her lungs and her heart (so that a speak with dead cannot be performed).

On her still are her now empty dagger sheath and the remnants of her gossamer gown.

Small pearls are scattered about, as if once strung on a necklace. If the PCs check the pearls for magic, they do have a very dim bit of magic left in them. If the PCs collect the beads and bring them back to Hanging Coral, the temple of Cyrene will be able to reunite them into a **strand of prayer beads** (see *treasure summary*). Otherwise, the beads lose their dweomer and have a total value of 50 gp.

While the PCs investigate the area, they will have to make a **Spot check of DC 12**, to see a clownfish amongst the coral. An **wisdom check DC 5** will remind them that all other sea life had left the area.

Once the PCs have made or failed their spot check, the clownfish will dart out and dance around the PCs (preferably the most ranger or druid looking among them). It will occasionally dart out of the area and back until the PCs get the idea they should follow it.

This is the animal companion of the former sea nymph. Her last instructions to it was to hide until others came looking for her then he was to guide them to her home.

✂ **Gorpie the Clownfish**, Diminutive Animal (Aquatic); HD 1¼ d8; HP 9; Init +2; Spd Swim 30 ft.; AC: 19 (+4 size, +2 Dex, +3 natural), touch 15, flat-footed 11; BAB/Grab: +0/-12; Atk: Nibble Kiss +6 melee (1 dam); Space/Reach 1ft/0 ft; SA: Nil; SQ: Dart, Blend, Aquatic Traits; Fort +2, Ref +4, Will +2; Str 2, Dex 15, Con 10, Int 2, Wis 14, Cha 4. Skills and Feats: Hide 14\*, Listen +4, Spot +7, Swim +11; Alertness, Improved Initiative.

**Blend (Ex):** Clownfish can camouflage themselves within other sea forms to appear as pretty plant life or a piece of coral. This is a natural +8 bonus to their Hide check.



**Dart (Ex):** Due to their body size and shape, clownfish can move triple their normal movement rate as a full round action without drawing attacks of opportunity due to movement or crossing threatened squares.

Attacking Gorpie would be considered an evil act, if not chaotic.

- If the PCs kill Gorpie, or they ignore him, they have no way of tracking down the bad guys and will **GO TO Conclusion C**.

### **Encounter 10**

*Following the clownfish through the coral is not as daunting as it may have appeared. At times, it even stops to wait for you to catch up. The path it takes seems wide enough that your clothes or items do not catch on the sharp coral. Schools of fish dart away from your approach and no predator seems to come near. Eventually the clownfish slows to a stop.*

*Before you is the entrance to a cave. It seems to be camouflaged by the coral around it, though you can still enter it.*

Gorpie will not enter the cave, but will wait outside of it. PCs can make **Listen checks (DC 15)** to hear the sea elves knocking things around inside. If the PCs do not move silently they will be heard by the sea elves.

PCs that successfully make a **Move Silently check (DC 15)** may sneak in without the sea elves hearing them and have a surprise round before the combat starts (but after the box text). Adjust the boxed text accordingly.

**Note:** The cave is partially made of coral and allows enough light for low light vision to work.

*The darkness in the cave is muted by patches of white coral which allows whatever ambient light in. As you make a sharp turn you enter a large chamber. Strewn about the chamber is various clothes semi floating in the water.*

*Smashed jars and pottery leave their residue to waft in the sea water. Chairs and tables are overturned and a bed has been tossed about. But what most catches your eye is the cause of the destruction.*

ATL'S 1 and 3 read:

*You see three sea elves and as they turn to face you, you can see their evil intent.*

ATL 5

*You see four sea elves and a porpoise. As they turn to face you, you can see their evil intent.*

ATL 7

*You see six sea elves and two porpoises. As they turn to face you, you can see their evil intent.*

First off PCs should make a **Spot check (DC 30)** to notice a strange residue on the skin of the sea elves. This will dissipate as they are attacked. If the PCs succeeded in sneaking in they can make a surprise action. Otherwise proceed normally.

The chamber is 40' by 50' with a 7 ft high ceiling. The floating debris created a rough terrain issue that PCs cannot avoid by swimming through. So there is no possible charge action. The debris does not cause a miss change or otherwise block sneak attacks and line of sight spells. All other underwater effects apply. Note that the ranger is carrying the whalebone crossbow and has the bonuses it applies.

**For All ATLS:**

#### **Sea Elf Racial Traits**

**Aquatic:** Sea elves gain the aquatic subtype. They can breathe underwater freely. They can breathe air for 2 hours per point of Constitution, after which they must spend an equal amount of time totally submerged in water.

**Amphibious:** Sea elves can breathe in either air

or water. They do not have gills.

**Swim speed:** A sea elf has a base swim speed of 30 feet. He can move through water at his base swim speed without having to make Swim checks. He has a +8 racial bonus on any Swim check to perform some action or avoid a hazard. He can always choose to take 10 on a Swim check, even if distracted or endangered. He can use the run action while swimming, provided he swims in a straight line.

**Immunity** to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.

**Low-Light Vision:** A sea elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions. This range is doubled underwater.

#### ATL 1

⚔ **Sea Elf Fighter(1);** Fighter 1, Medium Humanoid (Aquatic); HD 1d10+1; hp 11; Init +1; Spd. 30 ft.; AC: 15 (+1 Dex, +3 studded leather, +1 light shield), touch 11, flat-footed 15; BAB/Grp: +2/+3; Atk/Full Atk: Trident +4 melee (1d8+1) or spear +3 ranged (1d6+1/x3); Face/Reach: 5 ft/5 ft; SQ: Aquatic elf traits; AL NE; SV: Fort +4, Ref +1, Will -1; Str 13, Dex 13, Con 12, Int 13, Wis 9, Cha 10.

*Skills and Feats:* Climb +3, Intimidate +4, Ride +5, Survival +3, Swim +3, Combat Expertise, Improved Disarm, Weapon Focus (trident).

*Equipment:* Coral trident, spear, studded leather, turtle shell shield.

⚔ **Sea Elf Ranger (1);** Ranger 2, Medium Humanoid (Aquatic); HD 2d8+2; hp 18 ; Init +1; Spd. 30 ft.; AC: 16 (+2 Dex, +3 studded leather, +1 light shield), touch 12, flat-footed 14; BAB/Grp: +2/+3; Atk/Full Atk: Trident +3 melee (1d8+1) or Light crossbow +4 ranged (1d8,19-20/x2); Face/Reach: 5ft/5ft; SA: 1st favored enemy (Aquatic Humanoids), rapid

shot; SQ: Aquatic elf traits, wild empathy; AL: NE; SV: Fort +4, Ref +5, Will +0 ; Str 12, Dex 15, Con 12, Int 12, Wis 11, Cha 10

*Skills and Feats:* Climb +3, Concentration +2, Craft: Bow +3, Handle Animal +2, Heal 2, Hide 5, Jump +3, Knowledge (geography) +5, Knowledge (nature) +5, Listen +2, Move Silently +2, Ride +3, Search +3, Spot +2, Survival +3, Swim +1, Use Rope +5; Rapid Shot, Point Blank Shot.

*Equipment:* Studded leather armor, trident, whalebone crossbow (10' range increment).

⚔ **Sea Elf Wizard;** Wizard (Transmuter) 2, Medium Humanoid (Aquatic); HD 2d4+2; hp 10; Init +2; Spd. 30 ft.; AC: 13 (+2 Dex, +1 Amulet of Aquatic Armor (Natural)), touch 12, flat-footed 11; BAB/Grp: +1/+1; Atk/Full Atk: Trident +1 melee (1d8) or coral spear +5 ranged (1d6+2/x3); Face/Reach: 5ft/5ft; SQ: Aquatic elf traits, Summon Familiar, Scribe Scroll; AL: NE; SV: Fort +1, Ref +2, Will +3; Str 13, Dex 14, Con 12, Int 16, Wis 10, Cha 8.

*Skills and Feats:* Concentration +6, Listen +2, Knowledge (arcane) +5, Knowledge (geography) +5, Knowledge (religion) +5, Sense Motive +2, Spellcraft +6, Spot +2; Combat Casting, Weapon Focus (trident).

Spells: 4/3

Save DC: 13+ spell level

0<sup>level</sup> *Mage hand, prestidigitation, ray of frost* x2  
1<sup>st</sup> ~~*Enlarge*~~, *shield, sleep*

*Equipment:* +1 amulet of aquatic armor, +2 coral shortspear.

### ATL 3

**⚔ Sea Elf Fighter;** Fighter 4, Medium Humanoid (Aquatic); HD 4d10+4; hp 38 ; Init +1; Spd. 30 ft.; AC: 16 (+1 Dex, +3 studded leather, +2 turtle shield), touch 11, flat-footed 25; BAB/Grp: +4/+6; Atk/Full Atk: Trident +7 melee (1d8+1) or spear +5 ranged (1d6+2x3); Face/Reach: 5ft/5ft; SQ: Aquatic elf traits; AL NE; SV: Fort +6, Ref +2, Will +0; Str 14, Dex 13, Con 12, Int 13, Wis 9, Cha 10

*Skills and Feats:* are Climb +5, Intimidate +7, Ride +5, Survival +6, Swim +7, Weapon Focus (trident), Dodge, Combat Expertise, Improved Disarm, Power Attack.

*Equipment:* Coral Trident, spear, studded leather, *turtle shell shield*.

**⚔ Sea Elf Ranger;** Ranger 3, Medium Humanoid (Aquatic); HD 3d8+3; hp 25 ; Init +1; Spd. 30 ft.; AC: 17(+3 Dex, +3 studded leather, +1 light shield), touch 13 flat-footed 14; BAB/Grp: +3/+4; Atk/Full Atk: Trident +4 melee (1d8+1) or Light crossbow +6 ranged (1d8/19-20/x2); Face/Reach: 5ft/5ft; SA: 1st favored enemy (Aquatic Humanoids), rapid shot; SQ: Track, wild empathy, Aquatic elf traits; AL: NE; SV: Fort +4, Ref +6 Will +1 ; Str 12, Dex 16, Con 12, Int 12, Wis 11, Cha 10

*Skills and Feats:* are Climb +3, Concentration +2, Craft: Bow +3, Handle Animal +2, Heal +4, Hide +6, Jump +4, Knowledge (geography) +7, Knowledge (nature) +7, Listen +3, Move Silently +3, Ride +3, Search +3, Spot +3, Survival +5, Swim +1, Use Rope +5; Endurance, Point Blank Shot, Precise Shot Rapid Shot.

*Equipment:* Studded leather armor, Trident, Whalebone Crossbow (10' range increment)

**⚔ Sea Elf Wizard;** Wizard (Transmuter) 3, Medium Humanoid (Aquatic); HD 3d4+3; hp 14 ; Init +2; Spd. 30 ft. Swim 60 ft; AC: 14 (+2 Dex, +2 Amulet of Aquatic Armor), touch 12, flat-footed 12 BAB/Grp: +1/+2; Atk/Full Atk: Trident +3 melee (1d8) or spear +5 ranged (1d6+2/x3); Face/Reach: 5ft/5ft; SQ: Aquatic elf traits, Summon Familiar, Scribe Scroll; AL: NE;

SV: Fort +2, Ref +3, Will +3; Str 13, Dex 14, Con 12, Int 16, Wis 10, Cha 8

*Skills and Feats:* Concentration +7, Listen +2, Knowledge (arcana) +6, Knowledge (geography) +6, Knowledge (religion) +6, Sense Motive +3, Spellcraft +7, Spot +2; Weapon Focus (trident), Combat Casting.

Spells 4/4/3

Save DC 13+ spell level

0<sup>level</sup> *Prestidigitation, Mage Hand, Ray of Frost* x2

1<sup>st</sup> *Enlarge, Shield, Sleep, Summon Monster I*

2<sup>nd</sup> *Touch of Idiocy* x2, *Summon Monster II*

*Equipment:* +2 Amulet of Aquatic Armor +1 vs Fear spells and effects, +1 spear

## ATL 5

**Sea Elf Fighter (1);** Fighter 6, Medium Humanoid (Aquatic); HD 6d10+6; hp 54; Init +1; Spd. 30 ft.; AC: 19 (+2 Dex, +4 chain shirt +3 turtle shield), touch 12, flat-footed 17; BAB/Grp: +6/+9; Atk: Trident +10 melee (1d8+5) or spear +8 ranged (1d6+1/x3); Full Atk: Trident +10/+5 melee (1d8+5) or spear +8 ranged (1d6+1/x3); Face/Reach: 5ft/5ft; SQ: Aquatic elf traits; AL NE; SV: Fort +6 Ref +4, Will +1; Str 16, Dex 14, Con 12, Int 13, Wis 9, Cha 10.

*Skills and Feats:* are Climb +5, Intimidate +7, Ride +5, Survival +6, Swim +7, Weapon Focus (trident), Dodge, Combat Expertise, Improved Disarm, Power Attack, Improved Trip, Weapon Specialization (trident).

*Equipment:* Coral Trident, spear, studded leather, *turtle shell shield*.

**Sea Elf Ranger (1);** Ranger 5, Medium Humanoid (Aquatic); HD 5d8+5; hp 39 ; Init +1; Spd. 30 ft.; AC: 18 (+3 Dex, +4 chain shirt, +1 light shield), touch 13, flat-footed 15; BAB/Grp: +5/+6; Atk/Full Atk: Trident +6 melee (1d8+1) or Light crossbow +8 ranged (1d8/19-20/x2); Face/Reach: 5ft/5ft; SA: 1st favored enemy (aquatic humanoids) +2, 2<sup>nd</sup> favored enemy (magical beast), rapid shot; SQ: Animal companion, wild empathy, Aquatic elf traits; AL: NE; SV: Fort +5, Ref +6, Will +1 ; Str 12, Dex 16, Con 12, Int 12, Wis 13, Cha 10

*Skills and Feats:* are Climb +3, Concentration +2, Craft: Bow +3, Handle Animal +2, Heal +4, Hide +6, Jump +4, Knowledge (geography) +7, Knowledge (nature) +7, Listen +3, Move Silently +3, Ride +3, Search +3, Spot +3, Survival +5, Swim +1, Use Rope +5; Endurance, Point Blank Shot, Rapid Shot, Precise Shot.

### Spells

Save DC 12+ spell level

1<sup>st</sup> *Entangle*

*Equipment:* Studded leather armor, trident, whalebone crossbow (10' range increment).

**Porpoise (Animal Companions 1);** Medium Magical Beast; HD 2d8+2; HP 11 Init : +3; Spd: Swim 80 ft; AC: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12; BAB/ Grab: +1/+1 Attk/Full Atk: Slam +4 melee (2d4); Space/Reach: 5ft./5ft; SQ: Trick Attack, Link, Share Spells; Blindsight 120 ft., hold breath, low-light vision; AL: N; SV: Fort +4, Ref +6, Will +1; Str 11, Dex 17, Con 13, Int 2, Wis 12, Cha 6

*Skills and Feats:* Listen +8\*, Spot +7\*, Swim +8; Weapon Finesse

Porpoises are mammals that tend to be playful, friendly, and helpful. A typical porpoise is 4 to 6 feet long and weighs 110 to 160 pounds. The statistics presented here can describe any small whale of similar size.

**Blindsight (Ex):** Porpoises can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the porpoise to rely on its vision, which is approximately as good as a human’s.

**Hold Breath (Ex):** A porpoise can hold its breath for a number of rounds equal to 6 x  $\square$ its Constitution score before it risks drowning.

**Skills:** A porpoise 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. \*A porpoise has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

**Sea Elf Wizard;** Wizard (Transmuter) 5, Medium Humanoid (Aquatic); HD 5d4+5; hp 22; Init +2; Spd. 30 ft.; AC: 15 (+2 Dex, +3 Amulet of Aquatic Armor), touch 12, flat-footed 13; BAB/Grp: +2/+3; Atk/Full Atk: Trident +5 melee (1d8+3 or spear +4 ranged (1d6+1/x3); Face/Reach: 5ft/5ft; SQ: Aquatic elf traits, Summon Familiar; AL: NE; SV: Fort +3, Ref

+4, Will +4 Str 13, Dex 15, Con 12, Int 16, Wis 10, Cha 8

*Skills and Feats:* Concentration +7, Listen +2, Knowledge (arcana) +6, Knowledge (geography) +6, Knowledge (religion) +6, Sense Motive +3, Spellcraft +7, Spot +2; Scribe Scroll, Weapon Focus (trident), Combat Casting, Silent Spell.

Spells 4/5/4/3

Save DC 13+ spell level

0<sup>level</sup> *Prestidigitation, Mage Hand, Ray of Frost*  
x2

1<sup>st</sup> *Enlarge, Shield, Sleep, Summon Monster I*  
(x2)

2<sup>nd</sup> *Cat's Grace, Summon Monster II, Touch of Idiocy*

3<sup>rd</sup> \* *Haste, Lighting bolt*

*Equipment:* Amulet of aquatic armor, +2 coral spear of sahuagin bane.

⚔ **Sea Elf Rogue (1);** Rogue 3, Medium Humanoid (Aquatic); HD 3d6+3; hp 25 ; Init +3; Spd. 30 ft.; AC: 16 (+3 Dex, +3 studded leather, +1 light shield), touch 12, flat-footed 14; BAB/Grp: +2/+3; Atk/Full Atk: Dagger +4 melee (1d4+1) or short sword +4 melee (1d6/19-20/x2); Face/Reach: 5ft/5ft; SA: sneak attack 1d6; SQ: Evasion, tracking Aquatic elf traits; AL: NE; SV: Fort +4, Ref +5, Will +1 ; Str 12, Dex 16, Con 12, Int 13, Wis 11, Cha 12

*Skills and Feats:* Balance +7, Bluff +8, Climb +3, Decipher Script +4, Diplomacy +3, Disable Device +6, Disguise +3, Escape Artist +5, Gather Information +6, Hide +6, Intimidate +4, Jump +2, Knowledge (local) +3, Listen +4, Move Silently +6, Open Lock +5, Search +3, Sense Motive +2, Spot +2, Swim +3, Tumble +6, Use Magic Device +2, and Use Rope +2; Combat Expertise, Improved Feint.

*Equipment:* Studded leather, dagger, short sword.

## ATL 7

**Sea Elf Fighter (2);** Fighter 6, Medium Humanoid (Aquatic); HD 6d10+6; hp 54; Init +1; Spd. 30 ft.; AC: 19 (+2 Dex, +4 chain shirt +3 turtle shield), touch 12, flat-footed 17; BAB/Grp: +6/+9; Atk: Trident +10 melee (1d8+5) or spear +8 ranged (1d6+1/x3); Full Atk: Trident +10/+5 melee (1d8+5) or spear +8 ranged (1d6+1/x3); Face/Reach: 5ft/5ft; SQ: Aquatic elf traits; AL NE; SV: Fort +6 Ref +4, Will +1; Str 16, Dex 14, Con 12, Int 13, Wis 9, Cha 10

*Skills and Feats:* Climb +5, Intimidate +7, Ride +5, Survival +6, Swim +7, Weapon Focus (trident), Dodge, Combat Expertise, Improved Disarm, Power Attack, Improved Trip, Weapon Specialization (trident).

*Equipment:* Coral trident, spear, studded leather, turtle shell shield.

**Sea Elf Ranger (2);** Ranger 5, Medium Humanoid (Aquatic); HD 5d8+5; hp 39 ; Init +1; Spd. 30 ft.; AC: 18 (+3 Dex, +4 chain shirt, +1 light shield), touch 13, flat-footed 15; BAB/Grp: +5/+6; Atk/Full Atk: Trident +6 melee (1d8+1) or Light crossbow +8 ranged (1d8/19-20/x2); Face/Reach: 5ft/5ft; SA: 1st favored enemy (Aquatic Humanoids)+2, 2<sup>nd</sup> Favored enemy (Magical Beast), rapid shot; SQ: Animal companion, Track, wild empathy, Aquatic elf traits; AL: NE; SV: Fort +5, Ref +6, Will +1 ; Str 12, Dex 16, Con 12, Int 12, Wis 13, Cha 10.

*Skills and Feats:* are Climb +3, Concentration +2, Craft: Bow +3, Handle Animal +2, Heal +4, Hide +6, Jump +4, Knowledge (geography) +7, Knowledge (nature) +7, Listen +3, Move Silently +3, Ride +3, Search +3, Spot +3, Survival +5, Swim +1, Use Rope +5; Endurance, Point Blank Shot, Precise Shot, Rapid Shot.

### Spells

Save DC 12+ spell level

1<sup>st</sup> *Entangle*

*Equipment:* Studded leather armor, Trident, Whalebone Crossbow (10' range increment)

**Porpoise (Animal Companions 2);** Medium Magical Beast; HD 2d8+2; HP 11 Init : +3; Spd: Swim 80 ft; AC: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12; BAB/ Grab: +1/+1 Attk/Full Atk: Slam +4 melee (2d4); Space/Reach: 5ft./5ft; SQ: Trick Attack, Link, Share Spells; Blindsight 120 ft., hold breath, low-light vision; AL: N; SV: Fort +4, Ref +6, Will +1; Str 11, Dex 17, Con 13, Int 2, Wis 12, Cha 6

*Skills and Feats:* Listen +8\*, Spot +7\*, Swim +8; Weapon Finesse.

Porpoises are mammals that tend to be playful, friendly, and helpful. A typical porpoise is 4 to 6 feet long and weighs 110 to 160 pounds. The statistics presented here can describe any small whale of similar size.

**Blindsight (Ex):** Porpoises can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the porpoise to rely on its vision, which is approximately as good as a human’s.

**Hold Breath (Ex):** A porpoise can hold its breath for a number of rounds equal to 6  $\times$  its Constitution score before it risks drowning.

**Skills:** A porpoise 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. \*A porpoise has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

**Sea Elf Wizard;** Wizard (Transmuter) 5, Medium Humanoid (Aquatic); HD 5d4+5; hp 22; Init +2; Spd. 30 ft.; AC: 15 (+2 Dex, +3 Amulet of Aquatic Armor), touch 12, flat-footed 13; BAB/Grp: +2/+3; Atk/Full Atk: Trident +5 melee (1d8+3 or spear +4 ranged (1d6+1/x3); Face/Reach: 5ft/5ft; SQ: Aquatic elf traits,

Summon Familiar; AL: NE; SV: Fort +3, Ref +4, Will +4 Str 13, Dex 15, Con 12, Int 16, Wis 10, Cha 8

*Skills and Feats:* Concentration +7, Listen +2, Knowledge (arcana) +6, Knowledge (geography) +6, Knowledge (religion) +6, Sense Motive +3, Spellcraft +7, Spot +2; Scribe Scroll, Weapon Focus (trident), Combat Casting, Silent Spell,

Spells 4/5/4/3

Save DC 13+ spell level

0<sup>1</sup> *Prestidigitation, Mage Hand, Ray of Frost* x2

1<sup>st</sup> *Enlarge, Shield, Sleep, Summon Monster I* x2

2<sup>nd</sup> *Touch of Idiocy, Summon Monster II, Cat's Grace*

3<sup>rd</sup> \* *Haste, Lighting bolt*

*Equipment:* Amulet of Aquatic Armor, +2 coral spear of Sahuagin Bane

**Sea Elf Rogue (1);** Rogue 3, Medium Humanoid (Aquatic); HD 3d6+3; hp 25 ; Init +3; Spd. 30 ft.; AC: 16 (+3 Dex, +3 studded leather, +1 light shield), touch 12, flat-footed 14; BAB/Grp: +2/+3; Atk/Full Atk: Dagger +4 melee (1d4+1) or short sword +4 melee (1d6/19-20/x2); Face/Reach: 5ft/5ft; SA: sneak attack 1d6; SQ: Evasion, tracking Aquatic elf traits; AL: NE; SV: Fort +4, Ref +5, Will +1 ; Str 12, Dex 16, Con 12, Int 13, Wis 11, Cha 12

*Skills and Feats:* Balance +7, Bluff +8, Climb +3, Decipher Script +4, Diplomacy +3, Disable Device +6, Disguise +3, Escape Artist +5, Gather Information +6, Hide +6, Intimidate +4, Jump +2, Knowledge (local) +3, Listen +4, Move Silently +6, Open Lock +5, Search +3, Sense Motive +2, Spot +2, Swim +3, Tumble +6, Use Magic Device (Cha)+2, and Use Rope (Dex)+2; Combat Expertise, Improved Feint.

*Equipment:* Studded leather, dagger, short sword.

### **Encounter 11**

If the PCs win the battle, they will have to decide if they want to take the dead or prisoner

sea elves back to the farming community or back to their representatives at the Abaris outpost.

If captured, the sea elves will not answer any questions. As a matter of fact, they won't remember anything from the past few days.

If dead, *Speak with Dead* will not reveal any answers for questions over the past two weeks.

If searched, the PCs will find several items on the sea elves. As well they shall find a scale of some unknown creature. A **Knowledge (nature) check (DC 30)** will reveal it's from some sort of large fish, but much more than that cannot be found out.

If the PCs lose the battle, they will be left for dead, **GO TO Conclusion C.**

If the PCs are dead, **GO TO Conclusion D.**

If the PC's capture any of the sea elves and they know about the coating ichor and the scale, **GO TO CONCLUSION E.**

### **Conclusion A**

If the PCs take the bodies back to the town community:

*The sheriff looks over the bodies of the sea elves. "This is a highly decorated patrol of Abaris. This will not sit well with the merfolk. Still, they have a right to know."*

At this time, PCs can attempt to effect the decision of the sheriff. His intent is to come clean about the murders. This leads to **Epilogue A.**

If the PCs attempt to convince them to hide the information about who did the murders, **then Epilogue B happens.**



PCs can attempt to change the sea elves' minds by making a **Diplomacy check (DC 25)**.

After this the PCs will be thanked and rewarded, and sent on their way.

### **Conclusion B**

If the PCs take the bodies to their Abaris representatives:

*The Abaris representatives are astonished to find out the guilty party. "These are some of our decorated patrolmen. Why would they do such a thing? We must take care of this."*

At this time, PCs can attempt to effect the decision of the sea elves. Their intent is to hide the problem. But inquisitive merfolk will find out the truth which **leads to Epilogue B**.

If the PCs attempt to convince them to come clean about who did the murders, **then Epilogue A happens**.

PCs can attempt to change the sea elves' minds by making a **Diplomacy check (DC 25)**.

After this the PCs will be thanked and rewarded, and sent on their way.

### **Conclusion C**

If the PCs fail to find the sea elves, or are defeated by the sea elves, they will eventually find their way back to either community. They will be thanked for their attempts and sent on their way. This will not help quell the uprisings and **will set off Epilogue A**.

### **Conclusion D**

The PCs bodies are recovered by the Temple of Cerene which is nearby. Since this is the merfolk temple, they will expect to be paid for the raise (2500g preferably in pearls). PCs who cannot afford to pay that will be told they owe a favor to the Temple of Cyrene known as Hanging Coral. **Otherwise, continue with Conclusion C**.

### **Conclusion E**

*With the return of live prisoner/prisoners, the merfolk and the sea elves meet to question him/them. After the interrogation, Grandith and Administrator Loure meet with you. Grandith speaks "Thank you for your assistance in this matter. Although the patrol member/members does not remember what has happened recently, it is obvious something is not right here. We will continue our investigation and will contact you if we need further assistance."*

If the PC's discover the mind control the ichor causes, read the following:

### **Conclusion E+**

*Loure says "The apparent mind control will require even further study. We are hopeful that we can find the cause of this and a solution for it."*

Proceed to **Epilogue C**.

### **Epilogue A**

If the PCs brought back the sea elves alive to the sheriff:

*The merfolk soon after found out the sheriff had the murderer. A mob stormed his offices and killed the sea elves. The mob dispersed, but their mood was less than friendly.*

In either case read this as part of A.

*However the information was revealed to them, the merfolk not happy and rioting occurs that strains the ties with the sea elves of the Sunken City. While this does not lead to war with the merfolk, it does strain the Sunken City's defenses and food supply.*

## **Epilogue B**

*While the authorities tried to cover up the attack by the rogue sea elves, it is eventually found out. This sets off the merfolk to riot and break all ties with the Sunken City. While not as much damage is done to the city, this will hurt them in the long run as food supplies dwindle and defensive resources are strained.*

## **Epilogue C**

*Although relations are strained between the sea elves and the merfolk, all are curious as to what or who is behind this and why. Who would benefit from such chaos? One thing is certain, this is far from being over.*

If the mind control is discovered, continue with the following:

## **Epilogue C+**

*And what of the mind control? Could this cause problems above the water as well as below? More questions than answers and waiting is the only option, for now..*

### Experience Point Summary

	<b>ATL 1</b>	<b>ATL 3</b>	<b>ATL 5</b>	<b>ATL 7</b>
<b>Encounter 2</b>				
Defeated Seacats	50	50	50	75
<b>Encounter 4</b>				
Investigated Far Kelp Farm	50	50	75	100
<b>Encounter 5</b>				
Investigated Fair Trade Inn	50	50	75	100
<b>Encounter 6</b>				
Investigated Hanging Coral	50	50	75	100
<b>Encounter 7</b>				
Followed Gorpie	50	50	75	75
<b>Encounter 8</b>				
Defeated Sharks	50	100	150	200
<b>Encounter 9</b>				
Defeated Sea Elves	100	200	300	400
<b>Role Playing</b>	100	100	100	100
<b>Maximum XP Possible</b>	500	700	900	1,100

TU spent = 5

## Treasure Summary

### ATL 1

- 50 gp per PC
- MW Turtle Shell Shield (Value 175 gp)
- Amulet of Aquatic Armor (Amulet of Natural Armor +1) (Value 2,000 gp)
- MW Coral Spear (Value 302 gp)
- Whalebone Light Crossbow (Value 355 gp)
- Bolts of Swimming x5 (Value 120 gp)

### ATL 3

- 150 gp per PC
- MW Turtle Shell Shield (Value 175 gp)
- Amulet of Aquatic Armor (Amulet of Natural Armor +1) (Value 2,000 gp)
- MW Coral Spear (Value 302 gp)
- Whalebone Light Crossbow (Value 355 gp)
- Bolts of Swimming x10 (Value 240 gp)

### ATL 5

- 250 gp per PC
- +1 Turtle Shell Shield (Value 175 gp)
- Amulet of Aquatic Armor (Amulet of Natural Armor +1) (Value 2,000 gp)
- MW Coral Spear (Value 302 gp)
- Whalebone Light Crossbow (Value 355 gp)
- Bolts of Swimming x15 (Value 360 gp)

### ATL 7

- 350 gp per PC
- +1 Turtle Shell Shield (Value 175 gp)
- Amulet of Aquatic Armor (Amulet of Natural Armor +1, plus +1 morale bonus to Will saves vs. fear) (Value 3,500 gp)
- MW Coral Spear (Value 302 gp)
- Modified Lesser, Bead of Blessing x2 (Value 1,200gp)
- Whalebone Light Crossbow (Value 355 gp)
- Bolts of Swimming x20 (Value 480 gp)

## Cert Details

### Turtle Shell Shield

This green mottled shield is shaped from the shell of a large turtle. The shell was treated by a special process so it doesn't crack as easily as a shell would.

ATLs 1 and 3 MW turtle shell shield (Value 175 gp)

ATLs 5 and 7 +1 turtle shell shield (Value 1,175 gp)

Base item: MW Treated turtle shell light shield. (Shield bonus +1, Armor Check Penalty 0, Arcane spell failure 5%, Weight 5 lb., Value 175 gp)

In addition, the turtle shell is buoyant, so when wielded in water, the shield weighs half as much.

### Amulet of Aquatic Armor

This amulet functions the same as an amulet of natural armor. When worn by a creature with the aquatic subtype, it provides a morale bonus to Will saves vs. fear.

ATL 1, 3, & 5: +1 Amulet of Natural Armor (Value 2,000 gp)

ATL 7: +1 Amulet of Natural Armor, +1 morale bonus to will saves vs. fear (Value 3,500 gp)

### Coral Spear

All ATLs MW Coral spear (Value 302 gp)

### Strand of Prayer Beads.

ATL 7 Modified Lesser, Bead of Blessing x2 (Value 1,200gp)

### Whalebone Light Crossbow

This light crossbow was made with polished whalebone and coral pieces as well as polished whale sinew for the strings. The crossbow functions as a masterwork light crossbow, except there is no wood to be warped by being in water. Wooden and steel bolts can be fired from this weapon, but normal penalties apply.

Value: 355 gp

### **Bolts of Swimming**

These polished bolts are made of treated coral, like most of the undersea equipment. The bolts are designed to be fired underwater. Their shape and design reduces the penalty for firing weapons underwater to -1 (as opposed to -2). In addition, the range increment of the crossbow is halved when shooting these bolts.

ATL 1      
ATL 3     + all above  
ATL 5     + all above  
ATL 7     + all above

*Value:* 24 gp per bolt    *Tradable:* Yes  
*Size:* n/a                    *Rarity:* Uncommon  
*Legality:* Legal            *Real Value:* \$0

### **Favor to Hanging Coral**

The character listed above has been raised from the dead by the temple to Cyrene known as the Hanging Coral. In exchange, the character owes the Hanging Coral a favor to the merfolk community. This favor may come into play in the future.

## Player's Handout 1

[Delivered to the PC's home or in person]

Greetings,

I am calling upon you this day upon a matter of importance dealing with the undersea city of Abaris. Please meet with me at 9 bells this morning on the Mour's Brow, sitting at dock 16 in the harbor.

***Lord Consul Henry Mour***

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## Player's Handout 2

Greetings,

I am calling upon you this day upon a matter of importance to the city of Amthydor. Please meet with me at 9 bells this morning on the Mour's Brow, sitting at dock 16 in the harbor.

***Lord Consul Henry Mour***

### Player's Handout # 3: CONTRACT

The Parties of the First Part ( \_\_\_\_\_ PC names go here \_\_\_\_\_ ) promises to work in good faith with House 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 place the perpetrators under immediate arrest, facing the full extent of Amthydorian law.

The Parties of the Second Part (House Mour and Seabury) promise to pay each person(s) listed as the party of the first part the sum of 400 gp each in exchange for carrying out the mission. Failure of the mission will not void the contract nor shall it negate any other part of this contract. Failure of the mission will result in the sum of 100 gp to be paid to each person(s) listed as party of the first part, or their surviving families.

Signed on the Year and this Date:

*Lord Consul Henry Mour*  
*High Lady Deybri Seabury*

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## Players Handout #4

### 1<sup>st</sup> Murder

- Leader of Those Who Speak. Murdered in his sleep, Crossbow bolt still in his throat.  
Found at Far Kelp Farm

### 2<sup>nd</sup> Murder

- 2<sup>nd</sup>-in-command of Those-Who Speak. Beaten and gutted.  
Found by Tilley near the Fair Trade Inn

### 3<sup>rd</sup> Murder

- Acolyte of Cyrene. Bolt to the throat and gutted.  
Found at the Hanging Coral

## Appendix I: Acera the Sea Nymph

**Acera the Sea Nymph (Druid 3);** Medium Fey (aquatic subtype); HD: 9d6+9; HP: 56; Init: +3; Spd: 30 ft., swim 60 ft.; AC: 17 (+3 Dex, +4 deflection), touch 17, flat-footed 14; BAB/Grp: +3/+3; Atk/Full Atk: Dagger +6 melee (1d4/19–20); Space/Reach 5ft./5 ft.; SA: Blinding beauty, spells, spell-like abilities, stunning glance; SQ: Aquatic subtype, damage reduction 10/cold iron, low-light vision, unearthly grace, wild empathy; AL: CG; SV: Fort +7, Ref +12, Will +12; Str 10, Dex 17, Con 12, Int 16, Wis 17, Cha 19.

Skills and Feats: Concentration +10, Diplomacy +6, Escape Artist +12, Handle Animal +13, Heal +12, Hide +12, Listen +12, Move Silently +12, Ride +5, Sense Motive +12, Spot +12, Swim +8, Use Rope +3 (+5 with bindings); Combat Casting, Dodge, Weapon Finesse.

A nymph is about the height and weight of a female elf. Nymphs speak Sylvan and Common.

**Aquatic Subtype:** These creatures always have swim speeds and thus can move in water without making Swim checks. An aquatic creature can breathe underwater. It cannot also breathe air unless it has the amphibious special quality.

**Blinding Beauty (Su):** This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 17 Fortitude save or be blinded permanently as though by the *blindness* spell. A nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.

**Spell-Like Abilities:** 1/day—*dimension door*. Caster level 7th.

**Spells:** A nymph casts divine spells as a 7<sup>th</sup>-level druid.

*Typical Druid Spells Prepared* (6/5/4/3/1, save DC 13 + spell level): 0—*cure minor wounds, detect magic, flare, guidance, light, resistance*; 1<sup>st</sup>—*calm animal, cure light wounds, entangle, longstrider, speak with animals*; 2<sup>nd</sup>—*barkskin, heat metal, lesser restoration, tree shape*; 3<sup>rd</sup>—*call lightning, cure moderate wounds, protection from energy*; 4<sup>th</sup>—*rusting grasp*.

**Stunning Glance (Su):** As a standard action, a wrathful nymph can stun a creature within 30 feet with a look. The target creature must succeed on a DC 17 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

**Unearthly Grace (Su):** A nymph adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses.)

**Wild Empathy (Ex):** This power works like the druid's wild empathy class feature, except that a nymph has a +6 racial bonus on the check.

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

## Appendix II: The Coral Valley

### **Protectorate of Abaris**

**Ruler:** The Council of Abaris

**Government:** Republic

**Capital:** None

**Resources:** Coral, fish, labor, pearls, shells, underwater plants

**Population:** 4,500 (merfolk 78%, sea elves 20%, humans 1%, other 1%)

**Alignment:** N, NG, CG

**Language:** Common, Aquan

**Deities:** Cyrene, Destine

**Description:** Near the city of Abaris is a community of merfolk. The community is a protectorate of the Sunken City thanks to its nearness. The community is one of the largest food suppliers for Abaris as well as a good part of the city's labor. Of the thirteen seats on the Council of Abaris, only one merman sits for the community. The community also maintains a sheriff to keep the peace within the community. He answers to the Council of Abaris. While the community owes its continued existence to Abaris, there are those within the community who feel they are being treated as second class citizens. A group call Those-Who-Speak have arisen among the community to speak of such things.

Mermen serve as part of the Abaris military and participate in the militia. The community is open to trade and maintains an inn as a trading point to travelers through the area.

# Critical Event Summary: Taking The Plunge

1. Where the rogue sea elves alive or dead at the end of the module?

Dead                  Alive

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

Hostile                  Attacked her                  Killed her

Accepted her                  Befriended her

3. Did the PCs think to take the pearls to the temple of Cerene?

Yes                          No

4. What did the PCs do with the scale?

Gave it to the Sea Elves

Gave it to the Mermen?

Gave it to Lord Mour?

Gave it to the City?

Gave it to \_\_\_\_\_

Kept it

5. If anyone kept it, please list real name, character name and email.

\_\_\_\_\_

6. Did the Mermen revolt or just riot?

Riot                  Revolt

7. Who did the PCs give the rogue sea elves to?

Mermen

Sea Elves

Lord Mour

Other

Return this form to: David Samuels, 2722 East 64<sup>th</sup> Street, Brooklyn, NY 11234, or by e-mail to [lsj-modsummary@theshiningjewel.com](mailto:lsj-modsummary@theshiningjewel.com).

Please send completed form to:  
Eric V. Clark, 300 Indiana Ave,  
Pendleton, IN 46064, or email  
to  
lsj-roster@theshiningjewel.com.



## Roster of Heroes: Taking The Plunge

**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):

## Welcome to the LSJ Shopping Spree!

Enclosed in this package is all you need to use the Shopping Spree.

### What to Print

Please print out the Shopping Spree cert file. Each character gets one and only one cert per adventure to make their purchases. Please destroy any unused certs.

### General Rules

Each player may purchase up to four items per adventure, all listed on a single cert.

All unused slots on the cert must be crossed out at the time of purchase.

Exception: A player with a cohort who is playing in that adventure may purchase up to an additional four items for the cohort, all on a second cert.

In game time terms, Shopping Spree purchases may only take place before or after an adventure.

No items may be purchased during an adventure, nor may any be added to a purchase completed before an adventure.

E.g.: The party runs into some lycanthropes and has no silver weapons. They decide at that time that they had bought silversheen using the Shopping Spree. Sorry, that isn't happening. Deny the purchase until after the module is over.

### What Can Be Purchased

The following may be purchased from Core Rulebook 2.

Scrolls are available for the following Arcane/Divine Spells. Prices are listed for (Arcane)/(Divine). NA in the listing means the spell is not available as that type of scroll.

Available Potions / Scrolls	Scroll Price A / D	Potion Price
<i>Cure light wounds</i> (potion)	50 / 25	50
<i>Endure elements</i> (potion)	25 / 25	50
<i>Mage armor</i> (potion)	25 / NA	50
<i>Magic fang</i> (potion)	NA / 25	50
<i>Magic weapon</i> (oil)	25 / 25	50
<i>Protection from XX*</i> (potion)	25 / 25	50
<i>Remove fear</i> (potion)	50 / 25	50
<i>Bless weapon</i> (oil)	NA / 100	100
<i>Silversheen</i> (oil)	NA	250
<i>Aid</i> (potion)	NA	300
<i>Cure moderate wounds</i> (potion)	200 / 150	300
<i>Darkvision</i> (potion)	150 / 375	300
<i>Delay poison</i> (potion)	200 / 150	300
<i>Lesser restoration</i> (potion)	NA / 150	300
<i>Remove paralysis</i> (potion)	NA / 150	300
<i>Resist energy 10**</i> (potion)	150 / 150	300
<i>Cure serious wounds</i> (potion)	525 / 375	750
<i>Magic circle against XX*</i> (potion)	375 / 375	750
<i>Neutralize poison</i> (potion)	1000 / 375	750
<i>Remove blindness/deafness</i> (potion)	NA / 375	750
<i>Remove curse</i> (potion)	700 / 375	750
<i>Remove disease</i> (potion)	NA / 375	750
<i>Water breathing</i> (potion)	NA / 375	750

All potions and scrolls available for purchase are at minimum caster level.

\* An alignment (Good / Evil / Law / Chaos) must be specified when purchased.

\*\* One type of energy (fire / cold / acid / electric / sonic) must be specified when purchased.

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