

War in the Deep

A *Dungeons & Dragons*™ 4th Edition Heroic Tier Adventure
Presented by Brent P. Newhall's Musaeum of Fantastic Wonders

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INTRODUCTION

This 4-encounter adventure has been designed so that it can be scaled for 1st through 9th level D&D 4th Edition adventurers. The story can fit into part of a larger quest or campaign, or the story can be left as a one-shot adventure.

Each monster is listed with three variations: the left-hand version for 1st level adventurers, the middle version for 5th level, and the right-hand version for 9th level. This should make it easy to tweak the monsters for a party with slightly more or less experience than that specified.

In addition, each piece of dialogue is presented in two columns: a specific piece of dialogue that you can read just as it stands on the left, and a detailed summary that you can change as you see fit on the right.

OVERVIEW

The players are enchanted with the ability to breathe and swim underwater, and are teleported to an area to the west of a merfolk settlement.

They are soon attacked by a small sahuagin raiding party, but are rescued by an aquatic elf patrol. The elves take the adventurers to their Council, which explains that the sahuagin have massed an army, which now attack the nearby merfolk in earnest. The elves send a few of their own with the adventurers to the merfolk capital, as protection against roving sahuagin.

The party enters the land of the merfolk to find it almost deserted. The capitol, however, teems with merfolk preparing for battle. The party gains audience with the king, who is distraught at the news that his only daughter (a hot-blooded teenager) has disappeared after weeks of practicing with her sword. The king tells the adventurers that he will gladly give them what they seek if they'll bring his daughter back safely.

They travel north to a town on the main front, where they discover Princess Teela rallying the merfolk troops in the face of a massive sahuagin onslaught. After the adventurers help defend the town from dozens of sahuagin and three ballista, Teela charges northward, with the players in hot pursuit.

After a quick encounter with a group of sahuagin unsuccessfully attempting to transport dire sharks to the war zone, the players enter sahuagin territory, and quickly dispatch enemies on their way to a mysteriously glowing temple. There, they find the sahuagin king and a priestess in the middle of a ritual, attempting to summon a white dragon. The players must fight their way through before she succeeds.

The players can now bring Teela home, where the king gladly gives them a handsome reward.

HOOK 1

As the players wander through a crowded market or down a mug of ale at a tavern, they are

approached by a blue-cloaked wizard who introduces himself as Telen Graystoke. He asks if the players would be willing to talk with him privately.

He takes them to a back room of the tavern, where he explains that he has been remotely negotiating with the king of the merfolk for a particular magical ring that the king possesses in his treasury. The king expressed willingness to give it to Telen several weeks ago, but has not replied to any further messages. Telen wants to send the adventurers to the merfolk kingdom to inquire of the king why he's stopped communicating, and if there's anything that Telen can do. Payment has already been arranged.

Dialogue - Telen

I have been negotiating for months with the king of the merfolk, who lives in the sea to the east. He has a particular magic ring in his treasury, of little use to anyone except myself, for it has various unique properties. King Parmo has expressed his willingness to sell me the ring, and I have arranged payment, but several weeks ago he stopped answering my messages.

I need you to go to the merfolk kingdom and inquire of King Parmo why he's stopped communicating, and if there's anything I can do to, er, further the process. You must be polite, mind. I don't want to threaten Parmo, but I do want a group that won't be waylaid.

I can enchant you all so that you are each surrounded by a shield, which will provide you with air. You will not move as quickly underwater as you may on land, but you should otherwise be unaffected.

Telen explains that he's been negotiating for months with King Parmo of the merfolk, who lives in the sea to the east, for a magic ring. King Parmo's ready to sell it, but stopped answering messages weeks ago.

Telen needs the players to travel to Parmo's kingdom and find out what's wrong. They're not to challenge or threaten Parmo; just ask what's going on and resolve any problems.

He'll enchant the players with a bubble of air while underwater. They'll move more slowly, but will otherwise be unaffected.

If the players refuse, the adventure's over. If they accept, Telen performs the ritual, and the players are teleported to the ocean floor.

HOOK 2

The players come upon the east coast fishing village of Conche. The villagers are few and hungry, as sahuagin have raided it twice in the past week. They offer a reward if the players will go into the sea and petition the merfolk to stop the sahuagin.

Upon questioning, the villagers reveal several interesting facts:

1. The sahuagin concentrated on stealing the fishing spears the villagers are famous for.
2. One fisherman is friends with an aquatic elf who further out to sea. According to him,

the sahuagin are preparing for a massive war against the merfolk.

There's an old wizard in the village, Telen, who can enchant the players so that they can breathe and move normally while underwater.

Dialogue - Telen

I'm glad you've come! Glad you've come. You're going to fight off the sahuagin, eh? Good, good.

As it happens, I've been negotiating for months with the king of the merfolk about a magic ring in his treasury. It's of little use to anyone except myself. King Parmo's willing to give me the ring, but with all this sahuagin nastiness I haven't been able to get it.

So, while you're there, ask them about my ring, will you? All right? Good.

Now, as to this spell. It will enchant you all so that you're surrounded by a sort of shield of air. You won't move quite as quickly underwater as you on dry land, but you should be all right otherwise.

Now, ready to go?

Telen explains that he's been negotiating for months with King Parmo of the merfolk, who lives in the sea to the east, for a magic ring. King Parmo's ready to give it away, but stopped answering messages weeks ago, presumably because of the sahuagin problems.

Telen asks the players to get the ring from Parmo while they're there.

He'll enchant the players with a bubble of air while underwater. They'll move more slowly, but will otherwise be unaffected.

If the players ask Telen what he knows about the sahuagin and the merfolk, he replies that he's heard the sahuagin are causing a lot of trouble for the merfolk.

ENTERING THE DEEP

Description

You feel your skin crawl as the world swirls and fades away. After a few moments, you feel pressure all over your body. You open your eyes to find yourselves floating in the blue-green sea, a few feet from the sandy ocean floor. The sun sparkles through the rippling surface, about thirty feet above your heads. The ocean floor deepens gently to the east.

While the players are underwater, they take a -2 penalty to speed, but are otherwise unaffected.

Note

You may be wondering, why don't the players take other penalties while underwater? Underwater characters will move more slowly, and so they won't hit as hard, right? Right, but the other underwater races have been scaled to the players' level. It all evens out, and for simplicity's sake, the players keep the same stats while in this adventure.

THE FIRST ENCOUNTER — SAHUAGIN RAIDERS

The players travel east, towards the domain of the aquatic elves.

Description

You swim east. The sand beneath you becomes increasingly dotted with rocks, then small areas of rock appear between large swaths of sand. The sand gives way to mostly rock surface, which is itself pocked with holes and caves, some large enough to fit an adult humanoid. The ocean floor is now about 100 feet beneath the gently undulating waves above.

Suddenly, an arrow whizzes by the players! They see a small dot to the northeast and slightly above them, growing rapidly.

The players can hide in the small caves beneath them, each cramming themselves into a person-sized opening. They can also do a DC 10-15 Perception check on the growing dot to discover it's a heavily armed sahuagin raiding party of 3 to 5 (3 for 1st level, 4 for 5th, and 5 for 9th; see page 13, "Sahuagin Raider"). The raiding party will observe any players who tried to hide in the small caves. No matter what the players attempt, the sahuagin will attack them.

About halfway through the battle, the players see another small dot in the distance. Another DC 10-15 Perception check will reveal that they are aquatic elves (see page 13), and they will attack the sahuagin once they are in range.

When the battle is over, the leader of the group will ensure the players are all right, ask what they're doing here, and will offer to take the players to the elves' High Council, which happens to be meeting now.

Dialogue - Aquatic Elf Patrol Leader

Ah! I am sorry that good travelers such as yourselves came afoul of such villainry. The sahuagin have been rattling their tridents for many weeks now, in numbers not seen since the War of a Thousand Battles. Are you well?

Good, good. You obviously are foreigners; what brings you to the Western Shelf?

(The players explain their desire to see King Parmo.)

Ah! That may be difficult, as the merfolk can be insular. However, our High Council is meeting now to discuss the sahuagin threat; they may be able to get you an audience with the merfolk king. Shall we take you there?

The leader apologizes for the attack, mentioning that sahuagin raids have been more frequent of late, and inquires as to what the players are doing here on the Western Shelf. When the players explain, the leader says that the aquatic elves' High Council is currently meeting to discuss the sahuagin threat, and offers to take the players to meet the Council.

The elves lead the players further eastward, where the caves increase in size to become full-scale caverns, where small knots of elves live. One rock "hill" is honeycombed with caverns; this is Quartzfell, a major aquatic elf town. The players are escorted through exquisitely

carved hallways to a room with a large circular table. Three of the High Council sit here, in deep discussion.

One wonderful thing about DMing is that nobody needs to know your sources. So, the High Council is composed of three easy cheats: Sheesil has the personality of Princess Leia, Lendarin has the personality of Luke Skywalker, and Faneas has the personality of Han Solo, all as of *Star Wars Episode 4: A New Hope*.

If asked about the sahuagin:

Dialogue - Faneas (Han Solo)

Yeah, the sahuagin have been houndin' us for years, ever since the War of a Thousand Battles twenty years ago. But it's never been this bad. They've got an army out there now, and loaded for bear.

Faneas says that the sahuagin have been a problem ever since the War of a Thousand Battles twenty years ago, but that it's never been this bad; the sahuagin now have a well-equipped army.

Dialogue - Sheesil (Princess Leia)

For the past three days, we've been receiving reports of skirmishes between heavily armed sahuagin and merfolk, to the north of the merfolk kingdom in the Great Valley east of us.

Sheesil says the elves have been receiving reports of skirmishes between heavily armed sahuagin and merfolk, to the north of the merfolk kingdom in the Great Valley to the east.

If asked about the merfolk:

Dialogue - Sheesil (Princess Leia)

The merfolk have been our allies for centuries. They're good people, and I must say they bore the brunt of the fighting during the War of a Thousand Battles, in which we allied with the merfolk to wipe out the sahuagin menace. The sahuagin were decimated afterwards, but we obviously missed a few, and they've been breeding like plankton ever since.

Shesil says the merfolk have been good allies for centuries, and that the merfolk were most affected during the War of a Thousand Battles. The sahuagin were supposed to be wiped out during that War.

When the players tell them of their mission:

Dialogue - Lendarin (Luke Skywalker)

You can't go in there! The sahuagin will slaughter you before you've gone a league.

Lendarin insists that if the players go, the sahuagin will slaughter them.

Dialogue - Sheesil (Princess Leia)

(Casting a reproachful eye at Lendarin) We can provide you with a safe escort to the

Sheesil offers safe escort to the merfolk kingdom.

merfolk kingdom in the Great Valley.

If the players ask for more information, they learn that the aquatic elves – who are mostly plain fishers and jewelers – have never liked the Sahuagin Empire to the northeast. The merfolk established a solid kingdom east of the aquatic elves, but were always annoyed by occasional raids from the sahuagin north of them. Twenty years ago, the aquatic elves and the merfolk determined to stomp out the sahuagin forever. Sheesil may let slip that the sahuagin view the present conflict as payback for the “genocide” of twenty years ago.

THE MERFOLK KINGDOM

The players may now leave, journeying east to the merfolk kingdom. They will be accompanied by two aquatic elves, a serious, contemplative woman named Essil, and an almost silent man named Awran. Use the “Aquatic Elf Raider” on page 13 for their stats.

If you want to draw out the adventure a bit, you can add an encounter with a sahuagin raiding party: one commander and four soldiers at the level appropriate to the party. The commander has an extra 20 HP, +2 AC, and has two powers: an at-will power that dazes an enemy on a successful weapon hit for one turn, and an encounter power that doubles his damage and gives all allies +1 on all attack rolls next turn.

Either way, the players will journey deeper into the ever-murkier sea. Low-light vision will be an advantage here.

Description

The ocean has become positively murky. Below, you see small settlements: stone walls, huts, and caves; even a few farms of gently undulating kelp and seaweed. They are all devoid of sentient life; bloated fish graze on the untended vegetation. It's as if the inhabitants just picked up their possessions and left.

You travel further eastward, until you swim over a rise and see a huge valley spread out beneath you, in the center of which a huge black rock spire rises a good hundred feet from the ocean floor. The gentle light of thousands of glowsticks illuminate hundreds of companies of soldiers who swarm over the Great Valley, hauling weapons and distributing shields.

In the center, the black spire of Underdeep stands like a sentinel. You swim towards it, past the various serious merfolk standing guard who wave you through.

You enter a cavernous hall. On a raised dais, the king and queen sit on hammock-like thrones of intricately spun gold, issuing orders to the many soldiers and advisers who mill about.

King Parmo and Queen Sestha are regal, somewhat severe rulers. They listen to the players with some reserve. Parmo barely listens to Telen's request; he's worrying incessantly about his daughter. The hot-blooded teenaged Princess Teela has wanted to assist in the attack on the sahuagin ever since the sahuagin began constant skirmishing several weeks ago.

If the party is succeeds on a DC 10-15 Insight check, they'll learn of Teela's past with the sahuagin (see sidebar).

The king will ask the players to find Teela, promising an extra (level-appropriate) reward for returning her safely. If the party becomes belligerent at the king's refusal to give them Telen's object, the queen will get involved, attempting to placate everyone. She will offer to triple the reward.

The party must now venture northward to rescue Princess Teela.

Teela and the Sahuagin

Teela is the eldest child of King Parmo, but was not born thus. Her elder brother, Parin, followed in the footsteps of all adolescent Merfolk and sought a challenge in the monster-filled wastes east of the Great Valley. His body was found several days later, with a sahuagin trident protruding from his stomach.

THE SECOND ENCOUNTER — DEFENDING THE NORTH WALL

The merfolk towns north of the Great Valley swarm with military preparations. Only soldiers can be seen, though; regular merfolk are keeping well out of the way.

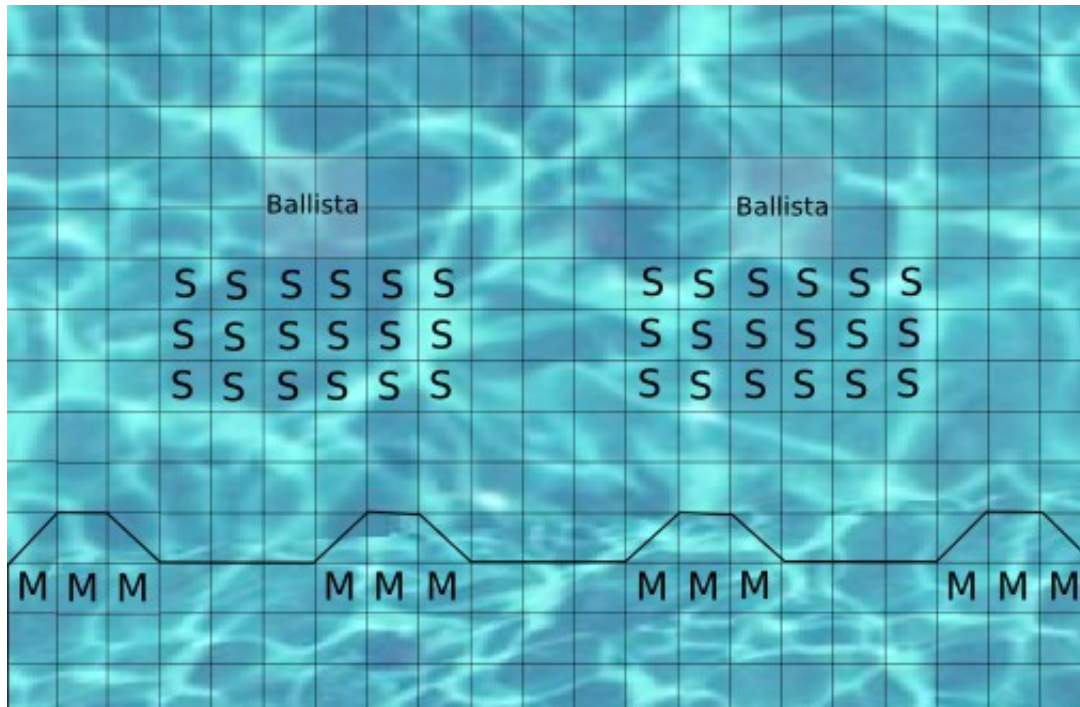
The party arrives at the town of Barsook, which forms part of the great stone barricade defending the northern border of the merfolk kingdom. Spells normally set off a piercing shriek if sahuagin venture near, but with the amount of recent sahuagin activity, they've been turned off.

And a good thing. Forty sahuagin guards (see page 15; "S" on the map) stand beyond the north wall, supported by two (1st through 5th level) to three (6th through 9th level) underwater ballista.

Ballista, level 1	Ballista, level 5	Ballista, level 9
HP 20 Bloodied 10 AC 10	HP 40 Bloodied 20 AC 10	HP 50 Bloodied 25 AC 12
Fort 14 Reflex 8 Will 8	Fort 16 Reflex 8 Will 8	Fort 14 Reflex 8 Will 8
Speed 0	Speed 0	Speed 0
Strike (standard; at-will) ♦ Weapon +6 vs. AC; 1d8 damage Requires one full round to reload.	Strike (standard; at-will) ♦ Weapon +8 vs. AC; 1d8+2 damage Requires one full round to reload.	Strike (standard; at-will) ♦ Weapon +11 vs. AC; 2d6 damage Requires one full round to reload.
Lucky Strike (encounter) ♦ Weapon +6 vs. AC; 1d8+2 damage	Lucky Strike (encounter) ♦ Weapon +8 vs. AC; 1d6+6 damage	Lucky Strike (encounter) ♦ Weapon +11 vs. AC; 2d6+4 damage

Fortunately, the north wall is defended by twelve (for 1st level players) to twenty (for 9th level players) merfolk (see “Merfolk Defender,” page 14; “M” on the map), and Princess Teela herself, encased in hide armor, holding a sword aloft and encouraging her fellow merfolk.

The players must fend off the sahuagin army, of course. For purposes of initiative, treat each group of merfolk defenders as squads. Each individual takes separate attack and damage rolls, but everyone in the squad takes damage together.



Map 1: The Northern Frontier

Things are a little worse than that, even. Now that the ballista are in place and firing, the sahuagin are swimming towards the battlements. Position them 8 squares away; they approach 2 squares per turn (because they're swimming up towards the battlements as well as horizontally). So the players have 4 turns before the sahuagin army hits the defenders on the wall.

If your players struggle with this challenge, you can let the merfolk defenders pick off more of the attackers.

Once the battle's over, Princess Teela insists that they must press the advantage and continue north. No amount of reasoning will persuade her; she must at least satisfy her sense of justice by inflicting some damage on the Sahuagin Empire. However, with a difficulty 15-25 Persuasion check, she can be convinced to send a messenger back to her father, complete with a guarantee that he'll hand over Telen's item. If the players show increased frustration with her, she will offer them all the loot from the sahuagin they attack; the merfolk will take nothing.

THE THIRD ENCOUNTER — SHARKS!

So the players continue northward, hoping to keep Teela from getting killed.

They soon encounter a party of five Sahuagin Raiders swimming south, but this one has a surprise — they're towing three cages, each containing a dire shark (see page 14). They're vicious beasts, too. Once the sahuagin engage the adventurers, they open the cages, but two of the sharks attack each other, effectively removing them from combat. The third will circle and attack anyone nearby (including sahuagin).

Depending on your players' bloodlust, you can add an additional encounter with a random sahuagin patrol here. Change it up so that it consists of a few sahuagin minions and one powerful magic user with an ice blast wand (+6 vs. Reflex attack, 1d10 magical ice damage).



THE FOURTH ENCOUNTER — THE SAHUAGIN TEMPLE

Description

After an hour of further northward travel, you see a beautiful ruined city in the distance. It's made all of stone columns and arches, suffused with a strange white glow.

Dialogue - Teela

That's a sahuagin city. The buggers settle in the rubble of this civilization — much more ancient than they — and never rebuild it. Just squat and eat. And attack us.

Teela explains that this is a sahuagin city. More accurately, it's the ruins of a much older civilization; the sahuagin just took it over and never bothered to repair it.

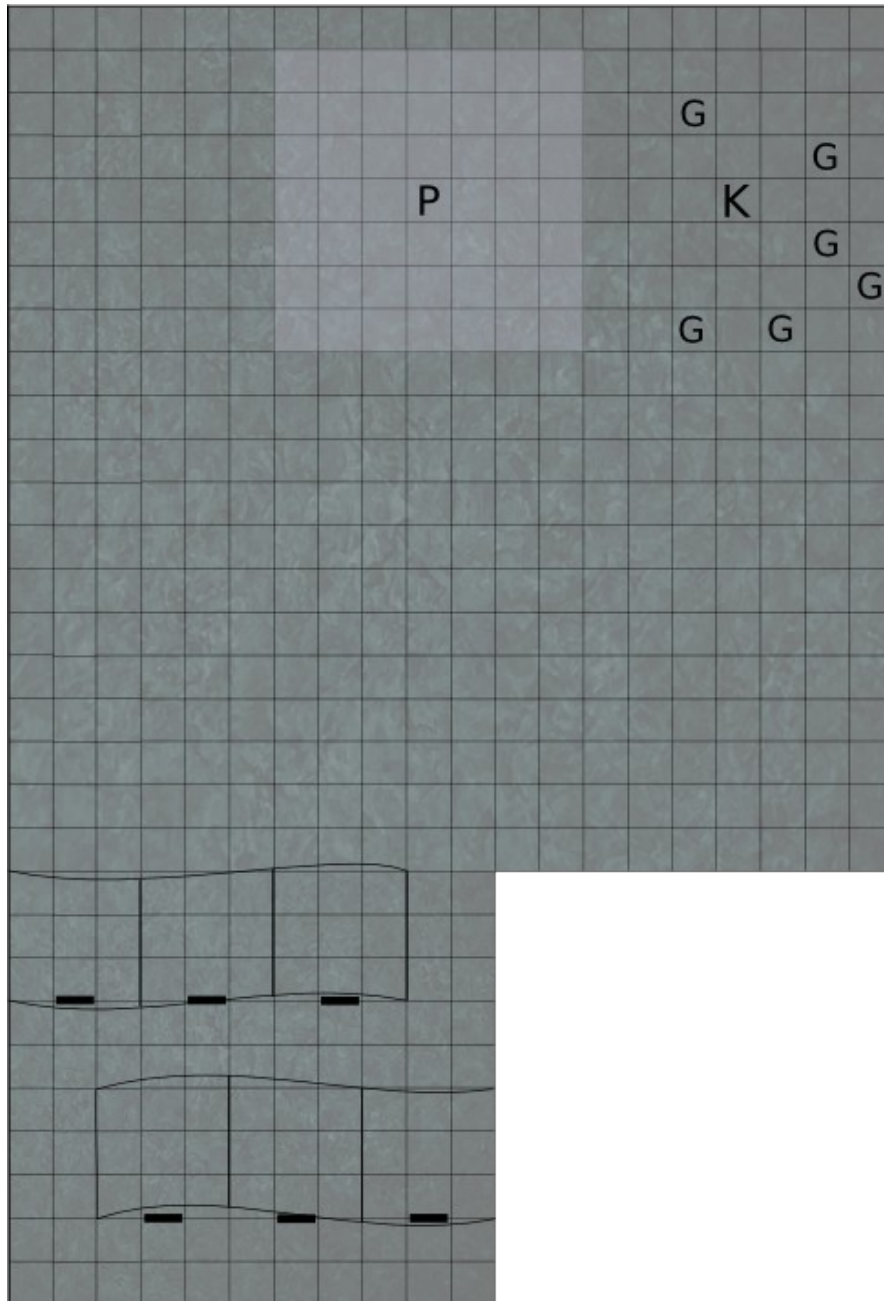
No sahuagin can be seen; perhaps they're attending to other fronts of the invasion?

The strange glow emanates from a temple at the center of the city. Teela pulls the players along to investigate. The temple is shaped like a horn; the players enter at its neck.

The entrance consists of a long, snaking hallway with doors leading off it. Behind the doors are small antechambers with a few holy magic items — necklaces, bracelets, and anklets of pearl.

The hallway opens onto a large square chamber. At the far end, a sahuagin priestess (page 16, "P" on the map) rests her hands on a glowing orb as she whispers in an ancient tongue. White wisps of fog swirl around her and the orb, causing the water itself to swirl dangerously. Nearby stands an official-looking sahuagin (page 15, "K" on the map), who is himself surrounded by half a dozen sahuagin guards (page 15, "G" on the map). The PCs must make

successful Stealth checks (DC 12 for 1st level, DC 15 for 5th level, and DC 19 for 9th level) to cross the chamber halfway before being noticed by the guards. Once they reach the halfway point, they'll be discovered anyway.



Map 2: The Sahuagin Temple

At level 5, add 2 sahuagin guards. At level 9, add 4 sahuagin guards (for a total of 10).

Princess Teela points at the official-looking sahuagin and gasps, “The Sahuagin King!”

The guards do their best to keep the players away from both the priestess and the king. The king prefers to stay out of combat, but will fight ferociously (and contemptuously) if any of the players get near him. After the first round, the wisps of fog begin to coalesce into a

dragon-like shape.

The orb creates a strong current around itself, causing all terrain within three squares to be considered “difficult” terrain (the light area on the map).

Let the players get to the priestess before she finishes the ritual; they will undoubtedly be in no fit state to fight a dragon. If they physically interrupt her in any way, the wisps will vanish and she will scream in rage and attack the players. The area around her will no longer be difficult terrain.

CONCLUSION

With the sahaugin king dead and the dragon-summoning ritual thwarted, Teela is satisfied that the sahuagin are no longer a threat. She now returns with the players to her parents, who gratefully reward the players and provide them with the magical ring that Telen Graystoke desires. As soon as their hands wrap around the ring, the underwater world swirls and fades away. The players find themselves coming to consciousness in a room at the back of the tavern they were in at the beginning of the adventure. They are dry, and the ring is nowhere to be seen, but their sacks are much heavier with gold, and the various items they collected during their adventure lay around the room.

The players are rewarded with a total of 700 gp at 1st level, 2,000 gp at 5th level, and 10,000 gp at 9th level.

CREATURES

Sahuagin Raider, level 1 Soldier

Initiative +3 100 XP
HP 28 **Bloodied** 14 **AC** 16
Fort 12 **Reflex** 14 **Will** 11
 Speed 6

Trident (standard; at-will) -Weapon
 +6 *vs.* AC; 3 damage

Trident (standard; at-will) - Weapon
 Ranged 6; +6 *vs.* AC; 3 damage.
 Must retrieve trident before it can be
 thrown again.

Underwater Crossbow

+6 *vs.* AC, range 15, 1d8+2 damage
 3 bolts

Blood Frenzy

+1 to attack rolls and a +2 to damage
 against bloodied enemies.

Languages Abyssal

Str 20 (+8) Dex 14 (+5) Wis 12 (+4)
 Con 14 (+5) Int 10 (+3) Cha 10 (+3)

Equipment Trident

Sahuagin Raider, level 6 Soldier

Initiative +7 200 XP
HP 70 **Bloodied** 35 **AC** 20
Fort 16 **Reflex** 19 **Will** 15
 Speed 6

Trident (standard; at-will) -Weapon
 +11 *vs.* AC; 5 damage

Trident (standard; at-will) - Weapon
 Ranged 6; +11 *vs.* AC; 5 damage.
 Must retrieve trident before it can be
 thrown again.

Underwater Crossbow

+11 *vs.* AC, range 15, 1d8+4 damage
 3 bolts

Blood Frenzy

+1 to attack rolls and a +2 to damage
 against bloodied enemies.

Languages Abyssal

Str 20 (+8) Dex 14 (+5) Wis 12 (+4)
 Con 14 (+5) Int 10 (+3) Cha 10 (+3)

Equipment Trident

Sahuagin Raider, level 10 Soldier

Initiative +12 500 XP
HP 94 **Bloodied** 47 **AC** 24
Fort 21 **Reflex** 22 **Will** 20
 Speed 6

Trident (standard; at-will) -Weapon
 +16 *vs.* AC; 7 damage

Trident (standard; at-will) - Weapon
 Ranged 6; +16 *vs.* AC; 7 damage.
 Must retrieve trident before it can be
 thrown again.

Underwater Crossbow

+16 *vs.* AC, range 15, 1d8+6 damage
 3 bolts

Blood Frenzy

+1 to attack rolls and a +2 to damage
 against bloodied enemies.

Languages Abyssal

Str 20 (+8) Dex 14 (+5) Wis 12 (+4)
 Con 14 (+5) Int 10 (+3) Cha 10 (+3)

Equipment Trident

Aquatic Elf Raider, level 2 Soldier

Initiative +3
HP 32 **Bloodied** 16 **AC** 16
Fort 13 **Reflex** 15 **Will** 12
 Speed 6

Dagger (standard; at-will)
 +5 *vs.* AC; 1d6 damage

Underwater Crossbow

+6 *vs.* AC, range 15, 1d8 damage
 6 bolts

Underwater Dexterity

Does not provoke opportunity attacks.

Languages Common, Elvish

Str 20 (+8) Dex 14 (+5) Wis 12 (+4)
 Con 14 (+5) Int 10 (+3) Cha 10 (+3)

Equipment Dagger, Crossbow

Aquatic Elf Raider, level 6 Soldier

Initiative +7
HP 70 **Bloodied** 35 **AC** 20
Fort 16 **Reflex** 19 **Will** 15
 Speed 6

Dagger (standard; at-will)
 +10 *vs.* AC; 1d6+2 damage

Underwater Crossbow

+11 *vs.* AC, range 15, 1d8+2 damage
 6 bolts

Underwater Dexterity

Does not provoke opportunity attacks.

Languages Common, Elvish

Str 20 (+8) Dex 14 (+5) Wis 12 (+4)
 Con 14 (+5) Int 10 (+3) Cha 10 (+3)

Equipment Dagger, Crossbow

Aquatic Elf Raider, level 10 Soldier

Initiative +12
HP 94 **Bloodied** 47 **AC** 24
Fort 21 **Reflex** 22 **Will** 20
 Speed 6

Dagger (standard; at-will)
 +15 *vs.* AC; 1d6+4 damage

Underwater Crossbow

+16 *vs.* AC, range 15, 1d8+4 damage
 6 bolts

Underwater Dexterity

Does not provoke opportunity attacks.

Languages Common, Elvish

Str 20 (+8) Dex 14 (+5) Wis 12 (+4)
 Con 14 (+5) Int 10 (+3) Cha 10 (+3)

Equipment Dagger, Crossbow

Merfolk Defender, level 2 Soldier

Initiative +3

HP 12 **Bloodied** 6 **AC** 12**Fort** 13 **Reflex** 9 **Will** 9

Speed 10

Underwater Crossbow+6 vs. AC, range 15, 1d8+2 damage
6 bolts**Languages** Common, Aquan

Str 13 (+4), Dex 13 (+4), Wis 9 (+2)

Con 14 (+5), Int 10 (+3), Cha 10 (+3)

Equipment Crossbow**Merfolk Defender level 6 Soldier**

Initiative +7

HP 40 **Bloodied** 20 **AC** 16**Fort** 18 **Reflex** 13 **Will** 13

Speed 10

Underwater Crossbow+11 vs. AC, range 15, 1d8+4 damage
6 bolts**Languages** Common, Aquan

Str 13 (+4), Dex 13 (+4), Wis 9 (+2)

Con 14 (+5), Int 10 (+3), Cha 10 (+3)

Equipment Crossbow**Merfolk Defender, level 10 Soldier**

Initiative +12

HP 64 **Bloodied** 32 **AC** 20**Fort** 21 **Reflex** 17 **Will** 17

Speed 10

Underwater Crossbow+16 vs. AC, range 15, 1d8+6 damage
6 bolts**Languages** Common, Aquan

Str 13 (+4), Dex 13 (+4), Wis 9 (+2)

Con 14 (+5), Int 10 (+3), Cha 10 (+3)

Equipment Crossbow**Dire Shark, level 3 Brute**

Initiative +2 300 XP

HP 70 **Bloodied** 35 **AC** 15**Fort** 14 **Reflex** 13 **Will** 12

Speed 12

Bite (standard; at-will)

+6 vs. AC, range 2, 2d8 damage

Improved Grab (free action)

On a successful bite, can attempt a grapple as a free action without provoking an opportunity attack. If successful, can swallow whole next round.

Swallow Whole (standard)

+8 vs. AC, range 1. Target takes 2d6 damage, plus 1d8 acid damage per round. Target can cut out by dealing 15 points of damage to the shark's stomach.

Str 23 (+10), Dex 15 (+5), Wis 9 (+2)

Con 14 (+5), Int 1, Cha 10 (+3)

Dire Shark, level 8 Brute

Initiative +2 700 XP

HP 100 **Bloodied** 50 **AC** 17**Fort** 19 **Reflex** 18 **Will** 17

Speed 12

Bite (standard; at-will)

+11 vs. AC, range 2, 2d8+2 damage

Improved Grab (free action)

On a successful bite, can attempt a grapple as a free action without provoking an opportunity attack. If successful, can swallow whole next round.

Swallow Whole (standard)

+12 vs. AC, range 1. Target takes 2d6+3 damage, plus 1d8+2 acid damage per round. Target can cut out by dealing 20 points of damage to the shark's stomach.

Str 23 (+10), Dex 15 (+5), Wis 9 (+2)

Con 14 (+5), Int 1, Cha 10 (+3)

Dire Shark, level 12 Brute

Initiative +2 1,400 XP

HP 135 **Bloodied** 67 **AC** 20**Fort** 24 **Reflex** 23 **Will** 22

Speed 12

Bite (standard; at-will)

+16 vs. AC, range 2, 2d8+4 damage

Improved Grab (free action)

On a successful bite, can attempt a grapple as a free action without provoking an opportunity attack. If successful, can swallow whole next round.

Swallow Whole (standard)

+18 vs. AC, range 1. Target takes 2d6+6 damage, plus 1d8+4 acid damage per round. Target can cut out by dealing 25 points of damage to the shark's stomach.

Str 23 (+10), Dex 15 (+5), Wis 9 (+2)

Con 14 (+5), Int 1, Cha 10 (+3)

Sahuagin Guard, level 1 Minion
Initiative +5 25 XP
HP 1 **AC** 15
Fort 14 **Reflex** 13 **Will** 12
Speed 6

Trident (standard; at-will)
+6 vs. AC; 3 damage

Trident (standard; at-will) - Weapon
+6 vs. AC, range 6, 3 damage.
Must retrieve trident before it can be thrown again.

Blood Frenzy
+1 to attack rolls and a +2 to damage against bloodied enemies.

Languages Abyssal
Str 16 (+6) Dex 14 (+5) Wis 12 (+4)
Con 14 (+5) Int 10 (+3) Cha 10 (+3)
Equipment Trident

Sahuagin Guard, level 6 Minion
Initiative +5 65 XP
HP 1 **AC** 20
Fort 18 **Reflex** 17 **Will** 16
Speed 6

Trident (standard; at-will)
+11 vs. AC; 5 damage

Trident (standard; at-will) - Weapon
+11 vs. AC, range 6, 5 damage.
Must retrieve trident before it can be thrown again.

Blood Frenzy
+1 to attack rolls and a +2 to damage against bloodied enemies.

Languages Abyssal
Str 16 (+6) Dex 14 (+5) Wis 12 (+4)
Con 14 (+5) Int 10 (+3) Cha 10 (+3)
Equipment Trident

Sahuagin Guard, level 10 Minion
Initiative +5 125 XP
HP 1 **AC** 23
Fort 22 **Reflex** 21 **Will** 20
Speed 6

Trident (standard; at-will)
+16 vs. AC; 7 damage

Trident (standard; at-will) - Weapon
+16 vs. AC, range 6, 7 damage.
Must retrieve trident before it can be thrown again.

Blood Frenzy
+1 to attack rolls and a +2 to damage against bloodied enemies.

Languages Abyssal
Str 16 (+6) Dex 14 (+5) Wis 12 (+4)
Con 14 (+5) Int 10 (+3) Cha 10 (+3)
Equipment Trident

Sahuagin King
Level 3 Elite
Initiative +3 100 XP
HP 58 **Bloodied** 29 **AC** 19
Fort 12 **Reflex** 14 **Will** 11
Speed 6

Trident (standard; at-will) - Weapon
+6 vs. AC; 5 damage

Trident (standard; at-will) - Weapon
+6 vs. AC, range 6, 5 damage.
Must retrieve trident before it can be thrown again.

Trident Sweep (standard; encounter)
- Weapon
Make a standard attack against each adjacent enemy.

Directing the Guard (standard; at-will)
Orders his guards to attack a character. They gain +2 to attack rolls against targeted character until beginning of king's next turn.

Opportunistic Strike
When a flanked enemy shifts, make an immediate melee basic attack against the enemy.

Blood Frenzy
+1 to attack rolls and a +2 to damage against bloodied enemies.

Languages Abyssal
Str 20 (+8) Dex 14 (+5) Wis 12 (+4)
Con 14 (+5) Int 10 (+3) Cha 10 (+3)
Equipment Trident

Sahuagin King
Level 8 Elite
Initiative +7 250 XP
HP 100 **Bloodied** 50 **AC** 22
Fort 19 **Reflex** 16 **Will** 15
Speed 6

Trident (standard; at-will) - Weapon
+11 vs. AC; 7 damage

Trident (standard; at-will) - Weapon
+11 vs. AC, range 6, 7 damage.
Must retrieve trident before it can be thrown again.

Trident Sweep (standard; encounter)
- Weapon
Make a standard attack against each adjacent enemy.

Directing the Guard (standard; at-will)
Orders his guards to attack a character. They gain +4 to attack rolls against targeted character until beginning of king's next turn.

Opportunistic Strike
When a flanked enemy shifts, make an immediate melee basic attack against the enemy.

Blood Frenzy
+1 to attack rolls and a +2 to damage against bloodied enemies.

Languages Abyssal
Str 20 (+8) Dex 14 (+5) Wis 12 (+4)
Con 14 (+5) Int 10 (+3) Cha 10 (+3)
Equipment Trident

Sahuagin King
Level 13 Elite
Initiative +12 500 XP
HP 124 **Bloodied** 62 **AC** 25
Fort 22 **Reflex** 21 **Will** 20
Speed 6

Trident (standard; at-will) - Weapon
+16 vs. AC; 9 damage

Trident (standard; at-will) - Weapon
+16 vs. AC, range 6, 9 damage.
Must retrieve trident before it can be thrown again.

Trident Sweep (standard; encounter)
- Weapon
Make a standard attack against each adjacent enemy.

Directing the Guard (standard; at-will)
Orders his guards to attack a character. They gain +6 to attack rolls against targeted character until beginning of king's next turn.

Opportunistic Strike
When a flanked enemy shifts, make an immediate melee basic attack against the enemy.

Blood Frenzy
+1 to attack rolls and a +2 to damage against bloodied enemies.

Languages Abyssal
Str 20 (+8) Dex 14 (+5) Wis 12 (+4)
Con 14 (+5) Int 10 (+3) Cha 10 (+3)
Equipment Trident

Sahuagin Priestess, level 2 Artillery

Initiative +8 250 XP
HP 22 **Bloodied** 11 **AC** 16
Fort 12 **Reflex** 16 **Will** 17
 Speed 6; 8 swimming

Raking Claws (standard; at-will)

+2 vs. AC; 1d8 damage

Water Bolt (standard; at-will)

+9 vs. AC, range 20, 2d6 + 1 damage

Spectral Jaws (standard; recharges on a 5 or 6)

+9 vs. Will, range 20, 2d6 + 1 damage, and target takes ongoing 1 damage plus -2 penalty to all defenses (save ends both)

Dizzying Curse (standard; at-will)

+4 vs. Will, range 10. Target is dazed and immobilized (save ends both).

Blood Frenzy

+1 to attack rolls and a +2 to damage against bloodied enemies.

Languages Abyssal

Str 16 (+6) Dex 18 (+8) Wis 20 (+9)
 Con 16 (+7) Int 12 (+5) Cha 16 (+7)

Equipment Trident, Holy Symbol, Robe

Sahuagin Priestess, level 8 Artillery

Initiative +8 700 XP
HP 70 **Bloodied** 35 **AC** 22
Fort 19 **Reflex** 20 **Will** 21
 Speed 6; 8 swimming

Raking Claws (standard; at-will)

+5 vs. AC; 1d8+2 damage

Water Bolt (standard; at-will)

+14 vs. AC, range 20, 2d8 + 3 damage

Spectral Jaws (standard; recharges on a 5 or 6)

+14 vs. Will, range 20, 3d6 + 1 damage, and target takes ongoing 3 damage plus -2 penalty to all defenses (save ends both)

Dizzying Curse (standard; at-will)

+9 vs. Will, range 10. Target is dazed and immobilized (save ends both).

Blood Frenzy

+1 to attack rolls and a +2 to damage against bloodied enemies.

Languages Abyssal

Str 16 (+6) Dex 18 (+8) Wis 20 (+9)
 Con 16 (+7) Int 12 (+5) Cha 16 (+7)

Equipment Trident, Holy Symbol, Robe

Sahuagin Priestess, level 10 Artillery

Initiative +8 1,000 XP
HP 100 **Bloodied** 50 **AC** 25
Fort 21 **Reflex** 22 **Will** 23
 Speed 6; 8 swimming

Raking Claws (standard; at-will)

+8 vs. AC; 1d8+4 damage

Water Bolt (standard; at-will)

+19 vs. AC, range 20, 2d8 + 7 damage

Spectral Jaws (standard; recharges on a 5 or 6)

+19 vs. Will, range 20, 3d6 + 5 damage, and target takes ongoing 5 damage plus -2 penalty to all defenses (save ends both)

Dizzying Curse (standard; at-will)

+14 vs. Will, range 10. Target is dazed and immobilized (save ends both).

Blood Frenzy

+1 to attack rolls and a +2 to damage against bloodied enemies.

Languages Abyssal

Str 16 (+6) Dex 18 (+8) Wis 20 (+9)
 Con 16 (+7) Int 12 (+5) Cha 16 (+7)

Equipment Trident, Holy Symbol, Robe

CREDITS

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