



# Business as Unusual

By Aaron Bianco

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

A local businessman wants a little investigation done prior to his making an investment and he'll happily pay a small fee to learn if there is enough chance of success to make the business a worthwhile investment. What could be easier than that? For heroes of levels 1-6.

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## LEGAL TEXT

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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 cohorts and entourages) 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

"*Business As Unusual*" is designed for low level PCs and as an introductory module for new players; or for those who have played the "*Sleeping with the Enemy*" series (LSJ01-LSJ03). It is recommended to play this module after playing ANY of the following: LSJ02 "*Temples*," LSJ65 "*Helping Hands*," or LSJINT05 "*Divine Favors*" as this module has a key character (from the Temple of Lucor) who can 'recognize' one or more PC's. However, this module can still be played by characters that have not played any other modules.

## LIFESTYLE IN LSJ

Player Characters have to spend money on many things during downtime: food, rent, repairs on weapons and armor, and other daily expenses. In the LSJ Campaign this is reflected in Lifestyle Costs, which are paid at the start of every LSJ adventure. See page 151 of the *LSJ Campaign Guide*.

## ADVENTURE BACKGROUND

Mr. Tzedephet "Tzed" Panina, a human trader/merchant, built an inland "Pearl Farm" after coming across and purchasing a 30" tall magic statue from adventurers. The magic of the statue can bestow **Water Breathing** for six hours. The statue had been obtained by the adventurers when they managed to escape from their capture by a Malenti (Sahuagin) spy caravan traveling back to their home after a long mission deep inland. Malenti are Sahuagin who look not like sharkmen but sea elves, yet who share their kin's bloodlusts and cruel nature; Malenti often serve as spies and assassins for Sahuagin rulers.

Once, while hiding the statue in a well, Mr. Panina discovered that this statue could also turn a large amount of water into "seawater quality" salt water and keep it that way, but subject to some very unusual conditions. What Mr. Panina didn't realize was that frequent use of this statue's "**Water Breathing**" transmutation magic made the recipient physically changed so that the victim could ONLY breathe seawater. It was one of the ways the Sahuagin prevented their captured air breathing slaves from escaping and modifying them for underwater life as slaves.

Mr. Panina fell victim to the long term effect of the statue and now lives in two of his three 'manmade' lakes at collapsed underground caverns where he suffers the cold water on the lake bottom through both winters and summers. He continues to farm his oysters for their food value, only occasionally leaving the water to obtain fresh fruit from a nearby orchard or to collect seeds to make a very rich edible seed oil. His caloric requirements from living in the cold water are quite high so he supplements his fish and oyster diet from sources on land.

Since Mr. Panina found it easier to use boats to raise the oyster cages, his infrequent use of the statue delayed its effect of permanently changing him to a water only breather.

As the magic was slowly transformed him, Mr. Panina simply thought he was becoming ill as the symptoms were a heaviness in his chest and difficulty breathing; he found relief when underwater using the statue's magic.

However, after a few too many 'underwater projects', he found that he couldn't breathe air anymore and has been effectively trapped in two of the lakes.

He has been eking out a survival for the past 10 years by sinking his oyster processing boat in the middle a lake to turn it into an underwater shelter. He is able to leave the water only because he learned that the statue allows for a **Air Breathing** spell to be cast three times a day for 2 hours each time.

When building his underwater farm, Mr. Panina built a very sturdy shrine to securely house the statue. He placed the statue in it so that it was "**FIRMLY**" stationed and could not be stolen without collapsing and destroying the entire shrine under the "enormous slabs" of rock from which it is built. He also put a very thick wooden door at the entrance to keep away prying eyes.

The statue includes a long chain extending from the back of the base of the statue; this chain is made up of the same reddish/orange and slightly translucent "quartz like" stone as the statue. This "**Primary Chain**" goes from the statue, through the heavy pyramidal stone pedestal the statue sits on (via two holes drilled into the stone pedestal), and then leads out through the front entrance of the shrine. At the chains end, Mr. Panina has created an 'extension' using another chain made of iron, (which has rusted only 'slightly despite the harsh outdoor elements).

This extension is fastened onto the last loop of the primary (stone) chain and originally extended it from the shrine into lake #1 to a depth of greater than 10.' After the repeated floods, Mr. Panina has moved the chain so that it now enters lake #2.

The statues transmutation magic originally transmuted all the water that is below 10' in lake

#1 into salt water (like seawater) and that water flowed into the other two lakes. This salt water does not mix with the water above it (See **GM Appendix #1** for more information.

Important things to know are that at the 10' level there is a thermocline where the water becomes colder, and clearer (since there are a large quantity of oysters to filter the water below that depth). However, due to the runoff from the swamp and the way the upper layer traps the organic material in that swamp runoff, visibility is about 8'-9' in the top 10' layer of fresh water.

This bottom salt water layer is the environment that is ideal for the "Mavrique" pearl oysters. Mavrique pearl oysters produce the highest quality pearls in the ocean and are only obtainable through trade with sea elves as they need to live in relatively undisturbed condition. Despite his best efforts, Mr. Panina is unable to make pearls as large as the ones the sea elves often trade, but his small, and occasionally medium sized, pearls are still valuable nevertheless.

This statue and its effects have allowed Malenti spies and assassins (and an occasional Sahuagin) to hide deep inland for extended periods of time if they ever needed to do so, effectively allowing for a secret base of operation to be built in secluded areas (like this farm). Even more importantly, it is also a way of enslaving captives by turning air breathers into water breathers, often without them knowing until it is too late.

Knowing that the only way to keep such a powerful item was to keep it a closely guarded secret lest Malenti or their unwitting allies attempt to recover it, he decided to create a remote farm with artificial lakes to raise saltwater pearl oysters and to sell the pearls cheaply and quietly. Mr. Panina was very successful in this endeavor; using both the greed and common business sense of a select few clients. By carefully choosing his clients and exclusively selling his pearls wholesale to them he gave them all the incentive not to 'rock the boat' or inquire how he came about his pearls.

Over time, as these business relationships developed to the benefit of all parties involved, Mr. Panina began to offer limited details on his source of pearls. He confided that he was farming them in some fresh water lakes of his own making, and that he felt confident and safe that this could not be duplicated by anyone else. As none of his clients wanted to become oyster farmers or to disrupt the steady supply of cheap pearls, his partners happily kept the source of the pearls' secret.

From his remote farm, Mr. Panina would travel a few days to Amthydor to quietly meet with the few city merchants and jewelers he did business with, selling them his pearls at favorable prices. They in turn would either use the pearls, or arrange for them to travel farther inland to be sold.

This arrangement changed when Mr. Panina began to feel the effects from the slow transformation into a pure water breather as his trips became much less frequent. His worsening "illness" made the journey to Amthydor both physically and psychologically more difficult. Finally, five years after starting his farm, he began work on a long, underwater project when he lost track of time, which let the transformation into a water breather conclude and he was then trapped in his lakes. This disastrous event concluded 10 years ago, and now he must stay close to the statue and live in the layer of seawater quality salt water that lies 10' beneath the fresh water of the lake. (See **GM Appendix #1** at the end of this module for more information.)

Nine years ago, an assistant to one of the merchants, Roven Luek, noticed that "Tzed" (Mr. Panina) hadn't been seen for at least a year but remembered his rasping breathing and thought that he may have taken ill to the point that he was unable to journey to Amthydor. So Roven reasoned that if he went to Mr. Panina, he might negotiate a deal for a large quantity of pearls at an even better price since he was doing the transporting. To Rovens dismay, he found no one at home and the house largely bare. Finding that there was less clothing in the house than might have been expected, and that all the bed sheets were gone, he thought that it might be possible that Mr. Panina had left or fallen to some other danger. In fact, Mr.

Panina had taken anything he could use to keep warm in the cold lake waters.

Nine years later, Roven is now an independent merchant and is approached by a local businessman and serial entrepreneur "Mispar Yuan" (pronounced "Won" or "One"). Mispar Yuan has several small, unusual, and very successful businesses that fill wildly different niches. For example, one business builds unusual custom scaffolding, while another run the booths that make 'cloud candy' (i.e. cotton candy) during festivals or special events. He does not run the businesses personally, but gets other people who are more talented in that area to do this for him.

PCs will have an opportunity to investigate what happened to Mr. Panina and his farm, to discover the layer of salt water, and to possibly even make arrangements to create a business partnership between Mr. Panina and Mispar Yuan, but only if the PC's think of it.

## Summary of the Adventure

Introduction – The PC's receive an invitation to meet with a local entrepreneur, Mispar Yuan (pronounced "One"). If PCs try to gather information about him, use "**GM Appendix 2: Rumors & Information Gathering**"

Encounter 1: The PC's meet with Mispar Yuan (and Roven Luek) who gives them a proposal to find and investigate Mr. Panina's pearl farming operation. He can also provide them with the results of a divination. After the meeting, PCs can try to gather more information, use "**GM Appendix 2: Rumors & Information Gathering**"

Encounter 2: - Temple of Lucor (optional). PCs can inquire about the divination from High Priest Arbill Crythien, or ask him about either Mispar Yuan or Roven Luek.

Encounter 3 - The Farm  
The PC find the farm and have to decide what to investigate first. The abandoned house is the closest to them.

**The following encounters (4-11) can be done in any order:**

**NOTE: Just because they can be done in any order does not mean that PC's can easily travel from one location to the other as there are considerable barriers (lakes or channels) that would impede their way. For example, all the bridges are destroyed or unusable. This means that the shrine will most likely not be the first encounter.**

### Encounter 4 - Abandoned House

Mr. Panina's house has ten years of disrepair. The tool shed shows signs of recent activity including a replaced water damaged shovel handle. According to the sawdust and footprints in it, other items have been made recently, such as the ladder found in encounter 11. If the shoes in the house are found, they will match closely (but not necessarily perfectly) to the prints in the sawdust. Mr. Panina has lost weight underwater and the footwear is now old and slightly damaged from years of wear.

### Encounter 5 - Lake #2.

*Detect magic* on the lake will give a very faint trace of transmutation magic at the 10' below water level, and fade out to nearly imperceptible below that level. If they circumnavigate the lake by foot, then when they are near the shrine the PC will possibly find a chain leading from the water to the shrine. Alongside this chain, they can also find the path that Mr. Panina uses to get to the shrine. Otherwise, they can discover this path and chain when they go to investigate the shrine itself.

### Encounter 6 - The Damaged Dock

At lake #2, PC's can investigate the damage at the end of the dock and see the outline of the sunken rowboat. PCs who look around after searching the rowboat can potentially discover and disturb the thermocline further down the slope from where the rowboat rests. The thermocline forms where the salt water meets the fresh water and becomes much colder. PC's can also discover that at 10' depth the plant life abruptly changes. If possible, try to avoid having the PC's encounter the defender at this point in order to give them more time to investigate the farm.

However, if they do charge in to try to thoroughly search the lake at this point, then this combat encounter can take place (Encounter 12a/12b). If they succeed in defeating the defender early, have them meet Mr. Panina later (preferably once they have discovered some of the statues' secrets at the shrine).

#### Encounter 7: Lake #3

**Detect magic** on the lake will give a very faint trace of transmutation magic at the 10' below water level, and fade out to nearly imperceptible below that level. PCs who have defeated the defender early, before visiting the shrine and who are searching the lake bottom of this lake, can find a large sunken boat that looks like it is currently lived in.

#### Encounter 8: Swamp (Lake #1)

PC's who attempt to get to the shrine by walking between Lake #3 and the swamp will have a few choices to make. There is either the "Path" that meanders the swamps edge (Encounter 8B), or there is the very "Tall Grass" (Encounter 8A). If the PCs choose to go through the "Tall Grass" of 8A, they will still have 8B, albeit at a longer range.

Unlike when **detect magic** is used on the lakes, **detect magic** on the swamp will give no traces of transmutation magic as the water is not deep enough and the iron chain that led to this lake has been removed. (Mr. Panina removed it after the repeated flooding that filled the lake with silt.)

#### Encounter 8A: Tall Grass (Swamp/Lake #1)

If the PC's decide to walk through the tall grass, they will encounter a 'Trap.' This is a natural trap of a nest of venomous snakes and the PCs may view it as ambush although it is not. This 'trap,' when sprung, is not designed to be a combat encounter (although a stat block is provided) as the snakes will attempt to bite and then flee into the grass (which is tall enough to give them concealment once they get beyond 5'). However you can still give the PC's some satisfaction of trying to hack up this very underpowered 'enemy' (which exists solely to possibly poison/weaken a PC or two).

#### Encounter 8B: Swamp 'Hunting Blind' Ambush

Independent of whether the PCs create a route through the tall grass or walk along the swamps edge path, they WILL encounter a harassment "ambush." It is a 'ranged' ambush, and if it occurs in the tall grass, it will simply be from a farther range. Goblins in a hunting blind (improved cover) will find it funny to take potshots at the PCs. They will avoid close combat and flee, especially if any of them are injured. (They have "better things to do" than die.) And if they keep missing the PCs, the goblins will get discouraged and leave (instead of using up all their arrows). In front of this hunting blind is a 40' "moat" (knee and waist deep of swamp) between the path and blind, and at higher ATL's there will be alligators which will attack any PC entering the water. PC's on the swamp path who enter the tall grass at this point will also encounter a slightly different "natural trap" of venomous snakes.

This should make for an interesting conundrum for the PC's who are probably not used to such an encounter. Their choices include, "Full Defense" or "Going Prone" (gaining +4 to AC), gaining concealment in the tall grass, or charging through the swamp. Archer specialists may get their chance to shine in this encounter, and mages will also possibly play a key role.

At higher ATL's the goblins will be hunting alligators and try to draw the PC's into the swamp to fight the alligators in order to come back later for either the dead adventurers or the dead Alligators. (Either way it is a win-win for the goblin hunters.) Unless there are alligators present AND one or more PC's charge into water, there will not really be a fight here (in order to keep this module under 4 hours).

#### Encounter 9: The Shrine

If PC's get to the shrine using a route other than Encounter 8A (Tall Grass) or Encounter 8B (Swamp Path), they will experience Encounter 8B but from an even farther range.

When PC's investigate the shrine, they will be able to learn that the statue has a powerful magic aura,

and can even trigger the statue to cast Water Breathing upon those who place their hands in the correct position. The shrine is made out of massive stone slabs, with the statue securely 'trapped' between a stone pedestal and a massive stone block (which is a part of the roof) over it. Taking or stealing the statue should be 'impossible.'

Although used for evil purposes by its former owners, Malenti (Sahaugin) agents, it does not radiate evil and its present use for pearl farming is not evil. Those receiving 'Water Breathing' from it only a few times will not feel any adverse affects as it takes repeated use over a period of time to affect a permanent change.

Encounter 10a: Entering The Water (before using statue)

The PC's enter the water BEFORE discovering the statue, and learn that there may be something large and 'alive' in the water.

Encounter 10b: Entering the water (after using statue)

The PC's enter the water AFTER discovering the statue and fight the lake and oyster bed defender.

Encounter 11: "Meeting the living Tzed"

Unless the PC show that they have discovered the layer of saltwater, Mr. Panina will not rush to disclose this or how he manages to create "Mavrique" pearls in a 'freshwater' lake.

He will not suggest partnering with the Amthydor entrepreneur on his own, the PC's will have to suggest it, and his immediate response will be very positive.

Before they leave, Mr. Panina will assure the PC's that they are now the only people who could now possibly know about the statue and its powers, as he's never told anyone else the history of the statue. Therefore, he will explain that if they tell anyone else, they will not only endanger him but put it at risk for perhaps being stolen, ending his life or livelihood. He doesn't want to alert those who might use it for 'other purposes' or try to 'recover' it.

Encounter 12: Reporting

PC's report back to Mispar Yuan to deliver their final report. If they have already suggested to Mr. Panina that he partner with Mispar Yuan, he will have retroactively appointed them as his 'agents' and pay them extra. If they did not, then they may still think of it, but Mispar Yuan will not suggest it.

If the PC's suggest it to Mispar Yuan, then he will ask them to be HIS 'agent' and send them back to negotiate on his behalf. This 'second trip' will increase the TU for the module, but the PCs will still be able to get the additional reward for being the 'broker.' As long as they are agents for one side or the other, they will considered to have successfully brokered a deal.

Epilogue: If PCs never use the statue and/or never search the lake bottom then they will never encounter the defender and never meet Mr. Panina (and discover enough information for Mispar Yuan to possibly restart the business). This is the 'fail' result.

PCs may or may not determine that there is a layer of salt water under a layer of freshwater at the bottom of the lake. If they learn about it, it is something they can share with Mispar Yuan as a secret and from this he will know that success is absolutely possible.

Whether they learn about the salt water layer or not, the existence of Mr. Panina alive is a 'success' result, while suggesting to Mr. Panina that he partner with Mispar Yuan is an "extraordinary success" result. However, neither individual will broach the partnership idea with the PCs, as this gives the PC's a bonus reward for 'brokering' the deal and there are numerous hints that Mispar Yuan already has numerous partners in his other businesses.

Possible results:

1. FAIL (5TU) or (15TU)

PC's find nothing, or are defeated by the defender, and do not try again, or don't have much of significance to report to Mispar Yuan then it will be 5TU. At ATL 5-7, if the PC's are beaten and

captured by the cloakers, it will be an additional 10 TU before Mr. Panina can rescue them.

## 2. SUCCESS (5TU)

PC's find/save Mr. Panina, but do not suggest a partnership to either him or to Mispar Yuan when they report back to him.

## 3. EXTRAORDINARY SUCCESS (5TU)

PC's find/save Mr. Panina and suggest to him a partnership with Mispar Yuan BEFORE reporting back to Mispar Yuan.

## 4. EXTRAORDINARY SUCCESS (10TU)

PC's find/save Mr. Panina, but do not suggest a partnership to him, and then report back to Mispar Yuan with whom they do suggest he form a partnership with Mr. Panina. (This will require extra TU to end the module as the PC's will need to go back to the farm and (easily) 'broker' the deal with Mr. Panina.

### NOTE 1:

If the PC's travel back to Amthydor and return to get healed or to have ability scores restored, then add 5TU for each trip. Also add one TU for each day beyond the first that the PC's rest to heal ability damage from any encounter with the venomous snakes.

### NOTE 2:

Since the Statue is not evil and is well hidden away from those who would be looking for it (and since reporting it and radically growing the number of people who are aware of it will endanger Mr. Panina and/or his livelihood), then reporting it to either LOTS, the Diamond Legion, or even the Amthydor Navy will have negative repercussions.

## INTRODUCTION

Use **Players Handout #1** to determine if any PC have played **LSJ02 "Temples"** or **LSJ65 "Helping Hands."** If so, then they may have the Cert "*Favor of Lucor.*" Also, if they have played **LSJINT05 "Divine Favors"** then they will have also met the high priest of the Temple of Lucor (who they may visit in this module).

*A very low knock on the door indicates that you may have a gnome visitor. However, you aren't really surprised to find a small young boy dressed head to toe in a close fitting black outfit that almost looks like a uniform. He is holding a note in his hand. Once he confirms your identity, he reads you the following note and then hands it to you:*

*"I have received your name as coming strongly recommended by some professional acquaintances, and I would be very interested in discussing an opportunity with you and your fellows. It would take you only a short distance outside Amthydor. Therefore, if you are interested in a brief employment opportunity for the benefit of Amthydor and her merchants, please meet me at the Jade Palace the first bell after high noon. I have an appointment prior to our meeting and I apologize in advance if I am late.*

*Sincerely yours,  
Mispar Yuan."*

[Pronounced "Mispar One"]

PC's may try to gather information about Mispar Yuan; if so, use the information contained in GM Appendix #2. No matter what the final number of the their roll is, make sure to also give them the results from that DC *and* from the lower DCs as well (to represent that they gain more and more information as they begin to inquire around).

Those that inquire at the Jade Palace if Mispar Yuan has reserved a table will not find his name anywhere, and they will also discover that no more reservations can be had. If PC's inquire, you might (at your discretion) let them learn that the one of the private rooms has been reserved the entire morning, but no name has been put down. The waiters will not want to discuss this strange occurrence.



## **ENCOUNTER 1 – THE PROPOSAL FROM MISPAR YUAN**

Since the Jade Palace is full, and no more reservations can be taken, let the PCs know they will have to wait outside.

*The Jade Palace is crowded, and it looks like extra seats have been brought in as people are crowded around tables. You can tell by the varied colors, patterns, and styles worn by the patrons that quite a few are from areas far from Amthydor. When you listen closely, you hear a wide variety of accents.*

*Soon your concentration is broken as a waitress in a Jade Green dress approaches and says, "Mispar Yuan" [Pronounced "MISS PARR ONE"] will see you now. Follow me please." As she turns, you realize that crossing the packed restaurant is going to be tricky, especially if you are wearing bulky armor to what is supposed to be a business meeting at one of Amthydor's most well known establishments.*

*As you reach the back room, you are greeted warmly by a human male, 5'8" in height. There is nothing particularly distinguishable about his loose fitting clothes and the open robe that covers them. He's wearing a beige colored vest over a black shirt, and the rest of his outfit is black, brown, or burgundy. The colors are solid with only a hint of pattern from the weave of the material itself. The man has a thin wisp of a mustache that extends past the sides of his mouth before turning downwards. His cheeks are large and seem oversized for someone who is probably thinner than an average human.*

*From your handshake with him as you enter the room you see the tattoo on his wrist indicating that he is a native citizen of Amthydor. While nothing about his dress says "successful," at the same time, his clothing looks neither worn nor stained.*

*He wears a copper headband with a small jewel on his forehead and you see that there is a ring*

*on his left hands' second finger. You notice that he has no money pouch and no weapons. His clothing gives you no clue about what this man does. However, the manner in which he carries himself, with confidence and surety, indicates that he is self confident, but without the arrogance of one who is a pretender to success.*

*You enter a private room with wall hangings showing exotic places, woven in a style that is not common to the region surrounding Amthydor.*

*In the room there is a long oval table that shows place setting for each of you. And standing behind the table is another man in his late 20's or early 30's wearing the garb of a successful merchant who caters to those with finer tastes, and the ability to afford those tastes. His clothing is finely made and well tailored. His thin face is his more rectangular in shape, and his brown eyes seem to smile; not at you in particular, but possibly at what you might represent. His thin straw colored hair is swept back in the common style most frequently seen worn by many of the nobility, and copied by those who are more prosperous.*

*He wears a ring like Mispar Yuan and a miniature gold coin around his neck*

**Knowledge (Local) DC 10** check to recognize the ring as a Merchants Guild ring.

**Knowledge (Religion) DC 10:** recognizes the gold coin is the symbol of Lucor, lesser god of wealth

**Sense Motive DC 8** check will indicate that he is eager to meet the PC's.

**Knowledge (Arcana) DC 12** check will indicate that the headband is 'very likely' to be a magical enhancement.

*As you enter the room, Mispar Yuan says, "Good, Good, you have come!" He invites you all to sit down.*

*As you and the rest of your group pull back your chairs in order to be seated, he pauses for a*

*moment and asks, "You are indeed available for hire I hope?"*

Let the PCs respond, and even if they ask questions he'll reply.

*"Good, that is what I had hoped."*

*As he moves to the head of the table he says, "I've ordered in advance for you all, and there is enough variety that you'll be sure to find something you like. I will have tea for myself as I cannot stay long. But to the point, I like explain a bit about myself and why I am interested in your help."*

*As Mispar Yuan reaches the head of the table and sits down, he pushes his chair forward and begins to explain, "I am a Mispar Yuan, a local businessman, or perhaps I should say I'm a 'professional entrepreneur'" as he breaks into a wide smile. "I am always on the lookout for new or unusual opportunities. I believe that in failure there is a lesson to be learned, and I look for those lessons." "In particular, I look for those lessons BEFORE I invest my money."*

*As he speaks, two waiters come in, wearing their Jade Green silk shirts; each bearing a wide variety of appetizers on a broad platter. Your mouths water as you see steam rising from the freshly prepared food.*

*He continues, "I look for things that worked, or that nearly worked, and try to bring them to fruition. There is a tremendous amount of satisfaction that can be gained from succeeding where others have failed, while at the same time providing benefit to everybody." He says while continuing his smile. "But to make this short, I came across an unusual business opportunity that I'd like to learn a bit more about, and I would like to hire you to investigate it and to find out what happened previously, if that is possible."*

*He pauses for a moment to let the waiters leave, and before you can ask your first question, he continues, "It is only a short distance outside of Amthydor, and I'll pay you 50 gold pieces each to*

*investigate. And before you ask, I will offer "hazard pay" if this turns out to be much more than a simple task and involves significant hazards to your persons, and I don't expect that it shall."*

*His voice then lowers a notch and he says, "If you agree to keep this particular venture confidential, I can provide you with more information. Remember, by agreeing to keep this potential venture of mine confidential, you are in no way obligating yourself to actually investigate. I just want to know that you'll agree to keep this matter to yourselves."*

PCs that are not willing to agree to confidentiality will be regretfully and politely asked to leave and will not be able to continue the module. For those that remain:

*"Good."*

*And in a more hushed tone he continues, "My philosophy is this. I am happy to pay 10 gold to investigate and learn that a 1 in 10,000 chance to earn 100,000 gold can be reduced to a 1 in 5,000 chance to earn 200,000 gold." Pausing for a moment for this to sink in, he continues, "And I'm willing to then spend 100 gold more to reduce it to 1 in 1000 chance for making 300,000 gold, and to keep doing this until I know that it makes complete sense for me to invest and to be able to make a profit. So, I'm willing to hire you to look into a business that failed about 10 years ago. The reasons for the failure are unclear."*

*"This particular business is..." (pausing for dramatic effect)... "inland pearl farming, and not just any pearls; these are from 'Mavrique' pearl oysters. Mavrique pearls can only be gotten through those trading with sea elves."*

*"From what I've learned from a few other merchants here in Amthydor, the farm owner, a Mr. Tzedephet 'Tzed' Panina, regularly came into town to quietly sell his pearls exclusively to jewelry makers and select city merchants. He started showing up less frequently, and then*

*without anyone noticing, "Tzed" never returned."*

*"I'd like to introduce you to Roven Luek, the owner of a boutique that caters to Amthydor's more successful and more privileged citizens and visitors. He provides jewelry and other fine accessories through his business.*

*Roven speaks, "About nine years ago, before I went into business for myself, and was still working for a jeweler, I went searching for Mr. Panina after he hadn't been seen in Amthydor for around a year. I thought he might be sick, and I could offer my services and be able to buy the pearls directly from him and do the transporting myself. I saw the possibility of providing a valuable service to him as the last time anyone saw him it appeared that he was becoming sicker and weaker."*

*Mispar Yuan then continues, "I'd like to know if his farm actually failed, and if so why? I'd also like to know and whether or not it can be put back into production. Perhaps you can also find out what happened to him as this may be related. You are my advance team to investigate if this is a worthwhile venture before I spend any more money. I don't expect you to be pearl experts. I want you to investigate and give me your opinion as to whether this is doable based on what you find at his farm."*

*"Any questions?"*

Some questions are answered by Roven Luek, and others by Mispar Yuan. If PC ask the 'wrong' person, the other will say, *"Allow me to answer that..."*

If the PC's don't ask a question that you feel is important, feel free to have the NPC bring it up before the PC's leave.

Once Mispar Yuan has answered all his questions, below, he will excuse himself and leave for another appointment.

☛ **[Mispar Yuan] What do you think happened to him? What have you learned about Mr. Panina?:**

*"Well, I approached High Priest Arbill Crythien, who can act as a character reference for both Roven Luek and myself, regarding the possibility of performing a divination. He was surprisingly receptive since it turns out that he knew Mr. Panina. He pulls a piece of paper out of his pocket. This is the divination"*

*He was starving.*

*He is in a boat.*

*He will return to his element.*

*He continues "This was quite disturbing considering what my Roven found" again turning his head towards his well dressed companion.*

*Roven continues "I found a small rowboat completely submerged and inverted at the end of a damaged dock at Mr. Panina's pearl farm. Alas, it was winter at the time and too cold to examine. I'm not even sure I thought of it at the time."*

*"I fear that you will perhaps be the fulfillment of this last line and may indeed wind up burying him in the earth."*

*After a short pause he continues, "This cryptic message really doesn't say whether or not he is dead. In addition to finding out why his business failed, or if it is possible to restart, please see if you can determine what happened to him. Did he leave, and will he maybe even be coming back at some point?"*

*"If the worst has occurred, as he was a fellow entrepreneur like myself, and a devout and active participant and supporter of the Temple of Lucor, I will happily pay for his proper burial. I ask that you return his remains so that this may be arranged."*

*Mispar Yuan says, "Please take a close look at his house and the sunken rowboat. Roven only gave these things cursory examinations, and adventurers such as yourselves are sure to notice things he may have missed. Roven only really*

*spent time examining the very unusual and sturdy shrine to Lucor that Mr. Panina had built, and the statue he had firmly secured within it."*

The PC's may ask questions regarding the statue. Give the handout "**Handout #3 The Statue**" and have Roven Luek answer the PC's questions about the statue and shrine. The information from the divination mentioned above is contained in Player Handout #7

☛ **Do you have a map? Do you know where the pearl farm is?**

*"I can provide you a general map of the farm itself" Roven says. "At the time I wasn't looking for anything more than to buy pearls directly from Mr. Panina. I have drawn a map and description from what I remember of the trip 9 years ago."*

☛ **How did he 'farm' Mavrique oysters? Were they saltwater oysters, or some new freshwater variety? How is this possible?:**

*Mispar answers, "I actually have no idea how he did it. All I know is that he came to Amthydor to see a small group of merchants and quietly sold them high quality pearls. The merchants he did business with back then are telling me that they are not as tight lipped about him as they once were since no one has seen him in 10 years. They've all but forgotten the oddity of the man who came to sell them pearls yet asked that no one mention that he got them from his own pearl farm located well inland and far from the sea."*

*"When I asked if their customers minded buying 'inland' pearls, they said that there was no apparent distinction between the Mavrique pearls he provided and the ones that are known to come only from the sea. Most didn't know there was a difference, not that Mr. Panina tried to hide where they came from or anything. Besides, explaining a difference between inland pearls and sea pearls that were nearly identical would have only complicated matters with their own clients. They didn't view it as necessary or cheating and I suppose they were right. I've been shown a beautiful Mavrique pearl that came from the*

*farm and there was no way that I or the merchant could determine that it was not from the sea."*

☛ **[Mispar Yuan] Lets discuss this "hazard pay." (i.e. "We want more money"):**

*"If you do encounter great danger or significant hazards, then I will compensate you. But until I have a report from you, I don't think it wise to spend our time discussing all sorts of hypothetical possibilities."*

While PC's may balk at not getting a firm commitment, allow **Sense Motive DC 5** check to indicate that he is sincere. He is simply deflecting any attempts to increase the pay leaving it open ended.

☛ **[Mispar Yuan] What sort of business do you have? What is it that you do?:**

*"I have a wide variety of businesses in and around Amthydor. I am a member of the Merchants guild and have been for years. Some of my businesses include custom scaffolding and the booths that make the fluffy and airy "cloud candy" that both children and adults love during city wide holidays or at the parties that the nobles throw for one another."*

*"I own those businesses, and many others, but I do not generally run them as I tend to search for those who are much better than I in those particular endeavors. I then try to give them as much of my own expert personal experience and knowledge to help them do what they do best. I've built up quite a lot of lessons learned, by others who've failed, and by myself where I've succeeded. I find the hardest part is in finding the business opportunity, but once found, with the right people, it just grows on its own."*

If **Detect Thoughts** is used, nothing will be determined regarding his other businesses as he is focused on his problem at hand and his other businesses simply are not presently a concern for him nor are they anything that he is worried about.

☛ **[Mispar Yuan] How did you hear about this farm? How did you learn about "inland pearl farming?":**

*"It came up in a casual discussion and I decided to investigate further. I was pleasantly surprised to discover it was true."*

PC's are unlikely to be satisfied with that answer and will probably press or ask the question in another way, so feel free to reward them with the below.

☛ **[Mispar Yuan] No seriously, how did you hear about it? Who did you talk to? Who did you learn about it from?:**

*"A bard made a reference to it during one evenings' entertainment, and I thought it a metaphor, perhaps a joke that I didn't quite understand. So I asked him later that evening and he told me it wasn't a metaphor, it was a real thing, and this I decided I should investigate."*

The bard is unavailable for questioning. This is a dead end lead.

☛ **[Roven Luek] What do you recall of Mr. Panina:**

*Pausing for a moment, he says "I do recall that he was a bit pale and weak looking the last time I saw him. I think he had been sick for a long while, which is one of the reasons I decided to go check on him."*

☛ **[Roven Luek] How sick was he?:**

*"He wasn't coughing or with a runny nose or anything like that. He just seemed quite weak. Strenuous activity seemed to take a toll on him and he would have to pause often to catch his breath."*

☛ **[Roven Luek] Why did you go looking for Mr. Panina?:**

*"I was an assistant to a merchant at the time and realized that no one had seen him in a year. So, I thought to myself that if he had been sick, then perhaps by going to him I could purchase his pearls at a better price. And if I found that he had died on the farm, I could perhaps put myself*

*in a position to gain enough of a reward for burying him and finding any surviving relatives so as to buy the pearls from his estate."*

*"Certainly any relatives I might locate would want money instead of pearls, so I would be proactive and sell them to the jeweler I worked for, which would also afford Mr. Panina with a proper and respectful burial, as well as the money to pay for my search for his relatives. I thought it rather win-win, you think?"*

*After a brief pause he continues, "Alas, I found no sign of him and my brief inquiries as to relatives came to naught, but then again I didn't have much money to hire a searcher or to post notices. I simply made a few inquiries and found nothing; no indication of relatives or friends, or even where he was from. Although I do know that he was not native to Amthydor."*

☛ **[Roven Luek] What did you find at the pearl farm?:**

*"Well, I found a house that was empty, a dock with damage at the end, and what appeared to be a sunken and inverted rowboat tied to the end of that dock."*

*"I also found a strange shrine positioned near what appeared to be 3 manmade lakes based on their unnatural and uniform shapes."*

*"As you can imagine, I was rather disappointed with the results of my search for his place."*

☛ **[Roven Luek] Did you report your findings to the Diamond Legion or did the Diamond Legion investigate?:**

*"There wasn't anything to report; just an abandoned farm without any signs of foul play. It could have been that he simply left, or got tired, or the business failed. If the latter was the case, Mispar Yuan would like to know as much about it that failure as possible."*

☛ **[Roven Luek] What did you find at the farm?:**

*"I found the house empty, the front door unlocked, three artificial lakes, a strange shrine, and a damaged dock where a boat seems to have been sunk. The nearly uniform size and shape of the lakes told me that they were not natural lakes."*

☛ **[Roven Luek] What did you see at the house?:**

*"The house was mostly empty. Some clothes remained, also some slippers and a pair of shoes needing repair. It was not as if everything was taken. Towels remained, but it seems the bed linen was gone."*

*"Now I thought to myself that a thief might have used the bed sheets to take loot, yet there was not the sort of mess you might have expected from such a robbery. Perhaps they didn't find anything of value, and maybe found only his stash of pearls. It didn't have the feel of a robbery, but who am I to say."*

☛ **[Roven Luek] What did you see at the dock?:**

*"The wood was splintered and torn up at the end of the dock. There was some sort of cage that he must have used for oysters. It had been destroyed from some external force, like something big had sat on it or pressed against it."*

*"There was also a rope that was tied to the dock that led down below the water to a sunken rowboat. I dove in just to see if I could find a body or even bones, but there was nothing. I didn't want to stay in the water too long. Who knows what might have been in there? The silence of the farm was spooky. Despite the fact I had been travelling and camping on my own for over a week to find the place, it was eerily quiet."*

☛ **[Roven Luek] What did you see at the shrine?:**

*"A small statue was firmly emplaced in the shrine. I think it was even anchored by a chain to the bottom of the lake, just so someone could not take it if they managed to get it out of the shrine. It was made of a strange reddish orange rock that*

*might have been quartz as it was very slightly translucent."*

*He thinks to himself for a moment, "The shrine was unusually damp or at the very least humid. Now that I think about it, there was a slight mildew smell and a slight 'sea' smell to it, or at least to the statue. Maybe the statue was made up of orange or red sea salt." He shrugs.*

*"I've drawn picture of the statue and the way it was set up inside the shrine. The shrine was maybe 20-30' wide, and made of huge slabs of rock, which was curious. However once I saw the statue, I understood that the entire building was created so that if the statue was taken by force, then the entire building would come down."*

*"I searched the floors and walls of the shrine carefully, and it took me a long time, but I found absolutely nothing. I didn't dare touch the statue for fear of the massive stone block over it. The extremely thick and reinforced wood door at the entrance was unlocked, which gave me the real clue that perhaps it was best to not touch such a structurally integral part of the building.*

**GM NOTE: If the PCs want to spend time gathering information on Mispar Yuan, Roven Luek, or Mister Panina the information is contained in GM APPENDIX #2**

- If the PCs think of going to the Temple of Lucor, **GO TO Encounter 2 (page 14).**
- If the PCs want to leave Anthydor to begin scouting for the exact location of the farm, **GO TO Encounter 3 (page 18).**

## **ENCOUNTER 2 – TEMPLE OF LUCOR** **(OPTIONAL)**

Have PCs roll either a **Knowledge(Local)** skill check or **Knowledge(Religion)** DC 5 skill check. If they succeed please give them Player Handout #8.

*The Golden Pavilion is an impressive sight. The grand marble columns reach at least sixty feet*

*high and the intricate architecture rivals even the oldest standing temples. The priests of Lucor spared no expense in the temple's construction.*

*The inside of the temple is even more impressive. Imported mahogany adorns the floors and gold-leaf pictures depicting important events of Lucor's life and godhood decorate the walls. Your footfalls echo through the halls and a young acolyte turn to approach you from a nearby antechamber, but a senior priest waves him off and approaches you directly.*

This priest is Hugh Dahls, and he will recognize any PC who has played **LSJ02 "Temples," LSJ65 "Helping Hands"** or **LSJINT05 "Divine Favors"** or who has the "Favor Of Lucor" Cert. He will be pleased to see them. He will recognize them and greet them by name. Use **"Players Handout #1"** to determine who has played these.

He knows both Roven and Mispar Yuan, but cannot provide anything useful that the PCs don't already know from **"GM Appendix #2: Rumors & Information Gathering"** and will vouch for them both. He has not heard of the divination and will direct the PC's to talk to Arbill Crythien, the High Priest of Lucor.

*Hugh escorts you through the grand halls to where the High Priests' chambers are located. You approach two huge oak double doors which are propped open. The lavish interior almost takes your breath away. A thief would be in paradise for all the expensive goodies that could be taken and sold for high prices, but he probably wouldn't know where to begin.*

*Arbill Crythien works busily behind his desk. Hugh clears his throat as the group enters the chamber. "Excuse me, High Priest Crythien? These people would like to speak to you about Mr. Panina."*

*The thin man looks up from his desk. The creases in his face show definite signs of age, but not all of them were caused through the passage of time. Laugh lines are indeed evident around*

*his eyes and mouth. He is quite balding and his clothes hang loosely upon his body.*

*His eyes widen at your entrance and he closes and then pushes back the ledger open on his desk, and then pushes back his lush chair in order stand and greet you.*

High Priest Arbill Crythien will warmly greet any PC by name that has played **LSJ02 "Temples," LSJ64 "Helping Hands,"** or **LSJINT05 "Divine Favors."** Some PCs may even have the cert 'Favor Of Lucor.'

If no PC has played the above, then he says:

*I am Arbill Crythien, High priest of Lucor." He says with a smile.*

*"I take it that Mispar Yuan has sent you? How can I help you?"*

☛ **Can you vouch for Roven Luek or Mispar Yuan?:**

*"Yes, I've known them both for a number of years.*

☛ **Do you know Mispar Yuan?:**

*"Yes, Yes I do. A very successful man. I'm certain that Lucor has blessed him, as he seems to be successful in every unusual business that he starts, and he's started quite a few. I have the greatest of respect and admiration for him."*

☛ **Can you vouch for Roven Luek?:**

*"Yes, he is a successful merchant in the city. He attends services here, and I've known him for around six years."*

☛ **What sort of businesses does Mispar Yuan own?:**

*"He has quite a few. For example, he has a custom scaffolding company, as well as the one that makes 'cloud candy' and sets up the booths where it can be made and bought immediately during city holidays or special events. We have one of his machines here so that we can make this fluffy and airy confection."*

*"We always have a reception after the 'Ceremony for Success,' and serve the airy goodness along with other treats. Surely a wish for sweet success that includes a confection from a successful business is appropriate, no?" and he smiles as he says this.*

(Optional) If the PCs are making good time through the module and at least one PC has the "Favor of Lucor" cert, Arbill can offer to take out the machine and make some, giving all PC's a small treat. "Cloud candy" is cotton candy, and feel free to describe this as you see fit, including sticky fingers (and sticky dwarves beards) if you'd like. If no PC's have the Arcane spell 'prestidigitation' to clean up afterwards, Arbill will briefly ask outside his door if anyone nearby has the spell, and someone will 'conveniently' have it.

Once the PC's have eaten the cloud candy, and the machine has been put away, the PC's should probably have a bit of a sugar rush, so tell them they all have a +2 'luck' bonus for the next hour since they ate it "here in the Temple," and then adjust all DC's accordingly. They shouldn't actually have to roll anything during the next hour in Amthydor.

☛ **What OTHER sorts of businesses does Mispar Yuan own?:**

*"He likes to keep a low profile, and as much as I would like to brag for him, he has made efforts to let other people take credit for the success. And if this is a gift that he has given to them, who am I to take it away?"*

Arbill does know of many of the other businesses, and is very impressed with Mispar Yuan. However, he will not talk about Mispar Yuan's other business out of respect for both Mispar Yuan and the head or heads of the businesses he owns, but that others operate.

Due to his high wisdom and strong will, if *Detect Thoughts* is cast on him to determine what other businesses Mispar Yuan has, Arbill will not directly be thinking about them, instead he'll be quite focused on the the matters at hand with the PCs and their presence and not about the details of

something 'not relevant' to the PC's visit like Mispar Yuan's business. While Arbill will not mind a bit of idle chit chat with his visitors, he does have considerable responsibilities that he is mentally pushing aside, in a disciplined manner, in order to focus on the PC's.

☛ **What can you tell me about Mr. Panina?:**

*"That is a name from the past, 'Tzed.' I haven't seen or heard from Tzed for nearly a decade, before I had umm, some health problems that took me away from my duties to Lucor."*

*"He had a very innovative idea, one that I must say I was very skeptical of at first. And while he didn't divulge how he accomplished it, he did make quite a few donations of pearls and he provided us with mother of pearl for some floor tiles in our old...." he pauses for a moment as his eyes lose a bit of their focus.*

*Then he continues. "Our old temple, which has been replaced by this new and beautiful structure," he says while raising his hands, palm upwards, and looking around the room at the ornate designs.*

*"He certainly repaid us for his odd divination request many years ago. Apparently it proved quite useful to him."*

☛ **What odd divination request did Mr. Panina make?:**

*"Well, Tzed had one of the more unusual ones I've ever encountered. It was about 16 or 17 years ago, and he initially didn't give his reasons, but I learned them from him much later."*

*"He said that he had planned on making an aquatic farm and needed a suitable body of water. But instead of using an existing lake, he asked for a divination for a pair or more of underground caverns very close to the surface, located inland but within a week's travel Amthydor. He said it needed to be partially or mostly filled with mineral rich water. He also stipulated that there needed to be a nearby above-ground river or stream."*



*"I certainly thought it one of the oddest requests, but he was paying for it, so I was willing to do the divination despite warning him that Lucor was very unlikely to answer such a specific request in a manner that would be useful."*

*"However, to my tremendous surprise, the divination was very clear and specific. As it turns out that there was such a location, or at least there once was such a location. Tzed has since collapsed the three caverns and turned them each into lakes, using the nearby stream to fill them."*

*Lowering his voice so that those outside the room could not possibly hear he says, "Only much later did I learn, when he began generous donations, what he was farming pearls using the lakes. He was very, very generous with Mavrique pearls. They were mostly small ones, or with slight deformities, but these were very useful as secondary adornments. We had them woven into clothing or as a part of other decorations."*

☛ **Did he request a source of salt for these lakes?:**

*"No, just that he wanted mineral rich water, specifically calcium, which I imagine was for the oyster shells to be able to form. It seemed like such a wild idea at the time."*

*"When I asked later after he donated pearls to the temple, I asked him about keeping the oysters alive in freshwater. He said that he had solved all the problems he needed to solve in order to create a one of a kind pearl farm located far from the sea. And of course he asked for my discretion."*

☛ **Can you do tell us about the Divination about Mr. Panina?:**

*"It was quite an odd response."*

*He was starving.  
He is in a boat.  
He will return to his element.*

*"There are two things to consider. One is that each is in a different tense as Lucor answered with a 'past,' a 'present,' and a 'future' tense."*

*"The second thing to note is that this divination was not received in a written form, which would have been itself unusual."*

*Pausing briefly he continues, "Therefore I've considered that the last word may not actually be 'element' but rather LMNT or 'LM Ent' or 'LM Aunt'. He used to have a very strong Vanyr accent which he quickly lost, so this divination could ironically represent this and therefore it might mean that he's returning to his late mothers aunt which is likely to be several thousands of miles away."*

*"However, I cannot rule out that it has the plain meaning that he will soon be buried in the earth, and I suspect that you might have something to do with this process. If he died in the lake, then burying a formerly active worshipper such as him in a respectful manner would be something I would insist on, and Mispar Yuan has offered to pay for this."*

*"Of course if you find his body, I wouldn't act shocked if a woman came to claim the body while declaring herself to be a relative."*

☛ **Do you want to do a Speak With Dead on him? Why does Mispar Yuan want to Speak With Dead on him? Will you do a Speak With Dead on him?:**

*"Mispar Yuan has suggested this and has offered to pay for it. At the very least, we can gain some information as to what happened. However, I suspect that Mispar Yuan is considering a raising him; he was a good fellow and is missed. So I would indeed authorize this."*

After finishing with the Temple of Lucor, tell the PCs you are going to 'fast forward' to the farm and inquire if there are any last minute preparations. If any PCs want to go on a shopping spree, tell them this can only be done at the beginning or end of this module.

## **ENCOUNTER 3 – THE PEARL FARM**

*“Since leaving Amthydor you've headed west by southwest for two days following Roven's directions. Now, on the third day, you turn north into the green forest. Eventually you see a clearing up ahead which turns into a large, wide open expanse indicates that you've arrived at the farm.*

*80' directly north of you is a small, old weathered house with a shed on the east side.*

*You see two lakes that appear exactly as predicted on your map, with plants growing thick along their banks. The third lake that should be in the distance, "lake #1", has small trees growing out if it, and you see a flock of birds quickly ascend from the center of the area as if startled by something.*

*You cannot be sure, but it appears that the foliage where lake #1 should be is not only much thicker, but it also extends across a broad area. From the thick plant life in that area, it is likely that that lake may no longer be lake but rather a swamp or a marsh. The few trees growing in the middle indicate that if there is water then there is not much depth to it.*

*From where you stand you can see that there is no back door to the house, but the house does partially hide the view of a dock. You look for the bridges that appear on your map but there are no longer any signs of them.*

*Off to the right of the house, but much, much further away, you make out the top of another building covered in vines. This must be the shrine, which is now within the expanding boundaries of the Marsh or Swamp.*

*You notice that there is a path around the lakes, and occasional gaps in the plants along the lakeshores where larger animals can go down to the water's edge to drink.*

The following encounters (4-11) can be done in any order.

NOTE: Just because the followings location on the map can be done in any order does not mean that PC's can easily travel from one location to the other as there are considerable barriers (lakes or channels) that would impede their way. Encounter 4 (**Abandoned House**) is just 80' north of the PC's and is likely to be the first location they visit. The bridges were burned down many years ago by goblins. If the PCs want to go immediately to the shrine, the *easiest* route is "The Swamp Path or Tall Grass Encounter 8." Otherwise they will have to swim across a channel connecting the lakes.

- If the PCs wish to check out Mr. Panina's abandoned house **GO TO Encounter 4 (page 19).**
- If the PCs wish to check out Lake #2 **GO TO Encounter 5 (page 20).**
- If the PCs wish to check out The damaged dock (on lake #2) **GO TO Encounter 6 (page 22).**
- If the PCs wish to check out Lake #3 **GO TO Encounter 7 (page 24).**
- If the PCs wish to check out The Shrine (From the East) **GO TO Encounter 8 (page 24).**
- If the PCs wish to check out The Shrine (From West) **GO TO Encounter 8A (page 25).**
- If the PCs wish to check out The Shrine (From South) **GO TO Encounter 8B (page 27)** (Occurs at long range - 120').
- If PC's want to begin investigating underwater, but have not yet visited the shrine (and gained 'Water Breathing' from the statue) **GO TO Encounter 10A (page 32).**
- If PC's want to begin investigating underwater, and HAVE VISITED the shrine (and gained 'Water Breathing' from the statue) **GO TO Encounter 10B (page 33).**

## **ENCOUNTER 4 – ABANDONED HOUSE**

*The house is a single story cottage, with a large shed to the left side as you face the front door. The door is partially open and the roof has become quiet weathered. The wood of the structure has long lost its protective coating of lime or mud and has cracked in places. Storm damage is clearly evident.*

*As you open the door, you can see that animals have moved in. Many have lived here, and maybe one or two have died here, but it is quite certain that several have relieved themselves here. Birds have left their calling cards, both as nests in the rafters, and as paint on the floor and the counter tops. There is a door leading to a bedroom and a mostly closed door leading to a third room.*

PC's can use their Survival Skill to identify tracks or determine what animals were here. A **Survival DC 17** check will provide the unusual information that there are very old Goblin feces in the corner of the main room.

The third room is a storage room with nothing useful in it.

The bedroom has a rotted mattress that caught the water from a roof leak. There is a dresser that has a few drawers missing. The hooks used for hanging pictures from the wall have been removed or torn out, and there is nothing of value as everything has either been stripped or rotted.

In the bedroom closet, there is a pair of old, stiff boots needing repair. There is also a single slipper. (These will match the size of the footprints in the shed.)

*A large amount of rusty iron chain, with a rusty lock which secures two links in the chain, wraps around and around and around the handles to the shed.*

The lock goes through two of the chains, but with a **Perception DC 10** check from those examining the door/chains will noticed that it doesn't actually prevent the chains from being completely unwound. (It locks two separate links together to form a loop of chain that is simply threaded

through the door handles.) This is the same sort of chain that extends from the end of the statues stone chain later in the mod.

The lock is so rusted that it cannot actually be picked (or further locked/unlocked). A **Disable Device DC 8** check will also indicate that the lock connected to the chains isn't actually accomplishing anything.

Upon figuring out that the lock doesn't actually connect to the chain in such a way as to bar entry, or upon breaking down the doors with a **Strength DC 25** check, the PC's find the following upon entry:

*This is a work shed, with a variety of both large and small tools that can be used to make or repair things. Saws, drills, planes, are neatly stacked or hung on a wall; the shed is clearly carpenters workshop. The tools themselves have very little value as they are old but still very useful.*

*There is sawdust on the floor, and from the color and the smell you can tell that some of it is relatively fresh; your best guess is that some of it no older than 3 days old, perhaps less. There are footprints; some are on top of the sawdust, while others have been lightly coated with sawdust. It is not hard to tell that the footprints appear to be human.*

*While the tools themselves are in good shape, protected from the elements, it seems that some work done recently in the shed was the replacement of the handle of a hoe or shovel. The old handle is still there, and is quite weathered and appears to have suffered significant water damage.*

*There is an oil press, the type used for seeds. When you get close, you can smell the oil that lightly coats the exit spout indicating that it has been used sometime recently, probably in the past few weeks.*

*Weather has erased the footprints outside the shed, but it is clear that this place has been kept in good repair and even recently used.*

If they think to check, the shoes from the bedroom are the right size for the footprints, but there is no way of confirming that these footprints belonged to the wearer of the shoes.

Although PC's can do the following in any order, getting from one location to another easily depends upon their location on the map as certain areas may be impassible for PC's without getting very, very wet. If players want to go immediately to the shrine, the easiest route is The Swamp Path Encounter 8. Otherwise they will have to swim across a channel connecting the lakes

- If the PCs wish to check out Lake #2 **GO TO Encounter 5 (page 20).**
- If the PCs wish to check out The damaged dock (on lake #2) **GO TO Encounter 6 (page 22).**
- If the PCs wish to check out Lake #3 **GO TO Encounter 7 (page 24).**
- If the PCs wish to check out The Shrine (From the East) **GO TO Encounter 8 (page 24).**
- If the PCs wish to check out The Shrine (From West) **GO TO Encounter 8A (page 25).**
- If the PCs wish to check out The Shrine (From South) **GO TO Encounter 8B (page 27)** (Occurs at long range - 120').
- If PC's want to begin investigating underwater, but have not yet visited the shrine (and gained 'Water Breathing' from the statue) **GO TO Encounter 10A (page 32).**
- If PC's want to begin investigating underwater, and HAVE VISITED the shrine (and gained 'Water Breathing' from the statue) **GO TO Encounter 10B (page 33).**

## **ENCOUNTER 5 – LAKE #2**

The text below is the same text as for lake #3 as the lakes are very similar. This lake is approximately 400' long and 200' wide.

*The tranquil waters of this lake are slightly greenish, owing to the sun that feeds the plant life and planktons that live here. The shores are a tangle of weeds and reeds, with an occasional erosion path that leads you down to the actual waterline. It appears that a long time ago the water was probably higher, but now it seems to be 4-6' below where it once stood. Small trees have begun to sprout in some places, and you can see birds and insects, including several types of water bugs, scoot across the water surface, creating ripples that quickly die out.*

*As you look into the water, you see green slime coats branches that have fallen into the lake. The exposed roots of plants that reach into the silt of the lake floor are also coated.*

*Small minnows dart along the waters' edge as you occasionally hear the slapping sound of a fish striking at an insect, or perhaps at the minnows, that hug both the shoreline and the exposed plant roots for the protection they offer from larger predators.*

*Many things can live in this wild and dense mass of plant life on the shores of these lakes. You hope they are tasty, but with small teeth in case they wonder about you in the same way.*

In place of the bridge at the North end of the lake, there is instead a 4' waterfall that feeds water from the marshy swamp into lake #2. PCs who go to investigate will discover that the bridges burned down long ago. (See GM's Appendix #3 for an explanation.)

**Those who are on the East side of this lake and are approaching the shrine by heading North (instead of reaching the shrine by traveling the path at the edge of the swamp), can notice with a Perception DC 17 check that there is a chain entering the water from the shore. This is the slightly rusted iron chain that extends 60' towards the shrine until it connects to a statues chain which is made of a red/orange slightly translucent quartz like material. (The statues chain is 30' and extends 5' outside the shrine.)**

From the shore, this iron chain extends 17' further into the water (and to below the 10' thermocline). The PC's will not be able to see the end of the chain it without pulling it in. The chain is exactly like the one that closes the doors of the shed by the house, but only much less rusty. (Total length of the iron chain is 72', 17' submerged, 55' to the stone chain outside the shrine,)

Furthermore (if on the East side of the lake and are approaching the shrine by heading north), if PC's have spotted the chain, they will also notice alongside it a well worn path through the vegetation at the water's edge. This path leads towards the shrine. From this path, it is easy to get to and from the water. Old footprints can be found in areas where the mud has dried. These are the same size footprints as found in the work shed. Even the grass on the path from the lake to the shrine is well trodden.

**Those who are on the West side of this lake** will not notice the path or the chain on the West side of the lake.

If the PC's are on the West side of the this lake, **and try to cross the waterfall or go East through the edge of the swamp** to get to the shrine, then have them experience **Encounter 8B** at this location.

Otherwise, this encounter is just a description of what they see when visiting Lake #2.

**Although PC's can do the following in any order, getting from one location to another easily depends upon their location on the map as certain areas may be impassible for PC's without getting very, very wet.**

- If the PCs wish to check out Mr. Panina's abandoned house **GO TO Encounter 4 (page 19).**
- If the PCs wish to check out The damaged dock (on lake #2) **GO TO Encounter 6 (page 22).**
- If the PCs wish to check out Lake #3 **GO TO Encounter 7 (page 24).**

- If the PCs wish to check out The Shrine (From the East) **GO TO Encounter 8 (page 24).**
- If the PCs wish to check out The Shrine (From West) **GO TO Encounter 8A (page 25).**
- If the PCs wish to check out The Shrine (From South) **GO TO Encounter 8B (page 27)** (Occurs at long range - 120').
- If PC's want to begin investigating underwater, but have not yet visited the shrine (and gained 'Water Breathing' from the statue) **GO TO Encounter 10A (page 32).**
- If PC's want to begin investigating underwater, and HAVE VISITED the shrine (and gained 'Water Breathing' from the statue) **GO TO Encounter 10B (page 33).**

## **ENCOUNTER 6 – THE DAMAGED DOCK**

The dock and the rowboat that was parked at the end of it were damaged by a bear that smelled the remains of oysters in the rowboat and went to investigate.

When the bear went into the boat, it moved, and he scrambled to get back on the dock, clawing away at the dock and badly damaging it. He eventually reentered the boat and began rooting around and caused it to sink.

The cage that Roven reported as being on the dock is no longer there, having been blown off during a storm. Over time the weather has worn away at the damage and made identifying the cause of it difficult. A Survival DC 20 Check will indicate that the damage was caused by a bear.

After more than 9 years underwater, the boat wood is too waterlogged to be repaired within the time limit of this module. If a PC insists, explain that once the wood dried out, it would warp to the point that a tremendous amount of work would be needed.

The dock is 8' wide (treat as 10') and is 30' long, built on poles taken from mature trees. Have the PC's place their figures on the map and determine

who is going down to the end of the dock and who is staying on the land.

*About 60' north of the front of the house is a long dock that extends out towards the center of the lake; it is 8' wide and 30' long. Weathered wooden planks cross it from side to side, while the entire structure is supported by poles taken from mature trees. These poles rise out of the water along the sides of the dock to a height of six feet above the planks. From their flat tops, these poles cry white tears indicating frequent visits by the local birds.*

*With the passing of time, the wood of the dock has become grey and weathered, and rot is clearly visible at certain spots that can be avoided. The wooden rope moorings for tying at the end and along the sides have rotted away revealing rusted metal bolts jutting from the wood like a gap toothed lower jaw.*

*Where it was once sturdy, it has now become rickety and sways slightly to your steps. As you test its sturdiness, it sways even more until you hold still enough to determine that you are not in any immediate danger of it collapsing into the lake.*

PCs who move to the end of the dock can see an outline of a boat as the highest part is only 6-7' underwater while the water visibility is 8-9'

*The low overcast sky is reflected off the water which is not particularly clear, giving you only 8-9' of visibility.*

*The wood at the end of the dock was splintered and torn through force many years ago, and the weather has beaten the dock badly. You can hear her protestations with each step on the creaky structure.*

For PCs who go to the end of the dock and look over:

*Peering over the edge of the dock and into the water below, you can make out the shape of a small boat which appears on the lake bottom.*

PCs who choose to enter the water and look at the boat will find that it is on the lake floor, which is 9' deep, and which extends another 2' towards the lake center before it slopes down to at least 20' or more. At 29' down, it comes to sharp drop off into an area that was once the deepest part of the former cavern.

PCs who try to search along the bottom near the dock and who move into the deeper water below the 9' depth will find a "**Thermocline**" at 10' which is where the salt water starts. A "Thermocline" is the region in a thermally stratified body of water which separates warmer surface water from cold, deep water and in which temperature decreases rapidly with depth.

PCs under water cannot see that the water changes from fresh to salt water, and the thermocline is something that an experienced swimmer (like a sea elf) should already be familiar with.

Therefore, a Swim DC 10 check will be enough to inform him what the very cold water represents. If he fails, then when he surfaces and informs the other PCs, allow them an **Intelligence Check DC14** or **Knowledge (Nature) DC 14** check if they are not able to figure it out on their own.

Only a PC who may try speaking with his mouth deeper than 10' might discover that he tastes salt. Otherwise, PCs who return to the surface would not notice that he had been in salt water as the water above them would dilute it and wash it off him as he surfaced.

Any PC sticking around longer than necessary to examine the boat will need to make a Perception Check. The amount of information depends on the DC attained:

**DC 12+** The PC will notice a cloud of mud deeper down the slope, leading off into the murky water below. The mud cloud appears as if something has

disturbed the lake bottom, possibly something large and ominous.

**DC18+** The PC will notice that the plant life underwater changes at the 10' depth. If and when the PC investigates he will notice the Thermocline, which will probably seem like a reasonable explanation. See the description of a thermocline earlier in this section. Otherwise, there is nothing distinguishable about the different plants, but a **Knowledge(nature) DC 20 check** will discover that the plants below 10' are not normally a freshwater plant.

PCs that take plant life from below 10' feet will not initially notice any unique smell, until it begins to dry out, or until they actually chew on the plant. It is very salty and bitter. Anyone who tries the plant and makes a **Knowledge (nature) DC 20** check will realize that it is not a fresh water plant.

If PC have has not yet visited the shrine, it is unlikely they will all enter the water unprepared to encounter the defender in the lakes. Nevertheless, it is possible, and if they do encounter the defender at this point as a party, then more information on how to handle this module can be found in **GM Appendix #1** about the three lakes.

Although PC's can do the following in any order, getting from one location to another easily depends upon their location on the map as certain areas may be impassible for PC's **without getting very, very wet.** If PCs want to go immediately to the shrine, the *easiest* route is "**The Swamp Path or Tall Grass Encounter 8.**" Otherwise they will have to swim across a channel connecting the lakes.

- If the PCs wish to check out Mr. Panina's abandoned house **GO TO Encounter 4 (page 19).**
- If the PCs wish to check out Lake #2 **GO TO Encounter 5 (page 20).**
- If the PCs wish to check out Lake #3 **GO TO Encounter 7 (page 24).**
- If the PCs wish to check out The Shrine (From the East) **GO TO Encounter 8 (page 24).**

- If the PCs wish to check out The Shrine (From West) **GO TO Encounter 8A (page 25).**
- If the PCs wish to check out The Shrine (From South) **GO TO Encounter 8B (page 27)** (Occurs at long range - 120').
- If PC's want to begin investigating underwater, but have not yet visited the shrine (and gained 'Water Breathing' from the statue) **GO TO Encounter 10A (page 32).**
- If PC's want to begin investigating underwater, and HAVE VISITED the shrine (and gained 'Water Breathing' from the statue) **GO TO Encounter 10B (page 33).**

### **ENCOUNTER 7 – LAKE #3**

The text below is the same text as for lake #2 as the lakes are very similar. This lake is approximately 400' long and 200' wide.

*The tranquil waters of this lake are slightly greenish, owing to the sun that feeds the plant life and planktons that live here. The shores are a tangle of weeds and reeds, with an occasional erosion path that leads you down to the actual waterline. It appears that a long time ago the water was probably higher, but now it seems to be 4-6' below where it once stood. Small trees have begun to sprout in some places, and you can see birds and insects, including several types of water bugs that scoot across the water surface, creating ripples that quickly die out.*

*As you look into the water, you see that green algae coats branches that have fallen into the lake and coats the exposed roots of plants that reach into the silt of the lake floor.*

*Small minnows dart along the waters' edge as you occasionally hear the slapping sound of a fish striking at an insect, or perhaps at the minnows that hug both the shoreline and the exposed plant roots for the protection they offer from larger predators.*

*Many things can live in this wild and dense mass of plant life on the shore of these lakes. You hope*

*they are tasty, but with small teeth in case they wonder about you in the same way.*

PC's who have encountered and beaten the defender, and who are searching the bottom of lake #3 before investigating the shrine will find a medium sized sunken boat; this was used as a processing boat for Mr. Panina. The boat has one cabin, which looks lived in. There are tools, utensils, etc. There is one bed with multiple layers of material that is designed to trap water inside it. This is Mr. Panina's bed, where he tries to keep warm. If the PCs are here at the sunken boat because they defeated the defender early in their visit to the farm and are searching the lake bottom, this would be a good location for them to meet Mr. Panina. If this is the case, then go to Encounter 13 "Meeting the Living Tzed" to resolve.

Although PC's can do the following in any order, getting from one location to another easily depends upon their location on the map as certain areas may be impassible for PC's without getting very, very wet. If PCs want to go immediately to the shrine, the *easiest* route is "The Swamp Path or Tall Grass Encounter 8." Otherwise they will have to swim across a channel connecting the lakes.

- If the PCs wish to check out Mr. Panina's abandoned house **GO TO Encounter 4 (page 19).**
- If the PCs wish to check out Lake #2 **GO TO Encounter 5 (page 20).**
- If the PCs wish to check out The damaged dock (on lake #2) **GO TO Encounter 6 (page 22).**
- If the PCs wish to check out The Shrine (From the East) **GO TO Encounter 8 (page 24).**
- If the PCs wish to check out The Shrine (From West) **GO TO Encounter 8a (page 25).**
- If the PCs wish to check out The Shrine (From South) **GO TO Encounter 8B (page 27)** (Occurs at long range - 120').
- If PC's want to begin investigating underwater, but have not yet visited the shrine (and gained

'Water Breathing' from the statue)  
**GO TO Encounter 10A (page 32).**

- If PC's want to begin investigating underwater, and HAVE VISITED the shrine (and gained 'Water Breathing' from the statue)  
**GO TO Encounter 10B (page 33).**

## **ENCOUNTER 8 – SWAMP PATH OR TALL GRASS**

*The swamp before you has long ago claimed the area that was once a lake. Instead of a broad expanse of open water, you see an occasional tree growing amidst the shallow pools and thick, black, soggy mud.*

*A live and vibrant ecosystem has replaced the former lake, and the strong smell of decaying plant matter is lightly infused with the sweeter scent of growing plant life.*

*From the edge of the swamp, you can't tell what is solid and what is muddy, and unlikely to support your weight.*

*Broad, shallow streams of relatively still water snake their way through and branch between extremely tall reeds and the occasional tree. In some places the reeds reach above the head of a tall human.*

*The air is filled with small flies and quite a few mosquitoes. Frogs and tadpoles are in abundance, while tiny lizards bask in the sun on the stalks of some of the tall reeds. Large dragonflies and wyvernflies, named after their strange but useless tails that deter only some types of predators, flit about. In the distance, you see a snake slip into the water.*

If the PC's are heading West to the shrine with the swamp to their north, then continue with the below next boxed text. If they are entering the swamp from another direction or location then skip the following text and **GO TO Encounter 8B.**



*The small path on your map that goes around the lakes continues around the swamp, but now it appears to be a small animal trail. It weaves close to the swamps edge, while on the other side of the trail lies a mass of tall, thick, wild grasses which rise up to halfings shoulder or slightly higher.*

*Wading through the grasses looks like more work than necessary, while the prospect of wading through the muddy swamp is even less appealing. At least the path on the swamps edge looks solid enough, and since you see the tracks of small animals in the soft earth, it should be relatively safe, right?*

PCs have four choices:

1. **Walk through the tall grass to the North of Lake #3 and avoid the swamp path.** (Encounter 8A and *then* Encounter 8B)
2. **Follow path along the swamps edge.** (Encounter 8B)
3. **Go through the swamp** (and immediately have Encounter 8B at the swamps edge).
4. **Turn back**

If PCs **turn back**, then they can visit

- If the PCs wish to check out Mr. Panina's abandoned house **GO TO Encounter 4 (page 19).**
- If the PCs wish to check out Lake #2 **GO TO Encounter 5 (page 20).**
- If the PCs wish to check out The damaged dock (on lake #2) **GO TO Encounter 6 (page 22).**
- If the PCs wish to check out Lake #3 **GO TO Encounter 7 (page 24).**
- If the PCs wish to check out The Shrine (From West) **GO TO Encounter 8A (page 25).**
- If the PCs wish to check out The Shrine (From South) **GO TO Encounter 8B (page 27)** (Occurs at long range - 120').
- If PC's want to begin investigating underwater, but have not yet visited the shrine (and gained 'Water Breathing' from the statue) **GO TO Encounter 10A (page 32).**

- If PC's want to begin investigating underwater, and HAVE VISITED the shrine (and gained 'Water Breathing' from the statue) **GO TO Encounter 10B (page 33).**

## **ENCOUNTER 8A – TALL GRASS**

In the tall grass is a "Natural Trap" of tiny/small venomous snakes that have concealment in the grass. Up to four tiny (1 small at ATLS 5&7) snakes can be in a single square, so if the PC's are in a single file line, the lead PC that is plowing ahead through the grass is going to be completely "surprised" by 4 tiny snakes in his square.

The PC will be 'surprised' and Flat Footed when initially triggering the trap, but after the first attack, if the PC's again step in a square with snakes, they will get an Attack of Opportunity when the snakes try to leave their square.

The snakes will attack those in their square and then flee to 10' away (speed of 10'). Once they are more than 5' away from a PC they WILL get concealment again in the tall grass. This regaining concealment effectively resets the trap (and denies the PC their Dex Bonus again). This encounter should be like walking through a minefield. PC's will have to then be careful where they step to get through this area of tall grass and to move onto their goal.

Also, due to the size of the snakes and both the height and thickness of the grass, when a snake moves from 5' to a square farther away, the PC is not going to be able to see which square he went to. If using "Track," a **Survival DC20** check will allow a PC to notice where a snake from a square next to him has gone to, but won't let him see the snake itself

This 'trap,' when sprung, is not designed to be a combat encounter (although a stat block is provided) as the PC's may want the satisfaction of trying to hack up this very underpowered 'enemy' (which exists solely to possibly poison/weaken a PC or two).

The Snakes will generally, but not always, move 'away' from the direction the PC's came.

You may want to prepare or have graph paper handy to keep track of the hidden location of the snakes.

*With the lake to your left and the swamp to your right, you begin to trudge through the tall and dense grasses. The dry grasses from last year crackle and snap under your feet, and the new growth tugs at your knees and brushes your thighs. Halfings and Gnomes can barely peer over the top as they move forward.*

*Small flies and tiny broken pieces of dry dead grass float through the air as you disturb this dense mass of growth. Windborne seeds lift and float gently in the slow breeze.*

*The tangle of grass is so thick you can barely see your feet much less the ground you are walking on. You think to yourself, "you could hide an army in here!"*

*Several times you almost trip as the long stalks tug at the top of your foot as you try to lift it. Progress is easier if you lift your knees high before taking a long step forward.*

*Looking behind you, you see that you've made a ships wake in the sea of grass behind you.*

*And from the sharp yelp you hear, you realize that someone has just encountered a submarine.*

Let the PCs hear "more than one hiss and strike", and then have them roll initiative after the first snakes have struck and fled in different directions.

**GM NOTE: As this encounter is not designed to be a combat encounter, nor to kill the PCs, after 2 "ambushes" of the party the snakes will move to somewhere else in the swamp where they won't have to contend with the PCs.**

- If the PCs continue forward **GO TO Encounter 9 (page 30).**

- If the PCs wish to check out Mr. Panina's abandoned house **GO TO Encounter 4 (page 19).**
- If the PCs wish to check out Lake #2 **GO TO Encounter 5 (page 20).**
- If the PCs wish to check out The damaged dock (on lake #2) **GO TO Encounter 6 (page 22).**
- If the PCs wish to check out Lake #3 **GO TO Encounter 7 (page 24).**
- If the PCs wish to check out The Shrine (From South) **GO TO Encounter 8B (page 27)** (Occurs at long range - 120').
- If PC's want to begin investigating underwater, but have not yet visited the shrine (and gained 'Water Breathing' from the statue) **GO TO Encounter 10A (page 32).**
- If PC's want to begin investigating underwater, and HAVE VISITED the shrine (and gained 'Water Breathing' from the statue) **GO TO Encounter 10B (page 33)**

#### ATL 1 & 3

⚡ **Venomous Snake(s)** (ATL 1 4 ( in one square at start)/ATL 3 6 (in 2 squares (3 each) at start  
N Tiny Animal  
**Init** +5; **Senses** lowlight vision; Scent, Perception +9  
**AC** 17, touch 12, flat-footed 15; (+2 Dex, +3 natural, +2 size)  
**hp** 4 (1d8)  
**Fort** +2, **Ref** +1, **Will** +0  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 10 ft., **Climb** 10 ft., **Swim** 10 ft.  
**Melee** bite +1 (1d4-2 plus poison)  
**Ranged** nil  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** none  
**Spell-Like Abilities** none  
**Spells Known** none  
**Str** 6, **Dex** 15, **Con** 10, **Int** 2, **Wis** 10, **Cha** 2  
**Base Atk** +0; **CMB** +1; **CMD** 11  
**Feats** Skill Improved Initiative, Weapon Finesse  
**Skills** Acrobatics +9, **Climb** +9, **Stealth** +12  
**Perception** +8, **Swim** +9; **Racial Modifiers** +4  
**Perception**, +4 **Stealth**, +8 **Acrobatics**: modifies

Climb and Swim with Dexterity.

**Gear** nil

**Special Abilities** Poison (Ex)

**Poison (Ex)**

Bite - Injury; save Fort DC 12; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; Cure 1 save.

### ATL 5 & 7

⚔ **Venomous Snakes** (ATL 5 – 6/ATL 7 -8)

N Small Animal

**Init** +5; **Senses** lowlight vision; Scent, Perception +9

**AC** 16, touch 12, flat-footed 14; (+2 Dex, +3 natural, +1 size)

**hp** 11 (2d8+2)

**Fort** +2, **Ref** +1, **Will** +0

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil

**Spd** 15 ft., Climb 15 ft., Swim 15 ft.

**Melee** bite +3 (14-2 plus poison)

**Ranged** nil

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** none

**Spell-Like Abilities** none

**Spells Known** none

**Str** 8, **Dex** 15, **Con** 12, **Int** 2, **Wis** 10, **Cha** 2

**Base Atk** +1; **CMB** +2; **CMD** 13

**Feats** Skill Improved Initiative, Weapon Finesse

**Skills** Acrobatics +9, Climb +9, Stealth +12

Perception +8, Swim +9; **Racial Modifiers** +4

Perception, +4 Stealth, +8 Acrobatics; modifies Climb and Swim with Dexterity.

**Gear** nil

**Special Abilities** Poison (Ex)

**Poison (Ex)**

Bite - Injury; save Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 **Dex**; Cure 1 save.

## ENCOUNTER 8B – SWAMP PATH AMBUSH

This encounter is a 'ranged harassment ambush' and will occur at different distances depending upon the PCs. The goblins in this encounter will flee before melee combat can happen, or once one of their small number is wounded.

1. **Swamp Path**/Swamps Edge: 40' range.
2. **Tall Grass** (North of Lake #3): 80' range
3. **Shrine**: 120'

A small number of 'local' goblins occasionally use the swamp to hunt in, taking small fish, lizards, and frogs, and occasionally an alligator. To this end, they have created several small hunting blinds and small trails throughout the swamp, and "today is their lucky day" as they spot a small group of adventurers walking along (the edge of) the swamp in 'clear view.'

The Hunting Blind provides "**Improved Cover**" for the goblins (+8AC) and provides **Concealment** (50% miss chance). Note that although DM AID 1 lists multiple 8B locations, there is only 1 blind and all of the goblins are there. The 3 notations are there to depict where the encounter will happen based on the PCs route to the shrine

### SWAMP MOVEMENT/COMBAT:

As the water is 2-4' deep in some places it is considered like rough terrain except in certain circumstances. Medium sized PC's can move up to half speed, but every square of movement beyond the first Requires an **Acrobatics DC12** check to prevent falling into the water and mud. Each additional square beyond the second adds +3 to the Acrobatics Check DC.

10 Feet **DC12**

15 Feet **DC15**

20 Feet **DC18**

Falling into the water (i.e. prone) provides +4 AC against ranged attacks, and -4 AC vs Alligators.

A PC that has fallen in the water and stands up gets +2 to his AC as long as he stays in that square. (Partial Cover provided by the water.)

Characters who try to swim to the blind gain +4AC from ranged due to cover from the water.

### 1. **Swamp Path: 40' Range**

PC's can always move *away* from the blind and into the tall grass where they gain +2AC (partial cover). If they kneel, they will gain partial

concealment (20% miss chance), and if prone then total concealment (50% miss chance). However, entering the tall grass will spring a 'Nature Trap' of concealed venomous snakes who are considered to have a 'readied' action to attack anyone who enters their square. Due to their concealment, the PC will be denied his Dex Bonus. Use the stats from Encounter 8A, with one snake in the square for every two class levels the PC has. After the snake attacks, it will only flee for its actions.

To spot the goblins hunting blind, PC's will need to make **Perception DC 8** checks. PCs who fail the check can try gain on succeeding rounds at a +4 if another PC takes a move action to point out the blind to them.

### 2. Tall Grass: 80' Range

PC who have gone through the tall grasses will have already been attacked by the snakes. They can gain +2 AC against ranged attacks. (The goblins short bows is 60 ft ranged increments).

If they kneel, they will gain partial concealment (20% miss chance), and if prone then total concealment (50% miss chance).

Due to the father distance, spotting the hunting blind requires **Perception DC 12** checks, with the +4 bonus if another PC takes a move action to point out the hunting blind.

### 3. Shrine: 120' Range

If the PC arrive at the shrine and have not had this Encounter, the Goblins will use Heavy Crossbows until the PC's get within range. The shrine will be 'just inside' the swamp, with the hunting blind 40' from it. The PC's will be able to hide and cower inside or behind the shrine, but what is the fun of that? There is no "Nature Trap" in this case.

**ATL 1-3:** The Goblins will simply take shots at the PC's because they can, and will leave before melee combat can be started. They will also leave as soon as one is wounded, or after five rounds of not hitting anyone. (Why waste the arrows?)

**ATL 5-7:** The goblins will be hunting alligators and they will not only think it great fun to draw the

PC's into the swamp where they will be attacked by the alligators, but they will also think that no matter what the outcome, they can come back for either dead adventurers or dead alligators. They will also have also have a 1-2 heavy crossbows mounted on a rickety tripods, and will not suffer the -2 for using an oversized weapon. The goblins will not reload these, and will flee before they would have to fight with melee weapons or one is wounded. **THE ALLIGATORS WILL ONLY ATTACK IF THE PCs ENTER THE WATER.** Otherwise they will stay hidden under the water or until PC go to examine the hunting blind.

### All ATL's

⚔ **Goblins** (1 goblin for every two PCs, round up)  
NE Small Humanoid (Goblinoid)

**Init** +6; **Senses** darkvision 60'; **Perception** -1  
**AC** **24**, touch 13, flat-footed 13; (+2 Armor, +2 Dex, +1 size, +8 cover)

**hp** 6 (1d10+1)

**Fort** +3, **Ref** +2, **Will** -1

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.

**Melee** Short Sword +2 (1d4/19-20)

**Ranged** Short Bow +4 (1d4/x3), plus

[at ATL 5-7] H. Crossbow +4 (1d8/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** none

**Spell-Like Abilities** none

**Spells Known** none

**Str** 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

**Base Atk** +1; **CMB** +0; **CMD** 12

**Feats** Improved Initiative

**Skills** Ride +10, Stealth +10, Swim +4; **Racial**

**Modifiers** +4 Ride, +4 Stealth

**Languages** Goblin, Gnoll, **SQ** nil

**Gear** (no shields) Leather armor, short sword, metal buttons and other shiny bits, 14 arrows each.

**Special Abilities** none

Goblin hatred runs deep, and few things inspire their wrath more than **gnomes** (who have long fought against goblins), **horses** (who frighten goblins tremendously), and **regular dogs** (whom goblins regard as pale imitations of goblin dogs). Therefore these will be targeted first, followed by targeting those who are returning fire back at the goblins.

### ATLS 3-7

⌘ **Alligator** (ATL 3 - # of PCs-2/ATL 5&7 1 per PC)

( *Only one alligator is visible/(may be visible (stealth +5 at ATLS 5&7), and is 30' away.*

*The rest are under water avoiding the goblins./ATL 5&7 )*

N Large Animal

**Init** +1; **Senses** lowlight vision; Perception +8

**AC** 14, touch 10, flat-footed 13; (+1 Dex, +4 natural, -1 size)

**hp** 22 (3d8+9)

**Fort** +6, **Ref** +4, **Will** +2

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil

**Spd** 20 ft., swim 30 ft.; sprint

**Melee** bite +5 (1d8+4 plus grab) and tail slap +0 (1d12+2)

**Ranged** nil

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** death roll (1d8+6 plus Trip)

**Str** 18, **Dex** 17, **Con** 16, **Int** 2, **Wis** 11, **Cha** 10

**Base Atk** +2; **CMB** +7; **CMD** 20

**Feats** Skill Focus (Perception), Skill Focus

**Skills** Perception +8, Stealth +5 (+13 in water, Swim +12; **Racial Modifiers** +8 on stealth (in water)

**SQ** hold breath

**Special Abilities** Death Roll (Ex), Hold Breath (Ex), Sprint (Ex)

#### **Death Roll (Ex)**

When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

#### **Hold Breath (Ex)**

A crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

#### **Sprint (Ex)**

Once per minute a crocodile may sprint, increasing its land speed to 40 feet for 1 round

- If the PCs wish to check out Mr. Panina's abandoned house **GO TO Encounter 4 (page 19).**
- If the PCs wish to check out Lake #2 **GO TO Encounter 5 (page 20).**
- If the PCs wish to check out The damaged dock (on lake #2) **GO TO Encounter 6 (page 22).**
- If the PCs wish to check out Lake #3 **GO TO Encounter 7 (page 24).**
- If PC's want to begin investigating underwater, but have not yet visited the shrine (and gained 'Water Breathing' from the statue) **GO TO Encounter 10A (page 32).**
- If PC's want to begin investigating underwater, and HAVE VISITED the shrine (and gained 'Water Breathing' from the statue) **GO TO Encounter 10B (page 33)**

## **ENCOUNTER 9 – THE SHRINE**

There are 3 routes to the shrine, E., W., and South.

**West Route:** Cross a channel or swamp and trigger Encounter 8B

**South Route:** Cross a channel and head north, trigger Encounter 8B from long range (120').

**East Route:** Take either swamp path (Encounter 8B) or go through the Tall Grass (Encounter 8A and *then* Encounter 8B at medium range 80'.)

The shrine contains a 18" (1.5') statue that is 9" in diameter. If *Detect Magic* is used, PC's will discover the statue radiates extremely powerful magic (Transmutation). Attached to the back of the base of the statue is a chain made out of the same material as the statue. The chain radiates the same school of magic, as does any chain that spends more than 48 hours attached continuously to this base chain.

**Primary Chain:** This primary stone chain extends 30' from the back of the base of the statue, through

the heavy stone pyramidal pedestal, and out to the front door by 5'. From there it is attached to an iron chain extension which is only slightly rusted. This iron chain continues 55' to the water of lake #2, and then 17 more feet into the lake until it reaches below the 10' thermocline.

Each chain link is about one inch long and about a 3/8ths inch diameter.

From the shore, this iron chain can be pulled up from the water easily as there is nothing attached to it, and there is no indication that the chain has broken or snapped.

As the iron chain has lain on the ground and in the grasses, it is slightly submerged under the topsoil and grasses. It can be pulled from the ground with slight difficulty: **Strength DC10** check.

This iron chain is what extends the transmutation magic of the statue and allow the water below 10' to be turned into salt water for long periods of time.

PCs may want to damage the statue or chain to see what happens.

### Primary Chain

**HP** 20 (to break)

**Hardness** 5 (Immune to Electricity/Sonic)

**Damage Response:** Electricity (1d6 to all targets within 10') Save: Reflex DC15 for half damage.

**All Saves:** +2 (Always considered an attended object)

The stone **Primary Chain** is immune to electricity, while the statue is immune to sonic damage. The statue will reflect half damage back to the sonic damage source. The source can make the appropriate save for reducing damage again by half.

### Statue

**HP** 40 (to break)

**Hardness** 8 (Immune to Electricity/Sonic)

**Damage Response:** Sonic (2d6 to all targets within 15') Save: Fortitude DC15 for half damage.

**All Saves:** +8 (Always considered an attended object)

PCs trying to blast the statue out of the stone shrine will trigger the sonic feedback, even if the statue was not the direct target. Sonic effects only have to take place near the statue for its defense to kick in.

Sonic damage bypasses hardness so all the stone in the building will take damage. Collapsing the shrine this way will not destroy the statue.

*You approach the shrine which is a 15'x15' squarish white building made of large slabs of limestone that are 6-8' wide. The sturdy pyramidal roof has a few broken clay shingles which reveal more stone slabs underneath. Clearly the shingles are only decorative and the shrine is very 'rock solid'.*

*A long chain made of some slightly translucent quartz like orange or reddish stone exits the front entrance of the shrine. A slightly rusted iron chain is connected to the end link of the stone chain, effectively extending its length. The iron chain leads in the direction of Lake #2 before it is swallowed by the grasses as their roots have overgrown it.*

*Parallel to the probable route of this iron chain is a well worn path that cuts through the grasses between the shrine and Lake #2. It reaches all the way to a gap in the foliage at the water's edge.*

*A short porch at the front of the shrine extends 6' from the roof. With no windows to allow light to penetrate the interior so that you can see inside, the shrine entry is like a dark open maw of some creature ready to swallow up anything that might wander in.*

At the lakes edge, the chain can easily be pulled from the water. It extends 17' into the water, but visibility is only 8-9' in the top 10' layer of water.

**With a Perception DC 8 Check**, PC's will notice old footprints where some of the mud that forms the path between the shrine and lake #2 has dried. These are exactly the same size and shape as the

footprints in the work shed (Encounter 5). They are less than two weeks old. Those with **track skill** can potentially find tracks that are over two days old, leading from the water's edge, to the shrine.

When PCs enter the shrine or look inside, give **Handout #6** to the PCs and continue below.

*As you approach the entrance, you can tell that there once was a thick wood door that closed the shrine and that barred entry, but it has since been burned and the charred pieces smashed. Only tiny pieces of its charcoaled remains are scattered about the floor.*

*As you look inside, your eyes adjust slowly. Soon you notice that except for a small 1.5' high statue that stands on a pedestal sitting below an enormous stone block in the center, the shrine is totally bare. The statue is a red or orange stone, slightly translucent, like quartz, and appears to have been carved from a single piece of stone.*

*To prevent theft of the statue, it sits in an area that has been cleverly designed. The statue sits on a single stone pyramidal base 4' high and 4' wide, with the top of the base being 1.5' wide. Above the statue is an enormous stone block that makes up a part of the ceiling, and which has 4 stone legs that extend downwards to the top of the pyramidal pedestal, creating 4 'windows' from which to see or touch the statue.*

*Above the statue, this enormous stone block sits low so as to prevent the statue from being tilted, and it is slightly carved out underneath so as to create a lip around the lower edge of the stone block, and just above the statue so that the statue cannot be slid out through one of the four windows formed by the supporting legs.*

*The pyramidal base has been drilled into twice, both from the top and from the rear, low in the back. The chain from the back of the statues bottom passes through the top hole in the base, exiting through the second hole in the back of the pyramidal pedestal before it travels out the front of the building through the entryway which faces lake #2.*

PC's other than Gnomes, Halflings, or Dwarves can easily reach the statue, which is slightly wet and cool to the touch. Gnomes and Halflings may need assistance of some kind.

### TRIGGERING THE STATUE

The statue has symbols on the front, one is wavy lines (indicating water) inside two ovals on the chest, which themselves are but a crude outline of lungs. Below this are two hand prints where the statue could be grasped. Grasping the statue this way will trigger a '**Water Breathing**' spell for 6 hours. These hand prints have the palms inward and close to each other, with the fingers 'outward' and to the sides of the statue. Give the PCs "**Handout #3**" instead of describing the details of the statue to them.

When PC's place both hands on the two hand symbols (one hand per symbol) at the same time:

*You realize you are holding your breath only because you exhale firmly. Despite your desire not to do so, you feel yourself expel all the air from your lungs. A small amount of water vapor or steam seems to exit the stone lips of the statue and, as you breathe in, your lungs feel heavy. You cough for a second, and realize that you can still breathe, although your chest feels different, perhaps slightly uncomfortable, but this feeling soon passes.*

*Detect Magic* will show that the PC now has the benefit of a transmutation magic. **Spellcraft DC 16** check to learn that they are under the effects of *Water Breathing* and that it should last for at least 2 hours and probably more. (*Water Breathing* is 2hrs/level.)

At this point, PCs can now enter the water to encounter the defender, and then meet with Mr. Panina. Any PC with **Water Breathing** who enters the water will notice two things:

1. There is a trail in the bottom of the water that he may not have noticed before.
2. There is a mud cloud indicating that there is something else in the water.

This should clue the rest of the party to also get water breathing before encountering the final combat.

- If the PCs wish to check out Mr. Panina's abandoned house **GO TO Encounter 4 (page 19).**
- If the PCs wish to check out Lake #2 **GO TO Encounter 5 (page 20).**
- If the PCs wish to check out The damaged dock (on lake #2) **GO TO Encounter 6 (page 22).**
- If the PCs wish to check out Lake #3 **GO TO Encounter 7 (page 24).**
- If the PCs wish to check out The Shrine (From West) **GO TO Encounter 8A (page 25).**
- If the PCs wish to check out The Shrine (From South) **GO TO Encounter 8B (page 27)** (Occurs at long range - 120').
- If PC's want to begin investigating underwater, but have not yet gained 'Water Breathing' from the statue **GO TO Encounter 10A (page 32).**
- If PC's want to begin investigating underwater, and have gained 'Water Breathing' from the statue **GO TO Encounter 10B (page 33).**

### **ENCOUNTER 10A – ENTERING THE WATER (BEFORE USING THE STATUE)**

See the GM's Appendix #1 "Lake Information".

Visibility is only 8-9' in the top 10' layer of water (and 15' below the 10' depth), and the PC's will not be able to stay under water long and do a thorough search of the lakes without assistance. If PC's have potions of **Water Breathing**, are sea elves or have another means to breathe underwater, then they will be able to go under for considerable time. Try to discourage their going further alone by giving indications that there is something alive in the water by disturbances in the silt, such as mud clouds. Most likely the entire party will not be able to enter as a group, and hopefully they will not encounter the defender until AFTER the shrine.

If one or two PC's don't take the hint and go forth before the rest of the party gains water breathing from the statue (or from potions), then in the worst case you can deflect them by having Mr. Panina's defender harass them. If this triggers the party to enter the water and fight before everyone gets water breathing (if one PC already gained water breathing from the statue) then it is their own fault that they are so inclined. If they haven't discovered the statue's abilities, then depending upon the defender type, it can harass one or two of them using the poor visibility and force them to retreat to seek air or until the full party enters for the mass combat.

PC's communicating with one another under the 10' mark are likely to discover the salt water content. Sea elf characters who go below 10' will immediately learn that below this depth is nothing but salt water. They will also sense or discover that there is something alive and possibly hostile in the water.

- If the PCs continue forward **GO TO Encounter 8 (page 30).**
- If the PCs wish to check out Mr. Panina's abandoned house **GO TO Encounter 4 (page 19).**
- If the PCs wish to check out Lake #2 **GO TO Encounter 5 (page 20).**
- If the PCs wish to check out The damaged dock (on lake #2) **GO TO Encounter 6 (page 22).**
- If the PCs wish to check out Lake #3 **GO TO Encounter 7 (page 24).**
- If the PCs wish to check out The Shrine (From West) **GO TO Encounter 8A (page 25).**
- If the PCs wish to check out The Shrine (From South) **GO TO Encounter 8B (page 27)** (Occurs at long range - 120').
- If the PCs wish to check out The Shrine **GO TO Encounter 9 (page 30)** (Occurs at long range - 120').
- If PC's want to begin investigating underwater, and HAVE VISITED the shrine (and gained



'Water Breathing' from the statue)  
**GO TO Encounter 10B (page 33)**

## **ENCOUNTER 10B – ENTERING THE WATER (AFTER USING STATUE)**

It does not matter which lake the PCs enter after using the statue. Both lakes near the shrine have muddy bottoms that should not be too much a hindrance for the PC's. However after the first 5' from the shoreline, the slope becomes steeper; 15' away from the shore it is already 9-10' deep, while 20' away PC's can encounter the thermocline at their waists. 10' from shore, medium sized creatures will be fully underwater.

To make the encounters easier or harder, take the slope into account; to make it harder, have the defenders (e.x. Giant Crabs) get 'above' the PC's to gain a bonus to hit, or have the PC's 'above' them to gain a +1 to hit.

In most cases, the first move will be the defender/s charging the PC's who will probably be fully under water. You may want to have weaker parties encounter the defender closer to shore, while stronger parties are going to be stuck underwater and moving slowly.

### **ATL 1**

#### **🦀 Giant Crab (2):**

N Medium Vermin (Aquatic)

**Init** +1 (1dex), **Senses** Perception +4

**AC** 16, touch 11, flat-footed 15; (+1 Dex, +5 natural)

**hp** 19 (3d8+6)

**Fort** +5, **Ref** +2, **Will** +1

**Defense Abilities**

**Immune** Mind Affecting Effects; **SR** nil

**Spd** 30 ft; **Swim** 20

**Melee** 2 claws +4 (1d4+2 plus grab)

**Full Atk** 2 claws +4 (1d4+2 plus grab)

**Ranged** nil

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** Constrict (1d4+2)

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 15, **Dex** 13, **Con** 14, **Int** --, **Wis** 10, **Cha** 2

**Base Atk** +2; **CMB** +4 (+8 vs Grapple); **CMD** 15(27 vs Trip)

**Feats** nil

**Racial Modifiers** +4 Perception

**Skills** Perception +4, Swim +10

**Languages** nil

**SQ** Water Dependency

**Gear** nil

**Special Abilities**

**Water Dependency (Ex)** Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.

**Constrict (Ex)** The giant crab can crush an opponent smaller than itself with its claws, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is (1d4+2).

**Grab (Ex)** If giant crab hits with the a claw, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab works only against opponents at least one size category smaller than the giant crab. The crab has the option to conduct the grapple normally, or simply use claw to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold will deal any extra damage (1d4+2) as the giant crab also has the "constrict" special attack. With constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. and deals constriction damage (1d4+2) as well.

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Giant crabs behave much like their smaller cousins, feeding on both plant material like algae and fungus and animal matter such as fish, seabirds, and even unwary humanoids. These are very territorial, and are less aggressive with Mr. Panina who they've frequently seen, than with intruder PC's.

### ATL 3

#### ⚔ **Advanced Giant Crab (3):**

N Medium Vermin (Aquatic)

**Init** +3 (Dex), **Senses** Perception +4

**AC** 20, touch 13, flat-footed 17; (+3 Dex, +7 natural)

**hp** 25(3d8+12)

**Fort** +7, **Ref** +4, **Will** +3

#### **Defense Abilities**

**Immune** Mind Affecting Effects; **SR** nil

**Spd** 30 ft; **Swim** 20

**Melee** 2 claws +6 (1d6+3 plus grab)

**Full Atk** 2 claws +6 (1d6+3 plus grab)

**Ranged** nil

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** Constrict (1d6+3)

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 19, **Dex** 17, **Con** 18, **Int** --, **Wis** 14, **Cha** 6

**Base Atk** +4; **CMB** +6 (+8 vs Grapple); **CMD** 19(31 vs Trip)

**Feats** nil

**Racial Modifiers** +4 Perception

**Skills** Perception +4, Swim +10

**Languages** nil

**SQ** Water Dependency

**Gear** nil

**Special Abilities** (See ATL 1)

The giant crabs came from the river during one of the infrequent floods. They have gotten larger and have posed a problem for Mr. Panina in the past 3 years by damaging his oyster cages. He thought he had gotten rid of them all a few years ago with the help of some goblins with whom he encountered.

In exchange for being left at peace, he helped the goblins make sturdy traps to better catch the crabs in both the rivers and the lakes, and for this they spared him (and shared a small portion of the meat). It was the goblins who burned down the door to the shrine, and then tried to take it by damaging the stone chain (a bad idea), which is why they never bothered the statue again.

## ATL 5

### ☞ Cloaker (3) (Manta Ray Form):

CN Large aberration

**Init** +7 (+3 Dex, Imp. Init.); **Senses** Perception +4

**AC** 19, touch 12, flat-footed 16; (+3 Dex, +7 natural, -1 Size)

**hp** 51 (6d8+24)

**Fort** +6, **Ref** +5, **Will** +7

**Defense Abilities**, nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 10 ft, Swim 40'ft

**Melee** Bite +8 Melee (1d6+5), Tail Slap +3 (1d8+2)

**Full Atk** bite +2 (1d6+1 and paralysis) and 2 claws +0 (1d3+1 and paralysis)

**Ranged** nil

**Space** 10 ft.; **Reach** 10 ft. (5ft with bite)

**Special Attacks** Engulf, Moan

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 21, **Dex** 16, **Con** 19, **Int** 14, **Wis** 15, **Cha** 14

**Base Atk** +4; **CMB** +10; **CMD** 23 (Can't be Tripped)

**Feats** Combat Reflexes, Improved Initiative, Skill Focus(Perception)

**Skills** Disguise +8 (+16 as Cloak), Knowledge(Religion) +11, Perception +14, Sense Motive +8, Stealth +5, Swim +10, (Racial Modifiers +8 to appear as a cloak, sheet, Manta Ray, or similarly shaped object or creature)

**Languages** nil

**SQ** Shadow Shift

**Gear** nil

### Special Abilities

**Engulf (Ex)** A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whip-like tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

**Moan (Ex)** A cloaker can emit an infrasonic moan as a standard action, with one of four effects.

**Fear:** All creatures in a 30-foot spread must save (**DC15, Will negates**) or become panicked for 2 rounds.

**Nausea:** All creatures in a 30-foot cone must save (**DC15, Fortitude negates**) or fall prone and be nauseated for 1d4+1 rounds.

**Stupor:** A single creature within 30 feet is affected by *hold monster* for 5 rounds (**DC15, Will negates**).

**Unnerve:** Anyone within a 60-foot spread automatically takes a -2 penalty on attack and damage rolls. Those in the area for more than 6 consecutive rounds must save (Will negates) or enter a trance, helpless until the moaning stops.

Cloakers are immune to these sonic, mind-affecting attacks. Creature that successfully save against the cloaker's fear, nausea, or unnerve moans cannot be affected by that same moan effect from that same cloaker for 24 hours.

**Shadow Shift (Su)** When in dim illumination, a cloaker can manipulate shadows as a free action to create one of three effects: *blur* (lasts 1d4 rounds, self only), *mirror image* (CL 6th), or *silent image* (DC 15, CL 6th). (Below the 10' thermocline is considered Dim Light, (due to disturbed mud and the layer above, and the cloakers will try to draw the PC's deeper if possible.)

Resembling flying manta rays with 8-foot wingspans and weighing 100 pounds, cloakers are mysterious and paranoid creatures. A cloaker's motives are hidden and confusing, and they distrust even their own kind. Their strange shape allows them to disguise themselves as a variety of cloaks, tapestries, and other mundane objects, and stories linger of cloakers that ally with other creatures, hitching a ride on their backs and aiding in their ally's protection for their own inscrutable reasons. A rare few are priests of ancient gods, leading cults of cloakers and skum. (See the end of ATL7 for explanation of why they are here.)

## ATL 7

‡ **Advanced Giant Crab (3):**  
(SEE ATL 3)

‡ **Advanced Cloaker (3) (Manta Ray Form):**

CN Large aberration

**Init** +9 (+5 Dex, Imp. Init.); **Senses** Perception +4

**AC** 23, touch 14, flat-footed 18; (+5 Dex, +9 natural, -1 Size)

**hp** 63 (6d8+36)

**Fort** +8, **Ref** +7, **Will** +9

**Defense Abilities**, nil; **DR** nil; **Immune** nil; **SR** nil

**Spd** 10 ft, Swim 40ft

**Melee** Bite +10 Melee (1d6+7), Tail Slap +5 (1d8+4)

**Full Atk** bite +4 (1d6+3 and paralysis) and 2 claws +2 (1d3+3 and paralysis)

**Ranged** nil

**Space** 10 ft.; **Reach** 10 ft. (5ft with bite)

**Special Attacks** Engulf, Moan

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 25, **Dex** 20, **Con** 23, **Int** 18, **Wis** 19, **Cha** 19

**Base Atk** +6; **CMB** +12; **CMD** 27 (Can't be Tripped)

**Feats** Combat Reflexes, Improved Initiative, Skill Focus(Perception)

**Skills** Disguise +8 (+16 as Cloak), Knowledge(Religion) +11, Perception +14, Sense Motive +8, Stealth +5, Swim +10, (Racial Modifiers +8 to appear as a cloak, sheet, Manta Ray, or similarly shaped object or creature)

**Languages** nil

**SQ** Shadow Shift

**Gear** nil

**Special Abilities**

**Engulf (Ex)** A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +6 bonus on its attack roll. It can still use its whip-like tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

**Moan (Ex)** A cloaker can emit an infrasonic moan as a standard action, with one of four effects.

**Fear:** All creatures in a 30-foot spread must save (**DC19, Will negates**) or become panicked for 2 rounds.

**Nausea:** All creatures in a 30-foot cone must save (**DC19, Fortitude negates**) or fall prone and be nauseated for 1d4+1 rounds.

**Stupor:** A single creature within 30 feet is affected by *hold monster* for 5 rounds (**DC19, Will negates**).

**Unnerve:** Anyone within a 60-foot spread automatically takes a -2 penalty on attack and damage rolls. Those in the area for more than 6 consecutive rounds must save (Will negates) or enter a trance, helpless until the moaning stops.

Cloakers are immune to these sonic, mind-affecting attacks. Creature that successfully save against the cloaker's fear, nausea, or unnerve moans cannot be affected by that same moan effect from that same cloaker for 24 hours.

**Shadow Shift (Su)** When in dim illumination, a cloaker can manipulate shadows as a free action to create one of three effects: *blur* (lasts 1d4 rounds, self only), *mirror image* (CL 8th), or *silent image* (**DC 19, CL 8th**). (Below the 10' thermocline is considered Dim Light, (due to disturbed mud and the layer above, and the cloakers will try to draw the PC's deeper if possible.)

Resembling flying manta rays with 8-foot wingspans and weighing 100 pounds, cloakers are mysterious and paranoid creatures. A cloaker's motives are hidden and confusing, and they distrust even their own kind. Their strange shape allows them to disguise themselves as a variety of cloaks, tapestries, and other mundane objects, and stories linger of cloakers that ally with other creatures, hitching a ride on their backs and aiding in their ally's protection for their own inscrutable reasons. A rare few are priests of ancient gods, leading cults of cloakers and skum.

This particular pair/group started off as a single cloaker that began observing the strange underwater human, and then observed it "worshiping" (and kissing) the statue in the shrine. For its own reasons, it has taken on the role of a priest to the statue, unaware of the statue's importance to Sahuagin. Mr. Panina has gotten used to the first one and has managed a limited amount of communication with it, but he has become quite afraid of the 'new' one(s) that recently shown up this year. He firmly believes that if not for the first one (with whom he has shared some of his oysters) the second one would have killed and eaten him easily. Mr. Panina has concluded that they have begun worshiping the statue in his shrine. They originated from the river which they use for travel.

#### **ENCOUNTER 11 – MEETING THE LIVING TZED**

If the PC's fight the cloakers (ATL 5-7) and are defeated AND captured (instead of returning to finish them off), then Mr. Panina will be able to rescue them. Simply tell the PC's that a gaunt man was able to rescue them, then start with the boxed text in the section "**IN ALL CASES AND LOCATIONS:**."

If the PC's (eventually) defeat the underwater defender. This encounter will take place when PC's are in two possible locations:

1. Underwater
2. In shallow water or on the lake shore

The PC's meet Mr. Tzedephet "Tzed" Panina, who can then tell them of his plight and of his predicament, as well as some basic information about his pearl farm. He is very thin and weak since he lives in a state of near buoyancy most of the time and only gets exercise when he has to go on land to gather additional food sources.

*Dispel Magic* will NOT reverse his condition which has become a permanent change, although he will radiate slightly transmutation magic. This residual magic is what lets him breathe, with difficulty, the normal lake water and removing that effect makes his situation worse. If *Detect Magic* is cast on him, then have the caster make a **Spellcraft DC15** check to deduce the above.

To get "Air Breathing" cast upon him from the statue, Mr. Panina grasps the statue as just as if he wants "Water Breathing" cast upon him, but also kisses the lips of the statue. The (cold) steam that issues from the statue's mouth when it is activated is what he must inhale to gain "Air Breathing.."

**Mr. Panina will adamantly turn down offers of getting the League of Thaumaturgical Study (LOTS) or the Quorum of Faith involved** in his case as **he wants the magical statue to remain secret (and safe)** from either Malenti or their often unwitting allies. He dare not sell the statue as it is what is keeping the water at depths below 10' salty since he must live in salt water. If the PC's suggest partnering with Mispar Yuan, he will be quite receptive to the idea, but it is up to the PC's to suggest this in order to conclude the module in the shortest time span.

When the PC's enquire about his pearl farming operation, please note that since Mr. Panina had given up hope of rescue, his business of producing and selling pearls is one of the furthest things from his mind. He has been solely focused on survival and on getting enough calories: raising and eating oysters, catching a few fish, etc. These food producing activities take up most of his time and energies, therefore **HE WILL NOT SUGGEST** to the PC's that he go into business with Mispar Yuan. Suggestions of selling the farm for gold will not appeal to him since he has nowhere to go and is effectively trapped at the bottom of the lake. (He can't eat gold.)

#### **THE SALTWATER BELOW 10' & THE STATUE**

**Mr. Panina will not directly mention the layer of salt water below 10' unless the PC indicate that they understand the Water Breathing power of the statue** (such as having used it to gain water breathing). His needing to live in the salty water at the bottom of the lake also means that he will be unusually resistant to suggestions of living in some other body of water; he knows that the sea is just too big and dangerous.

If PC's have not discovered the layer of saltwater and are not near the shrine (or clearly did not use the statue) then a **Sense Motive DC14** check will be all that is needed to determine that Mr. Panina is hiding something (i.e. the existence of the salt water layer, or the power of the statue to create a bottom layer of salt water). If he meets the PC's elsewhere away from lake #2 or away from the shrine, it will most likely be because they entered the water using their own resources instead of gaining water breathing from the statue. But if Mr. Panina encounters the PC's near the shrine after they have fought the defender, he will assume they figured out the statues power to grant water breathing.

If Mr. Panina does withhold information, the PC's should gain his trust through role-playing rather than simply rolling a Diplomacy skill check in order to not make the module dependent upon a single die roll. Remember, Mr. Panina has to trade off his survival vs trusting the first strangers who have come by. For example, an extremely warm welcome by the PC, generous offers of clothing and food, will go a long way to gaining his trust. Part of his reluctance to trust his rescuers is the fact that not only is the statue critical to his own survival, but it is something that he thinks the Malenti (Sahuagin) may not have given up looking for it.

**Please note, he will not offer info on the salt water layer unless PC's know about it, press him, or gain his trust.** PC's may assume that because they are aware of the layer of salt water that he will be aware of them knowing about it, but this would not be the case, so pay attention to what PC say 'in character.' In particular, PC's who meet with him but have not encountered the statue/shrine (because they went straight to searching lake #2) will definitely find that he is slightly evasive and will need successful Sense Motive checks to learn that he is 'hiding something'.

### **THE ACTUAL MEETING**

There are three ways the PC can now meet Mr. Panina, depending upon where they are. In each

case they will only be able to meet him after defeating the defender.

*CASE 1:*

**Before encountering the shrine**, but after defeating the defender early in the module.

*CASE 2:*

**After encountering the shrine**, (and defeating the defender) and on shore or in very shallow water. (Location #2)

*CASE 3:*

**After encountering the shrine**, (and defeating the defender) and under water. (Location #1)

### **CASE 1: MEETING TZED PANINA BEFORE ENCOUNTERING THE SHRINE, but after defeating the defender early in the module:**

Use either of the following two meeting locations on the next page In this case, the meeting should ideally take place in lake #3 and after the PC's have had further opportunity to search, looking at the house, or discovering the working oyster cages on the bottom, etc. Mr. Panina will naturally enquire how the PCs are able to breathe underwater, if he observes them doing so). He will not assume they have figured out the statue, but will suspect it unless he is given another reason.

### **CASE 2: UNDER WATER:**

*If the PC's end the fight and are submerged BELOW the water*

*As the fight ends, you hear a voice coming from further below in the lake. "Hello? Is someone there? Do you speak common? Speak up so I can know who you are - friend or foe?"*

If PC's call out to him and identify themselves to some basic questions (i.e. Where are you from?) or call him by his name, Mr. Panina will approach and reveal himself.

Otherwise, if they are ABOVE water then call for a perception check, and let the highest success that a human head pops briefly to the surface before disappearing again.

### **CASE 2: SHALLOW WATER OR SHORE:**

*If the PC's end the fight and are out of the water after defeating the defender.*

*As the fight ends, you briefly see what appears to be a human head wearing a tight head covering pop briefly above the water. You saw it only briefly, but you could have sworn that when it looked at you, its eyes got much bigger as if in surprise or shock.*

*You blink, staring at ripples that spread outward along the water's surface from where you saw 'something'.*

Give the PC's a chance to alert their fellows. And if PCs do not quickly dive into the water, then add

*The calm of the water is soon shattered by a figure bursting from the water about 15' away from shore. A gaunt human figure breaches the surface, exiting to almost the middle of his chest. As he descends back into the water, you see water gush downwards from his nostrils.*

#### **IN ALL CASES AND LOCATIONS:**

Mr. Panina can't really speak in air since he now breathes water, which circulates through his powerful and magically transmuted lungs which are now adapted for breathing salt water.

He will again bring his head to the surface, and wave enthusiastically to the PCs, but he will not be able to speak above water. He will try to indicate to the PC's that he wants to go to the shrine, and will signal for them to move aside for him to be able to get to it. He doesn't want them stopping him as he can't hold his watery breath for long - he's used the relatively weightless environment of being underwater and a lung full of water is extra heavy.

No matter how he first makes contact with the PC's, he will express his joy to see friendly faces.

*Appearing much older than the description you were given, Mr. Panina now is a gaunt and pale figure. While not exactly emaciated, he is tremendously thin. His narrow nose seems to protrude from his face before a short bend hooks it downward to form a sharp and narrow beak. His eyes and cheeks appear sunken and his*

*waterlogged skin seems slightly thicker than you might expect.*

*His body is covered with crudely woven materials, a collage of colors, white, green, grey, and brown, with multiple layers so as to trap water to provide a layer of warmth. His sleeves, pant leg bottoms, pant's waist, and shirt waist are drawn tight, while a tight cap covers his head. It seems that his clothing is made of tattered rags, perhaps the remnants of bed sheets that have been turned into strips that have been woven together, along with fibers taken from strips of bark or even pieces of poorly tanned alligator skin.*

*"Oh my gosh! Oh my gosh!" he says as his hands tremble. "Real people! I haven't seen anybody for twelve years! Or has it been thirteen? Maybe Fourteen? How long have I been here?"*

It has only been 10 years that he has been trapped..

Mr. Panina is so excited and full of joy and a bit exuberant. He will not question the PC's as he is too involved in 'living the moment,' and the PC's will need to question him. If their first question is a generic "What happened here?" they will get the following simple response and will need to ask more specific questions.

*"I became trapped underwater, unable to live on land anymore. I had been working more and more frequently with projects underwater. I had gotten sick, and my breathing became more difficult for weeks, but when I had the magic of Water Breathing upon me I was able to breathe underwater without the difficulty. So, I naturally spent more time on projects underwater with the oyster cages I was using. After one particularly long session, I sat to rest and fell asleep, discovering that all had gone dark upon awakening. I was rather disoriented, but imagine my surprise when I discovered it was night, and several hours past when the magic should have worn off. As I came towards the shore, I again felt the effects of my illness return, but when I raised my head above the water, I discovered that I could no longer breathe the air."*

*"I can now only use 'Air Breathing' magic three times per day, and for only two hours at a time."*

PC's may assume (in error) that because they are aware of the layer of salt water that he will be aware of them knowing about it. In particular, PC's who meet with him but have not encountered the statue/shrine (because they went straight to searching a lake bottom) will find definitely find that he is slightly evasive and will need successful **Sense Motive DC 14 Check** to learn that he is 'hiding something through omission.'

➤ **Do the oysters still have pearls in them?:**

*"I only farm them now for food. I've not taken the steps to seed them so that they will produce pearls of the best shape. I occasionally find natural pearls in them, but not like when I specifically seed them with tiny bits of broken shell."*

➤ **What do you do with the natural pearls you find when eating the oysters?:**

*"I keep them, and have promised to contribute many of them to Lucor if he would save me."*

➤ **How did you get the Statue? Why did you go to such lengths to protect it?:**

*"I bought it from some adventurers who escaped from enslavement by Sahuagin. They were captured by Sahuagin spies: Malenti."*

*"Malenti are Sahuagin with mutations; mutations so extreme (and fortunate) that they don't look like sharkmen at all, but more like sea elves, or maybe even humans. Malenti serve Sahuagin rulers as spies or assassins."*

*"I later discovered the statue's unique properties of casting Water Breathing and thought that I could somehow use this ability to make money."*

➤ **How are you getting salt water into the bottom of the lake? (If PC's HAVE discovered the bottom layer of salt water but not figured out that the statue is the cause.):**

*"The statue allows me to. It is both a blessing and a curse. It creates the environment that they can live in, and the environment that I'm now*

*chained to. And no, destroying the chains won't help, they will only hurt as they extend the magic from the statue to the water I live in so that I can continue to breathe comfortably below 10'. If the statue is below 10' or the chains that extend from it are below 10' then the statue changes the water from freshwater to saltwater. I have no idea how powerful this statue is but it has turned an enormous amount of water into freshwater. Everything below 10 feet is seawater."*

➤ **How does the statue turn water into salt water?**

*"I don't really know."*

*"Once, while hiding the statue in a village well, the villagers discovered that sometimes the well water would come out of the bucket salty. You can probably imagine my shock when I was told that the well I hid the statue in was hit with cursed magic because it sometimes produced salty water. Well, I got my statue out of there before a mage could come and cast detect magic. And when one did, I was later told by villagers, that residual magic was detected in the well."*

*"So I found another source of water and hid the statue in it and eventually figured out what had happened. The strongest clue was the fact it soon seemed that there were more and larger fish swimming in the small lake once I put the statue in there. This got me excited with the possibility of fish farming in enclosed spaces like wells, until I realized that the reason I was seeing more fish was because they were no longer swimming deep, in areas where I couldn't see them. When I entered the water and chased them, they wouldn't swim below 10' to get away. Also, the plants at the bottom were dying."*

*"Later, the idea of raising oysters inland occurred to me. I thought of a novelty item like "TRUE ROCKY MOUNTAIN" oysters, but then realized that the real money was to be made in pearls, without having to rely upon the sea."*

➤ **Can you get the pearl farm working again?:**

*"It is mostly intact. I am still raising oysters, but to eat as food."*



➤ Would you be willing to sell the farm?:

*"And where would I go? What sort of luxuries, or even basics necessities, could I go shopping for?"*

➤ How are you able to raise pearl oysters in fresh water. (If PC's have NOT discovered the bottom layer of salt water):

*He smiles brightly and says, "I have my methods. But to suffice it to say, I've solved that part."*

*He pauses for a moment and then continue, "The lakes were made by collapsing underground caverns that were created by water and already filled with the minerals hat are needed by oysters to create both shells and pearls."*

➤ What does the chain do? (If PC's are unaware of the bottom layer of salt water):

*"Although the chains aren't actually anchored to anything, you'll get a nasty shock if you try to damage the stone section. This large quantity of chain makes as good an anchor as any."*

A Sense Motive DC 14 check will indicate that the explanation seems "too simple."

➤ What does the chain do? (If PC's have discovered the bottom layer of salt water and Mr. Panina knows this, or they press him about the chains.):

*"They allow the statue to run its magic down to where it will form a layer of ocean quality sea water below 10'."*

*"I have no idea how much water this statue can change, and I was surprised that it was enough for 3 lakes. This statue is too powerful and absolutely has to be kept a secret, lest it be used for the wrong purposes for which it seems to have been designed: enslaving people underwater."*

➤ How did you make the lakes? How did you find this location to create your pearl farm?:

*"I had a divination done at the Temple of Lucor. High Priest Arbill Crythien was initially against the divination since I was asking for something so very specific."*

*"I asked for location of at least a pair of inland underground caverns set very close to the surface, but within a week's travel of Amthydor. They also needed to be partially or mostly filled with hard water. I needed mineral rich water for the oysters to form shells. All this had to be near an above ground river or stream so that I could create the lakes."*

*"Hiring a mage to conjure earth elementals to weaken the ceilings and finally collapse the roofs was the hard part; filling them with water from the nearby stream was easy."*

➤ What happened to the first lake? Why is there a swamp?:

*"The river has flooded a few times, and sediment filled the lake, turning it into a marshy swamp."*

➤ Do you think you can start your business again?:

*He pauses for a moment and says, "I struggle to survive and to just eat. I have no way of marketing, hiring, much less doing the work that needs to be done to run my old farm. I sunk my oyster processing boat to provide an underground shelter, and I'd need a new one."*

*He shrugs his shoulders.*

➤ You could start your business again with Mispar Yuan as a partner. Would this interest you?:

*He pauses for a moment, and you see that his eyes are looking straight ahead, but he isn't using them to see. They appear as little windows into his thought processes, and he soon asks with a small smile, "Do you think he would be interested?"*

Give the PCs a chance to react.

*He slowly increases the volume of his voice. "That would be AWESOME!"*

*"I could continue to work here on the farm, doing what I do best. And over time, I could make enough money to perhaps effect a permanent*

*change to my condition. Then I would simply buy something else, other than the statue, to help me breathe underwater. I could also cover the shrine and the statue with dirt and rocks, and keep the chains hidden underground. This could work SO well."*

*"Could you please talk to him for me? Act as my agent? Broker a deal?"*

This should clearly be the optimal result for the PC's.

**The PC's can now either return to Amthydor to give a report to Mispar Yuan, or search an area (House, Dock, Shrine) that they may have skipped. There will be no more traps or ambushes, but before they go, Mr. Panina will say the following if the PC's have learned of the power of the statue:**

*"You have to help me continue to keep this a secret." he pleads. "I don't want others sharing my fate, or fall so easily as slaves to the Malenti or other Sahaugin with this statue. Also, if this statue is taken, I have nowhere else to go. I'm not young enough or strong enough anymore to live in the sea. I've never told anyone about this statue or its powers. Can I get you to promise not to tell anyone else about this?"*

*"If you tell anyone else, you endanger me by putting it at risk of being stolen, or worse..."*

*"And before you go, I want to thank you and I have some gifts for you."*

He will present the PCs with a number of Mavrique pearls based on their ATL

- When the PCs are ready to report back to Mispar Yuan **GO TO Encounter 12 (page 42).**

## **ENCOUNTER 12 – REPORTING**

*Upon your return, you quickly arrange a meeting with Mispar Yuan to report to him your findings.*

Give the PC's a chance to report their findings to Mispar Yuan

PC's may betray the trust partially of either Mispar Yuan or Mr. Panina by reporting the (non-evil) statue to LOTS, The Diamond Legion, Quorum of Faith, or even the Amthydoran Navy. These organizations will of course ask more questions and for more details like location etc.

The PC's have had plenty of opportunity to learn of Mispar Yuan's multiple businesses and partnerships, so please do not lead the PC's or suggest that they form a partnership between Mr. Panina and Mispar Yuan, if they have not thought of it on their own.

If the PC's suggested to Mr. Panina that he form a partnership with Mispar Yuan, Mispar Yuan will be very agreeable to this idea and generously pay them extra for acting as brokers, which went beyond hiring them to provide an evaluation report.

If the PC's did not suggest to Mr. Panina that he form a partnership with Mispar Yuan, but upon reporting to Mispar Yuan they suggest that he offer a partnership to Mr. Panina, then Mispar Yuan will love the idea and ask the PC to return with a partnership offer. This will require the PC's to return to the pearl farm (which they may have been planning to do anyway to give Mr. Panina additional supplies). Mispar Yuan will generously pay them extra for acting as brokers, which went beyond hiring them to provide an evaluation report.

If the PC's do not make the suggestion of a partnership with Mr. Panina, Mispar Yuan will only pay them the extra 'Hazard Pay.'

*However, if for some reason the PC's never met Mr. Panina and didn't fight the underwater defender, but did encounter the goblins in the goblin ambush or encountered the venomous snakes, but did not get bitten by them, then Mispar Yuan will be a bit skeptical if the PC's claim this was a true hazard worthy of a bonus for such fine,*

accomplished adventurers. Nevertheless, he WILL pay them both the base pay and the 'hazard pay'.

It is possible that the PC may choose to not tell Mispar Yuan about either the layer of salt water or about the statue, but rather report that the farm is viable and that Mr. Panina is in dire straits even though the farm could be made operational again. If so, Mispar Yuan will let the PC's know that he plans to visit Mr. Panina to learn more.

**NOTE:**

If the PC's tell Mispar Yuan about the statue and do not make any statement about whether it is of 'evil' nature, he will inquire or ask *"Is it evil?"* (It is not.) If the PC's do not know, he will immediately decide to investigate further, because if it isn't evil and the word gets out that it is, then this could compromise the entire business opportunity. Therefore, he will ask that they speak of the statue to no one until he can find out, and he will sincerely promise to report it immediately to High Priest Arbill Crythien who will report it to the Quorum of Faith. He will assure the PC's that he will have this taken care of it personally.

If the PC's beat the underwater defender and find Mr. Panina and don't report the statue to either LOTS, Diamond Legion, Quorum of the Faith, or any other Meta-Org or significant/notable figure, then use "**Conclusion A**."

If the PC's beat the underwater defender and find Mr. Panina, and then report the statue to either LOTS, Diamond Legion, Quorum of the Faith, or any other Meta-Org or significant/notable figure, then use "**Conclusion B**."

If the PC's fail to find and meet with Mr. Panina, then use "**Conclusion C**."

**CONCLUSION A**

For PC's who successfully concluded the module by discovering Mr. Panina alive, but do not report the statue to either LOTS, Diamond Legion, Quorum of the Faith, or any other Meta-Org or significant/notable figure.

*"A very successful adventure indeed," you think to yourself, "A most unusual business."*

*You pull from your pocket a small note that you received at breakfast this morning. It reads:*

*"Dear Sir/(Miss),*

*I recently spoke with Mispar Yuan who recommended to me your services. It is quite possible that as early as next week, or possibly by the end of the month I will require your services."*

*Alas, the signature is a bit smudged from breakfast, where either your beverage, or someone else's, had managed a small splash that has caused the ink to run making the signature illegible.*

*You think to yourself that if the person or persons who sent this message are half as successful as you have been recently, then surely they will be in contact within the next 48 hours.*

*And with that pleasant thought you go about your errands in the city of Amthydor, just in case you are quickly called upon again by her inhabitants.*

*It is truly a very good morning.*

**CONCLUSION B**

If the PC's report the statue to either LOTS, Diamond Legion, Quorum of the Faith, or any other Meta-Org or significant/notable figure, then conclusion B will occur.

*Two days later you receive a note from Mispar Yuan.*

*"Dear (PC'S NAME),*

*I have learned that a key piece, a professional secret you might say, of the business of running the pearl farm has been offered to others. There are very few individuals who could know this information, and since it did not come from me, I*

*have investigated and learned that one of you has divulged this important piece of information.*

*Alas, it pains me to say that despite your hard and impressive work, I will not be likely to be calling upon you or your friends in the future. At least not until I know for a fact which one of you divulged this privileged information. Since I'm not 100% sure which one of you divulged this proprietary information, I am forced to treat it as if you were the culprit. Until such a time as you can show me that it was not you, or which of your companions is the guilty party, I will not be able to call upon your services again."*

*Mispar Yuan*

### **CONCLUSION C**

If the PC's fail to find and meet with Mr. Panina, conclusion C will occur.

*You retire to bed for the night, knowing that you have accomplished another minor adventure, but you have this nagging feeling that there was more, something overlooked. You toss and turn and do not get a proper rest, but in the morning you figure 'another day, another bountiful opportunity.'*

### **THUS ENDS "BUSINESS AS UNUSUAL"**

#### **TIME UNIT COST:**

If the PC's travel back to Amthydor and return to get healed or to have ability scores restored, then add 5TU for each trip. Also add one TU for each day beyond the first that the PC's rest to heal ability damage from any encounter with the venomous snakes.

1. PC's find nothing, or are defeated by the defender, and do not try again, or don't have much of significance to report to Mispar Yuan (5TU). At ATL 5-7, if the PC's are beaten and captured by the

cloakers, it will be an additional 10 TU before Mr. Panina can rescue them.

2. PC's find/save Mr. Panina, but do not suggest a partnership to either him or to Mispar Yuan when they report back to Mispar Yuan. (5TU)

3. PC's find/save Mr. Panina and suggest to him a partnership with Mispar Yuan BEFORE reporting back to Mispar Yuan. (5TU)

4. PC's find/save Mr. Panina, but do not suggest a partnership to him, and then report back to Mispar Yuan with whom they do suggest he form a partnership with Mr. Panina. (This will require extra TU to end the module as the PC's will need to go back to the farm and (easily) 'broker' the deal with Mr. Panina. (10 TU)

PCS WHO SUCCESSFULLY COMPLETE THE MODULE AND GAIN MR. PANINA'S TRUST AND ACT AS AGENTS FOR EITHER SIDE WILL LEARN THE FULL STORY. FEEL FREE TO HAND THE ADVENTURE BACKGROUND FOUND AT THE START OF THIS MODULE TO THE PLAYERS IF THIS CASE IS MET.

## EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7
<b>Module Experience</b>	<b>600</b>	<b>850</b>	<b>1200</b>	<b>1800</b>
Roleplaying XP Bonus	50	50	100	100
<b>Module Experience</b>	<b>650</b>	<b>900</b>	<b>1300</b>	<b>1900</b>

Experience earned is based on the Average Table Level (ATL), and no PC received experience greater than the ATL at which the adventure was run. However, the maximum experience a specific PC can earn is also limited to the next higher ATL above his “personal ATL” level (his character level rounded up to the nearest odd number). For example: a 3rd level PC plays at the same table with high-level players and the group comes out to be an ATL 9. The maximum amount of experience the 3rd level PC can earn would be based on ATL 5, but a 6th level PC (personal ATL 7) would earn XP based on ATL 9. With such a disparaging range of experience earned from 1st all the way to 19th levels, this is the only way to make sure that low-level PCs don't earn experience too quickly.

## TREASURE SUMMARY

Treasure earned (other than gold) is based on the PC's level, not the Average Table Level (ATL) at which the PC played or received experience. For example: a 3rd level PC plays at the same table with high-level players and the group comes out to be an ATL 9. The maximum amount of treasure the 3rd level PC can earn would be based on ATL 3, and a 6th level PC would earn treasure based on ATL 7. With such a disparaging range of magic available, this is the only way to make sure that low-level PCs don't become too powerful too quickly so as not to overpower a table of their peers.

### **Encounter 9**

- **The Statues Gift (1 per PC)** , A residual effect of using the statue to gain water breathing will grant this character the effect that all potions of underwater breathing will last twice as long. Furthermore, it will also extend the amount of time that a PC can spend underwater before drowning by 50%. This cert is only good for a one year and causes the PC to bear a faint magic aura of transmutation if *detect magic* is cast upon him or her; it will also give Sahaugin +4 on perception rolls and sense motive rolls against the character. A *dispel magic* spell will remove the effect of the statues gift, but a *remove curse* will not.

This appears to be a large pearl covered with 20 small, glowing dots that move about its surface. Similar to a *Brooch of Shielding*, it can absorb magic missiles of the sort generated by the spell or spell-like ability. It can absorb up to 20 points of damage from magic missiles before it all 20 points of light fade from it. For each point of damage prevented, a corresponding point of light will disappear. Unlike a *Brooch of Shielding*, this item need only be carried in the pocket. (Faint abjuration; CL 1st; Craft Wondrous Items, shield; Value: 150 gp each, Size: Tiny, Tradable: Yes, Rarity: Uncommon, Legality: Legal)

- [ATL 1] 3 Mavrique pearls worth 100 GP each
- [ATL 3] 6 Mavrique pearls worth 150 GP each
- [ATL 5] 20 Mavrique pearls worth 100 GP each
- [ATL 7] 30 Mavrique pearls worth 100 GP each

### **Encounter 11**

[All ATL's if the PC's defeat the underwater defenders.]

- **Pearl of Shielding, (One pearl at ATLs 1 &3, 2 pearls at ATL 5, 3 pearls at ATL 7)**

- **Favor of Mr. Tzedephet "Tzed" Panina.** "Tzed" can be encouraged to accompany the adventurer on an underwater investigation of a sunken wreck or the recovery of an object which has fallen into the sea. He will not spend more than a day (8 hours) doing so and will not accompany the PC while adventuring; there must be a defined locale determined beforehand. He will only do a **single** 'rescue or recover dive,' or accompany one or more underwater PCs on a single dive when searching a single underwater location. Using the cert in this manner will void the cert. Among other things, he will add +12 to the search.
- **Pearl, Breath Crisis,** This tiny pearly sphere speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 150 feet that he can see and to which he has line of effect. If the target fails a DC 14 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target is affected as if by crisis of breath for 5 minutes. The use destroys the item. (ML 3rd; Value: 750 gp, Tradable: Yes, Rarity: Uncommon, Legality: Legal).
- **Pearl Necklace of Fireballs (Type I),** (CL 10; Value: 1,650 gp, Size: Tiny, Tradable: Yes, Rarity: Common, Legality: Legal).
- **"Seaboss Boots"** (Cursed Boots Of Swimming - CBOS) These boots, once worn, become attuned to the wearer and won't come off a living person unless a remove curse is cast at 15th level. Once a remove curse is cast, the wearer may remove them and don them freely. If they are then worn by another character, the curse reactivates. The NPC cost to cast this remove curse is 900 gp, and should be noted below by the gamemaster. This curse may be permanently removed with the casting of limited wish, wish, or miracle, if arranged through LSJ senior campaign staff. The value of these boots increases to 5,000 gp if the curse is permanently removed.

These 2lb boots have a very large and unwieldy webbed 'boot toe' at the front. While wearing these

boots, the PC gains a swim speed of 50' and +5 to his Swim check. However, on land, the PC may not walk or run faster than a speed of 10' regardless of magical enhancements, spells, or powers used.?

Additionally, the PC may wring out the boots and get half its weight (1lb) in pure water five times per day. These cursed boots require five times the boots weight in water daily (to be primed daily and consumed by the boots themselves) for this effect to function. Once primed, and used on land, the boots make a squishing noise when used. The effect of this is a -5 to the characters Stealth checks. Putting the boots on is a standard action. Remove Curse; \_\_\_\_\_ Gamemaster (CL 1; Value: 0 gp, Tradable: Yes, Rarity: Rare, Legality: Legal).

### Encounter 12

- 50gp each from Mispar Yuan, and another 50 per ATL for "hazard pay."
- If the PC's were defeated (and did not get the pearls from encounter 11, then if they broker a deal between Mispar Yuan and Mr. Panina they will get those pearls from here instead. Under no circumstances will they get them from both places.
- **Notice of Mispar Yuan (1 per PC),** The successful entrepreneur and possibly influential member of the Merchants Guild "Mispar Yuan" has taken notice of you. He will remember you in the future and will be inclined to hire you again
- **Ambivalence of Mispar Yuan (1 per PC),** Since someone in your group has told someone influential about the statue, and because Mispar Yuan is not sure exactly who has betrayed both his and Mr. "Tzed" Panina's trust, he is disinclined to request your services in the future. For helping Mr. Panina, High Priest Arbill Crythien of Temple Lucor is willing to cast a "Zone of Truth" at half price to clear your name and reputation with Mispar Yuan. If this second check box  (indicating that you were the one who blabbed and endangered both Mr. "Tzed" Panina safety and Mispar Yuan's business venture) is not marked then this cert will be voided once you've

shown your innocence. However, if you were the one who told others, then this cert cannot be voided by any means.

- **Disfavor of Mispar Yuan,** You have admitted that you were a person who spoke to the authorities about the statue. While he will appreciate your candor, Mispar Yuan will not be impressed with your 'reasoning' for doing so. If this PC has the "**Favor of Mr. Tzedephet "Tzed" Panina**" then that cert must immediately be voided.

# PLAYER HANDOUT #1

Pass out the checklist and have the players check the events in which his/her PC had participated.  
 Collected the filled out forms and tabulate them on **GM PLAY AID #1**.

<p>PC Name _____</p> <p>Player Name _____</p> <p><input type="checkbox"/> LSJ01 “Merchants”</p> <p><input type="checkbox"/> LSJ02 “Temples”</p> <p><input type="checkbox"/> LSJ03 “Nobles”</p> <p><input type="checkbox"/> LSJ65 “Helping Hands”</p> <p><input type="checkbox"/> LSJINT05 “Divine Favors”</p>	<p>PC Name _____</p> <p>Player Name _____</p> <p><input type="checkbox"/> LSJ01 “Merchants”</p> <p><input type="checkbox"/> LSJ02 “Temples”</p> <p><input type="checkbox"/> LSJ03 “Nobles”</p> <p><input type="checkbox"/> LSJ65 “Helping Hands”</p> <p><input type="checkbox"/> LSJINT05 “Divine Favors”</p>
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## **PLAYER HANDOUT #2**

*I have received your name as coming strongly recommended by some professional acquaintances, and I would be very interested in discussing an opportunity with you and your fellows. It would take you only a short distance outside Amthydor.*

*Therefore, if you are interested in a brief employment opportunity for the benefit of Amthydor and her merchants, please meet me at the Jade Palace the first bell after high noon. I have an appointment prior to our meeting and I apologize in advance if I am late.*

*Sincerely,  
Mispar Yuan*

---

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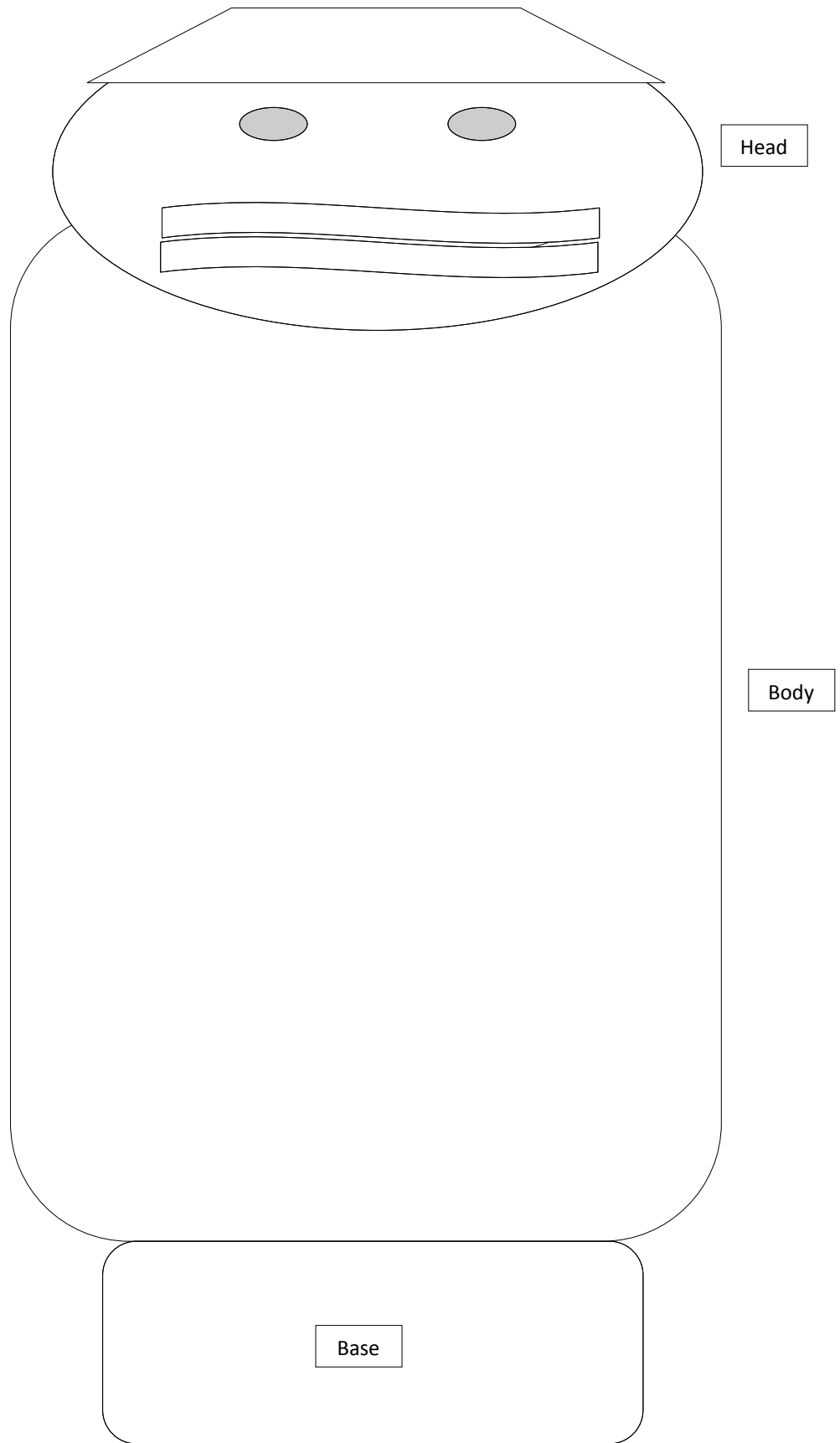
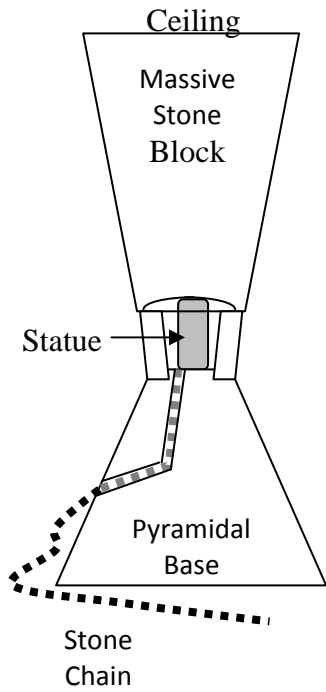
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Mispar Yuan*

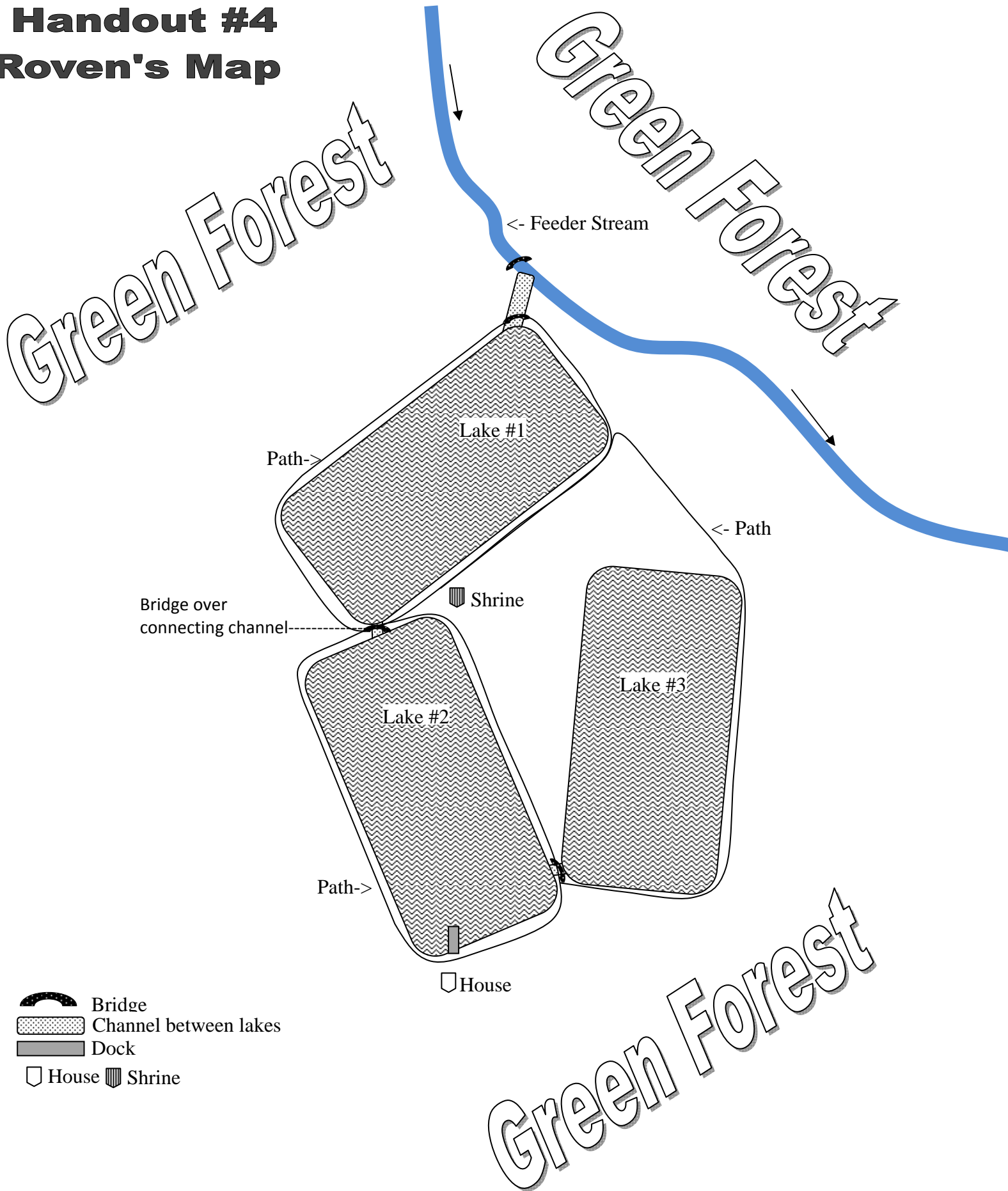
# Handout #3

## The Statue



Roven Luek's hand drawn diagrams.

# Handout #4 Roven's Map

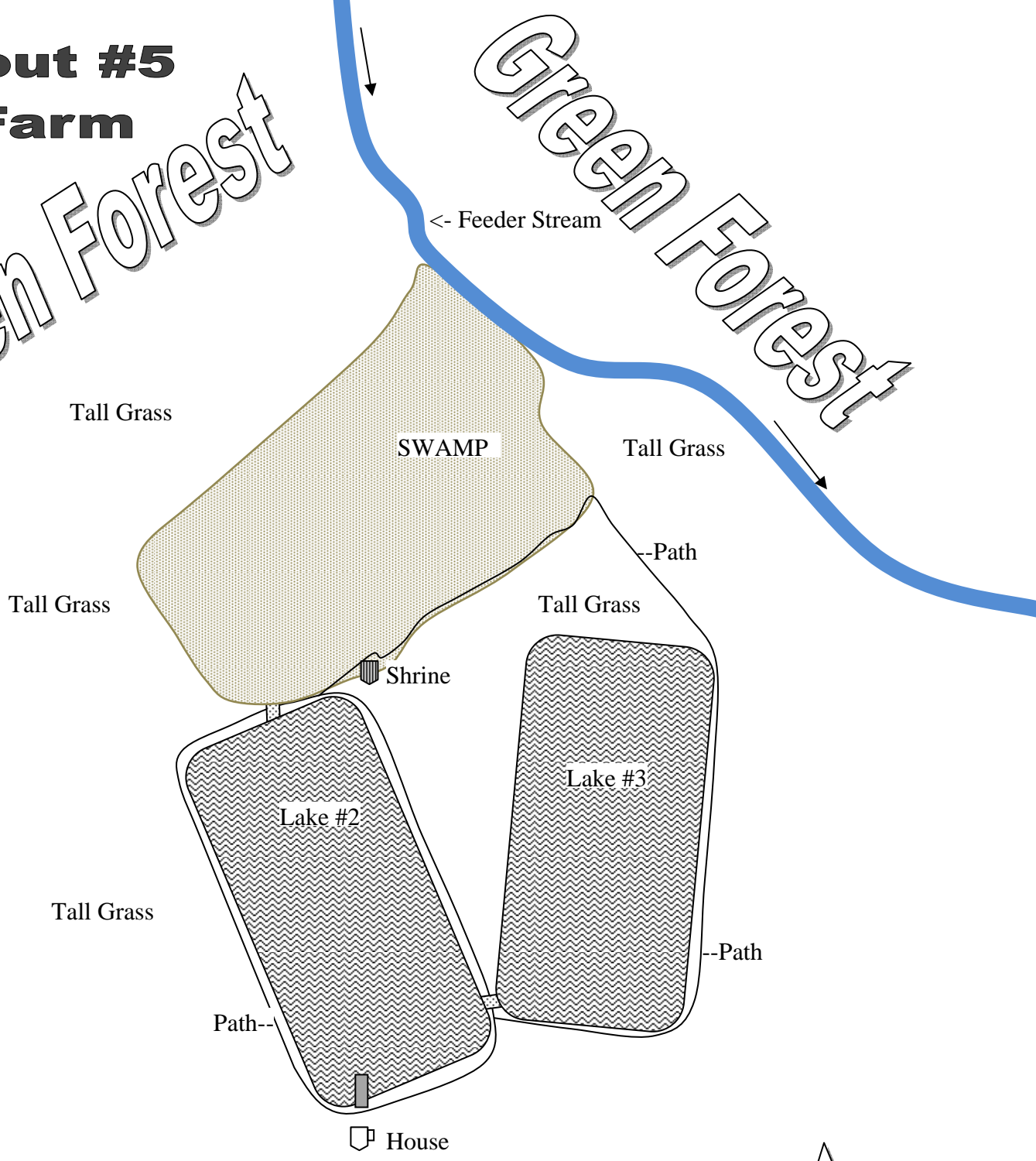


# Handout #5

## The Farm

Green Forest

Green Forest

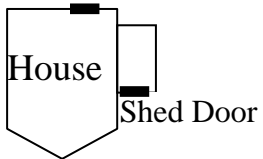


 Channel between lakes

 Dock

 House  Shrine

Front Door

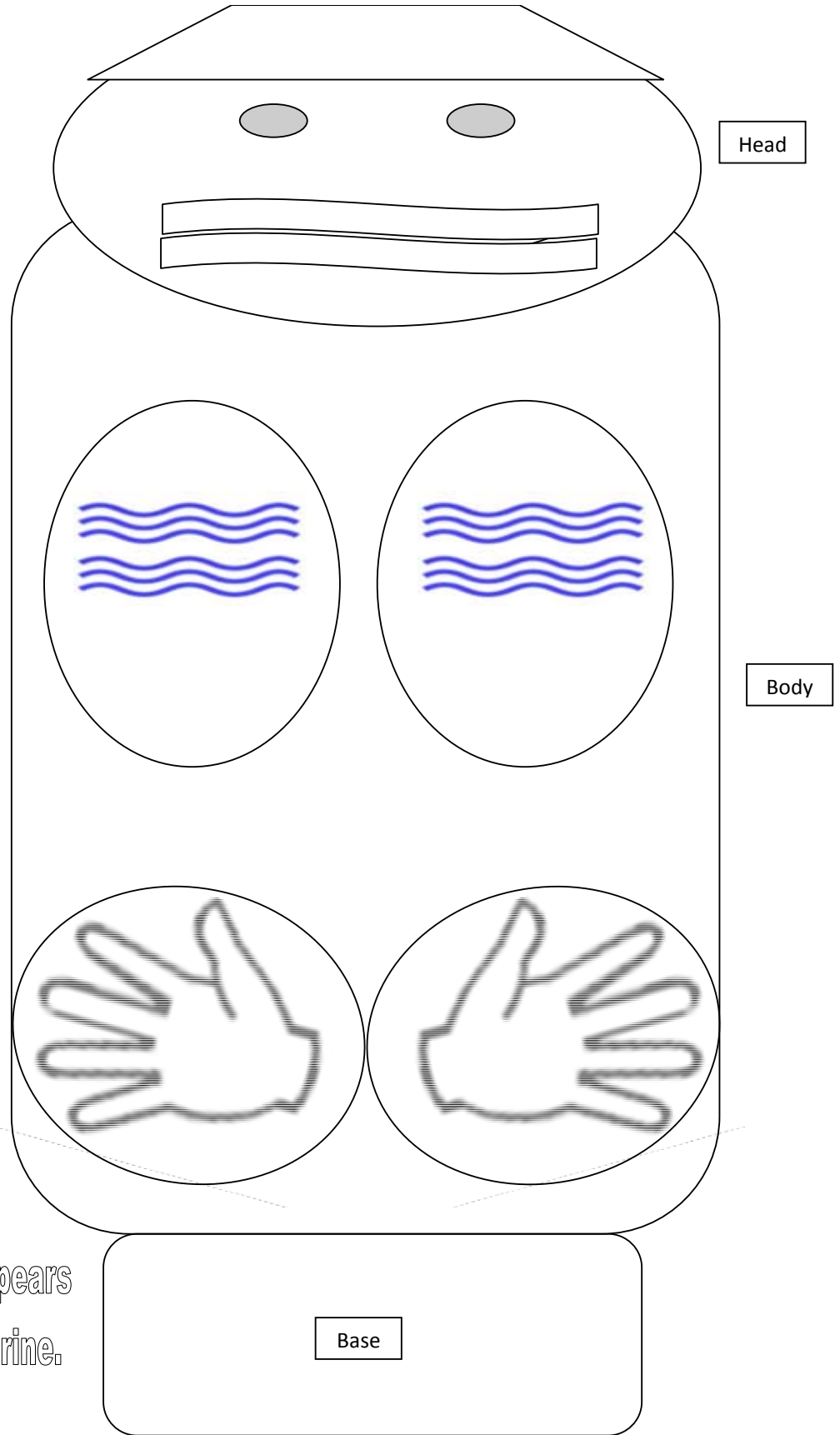
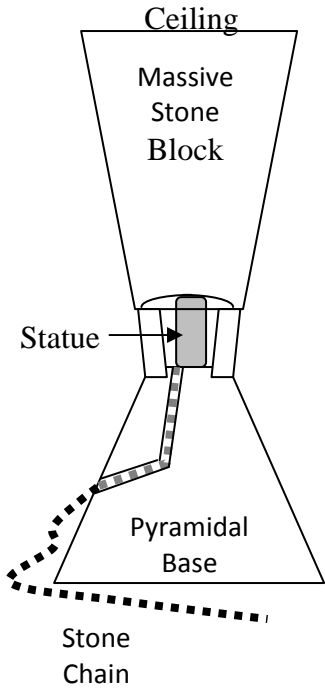


↑  
PC's Enter  
HERE

Green Forest

# Handout #6

## The Statue



This is how the statue appears when the PC visit the shrine.

# Player Handout #7

## Divination

*He was starving.*

*He is in a boat.*

*He will return to his element.*

*High Priest Arbill Crythien  
Temple Of Lucor*

*Arbill Crythien*

## **PLAYER HANDOUT #8**

Lucor went unheard from for a long period of time. In his absence, Illudra played a practical joke by acting as Lucor and ordered all Lucor temples to be sold throughout all of Raia. During this time the high priest had personal problems which stemmed from this seeming betrayal.

The idea of selling all the temples was so appalling to High Priest Arbill Crythien that he went mad and had to be cared for in a sanitarium. He apparently was unable to cope with the betrayal of the deity to whom he had dedicated so much of his life. Upon Lucor's official return, Arbill made a full recovery and has since resumed his duties.



# GM Appendix 1: Lake Information

Mr. Panina had three lakes made by divining the location of several underground caves that were both close to the surface and close to a water source, and then collapsing them to form the 3 'manmade' lakes on his farm. These caves were already partially flooded, and the underground water from below the water table is the source of calcium (from limestone) for the oysters and their pearls. Roven's map indicates that the water source for the lakes is only from a stream with a bridge; however this bridge was flooded out several years ago in the same flood that helped fill up lake #1 with sediment so that turned into a marshy swamp that is 2-4' deep in many places. In the swamp there is no salt water layer (or thermocline) and therefore no magic can be detected.

Water coming from the swamp to lake #2 passes over a 4' waterfall, and this water is very rich in organics (decaying plant matter and living algae), which leads to very murky water which is trapped in the top 10' layer of freshwater of the other two lakes. Water flows from the swamp, and then from the swamp to the other two lakes via 'channels.' The channel exiting from the swamp has partially collapsed and turned into a 4' waterfall. The lakes are connected to each other, in order (1-2-3) on the map, through these channels.

**Most of the lake shore is muddy slopes with areas of plenty of reeds and brush.** Once under water, the muddy slopes eventually come to rocky cliffs that can appear between 12'-30' feet below the water surface. At the bottom of these 'cliffs' are the large rocks on the lake bottom that were once a part of the caverns roofs. These rocky walls and the shelf edges at the tops of the cliffs will not be noticeable from the surface as **visibility is only 8-9'** and when peering over the cliffs to the water below, it may look like 'it goes on forever', but this is an illusion since the water is very murky from the runoff from the swamp that was lake #1.

## Thermocline:

PCs who enter and try to swim deeper to 10' or more will discover a "**Thermocline**" which is

where the salt water starts. A "Thermocline" is the region in a thermally stratified body of water which separates warmer surface water from cold deep water and in which temperature decreases rapidly with depth. PCs under water cannot see that the water changes from fresh to salt water, and the thermocline is something that an experienced swimmer should already be familiar with.

Therefore a **Swim DC 10** check or a **Knowledge(Nature) DC 14** check of will be enough to inform him what the very cold water represents. If he fails, and communicates his findings, allow the other PCs checks as well to figure out why the water becomes so cold at that level.

PCs cannot 'see' or 'feel' (other than temperature) that the water below 10' is actually salt water. PCs who try shouting or speaking with their heads below 10' might discover the strong taste of salt. Otherwise, PC who return to the surface would not notice that he had been in salt water as the water above him would wash it off. PCs who comment that they 'spit out water' when they exit the water are assumed to have gotten the mouthful from near the surface unless there was a specific reason otherwise.

## Above the thermocline:

This top 10' layer is much warmer than might be expected due the large amount of suspended material in the water from the swamp runoff; this material is able to absorb the sun's rays and the heat is trapped in the top 10' layer. This top layer is very rich organic life, with lots of fish eating the plankton or plants, and lots of larger fish eating those. Most of the fish do not go below the thermocline into the salt water, so PCs who look for it will notice a large fish population. Creatures (mostly animals and predatory birds) hunt fish in the lakes, so it should not be hard to find indications of this. (Lots of hawks, birds diving for fish, etc.)

## Below the thermocline:

Below 10' the visibility is actually clearer, but it will still be difficult to see a normal distance underwater. Although the large population of oysters are always clearing/filtering the water below the 10' level, there is still plenty of suspended material while the thick layer above the thermocline blocks out the sun; so treat areas below as 'dim light.' (Concealment and 20% miss chance.) **Vision below the thermocline should be limited to 15' or 20' while darkvision will be limited to up to 25' (at times of better clarity, but a standard of 20' is preferable).**

Furthermore, by breaking the thermocline PCs will be introducing material from above, although this shouldn't be noticeable in the darker water.

#### Oyster Cages.

Due to the low visibility, it will not be evident that there are oyster cages scattered about at the 15' (or deeper up to 30' deep) level. Mr. Panina uses them for food, but he doesn't 'seed' them with the irritants that cause pearls to be formed. Plenty of oyster shells can be found on the bottom of the lake, however **adventurers will find one (or more) discarded oyster shells anywhere and at any time they roll a natural 20 on a perception check in any location near the lakes.**

Exploring the lakes (Aprx. 400' Long, 200' wide). If PC have has not yet visited the shrine and gained *Water Breathing*, then it is unlikely they will all enter the water without it to encounter the defender that Mr. Panina put in the water to protect his oyster farm. Nevertheless, it is possible that they have another source of *Water Breathing*, so if they do manage to meet and defeat the guardian soon after arriving at the farm, you may choose to let them discover (by searching the 'other' lake) that Mr. Panina is actually living in that lake in his large sunken work boat. (He intentionally sunk in order to use as a house at the cold bottom of the lake.) And instead of finding him there, the houseboat should be empty so as to allow the PCs time to look around the farm. In this case, have Mr. Panina 'discover' them walking on the lake shore at some point, and when Mr. Panina discovers them this way, he will not be able to breathe air, which will make for an interesting situation until he can

get to the shrine so that he can breathe air and speak easily for two hours.

#### **PCs who enter the water from the shore, should roll Perception checks:**

**DC 16 or higher:** PC will notice that there the plant life underwater changes at the 10' level. When and if the PC investigates to this depth he will notice the thermocline, which will probably seem like a reasonable explanation. See the above to for the description of a thermocline. Otherwise, there is nothing distinguishable about the plants, but a Knowledge( Nature) check of DC 20 will discover that the plant is not actually a freshwater plant

**DC 12 or higher** (and it is the first time the PCs enter the water and put their heads under to search): PC will notice a cloud of bottom mud deeper down the slope, leading off into the murky water below. The mud cloud appears as it something has disturbed the lake bottom, possibly something 'large' (and ominous).

PCs that take plant life from below 10' will not initially notice any unique smell, until it begins to dry out, or until they actually chew on the plant (very salty and bitter).

#### The Channels:

The 15' deep channel between lake #2 and #3 has walls made out of square stone bricks that comes from the rock of the collapsed caverns. The bottom cannot be seen from above the water as visibility is only 8-9'. The walls of this channel are in good repair, despite the fact that one might expect that the reeds and plants on the water's edge would begun to damage the walls over the years.

The walls of the channel exiting the swamp have collapsed, and some of the stone bricks have been taken by Mr. Panina to repair the other channel between lakes #2 & #3. The channel between the swamp and lake #2 used to be much deeper, but is now only 8' deep near where it enters into lake #2. The bottom of this channel CAN be seen.

As Mr. Panina keeps the channel between #2 and #3 in good repair; there will be no indication of any plant life along these stone brick walls below the water line. Nevertheless, above the water line there are heavy reeds and bushes. The stone brick walls are rough enough in places and sloped enough that even those in heavy armor can climb out. No PC should drown from falling into the channels, even with heavy armor.

There is almost no information to be gathered on Mr. Tzedephet "Tzed" Panina, and all of it will come from other merchants. Some information can be gathered on Mispar Yuan who generally keeps a low profile and chooses not to advertise his success. Gathering information takes d4 hours per subject.

As information is put together from multiple sources, then no matter what the final number of the their roll is, make sure to also give them the results from the lower DC's first (to represent that they gain more and more information as they begin to inquire around).

## GM Appendix 2 – Rumors & Information Gathering

There is almost no information to be gathered on Mr. Tzedephet "Tzed" Panina, and all of it will come from other merchants. Some information can be gathered on Mispar Yuan who generally keeps a low profile and chooses not to advertise his success. Gathering information takes d4 hours per subject.

As information is put together from multiple sources, then no matter what the final number of the their roll is, make sure to also give them the results from the lower DC's first (to represent that they gain more and more information as they begin to inquire around).

### Mispar Yuan DC 12

1. Mispar Yuan has significant influence in the Merchants Guild. (Rumor - Partially True)
2. Mispar Yuan fakes frugality but lives behind closed doors in opulence. (Rumor - False)
3. Mispar Yuan almost never attends big events or parties, even those of either nobles or business partners. (Fact)

### DC 16

1. Mispar Yuan has had numerous business successes, but prefers to let other run the business and let them take the credit. He owns the booths that make the fluffy and airy "cloud candy" that both children and adults love during city wide holidays. (Fact)
2. Mispar Yuan has never had a 'normal' business venture. They've always been very strange businesses, and they've always succeeded when he's taken a personal involvement in establishing it. (Rumor - Mostly True)
3. Mispar Yuan has attended several celebratory and social events at the Temple of Lucor, but never stayed for long. (Rumor - True)

### DC 20

1. Mispar Yuan has more than 5 different businesses. The most well known ones are the

custom scaffolding, and the booths that make the fluffy and airy "Cloud candy" that both children and adults love during city wide holidays, or at the parties that the nobles throw for one another. (Rumor - True)

2. Mispar Yuan is a member in good standing in the merchants guild, and has been a key person in helping a merchant make changes to their business to get out of a downward spiral. (Rumor - True)

### Mr. Panina DC 15

1. **Merchant:** "Mr. Panina must have been looking for 'investors' and finally run out of real pearls. No one can farm pearl oysters in fresh water." (Rumor - False)

2. **Merchant:** Mr. Panina was not a citizen of Amthydor. Although he eventually lost his accent. I think he may have been from the western part of Vanyr, across the Tasman Sea. (Rumor - True)

DC 18 (Comes only from other merchants.)

1. **Merchant:** Mr. Panina was very discreet, and didn't advertise his farm. He only told those who would be legitimate buyers. (Fact)
2. **Merchant:** Mr. Panina was a follower of Lucor, as well as a significant donor. (Fact)

### Roven Luek DC 13

1. He has been a merchant in good standing in Amthydor since he was an assistant to another merchant. His former mentor died at an early age due to illness. Roven received backing from some of his mentors former customers to create his own store. (Fact)
2. He has been seen at the temple of Lucor, on several occasions. (Rumor - True)
3. In the back room of his shop he has a mini-shrine to Lucor. While not unheard of, having an actual shrine in ones store is slightly unusual, except by the very devout. It could also mean that he's very thankful, or in deep trouble. (Fact - True)

## GM Appendix 3: Aquatic Terrain Rules

Aquatic terrain is the least hospitable to most PCs, because they can't breathe there. Aquatic terrain doesn't offer the variety that land terrain does, and a lake bed is usually formed of rocks and silt (mud).

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

**Stealth and Detection Underwater:** How far you can see underwater depends on the water's clarity. As a guideline, creatures can see 4d8×10 feet if the water is clear, and 1d8×10 feet if it's murky. Moving water is always murky, unless it's in a particularly large, slow-moving river. Because the lake water of Mr. Panina's farm is runoff from a swamp, there is considerably more organic matter in the water, and this matter is generally trapped in the top 10'. Therefore, for lake #1 and Lake #2, visibility is only 8-9' in the top 10' layer of water and 15' below the 10' level. Below 10', give a bonus to races with low light vision since part of the visibility restriction is that less light comes through the top 10' layer of water.

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

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

**Water Pressure:** In the LSJ campaign, magic that allows *water breathing* also is assumed to confer limited protection against the hazards of water pressure. Multiply the caster level of the spell, ability, or item times fifty feet to determine the depth to which the subject is protected..

### Underwater Combat

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

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

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

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

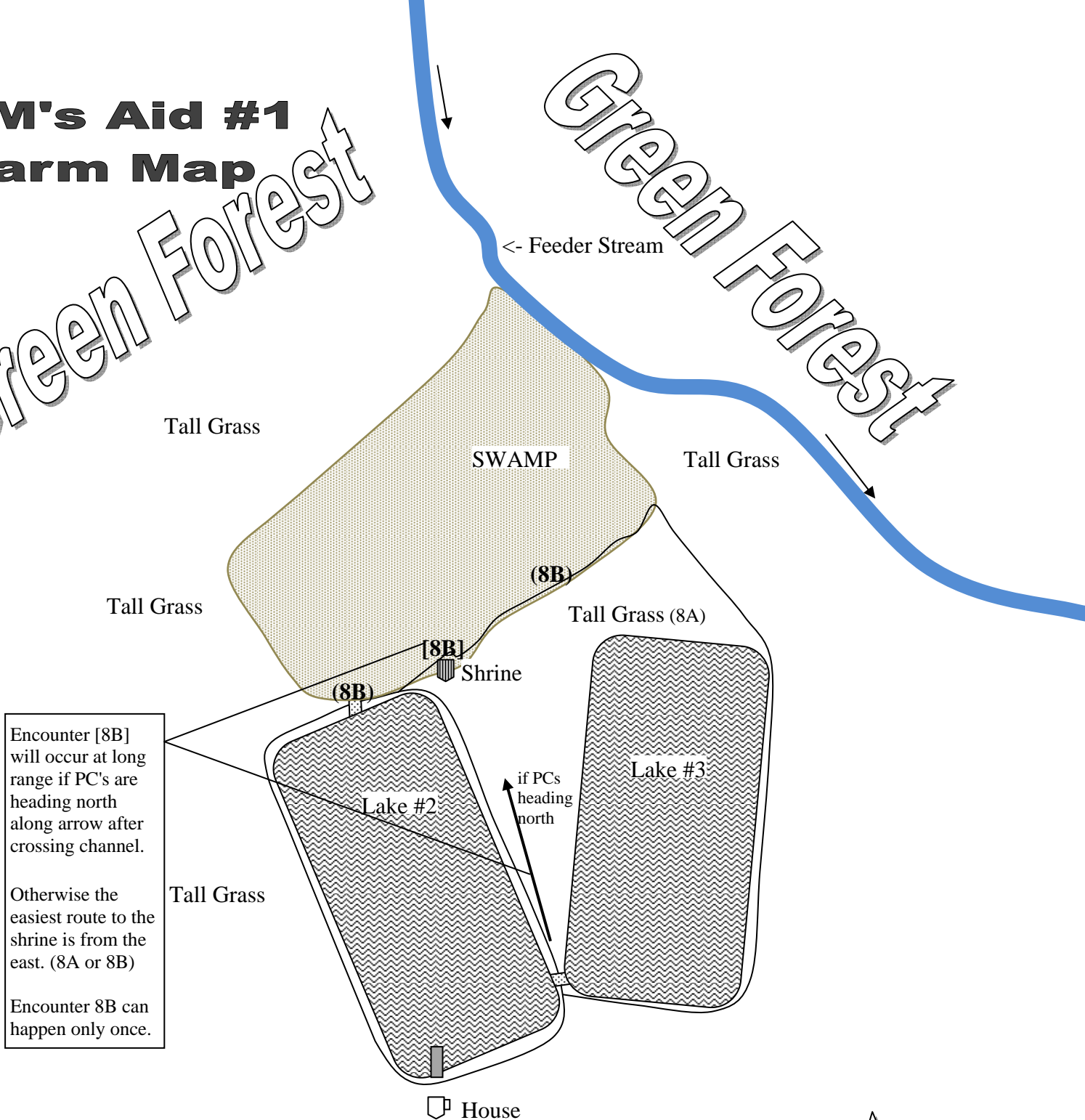
**Table: Combat Adjustments Underwater**







Attack/Damage				
Condition	Slashing or Bludgeoning	Tail	Movement	Off Balance? <sup>4</sup>
<i>Freedom of movement</i>	normal/normal	normal/normal	normal	No
Has a swim speed	-2/half	Normal	normal	No
Successful Swim check	-2/half <sup>1</sup>	-2/half	quarter or half <sup>2</sup>	No
Firm footing <sup>3</sup>	-2/half	-2/half	half	No
None of the above	-2/half	-2/half	normal	Yes
1 A creature without a <i>freedom of movement</i> effects or a swim speed makes grapple checks underwater at a -2 penalty, but deals damage normally when grappling.				
2 A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.				
3 Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down—at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.				
4 Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armor Class, and opponents gain a +2 bonus on attacks against it.				

# DM's Aid #1 Farm Map

Green Forest

Green Forest



 Channel between lakes  
 Dock  
 House  Shrine  
 Front Door  
 House  
 Shed Door  


Green Forest

# CRITICAL EVENT SUMMARY: BUSINESS AS UNUSUAL

Convention: \_\_\_\_\_ Date: \_\_\_\_\_

1. Did the heroes figure on their own that there was a layer of salt water below 10' in the two lakes?        Yes    No

2. If the answer to #1 above is "No," then did they learn from Mr. Panina that there was a layer of salt water below 10' in the two lakes?        Yes    No

3. Did the heroes figure out that how to gain Water Breathing from the statue?    Yes    No

4. Did the heroes defeat the underwater defender?        Yes    No

5. If the answer to #4 above is "No" is it because the table ran out of time to finish the module?

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6. Who did the PC's first suggest a partnership to and therefore become an agent of?

        Mispar Yuan                  Mr. Panina                  Neither

7. Did heroes visit the temple of Lucor?    Yes    No

8. If "Yes" to the above, did any PC already have the "Favor of Lucor" (and all the PC's get a chance to try the "Cloud Candy?")        Yes    No

9. Did any PC's get bit by a snake.        Yes    No

10. How many PC's were bitten by the snakes.

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**



## ROSTER OF HEROES: BUSINESS AS UNUSUAL

**Judge Name:** \_\_\_\_\_

**Convention:** \_\_\_\_\_ **Date:** \_\_\_\_\_

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:



## 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 Pathfinder RPG Core Rulebook.

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.

\* 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.

Available Potions / Scrolls	Scroll Price A / D	Potion Price
<i>Cure light wounds</i> (potion)	50 / 25	50
<i>Endure elements</i> (potion)	NA / 25	50
<i>Mage armor</i> (potion)	NA / NA	50
<i>Magic fang</i> (potion)	NA / 25	50
<i>Magic weapon</i> (oil)	NA / 25	50
<i>Protection from XX*</i> (potion)	NA / 25	50
<i>Remove fear</i> (potion)	NA / 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)	NA / 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)	NA / 150	300
<i>Cure serious wounds</i> (potion)	525 / 375	750
<i>Magic circle against XX*</i> (potion)	NA / 375	750
<i>Neutralize poison</i> (potion)	1000 / 375	750
<i>Remove blindness/deafness</i> (potion)	NA / 375	750
<i>Remove curse</i> (potion)	NA / 375	750
<i>Remove disease</i> (potion)	NA / 375	750
<i>Water breathing</i> (potion)	NA / 375	750
<i>Dispel Magic</i> (scroll)***	NA / 375	NA
<i>Hold Person</i> (scroll)***	NA / 150	NA
<i>Breath of Life</i> (scroll)****	NA / 1125	NA
<i>Raise Dead</i> (scroll)****	NA / 6125	NA

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