



Depth of Legend
(Under the Sea - Part #4)

By Eric V Clark

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

A scream from the harbor. A sign in the heavens. It is time for the Legend to save her People. For heroes of levels 5-15.

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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 PC'Ss. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPC'Ss 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 PC'Ss. Full XP awards should not be given for the encounter if this is necessary.

Do NOT save the PC'Ss 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 PC'Ss

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

"*Depth of Legend*" is Part #4 of the Under the Sea Series. It is best to play in Part #3 (**LSJ 68 "Make Friends, Not War"**) prior to playing this module for the sake of continuity. But each module can be played individually.

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

First, give any background necessary to understand what has come before the adventure begins, and a broad overview of what happens in the module. If mentioning previous modules, try to avoid spoilers if at all possible.

Introduction – Olek screams from the harbor. PC'S rush to find dead and dying sea elves brought to shore. High Lady Seabury steps in as the healing is done. The surviving sea elves ask for help.

Encounter 1: Seek out the Soothsayer. Find the information you need and the reason for needing it. Give out the map here.

Encounter 2: Gather the gifts. If the PC's are willing, take them to the places to find items for the Legend (could *cause a PC'S to die here.*)

Encounter 3: This is where the PC's must make a choice. They solve a puzzle and enter the lair.

Handout for the puzzle and Poem here.

Encounter 4: Meet the Legend! The PC's must make a choice. Give of themselves or end things here, pure and simple.

Encounter 5: The Elves are saved. The Legend saves Poder De Reyes and kills part of the evil army. (This is a flavor encounter only. It can be skipped based on time issues.)

Encounter 6: Fight the Beast. This will take time and should be epic! PC's should fight one faction or the other based on skill and ATL. This should run at least 40 min.

Conclusion A: Deep Death; Non sea elves drop into the deep sea and are crushed.

Conclusion B: All Live; PC's are heroes and are given great reward and honors.

Conclusion C: Victims died; Legend is saddened at the loss of life. PC'S goes to Epilogue. No honors given.

Conclusion D: Death! Your bodies are returned to Amthydor. The Legend wins the fight at a heavy price.

Conclusion E: The rest of the story; for cowardice you are punished and will pay!

Epilogue – The Amber Wing takes you home. Brother and sister are reunited and all is right with the world. You get paid. As the brother leaves, you get a feeling you have not seen the last of him!

INTRODUCTION

This morning was promising, the first warm day without rain in more than a week. All kinds of work to do in helping the newly arrived citizens settle in to life after their reappearance. The war is over and the Jewel is ready for peace and a new found hope.

Instead, the morning started with a horrifying scream of terror and sadness, resounding throughout the depths of this fair city.

It takes but a moment to place this wail to the voice of Olek the Tor Giant. As you head toward the harbor, you see Olek rushing to the docks with his hands full of broken sea elves and sahuagin bodies. Olek gently sets the bodies on the dock before you and the gathering others who heard his cry. The sahuagin he takes and throws them away violently, plastering them to the wall of a nearby warehouse. "Is any of dems live?" His booming voice is choked with tears. "I's didn plink dem. I's found dem over der." He points his massive finger at the seawall he has been building to protect the harbor.

Two of the sea elves are very dead, but two are still holding on, barely. The PC'Ss will find them at -5 hp. DC 10 heal check will stabilize them and tell the PC's these are injuries from a fight, not the giant. The sahuagin are all very dead. They were dead before the toss. That just made a mess. If the party does not have a healer, have a cleric of Cyrene step up and do the checks (Good place to put in a table buddy if needed). Give the group the

chance to jump in and heal, offer help or stand back and watch. Do not force the action!
Once the sea elves are healed, continue:

As they recover from being unconscious, (insert the PC'S healer's name or another PC'S that is nearby) hears the female sea elf offer a prayer of thanks to Cyrene. The female sea elf slowly stands and takes in the scene around her. Looking down for a moment to see that her companion is alive, she turns to the gathering crowd. "People of the great city of Amthydor, my king, my people, need your help! Who among you will once again lend a strong arm and a brave heart to champion us in our hour of greatest need?"

Give the PC's a chance to step in here. Don't make them, just give them the chance. If they don't step up then let the next scene happen. If they still don't step forward then they don't go.

A moment passes then, out of the crowd, High Lady Seabury appears. She is dressed in a stunning blue dress showing an amazing figure, for a woman of her age and position. Her blond hair and clear blue eyes adorn her lovely face. She clears a space in the onlookers by the mere weight of her presence. "What do we have here? Guests from the Sunken City? Please come with me and let my people see to your wounds." She looks at the you standing there. "Won't you join us? You look like just what she was asking for." (This is the PC's last clue. If they don't catch on, end it here.) Lady Seabury turns to 2 of her house guard, "Help him," she points to the male sea elf, "to the Amber Wing. We will work out a plan from there."

Have the PC's follow along. The Lady will go directly to the ship and up the gangplank. If the PC's wait too long they will get left behind and

have to ask to come aboard. The Lady will remember that and not be happy. Her guards will bring the young male sea elf directly to her chambers, where a cleric will start tending to his wounds right away. The young female sea elf will stay close to him. **DC 15 Per sight** to notice they look related.

The room in question is a spacious cabin with room enough for 10 comfortably.

Lady Seabury sits in a nice looking chair behind an oak desk. She smiles at her cleric who is looking over the wounded boy elf with an air of concern. She motions the rest of you to sit in one of the many chairs within the room. "My steward will pour drinks for those who would like them. Scotch neat for me Markcum."

She will let everyone order before she goes on. If it is a reasonable request, Markcum will see to it.

After everyone has their drinks, she continues, "Markcum, please have cook send in something for our guests. While we wait, please introduce yourselves." (PC's introduction) "Well it is nice to see heroes of our fine city." She turns toward the female sea elf, "Now on to your name dear and the reason you washed up in our harbor."

The young female sea elf sits up straight in her seat. "I am Amestalla Goldwave, High Priestess of Cyrene of the sunken city Poder De Reyes. This is my brother Rentooth" she runs her fingers through his hair. "The King of the East has sent me here. We are in desperate need of you help High Lady. Lexxor told me to seek you with all haste."

She sips her drink and continues, "For the past few weeks, since the prince was rescued, the seas have boiled with conflict. The sea devils attack us night and day. The king and

his men are not faring well. Wave after wave crash against our defenses and I fear without help, we will soon break under the pressure. His majesty was sure once the trident was returned the sahuagin would retreat, but they have not. In fact, when the king goes out to join our men, the devils attack from a different direction. The few sahuagin that fight are casters that cast magicks from a distance, but never let the king get close. Our only guess is that the Beast has a spy among us that gives away the king's movements. It, the Beast, must be found and killed or driven from our waters or we are doomed. I hold the key to unlock a powerful ally, but I need help. I must find my Grandmother to learn how I can fulfill my purpose in life, to awaken the ancient Legend and save my people. Will you help us?"

Let the PC's make their choice or sit. Give a minute to let them respond. No matter what they say give them a moment and read or paraphrase the following:

As the words soak in, a knock at the door brings brunch, a wondrous selection of warm breads, steamed fishes, shrimp and cheeses. "Let us thank Cyrene for the glorious bounty." Amestalla says a small grace then makes a plate for her brother. "Do you have any questions I may answer?" She says with a smile.

QUESTIONS AND ANSWER

Who is your Grandmother?

"Her name is Mar Golddawn. She is a great Starsinger. She can tell fortunes and read the heavens. She is a keeper of old secrets and great truths. She told me when I was very young that I would seek her in my most dire hour and at the height of my power. At that time, I would need her to reveal the location of the Legend, an ancient weapon of immense power."

Where does she live?:

"In the shallow reefs south of your city. She enjoys living alone, needing only the stars to keep her happy."

What do you know about this weapon?:

"Not much really. Gram said when the time comes, all will be revealed. I feel that time is now!"

Why now?:

"Gram said the stars would be alive in the sky in a way not seen in a very long time. (DC 20 knowledge history) Poder De Reyes is about to be overrun by the sea devils and, thanks to them, I am the new high priestess of Cyrene. Everything fits."

How do we figure in this?:

"Gram said I would need the help of brave souls from the Jewel by the Sea. This city is called the Shining Jewel right?"

What is in it for us?:

Lady Seabury chimes in. "I will pay you each 100xATL gold eagles each. In addition, you can keep whatever you find along the way as long as it does not belong to someone else. This is a small price to pay to help a trusted ally. I will also offer you transport to and from to the best this ship can sail."

How did escape the city to get here?:

"We used a diversion to sneak off and hoped for safe swimming close to the surface. We almost made it, but the sea devils have many sharks as spies. They caught us just outside of the harbor. We fought them off, but only barely. If not for my brother there," she points to the sleeping male elf, "And his two best friends, I would have surely died. Cyrene be praised your giant found us in time."

Are you well enough to travel?:

"I am, but it appears my brother, Rentooth, is not. I do not wish to leave him, but I must keep going or my people are doomed."

When the PC's are done with their questions, continue:

Lady Seabury finishes off the last of her drink and looks at Amestalla, "Well if need be, I will look after your brother until you return or he is healthy enough to travel. You have my word he will be in the best of care. As for the rest of you, those willing to risk this quest, please return here in an hour. I will not allow tardiness. Gather your things and prepare yourself for adventure."

ENCOUNTER 1 – HIDE AND SEEK

Let the PC's go and gather their things. There are many certs that allow spell casting at temples or other things that take time. Remind the PC's there is a time limit and it may be difficult to have those spells cast and make the deadline. Ask the PC's each if they will be on time.

As you return to the ship, Lady Seabury stands on the deck, to the left of the gangplank. She takes note of each of you as you board. (Any late PC's, read the following,) She glares at you and can feel her taking mental note of your tardiness. She motions toward four men carrying a litter bearing the still sleeping Rentooth and they proceed down the gangplank. She nods at the captain, who blows two long bursts on his whistle. As she starts down the gangplank, she stops and says, "Good luck and fair winds." She turns back toward the city as a breeze catches the sails and you lurch forward toward the harbor wall and the open sea. Olek guides your ship out of the harbor and waves as the waves take the ship. He looks concerned.

The trip takes 2 days. The crew is busy most of the time. The captain is following the directions Amestalla gives him carefully. Nothing else happens until morning of day 3. Amestalla gives the captain the sign to trim the

sails and slow the ship. She will gather the PC's together on the deck.

After three days at sea, the captain follows Amestalla's directions and trims the sails. She gathers you on deck, "Make yourselves ready. We go over the side in few minutes. Don't forget to put your clip in after you are in the water, any sooner and you will not be able to breathe.

If the PC's are new to the series, Amestalla will have loaners. She will also have a few blessed pearls.

Let the PC's make **swim checks DC 10** to get to the bottom, unless they are heavy. They just sink. This is about 50' of water with a sandy bottom.

Once you have all sunk to the bottom, Amestalla leads you toward the distant reefs.

ENCOUNTER 2 – STARS AND WONDERS

There are many sharp pieces of coral along your route. Small caves and pock mark just big enough for fish or eel make the reef sides a menagerie of vivid colors and dark shadows. Amestalla smiles as she leads you along. Like a child coming home from a long vacation, she leads with a sense of urgency. The twists and turns would be impossible to mark and retrace. Even the most skilled ranger would find this difficult to find his way through here. You round a small outcropping of fresh, young coral on an upslope in the trail and look upon a lovely sight. In an almost hidden grotto, you gaze upon the most unique garden you have ever seen. Some of the "plants" are alive and teeming with cute little orange and white fish. Some things crawl slowly along, while others just sway in the current. A few are pointy and purple. The whole scene is something out of a fairy tale including the lovely lady by the door. Unlike a fairy tale, she looks older and is emptying out a bin of old shells and seaweed in a clam near the door. "You're late! I was expecting you this morning! Welcome, inside before something tries to eat the land dwellers," her voice trails off as she steps inside.

Let the PC's interact here. Make up some small talk. She will answer questions after she is done gathering things from around her "cave" and shoos away a few small groups of fish. After a few minutes and a couple of "I am too old for this" she sits at a low table and invites each of you to join her.

"Come and sit" she says in a voice far older than her looks. She shoos away a small school of fish as she bustles around the cave gathering some things and bringing them to the table. "I am too old for this," she says as she spreads a map out on the table. Using pieces of old coral to hold it, she lays it flat and then reaches out her arms toward Amestalla, "Welcome dear, give your grandmother a hug" she says in a more cheerful voice than before. "I am Mar the Starsinger," she says looking to the rest of you. "I am the guardian of ancient secrets and the keeper of hidden meanings. It is a pleasure to meet you (she addresses each PC by name). "I am pleased to see my granddaughter listened to me as a child. The signs are right and the time is nigh. I am not a soothsayer. I do not read futures. What I do admit to is listening to the stars. They dance in the night and tell me stories I need to hear. They give me knowledge and secrets long lost to those in this world. The stars have given the sign." "So, I came at the right time?" Amestalla chimes in.

"Yes the time for the Legend is now! It is time for the ancient power to rise from its slumber." Her voice has a serious tone, but sounds more like singing than speech. She turns from the table and starts sifting through some ceramic tablets behind her.

DC 15 PERC sight to see the writing is in a very odd language (Draconic) DC 20 Ling to tell it is Draconic if you read it. DC 35 Linguistics if you don't.

She pulls a red tablet from the group. "Ash, here it is." She holds the tablet up to the light and you notice that the inscription changes some as the light passes through it. A blend of the things written on either side of it..

"It says here that the Legend, whose name is Rendath, sleeps in an ancient resting place somewhere close to here," as she points to the spot on the map). "To enter and wake her, you need Amestalla and at least four others to unlock the lair. Once inside, Rendath will expect a gift from you. There are a few treasures nearby that may help or you can give her things you already have. Remember she is an ancient being. Your gift should be special or magical."

She points to three spots on the map. "If you do not have enough to appease this ancient being, and remember, it will be a substantial amount required according to the stars, I know where there is other treasure that should work. Each of these places has treasures that should satisfy the Legend. Some are more dangerous to retrieve than others. I know little about these. Choose wisely and may Cyrene be with you."

☞ **What do you know about the three sites:**

"Spot one is where a magic staff sits with its dead master. Spot two is a treasure chest in the belly of an ancient ship. Last spot is a large pearl." She says pointing at the map at each site.

☞ **Do we have to get all of the items:**

"I do not think that will be necessary. Bring what you feel you need."

☞ **What more can you tell us of the Legend:**

"I know little. She is a great beast with many gifts. She will look into your soul to judge you when you unlock the gate. Think pure thoughts and do not threaten harm. Amestalla is the key and the gifts are just a way to be polite. She it may let you keep them. I really do not know."

☞ **How far away are the " gifts":**

As she points to each of the spots on the map, she says, "The staff is about a mile away, the pearl is an hour or so of travel and the ship is a couple of hours away."

☛ **Is there anyone else looking for these items?:**

“No. The only item that was known has faded from memory. All have died since finding it. The staff and pearl, no one knows about, but us now.”

When the PC's are done with their questions, continue below:

“Now off with you. Time is wasting and I have chores to finish. Be safe, all of you.” She turns to Amestalla and hugs her, “Ame, my little star, remember your path.”

She runs you out at this point and the group has four ways to go from here.

- If the PC'Ss want to go to the staff
GO TO Encounter 3.
- If the PC'Ss want to find the pearl
GO TO Encounter 4.
- If the PC'Ss want to find the treasure
GO TO Encounter 5.
- If the PC'Ss want to go to the Legend
GO TO Encounter 6.

If they decide not to go then let them swim home and end it here. See Conclusion : the rest of the story.

ENCOUNTER 3 – SEEK THE HIDDEN

The location for the cave is closest to the old woman's home. After searching for about an hour, (Perception DC 10 Sight), you find the well hidden entrance. It is very dark inside with the only light peeping through a few holes in the ceiling that allow surface sunlight.

The area is cramped with an eerie feeling about it. The cave is coral and extremely sharp to the touch. It is the width of a tall orc at its widest point, but only about six feet tall. It is impossible for anyone to walk two abreast without getting sliced to shreds on the coral.

Following the twists and turns for about 200 yards leads to an odd sight. The sun pours in through a large hole in the ceiling revealing a vein of gold along the walls, ceiling and floor. The gold forms a rough circle between the regular water and the apparently thicker water on the other side. It is almost like looking through a jellyfish. Beyond the thick water lies your prize. The skeleton of a humanoid dressed in blue robes with black sigils and runes embroidered on it. The boney remains of his hands clutch a staff in his right hand and a dagger in his left.

The jellyfish look is a 20' by 10' gelatinous cube. The gold seal traps the cube. Behind the cube, all the water has been absorbed creating a small air pocket. As water seeps in from the coral, the cube absorbs it as fast as it touches it. This is how it has lived for so long.

Gelatinous Cube

N Huge ooze

Init -5; **Senses** blindsight 60 ft.; **Perception** -5

Defense

AC 3, **touch** 4, **flat-footed** 4 (-5 Dex, -2 size)

hp 100 (6d8+60)

Fort +12, **Ref** -4, **Will** -4

Immune electricity, ooze traits

Offense

Speed 15 ft.

Melee slam +6 (1d8 plus 1d8 acid)

Space 15 ft.; **Reach** 5 ft.

Special Attacks engulf, paralysis

Statistics

Str 18, **Dex** 1, **Con** 30, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +4; **CMD** -1 (can't be tripped)

SQ transparent

Ecology

Environment any underground

Organization solitary

Treasure incidental

Special Abilities

Acid (Ex) A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex) Although it moves slowly, a gelatinous cube can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover.

Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 12 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

Paralysis (Ex) A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex) Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

There are many ways for the PC's to get around the cube. It can be killed or the PC's can leave the cave and come in through the hole. They can also scratch the gold ring to free it. Allow some creativity on this.

Once past the cube, the PC's find the robe is ruined, the dagger is a +1 dagger of fish slaying and the staff.

If the PC'S who touches the staff has a 15 or higher Intelligence and Charisma and is 9th level or higher, or has the dragon blood line, read below.

This piece of wood feels strange. It is worn smooth from years of being touched. There is warmth to it that is rather unexpected. It feels almost friendly and comfortable. It seems to tingle the magic in your blood.

If the PC'S who touches it does not meet the above criteria, then read the following:

This piece of wood is worn smooth from years of being touched. It otherwise has no distinguishing features to it.

The staff will show no magic if touched by someone that does not fit it needs. It will lay dormant until the right being posses it.

- If the PC'Ss want to find the pearl
GO TO Encounter 4.
- If the PC'Ss want to find the treasure
GO TO Encounter 5.
- If the PC'Ss want to go to the Legend
GO TO Encounter 6.

ENCOUNTER 4 – PEARL OF WISDOM

After travelling for about ten miles to the east from the soothsayer's cave, you find a small, sandy flat area. Crossing the area leads to the edge of a steep drop. The drop continues gradually for 50 feet before dropping sharply for the next 150 feet. Like many areas of the reef, this area is teeming with fish and creatures of all types and sizes.

As you peer into the depths you see something. It is large and round and reminds you of a pearl, but it can't actually be a one. It is so black the light seems to attack the darkness just hoping to pierce into it. The light attack causes a glorious luster across the surface that is at least the length of a long sword.

The oyster has an intelligence of 1 and can't be commanded. It only responds to stimulus. Speak with Animal does not work. Treat this more of a trap than a monster.

GM Note: Allow the PC's some creativity here. If they come up with a way to remove the pearl without touching anything, consider it a success if they can pull it off.

The two giant eels will come out after the second round to see what is going on and cause their own mischief.

If the PC's search the face of the cliff or the sand near the pearl, have them make a **3x ATL Reflex**
ATL 5 Reflex save 15
ATL 7 Reflex save 21
ATL 9 Reflex save 27
ATL 11 Reflex save 33
ATL 13 Reflex save 39
ATL 15 Reflex save 45

If save is failed by 5, PC'S has a limb trapped. If save is failed by 10, PC'S is entrapped in the oyster.

If a limb is trapped, an escape artist DC15- No damage.

Dexterity check DC 20- 1d3 points of damage
Strength check DC 20 – 1d6 points of damage

If the limb is not freed, the PC'S takes d12+6 damage the first round and 1d6+6 each round until freed.

Engulfed PC's have to make a Strength 30 DC to open the shell from the inside enough to let water back in. A DC 40 is needed to open up the oyster to escape. The giant oyster can engulf 4 small, 2 medium or 1 large creatures.

Engulfment

Round 1 1d6 +6 pts of damage.

Round 2 2d6+6 pts of damage plus 1d6 acid damage

Round 3 3d6+6 pts of damage plus 1d6 acid damage

Round 4 4d6+6 pts of damage plus 1d6 acid damage

The damage is the same for the remainder of the rounds until the PC'S is freed or dies. If freed after the 4th round, the PC'S will have a slight sheen from the acid coating.

After 2 rounds, the giant eels appear.

Sea Snake (#)

N Small animal (aquatic)

Init +7; Senses low-light vision; Perception +4

Defense

AC 16, touch 14, flat-footed 13; (+3 Dex, +2 natural, +1 size)

hp 75 (8d8+9)

Fort +6, Ref +6, Will +0

Offense

Spd swim 30 ft.

Melee bite +3 (1d4+1 plus poison)

Space 5 ft.; Reach 5 ft.

Special Attacks poison (a victim bitten by a sea snake suffers 1 Con damage and 1d2 Dex damage per round for 6 rounds. Two consecutive Fortitude saves DC 18 prevents further damage)

Statistics

Str 13, Dex 16, Con 17, Int 1, Wis 11, Cha 6

Base Atk +1; CMB +1; CMD 14 (cannot be tripped)

Feats Improved Initiative

Skills Escape Artist +10, Perception +4, Stealth +6, Swim +9; **Racial Modifiers** +8 Escape Artist

Languages none

Special Abilities

It has completely adapted to life in the water, and cannot move on land. It must surface to breathe, but can then remain underwater for up to three hours. Sea snakes feed on eels, shrimp, small fish, mollusks and fish eggs

- If the PC'Ss want to Go to the Staff
GO TO Encounter 3.
- If the PC'Ss want to find the treasure
GO TO Encounter 5.
- If the PC'Ss want to go to the Legend
GO TO Encounter 6.

ENCOUNTER 5 – THAR BE TREASURE

The journey here has been long. The 80 miles underwater didn't seem that far when you started out. When you finally find your destination, it is exactly as described.

The name of the ship, Atintac, is barely visible after the centuries of sitting at the edge of the precipice. After all this time, you would expect the ship to be rotting, but the wood is in better shape than some of the ships that sail from Amthydor every day.

The Atintac sits mostly over the edge to a deep drop-off that goes beyond the furthest sight. The ship sits on sand and silt that the current continuously drags over the edge. You hear the sound of the silt grinding the rock edge ever so slowly. As you get closer, you start to notice some things sticking out of the silt. An arm here and a rusted sword there can be seen scattered about. A few skulls of humans and elves stare in silence at you as you pass attesting to the fate of those who have attempted to retrieve this treasure over the centuries. The only way into the ship you can see is the rear hold with its cover missing.

Have the PC's make **Knowledge Engineering or Profession Shipwright check. DC 15** reveals the ship sank from some type of blast below the water line.

DC 20 will tell them the ship should have already slipped over the edge. Something is holding it here "for now".

DC 25 The ship has less than a week before it goes over the edge if left as is.

If the group has no one with these skills, have the ship shift about an inch while they stand there looking for a way in.

Once you carefully swim through the hold, you see a wonderful sight, yet vaguely creepy sight. A skeleton of a human is draped across the open chest. A small dart pierces the empty eye socket. The chest under the skeleton is full to the rim with gold and the sparkle of sapphires dancing in the light.

The key to this is the treasure chest is a trap and always has been. The bottom of the chest is a load stone. It radiates dim magic and is solidly stuck to the floor. The PC's can slide it across the floor with a **strength check of DC 20**. To pick it up a combined **STR of 40** is required. If the PC's pick up the chest, the ship goes over the edge. If they try with less than **40 Str.** let it budge and have the ship shift as they move it. Even with the **40 Str.** give them 1 round to put it down. If they ignore the ship slipping then take them down and may Cyrene bless them.

There is 5,000 gp and 5 5,000 gp sapphires in the chest. The sapphires are scattered amongst the gold. It will take a couple of rounds to fish them out. The lock is broken and the traps on it are gone. The skeleton that lies over the top found the last trap this chest had. There are a few broken bodies sitting around the hold. They are in pieces and not useful for anything.

This is a great chance for the gm to have fun with the players. Remind them how easy it is to get jumped down here. Make the ship creak and moan. Have the light shift and shadow as a whale swims over head. This should be more fun for you then the PC's. Time is a factor, but enjoy spooking them.

- If the PC'Ss want to Go to the Staff
GO TO Encounter 3.
- If the PC'Ss want to find the pearl
GO TO Encounter 4.
- If the PC'Ss want to go to the Legend
GO TO Encounter 6.

ENCOUNTER 6 – THE LAIR!

At this point, many things are possible for the party. Some will have gathered 1 or more items or come straight here from Mar's. This is a great way to gage your time. If you have less than 1.5 hours you can role-play this short and move to the final combat. If you have the time, then enjoy this and add some drama here. Make it fun and epic.

After gathering your gifts, you travel to the location to meet the Legend. Amestalla looks at each of you and smiles. "It is time to see the Legend," she says as she leads the group to a smooth, sandy plain with little plants scattered here and there. Lots of small crustaceans gathered here. Some look like they are from deeper water. As you walk/swim into the plain, you feel the power begin to well up inside of you. It is like a hum that travels through you, almost a song you can feel. Amestalla swims out to the middle of the plain. She begins to sing a prayer to the sea. Although you know you should be able to understand the words, you can't, but you can feel them. A glow surrounds her as the humming begins to match her prayer. You feel like Cyrene is here with you. The small animals form groups as they gently walk away from the center. The sand also begins to run off to the sides. A small pillar rises from the sands. There is a poem etched into the top.

**Once with the time of Man
The Keepers of Power will Arise
To Balance the World in Weal or Woe
To Tread the places only we know
If time has come to Waken
Then unlock the hidden way
The chosen holds the key within
Her cohorts set the path**

Amestalla glows brighter. The blue light becomes an aura about her. All living things are gone now. The sand has rolled away and left a 50' wide circle of stone that is cut in 4 equal sections. The pillar is in a smaller circle in the middle. As the light gets stronger still you see that the poem is gone and a small bowl has appeared in its place. Light is now also coming from a symbol in the

middle of each of the 4 sections. It is written in a language you are unfamiliar with.

DC 20 Ling will tell you it is a form of ancient Draconic.

A voice rises from inside Amestalla, a voice that is not hers. It is deep and rough like pounding surf on a rocky shore. "Each symbol marks a part of you. Choose from Courage, Strength, Wisdom, and Pride." As the words are said the symbols light up. "Each space must be occupied by at least one living being."

Let the PC's move to a symbol of their choice. When everyone is where they want to be, continue:

When you settle in a place, you see Amestalla pull an orange colored coral knife from a sheath at her waist. She pulls the blade across her hand and bleeds into the bowl. The blood looks like dark metal; it falls into the bowl heavily and fast. She then looks to each of you and holds the knife out.

Let the PC's bleed if they want. If they do, give them a point of damage. If they don't, there is no problem. Read on.

As the last of you bleeds into the bowl, you hear a grinding sound. The pieces of the circle open up and form a large, circular stair case, big enough for an enormous creature to walk up with ease. From top to bottom it is over a hundred feet deep. Amestalla swims down, motioning you to follow. At the end of the stairs is an immense door with a map of the night sky upon it. The stars shine with a blue fire. The stars move just as if you were looking up from a meadow near home, only faster. As all of you get closer to the door, three groups of stars brighten and come together. They form symbols of a dragon, a turtle and a trident.

This is very rare. **Knowledge Nature or Profession Sailor, Navigator or Astronomy at a DC 15** will give the PC's that and remind them these signs are in the night sky now.

DC 25 History reveals the last time these 3 star groups were in the sky together the sea elves won a major victory.

Amestalla swims right up to the trident's center star and reaches out her still bleeding hand to touch it. In an instance, she is alit in the blue flame. Her screams sicken your stomach. It feels like a lifetime passes in the matter of seconds. Her body burns away quickly. The doors go dark and there is no sign that Amestalla was ever there.

Allow the PC's to respond, and then continue:

As you gather your thoughts as to what to do next, the doors begin to split open. Blue light floods out of the widening crack until it is all you can see. You feel the power well up again. The song that hums to you brings peace to your shock and calls you forward.

ENCOUNTER 7 – THE LEGEND **REVEALED**

As they enter the blue light it dims to show the large chamber they have entered. It is too big for their sight to see the edges and it does not fit normal space.

Still moving them forward will lead them to another room which is where the music is leading them.

The blue light dims to reveal you are standing in the center of a large chamber. The walls are barely visible at the edge of your vision. The room has a blue glow that illuminates the area. The humming calls you into a large room that many have dreamed of seeing, a room that is filled with all forms of gold and treasures. It is beyond anything you can possibly imagine. Defacing the glitter is a huge turtle shell. It is 15' tall, 40' wide and 60' long. Everything in this room glitters in either blue or gold. So when a red light appears within the opening in the shell before you, it really stands out. (Let PC's react for a second.) All your senses swim for a moment and, as the

feeling passes, you see Amestalla swimming from within the shell. She looks stronger somehow and is wearing nothing, but a blue sash that covers little. Her skin has turned scaly and her eyes have a blue fire to them. Behind her, the head of a turtle slowly comes forward. The turtle's beak is large enough to snap a small ship, sharper than a sword and solid as mithral. You can feel power ooze from the shell and reverberates around the chamber. The creature's legs slowly emerge and she stands a hair's breadth behind Amestalla. Amestalla speaks in a deeper voice than she had before, "Behold the Legend of the Sea, the Protector of the Golden Trident and the Chosen Weapon of Cyrene. Behold Rendath the Ancient Dragon Turtle!" Amestalla turns and bows.

Let the PC's react here. Ask each of them what they are thinking. If they ask about Rendath, they will know she is as old as the elves themselves. She is not a dragon, but in some ways more powerful. Sea elves from all places know stories of this Legend. She is a protector and an ally of good people of the sea.

"Welcome fair beings. I thank you for escorting the Key to awaken me. Without her faith, I may have slept forever and failed to help Cyrene's people."

Let the PC's offer the items here. If they do nothing, have Amestalla prompt them to do so.

If the PC's do not offer the treasures, they will float out of packs or normal hiding spaces and come to her. (Extra Dimensional space is not normal.)

If they came with no gifts then have Amestalla will ask what have they brought for Rendath.

Let the PC's give of themselves. Be ready for anything here. Do not rip up certs, please. She will give them back later. (After the mod ends) She will say this.

The Legend speaks in a soft, yet powerful voice, "I thank you for your gifts. I can see you went

through great risk to gather this/these. Your gifts are giving me back memories of my magic.

This is a test to see if the PC's are kind and generous.

If the PC's offer nothing read this and end the mod:

Rendath will wait for a few long moments. When you offer her nothing, Amestalla frowns and Rendath squints her eyes. She looks focused and then your world turns black. You feel sick as you clear your head and find yourself on the sea wall outside of Amthydor. Olek is looking down on you and speaks in that deep strong voice that is not his. "This is your reward for not showing me respect or giving of yourselves. Enjoy your lives, but travel the seas no longer." Olek walks away leaving you to figure out how to get to shore and deal with your selfish actions.

Go to the "Rest of the Story"!

After gifts are done, Rendath leans forward and sniffs each of you. Her eyes change color as she scents you one by one. Her deep voice resonates through you as she continues, "I have been away from the world for so long I need knowledge of what Raia has become while slept. Will one of you open your mind to me so I may learn what you know? This is a sacrifice I ask of only one. Choose wisely for this may not be something that you will be able to regret."

One PC and only one may do this. Have them swim forward. Give them time to strip down if they wish. Let them say goodbyes and prayers if they want to. Give them a minute to write a will. This does not have to be done in game, it can be discussed and the PC can do it after the game.

Amestalla brings the willing (insert name here) forward to Rendath's beak. She opens and shuts her beak at great speed, engulfing (insert name here). Rendath closes her eyes and begins to glow bright red. Stream blasts from her nostrils and you hear your friend scream. In a moment, the

scream is gone and (insert name here) emerges from the mouth. Wide eyed and shivering, with a small amount of blood trickles from his/her ears and nose, but otherwise unscathed. Amestalla comes over and helps (insert name here), while Rendath opens her eyes slowly. "I thank you for your sacrifice of privacy. The pain could not be helped as I needed the information as quickly as I could. I now have but one question, are you ready to save the elves and kill the Beast?"

The one that volunteered will now share a telepathic link with the Legend for the rest of the mod.

Rendath looks at each of you and says, "Come my friends. It is time for us to leave. Please, climb on my shell. It will make travelling much faster." Once everyone is settled on her back, Rendath climbs the stairs to leave her nest. As she enters the open ocean, she roars so deep and low that it shakes the ground and ripples the water for miles in every direction. She whispers, "Hold on!", and speeds off toward Poder de Reyes.

ENCOUNTER 8 – SAVING THE PEOPLE

What would take a ship over a day to travel, Rendath does in one night. In the dawn's first light, you see Poder De Reyes below. The scene is utter chaos. The thin webbing you remember from your first visit is now a glowing, hissing shield of electricity. The sea devils are everywhere, attempting to burst the two gates into the sunken city, above the electric webbing waiting for their opportunity to wreak havoc on those below and over the entire city. There are thousands of them, everywhere. At the far gate, you see a sudden flash of golden light. The king raises the Golden Trident and cries out, "Cyrene, bless us. Onward men! We will end the day as heroes or amongst the dead!"

Rendath roars her reply to his prayer. Her voice filled with power and rage. "Your death will not come this morn, great king. Cyrene has heard your prayers and has sent her servant to deliver

her wraith. All who stand against the king will feel the wraith of the Legend of the Sea”

What happens next is amazing sight to behold. The city’s defensive web pulses and cooks hundreds of sahuagin at once. Rendath then looses her breath and boils hundreds more. She roars as the rest flee for the deep with all possible haste, leaving their dead and killing others to escape if necessary. In a moment, the chaos gives way to peace. Nothing is left of the sea devil army, but the dead sinking to the ocean floor.

“ Arise good people of the seas. Blessed are all who stood before the tide of evil. May peace and joy replace war and sorrow.” Rendath declares as she bends down her head to the king. “ Sire, there is a traitor in your midst, one who is in the thrall of the beast. I will free him now from the shackles of his mind curse, making him whole once more.”

An elf a few yards away grabs his head violently and screams. His voice is a twisted horror “ You have won nothing! I will not fail!” The elf falls to the ground. Rendath sighs, “He will live, but never be whole again.” Turning toward the sea elves who have gathered to honor Rendath, she continues, “ Who will join me in killing his tormentor?” A loud cheer rises from the throats of the sea elves who expected not to live to see the next sunrise.

Let the PC’s go or tell them they can stay here and let Rendath go and kill the beast herself. Either way, they are heroes and have done a wonderful thing. Amestalla is home and her people will be safe very soon.

ENCOUNTER 8 – THE FIGHT

Here is the end fight. You have 2 options.

- 1) ATL9 or better can take on the Beast. It is an untiered 20th lvl Aboloth Elemental Sorcerer. It is hiding in the hull of a ship a few hours north west of the city. Rendath will take you right to it. Fight them hard, but be a good GM and gage the fight. Let’s not kill everyone please.

- 2) ATL 5-9 take on the Beast with Rendath’s help. Rendath will counter spell and after 5 rounds will step up and use her breath weapon. Have it do 80 points. Keep the Beasts spells below lvl 6.

If you have a TPK, Rendath will finish the Beast and return the PC’s bodies to Amestalla. She will have them returned to Amthydor with all items to be brought back, if they can be.

Rendath gathers you and a small force of elite troops. You board her back and she torpedoes through the water faster than before. After an hour’s travel north and west, you arrive at a sunken ship. As you slow, sharks begin to circle and troops pour out of the ships hold. “ The beast hides within the ship. We will kill it today and rid our sea of this foul pollution forever.”

(Send the PC’s to where they want to be)

You see the extremely old, large ship beyond the bodyguards and know the evil lies within. This is the moment of truth.

Fight on.

- If the PC’Ss win and do not kill the possessed sea elves **GO TO Conclusion B.**
- If the PC’Ss win but it takes longer than 5 rounds.
- **GO TO Conclusion C.**
- If the PC’Ss die
- **GO TO Conclusion D.**

Conclusion A:

You held the chest up too long and the ship takes you over the side in to the Great Deep. No matter how hard you struggle, you can’t fight your way out of the ship. The pressure crushes your body and your last thought as the darkness overtakes you, ‘was greed worth death?’

Conclusion B:

Rendath picks up the broken body of the Beast and shakes it until she is sure it is dead. She tosses the body away and goes to the hold of the ship. She snaps the ship in two and uses her beak to pick up a sphere that looks like glowing fresh water. "This was the source of its power, an Elemental Sphere, something that does not belong on this plane." She tucks it into her sphere then turns to you, "Thank you for saving the elves that were under the charm. They have suffered enough. Let's go home."

Arriving in the city, King Bartolomé greets you and the people cheer you as the heroes that you are. The calls each you forward. With great reverence, he places a medal of bright yellow coral around your neck. "From this day forward you are heroes and considered citizens of our city. Cyrene be praised." The celebration continues well into the night.

Conclusion C

After the long fight Rendath picks up the broken body of the Beast and shakes it until she is sure it is dead. She tosses the body away and goes to the hold of the ship. She snaps the ship in two and uses her beak to pick up a sphere that looks like glowing fresh water. "This was the source of its power, an Elemental Sphere, something that does not belong on this plane." She tucks it into her sphere then turns to you, "If we had been swifter those under its thrall would have survived. Such a waste of life. Cyrene, take your children into your heart and give them peace. May this loss pray serve to show the cost of evil." You look around and see that all of the Beasts bodyguards lay dead. Their heads shattered, bodies limp. Arriving in the city, King Bartolomé greets you and the people cheer you as the heroes that you are. The calls each you forward. With great reverence, he places a medal of bright yellow coral around your neck. "From this day forward you are heroes and considered citizens of our city. Cyrene be praised." The celebration continues well into the night.

Conclusion D

You gave it your all. It was not enough. Rendath avenges you and your friends destroying the Beast and all its minions. She takes your bodies back to Amthydor. Bards sing of your sacrifice and children hope to grow into the heroes you were.

The Rest of the Story: For those that ran away

A week after your return to Amthydor, you get a message from the Seabury house. It reads: Your act of cowardice will not be forgotten. If you hope to ever sail again, I advice you seek atonement from Cyrene. I will be watching you.

Epilogue : Only if they live

The Amber Wing returns you to the port late in the evening. Olek has been waiting for you, "You is back safe. You did good? You come tell me story?" He is glad for your return.

As the ship docks, Lady Seabury awaits you on the pier with Rentooth standing beside her. He looks in far better health than the last time you saw him. Both come aboard and Lady Seabury barks orders to the captain before leading you and your party to a local inn. She has reserved the whole place and treats you to a great meal and asks you many questions as she listens to your tale. Rentooth seems to get more joyful as details come out and he hears his sister is safe. High Lady is masking her distaste weakly. She pays you all and thanks you coldly for helping her ally.

You leave feeling that something is amiss. Rentooth waves goodbye as he leaves for home. He is carrying a sealed scroll case. It seems he carries more than a message, but all you can do is wonder. What does the Legend mean for you and all of Raia? How long until the sea needs your help again? What does all this have to do with you?

Those questions will have to wait. You have money to spend and tales to spin. For today, the

sun sets, the seas are calm and you are again a hero!

THUS ENDS “DEPTH OF LEGEND”

TIME UNIT COST: 5 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15
Module Experience	600	850	1200	1800	2900	4500	7000	10500
Bonus 1: Goal Exceeded	50	50	100	100	100	200	200	500
Bonus 2: (etc.) Add. Goal Exceeded	50	50	100	100	100	200	200	500
Roleplaying XP Bonus	50	50	100	100	100	200	200	500
Maximum Possible XP	####	####	####	####	####	####	####	####

Experience earned is based on the Average Table Level (ATL), and no PC'S received experience greater than the ATL at which the adventure was run. However, the maximum experience a specific PC'S 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'S 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'S can earn would be based on ATL 5, but a 6th level PC'S (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 PC'Ss don't earn experience too quickly.

TREASURE SUMMARY

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

Encounter 1 100xAtl

Encounter 3

The Walking Stick, Dagger of Fish Slaying +1

Encounter 5

5000 gp

(5 5000gp Sapphires if they do the wrong thing and keep them)

Conclusion Dragon Tattoos

PLAYER'S HANDOUT #1

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

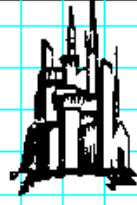
PC'S Name _____ Player Name _____ <input type="checkbox"/> LSJ01 "Getting our Feet Wet" <input type="checkbox"/> LSJ02 "Taking the Plunge" <input type="checkbox"/> LSJ03 "Make Friends not War" Are they a Sea Elf	PC'S Name _____ Player Name _____ <input type="checkbox"/> LSJ01 "Getting our Feet Wet" <input type="checkbox"/> LSJ02 "Taking the Plunge" <input type="checkbox"/> LSJ03 "Make Friends not War" Are they a Sea Elf
PC'S Name _____ Player Name _____ <input type="checkbox"/> LSJ01 "Getting our Feet Wet" <input type="checkbox"/> LSJ02 "Taking the Plunge" <input type="checkbox"/> LSJ03 "Make Friends not War" Are they a Sea Elf	PC'S Name _____ Player Name _____ <input type="checkbox"/> LSJ01 "Getting our Feet Wet" <input type="checkbox"/> LSJ02 "Taking the Plunge" <input type="checkbox"/> LSJ03 "Make Friends not War" Are they a Sea Elf
PC'S Name _____ Player Name _____ <input type="checkbox"/> LSJ01 "Getting our Feet Wet" <input type="checkbox"/> LSJ02 "Taking the Plunge" <input type="checkbox"/> LSJ03 "Make Friends not War" Are they a Sea Elf	PC'S Name _____ Player Name _____ <input type="checkbox"/> LSJ01 "Getting our Feet Wet" <input type="checkbox"/> LSJ02 "Taking the Plunge" <input type="checkbox"/> LSJ03 "Make Friends not War" Are they a Sea Elf

PLAYER'S HANDOUT #2

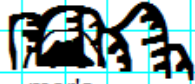
The Staff is located in a cave within two hours travel from Mar the Starsinger.

The Pearl is located by the mountains about four hours travel from Mar the Starsinger.

The Sunken Ship is located at the edge of a chasm about four hours in the opposite direction of the pearl.



Poder De Reyes



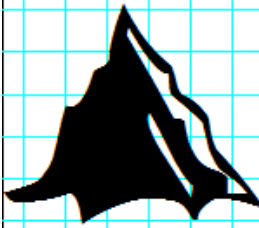
mar's



Staff



Treasure



Pearl



Rendath

GM PLAY AID #1

Tabulate the information from the forms that were collected from the players.

PC'S Name #1 _____	Player Name _____
PC'S Name #2 _____	Player Name _____
PC'S Name #3 _____	Player Name _____
PC'S Name #4 _____	Player Name _____
PC'S Name #5 _____	Player Name _____
PC'S Name #6 _____	Player Name _____

	PC'S #1	PC'S #2	PC'S #3	PC'S #4	PC'S #5	PC'S #6
<i>LSJ01 "Merchants"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ02 "Temples"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ03 "Nobles"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ12 "Lions, Tigers, & Bears"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ20 "On a Wing and a Prayer"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ53 "Double Jeopardy"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ54 "Wind's Inheritance"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ60 "Inner Demons"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ66 "Infernal Dilemma"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

NPC'Ss have a flat **Knowledge (local) DC 15** check to recognize any of the PC'Ss. If a PC'S had participated in one of the above events in which the NPC'S was present, the check becomes **DC 10**. All other NPC'Ss have not yet appeared in a module and would not be able to have an adjustment to their recognition.

- | | |
|--|-------------------------|
| Bartholemew | - (LSJ02, LSJ20, LSJ60) |
| Katerina Georgiana DeVargio (Kat) | - (LSJ54, LSJ60, LSJ66) |
| Captain Alistair Webster | - (LSJ54, LSJ60, LSJ66) |
| Kaintur, Prescin, & Faldun | - (LSJ03, LSJ60) |
| Staern Bladebreak | - (LSJ60) |
| Lady Kylene Reilly | - (LSJ12) |
| Lord Consul Augustus Grimm | - (LSJ03, LSJ53) |

GM PLAY AID #2

Aboleth

Aboleth CR 7

XP 3,200

LE Huge aberration (aquatic)

Init +5; **Senses** darkvision 60 ft.; Perception +24

Aura mucus cloud (5 feet)

Defense

AC 20, touch 9, flat-footed 19; (+1 Dex, +11 natural, -2 size)

hp 334 (8d8+48) (20d6+180)

Fort +14, **Ref** +11, **Will** +23

Offense

Speed 10 ft., swim 60 ft.

Melee 4 tentacles +20/+15 (3d6+10 plus slime)

Space 15 ft.; **Reach** 15 ft.

Spell-Like Abilities (CL 16th)

At will—*hypnotic pattern* (DC 15), *illusory wall* (DC 17), *mirage arcana* (DC 18), *persistent image* (DC 18), *programmed image* (DC 19), *project image* (DC 20), *veil* (DC 19)

3/day—*dominate monster* (DC 22)

Statistics

Str 26, **Dex** 12, **Con** 22, **Int** 18, **Wis** 17, **Cha** 20

Base Atk +6; **CMB** +13; **CMD** 24 (can't be tripped)

Feats Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (tentacle)

Skills Bluff +21, Intimidate +24, Knowledge (any one) +18, Perception +24, Spellcraft +23, Swim +24

Languages Aboleth, Aklo, Aquan, Undercommon

Ecology

Environment any aquatic

Organization solitary, pair, brood (3–6), or shoal (7–19)

Treasure double

Special Abilities

Mucus Cloud (Ex) While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a DC 20 Fortitude save each

round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours. The save DC is Constitution-based.

Slime (Ex) A creature hit by an aboleth's tentacle must succeed on a DC 20 Fortitude save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

Water Type. Cold

Elemental Ray (Sp): Starting at 1st level, you can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6 points of damage of your energy type + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Elemental Resistance (Ex): At 3rd level, you gain energy resistance 10 against your energy type. At 9th level, your energy resistance increases to 20.

Elemental Blast (Sp): At 9th level, you can unleash a blast of elemental power once per day. This 20-foot-radius burst does 1d6 points of damage of your energy type per sorcerer level. Those caught in the area of your blast receive a Reflex save for half damage. Creatures that fail their saves gain vulnerability to your energy type until the end of your next turn. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day. This power has a range of 60 feet.

Elemental Movement (Su): At 15th level, you gain a special movement type or bonus. This ability is based on your chosen element, as indicated on the above chart.

Elemental Body (Su): At 20th level, elemental power surges through your body. You gain immunity to sneak attacks, critical hits, and damage from your energy type.

Spells: Known 5/5/4/4/4/3/3/3/3

Please pick from the list provided.

Most of the spells that protect from scry are already cast.

0 lvl: All

1st lvl:

Mage Armor: Gives subject +4 armor bonus.

Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).

Color Spray: Knocks unconscious, blinds, and/or stuns weak creatures.

Chill Touch: One touch/level deals 1d6 damage and possibly 1 Str damage.

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Ray of Enfeeblement: Ray causes 1d6 Str penalty + 1 per 2 levels.

2nd lvl:

Resist Energy: Ignores first 10 (or more) points of damage per attack from specified energy type.

Glitterdust: Blinds creatures, outlines invisible creatures.

See Invisibility: Reveals invisible creatures or objects.

Shatter: Sonic energy damages objects or crystalline creatures.

Scare: Frightens creatures of less than 6 HD.

Darkvision: See 60 ft. in total darkness.

3rd lvl:

Dispell Magic: Cancels one magical spell or effect.

Hold Person: Paralyzes one humanoid for 1 round/level.

Lightning Bolt: Electricity deals 1d6/level damage.

Displacement: Attacks miss subject 50% of the time.

Blink: You randomly vanish and reappear for 1 round per level.

Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

4th lvl:

Stoneskin: Grants DR 10/adamantine.

Locate Creature: Indicates direction to familiar creature.

Wall of Ice: *Ice plane* creates wall or *hemisphere* creates dome.

Rainbow Pattern: Lights fascinate 24 HD of creatures.

Fear: Subjects within cone flee for 1 round/level.

Stone Shape: Sculpts stone into any shape.

5th lvl:

Mage's Private Sanctum: Prevents anyone from viewing or scrying an area for 24 hours.

Feeblemind: Subject's Int and Cha drop to 1.

Hold Monster: As *hold person*, but any creature.

Cone of Cold: 1d6/level cold damage.

Symbol of Pain: Triggered rune wracks creatures with pain.

Waves of Fatigue: Several targets become fatigued.

6th lvl:

Globe of Invulnerability: As *lesser globe of invulnerability*,

plus 4th-level spell effects.

Acid Fog: Fog deals acid damage.

Chain Lightning: 1d6/level damage and 1 secondary bolt/level.

Veil: Changes appearance of a group of creatures.

Symbol of Fear: Triggered rune panics nearby creatures.

Control Water: Raises or lowers bodies of water.

7th lvl: **Spell Turning:** Reflect 1d4+6 spell levels back at caster.

Instant Summons: Prepared object appears in your hand.

Mage's Sword: Floating magic blade strikes opponents.

Finger of Death: Deals 10 damage/level to one subject.

Control Weather: Changes weather in local area.

Reverse Gravity: Objects and creatures fall upward.

8th lvl:

Mind Blank: Subject is protected from mental/emotional magic and scrying.

Moment of Prescience: You gain +1/level insight bonus on single attack roll, check, or save.

Polar Ray: Ranged touch attack deals 1d6/level cold damage and 1d4 points of Dexterity drain.

Sunburst: Blinds all within 10 ft., deals 6d6 damage.

Horrid Wilting: Deals 1d6/level damage within 30 ft.

Iron Body: Your body becomes living iron.

9th lvl:

Foresight: "Sixth sense" warns of impending danger.

Dominate Monster: As *dominate person*, but any creature.

Power Word Kill: Kills one creature with 100 hp or less.

Meteor Swarm: Four exploding spheres each deal 6d6 ice damage.

Weird: As *phantasmal killer*, but affects all within 30 ft.

Rendath Dragon Turtle

N Huge dragon (aquatic)

Init +10; **Senses** low-light vision, darkvision 180 ft., scent; Perception +36

Aura frightful presence (300 ft., DC 27)

Defense

AC 26, touch 10, flat-footed 26 (+24 natural, -8 size)

hp 414 (24d12+192)

Fort +24, **Ref** +8, **Will** +21

Immune fire, sleep, paralysis

Offense

Speed 20 ft., swim 120 ft.

Melee bite +40 (3d6+8), 2 claws +40 (2d6+8)

Space 15 ft.; **Reach** 10 ft.

Special Attacks breath weapon, capsize

Statistics

Str 43, **Dex** 10, **Con** 27, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +24; **CMB** +22; **CMD** 32 (36 vs. trip)

Feats Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improved Initiative, Power Attack

Skills Diplomacy +16, Intimidate +16, Perception +16, Sense Motive +16, Survival +16, Swim +31;

Racial Modifiers +8 Stealth in water

Languages Aquan, Common, Draconic

Ecology

Environment temperate aquatic

Organization solitary

Treasure double

Special Abilities

Breath Weapon (Su) Cloud of steam 20 feet high, 25 feet wide, and 50 feet long, once every 1d4 rounds, damage 12d6 fire, Reflex DC 20 half; effective both on the surface and underwater. The save DC is Constitution-based.

Capsize (Ex) A dragon turtle can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the boat captain's Profession

(sailor) check, whichever is higher. For each size category larger than the dragon turtle's size, it takes a cumulative -10 penalty on this CMB check.

CRITICAL EVENT SUMMARY: DEPTH OF LEGEND

Convention: _____ Date: _____

1. What was Amestalla's status at the end of the module? (Circle all that apply)

Dead Injured Friendly Unfriendly

2. How did the heroes treat Amestalla's when she first appeared? (Circle whichever applies)

Healed right away Waited then Healed Ignored Left her to Die

3. Did the PC's go with High Lady right away?

Yes No

4. What was Amestalla's status at the end of the module? Alive Dead

5. How were the Gifts Handled?

Got all 3 Got 1 or 2 Offered Magic of their own Gave Nothing

6. Did the someone volunteer to give of themselves Freely? Yes No

7. Did the heroes defeat the Beast? Yes No

If the answer is "No" is it because the table ran out of time to finish the module or did they stay and help the Sea Elves in Poder De Reyes?

8. Did any PC's die fighting the Beast? Yes No

9. List on the back of this sheet the real names and PC'S names of anyone who left early and earned the Coward or Deep Death Endings.

10. Note any other important information on the back of this form (PC'S arrests, etc.).

Return this form to: David Samuels, 2722 East 64th Street, Brooklyn, NY 11234, or by e-mail to lsj-modsummary@theshiningjewel.com.

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



ROSTER OF

HEROES: <TITLE>

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 Core Rulebook 2.

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

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

Available Potions / Scrolls	Scroll Price A / D	Potion Price
<i>Cure light wounds</i> (potion)	50 / 25	50
<i>Endure elements</i> (potion)	25 / 25	50
<i>Mage armor</i> (potion)	25 / NA	50
<i>Magic fang</i> (potion)	NA / 25	50
<i>Magic weapon</i> (oil)	25 / 25	50
<i>Protection from XX*</i> (potion)	25 / 25	50
<i>Remove fear</i> (potion)	50 / 25	50
<i>Bless weapon</i> (oil)	NA / 100	100
<i>Silversheen</i> (oil)	NA	250
<i>Aid</i> (potion)	NA	300
<i>Cure moderate wounds</i> (potion)	200 / 150	300
<i>Darkvision</i> (potion)	150 / 375	300
<i>Delay poison</i> (potion)	200 / 150	300
<i>Lesser restoration</i> (potion)	NA / 150	300
<i>Remove paralysis</i> (potion)	NA / 150	300
<i>Resist energy 10**</i> (potion)	150 / 150	300
<i>Cure serious wounds</i> (potion)	525 / 375	750
<i>Magic circle against XX*</i> (potion)	375 / 375	750
<i>Neutralize poison</i> (potion)	1000 / 375	750
<i>Remove blindness/deafness</i> (potion)	NA / 375	750
<i>Remove curse</i> (potion)	700 / 375	750
<i>Remove disease</i> (potion)	NA / 375	750
<i>Water breathing</i> (potion)	NA / 375	750
<i>Dispel Magic</i> (scroll)***	375 / 375	NA
<i>Hold Person</i> (scroll)***	375 / 150	NA
<i>Breath of Life</i> (scroll)****	NA / 1125	NA
<i>Mage's Faithful Hound</i> (scroll) ****	1125 / NA	NA
<i>Teleport</i> (scroll)****	1125 / NA	NA
<i>Raise Dead</i> (scroll)****	NA / 6125	NA

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

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

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

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

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