



Make Friends, Not War

(Under the Sea - Part 3)

By Eric V. Clark

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

Trouble is brewing deep under the sea. The King of the Sea Elves fears for his people and all of Amthydor. What could be causing all the strange happenings? You need to find out before the world drowns under the weight of war. A one-round Legends of the Shining Jewel module for heroes of levels 1-15.

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www.theshiningjewel.com/lcj

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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).

About the Module

"Make Friends, Not War" is Part Three of the *Under the Sea* series. It is best to play in Part One (**LSJ42 "Getting Our Feet Wet"**) and Part Two (**LSJ52 "Taking the Plunge"**) prior to playing this module for the sake of continuity. But each module can be played unto themselves and can be played individually.

Adventure Background

For the past couple of months there have been many issues occurring under the seas west of the city. The Seabury's have been deeply involved with trade between the sea elves and Amthydor. Little does anyone know that a rare sea Abolith has come through a portal from the Plane of Water to wreck havoc on Raia. He started by possessing a sea elf to kill merfolk and try to drive a rift between the two peoples. Then he used both Sea elves and Sahaugin to steal trade and kill caravans trying to supply the under sea city. All the while he is sending intelligence to the Sahaugin to start a war between them and the Good people of the Tasmien Sea. The Abolith's true goal is yet to be seen but chaos and doom seem to be all it desires. The King of the Sea Elves has had issues with spys and assassins for weeks. He sends his son to the north with the Kings blessed Golden trident for safe keeping. Now he fears he made an error that could doom his people and all of Amthydor!

Introduction – Get your money and directions to get to the dock.

Encounter 1: Get to the ship

Encounter 2: Meet with the 3 Ambassadors. Get the mission and find out about the “Beast”

Encounter 3&4: Go and meet the King and find out why he needs your help. Get the Map to the outpost and find out about his son and the Weapon!

Encounter 5: Encounter with the Giant Lobsters

Encounter 6: Find the last living scout. Get some info and decide what to do with him.

Encounter 7: Jellyfish swarms and then find the Mystwood Ambassador. He tells you about the abolith as he dies. You see sharks and my have a combat.

Encounter 8: Sahaugin are torturing 4 sea elves scouts here. PC need to rescue them or leave them behind to die.

Encounter 9: Final combat at the outpost. The outpost has been destroyed and the prince is surrounded by Sea Devils. You see the prince fighting with the golden trident. PC have to choice between saving the prince or saving his guards.

Conclusion A: The party decides to save the guards and fails to save the prince or the Trident.

Conclusion B: The Prince dies but you save the Trident and the King vows revenge.

Conclusion C: You save the prince and return heroes!

Epilogue – PC's Return to the Amber Wing II but wonder how soon they will be called back to help in the war under the sea.

Introduction – Here We Go Again...

Why does it have to be underwater? You just got the smell of salt out of your nose and cleared the sand from your equipment. So, when the gnome showed up at your door with a summons to head to the docks to board the Amber Wings II. The gnome said to bring your water proof gear. Isn't it bad enough that the Mystwood Elves have gone crazy and declared war? Here we go again, underwater. At least the seal skin bag had (50 GP per ATL) in it.

Give the players **Player's Handout #1** and read the following:

Adventurers:

A mission of great diplomatic import has arisen in the Tasmien sea. Please take these gold eagles and prepare yourself for an important journey.

Your discretion is necessary. Please meet your fellow adventures at Slip 31 Pier 3. The Amber Wing 2 will sail at high tide this morn.

DO NOT BE LATE!

*Rafe Lovestyn
Lord Monarch of Amthydor*

Encounter 1 – And we're off...

Asking at the docks, you find your way to the Amber Wings II. The crew is busy doing the final preparations and the sails are set. The gang plank is being hauled in while as you approach.

If the players shout or do something to stop the crew from raising the plank, the crew will stop, but the plank will be five feet from the dock. A **Jump** check of **DC 5** makes it on to the plank. If someone fails, the crew will fish them out of the water. That player will hear his name around ship accompanied by laughter. If they don't do something to stop the crew, the jump check will be **DC 20**.

After you get on board, the gangplank is pulled in the rest of the way and the ship leaves the docks. A thin, short human with an eye patch on his left eye approaches. "I'm First Mate Connors. Follow me." He leads you below decks to a small room. "This is yur place. Cap'n will be callin' for ya when he is ready." Connors says opening the door to the room. "It ain't much space, but it's what we got. We don't usually have landers on ship. Rules of the ship. 1, no fightin'. Ya fight, ya go over the edge and it's a long swim to shore. 2, if we're attacked, all hands on deck and all hands fight. 3. Stay out of the way and leave the crew alone.

If there are any females in the party, read below:

"Rule 4," he says looking to the females in the group, "keep your clothes on. No runnin' 'round nakers. Bad for morale."

Connors leaves you to your room.

Player introductions are appropriate now.

If the players have anything in particular they want to do on the ship, let them, but watch your time. If the players try to gather information or see the captain, they will get no where. Feel free to spread wild rumors about giant sea gulls swooping down

and taking off with people on deck. It's not true, but it will give the players something to be paranoid about.

Encounter 2 – The plot thickens...

After three days at sea, you are finally summoned to the captain's quarters. Upon entering the room, you see three men standing at a table looking at a map. The first is Lord Seabury with his sea weathered features and some what gruff expression.

The second is an abnormal looking elf. His features are sharp as a dagger's edge, with eyes so green against his pale flesh that they seem to glow. He is very thin, but fit and athletic. He wears a pale golden tunic with an amulet of a sun with an oak tree in the middle.

A **Knowledge (nobility)** or **(local)** check is needed to identify the symbol. A **DC 15** is needed for elves and a **DC 18** for everyone else to know this is the symbol of the Mystwood.)

The third man is also elven, with a very handsome face. His golden hair seems to form waves across his head and his bluish skin. This is the Sea Elves' ambassador some of you have worked for in the past. His violet eyes give you a sense of peace, but his expression is that of worry and tension. All three men look as though they have not slept in many days.

"Please, join us." The Ambassador Lexxor says motioning to space around the table.

Lord Seabury straightens from the map and looks to you. "As you know, there have been murders and odd sightings over the last couple of months."

This is a reference to "Getting Our Feet Wet" and "Taking the Plunge", parts one and two of this module series.

The Ambassador nods in agreement. “Yes, the merfolk were the first to deal with the issues. Then there were problems with the merchant caravans from Amthydor. We were under the impression it was sahuagins’ evilness at work. Our priests and mages have discerned there may be an other planar being at work too.” He pulls a vial from his jacket. “This is the slime we have found on the beings involved at each incident. We believe this is causing the odd behavior.”

Spot check DC 20. Successful players notice the Mystwood Ambassador’s eyebrows raise and a brief smile crosses his face when he sees the vial.

“The beast is believed to be north of the city. We have outposts in the area and we are awaiting reports. There is a general fear of what will happen if this evilness is allowed to continue. Our king has other assistance that is required while we wait. I am not sure what, but we were told to gather heroes and return quickly.”

As the Sea Elf Ambassador pauses to draw breathe, the Mystwood Ambassador chimes in. “This is why I am here. We will prove that we elves stick together and there is no need for interference from the Amthydorians. My men and I will find and kill this beast, while you lesser heroes can run errands for the king.” There is smirk on his face as he continues, “When our group succeeds at the greater challenge, we will have the right to enter an alliance with the sea elves. You losers will return to Amthydor and your people, alone with no alliance.”

The Sea Elf Ambassador glares at the Mystwood Ambassador. “Elandiren, you presume much.”

Before things can progress, Lord Seabury clears his throat. “Gentlemen, we have made our positions clear. There is no need to drag these good people into our days old dispute.” He looks to you, “So, what say you? Are you willing to take up this challenge that Ambassador Abaris has set for us and help the king?”

Give the PC’s time to discuss this. None of these men will waiver from their positions. If the PC’s refuse the challenge, the ship will return to Amthydor with all speed. The players receive their gold and experience and the module ends here.

With your agreement to see the king, Lord Seabury continues, “Do you have any questions? We do not have information on what the king is requesting, but we can tell you what we do know.”

➤ **Where are we heading?**

You will be taken to the diving point near the capitol city, Abaris, the sunken city.

➤ **How long before we get there?**

We should be arriving in the next hour or so.

➤ **Why did you wait to tell us this?**

We didn’t want rumors to start a panic amongst the crew.

➤ **How are we expected to breathe?**

The Sea Elf Ambassador retrieves a small box from the captain’s desk. “These will give you the ability to breathe underwater for up to three days.” He opens the box and hands each of you a small, u-shaped clip. “Do not put this in your nose until you are in the water. As long as it is in, you can only breathe water.”

➤ **Why did you wait to tell us this?**

We didn’t want rumors to start a panic amongst the crew.

➤ **Can we have those to go fight the beast?**

No. These will need to go to the next group of heroes. Time is of the essence and we do not have resources to receive more quickly.

➤ **What is the beast? Do you know where it is or where it came from?**

The Sea Elf Ambassador says “I do not know. I have been told it has been deduced it came from the elemental plane of water.”

Encounter 3 – Gurgle, gurgle...

➤ **Why can't we go after the beast?**

Lord Seabury answers, "It is believed more information is needed before going after the beast. The Lord Monarch believes our friendship with the sea elves can be better served by assisting the king." He nods to the Sea Elf Ambassador.

The Mystwood Ambassador snobs in your direction, "Besides, going after the beast is a job for real warriors, not amateurs."

➤ **What about the giant seagulls?**

Lord Seabury answers looking vaguely amused, "We have no information on that. If it becomes a problem, we will deal with it on deck."

➤ **How much?**

The Sea Elf Ambassador begins, "I am sure the king will..." when Lord Seabury interrupts. "You have been paid a starting fee already. I am sure the Ambassador does not know the king's mind in this matter."

When the PC's appear to be done with questions, continue below.

The Mystwood Ambassador picks up a case from the floor. He nods toward Lord Seabury and the Ambassador. "I shall be going now. My men are waiting on me to rescue our sea elven brethren from the evil in their lands." He twists a ring on his finger and disappears with a pop.

If the players are done with the questions, have Connors show up.

"Lord Seabury," Connors says as he opens the door, "Cap'n says we'll be there in ten minutes."

"Thank you, Connors." Lord Seabury says to the closing door. "Grab your gear. We will meet at the aft of the ship."

You are met at the aft of the ship by Lord Seabury and the Ambassador. A sailor drops a rope ladder over the side. Lord Seabury looks over the edge and turns to the Ambassador. "Well, Lexxor, it looks like it time for us to part. I wish you safe seas."

"Thank you, Tymos. He turns to you, "Follow me. Swim closely and keep your eyes open. We will be at my cousin's castle shortly." With that, he proceeds to take off his cloak and hands it to Lord Seabury and starts down the ladder. Once everyone is in the water, he speaks again, "Put in your clips. You should be able to breathe the water and move about as you normally would. I will lead you to the bottom so that it will be easier for you to keep up with me. I will take you directly to the king's chambers." He flips over and is gone from sight.

PC's in heavy armor will sink straight to the bottom quickly. The nose clip will prevent any issues with the pressure changes. The same is true for those in medium armor, just at a slower rate. Those in no or light armor must swim down. The water is calm. **Swim** check **DC 10** to make it to the bottom. If anyone struggles too much, the ambassador will assist them. Sea elves in the party will have no issues with this at all.

As you descend into the sea, the water is warm and comforting. After you have been descending for five minutes or so, a swarm of brightly colored fish come charging at you. The fish are from an inch or two big up to the size of a gnome. As quickly as they appeared, they have swum past you.

If anyone tries to talk to the fish through spells or natural abilities, all the fish will say is "They are coming." The fish will not stop. A **DC 10 Knowledge (nature)** check will show the fish are obviously in a panic, **DC 15** the PC recognizes the fish as deep sea fish. **DC 20** the PC recognizes that some of the fish are predators, but they are

ignoring the smaller fish that would normally be food.

Encounter 4 – We must save the king...

After another 20 minutes or so of swimming/walking, you break through a kelp bed and see an amazing sight in front of you. (Player Handout 2) The ambassador hurries you through the streets past the staring locals. A few come forward and hand you shells as a welcome gift.

Upon arriving at the castle, you notice the mood has changed. All the guards are dressed for war, fully armed and armored. Lexxor moves quickly through the castle and leads you to the throne room. The room is covered in murals depicting important sea elven scenes, battles, treaty signing, daily life. A rock throne covered in some sort of plant is at the far end of the room.

Spot check DC 15 shows a new mural being created depicting the merfolk's recent problems. Give the PC's a moment to look at these pictures and to take in the room if they choose to.

From behind the throne you hear a voice, drenched in sorrow and anger. He is the most regal sea elf you have ever seen. His wavy blue hair and very pale blue skin set him apart from others of his kind. He is not overly tall or too heavily muscled but his body is perfect. His kind face yet sharp ears are offset by the hard jaw line and bright green eyes that almost seem to glow. This is a man of action, tempered by wisdom, yet still willing to fight when needed. He turns to you and inspects each of you like a general facing troops heading for war. Lexxor bows.

(PC's should also bow at this point.)

“Thank you for coming so quickly. Please be seated.” Chairs are scattered around the walls of the room. After everyone is settled, he continues. “We are in your debt. I have sent scouts to the north to our guard post. I fear the outpost may have fallen.” His voice falters slightly, “My

youngest son is among them. He and a small group of soldiers watch over the deep waters. I ask you to go there and report back on the status of the post. I would send more of my own troops, but with the hostilities with the sahuagin, I can not afford to deplete my attending army any further and you come highly recommended.”

“There is something else there, besides my son. There is a weapon hidden there. It is very important to the sea elves and must not fall into the wrong hands. I assume you have questions. Please, no formalities here. Time is of the essence.”

➤ **How will we know your son?**

He wears a red coral ring with our house crest on it. Aloysius looks much like me, with more muscle and lighter blue hair.

➤ **What is the weapon?**

It is a golden trident. Only someone of royal blood may touch it directly. If you are not of the blood or evil, you will be paralyzed. If you are evil, cold energy will pass through you. I recommend wearing gloves when handling it.

(5% chance if a sea elf touches it, the trident will respond and not attack.)

➤ **Why is the weapon so important?**

It is a symbol of our ancient ancestors. No king has ever been defeated while wielding it.

➤ **Why is it not here?**

There were several attempts to steal it. I decided it was safer hidden. I was hoping not to need it in my life time. I waited too long to retrieve it. I pray I am not too late to save my people.

➤ **What if we can't get through?**

Come back to us. We will prepare for the worst with the knowledge where to expect the attack.

➤ **How far is the outpost?**

It is a two day travel at a normal pace. It can be made in a day, if you hurry.

➤ **How many were in the scouting groups?**

10 of our regular troops.

➤ **How much?**

ATL x 100 in green pearls. I believe these are quite rare and valuable.

➤ **Why can't we be teleported there?**

Our mages are busy preparing the defenses of the city. I am afraid that is a higher priority at this time.

When the players are done asking questions, continue.

Lexxor leads you quickly through the city to the north gate. He hands you a map as he says, "May Cyrene's blessings be upon you in your endeavors."

Encounter 5 – Matching beach towels...

Following the map, it is easy to stay on the path denoted by the rock pillars spaced within eyesight of each other. The walk is made bearable by the unusual fauna dotting the road. You enter a large, open sandy area.

DC 15 Spot check shows a group of about 30 mixed crustaceans scuttling as quickly as possible south and west.

DC 20 Spot check shows there is something large following the smaller crustaceans.

ATL 1 & 3

⚔ **Giant Lobster (1):** CR 1; Large animal, aquatic (6 ft long); HD 3d8; hp 18; Init +5 (+1 Dex, +4 Imp. Init.); Spd 30 ft; AC 15 AC 15 (+1 Dex, +5 natural, -1 size), touch 11, flat-footed 14; BAB/Grp +0/+2; Atk claw +2 (1d6+2); Atk/Full Atk 2 claws +2 (1d6+2); AL N; SV Fort +0, Ref +1, Will +2;

Str 14, Dex 12, Con 10, Int 1, Wis 10, Cha 1.

Feats: Improved Initiative.

ATL 5 & 7

⚔ **Giant Lobster (4):** CR 1; Large animal, aquatic (6 ft long); HD 3d8; hp 18; Init +5 (+1 Dex, +4 Imp. Init.); Spd 30 ft; AC 15 (+1 Dex, +5 natural, -1 size), touch 11, flat-footed 14; BAB/Grp +0/+2; Atk claw +2 (1d6+2); Atk/Full Atk 2 claws +2 (1d6+2); AL N; SV Fort +0, Ref +1, Will +2;

Str 14, Dex 12, Con 10, Int 1, Wis 10, Cha 1.

Feats: Improved Initiative.

ATL 9

⚔ **Giant Lobster (6):** CR 1; Large animal, aquatic (6 ft long); HD 3d8; hp 18; Init +5 (+1 Dex, +4 Imp. Init.); Spd 30 ft; AC 15 (+1 Dex, +5 natural, -1 size), touch 11, flat-footed 14; BAB/Grp +0/+2; Atk claw +2 (1d6+2); Atk/Full Atk 2 claws +2 (1d6+2); AL N; SV Fort +0, Ref +1, Will +2;

Str 14, Dex 12, Con 10, Int 1, Wis 10, Cha 1.

Feats: Improved Initiative.

These are simple creatures running for their lives. Play them as such. They will not stop to fight. They will only attack as much as necessary to get on their way.

If someone speaks to the crustaceans through whatever means, they all say the same things "Bad 2 legs", "scared", "they are coming", "they come from deep dark". This is true for all of the crustaceans.

After the crustaceans are dealt with, continue.

Encounter 6 – Look what we found...

After the crustaceans have passed by, you continue on the path. After a short walk, you see the walls of a large canyon. As you get closer, the walls of the living pink and gray coral edges appear to be quite sharp.

DC 10 Spot check reveals the remains of a fight. Continue below.

It is obvious a fight took place here. You see four dead sea elves wearing the livery of the king. The remains of four giant eels lay amongst the bodies. As you approach the scene, one of the bodies moves.

The moving body is one of the guards who managed to survive the fight. He is very hurt (0 hit points). He has been left behind as a spy. A **Heal** check **DC 25** will reveal he has been poisoned. He does not detect as evil. A detect magic will show a glow around his face and ears. A clear slime covers his face and ears. A **Knowledge (nature)** check **DC 15** will reveal the covering to be Aboleth goo. It is used to control the sea elf. The sea elf will be fully cooperative, even helping to fight, until instructed otherwise. He will ask to return home. If he is not allowed to, he will move with the party and make small talk as necessary.

➤ **What happened?**

“We were heading to the outpost when we were attacked by sea cats and a sahuagin. We moved back to here as a defensive position. That was when the giant eels attacked.” He tells you as he attempts to stand.

Encounter 7 – Peanut butter...

As you start on your way, a swishing sound is approaching rapidly. Looking for the noise, you see a wall of pink and it is coming your way, fast! As the pink wall gets closer, you can see there are thousands of jellyfish bearing down on you.

If the PC's duck or move for cover, each non-sea elf receives 1d3 points of damage from the jagged coral edges. Sea elves receive none being familiar with the terrain.

If the PC's do not duck, treat this as 6, 10x10 swarms of jellyfish. The individual fish are the size of an orange and are slimy. They will excrete a poison into the water. PC's need to make a **DC 16**

Fortitude save or they are paralyzed for 1d6 rounds.

Just like the lobsters, the jellyfish are running for their lives. They will not stop. A **Knowledge (nature)** check **DC 10** or animal empathy will make this obvious. They do not sting, just excrete their poison.

As the jellyfish swoop past, the canyon is clear. You continue on your journey for a couple more hours, with the canyon eventually opening up into a rock strewn plain. As you leave the protection of the canyon you come upon the remnants of a battle. The remains of 5 Sea elves are scattered in the sand and another elf lies bleeding lightly into the water. In the distance you see large objects swimming away.

A **Spot** check **DC 15** to see the sharks slowly leaving the scene.

The sharks are not attacking and will not attack unless the PC's rush them. If they approach stealthily, the sharks will swim away to the northwest.

Approaching the scene, you recognize the man in the middle of the sharks. It is the Mystwood ambassador!

The sharks will not attack unless attacked first. Once they are at half hit points, they will attempt to flee to the north.

ATL 1 & 3

⚔ **Sharks, Large (2):** CR 2; Large animal, aquatic (6 ft long); HD 7d8+7; hp 38; Init +6 (+2 Dex, +4 Imp. Init.); Spd 60 ft; AC 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13; Reach 10ft./5ft. BAB/Grp +5/+12; Atk Bite +7 melee (1d8+4); Atk/Full Atk 1 +7 melee (1d8+4); SQ Blindsight, Keen Scent; AL N; SV Fort +8, Ref +7, Will +3; Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Feats: Alertness, Great Fortitude, Improved Initiative.

ATL 5 & 7

Sharks, Large (4): CR 2; Large animal, aquatic (6 ft long); HD 7d8+7; hp 38; Init +6 (+2 Dex, +4 Imp. Init.); Spd 60 ft; AC 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13; Reach 10ft./5ft. BAB/Grp +5/+12; Atk Bite +7 melee (1d8+4); Atk/Full Atk 1 +7 melee (1d8+4); SQ Blindsense, Keen Scent; AL N; SV Fort +8, Ref +7, Will +3; Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Feats: Alertness, Great Fortitude, Improved Initiative.

ATL 9

Sharks, Large (4): CR 2; Large animal, aquatic (6 ft long); HD 7d8+7; hp 38; Init +6 (+2 Dex, +4 Imp. Init.); Spd 60 ft; AC 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13; Reach 10ft./5ft. BAB/Grp +5/+12; Atk Bite +7 melee (1d8+4); Atk/Full Atk 1 +7 melee (1d8+4); SQ Blindsense, Keen Scent; AL N; SV Fort +8, Ref +7, Will +3; Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +8, Spot +7, Swim +11

Feats: Alertness, Great Fortitude, Improved Initiative.

Sharks, Huge (2): CR 4; Huge animal, aquatic (12 ft long); HD 10d8+20; hp 65; Init +6 (+2 Dex, +4 Imp. Init.); Spd 60 ft; AC 15 (-2 size, +2 Dex, +5 natural), touch 10, flat-footed 13; Reach 10ft./5ft. BAB/Grp +7/+20; Atk Bite +10 melee (2d6+7); Atk/Full Atk 1 +10 melee (2d6+7); SQ Blindsense, Keen Scent; AL N; SV Fort +11, Ref +9, Will +4; Str 21, Dex 15, Con 15, Int 1, Wis 12, Cha 2.

Skills: Listen +10, Spot +10, Swim +13

Feats: Alertness, Great Fortitude, Improved Initiative.

With the sharks gone, you are able to get closer to the ambassador. He is grievously wounded with his chest ripped open and little blood escaping into the water. "Broken ship...so many elves and sahuagin... aboleth uses magic." He gasps as his eyes glaze over and the blood stops seeping out of him entirely. His face is frozen in terror.

He is not all dead. He has a clone spell on him. He can't be healed, raised, reincarnated or spoken with because of this. Let the PC's decide what to do with the body. If they loot the body, his items are listed in the treasure summary.

Encounter 8 – This is gonna hurt...

You continue on the path. The good thing is the path does stay straight, only curving to go around a large obstacle.

A **Spot** check **DC 15** to see the sahuagin and their captives before entering the area. If made, read the following:

As you round a large boulder, you see movement ahead. Stopping to look closer, you see five sahuagin surrounding 3 bound and gagged sea elves. A fourth one is laying across a rock, a pile of bones mixed with remnants of armor and clothing is at the base. The sahuagin is taking a knife and slicing into the thigh of the sea elf. The sahuagin takes the strip of sea elf flesh and sticks it in his mouth. The elf's scream echoes in the surrounding waters.

Have the sahuagin make a spot check against a hide check for the party. If the sahuagin see the party, they will attack immediately. Otherwise, give the party an opportunity to make a quick plan.

As the fight begins, one of the sahuagin will start swimming rapidly toward the north. He is attempting to get a message to the aboleth and the others will fight to the death giving him full opportunity to get away. If the PC's kill the runner, that is fine.

ATL 1

⚔ **Sahuagin (4)**: CR 2; Medium Monstrous Humanoid, aquatic; HD 2d8+2; hp 11; Init +1; Spd 30 ft, swimming 60 ft; AC 16 (+1 Dex, +5 natural), touch 11, flat-footed 15; Reach 5ft./5ft. BAB/Grp +2/+4; Atk Talon +4 melee (1d4+2) or trident +4 melee (1d8+3) or heavy crossbow +3 ranged (1d10/19-20; Atk/Full 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; 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 +5, Ref +4, Will +4;

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

Skills: Handle animal +4, Hide +6, Listen +6, Profession (hunter) +1, Ride +3, Spot +6, Survival +1

Feats: Great Fortitude, Multi-attack.

ATL 3

⚔ **Sahuagin Ftr 2 (4)**: Medium monstrous humanoid (aquatic); 2d8+2d10+4; 30 hp; Init +1; 30 ft, swim 60 ft; AC 16 (+1 Dex, +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.

ATL 5

⚔ **Sahuagin Ftr 4 (4)**: Medium monstrous humanoid (aquatic); 2d8+2d10+4; 30 hp; Init +1; 30 ft, swim 60 ft; AC 16 (+1 Dex, +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.

ATL 7

⚔ **Sahuagin Ftr 4 (4)**: Medium monstrous humanoid (aquatic); 2d8+4d10+4; 46 hp; Init +1; 30 ft, swim 60 ft; AC 16 (+1 Dex, +5 natural), touch 11, flat-footed 15; 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.

ATL 9

⚔ **Sahuagin Ftr 6 (4)** : Medium monstrous humanoid (aquatic); 2d8+6d10+4; 62 hp; Init +1; 30 ft, swim 60 ft; AC 16 (+1 Dex, +5 natural), touch 11, flat-footed 15; BAB/Grp: +8/+10; Atk: Talon +10 melee (1d4+2) or trident +11 melee (1d8+4) or heavy crossbow +9 ranged (1d10/19–20); Full Atk: Trident +10 melee (1d8+4) and bite +8 melee (1d4+1); or 2 talons +10 melee (1d4+2) and bite +8 melee (1d4+1); or heavy crossbow +9ranged (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.

If freed, the four elves will thank the PC's and return to the city. They will gather their weapons and have enough healing to help the injured to be able to swim. If the aboleth coated sea elf is with the party, they will offer to take him back with them.

Encounter 9 – Decisions, Decisions...

As the light starts to fade, from the world above, you reach the end of the path as it opens into a rocky plain. As you approach the outpost, you walk along the edge of a vast drop off. The sea turns darker the deeper it goes and looks like you would fall forever if you went over the edge. As this thought registers in your mind, your ears pick up the sounds of battle. Looking ahead, you see the outpost has been destroyed. The coral and rock are now just a pile of rubble. A young sea elf with a golden trident in his hands is fighting back the group of sea devils. Another group of sea elves is fighting for their lives against a group of the sahuagin across the plain from you.

ALL ATLS

Prince Aloysuis, Sea Elf, Ranger 10 / Noble 2: Medium humanoid (sea elf); 12d8+12; 102 hp; Init +4; 30 ft, swim 60 ft; AC 19 (+4 Dex, +5 elven chainmail +2), touch 12, flat-footed 15; BAB/Grp: +11/+13; Atk: trident +16/+11/+6 melee (1d8+5/+8); Face/Reach: 5 ft./5 ft.; SQ: Favored Enemy : 1 Sahaugin, 2 Aquatic , 3 Elemental (Water); Track; Wild Empathy; Endurance; Animal Companion (not here); Improved Combat style (Two Handed); Woodland Stride; Swift Tracker; Evasion; Breeding (Diplomatic); Inspire (Zeal) AL CG; SV Fort +8, Ref +11, Will +9;

Str 14, Dex 18, Con 12, Int 10, Wis 16, Cha 12.

Skills and Feats: Bluff +6, Diplomacy +16, Gather Info +6, Handle Animal +12, Intimidate +7, Knowledge (nature) +5, Listen +14, Search +5, Spellcraft +5, Spot +18, Survival +18, Swim +8; Cleave, Dodge, Greater Cleave, Power Attack, Quick Draw.

Items: Golden Trident 1d8 +3/+6 Sahaugin, x2 crit, 10' reach, Piercing, Elven Chain +2, Ring of Regeneration, Cloak of the Manta Ray. He wears webbed gloves and a tabard with his house crest. A small bag of food and a pry bar.

ATL 1

⚔ **Sahuagin (4)**: Medium Monstrous Humanoid, aquatic; HD 2d8+2; hp 11; Init +1; Spd 30 ft, swimming 60 ft; AC 16 (+1 Dex, +5 natural), touch 11, flat-footed 15; Reach 5ft./5ft. BAB/Grp +2/+4; Atk Talon +4 melee (1d4+2) or trident +5 melee (1d8+3) or heavy crossbow +3 ranged (1d10/19-20; Atk/Full 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; 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 +5, Ref +4, Will +4;

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

Skills: Handle animal +4, Hide +6, Listen +6, Profession (hunter) +1, Ride +3, Spot +6, Survival +1

Feats: Great Fortitude, Multi-attack.

Items: +1 Trident, net, small bag of food.

⚔ **Sahuagin Shaman 1 (1)**: Medium Monstrous Humanoid, aquatic; HD 2d8+1d8+3, hp 18; Init +1; Spd 30 ft, swimming 60 ft; AC 16 (+1 Dex, +5 natural), touch 11, flat-footed 15; Reach 5ft./5ft. BAB/Grp +2/+4; Atk Talon +4 melee (1d4+2) or trident +4 melee (1d8+3) or heavy crossbow +3 ranged (1d10/19-20; Atk/Full 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 +4 ranged (1d10/19-20; 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 +7, Ref +4, Will +9;

Str 14, Dex 13, Con 12, Int 14, Wis 16, Cha 8.

Skills: Handle animal +4, Hide +6, Listen +6, Profession (hunter) +3, Ride +3, Spot +7, Survival +1, Knowledge religion +4 *Feats*: Great Fortitude, Multi-attack, Combat Casting.

Spells prepared 3/1+1 DC 13 + spell level

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

1st level - *Cure light wounds, entangle*

Items: Shark Jaw Helm, Holy Symbol of Oblivion, trident, masterwork crossbow, 12 undersea bolts, amulet of Owl's Wisdom +2 (included in stats and spell DC)

⚔ **Sahuagin Sorcerer 1 (1)**: Medium Monstrous Humanoid, aquatic; HD 2d8+1d4+3+3 amulet of health, hp 18; Init +1; Spd 30 ft, swimming 60 ft; AC 16 (+1 Dex, +5 natural, +1 ring), touch 11, flat-footed 16; Reach 5ft./5ft. BAB/Grp +2/+4; Atk Talon +4 melee (1d4+2) or trident +4 melee (1d8+3) or heavy crossbow +3 ranged (1d10/19-20; Atk/Full 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; 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 +7, Ref +4, Will +6;

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

Skills: Handle animal +6, Hide +6, Listen +6, Profession (hunter) +3, Ride +3, Spot +6, Survival +2, Concentration +4, Spellcraft +3; *Feats*: Great Fortitude, Multi-attack, Combat Casting.

Items: Robes, +1 Ring of protection, Amulet of health +2, wand of ray of enfeeblement 35 charges, caster level 1

Spells known 4/2, cast 5/3, DC 11 + spell level

0- *Detect magic, read magic, daze, detect poison*
1st level - *Shocking grasp, magic missile*

⚔ **Sahuagin Rogue 1 (2)**: Medium Monstrous Humanoid, aquatic; HD 2d8+1d6+3; hp 17; Init +5 (+1 dex, +4 improved initiative); Spd 30 ft, swimming 60 ft; AC 17 (+2 Dex, +5 natural, +2 sealskin armor), touch 12, flat-footed 15; Reach 5ft./5ft. BAB/Grp +2/+4; Atk Talon +4 melee (1d4+2) or trident +4 melee (1d8+3) or heavy crossbow +3 ranged (1d10/19-20; Atk/Full 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), rapier +5 (1d6+2(16-20), javelin +3, (1d6) ; SA Blood frenzy, rake 1d4+1; Rogue Sneak attack 1d6, trapfinding; SQ Blindsight 30 ft., darkvision

60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent;

AL LE; SV Fort +5, Ref +6, Will +4;

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

Skills and Feats: Handle animal +4, Hide +8, Listen +8, Profession (hunter) +1, Ride +3, Spot +6, Survival +1, Search +7, Disable device +5, Move silently +4; *Feats:* Great Fortitude, Multi-attack, Improved Initiative.

Items: Scabbard of Keen Edges, Seal skin armor, masterwork rapier, 6 javelin, 10 feet rope

ATL 3

∖ Sahuagin Ftr 2 (4): Medium monstrous humanoid (aquatic); 2d8+2d10+4; 30 hp; Init +1; 30 ft, swim 60 ft; AC 16 (+1 Dex, +5 natural), touch 11, flat-footed 17; BAB/Grp: +4/+6; Atk: Talon +6 melee (1d4+2) or trident +8 melee (1d8+3) or heavy crossbow +5 ranged (1d10/19-20); Full Atk: Trident +7 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: Climb +4, Handle Animal +4, Hide +6, Listen +6, Profession (hunter) +4, Ride +3, Spot +8, Survival +5, Swim +8; *Feats:* Great Fortitude, Multiattack, Improved Trip, Power Attack, Cleave.

Items: +1 Trident, heavy crossbow, 12 undersea bolts, net, small bag of food.

∖ Sahuagin Shaman 3 (1): Medium Monstrous Humanoid, aquatic; HD 2d8+3d8+7, hp 32; Init +1; Spd 30 ft, swimming 60 ft; AC 16 (+1 Dex, +5 natural), touch 11, flat-footed 15; Reach 5ft./5ft. BAB/Grp +2/+4; Atk Talon +4 melee (1d4+2) or trident +4 melee (1d8+3) or heavy crossbow +4 ranged (1d10+1/19-20); Atk/Full 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; 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 +7, Ref +4, Will +9;

Str 14, Dex 13, Con 12, Int 14, Wis 16, Cha 8.

Skills: Handle animal +4, Hide +6, Listen +6, Profession (hunter) +3, Ride +3, Spot +7, Survival +3, Knowledge religion +6, Concentration +2; *Feats:* Great Fortitude, Multi-attack, Combat Casting.

Spells prepared 4/2+1/1+1 DC 13 + spell level

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

1st level - Cure light wounds, entangle, magic fang
2nd level-Bull's strength, bull's strength

Items: Shark Jaw Helm, Holy Symbol of Oblivion, trident, + 1 heavy crossbow, 12 undersea bolts, amulet of Owl's Wisdom +2 (included in stats and spell DC)

∖ Sahuagin Sorcerer 3 (1): Medium Monstrous Humanoid, aquatic; HD 2d8+3d4+5, hp 26; Init +1; Spd 30 ft, swimming 60 ft; AC 1 (+1 Dex, +5 natural, +2 ring), touch 11, flat-footed 16; Reach 5ft./5ft. BAB/Grp +3/+5; Atk Talon +5 melee (1d4+2) or trident +5 melee (1d8+3) or heavy crossbow +4 ranged (1d10/19-20; Atk/Full trident +5 melee (1d8+3) and bite +3 melee (1d4-1) or 2 Talons +6 melee (1d4+2) and bite +4 melee (1d4-1) or heavy crossbow +4 ranged (1d10/19-20; 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 +7, Ref +4, Will +7;

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

Skills: Handle animal +6, Hide +6, Listen +6, Profession (hunter) +3, Ride +3, Spot +6, Survival +3, Concentration +6, Spellcraft +5; *Feats:* Great Fortitude, Multi-attack, Combat casting.

Spells known 5/3, cast 6/5, DC 11 + spell level

0- *Detect magic, read magic, daze, detect poison*

1st level - Shocking grasp, magic missile, ray of enfeeblement

Items: Robes, +2 Ring of protection, Amulet of health +2, wand of ray of enfeeblement 35 charges, caster level 3

∖ Sahuagin Rogue 3 (2): Medium Monstrous Humanoid, aquatic; HD 2d8+3d6+5; hp 29; Init +5; Spd 30 ft, swimming 60 ft; AC 17 (+2 Dex, +5 natural), touch 12, flat-footed 15; Reach 5ft./5ft. BAB/Grp +4/+6; Atk Talon +6 melee (1d4+2) or trident +6 melee (1d8+3) or heavy crossbow +5 ranged (1d10/19-20; Atk/Full trident +6 melee (1d8+3) 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; SA Blood frenzy, rake 1d4+1; Rogue Sneak attack 2d6, trapfinding. Evasion, trap sense +1; SQ Blindsight

30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent;

AL LE; SV Fort +6, Ref +7, Will +5;

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

Skills: Handle animal +4, Hide +9, Listen +9, Profession (hunter) +1, Ride +3, Spot +6, Survival +1, Search +7, Disable device +7, Move silently +6, Open lock +6; *Feats:* Great Fortitude, Multi-attack, Improved initiative.

Items: Scabbard of Keen Edges, Seal skin armor, +1 rapier, 6 javelin, 10 feet rope

ATL 5

‡ **Sahuagin Ftr 4 (4):** Medium monstrous humanoid (aquatic); 2d8+4d10+4; 47 hp; Init +1; 30 ft, swim 60 ft; AC 21 (+1 Dex, +5 natural, +5 chainmail), 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 +7 melee (1d8+5) 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: 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: 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.

Items: +1 Trident, heavy crossbow, 12 undersea bolts, net, small bag of food, masterwork undersea chainmail.

‡ **Sahuagin Shaman 5 (1):** Medium Monstrous Humanoid, aquatic; HD 2d8+5d8+9, hp 48; Init +1; Spd 30 ft, swimming 60 ft; AC 19 (+1 Dex, +5 natural, +3 sealskin armor), touch 11, flat-footed 15; Reach 5ft./5ft. BAB/Grp +3/+5; Atk Talon +5 melee (1d4+2) or trident +5 melee (1d8+3) or heavy crossbow +5 ranged (1d10+1/19-20); Atk/Full trident +5 melee (1d8+3) and bite +3 melee (1d4-1) or 2 Talons +5 melee (1d4+2) and bite +3 melee (1d4-1) or heavy crossbow +4 ranged (1d10/19-20); 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 +8, Ref +5, Will +10;

Str 14, Dex 13, Con 12, Int 14, Wis 16, Cha 9.

Skills: Handle animal +4, Hide +6, Listen +6, Profession (hunter) +3, Ride +3, Spot +7, Survival +3, Knowledge religion +6, Concentration +2;
Feats: Great Fortitude, Multi-attack, Combat Casting, .

Spells prepared 4/3+1/2+1, 1 DC 13 + spell level

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

1st level - *Cure light wounds, entangle, magic fang, hold animal*

2nd level-*Bull's strength, bull's strength, cat's grace*

3rd level-*Poison*

Items: Shark Jaw Helm, +1 sealskin armor, Holy Symbol of Oblivion, trident, + 1 heavy crossbow, 12 undersea bolts, amulet of Owl's Wisdom +2 (included in stats and spell DC)

‡ **Sahuagin Sorcerer 5 (1):** Medium Monstrous Humanoid, aquatic; HD 2d8+5d4+14, hp 40; Init +1; Spd 30 ft, swimming 60 ft; AC 16 (+1 Dex, +5 natural), touch 11, flat-footed 15; Reach 5ft./5ft. BAB/Grp +2/+4; Atk Talon +4 melee (1d4+2) or trident +4 melee (1d8+3) or heavy crossbow +3 ranged (1d10/19-20; Atk/Full 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; 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 +7, Ref +4, Will +6;

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

Skills: Handle animal +6, Hide +6, Listen +6, Profession (hunter) +3, Ride +3, Spot +6, Survival +3, Concentration +6, Spellcraft +5;
Feats: Great Fortitude, Multi-attack, combat casting, .

Spells known 6/4/2, cast 6/5, DC 11 + spell level

0- *Detect magic, read magic, daze, detect poison, prestidigitation, mage hand*

1st level – *Shocking grasp, magic missile, ray of enfeeblement, chill touch*

2nd level-*Tasha's hideous laughter, mirror image*

Items: Robes, +2 Ring of protection, Amulet of health +2, wand of ray of enfeeblement 35 charges, caster level 3

‡ **Sahuagin Rogue 5 (2):** Medium Monstrous Humanoid, aquatic; HD 2d8+5d6+7; hp 29; Init +5; Spd 30 ft, swimming 60 ft; AC 18 (+3 Dex, +5 natural, +2 sealskin), touch 12, flat-footed 15; Reach 5ft./5ft. BAB/Grp +5/+7; Atk Talon +7

melee (1d4+2) or trident +7 melee (1d8+3) or heavy crossbow +6 ranged (1d10/19-20; Atk/Full trident +7 melee (1d8+3) and bite +5 melee (1d4-1) or 2 Talons +7 melee (1d4+2) and bite +5 melee (1d4-1) or heavy crossbow +6 ranged (1d10/19-20; SA Blood frenzy, rake 1d4+1; Rogue Sneak attack 3d6, trapfinding. Evasion, trap sense +1; SQ Blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent;

AL LE; SV Fort +6, Ref +7, Will +5;

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

Skills: Handle animal +4, Hide +9, Listen +9, Profession (hunter) +1, Ride +3, Spot +6, Survival +1, Search +7, Disable device +7, Move silently +6, Open lock +6; *Feats:* Great Fortitude, Multi-attack, Improved initiative, Weapon finesse rapier.

Items: Scabbard of Keen Edges, Sealskin armor, +1 rapier, 6 javelin, 10 feet rope, gloves of dexterity +2

ATL 7

∖ Sahuagin Ftr 6 (4): Medium monstrous humanoid (aquatic); 2d8+6d10+8; 67 hp; Init +1; 30 ft, swim 60 ft; AC 22 (+1 Dex, +5 natural+6 chainmail), touch 11, flat-footed 15; BAB/Grp: +6/+8; Atk: Talon +8 melee (1d4+2) or trident +8 melee (1d8+4) or heavy crossbow +7 ranged (1d10/19-20); Full Atk: Trident +8 melee (1d8+5) and bite +6 melee (1d4+1); or 2 talons +8 melee (1d4+2) and bite +6 melee (1d4+1); or heavy crossbow +7 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.

Items: +1 Trident, heavy crossbow, 12 undersea bolts, net, small bag of food, +1 undersea chainmail.

∖ Sahuagin Shaman 6 (1): Medium Monstrous Humanoid, aquatic; HD 2d8+6d8+10, hp 56; Init +1; Spd 30 ft, swimming 60 ft; AC 21 (+1 Dex, +5 natural, +1 helm, +4 sealskin armor), touch 11, flat-footed 15; Reach 5ft./5ft. BAB/Grp +4/+6; Atk Talon +6 melee (1d4+2) or trident +6 melee (1d8+3) or heavy crossbow +6 ranged (1d10+1/19-20); Atk/Full trident +6 melee (1d8+3) 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); 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 +8, Ref +5, Will +10;

Str 14, Dex 13, Con 12, Int 14, Wis 18, Cha 10.

Skills: Handle animal +4, Hide +6, Listen +6, Profession (hunter) +3, Ride +3, Spot +7, Survival +3, Knowledge religion +6, Concentration +2;
Feats: Great Fortitude, Multi-attack, Combat Casting, .

Spells prepared 4/3+1/3+1, 2 DC 13 + spell level

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

1st level - *Cure light wounds, entangle, magic fang, hold animal*

2nd level-*Bull's strength, bull's strength, cat's grace, electric blade (treat as flame blade using electricity)*

3rd level-*Poison, poison*

Items: Shark Jaw Helm +1, +2 sealskin armor, Holy Symbol of Oblivion, trident, + 1 heavy crossbow, 12 undersea bolts, amulet of Owl's Wisdom +4 (included in stats and spell DC)

∖ Sahuagin Sorcerer 6 (1): Medium Monstrous Humanoid, aquatic; HD 2d8+6d4+16, hp 45; Init +1; Spd 30 ft, swimming 60 ft; AC 16 (+1 Dex, +5 natural), touch 11, flat-footed 15; Reach 5ft./5ft. BAB/Grp +2/+4; Atk Talon +4 melee (1d4+2) or trident +4 melee (1d8+3) or heavy crossbow +3 ranged (1d10/19-20); Atk/Full 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; 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 +7, Ref +4, Will +6;

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

Skills: Handle animal +6, Hide +6, Listen +6, Profession (hunter) +3, Ride +3, Spot +6, Survival +3, Concentration +6, Spellcraft +5;
Feats: Great Fortitude, Multi-attack, combat casting, .

Spells known 7/4/2/1, cast 6/6/5/3, DC 12 + spell level

0- *Detect magic, read magic, daze, detect poison, prestidigitation, mage hand, light*

1st level - *Shocking grasp, magic missile, ray of enfeeblement, chill touch*

2nd level-*Tasha's hideous laughter, mirror image*

3rd level-*Deep slumber*

Items: Robes, +2 Ring of protection, Amulet of health +4, wand of ray of enfeeblement 35 charges, caster level 3, +2 cloak of charisma

∖ Sahuagin Rogue 6 (2): Medium Monstrous Humanoid, aquatic; HD 2d8+6d6+8; hp 29; Init +5; Spd 30 ft, swimming 60 ft; AC 21 (+3 Dex, +5 natural, +3 sealskin), touch 12, flat-footed 15;

Reach 5ft./5ft. BAB/Grapp +5/+7; Atk Talon +7 melee (1d4+2) or trident +7 melee (1d8+3) or heavy crossbow +6 ranged (1d10/19-20; Atk/Full trident +7 melee (1d8+3) and bite +5 melee (1d4-1) or 2 Talons +7 melee (1d4+2) and bite +5 melee (1d4-1) or heavy crossbow +6 ranged (1d10/19-20; SA Blood frenzy, rake 1d4+1; Rogue Sneak attack 3d6, trapfinding. Evasion, trap sense +1; SQ Blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent;

AL LE; SV Fort +6, Ref +7, Will +5;

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

Skills: Handle animal +4, Hide +9, Listen +9, Profession (hunter) +1, Ride +3, Spot +6, Survival +1, Search +7, Disable device +7, Move silently +6, Open lock +6; *Feats:* Great Fortitude, Multi-attack, Improved initiative, Weapon finesse rapier.

Items: Scabbard of Keen Edges, + 1 Sealskin armor, +1 rapier, 6 javelin, 10 feet rope, gloves of dexterity +2

ATL 9

\ Sahuagin Ftr 8 (4): Medium monstrous humanoid (aquatic); 2d8+8d10+8; 83 hp; Init +2; 30 ft, swim 60 ft; AC 24 (+2 Dex, +5 natural, +7 chainmail), touch 11, flat-footed 15; BAB/Grp: (+9/+4)/+11; Atk: Talon +11/+6 melee (1d4+2) or trident +11/+6 melee (1d8+4) or heavy crossbow +11 ranged (1d10/19-20); Full Atk: Trident +11/+6 melee (1d8+4) and bite +9 melee (1d4+1); or 2 talons +11 melee (1d4+2) and bite +9 melee (1d4+1); or heavy crossbow +10 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 14, Con 12, Int 14, Wis 13, Cha 9.

Skills & Feats: Climb +4, Handle Animal +4, Hide +6, Listen +6, Profession (hunter) +4, Ride +4, Spot +8, Survival +5, Swim +9; Great Fortitude, Multiattack, Power Attack, Cleave, Greater Cleave.

Items: +1 Trident, heavy crossbow, 12 undersea bolts, net, small bag of food, + 2 undersea chainmail.

\ Sahuagin Shaman 8 (1): Medium Monstrous Humanoid, aquatic; HD 2d8+8d8+10, hp 67; Init +1; Spd 30 ft, swimming 60 ft; AC 22 (+1 Dex, +5 natural, +5 sealskin armor), touch 11, flat-footed 15; Reach 5ft./5ft. BAB/Grp +6/+7; Atk Talon +7 melee (1d4+2) or trident +7 melee (1d8+3) or heavy crossbow +7 ranged (1d10+1/19-20); Atk/Full trident +7 melee (1d8+3) and bite +5 melee (1d4-1) or 2 Talons +7 melee (1d4+2) and bite +5 melee (1d4-1) or heavy crossbow +6 ranged (1d10/19-20; 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 +8, Ref +5, Will +10;

Str 14, Dex 13, Con 12, Int 14, Wis 18, Cha 10.

Skills: Handle animal +4, Hide +6, Listen +6, Profession (hunter) +3, Ride +3, Spot +7, Survival +3, Knowledge religion +6, Concentration +2;

Feats: Great Fortitude, Multi-attack, Combat Casting, .

Spells prepared 8/4+1/3+1, 2, 1 DC 14 + spell level

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

1st level - Cure light wounds, entangle, magic fang, hold animal, cure light wounds

2nd level-Bull's strength, bull's strength, cat's grace, electric blade (treat as flame blade using electricity)

3rd level-Poison, poison

4th level-Rusting grasp

Items: Shark Jaw Helm +1, +3 sealskin armor, Holy Symbol of Oblivion, trident, + 1 heavy crossbow, 12 undersea bolts, amulet of Owl's Wisdom +4 (included in stats and spell DC)

\ Sahuagin Sorcerer 7 (1): Medium Monstrous Humanoid, aquatic; HD 2d8+7d4+18, hp 50; Init +1; Spd 30 ft, swimming 60 ft; AC 16 (+1 Dex, +5 natural, +3 ring of prot), touch 11, flat-footed 15; Reach 5ft./5ft. BAB/Grp +2/+4; Atk Talon +4 melee (1d4+2) or trident +4 melee (1d8+3) or heavy crossbow +3 ranged (1d10/19-20; Atk/Full 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; 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 +7, Ref +4, Will +6;

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

Skills: Handle animal +6, Hide +6, Listen +6, Profession (hunter) +3, Ride +3, Spot +6, Survival +3, Concentration +6, Spellcraft +5;**Feats:** Great Fortitude, Multi-attack, combat casting, .

Spells known 7/5/3/2, cast 6/6/6/4, DC 12 + spell level

0- Detect magic, read magic, daze, detect poison, prestidigitation, mage hand, light

1st level - Shocking grasp, magic missile, ray of enfeeblement, chill touch

2nd level-Tasha's hideous laughter, mirror image, ice ray (treat as scorching ray, except ice)

3rd level-Deep slumber, lightning bolt

Items: Robes, +3 Ring of protection, Amulet of health +4, wand of ray of enfeeblement 35 charges, caster level 3, +2 cloak of charisma

Sahuagin Rogue 7 (2): Medium Monstrous Humanoid, aquatic; HD 2d8+7d6+9; hp 48; Init +5; Spd 30 ft, swimming 60 ft; AC 22 (+3 Dex, +5 natural, +4 sealskin), touch 12, flat-footed 15; Reach 5ft./5ft. BAB/Grp +5/+7; Atk Talon +7 melee (1d4+2) or trident +7 melee (1d8+3) or heavy crossbow +6 ranged (1d10/19-20; Atk/Full trident +7 melee (1d8+3) and bite +5 melee (1d4-1) or 2 Talons +7 melee (1d4+2) and bite +5 melee (1d4-1) or heavy crossbow +6 ranged (1d10/19-20); SA Blood frenzy, rake 1d4+1; Rogue Sneak attack 4d6, trapfinding, evasion, uncanny dodge, trap sense +2; SQ Blindsight 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent;

AL LE; SV Fort +6, Ref +7, Will +5;

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

Skills: Handle animal +4, Hide +9, Listen +9, Profession (hunter) +1, Ride +3, Spot +6, Survival +1, Search +7, Disable device +7, Move silently +6, Open lock +6; *Feats:* Great Fortitude, Multi-attack, Improved initiative, Weapon finesse rapier.

Items: Scabbard of Keen Edges, + 2 Sealskin armor, +1 rapier, 6 javelin, 10 feet rope, gloves of dexterity +2

- If the party goes to assist the group and leaves the prince, **go to conclusion A.**
- If the prince dies and the weapon is saved, **go to conclusion B.**
- If the prince lives, **go to conclusion C.**

Conclusion A

As the last sahuagin falls to the trident of the guards you went to save, a shout of joy reaches your ears. You look to the outpost and see the prince throw the golden trident over the edge as his body crumbles to the ground. Because of the poor choice you made today, many will suffer. You return to a sad king and an uncertain future for all of Amthydor.

Conclusion B

Upon your return to the city, the army of merfolks and sea elves pass by you. All hang their heads at the loss of their friend and their king who grieves. As you enter the city gate, the king is standing there awaiting the return of his son's body. He looks upon his son's face and pain registers across his face. He takes the golden trident and holds it above his head for all to see. "For honor and victory!" he shouts. An echoing cheer arises from the gathered troops as they start marching toward the north to revenge their sorrowed hearts.

Conclusion C

Prince Aloysius leads the surviving guards and your party into the city. The king is smiling proudly as his son approaches. The army of merfolks and sea elves snap to attention and salute the returning heroes. The army is prepared to march north. Looking back into the blackness of the night sea, all you can see are glints of eyes and teeth. War is upon this undersea world. May Cyrene protect the city and its protectors.

Epilogue

The sun rises as you climb the ladder to the Amber Wing II. Lord Seabury has them weigh anchor and set full sail for Amthydor. You tell your tale. You count your rewards the king's treasurer gave you in haste and wonder. How soon will it be until you are needed again? Will all that beauty be washed away in a tide of spreading evil?

THUSENDS
"Make Friends, Not War"

TIME UNIT COST: 5 TU (standard, may vary by module or by epilogue)

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9
Experience for Module	500	700	900	1,100	1,300
Discretionary Role Playing Award	50	50	50	100	100
Maximum Possible XP	550	750	950	1,200	1,400

TREASURE SUMMARY

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

Intro

- 50 gp x Atl

Encounter 3: Nose clip of Water Breathing and Free Movement (using a special pearl)

Encounter 4

- 100 x Atl in green pearls (10 gp each pearls)

Encounter 7

- Ring of Spell storing, minor
- Amulet of Protection (by ATL)
- Ring of Mind Shielding
- Cloak of the Manta Ray
- Elven Chain (no Plus) (4150gp)

Encounter 8

- 4 Tridents (60gp total)
- 4 Heavy Crossbows (200gp total)

Encounter 9

- 4 Nets , 12 Javelins (92gp total)
- +1 Trident (4)
- +1 Heavy Crossbow (48 bolts)
- Seal skin Armor (2)
- Amulet of Health +2
- Amulet of Owl's Wisdom +2
- Ring of Protection +2
- Rapier +1 (2)
- Scabbard of Keen Edge (2)
- Wand of Ray of Enfeeblement (35)

Players Handout 1

Adventurers:

A mission of great diplomatic import has arisen in the Tasman Sea. Please take these gold eagles and prepare yourself for an important journey.

Your discretion is necessary. Please meet your fellow adventures at Slip 31 Pier 3. The Amber Wing 2 will sail at high tide this morn.

DO NOT BE LATE!

*Rafe Lorestyn
Lord Monarch of Amthydor*

Player handout 2

The entire city before you is made of brightly colored living coral. All the colors of the rainbow are there, with reds, purples and blues predominate. These colors spin together in a symphony with a dazzling effect. The spires of green and blue seem to be climbing to reach the air above. These have the look of Wizards spires. To the north there are hot vents springing from ocean floor. This must be how the city stays warm.

The center of the city is dominated by a huge castle of the swirled coral. The walls are a blue so dark they appear black. The tops of the towers are capped with a bright yellow coral crowned with a deep red symbol. As you get closer, you notice a fine, transparent lattice work doming the whole city. It looks brittle, like spun glass, but must be stronger to survive the currents. This must play some role other than looking beautiful in the dim light.

GM Reference #1

Prince Aloysuis, Sea Elf, Ranger 10 / Noble 2: Medium humanoid (sea elf); 10d8+10/2d8+2; 102 hp; Init +4; 30 ft, swim 60 ft; AC 19 (+4 Dex, +5 elven chainmail +2), touch 11, flat-footed 15; BAB/Grp: +11/+13; Atk: trident +16/+11/+6 melee (1d8+5/+8); Face/Reach: 5 ft./5 ft.; SQ: Favored Enemy : 1 Sahaugin, 2 Aquatic , 3 Elemental (Water); Track; Wild Empathy; Endurance; Animal Companion (not here); Improved Combat style (Two Handed); Woodland Stride; Swift Tracker; Evasion; Breeding (Diplomatic); Inspire (Zeal) AL CG; SV Fort +8, Ref +11, Will +9;

Str 14, Dex 18, Con 12, Int 10, Wis 16, Cha 12.

Skills and Feats: Bluff +6, Diplomacy +16, Gather Info +6, Handle Animal +12, Intimidate +7, Knowledge (nature) +5, Listen +14, Search +5, Spellcraft +5, Spot +18, Survival +18, Swim +8; Cleave, Dodge, Greater Cleave, Power Attack, Quick Draw.

Items: Golden Trident 1d8 +3/+6 Sahaugin, x2 crit, 10' reach, Piercing, Elven Chain +2, Ring of Regeneration, Cloak of the Manta Ray. He wears webbed gloves and a tabard with his house crest. A small bag of food and a pry bar.

The Golden Trident:

This is a minor Artifact. It looks like a GMW trident made of solid gold with a 3 prong head. This weapon is attuned to the Royal Family of the Sea Elven King. Only members of his bloodline can touch the weapon with no ill effects. There is a 5% that any sea elf that touches it will not be effected by it, hence learning they are of the Royal Bloodline.

Trident 1d8 +3/+6 Sahaugin, x2 crit, 10' reach, Piercing

Non evil beings that touch the weapon are paralyzed for 1d4+1 rounds. Evil creatures touching the trident take 3d6+3 cold damage/rd and are stunned. In the hands of a trained member of the Royal Family, this weapon will kill a sahaugin every time it hits.

History: A few thousand years ago the great war of the tasmen sea boiled to a head. Both the sides of good and that of evil were near the end of there troops and resources. The Sea elves were about to lose all hope of survival when the ages greatest mage stepped forth with a great and powerful weapon. After years of working on way to tip the balance he finally came through. Senatious made many trips to the plane of Water looking for the key elements that would prove helpful against the sea devils and after many deals with the powerful creatures there he got what he needed. The gold mixed with rare planer elements and sahaugin blood made the weapon lethal to the sea devils. It was a powerful item but it came at a cost. It needed Royal blood to use its powers. Powerful without it but useless in the hands of anyone but the bloodline Sanatious bond it to. King Aghilikric placed his hands on the trident and swore an oath that his family would hold the trident true for all times and pay the price for it's use. Only the royal family knows that price and does not give up that secret easily.

Critical Event Summary: Make Friends, Not War

Convention: _____ Date: _____

List about 10 questions that ask what PCs did at critical plot points. A sample follows.

1. Did the pc's take the mission with no doubts? (Circle all that apply) If no explain

Yes No

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

Refused to help him Hostile Attacked him

Accepted him Befriended him

3. How did the heroes deal with the Lobsters?

Ignore them Attacked them Killed one or more

4. What was the surviving scout's status at the end of the module?

Taken with the PC's Freed by the PCs Dead Sent back to the City

5. Did the PC's try to cast speak with dead or Raise Dead? Yes No

6. Did the heroes rescue the captured Sea elves? Yes No

7. Did the heroes defeat Sahaugin? Yes No

If the answer is "No" is it because the table ran out of time to finish the module? Yes No

8. What happen to the Prince at the end of the Mod?

Live Dead

9. List anything else important that might influence further story.

Return this form to: David Samuels, 2722 East 64th Street, Brooklyn, NY 11234, or by e-mail to 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: Make Friends, Not War

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.

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

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
<i>Dispel Magic</i> (scroll)***	375 / 375	NA
<i>Hold Person</i> (scroll)***	375 / 150	NA
<i>Breath of Life</i> (scroll)****	NA / 1125	NA
<i>Mage's Faithful Hound</i> (scroll)****	1125 / NA	NA
<i>Teleport</i> (scroll)****	1125 / NA	NA
<i>Raise Dead</i> (scroll)****	NA / 6125	NA

* 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.

*** There may be a chance for a mishap if the scroll is cast by a caster less than 5th level.

**** There may be a chance for a mishap if the scroll is cast by a caster less than 9th level.

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