

ULP1-09

AT THE EDGE OF THE ABYSS

A One-Round D&D LIVING GREYHAWK®
Principality of Ulek Regional Adventure

Version 1

by Daniel M. Perez

A regular market day in Gryrax quickly turns into an opportunity to explore the Azure Sea and beyond. Do these tranquil blue waters hold the secrets that could help turn the tide against the threat of the Pomarj? An adventure for characters level 1-6.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" among the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

DETERMINING AVERAGE PARTY LEVEL (APL)

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs

participating in the adventure. To determine the Average Party Level (APL):

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack

that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

- 3) A group of APL 1 adventurers who desire an extra hand can “enlist an iconic.” The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to your APL's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1

ADVENTURE SUMMARY AND BACKGROUND

Seven years ago (584 CY), during the time of the Hateful Wars, the conflicts between the Principality of Ulek and the Pomarj were at a peak level. Amidst countless bloody battles that culminated with a tentative halt in 585 CY, valiant lives were lost in order to keep the humanoids from the Pomarj at bay from the lands of Ulek. How well this worked is known to all citizens of Ulek today, as the eastern provinces suffer under the Pomarjan invasion.

During the Hateful Wars, in order to claim a desperately needed advantage for the forces of the Principality of Ulek, Prince Olinstaad Corond devised a scheme to seek to strike at the very heart of the humanoid nation: he would send by sea a cadre of his best warriors, including a force of adamantine guards, to infiltrate the neighbouring enemy nation and make their way to its headquarters in Stoneheim, in order to take the battle straight to the Pomarj leader, the despot Turosh Mak. Sadly, what could have proved to be a most decisive blow, ended up in tragedy.

The galley carrying this elite force of Ulekian soldiers was besieged en route by a combined fleet of humanoid war vessels from the Pomarj and pirates in the service of the humanoid nation. Vastly outnumbered, the Ulekians fought to the bitter end with every weapon at their disposal, but their fate was sealed. In a battle where the Ulekians were outnumbered 8-to-1, the galley was sunk, its passengers all killed. The most glorious sons and daughters of Ulek perished alone in the high seas, their full story unknown for almost two years. News eventually reached Gryrax and Prince Corond about the fate of the special force. Various Royal Navy ships were dispatched in search of the sunken galley, but the Azure Sea is large, and without concrete details of where the battle occurred there was little that could be done to find the wreckage and return those sons and daughters of Ulek for proper rites.

The burdens of state, and the increased activity along the eastern border of the principality eventually took the prince's mind away from this sad incident. By the time Turosh Mak's forces overran the eastern provinces, Prince Corond had turned his attention back to the struggle to save his country from the threat of the Pomarj—the dead had been laid to rest in the minds of the Ulekians, and the struggle of the living became paramount. There were a few who never forgot the ill-fated galley and her crew.

Tanvyl Nalador was a young soldier in the army when the Hateful Wars were in full swing. Shortly before the launch of the special force, Nalador transferred to the Navy, under the command of Admiral Wavebreaker. While he had nothing to do with the preparation of the force, and indeed only knew about it after the galley was declared lost, he always felt it was an incredible shame to his race, country and gods that those valiant soldiers were

lost to the seas, unable to receive the final rites deserving of such courageous individuals, be they human or dwarf.

In his spare time, Nalador became nearly obsessed with trying to discover the location of the sunken ship. He poured over maps and charts, searched official documents and manifestoes, spoke to hundreds of people, trying to form a picture of the crew, their attitude, what their possible route could have been, what their war tactics would have looked like, and what their last moments would have been like. Unofficially, Nalador sailed various times out into the Azure Sea, sometimes deep into enemy territory, seeking any clue that would tell him what had happened to the galley, and while a couple of times he did strike gold in finding pieces of debris belonging to the sunken galley, their locations left still an area as large as the principality to search. However, early in 591 CY, a silver lining would shine on Nalador's quest.

Urged by new findings in his research, and the discovery of more debris all located relatively near to each other, Nalador was able to triangulate an area roughly some 50 miles wide where he believed the remains of the sunken ship would be found. After two self-funded expeditions he was able to reduce the triangulated area in half; with this information, he approached his superior, Admiral Ulik Wavebreaker. While nothing could be done under official channels—the resources of the Navy were tied with the emerging conflict with the Pomarj—Wavebreaker decided to privately fund a new expedition, giving Nalador not only the money needed to recruit a crew and gather equipment, but also allowing the use of his own personal ship, the Wavebreaker, one of the fastest ships in the fleet. Nalador quickly gathered a crew he knew he could count on, a trusted cadre of dwarven sailors, and began planning this new, secret expedition. Nalador firmly believes that the rediscovery of the ship would help the nation bring this awful chapter to a close and help boost national morale for the upcoming war.

This is where the PCs come in. Nalador hires the PCs for the secret mission to find the sunken ship. With the use of underwater suits that allow for limited deep-sea exploration, Nalador sets out to the location where the ship lies. Unknown to Nalador, the sunken ship now lies within the boundaries of a sahuagin tribe. They regard the wreckage as part of their territory, and use it as a feeding ground for their sharks, as well as for themselves from time to time. By nature, sahuagin are very territorial, and any intrusion into their domains is seen as utter threats to be systematically eliminated.

The PCs will learn the use of the underwater suits (that is, unless they have magical means to breathe underwater) and explore an area of the sea floor. Eventually they find the wreckage, lying at the edge of an underwater abyss, just as the sahuagin learn of their presence. Their air hoses are cut off, and the air pockets inside the ship become the PC's only mean to survive. While inside, they search the remains of the ship until they reach the main cargo hold. Here they fight a group of sahuagin, and when emerging victorious, claim a number of equipment and treasure that has been lying in

a watery grave for close to eight years. As they try to find a way to escape the wreckage back to the surface, they are saved by a group of dwarven sailors in underwater suits. As they ascend, two dire sharks threaten the whole group. These sharks attack the group only in passing, killing one of the dwarves and possibly damaging one of the PCs, and then push the wreckage into the abyss next to the ship. The PCs manage to return to the surface, and the expedition returns to Gryrax, in a semisweet victory. For their help, the PCs are given the (unofficial) thanks of the Royal Navy.

INTRODUCTION

Note: For the purpose of this scenario, it is not a full moon, nor will it be for another 2 weeks.

The PCs arrive in (or are already in) Gryrax just in time for the common market. Four merchant galleys have arrived in the last two days bringing essential and luxury items for both the city and the general public. As such, both harbour and dockside are teeming with people, and there are a large number of ships of all sizes docked.

Gryrax, capital of the Principality of Ulek, is alive today with the dim and bustle of a million souls wandering its streets. No less than four trading ships have pulled into port in the last two days, and the market district near the docks teems with sellers, customers, gawkers and pickpockets, the myriad smells of food and drinks and things unknown, but above all, the salty smell of the sea.

The harbour is almost undistinguishable from the docks; hundreds of multicoloured sails from a plethora of ships unfurl almost like tents, extending the market from dry land onto the rocking waters. Being close to midday, and with a sun that shines warm and bright, it seems the market is truly the place to be.

At the market area, allow PCs the chance to purchase anything from tables 7-4: Weapons, 7-5: Armor, 7-7: Goods and Services, and 7-8: Containers and Carriers from the *Player's Handbook*, with the following provisions: PCs may purchase masterwork class tools at an additional 65 gp from basic price, and there is one set of masterwork clothing for each of the following outfit sets: artisan, cleric, courAPL, entertainer, explorer, noble, scholar and traveller. Add 50 gp to the basic set for the masterwork outfit. Describe these outfits as being made from the finest materials and of incredible quality; please don't just call them masterwork outfits. These sets of clothing have no in-game benefit other than being made of the most exquisite materials.

Also, a Keoish merchant by the name of Yavay, a tall and lithe man of obvious Suel heritage, with pale, almost albino, skin and neck-length curly hair the colour of wheat, and dressed in a fine and billowy shirt and breeches, with a purple satin vest featuring golden threaded patterns. He is very friendly, recognizing the PCs as worldly people (i.e. adventurers), and wishing to

show them his wares for sale. These include some standard simple and martial weapons (see table 7-4 above), and a set of 20 masterwork arrows for the price of 200 gp.

☛ **Yavay:** male human (S), Exp6; AL N; Bluff +10, Profession (Merchant) +10, Sense Motive +10.

Yavay is a skilled merchant, and likes to barter. He is very aware that 200 gp is too much; he will gladly haggle with the PCs, down to 150 gp if they are really good and as a last offer. Roleplay this one; use skill checks only if necessary.

After a while of the PCs being in the market (DM's call), of after their dealing with Yavay, continue:

Through the hustle and bustle of the market, two dwarves approach quite intently. They are dressed in light, billowy pants and shirts. One of them wears a red sash across the chest, a rapier at his waist, while the second one sports a handaxe at his waist, and a battleaxe on his back. They seem to be looking around at various people, and upon looking down this direction, they seem to have found what they were looking for.

The dwarves are, Commodore Tanvyl Nalador of the Royal Navy in the red sash, and Lt. Forgehammer.

☛ **Tanvyl Nalador, male dwarf Ftr10:** Medium Humanoid (4 ft. 4 in. tall); HD 10d10+20; hp 90; Init +2 (Dex); Spd 20 ft.; AC 17 (touch 12, flat-footed 14); Atks +16 melee (1d6+6 [15-20], masterwork rapier), +13 ranged (1d6 [x3], masterwork throwing axe); SQ Darkvision; AL LG; SV Fort +9, Ref +5, Will +5; Str 18, Dex 14, Con 15, Int 12, Wis 14, Cha 12.

Skills and Feats: Climb +13, Profession (sailor) +6 (+8 with Skill Focus), Swim +13; Dodge, Endurance, Improved Critical (Rapier), Leadership, Mobility, Power Attack, Skill Focus (Profession: sailor), Spring Attack, Weapon Focus (rapier), Weapon Specialization (rapier).

Possessions: masterwork rapier, masterwork throwing axe, chain shirt, buckler.

☛ **Forgehammer, male dwarf Ftr8:** CR: 8; Medium Humanoid (4 ft. 1 in. tall); HD 8d10+32; hp 95; Init +2 (Dex); Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atks +14 melee (1d8+6 [x3], masterwork battleaxe), +10 ranged (1d6 [x3], throwing axe); SQ Darkvision; AL LG; SV Fort +10, Ref +4, Will +2; Str 19, Dex 15, Con 18, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +8, Profession (sailor) +5, Swim +8, Use Rope +3; Dodge, Expertise, Mobility, Power Attack, Spring Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: masterwork battleaxe, throwing axe, chainmail.

Since the dwarves are approaching rather intently the PCs may get the idea they are to be attacked. A Sense Motive check at DC 10 is enough to know that they are

determined, but not threatening. Once the dwarves reach the PCs, continue:

“Well met, people. Allow me ter introduce meself: Captain Nalador of the vessel Crystal Mist, and me first officer, Forgehammer. I speak ter ye because ye look like hardy souls that could perhaps help this here captain. Perhaps we could speak away from the din of the market and unwanted ears?” Nalador signals to a nearby alleyway in between an inn and a shop, then heads over.

There is nothing in the alley, and any check (Listen, Search, Spot, etc.) made by the PCs will reveal this. Once they are in the alley:

“I’m glad you trust me.” Nalador signals to Forgehammer, who moves to guard the entrance of the alley. “Good, now we can speak. My name is Nalador, but I am an officer in the Royal Navy. However, I am not acting on behalf, or with the knowledge, of the navy right now so listen good. I would like to hire ye to help me in a rather secret mission I am to undertake. Yer unknown adventurers and it would help preserve secrecy, as one never knows who might be listening. I cannae tell ye much right now, but we would be going on a search-and-recovery mission into the Azure Sea. Should we succeed, it could mean a great boost to the country on our war against the Pomarj. I know I am vague right now, but this is all I can tell ye. If ye trust me enough, meet me in an hour’s time, Dock Thirty-Four. Agreed?”

If the PCs ask about payment, *“Ye would be paid, yes. That we discuss later.”* Or what they are searching for, *“Meet me in an hour, and maybe you can find out.”*

After this, Nalador and Forgehammer leave into the busy market street, disappearing almost instantly. The PCs have an hour to do anything they want. Once they go to the docks, proceed with Encounter 1.

ENCOUNTER 1

Sitting at Dock Thirty-Four is a large galley manned exclusively by dwarves. The sails are of pure white, and emblazoned with a device showing a warhammer striking an oncoming cresting wave. Nalador is sitting on deck, yelling orders while puffing on a pipe.

As soon as Nalador sees the PCs, he comes down to meet them.

“I’m glad ye came. Come onboard so we may speak.” Nalador leads everyone to the back of the ship, through a narrow door and down a set of stairs. Clearly only those with experience would be able to move so fast through the cramped quarters. Nalador opens and door and beckons everyone inside. The room is sparse, with a desk and a chair—which Nalador takes—against the far wall, a small bookcase to the right, and various maritime instruments on a shelf on the left wall. Simple chairs

have been laid out facing the desk, and Nalador motions for everyone to sit.

Use the information below to answer the various questions the PCs may have. You can use it as continuous boxed text, or break it up as the situation demands.

“We don’t have much time if we’re to make our trip in a week’s time, so I need yer answers. First of all this would be a secret mission; not even yer mothers would know about this. If ye tell someone, we’ll find out, and ye’ll be wishing you hadn’t. Second, I can pay ye 15 gold forges; this is a private expedition, after all, so our resources are limited. If there are spoils or other extras found on our search, we could certainly discuss extra terms. Third, ye don’t tell anyone about this mission. Just wanted ter make it clear.

Wait for the PCs to agree, the continue with the following:

“What we are searching for ’sa sunken ship. During the time of the Greyhawk Wars and our own with the cursed Pomarj, the Prince and his advisors came up with a plan ter send a squad of elite soldiers deep into Pomarj territory, in order ter strike at the despot himself. Some of our best soldiers and operatives were selected and sent by sea in a common-looking vessel. We only found out weeks later that, mid way to the peninsula, a strike force of humanoid pirates, loyal to the despot’s gold, assaulted the vessel. Word has been it was seven to one, and our soldiers still sunk four ships, but alas, they were overwhelmed. Our vessel was sunk, her crew of elite soldiers lost to a watery grave. We have never known the location of the sunken ship until now. We have a rough idea, and have triangulated an area where we believe we’ll find the ship.

If the PCs ask what is in the sunken ship, continue with the following:

“What’s in the ship? Other than our dead kin and countrymen, you mean. We would like ter honour these sons and daughters for their sacrifice, first of all. More than that, our mission is to simply find the sunken ship. What is done after that concerns neither you nor me. So, are ye in or out? Can’t delay much longer.”

If the PCs decline, Nalador understands, and has them escorted out of the ship, reminding politely that all they have heard is a secret, and that any leak will surely be found out. Have the players score and leave the table. Do not stress this option.

If the PCs agree, Nalador seems very pleased, hands each of them a small pouch with 15 forges (gp), and invites them on deck as they depart.

The ship, named the Wavebreaker, leaves Gryrax harbour amidst a multitude of smaller vessels. Once clear of the hubbub near the docks, Nalador orders the sails to be unfurled. A field of whites and silvers stretches out, as both main sails and four smaller sails fill up with a hefty wind that carries the sailing ship away form Gryrax at a brisk pace. The dwarven sailors onboard move up and down the sails and nets and decks with

incredible precision and agility, a perfect example of the maritime tradition many dwarves in the Principality of Ulek have become a part of.

See DUNGEON MASTER's Guide page 151 for a picture of a sailing ship like the *Wavebreaker*.

Have all PCs without any ranks the Profession (Sailor) skill make a Fort save (DC 10). The *Wavebreaker* is a pretty stable ship, but there is inevitable rocking out at sea. Anyone failing the save feels sick to their stomach for the rest of the encounter (no game effect). If they fail by 5 or more, they spend the next few hours with their heads out the side of the ship, a nice shade of green on their face.

During the voyage, from the cargo decks inside the ship, the dwarves bring out three large wooden crates. One of them is taken to the front of the ship; inside is a heavy ballista, which the dwarves affix to the deck with practiced precision. The other two crates are taken one to each side of the ship. Inside are two large contraptions made out of metal parts, billows, and pipes. They are affixed to the deck, and a large billow, like those used to fan a forge only five times bigger, is attached to each contraption. A fourth crate is brought out, containing various suits made of hard padded leather covered in a layer of wax, long coils of flexible hoses, and a number of helmet-like, metal spheres with four sections made of glass all around, and two holes, a larger one the bottom and a smaller one on top.

If asked, Nalador explains:

"Those are what we call Underwater Exploration Suits. The hoses connect ter the contraptions and ter the helmets; once a person is suited up and with a helmet on, the large billows are used to maintain a supply of fresh air going into the helmet. A person could descend a hundred feet and still be able ter breathe; slowly and in measured intakes, but able to breathe."

The voyage takes the rest of the day and goes well into the night. By morning, an Intuit Direction skill check (DC 15) places the ship's position some 180 miles southeast of Gryrax.

The PCs can walk around, talk to people (though most dwarves will be polite and excuse themselves to go back to work), sleep and prepare spells. Once morning arrives and the PCs wake up, they find the dwarves on deck, with a group of six gearing up with the suits and helmets, while a second and third team of six each works on connecting all the hoses to the two large apparatuses. Nalador talks to them:

"We'll be dividing the crew into two teams, with ye all as a third team. First team is gearing up and about to go. We'll use the time to teach ye how to use the underwater suits, and you can go in next or last, yer choice."

If any PC makes any comment about going underwater in the suits, Nalador laughs loudly and gives that PC a hard pat on the back, as he returns to work.

The dwarven sailors ease themselves into the water and disappear under the waves, as the two teams working the billows begin a steady chant, pumping the billows with precise and measured thrusts that allow the whole system to deliver clean air and remove the used air.

In the meantime, the PCs are taught how to use the helmets and suits. By the time they go down, they have basic proficiency, and will only need to make a few rolls, as opposed to one every second.

Close to four hours pass without incident. By now the use of the underwater suits is clear enough, though there is always a sense of trepidation. Suddenly the water around the ship splashes loudly; the first team is back, but empty handed.

Nalador asks the PCs if they wish to go next. If not, they are left for last, five hours from now, around late afternoon/early evening. If they acceded to go next, the dwarves help the PCs gear up. Please see Appendix 1 for full rules for the underwater suits.

The PCs are given 10 sunrods to use while on the mission. Any sunrods that are not used by the end of the scenario are returned to Nalador. The PCs may not keep any sunrods. Once the PCs are geared up, they are lowered into the water, and given directions to search the area directly south of the ship.

"Go as far as the hoses will allow. When ye feel us pull on the hoses, or hear a sound like a trumpet in yer ear, head back. We'll take care of the rest. These sunrods will help ye see in the bottom. Any problem, pull on that string next to yer helmet, and we'll wind you back. Now, let yerself drop, relax, and good luck."

When the PCs enter the water, continue with the following:

The weight of the suit begins to drag everyone underwater; the waves encircle you, and the last thing to be seen is the side of the Wavebreaker, and a host of dwarves watching the descent with curious fascination. Then, the slow drop to the bottom.

ENCOUNTER 2

The free-fall seems to go on for an eternity, through a world that is incredibly alien. As the depth increased, the scenery around, what little was visible, changed dramatically: schools of fish of all sizes, shapes and colors, disappeared after a few minutes, to be replaced by smaller groups, as well as solitary fishes, which seemed to take a slight interest in the strange creatures plummeting by. With a loud 'thud' that echoes inside the suit, the bottom of the Azure Sea, stretching without limits in the feeble light of the sunrods, now becomes your new land.

Have the PCs search around for a while, giving them descriptions of the sea bottom, covered in corals, small crustaceans scurrying along, and the occasional piece of debris, covered in barnacles or algae.

Let the PCs direct their movements to you, on a map or by description, from the point of landing. Whenever they search some eighty feet south of the landing point, continue:

After having searched the sea floor for what seems to have been a considerable time, the dying light of the rod reveals yet another patch of debris half-buried in the sand. [Let them approach it.] It turns out to be precisely that, just more debris... with one important difference. It may be the heavy air in the helmets, or the desire to find something, but one of the planks shows the corner of a device that looks incredibly familiar.

Knowledge (local) or Bardic Lore (DC 12), or Intelligence check (DC 14) reveals it is a corner of the shield of the Principality of Ulek, the red warhammer in an argent (silver) field. A Search or Track check (DC 10) reveals...

The debris seems to form a rough trail, snaking into the dark unknown south of this spot.

The PCs have various options here:

- If they return to the surface: Nalador congratulates them on their findings and asks that they follow them for a short distance, to try to get more accurate readings and measurements for a map.
 - If they go back down, simply continue.
 - If they decide to stay on the surface, Nalador agrees and eventually sends a new team down. The scenario is over.
- If they follow the trail: continue below.

Note that once they set off after the debris, a sahuagin scout begins to tail the PCs, scouting on their movements, accompanied by a small shark. Neither will make any movement against the PCs, unless spotted and attacked, where they will attempt to flee.

➤ **Sahuagin scout, Bbn1/Sor1**: CR 4; Medium-size Humanoid (Aquatic) (6 ft. tall); HD 2d8+1d12+1d4+4; hp 20; Init +5; Spd 40 ft., swim 70 ft.; AC 16 (touch 11, flat-footed 15); Atk +4 melee (1d8+2, Trident), +3 ranged (1d8, Light crossbow); SA Blood frenzy; SQ Bbn rage, fast movement, Sor spells, speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +6, Ref +1, Will +3; Str 12, Dex 13, Con 12, Int 14, Wis 13, Cha 12.

Skills and Feats: Hide +16*, Listen +17*, Spot +17*, Wilderness Lore +16*, Improved Initiative, Multiattack. (* Racial bonuses already factored in)

SA: *Blood frenzy*—When a sahuagin is damaged, once per day it can go into a frenzy until all opponents are dead, gaining +2 Str, +2 Con and -2 AC. A blood frenzy cannot be ended voluntarily.

Possessions: Trident, light crossbow, 20 quarrels.

Spells Known (5/4; base DC = 11 + spell level): 0—[daze, detect magic, flare, resistance]; 1st—[expeditious retreat, mage armor].

➤ **Small Shark**: hp 10; see *Monster Manual* page 201.

Should anyone wish to pursue, they must first let go of the diving helmet and try to swim after the sahuagin, making a successful Swim skill check (DC 15+1 per round) simply to keep behind at a steady distance of 30-40 feet; failure means the sahuagin is out of reach. If there is no magical method of breathing underwater, a Con check must be made every round (DC 15+1 per round); failure means the character begins to drown (*DUNGEON MASTER'S Guide* page 85). Discourage this option, but do what you must if the PCs insist.

The trail of debris continues for another thirty feet, where it suddenly stops. At the edge of the feeble light lies the sunken skeleton of a massive galley. Numerous holes dot the structure, which rises from the sea floor about 50 feet. On the boards, peeling but still recognizable is the shield of the Principality of Ulek. The rest of the sunken ship lies in darkness. It is almost like witnessing the skeleton of a fallen giant, the large hole made on the bow a gaping mouth, waiting to swallow anything in its path.

If the PCs spy the sahuagin scout trailing them (Spot check, DC 30), the scout swims away, avoiding the PCs (who are very unlikely to be able to catch up anyway).

If the PCs have magical means of breathing underwater, let them investigate the wreckage at their leisure, and continue once they go inside.

Once the PCs reach the sunken ship, they can search an area of 30 feet around the hull. A successful Search check (DC 14) reveals massive damage caused probably by ballistae or catapults. A second check reveals a small window (too small for a halfling) to a room that does not seem to be flooded. An Intelligence check (DC 12) tells them there are probably various air pockets inside the ship.

The sahuagin scout waits for a minute as the PCs look around (or as soon as they begin to enter the ship) before cutting off the hoses from the helmets to the surface. The PCs have exactly one minute to get inside the ship and find an air bubble. There is not enough time for the PCs to reach the surface before drowning.

Once the PCs enter the ship's hull, make them sweat a little. Describe various winding passages, cramped hallways totally flooded; describe how there is a ringing in their ears that gets louder as time runs out. Then, in the nick of time, they open a door and see that this room has an air bubble large enough for all to breath. With a loud gasp and desperate intakes, air finally rushes back into their systems.

Their situation is dire now; they have little option but to try to explore the ship. Make it clear that the presence of this air bubble is indicative of air trapped inside the hulk, which means more than likely there are other air pockets around the ship. If they relieve themselves of the helmets they should be able to swim their way around the labyrinth of flooded hallways; with the helmet it will be too cumbersome. The suit is the only

protection they have against the water and the cold, plus for many the only armor available.

If they wish to return to the surface: make it clear that their PCs do not think it will be possible to make it. They are 100 ft deep and with no way of getting fresh air. If they insist, then let them try, making escalating Swim and Con checks every 10 ft. (DC 15+1 per 10 ft). Failure on the swim check means they don't move up, and failure on the Con check means they begin to drown (DUNGEON MASTER's Guide page 85). If the PCs have magical means of breathing underwater, adjust the duration of the spell by the distance. Make escalating Swim checks (DC 15+1 per round). Failure means they do not move up. If they make it to the surface, the *Wavebreaker* is located some 125 feet north of their position. It takes almost an hour for the PCs to be back on board. After this, they may seek to return to the sea floor, in which case continue wherever appropriate, or stay on the ship, in which case the scenario ends.

If they continue their quest inside the ship, proceed to the next encounter.

ENCOUNTER 3

As the PCs swim around the ship, have them make periodic Swim checks (DC 10+floor number). Note that the bonus from the Endurance feat applies here. Failure means that they move half their movement. PCs may hold their breath for a number of rounds equal to twice their Con score. After this, they must make Con checks (DC 10+1 per round), or begin to drown if they don't find an air pocket. See DUNGEON MASTER's Guide page 85 for more info on underwater checks and drowning.

All wooden structures (doors, walls, tables, etc.) have the following (simplified) stats due to prolonged exposure to water:

☛ **Wooden Structures:** 1 in. thick; hardness 3; hp 8; AC 4; Break DC 14.

The inside of the ship has four decks. The PCs begin their exploration on deck one, right below the main deck, on the front of the hull. From there, proceed as follows:

FLOOR 1 (SWIM DC 11)

Room A – Captain's office: This room is flooded except for a small corner air pocket barely large enough for the PC's heads to breathe. The place is in relative order. Papers and maps float inside the room. The maps show the area of coast from Gyrax to the Pomarj peninsula in various levels of detail. Some of the maps have barely legible arrows and markings, showing troop movement on land and sea. A successful Knowledge (Geography) check (DC 13) reveals one of the maps to be the projected route this ship was taking to the Pomarj. An successful Intuit Direction check (DC 12) shows the resting place of the ship to be widely off-course, at least by 5 to 10 miles.

Room B – Mess Hall: This large (40 ft. x 25 ft.) room used to be the crew's mess hall. Two long wooden tables with benches, now in a serious state of decomposition and showing the black marks of extensive fire damage, run the length of the room on either side. There are no air pockets in this room, only an open doorway at the far end, leading further into the ship. Floating about, or still sitting at the tables, there are a handful of bodies in advance stages of decomposition, from rotten flesh and exposed bits of bone, to barely any trace of flesh left. A large number of fishes and smaller scavengers, such as crabs, infest this room, feeding off the decaying corpses. They all wear the remains of chain mail armor. A few hand weapons—swords, maces, axes and the like—lie scattered on the floor. All the metal is quite rusted, and unusable. The walls of the hall are perforated by various holes, and a long ballista quarrel lies on the floor, a few feet from where it entered the room, still embedded on the unfortunate soldier that stood in its way.

Room C – Kitchen: Submerged. All kitchen utensils lie in piles on the floor, rusted and covered in algae and barnacles.

Stairs – Two hallways past the mess hall, lie the stairs to the upper deck. Swim check needed.

UPPER DECK (SWIM DC 11)

If anyone decides to take a look out the right side of the ship while holding a sunrod (or other from of light), scant 30 feet away they see a gaping chasm on the ocean floor, which opens into an even darker plunge. Strong ascending currents are actually visible through the underwater haze.

The deck is desolate. Both main masts are broken, one of them leaning out the ship at an angle. The deck shows an incredible amount of damage: broken boards, holes into the lower decks, charred marks where fire raged extensively. Now, the only things visible are the half-moon remains of the ship's wheel, and a large trapdoor with stairs to the lower levels.

FLOOR 2 (SWIM DC 12)

Hallway – Flooded. From the stairs, it opens into a "T" shape, along the long leg two doors can be seen, and at the end it splits to both right and left.

Room D – Storage A: Flooded. This room has two large holes on the left wall where catapult fire broke through. There are three decomposed bodies pinned under broken barrels, two humans and a dwarf by the looks of it, their corpses little more than skeletons with bits of clothing still on. A successful Spot check (DC 14) or Search (DC 12), if they specify they are searching, reveals a small leather sack near the bodies, probably part of their possessions. Inside there are 27 forges (gp).

Room E – Storage B: Air pocket in upper right corner. Dozens of crates and barrels lie broken, floating in the water. Rusted arrows and quarrels lie strewn on the floor, having spilled from the containers. Hidden in the lower right corner (Spot check DC 18) is an octopus. The octopus stays quiet and does not attack the PCs unless attacked first. It will seek to escape by using its ink cloud.

➔ **Octopus:** hp 12; see *Monster Manual* page 199.

Room F – Senior Crew office A: Air pocket in lower right corner. The office is a mess. The left wall has a large hole into the adjacent room; the air pocket seems to go into the next room as well.

Room G – Senior Crew office B: Air pocket in lower left corner. If the door to this office is opened, the air rushes out and both rooms F and G flood. This office is also an incredible mess.

Room H – Senior Crew office C: Flooded. A large hole on the right wall opens onto the waters outside. A Spot check (DC 25) reveals what could have been the outline of a shark swimming outside the wreckage, but the PCs can't be sure.

Stairs – These stairs descend down to the third floor.

FLOOR 3 (SWIM DC 13)

Crew Barracks – Flooded. A miscellany of floating debris fills us each room: broken bunk beds, chests, chairs, etc. A few of them contain floating corpses as well, better preserved than some of the others encountered due to being sealed in these rooms, but still in advanced stages of decomposition. All armours and weapons are decayed or rusted, past the point of being salvageable.

Room I – Crew quarters: Air pocket in back of room. Same scene as above, but there is a small coffer here containing 3 gems worth 50 forges (gp) total, and a small gold, oval locket. Inside is the portrait of a young dwarven woman smiling somewhat seductively. The locket is inscribed (in dwarven runes) with “May Clangeddin bring you back to me. Vaerna.” It is worth 50 forges (gp).

Room J – Crew quarters: Air pocket in far left corner. Small holes in the wall show where air pocket continues in adjacent room (I) (Spot DC 13 to notice this). Inside this room, scattered on the floor, there are 57 hammers (sp). The decayed corpse of a human (a woman it seems, judging from what flesh remains on the body) lies slumped on one of the beds, a broken spear sticking out of the fleshy remains of the ribcage. At its feet the skeleton of a humanoid (Wilderness Lore DC 14 reveals it's an orc) lies with its arm hacked off and headless, the skeletal body parts resting a few feet away. A rusty greatsword also lies on the floor.

Room K – Crew quarters: Air pocket in far right corner; small holes in the wall show where air pocket continues in adjacent room (J) (Spot DC 13 to notice this). Two bunk beds lie in decay, covered in barnacles. Two large fishes swim about the room, escaping as soon as the door is opened. Propped up against the back wall are the tattered remains of a Principality of Ulek battle standard (4 ft. long x 2½ ft. wide). The material is torn and missing great parts, and only a few of the ribbons that used to adorn it remain intact. It can be taken off its standard pole and stored away but this must be done with great care (Dex check DC 16, or the standard virtually disintegrates, leaving only shreds of material).

Area L – Hallway: Air pocket in middle of hall. There is a hole on the floor that leads to Room P in the deck below (also with a large air pocket).

Stairs – These stairs descend down to the fourth floor.

FLOOR 4 (SWIM DC 14)

Room M – Storage A: Flooded. This is a storage room for heavy war machinery. A large (10 ft. wide) hole dominates the ceiling, the large catapult stone responsible for it lying on the floor directly below where it broke through. Inside the room there are four heavy ballistae, utterly damaged by the catapult shot that broke through. Lined against the walls are two long (20 ft.) racks with ballista quarrels.

Room N – Storage B: Flooded. This is a storage room for the armor and weapons of the Ulekian invading force. The racks where the armor and weaponry were laid now lie broken, the wood decayed. A plethora of light and medium armor now lie rotten or rusted on the floor. There are various chests containing swords, axes, maces and other hand weapons, all useless now.

Room O – Storage C: Flooded. This is a storage room for provisions. The waters are murky and laden with decayed provisions, and a swarm of fish obscures the area, making swimming inside almost impossible (Swim check DC 16). Remaining inside this room for more than two rounds causes the fish here to start nipping at the PCs. The following stats are per each 5 ft. square. When the swarm has taken 10 points of damage, it disperses.

➔ **Swarm of fishes:** hp 10; AC 5; Atk +30 (1, bite).

Room P – Storage D: Large air pocket in middle of the room. This is the main cargo hold of the ship. All doors are barred, their hinges rusted (Break DC 25). Along the left wall there are two holes just under 10 ft. wide, while on the far end of the room, just to the right of the double doors, there is a hole in the ceiling leading in from the deck above (crew quarters). Inside the air pocket, a hole in the ceiling leading to the deck above (Area L) is the only way to access this room. The ceiling is 20 ft high.

This room presents a rather gruesome sight. Inside the air pocket there are the skeletal remains of a large number of people. It is impossible to tally the number, as the hacked bones and bits of decaying flesh are too numerous. Multiple leg, thigh, arm and rib bones, along with a variety of skulls, human and dwarven, lie in piles all around. A number of chests are stacked against the large double doors on the far wall. Some of these chests still seem to be in good condition, though they would have to be better examined. Along the walls there are a number of tattered war standards for various units of the Ulekian army.

Once the PCs get in this room and have had a short time to explore it (suggested 5 minutes), a sahuagin attack force enters the cargo hold through the two holes on the left wall, and a medium shark through the large hole in the ceiling. These sahuagin were warned by the scout earlier, and are here to drive away (i.e. kill) the intruders in their domain (the sunken ship is seen as a kind of feeding area for their tribe). They are not here to listen to excuses of any kind, but rather to exterminate the pests that have crept up in their turf.

Since this is a rather strange combat environment, please see Tactics below for how to run this encounter.

APL 2 (EL 5)

➤ **Sahuagin** (1): hp 11; see *Monster Manual* pages 157-158.

➤ **Sahuagin, Rgr1:** CR 3; Medium-size humanoid (Aquatic); HD 2d8+1d10+3; hp 17; Init +5; Spd 30 ft., swim 60 ft.; AC 16 (touch 11, flat-footed 15); Atk +4 melee (1d8+2, trident), +4 melee (1d6+2, short sword), +2 melee (1d4+2, 2 rakes), or +3 ranged (1d10, heavy crossbow); SA Blood Frenzy; SQ Rgr track, animal companion (shark), speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +6, Ref +1, Will +1; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Animal Empathy +6, Hide +12, Listen +12, Profession (hunt) +12, Spot +12, Wilderness Lore +12; Improved Initiative, Multiattack, Track. All skill have all bonuses factored in.

Blood frenzy (Ex): When a sahuagin is damaged, once per day it can go into a frenzy until all opponents are dead, gaining +2 Str, +2 Con and -2 AC. A blood frenzy cannot be ended voluntarily.

Possessions: Trident, short sword, heavy crossbow, 20 quarrels.

➤ **Medium Shark companion:** hp 18; see *Monster Manual* page 201.

APL 4 (EL 6)

➤ **Sahuagin** (1): hp 11, 14; see *Monster Manual* pages 157-158.

➤ **Sahuagin mutant** (1): hp 16; see *Monster Manual* page 158.

➤ **Sahuagin, Rgr1:** CR 3; Medium-size humanoid (Aquatic); HD 2d8+1d10+3; hp 17; Init +5; Spd 30 ft., swim 60 ft.; AC 16 (touch 11, flat-footed 15); Atk +4 melee (1d8+2, trident), +4 melee (1d6+2, short sword), +2 melee (1d4+2, 2 rakes), or +3 ranged (1d10, heavy crossbow); SA Blood Frenzy; SQ Rgr track, animal companion (shark), speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +6, Ref +1, Will +1; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Animal Empathy +6, Hide +12, Listen +12, Profession (hunt) +12, Spot +12, Wilderness Lore +12; Improved Initiative, Multiattack Track. All skill have all bonuses factored in.

Blood frenzy (Ex): When a sahuagin is damaged, once per day it can go into a frenzy until all opponents are dead, gaining +2 Str, +2 Con and -2 AC. A blood frenzy cannot be ended voluntarily.

Possessions: Trident, short sword, heavy crossbow, 20 quarrels.

➤ **Medium Shark companion:** hp 18; see *Monster Manual* page 201.

➤ **Sahuagin, Clr2:** CR 4; Medium-size humanoid (aquatic); HD 2d8+2d8+4; hp 24; Init +1; Spd 30 ft., swim 60 ft.; AC 17 (touch 11, flat-footed 15); Atk +5 melee (1d8+2, trident), +2 melee (1d4+2, 2 rakes), or +4 ranged (1d10, heavy crossbow); SA Blood Frenzy; SQ Clr spells, domain powers, rebuke undead, speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +7, Ref +1, Will +4; Str 14, Dex 13, Con 12, Int 14, Wis 16, Cha 9.

Skills and Feats: Animal Empathy +2, Hide +10, Knowledge (Religion) +6, Listen +11, Profession (hunt) +10, Spot +11, Spellcraft +8; Multiattack, Weapon Focus (Heavy crossbow), Weapon Focus (Trident). All skill have all bonuses factored in.

Blood frenzy (Ex): When a sahuagin is damaged, once per day it can go into a frenzy until all opponents are dead, gaining +2 Str, +2 Con and -2 AC. A blood frenzy cannot be ended voluntarily.

Spells Prepared (4/2+1; base DC = 13 + spell level): 0—guidance (x4); 1st—magic weapon*, bane, summon monster I.

*Domain spell. *Domains:* Strength (feat of strength once per day, enhancement bonus to Str equal to Clr level); War (Weapon Focus: Trident).

The following is provided, if summoned:

➤ **Fiendish Dire Rat:** Small Animal; HD 1d8+1; hp 5; Init +3 (Dex); Spd 40, Climb 20; AC 15 (touch 14, flat-footed 12); Atks +3 melee (1d4, Bite); SA Disease, Smite Good; SQ Darkvision 60', Scent, Resistance (5); SR 2; AL LE; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 3, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Move Silently +6; Weapon Finesse (Bite)

Smite Good (Su): 1/day +1 damage vs. a good foe.

Disease (Ex): Filth Fever bite, Fort save DC 12, Incubation 1d3 days, Damage 1d3 temp Dex, 1d3 temp Con (DUNGEON MASTER'S Guide Chapter 3: Disease)

Scent (Ex): Creature can detect opponents within 30 feet, Double Upwind, Half downwind. If within 5' it can pinpoint the source, otherwise it just detects the presence. Tracking by scent requires a Wisdom check w/ a DC of 10 for a fresh trail.

Resistance (5): Ignores the first 5 points of Fire & Cold damage.

APL 6 (EL 8)

➤ **Sahuagin** (2): hp 11, 14; see *Monster Manual* pages 157-158.

➤ **Sahuagin mutant** (1): hp 16; see *Monster Manual* page 158.

➤ **Sahuagin, Rgr1:** CR 3; Medium-size humanoid (Aquatic); HD 2d8+1d10+3; hp 17; Init +5; Spd 30 ft., swim 60 ft.; AC 16 (touch 11, flat-footed 15); Atk +4 melee (1d8+2, trident), +4 melee (1d6+2, short sword), +2 melee (1d4+2, 2 rakes), or +3 ranged (1d10, heavy crossbow); SA Blood Frenzy; SQ Rgr track, animal companion (shark), speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +6, Ref +1, Will +1; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Animal Empathy +6, Hide +12, Listen +12, Profession (hunt) +12, Spot +12, Wilderness Lore +12; Improved Initiative, Multiattack Track., All skill have all bonuses factored in.

Blood frenzy (Ex): When a sahuagin is damaged, once per day it can go into a frenzy until all opponents are dead, gaining +2 Str, +2 Con and -2 AC. A blood frenzy cannot be ended voluntarily.

Possessions: Trident, short sword, heavy crossbow, 20 quarrels.

➤ **Medium Shark companion:** hp 18; see *Monster Manual* page 201.

➤ **Sahuagin, Clr3:** CR 5; Medium-size humanoid (aquatic); HD 2d8+3d8+5; hp 29; Init +1; Spd 30 ft., swim 60 ft.; AC 17 (touch 11, flat-footed 15); Atk +6 melee (1d8+2, trident), +3 melee (1d4+2, 2 rakes), or +5 ranged (1d10, heavy crossbow); SA Blood Frenzy; SQ Clr spells, domain powers, rebuke undead, speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +7, Ref +2, Will +4; Str 14, Dex 13, Con 12, Int 14, Wis 16, Cha 9.

Skills and Feats: Animal Empathy +2, Hide +11, Knowledge (Religion) +7, Listen +11, Profession (hunt) +10, Spot +11, Spellcraft +9; Multiattack, Weapon Focus (Heavy crossbow), Weapon Focus (Trident). All skill have all bonuses factored in.

Blood frenzy (Ex): When a sahuagin is damaged, once per day it can go into a frenzy until all opponents are dead, gaining +2 Str, +2 Con and -2 AC. A blood frenzy cannot be ended voluntarily.

Spells Prepared (4/2+1/1+1; base DC = 13 + spell level): 0—guidance (x4); 1st—magic weapon*, bane, summon monster I; 2nd—bull's strength*, hold person, summon monster II.

*Domain spell. *Domains:* Strength (feat of strength once per day, enhancement bonus to Str equal to Clr level); War (Weapon Focus: Trident).

The following are provided, if summoned:

➤ **Fiendish Dire Rat:** Small Animal; HD 1d8+1; hp 5; Init +3 (Dex); Spd 40, Climb 20; AC 15 (touch 14, flat-footed 12); Atks +3 melee (1d4, Bite); SA Disease, Smite Good; SQ Darkvision 60', Scent, Resistance (5); SR 2; AL LE; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 3, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Move Silently +6; Weapon Finesse (Bite)

Smite Good (Su): 1/day +1 damage vs. a good foe.

Disease (Ex): Filth Fever bite, Fort save DC 12, Incubation 1d3 days, Damage 1d3 temp Dex, 1d3 temp Con (DUNGEON MASTER'S Guide Chapter 3: Disease)

Scent (Ex): Creature can detect opponents within 30 feet, Double Upwind, Half downwind. If within 5' it can pinpoint the source, otherwise it just detects the presence. Tracking by scent requires a Wisdom check w/ a DC of 10 for a fresh trail.

Resistance (5): Ignores the first 5 points of Fire & Cold damage.

➤ **Fiendish Squid** Medium-size animal (aquatic); HD 3d8; hp 13; Init +3 (Dex); Spd Swim 60; AC 16 (touch 13, flat-footed 13); Atks +4 melee (0, Arms), -1 Melee (1d6+1, Bite); SA Improved Grab, Smite Good; SQ Darkvision 60', Ink Cloud, Jet, Resistance (5); SR 0; AL LE; SV Fort +3, Ref +6, Will +2; Str 14, Dex 17, Con 11, Int 3, Wis 12, Cha 2.

Skills: Listen +8, Spot +8;

Improved Grab (Ex): With a successful Arm attack it gets a Hold, it automatically deals bite damage each round the hold is maintained. This doesn't provoke an attack of opportunity and no initial touch attack is required.

Smite Good (Su): 1/day +3 damage vs. a good foe.

Ink Cloud (Ex): Once a minute an Octopus can emit a cloud of jet black ink in a 10 ft. cube. The Cloud provides total concealment, which the octopus normally uses this to escape a losing fight. Creatures within the cloud suffer the effects of total darkness.

Jet (Ex): An Octopus can jet backward once a round as a double move action at a speed of 240 ft.

Resistance (5): Ignores the first 5 points of Fire & Cold damage.

➤ **Fiendish Wolf:** Medium-size Animal; HD 2d8+4; hp 13; Init +2 (Dex); Spd 50; AC 14 (touch 12, flat-footed 12); Atks +3 melee (1d6+1, Bite); SA Trip, Smite Good; SD Darkvision 60', Scent, Resistance (5); SR 0; AL CE; SV

Fort +5, Ref +5, Will +1. Str 13, Dex 15, Con 15, Int 3, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +6, Spot +4, Move Silently +4, (Wilderness Lore +4 for Tracking); Weapon Finesse (Bite)

Trip (Ex): With a successful Bite attack can make an attempt to trip as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails the opponent cannot react to trip the wolf.

Smite Good (Su): 1/day +2 damage vs. a good foe.

Scent (Ex): Creature can detect opponents within 30 feet, Double Upwind, Half downwind. If within 5' it can pinpoint the source, otherwise it just detects the presence. Tracking by scent requires a Wisdom check w/ a DC of 10 for a fresh trail.

Resistance (5): Ignores the first 5 points of Fire & Cold damage.

➤ **Medium Sharks (2):** hp 14, 16; see *Monster Manual* page 201.

Tactics: The sahuagin are quite aware they have the home turf advantage. They remain in the water, where the odds favour them, attacking with ranged weapons into the air pocket, or swimming around the air pocket to strike at the PCs inside should they come near the boundaries. If the PCs stay inactive, they will be picked off by ranged fire eventually. The sharks always stay in the water, patrolling the borders of the air pocket, attacking any PC near it.

Occasionally, one of the sahuagin may step into the air pocket to take the fight to the PCs. Do so sparingly. A sahuagin will never move more than his full move away from the edge of the air pocket, in case it needs to retreat into the water, which they will do if they find too much opposition or take 1/3 their hit points in damage.

The sahuagin cleric's first action is to *summon monster* II (or I, in APL 4). The summoned animal will be sent into the air pocket: a fiendish dire rat for *summon monster* I, or a fiendish squid or wolf, depending on where the more PCs are in combat). If possible, the summoned animal will be set upon a spell caster. *Bane* is the second spell cast upon the party. He will also cast *bull's strength* on one of the warriors; *hold person* will go toward an obvious fighter.

Remember to check Appendix 1 for rules of underwater combat, and the effectiveness of weapons underwater.

If the PCs decide to fight from inside the air pocket, they must use either ranged fire, or melee attacks by moving to the edge of the bubble and attacking into the water adjacent to them. This is going to be highly ineffective as the sahuagin can swim around the area much faster than the PCs can move into attack position.

If the PCs decide to go into the water to fight, remember to adjust all combat according to the rules in Appendix 1. After each round of combat, have all PCs roll a Fort save at DC 12+1 per each round of combat already done underwater. Failure means the PC *must* reach the air pocket on his next move action or begin to drown. After a number of rounds equal to a PC's Con score divided by 3

(Con/3), whether the saves were successful or not, a PC begins to suffer the effects of fatigue. Please see Appendix 1 for a full explanation of all these rules.

Yes, this is a very tricky and hard combat situation.

Treasure: All sahuagin are equipped with standard equipment as described in their *Monster Manual* entry, or in the stat block.

In addition, searching the coffer yields the following items still in perfect condition.

- Darkwood shield: on its face, this shield bears the carved symbol of Clangeddin Silverbeard, two crossed battleaxes, surrounded with the dwarven runes for *protection, valour, courage and revenge*.
- Masterwork warhammer: The hammer's head is engraved with the dwarven runes for strength, courage and victory. The handle is made of polished oak wood, and the pommel has been carved in iron in the shape of a gauntleted fist.
- Two scrolls of command preserved in an airtight scroll case (1st-level caster).
- Light green potion in a metal vial (potion of Cure Light Wounds).
- Sacks with coins totalling 60 forges (gp).
- In an open chest lined with rotten velvet, there is a piece of parchment. It is a map, though the ink is barely legible, making it almost impossible to read.

ENCOUNTER 4

The PCs are faced with a dwindling air supply. After the combat, it takes another 30 minutes before the oxygen in the room starts running low and the characters begin to face the effects of fatigue for another 10 minutes and then suffocation (drowning).

The ways out of the room are through the barred doors, through the holes in the left wall, or through the hole in the flooded area of the ceiling. If they have a rope, they can climb back to Area L and retrace their steps out. Let them agonize over this for a while. If they stay there for longer than 40 minutes (all will be fatigued) continue with the encounter. Otherwise, once they manage to get outside the ship to the ocean water, continue.

➤ **Barred doors:** 5 in. thick; hardness 8; hp 15; AC 5; Break DC 22.

The PCs are saved in the nick of time by a group of dwarves in underwater suits. These dwarves managed to trace the PCs after their hoses were cut (or in the case that the PCs had magical means to breath underwater and were not using the underwater suits, they came to investigate because too much time had passed already) and are here to help. Their helmets have a smaller hose protruding from it from where the PCs can breath enough air to survive the trip to the surface.

As they begin to ascend, have everyone make a Spot check (DC 14). Those that succeed see the shadowy shape of a large fish approaching. If not, a minute later, they are surprised when two dire sharks come into view, looking very vicious.

➔ **Dire shark** (2): hp 135, 135; see *Monster Manual* page 58.

The dwarves become extremely cautious but do not make any offensive move. Truth is this is a battle the sharks would win easily and effortlessly. The sharks circle the PCs as they are ascending. They come very close (10 ft.), making swim-by passes at the group, their beady eyes looking intently into the PCs's eyes. They do not attack, but they make everything imaginable to scare the PCs. After a short while of this (enough to have the PCs sufficiently scared), the sharks seem to stand still for a moment, almost as if listening to something. Immediately after, they turn around and start heading toward the sunken ship. Have a random PC (or whoever is at the back of the ascending column) roll a Reflex save against a secret DC 5 (this is more to scare them than anything else). If they make it, describe how one of the sharks seems to be coming right at him/her; its huge jaws open, and rows upon rows of sword-sharp teeth gleam in the watery darkness. At the last moment, a dwarven sailor from the group pushes the PC up at the right moment. The shark misses the PC, swallowing whole the dwarf instead.

If the PC fails the Reflex save, describe the above, but the shark manages to bump the PC, dealing 1d6+6 subdual damage.

The describe the following:

The two dire sharks swim directly at the hulk of the sunken ship. In unison, they begin to ram the husk, making pass after pass, pushing the decaying wreckage closer and closer to the precipice just feet away from it. After five passes, with a triumphant push, the sharks manage the push the sunken ship into the abyss. The sharks begin to eye the group again, but after swimming around the abyss for a short while, they swim away, allowing you to finish the swim back to the surface.

The PCs manage to make it back okay to the *Wavebreaker*, where Nalador and the rest of the crew give them a warm welcome.

CONCLUSION

*The trip back to Gryrax is almost enjoyable this time around. Even though there have been loses and the mission was a bittersweet success, spirits are high onboard the *Wavebreaker*. Nalador has spent the time pouring over some books and making all sorts of notes based on everything seen inside the ship, and he seems pleased with the findings. Three days later, the *Wavebreaker* pulls into the harbour at Gryrax.*

Upon leaving the boat, Nalador addresses the PCs privately:

"I have ter say ye people have guts of steel, ye do. Am quite pleased to have found ye fer this mission. It is an unfortunate incident that the ship was lost to the abyss, but who knows, we may be able to overcome that hurdle in the future. Fer now I'm very pleased, I am, and I'd like to extend my personal gratitude to ye for yer hard work. Know also that yer outstanding service will not go unnoticed. Remember, please, that this mission never happened, and that yer not allowed to tell anyone what ye did or what ye saw, unless ye hear differently from me. It is very important ye keep yer word on this, or I would be forced to call the guard on ye. I like ye all, and I would hate ter have ter do that. And I can assure ye that, while unofficially, the Royal Navy thanks ye profusely as well." Nalador winks and smiles broadly at the whole group. "If ever I need more hardy souls, I know where ter look for."

During the trip, Nalador will ask the PCs if they mind him keeping the map, the PCs found. If so, he is willing to purchase it for 25 gp. He will allow them to make a copy and keep that if the PCs so desire that way there is a copy still around and in safe hands. Nalador also invites the PCs to keep all the recovered treasure from the sunken ship. His reasoning is that those soldiers died on their way to wage war on the Pomarj for the sake of Ulek; the PCs will carry on that mission, bringing honour to those weapons.

Nalador leaves the PCs at the harbour to their own devices, going back onboard the *Wavebreaker* to finish some more work. But he assures the PCs that, if all goes well, he will be looking for them to sail with him once again.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 1

Agreeing to go into the water second 25 xp

Encounter 2

Continuing to search beyond initial find 25 xp

Noticing scout 25 xp

or

Taking precautions to stay hidden 25 xp

Encounter 3

Initially searching the ship 50 xp
Searching floor 1 25 xp
Searching floor 2 25 xp
Searching floor 3 25 xp
Searching floor 4 25 xp
Defeating sahuagin 150 xp

Encounter 4

Escaping ship 50 xp

Conclusion

Giving Nalador the map (not a copy) 25 xp

Total experience for objectives 450 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Introduction

- Masterwork class tools: Available for purchase at *Player's Handbook* price plus 65gp.
- Masterwork clothing outfits: Available for purchase at *Player's Handbook* prices plus 50 gp.
- *masterwork arrows* (20): Available for purchase from Yavay.

Encounter 1

- 15 gp: (Payment from Nalador)

Encounter 3

Room D:

- 27 gp

Room I:

- 50 gp
- Golden locket (50 gp; tiny; yes; rare; —): This small, oval-shaped gold locket opens up to reveal a portrait of a young dwarven woman smiling seductively. The back of the locket is inscribed in dwarven runes that read: "May Clangeddin bring you back to me. Vaerna."

Room J:

- 57 sp

Room P:

- *darkwood shield* (257gp; large; tradeable: yes; common; 10 lbs.): On its face, this shield bears the carved symbol of Clangeddin Silverbeard, two crossed battleaxes, surrounded with the dwarven runes for protection, valour, courage and revenge.
- *masterwork warhammer* (312 gp; medium; yes; common; 8 lbs): The hammer's head is engraved with the dwarven runes for strength, courage and victory. The handle is made of polished oak wood, and the pommel has been carved in iron in the shape of a gauntleted fist.
- 2 divine scrolls of *command* (cast at 1st level) (25 gp; tiny; yes; common; 1 lb.)
- *potion of cure light wounds* (cast at 1st level) (50 gp; tiny; yes; common; 1 lb.): Light green liquid in metal vial.
- 60 gp: Scattered in various small sacks and coffers.

Conclusion

- Influence Point with the Principality of Ulek Royal Navy (0 gp; no; uncommon; 0): This favor will be usable at a future date and time for various

opportunities including acceptance into the
Principality of Ulek Royal Navy.

APPENDIX 1: UNDERWATER RULES

The D&D rules don't cover underwater combat specifically, so please follow these rules when the characters are underwater. Some of them are repeated from the D&D rules, but this way the DM has all the relevant rules in one place.

BREATHING

All surface-dwelling creatures must have some means of breathing underwater. Spells and potions of water breathing have too short a duration to be useful for long-term underwater travel, as this tournament may require. The PCs are given underwater diving helmets with air tubes attached running all the way to the surface, allowing them to breathe normally (for the sake of simplicity, we'll assume this works without a problem). In addition, a number of magical devices and spells can provide this effect. A necklace of adaptation, pearl of the sirines, ring of elemental command (water), iridescent ioun stones, and a helm of underwater action all would be sufficient.

DROWNING

Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round in order to continue holding her breath. Each round, the DC increases by 1. When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). The following round, she drops to -1 hit points and is dying. In the third round, she drowns. Native water breathers cannot drown underwater. The Endurance feat bonus can be used for this check.

COMBAT

If character or monster doesn't have a swimming speed (or freedom of movement effect), it suffers a -2 penalty to attacks, and damage when underwater. Any slashing weapon, blunt weapon, claw attacks, or tail attack also inflicts half damage. Even if the character or monster has a swimming speed (such as native aquatic species), it still inflicts half damage with slashing or blunt weapons (but not claws) unless it has a freedom of movement effect. Piercing melee weapons and specially designed piercing missile weapons do normal damage underwater. Thrown weapons and missile weapons not designed to work underwater are useless underwater. Crossbows, being self-propelled, work somewhat underwater. Reduce range increment to 30 ft., and reduce damage dealt in half. The maximum Dex bonus that can be applied while underwater is +2. Characters who have lower Dex maximum allowances due to armor are still constrained to the lowest number.

When firing from a dry area into water (see Encounter 3: Room P), a self-propelled missile (crossbow bolts) travels as normal while in the dry area. Once it enters water, range is reduced as mentioned above and all applicable penalties come into effect. In addition, any missile fired from a dry area into water has a max reach of its range increment, including the distance travelled while in a dry area. Beyond that the missile is considered to be ineffective and does not deal damage. The reverse, firing from water into a dry area, is the same (except for sahuagin crossbows, which retain their full stats in both environments).

Example: a light crossbow (range increment 80 ft.) while underwater has a range increment of 30 ft. If fired from 10 ft. inside a dry area into water, once the bolt enters the water it will only travel 20 ft. more before becoming useless.

If a PCs decide to go into the water to fight during the last combat, after each round of combat, have that PC roll a Fort save at DC 10+1 per each round of combat already done underwater. Failure means the PC MUST reach the air pocket on his next move action or begin to drown. After a number of rounds equal to a PC's Con score divided by 2 (Con/2), whether the saves were successful or not, a PC begins to suffer the effects of fatigue (-2 Str, -2 Con, can't run).

MAGIC ITEMS

Being underwater has numerous effects on magic items. Some have their effects altered while others are non-functional.

Potions, dusts, oils, and powders do not function underwater except within a pocket of air or the use of a helm of underwater action. They are diluted by seawater and dispersed before they can be consumed. A bladder allows the PCs to drink potions underwater. Each bladder can only be used once.

Submersion alters spell effects from magic items in the same way it alters spells. A wand of fireballs, for example, would not function just as a fireball spell would not. A wand of lightning would have its function altered just as a lightning bolt spell would be.

Magical weapons whose non-magical equivalents do not function underwater also do not function. Maces, hammers, etc., would be useless unless a freedom of movement spell is used. Bows are useless underwater, and crossbows suffer the penalties described above in Combat. Note that a freedom of movement spell does not affect missile weapons, only melee weapons.

Bags of holding are destroyed if opened underwater. Water, which weighs 65 pounds per cubic foot, would rush in, overload, and rupture the bag.

It is assumed that scrolls are kept inside a watertight case, and therefore safe from the effects of submersion. Once a scroll case is opened underwater, a Fort save (DC 20, with a save bonus of 2 + one-half cast level)

must be made. A failure indicates damage resulting in the loss of 1d4 spells.

MOVEMENT

There are two common ways for a PC to travel underwater. The first is swimming, which is covered in the Swimming section below. The second is sinking to the bottom and walking. This is the mode used most often in this tournament. A character can walk at a rate equal to one-half of his land movement per round (due to the bulky equipment).

SPEAKING

Surface-dwelling characters can only produce normal, undistorted speech through the help of magic devices and spells. In the absence of this aid, the casting of spells that require verbal components is impossible. Additionally, helms of underwater action, ring of freedom of movement, pearl of sirines, or airy water spell allow normal speech.

Characters may speak normally inside the helmets, though sound only travels about 5 feet; anything more than that and the sounds become distorted. Spells may be cast this way

SPELLS

Spells are altered by the underwater world. Spells whose effects require air (such as fire-based spells) do not work underwater. Spells with electrical effects act as fireball spells centered on the effect itself, or the beginning of the effect (as in the case of a lightning bolt), doing their dice in electrical damage. Creatures that cannot breathe underwater cannot be summoned underwater. All other spells work as described.

Wizards' spellbooks must be stored in water-resistant pouches or protected in some way (with Nalador's help) from the effects of submersion. Only spellbooks made specifically to be used underwater can be opened and used while a wizard is submerged. If an unprotected spellbook is exposed to water, it must make a Fort save (DC 20, with a save bonus of 2 + one-half owner's level) for every full day of immersion to avoid being damaged. A failure indicates that 1d8 spells have been destroyed.

For the purposes of this tournament, effects on components or holy symbols are ignored entirely.

SWIMMING

Characters make swimming checks each round to see if they move forward in the water. A successful swim check (DC 10) allows the characters to swim one-third speed as a full-round action while wearing an underwater helmet, or as a move-equivalent action if not. Roll once per round. If the characters fail, they make no progress through the water. If they fail by 5 or

more, and are not wearing an underwater helmet, they start to drown.

TEMPERATURE

Any surface-dwelling character, travelling at depths greater than 300 feet, must have some magical means of protection against cold. Unprotected characters must make a Fort save each hour (DC 15, +1 per previous check), or sustain 1d6 subdual damage. Below 600 ft., this save must be made every 10 minutes.

A ring of warmth counteracts the effect of cold, but normal winter clothing would not as it would rapidly get soaked and lose its insulating properties.

Characters in this scenario operate at a depth of less than, or equal to, 100 ft. so they do not suffer the effects of cold. The hide suit provided by Nalador's crew is protection enough against the effects of cold at this depth.

VISIBILITY

The extent of visibility is dependent on the depth and clarity of the water. For the purposes of this tournament, all of the water is assumed to be murky or dark, thereby reducing the maximum visibility to one half. The deeper light travels into the depths, the greater the absorption of its constituent colours. At depths of, and greater than, 100 feet, all colours except blue are absorbed; all of the water appears blue at this depth and beyond. Low-light vision works normally in this range. A helm of underwater action increases visibility five times further than normal. Sunrods can function underwater and provide their standard effects.

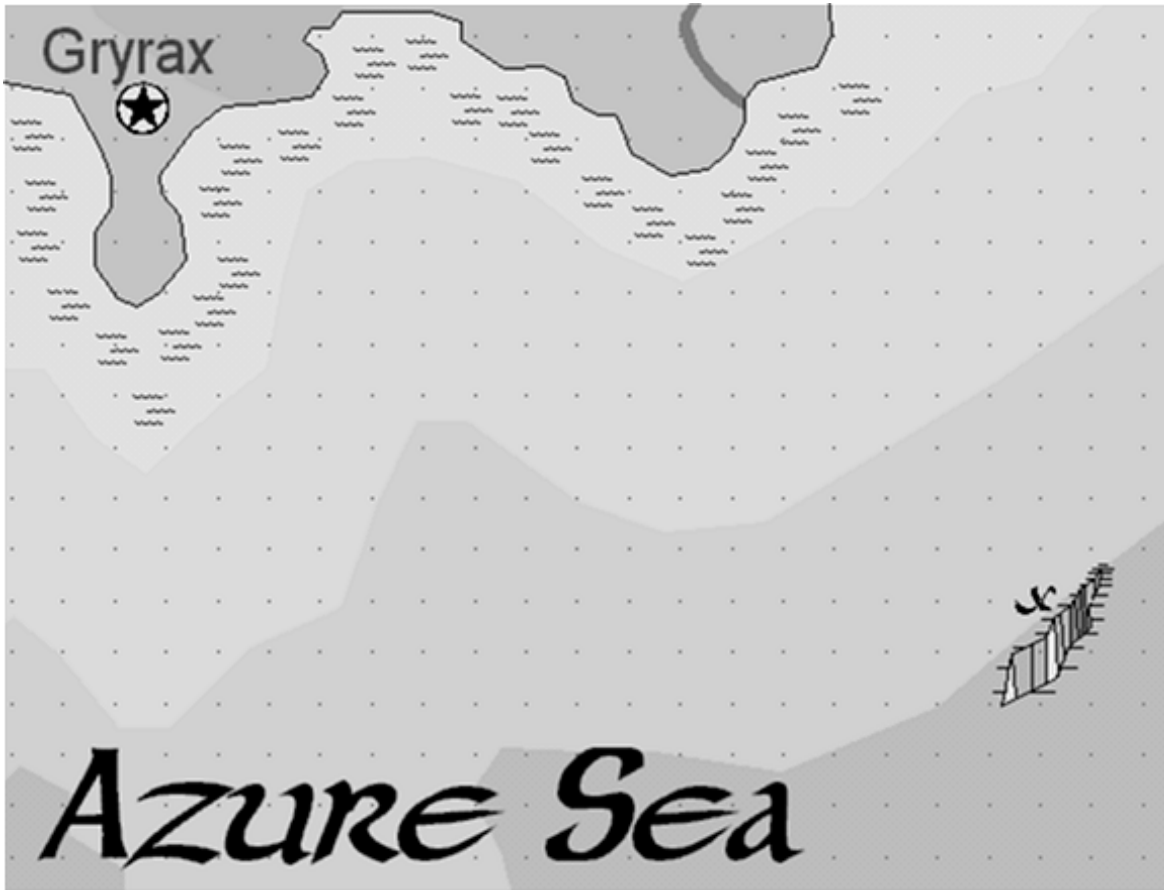
UNDERWATER HELMETS

The helmets are large, bulky and cumbersome, but they work and provide a relatively safe way to do underwater exploration at low- to mid-depths. Those untrained in the use of the helmets (i.e. the PCs), must make a Reflex save (DC 12) upon reaching the sea bottom wearing the helmets for the first time to avoid buckling under the weight and encumbrance of the device. They must also make a Fort save (DC 12) to make sure they adapt to the environment inside the helmet. Those who fail suffer the effects of fatigue for the next hour, until their bodies become accustomed to the new environment.

UNDERWATER NAVIGATION

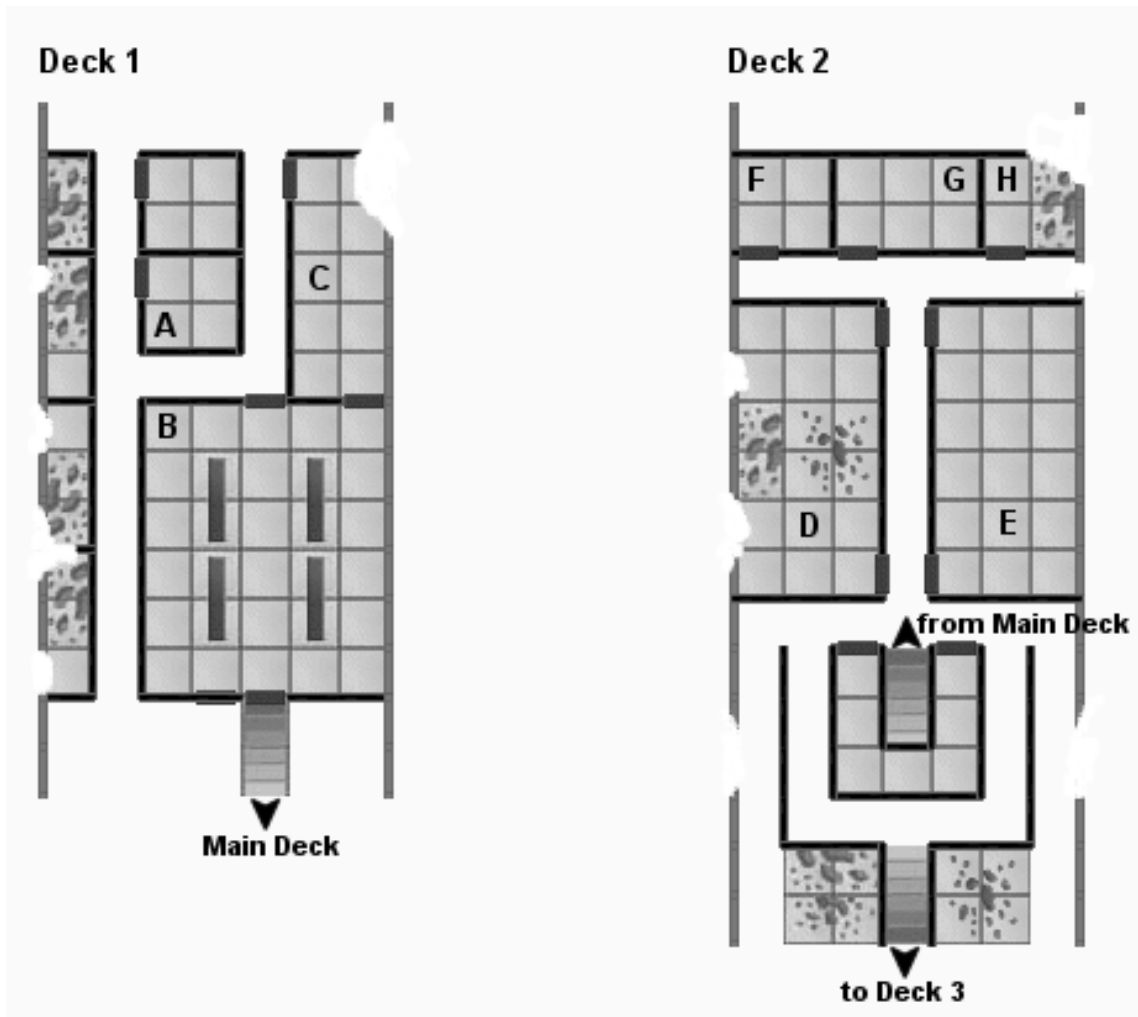
NAVIGATING THE INSIDE OF THE SUNKEN SHIP IS A TAXING ENDEAVOUR FOR ANYONE NOT USED TO DEALING WITH A WATERY ENVIRONMENT. ANY CHARACTER CAN HOLD HER BREATH FOR A NUMBER OF ROUNDS EQUAL TO TWICE HER CONSTITUTION SCORE. EVERY ROUND A CHARACTER MUST MAKE A SWIM SKILL CHECK (DC 10 + NUMBER OF ROUNDS ELAPSED), WHILE ALSO MAKING A CONSTITUTION CHECK (DC 10 + NUMBER OF ROUNDS ELAPSED). IF A SWIM CHECK IS FAILED NO PROGRESS IS MADE, AND IF FAILED BY 5 OR MORE, FATIGUE SETS IN (-2 STR AND CON, CAN'T CHARGE OR RUN). IF A CONSTITUTION CHECK IS FAILED, THE CHARACTER BEGINS TO DROWN (SEE ABOVE).

APPENDIX 2: MAPS

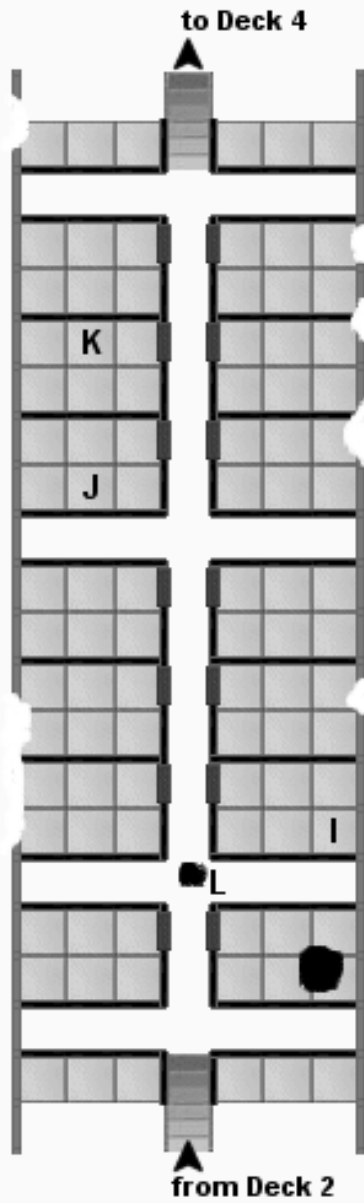


Map 1: Area map of the Azure Sea from the Principality of Ulek to the resting place of the sunken galley. There are 180 miles (approx) between Gyrax and the "X" spot.

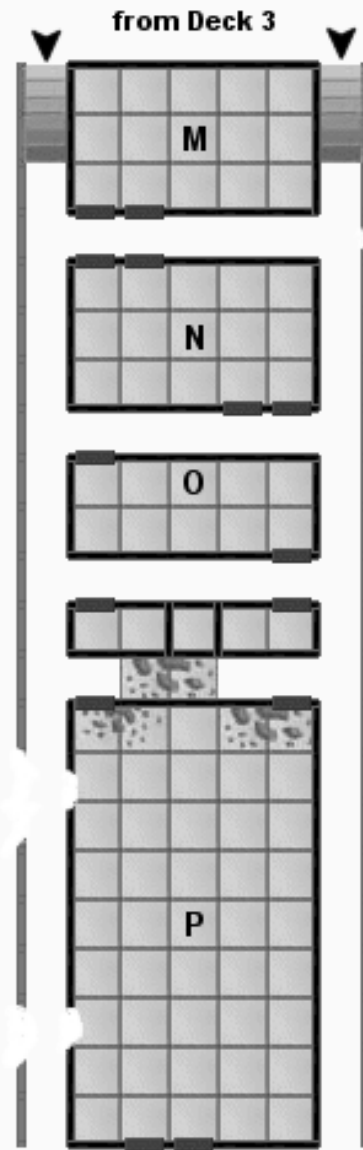
Map 2: Sunken ship decks



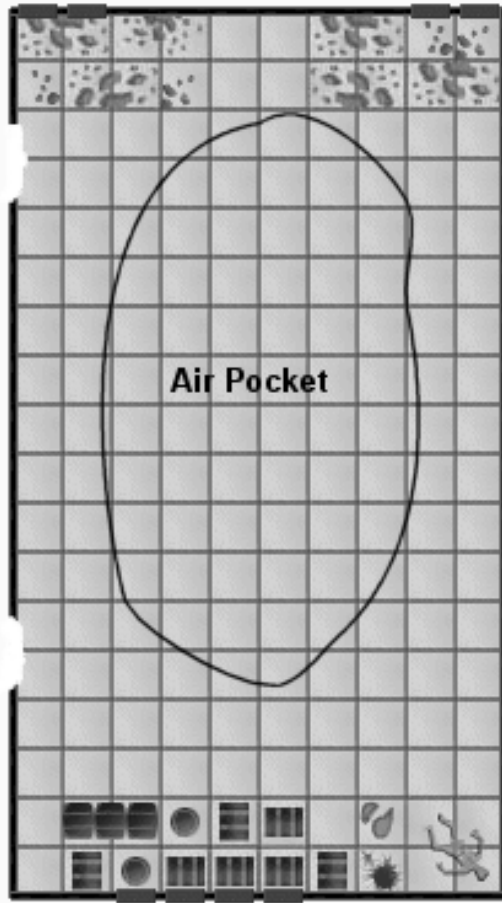
Deck 3



Deck 4



Deck 3 - Room P



ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.