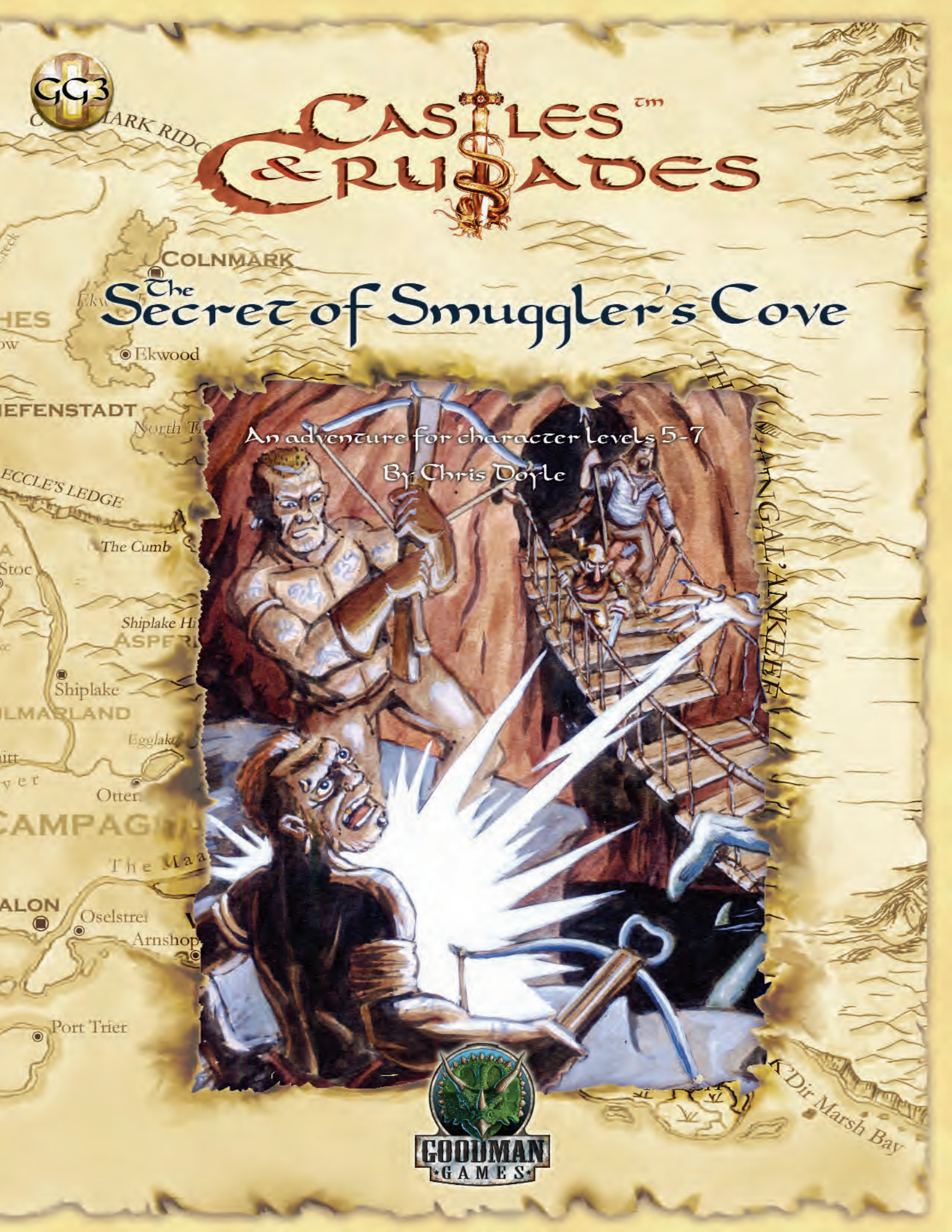




CASTLES & CRUADES™

The Secret of Smuggler's Cove

An adventure for character levels 5-7
By Chris Doyle





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The coastal village of Fair Haven needs help. For decades, Fair Haven has relied upon its lighthouse to guide merchant vessels into port. But on a recent stormy night, the lighthouse suddenly failed. The trading ship Nymph's Kiss was dashed on the rocks, and smugglers have already raided the wreck. Somebody has to restore the lighthouse, but the locals are afraid to go near because it shows all the signs of being haunted. Yet there might be more to the story, since there's something living in the sea caves below...



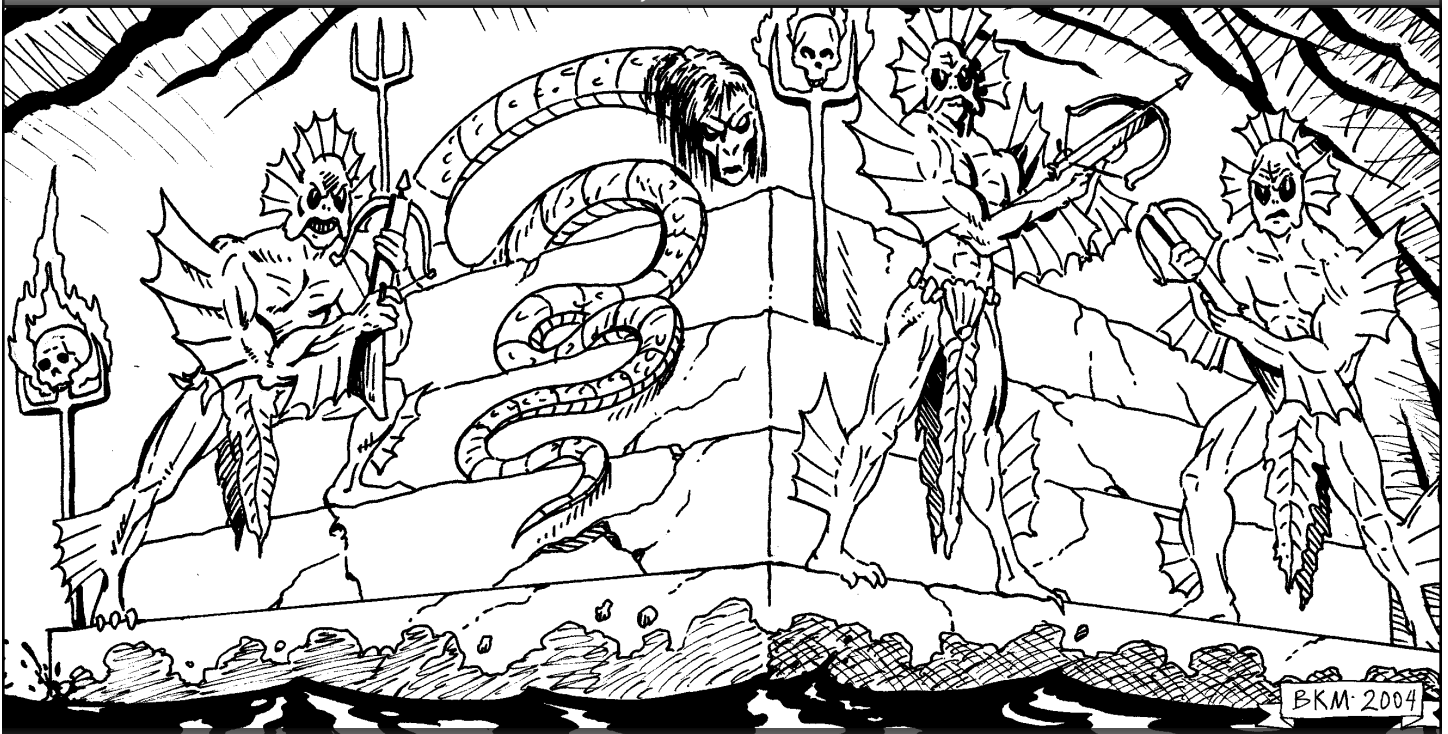
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The Secret of Smuggler's Cove

An Adventure for Character Levels 5-7



This adventure was originally published as *Dungeon Crawl Classics #7: The Secret of Smuggler's Cove*, using the d20 rules system.

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Introduction

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know are there somewhere.

The Secret of Smuggler's Cove is designed for four to six characters of 5th through 7th level. While the PCs can be of any class, a good mixture including at least one cleric and wizard is recommended. Magic items for underwater exploration are useful, but not necessary. See the "Scaling Information" section for ways to tailor this adventure to your group's size, level, and unique style of play.

Adventure Summary

The PCs arrive in the small seaside town of Fair Haven and set out to investigate a haunted lighthouse outside of town. The PCs discover the lighthouse is not actually haunted and in fact has dungeons below it. Further underground, below even the dungeons, are sea caves used by a local band of smugglers. The sea caves are also the lair of a tribe of locathah. The smugglers are trading high quality metal weapons to the locathah in exchange for gold plundered from a wrecked merchant vessel. The players discover a nefarious plot by the locathah to use the metal weapons against the village of Fair Haven. They must be stopped!

Castle Keeper's Section

Scaling Information

The Secret of Smuggler's Cove is designed for 4-5 characters of 5th to 7th levels, but can be modified for parties of different sizes or levels. Consider adapting the adventure as follows:

- **Weaker parties (3 or fewer characters, or below 5th level):** Remove 2 Hit Dice from all main NPCs. Throughout levels 4 and 5, reduce the number of smugglers and locathah encountered by up to half. Replace advanced versions of monsters with normal versions found in the Monsters & Treasure. Convert Sslithia to a normal water naga and remove her magic item.
- **Stronger parties (more than 6 characters and/or higher than 7th level):** Add 2 Hit Dice to all main NPCs. For the smugglers and locathah, either increase the number encountered (by up to double) or add 1-2 Hit Dice to each enemy. Increase Sslithia's Hit Dice by 4. Consider adding

HD to some of the other monsters encountered, such as the monstrous crab, aquatic assassin vine, and tiger sharks.

Encounter Table

To aid the Castle Keeper, we have included a quick reference table so you can see all of the encounters at a glance to help you prepare. **Loc** - the location number keyed to the map for the encounter, listed as level and room number. **Pg** - the module page number that the encounter can be found on. **Type** - this indicates if it is a trap (T), puzzle (P), or combat (C) encounter. **Encounter** - the key monsters, traps, or NPCs that can be found in the encounter. Names in italics are classed NPCs.

Getting the Players Involved

The following hooks can be used to get the players involved in the adventure:

- A merchant guild from a distant city sends the PCs to investigate the tragedy of the Nymph's Kiss and the operation of the Fair Haven lighthouse. The merchant guild wants to send several shipments of cargo to Fair Haven, but only if the treacherous waters near there can be safely navigated. The guild offers 500 gp per PC to investigate the matter and re-establish the lighthouse operation.
- While passing through Fair Haven and spending an enjoyable evening at the Siren's Swoon, the PCs are approached by the town mayor, Alexander Montcrief. The mayor, under pressure from the local fishermen, hires the PCs to investigate the haunted lighthouse outside of town. With storm season approaching, the fishermen need a functioning lighthouse to guide their ships back to port. The mayor offers 250 gp per PC to clear out any threats from the lighthouse.
- While in Fair Haven, the PCs are approached by a local farmer named Olaf. He would like to hire the PCs to investigate the local lighthouse, run by his brother, a druid named Llewellyn. He has not heard from his brother in weeks and when he approached the lighthouse to check in on him, he was scared away by an unearthly shriek. He fears the worst. He can't afford to pay the PCs in gold, but he can offer a magic item (worth about 4000 gp) as payment, worthless to a non-adventuring farmer.

Treasure

Smugglers carry 1d8 sp and 1d4 gp per class level. Each smuggler also carries a personal item (a gold earring, for example) worth 2d6 gp times the smuggler's class level. For example, a War1/Rog1 smuggler would carry 2d8 sp, 2d4 gp, and a personal effect worth 4d6 gp. Normal locathah carry 1d6 pearls each worth 10 gp. Locathah with additional class levels have 1d3 additional pearls per class level.

Encounter Table

Loc	Pg	Type	Encounter
1-2	6	T	Falling Crate Trap
1-3	6	C	<i>Llewellyn</i> , Allip
2-3	7	C	<i>Tusk</i> , Groll Rgr4 and 4 Gnolls
2-5	9	C	<i>Takaritha</i> , Harpy Sor2
2-6	10	C	2 Large Monstrous Scorpions 4 Small Monstrous Scorpions
2-10	11	T	Collapsing Floor Trap
2-11	12	C	6 Dire Weasels
3-3	14	C	2 Gray Ooze
3-5	14	T	Yellow Mold
3-6	15	C	12 Advanced Dire Rats
3-6a	15	C	8 Advanced Dire Rats Advanced Fiendish Dire Rat
3-8	15	C	6 Advanced Darkmantles
3-9c	16	C	<i>Cyrilla</i> , Succubus Asn3
3-10	17	C	<i>Grog</i> , Male Ogre Bbn4
3-11	17	T/C	2 Barbazu
3-12	18	C	Spectre
4-1	19	C	<i>Erol Shortshanks</i> , Gnome Wiz6/Rog2 Dire Weasel T Poison Needle Trap
4-3	22	C	6 Half-orc Smugglers Ftr2
4-4	22	C	<i>Barak</i> , Half-orc War5
4-5	23	C	6 Human Smugglers War1/Rog1
4-7	24	C	4 Human Smugglers War1/Rog1 4 Locathah War2
4-8	24	C	<i>Skr'thor</i> , Scrag Ftr2
4-9	25	C	<i>Mortimer Mortenson</i> , Human Ftr4/Rog3 T Net Trap
4-10	26	C	<i>Captain Jared Goldtooth</i> , Human Ftr5/Exp3
4-11	27	C	3 Human Smugglers Rgr2/Rog1 2 Tiger Sharks
4-13	28	C	3 Human Smugglers Rgr2/Rog1
4-14	28	T	Poison Dart Trap Poison Needle Trap Glyph of Warding Trap
5-1	29	C	4 Locathah Bbn2
5-2	30	P	Green Slime
5-3	30	C	Huge Monstrous Crab
5-5	32	C	8 Locathah War2
5-6	32	C	Aquatic Assassin Vine
5-7	32	C	<i>Shae'mae</i> Locathah Drd5 <i>Loglio</i> , Squid Companion Large Water Elemental Tiger Shark
5-8	33	C	6 Locathah Bbn2 <i>Sslithia</i> , Fiendish Water Naga
5-9	34	C	8 Locathah War2
5-11	35	C	<i>Pomatomus</i> , Locathah Bbn6 Sea Cat
5-12	36	P	39 Non-combatant Locathah
5-12	36	P	43 Non-combatant Locathah

Background Story

The History of the Fair Haven Lighthouse

Decades ago, a pompous noble named Lord Gregor purchased the land north of Fair Haven. He constructed an opulent manor house and a tower to entertain guests and house his big game trophies. But a disastrous accident claimed Lord Gregor's life and soon his servants departed the manor to seek other employment.

In fact, Lord Gregor worshipped a dark devil in the secret dungeon below his manor. There, he dabbled with dark summoning until he and his high priest went too far, summoning an osyluth to do their bidding. The devil escaped and destroyed both fools effortlessly.

The manor fell into disrepair. However, Fair Haven found a use for the tower. They converted it to a lighthouse to aid the local fishermen and passing merchant ships. A local resident named Llewellyn operated the lighthouse.

The Demise of the Nymph's Kiss

A few months ago, a band of smugglers discovered the sea caves below the Fair Haven lighthouse. They set up a lair in the caves and the smuggler leader, a grizzled sea dog named Mortimer Mortenson, hatched a bold plan to waylay the *Nymph's Kiss*, a merchant ship loaded with gold. Since his band of smugglers was not experienced with ship-to-ship combat, Mortimer needed an alternative plan to capture the gold.

On a foggy night, the smugglers stormed the lighthouse from the dungeon below. They detained Llewellyn in the stairwell and prevented him from lighting the beacon as the *Nymph's Kiss* approached. The merchant ship was dashed on the rocks and sunk. The smugglers didn't intend to harm the lighthouse keeper, but in an insane rage he broke free of his captors and tried to run to the top of the lighthouse. While running up the narrow staircase, he slipped he fell to his death. He eventually returned as an undead creature in an attempt to exact revenge on the smugglers.

All the smugglers needed to do was retrieve the gold from the wreck of the *Nymph's Kiss*. Using several magic items to aid their underwater search, the smugglers began the tedious task of locating the wreck on the ocean floor. Several days of stormy weather didn't make the search any easier. It took over a week for them to locate the wreck, but by that time another group had already found it.

Enter the Locathah

The band of locathah that laired in the sea caves discovered the ship soon after the disaster. A thorough search revealed the gold, but this commodity was almost overlooked by the locathah, who had no use for it. However, the locathah druid, Shae'mae, convinced

the tribe that the gold might be valuable if traded to for more useful objects.

When the smugglers arrived at the wreck, they encountered the locathah. Since the fishermen outnumbered the smugglers, Mortimer wisely opened negotiations for the wreck's gold. After a lengthy exchange between Mortimer and the locathah druid Shae'mae, a deal was eventually struck which benefited both sides. In exchange for hundreds of metal weapons, the locathah agreed to give the gold to the smugglers. Since the locathah can't forge metal weapons underwater, they benefited from this deal. Since the market value of the gold is much greater than the weapons being smuggled to the locathah, the smugglers turn a nice profit. It never occurred to Mortimer to wonder why the locathah needed that many weapons.

The Secret of Smuggler's Cove – CK's Eyes Only! –

Once every 10 to 17 days, to coincide with the absolute lowest tide, the smugglers' ship arrives in the dead of night with another load of weapons. A few smugglers make their way to the lighthouse to light the beacon, guiding their ship in close to perform the exchange via skiffs. The smugglers' cleric keeps the undead keeper at bay. This "random" lighting of the beacon started the rumor in town that the lighthouse was haunted. The smugglers have fostered this rumor by having their wizard place minor spells on the lighthouse to scare townsfolk away.

Unknown to the smugglers or the townsfolk is the reason why the locathah need so many arms. The locathah, urged on by the twisted lies of their fiendish water naga leader, plan to assault Fair Haven and wipe it out. The water naga has convinced them that Fair Haven is getting far too big. The humans are over-fishing the area and killing locathah in their fishing nets, it says. If the fishing stocks are depleted, the locathah will need to move on, leaving their comfortable caves. The water naga has persuaded the locathah that the humans would slaughter them if they were discovered so close to the town. Thus, the locathah feel that they must attack first.

Player Beginning

A short trek along the rocky cliffs next to the ocean brings you north to Fair Haven's lighthouse.

The stone tower is perhaps two hundred feet high with a white and black painted surface. Near the lighthouse are the crumbling remains of a once-opulent manor house. The roof has collapsed, as has most of the second floor, but the remaining walls are mostly intact.

A stone wall with a single metal gate blocks entrance to the compound that contains the lighthouse and manor house...

Part 1 – The Lighthouse

The lighthouse walls were built of reinforced masonry, to better resist the storms that batter the coast. All ceiling heights are 10 feet, except area 1-3 which is 220 feet. Interior doors are considered simple wooden doors, but the exterior door is a strong wooden door with an *arcane lock*.

Lighthouse Walls, reinforced masonry: 1 ft. thick; hp 180; Takes minimum damage each hit. Climb CL 0.

Interior doors, simple wooden door: 1" thick; hp 10; takes minimum damage each hit, CL -2 STR check to force, CL 0 DEX check to pick locks

Exterior Door, strong wooden door: 2" thick; hp 20; Takes minimum damage each hit, CL 8 STR to force open, CL 10 to pick (locked) with Lock spell.

Wandering Monsters

There is only a 5% chance (1 on d20) per half hour that the PCs encounter a wandering monster while exploring areas 1-1 and 1-2 of the lighthouse. This chance increases by +10% (1-3 on d20) if the PCs make excessive noise. If an encounter is called for, roll 1d6 and consult the following table. The allip is normally in area 1-3 and the smuggler is a lone individual who crept up through the dungeons hoping to loot the lighthouse.

1d6 Roll	Encounter
1-5	Allip
6	Smuggler, human

The following statistics blocks are provided for easy reference for the CK.

<p>Allip: See encounter area 1-3.</p> <p>Smuggler, Male Human: HD 2d8+2 (12 hp); Spd 30 ft.; AC 14, +2 strike with Expert longsword for 1d8 dmg or +2 strike with light crossbow for 1d6 dmg. Smugglers have the abilities of a 1st level rogue. Back attack (x2); AL NE; Significant Attributes: Dex 13, Con 14, Primes: S, D, W</p> <p><i>Equipment:</i> Expert longsword, light crossbow, 20 bolts, studded leather armor. XP: 39 each</p>

Area 1-1 - Living Quarters

Beyond the wrought iron gate, a gravel path meanders to the lighthouse. Dried brown weeds choke the path and courtyard as the wind howls from an angry sea.

As you approach the stout iron-bound door, a high pitched shriek cuts through the howling wind. A sense of dread sweeps over your band.

The exterior door to the lighthouse is *wizard locked* and has a *magic mouth* set to make a high pitched shriek triggered by approaching within 40 feet. These spells were placed by Erol, the smuggler's wizard. The smuggler's cleric placed an *unhallow* spell on the door, with a *cause fear* effect attached to it (CL -1 CHA save to resist this effect; creatures with 6HD or more are immune). These precautions are all designed to keep townsfolk away, but stalwart PCs should not be discouraged so easily.

The *magic mouth* continues to shriek for 10 minutes unless dispelled.

Once the door is opened, read or paraphrase the following:

The thick door groans in protest as you push it open. Beyond is a comfortable interior complete with a pair of plush sofas and wooden end tables. As you scan the room, a sea chest positioned between the sofas slowly opens with a sinister creaking noise. Rising out of the chest is a humanoid skeleton with glowing eye sockets and an evil leer.

"Prepare to meet your makers, intruders," cackles the skeleton as a hellish glow emits from its mouth!

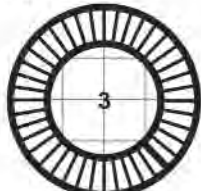
Don't give the players a chance to think; order them to roll for initiative and pretend to roll for the skeleton. Try to get the PCs to waste some resources on this crude hoax. The skeleton is not animated. Erol placed a *continual flame* spell on its skull and another *magic mouth* to grant it speech. A thin wire is attached to the skeleton and the sea chest that runs to a pulley on the ceiling, over to the exterior door. When the door is opened, the chest opens and the skeleton rises out. A successful CL 5 WIS check reveals the hoax.

This ground floor served as Llewellyn's living quarters and is divided into a living room, a small galley, and a

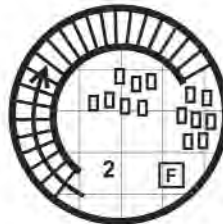
Map 1: The Lighthouse



Top Floor
Beacon



Stairwell
(220 feet high)



2nd Floor
Storeroom



Ground Floor
Living Quarters

□ = 5 ft.

bedroom. The galley contains a wood burning stove, a pile of wood, cooking utensils, and a countertop separating the area from the kitchen. A small table with two chairs holds the moldy remains of a half-eaten meal. A wooden ladder leads to a trap door in the ceiling, providing access to area 1-2.

The bedchamber is a separate room. It contains a large bed with a fluffy mattress and a pair of matching nightstands. At the foot of the bed is a pile of clothes on a rug, concealing the trap door in the floor. This trap door leads to a musty passage that slopes down to area 3-1 of the dungeon after several hundred feet. The clothes are all normal and were stored in the sea chest now holding the skeleton in the other room. Inside the left nightstand are papers detailing the voyage schedule of the *Nymph's Kiss*.



Area 1-2 - Storeroom

If the trapdoor is opened before it is searched for traps, a minor trap is sprung:

As you push open the trapdoor, you see a lit lantern hovering near a spiral staircase. Above your head, you hear a creaking sound as several crates come crashing down!

This is another minor trap set by Erol to frighten any who penetrate this far into the lighthouse. The lantern has a *continual flame* cast on it and it's suspended by a wire from the steps above. When the trap is sprung, it begins to slide up the staircase, out of view. Meanwhile,

a stack of crates is triggered to fall on the trapdoor. Although the crates cause little damage, victims need to make a CL -3 DEX save or be knocked off the ladder and suffer 1d6 falling damage.

The chamber is used as a storage area. Several crates contain lamp oil (for the beacon), wicks, dried food-stuffs, and mundane items (candles, rope, etc). Three large casks contain fresh water and two small ones contain salt and cooking oil, respectively. The staircase leads to area 1-3.

Falling Crate Trap: +5 melee (1d3 damage), Search (CL 7); Remove Trap (CL 3); Note: If struck by the trap, victim needs to make a DEX save (CL -3) or fall off the ladder, taking 1d6 additional damage.

Area 1-3 - The Stairwell

A thin, steep stone staircase wraps around the interior of the lighthouse. The stairwell is open to the top, but lacks any light source.

As you trek up the numerous steps, a wispy form materializes in the stairwell. It's vaguely humanoid in shape, but lacks features and trails into nothingness. As the apparition floats toward your band, you can hear an echoing, incessant babble, but you can't make out what's being spoken.

The creature is an allip, the undead remains of Llewellyn, the lighthouse keeper. In a vain attempt to escape the smugglers, Llewellyn tried to climb the steps to reach the beacon room. Instead, he slipped and fell to his death. The smugglers tossed his body over the cliff, but his soul can not rest and he has returned as an allip. He wants to exact revenge on the smugglers, and in his insane rage he believes the PCs are also smugglers.

Tactics: While babbling, the allip flails away at fighter-type PCs with its incorporeal touch. All creatures within 60 feet of the allip need to make a WIS save or suffer the affects of a *hypnotism* spell. Remember that the staircase is a single-file situation; characters attempting to pass other characters on the stairs force everyone involved to make CL -5 DEX checks, with a failure resulting in a fall of 60 to 100 feet or more. The Experience award for this encounter has been increased to reflect the difficult situation.

Llewellyn, Allip: HD 4d12 (28 hp); Spd 30' fly; AC 15, Touch attack drains 1d4 Wisdom unless target makes a WIS save, 0 WIS indicates permanent in-sanity only curable by a heal spell; Healing - whenever the Allip drain's wisdom, it regains double that in hp; Babble - all who hear within 30' must make a WIS save or be affected by a *hypnotize* spell for 2d4 rounds. Madness - any mind-affecting effect used on an Allip causes the originator of that effect to lose 1d4 wisdom, no save. Incorporeal - only hurt by magical weapons. AL NE; Prime: M; XP: 332.

Area 1-4 - The Beacon Room

Pushing open the trapdoor, you realize you have reached the summit of the lighthouse. This chamber is dominated by a huge metal brazier holding oil and an immense wick. Several free standing mirrors surround the brazier and to the right a trio of small crates rests on the floor.

The walls of this room are set with glass windows, providing a stunning view of the ocean. The brazier is unlit, but appears to have been used recently.

One crate contains extra wicks. Another holds flasks of lamp oil. The last crate is empty, but several sheets of parchment are on top. These are tide charts, star charts, and shipping schedules for the *Nymph's Kiss*, the merchant ship that was lost at sea a few weeks ago. These items are used by the smugglers to determine when to light the beacon to guide their ship in close to the sea caves. All the absolute low tides are underlined.

When the smugglers need to use the beacon, they have their cleric turn the allip and hold him at bay. Meanwhile, they stuff cotton in their ears to nullify the allip's babble.

Part 2 - The Ruined Manor House

The manor house was once a royal estate, but now it's a crumbling ruin. Except as noted, there is no second floor although bits and pieces remain in some places. As depicted on the map, there are numerous piles of debris. PCs crossing these need to make a successful DEX check (CL -5) or fall prone. Moving over these areas is considered difficult terrain.

All doors in the manor are considered good wooden doors and most are stuck or otherwise not functional. The walls are standard wooden walls.

Wooden Wall: 6" thick; hp 60; Takes half damage each hit; Climb CL 6.

Good Wooden Door: 1 1/2" thick; takes half damage each hit; hp 15; Force open CL 1 STR check, CL 3 DEX to pick lock.

Wandering Monsters

There is a 10% chance (1-2 on d20) per half hour that the PCs will encounter a wandering monster. These encounters likely occur in an otherwise empty room. The chance for an encounter increases by +10% (1-4 on d20) if the PCs are making any loud noise, such as breaking down a door. If an encounter is called for, roll 1d6 and consult the following table.

1d6 Roll	Encounter
1-4	1 dire weasel (normally in area 2-11)
5	1 large monstrous scorpion (normally in area 2-6)
6	2 gnolls (normally in area 2-3)

Refer to the indicated encounter area for the wandering monster's statistics. If the PCs defeat any of these foes, be sure to subtract them from their normal encounter area.

Area 2-1 - Entrance Hall

Stepping through the crumbling remains of a pair of massive oak doors, you are greeted by what was once an elaborate entrance hall. The center of the hall contains a large white marble fountain with a statue of a mermaid frolicking with numerous fish. The marble is pitted, the mermaid's arm broken off, and stagnant green water covers the basin. To the left is a large pile of wooden debris. Behind the fountain are a few steps of a wide staircase that end in a pile of rubble.

This area is uninhabited. If a ranger can make a CL 1 WIS check to track here, random gnoll tracks are located, heading to area 2-3. If the PCs make significant noise here, allow the gnolls in area 2-3 a chance to hear them. If they succeed, they can't be surprised. Roll a d20. If the party is being quiet, the gnolls hear them on an 18 or better, if the PCs are being moderately noisy, the gnolls hear them on a 15, if the PCs are being noisy, the gnolls hear them on a 10. If the PCs in the room are all successfully moving silently, there is no chance that the gnolls hear them.

Area 2-2 - Study

This room appears to have been a study. The broken remains of several plush chairs and sofas, intermingled with wood fragments, are strewn about. A door set on a stone wall to the left is partially buried in rubble.

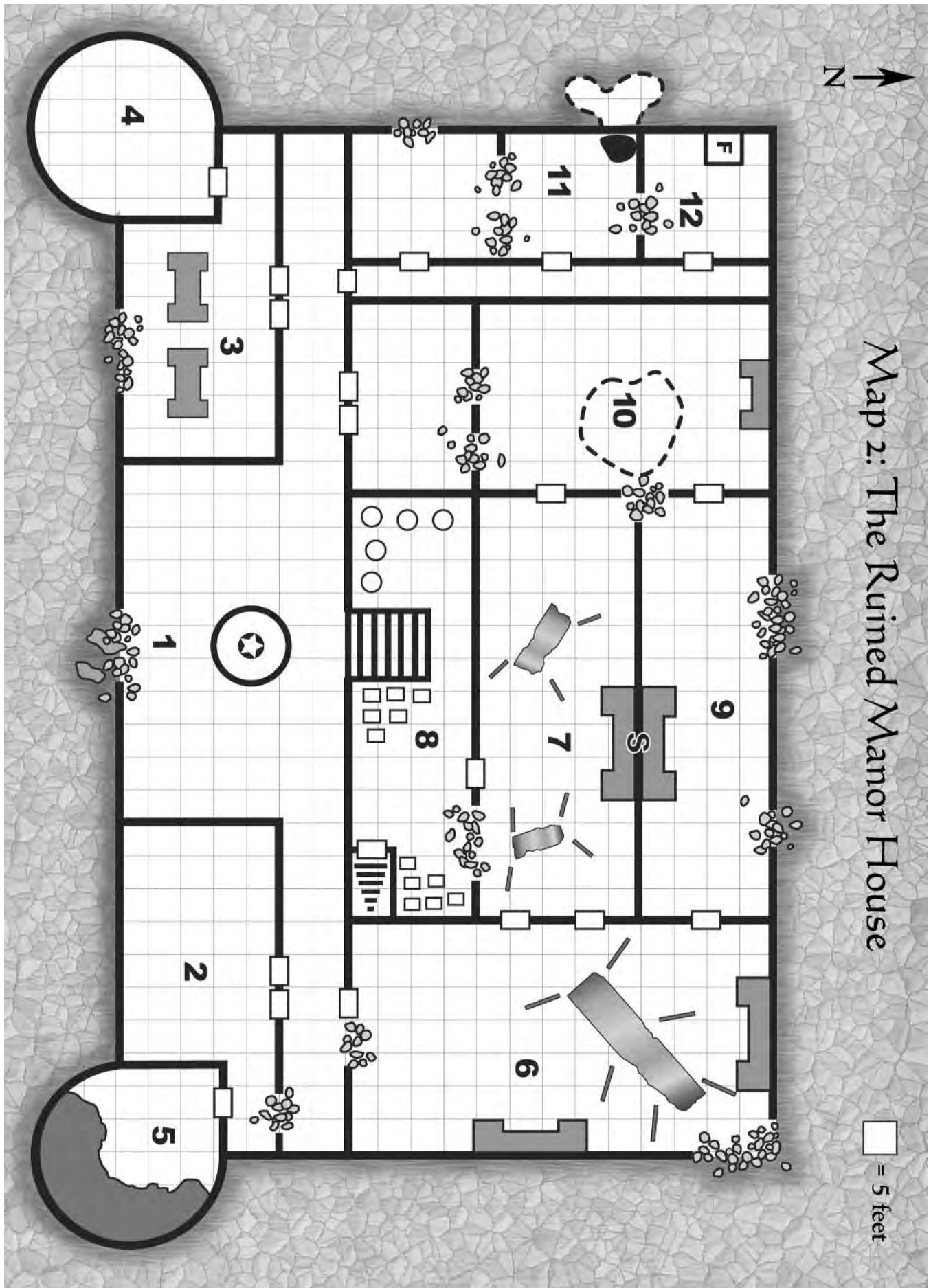
There is little of interest here. If the PCs make any noise, have Takaritha (see area 2-5) try to hear them. If she succeeds, she casts *ventriloquism*, causing her voice to emit from area 2-6. She uses a feminine voice that whimpers and sobs, attempting to lure the PCs into the monstrous scorpion nest.

Area 2-3 - Library

Note: If the gnolls overheard the PCs in area 2-1, they are expecting them. The tables are already flipped over and they have arrows aimed at the doors. Adjust the read-aloud text accordingly.

As you push open the battered doors, you are greeted by an immense chamber in disarray, choked with vines and weeds. Several wooden book cases are toppled over and smashed. The few remaining books are strewn about like discarded toys. On the opposite side are the charred remains of a fire.

A quartet of mangy humanoids is assembled at a pair of shabby tables, engrossed in games of dice. They sport hyena-like heads, reddish furry manes, and chain mail armor. Another humanoid sits on a



pile of timbers, honing the blade of a battleaxe with a whetstone. At your appearance, he leaps up and shouts a command. The remaining gnolls snap into action and begin tipping the tables over for cover.

The humanoids are gnolls and their leader is a ranger named Tusk. These brutes are a diplomatic contingent from a nearby tribe. The smugglers contacted them and have offered to hire them on behalf of the locathah. Unknown to the smugglers, the locathah would like the gnolls to storm Fair Haven by land while they attack from the harbor.

Hidden beneath a pile of rubble, requiring a successful CL 0 WIS check to locate, is a locked iron box. The lock is good quality (CL 15 to pick it open). The box contains 500 gp and several contracts between the gnolls of The Broken Blade tribe and an unspecified second party. For the amount of 7500 gp, The Broken Blade tribe pledges its full military support, but the contracts are not signed yet.

Tactics: The four normal gnolls take their first action to flip the tables and draw their bows. Using the table as cover (+4 to AC, +2 to DEX saves), they pepper the PCs with arrows before entering melee. Meanwhile, Tusk drinks his *potion of bear's endurance* and then casts entangle on the vines in the room, attempting to ensnare as many PCs as possible. After that, he draws both axes and wades into melee, focusing on immobilized targets.

NEW ITEM

Potion of Bear's Endurance

This potion temporarily grants the target an additional 2HP per hit die to their maximum hit points. Duration: 10 minutes.

TUSK, Gnoll leader: HD 6d8 (30 hp, 42 with potion), Spd 30', AC 15, Paired axes (+1 battle axe and a hand axe) do 1d8+1 or 1d6 damage each or longbow for 1d8 dmg. Tusk has the spellcasting abilities of a 1st level druid, 60' Darkvision, AL CE; Prime P; XP: 360/482 if he drank the potion. Druid spells prepared: *Entangle*.

Equipment: Chain shirt, Strong longbow (+1 STR bonus max), 20 expert arrows, +1 battle axe, hand axe, *potion of bear's endurance*.

Gnolls (4): HD 2d8 (10 hp each), Spd 30', AC 15, Attack with 2-handed Axe for 1d12 dmg or shortbow for 1d6 dmg, 60' Darkvision, AL CE, Prime P, XP: 120 total.

Equipment: Expert 2-Handed Axe, Chain mail, Strong shortbow (+1 STR bonus max), 20 arrows, 4d4gp.

Area 2-4 - The West Tower

This door leads to a circular chamber perhaps 30 feet in diameter. Although the tower appears to have been several levels high, the upper floors have since collapsed. The dusty floor is covered with rotting timbers and various weeds. Long vines creep along the interior stone walls.

This tower was once a guard room, but there is nothing of interest here now.

Area 2-5 - The East Tower

Note: The door to the east tower is partially buried in rubble. Ten minutes of hard labor are required to clear the rubble away to access the door. During this noisy procedure, make a wandering monster check and allow Takaritha a chance to hear them (50%) If she succeeds, see the tactics section below. She uses flight to enter and exit her lair.

The stench of rotting flesh assaults your nostrils as you open the door. This chamber appears to be a round tower, 30 feet in diameter. Arrow slits encircle the stone walls and the floor is littered with bones. Most appear to have been large animals, but a few humanoid bones are also present.

About 20 feet overhead, the partial remains of a wooden floor can be seen. The floor extends over the southeast portion of the tower and appears quite flimsy.

A wicked harpy named Takaritha lairs in this tower and she considers the manor ruins her domain. The smugglers have made contact with her and maintain an uneasy truce. She has no desire to join the smugglers and cares little for their material goals. She has agreed to let the gnolls stay in the manor for a few days, but only because she has already killed and eaten one, and looks forward to more!

Takaritha maintains a dirty nest of twigs, leaves, rotting upholstery, and smelly furs on the floor above this chamber. Although it appears flimsy, the floor is quite stable. There are no steps or ladders, so a successful CL 0 Climb check is necessary to scale the wall to reach the floor. Of course, Takaritha won't sit idle while the PCs assault her nest.

Her treasure is scattered about her lair. Hidden under several furs is an iron pot (CL 0 WIS check to find) containing 76 gp and 21 pp. Most of the furs are useless, but one silver fox pelt is worth 150 gp, if thoroughly cleaned. Wrapped in a musty cloak are a pair of electrum candlesticks (each worth 75 gp) and 13 assorted pieces of silverware (worth 1 gp each). She also has a number of other valuables and magic items which she carries on her person (see stats below).

Damaged Wooden Floor: 3 inches thick; hp 150 (due to damage), takes half damage each hit, Note:

If the floor supports are targeted during an attack, only 40 hp of damage needs to be inflicted to collapse the floor.

Tactics: If Takaritha hears the PCs in area 2-2, she stealthily flies overhead and casts *ventriloquism* in area 2-6. She attempts to lure the PCs into the monstrous scorpion nest there. While the PCs deal with the vermin, she attacks using her captivating song and *ray of enfeeblement* to hinder the PCs.

If confronted in her lair, she remains on the floor above for cover, and uses her captivating song. She quaffs her potion of protection from arrows (10/magic) before the PCs enter the room. She saves her ray of enfeeblement spells for PCs climbing the walls and might try to use *ventriloquism* to distract PCs. She tries to avoid melee, taking to the air if needed. However, she's not opposed to swoop in and smite foes with her rod of withering. If reduced to 10 or fewer hit points, she drinks her potion of cure moderate wounds and flees via flight.

Takaritha, Harpy: HD 5d8 (25 hp); Spd 20' or 50' fly; AC 15; 2 claw attacks do 1d3 dmg or *rod of withering*, Takaritha has the spell casting abilities of a 2nd level Illusionist. Darkvision 60'; Captivating Song - CHA save negates, 1 try per target/24 hours, affects all who hear within 300', captivated characters approach the harpy and do not resist her attacks. A Bard can make a CHA check to give a PC a retry on the save; AL CE; Prime P; XP: 325; Illusionist spells prepared: *ventriloquism*, *color spray* (instead of *ray of enfeeblement*)

Equipment: Ring of protection +2, potion of protection from arrows, potion of cure moderate wounds (5th), rod of withering, three silver rings (100 gp each), platinum ring (225 gp).

Area 2-6 - Dining Hall

This chamber appears to be an immense hall, about 40 feet wide and 60 feet long. To the west is a trio of doors. On the east and north walls are huge stone fireplaces, the former quite damaged. A massive oak table top lies smashed on the dusty floor.

Suddenly, the table top shifts and a pair of 10-foot long insects appear. They scuttle forward, their huge menacing claws snapping in anticipation. As they close, each arches its stinger over its back.

This room was once a dining hall, used by Lord Gregor to wine and dine important guests. Now this area is the nest of a family of monstrous scorpions.

Discarded in the east fireplace is an electrum candlestick (worth 75 gp), but retrieving it disturbs the scorpion nest. Hidden in the east fireplace, about three feet up the shaft, is a secret compartment (Search CL 7). Inside is a scrap of parchment with the word "Sareth'tuel" inscribed on it, stuffed inside a *ring of freedom of movement*. The word is the command word for the *iron flask* in area 3-9C.



Tactics: The two large monstrous scorpions mindlessly attack to defend their nest. Note that if the PCs did not deal with Takaritha, she attacks from above while the PCs deal with the scorpions (see area 2-5 for her tactics).

Four small monstrous scorpions lair in the east fireplace. These two-foot long vermin attack only if disturbed and can be detected with a successful Spot check (CL 0). Otherwise they receive surprise if a PC casually grabs the candlestick or searches the interior of the fireplace.

Large Monstrous Scorpion (2): HD 5d10 (30 hp each); Spd 30'; AC 16; 2 Claws pinch for 1d6 dmg, Constrict-If both claw attacks hit a single target, the scorpion constricts for 1d8 dmg per round (STR save negates); Sting: CON save or lose 1d6 constitution; Darkvision 60'; Tremorsense 60'; Mindless: it is immune to mind-affecting abilities; AL: N; Prime: P; XP: 290 each (580 total).

Small Monstrous Scorpions (4): HD 1d10 (6 hp each); Spd 30 ft.; AC 14, 2 claws do 1d2 dmg each; Constrict-if both claws hit, it constricts for 1d3 dmg per round (STR save negates); Sting: CON save or lose 1d2 constitution; Darkvision 60 ft., Tremorsense 60 ft., Mindless: immune to all mind-affecting abilities; AL N; Prime P; XP: 15 each (60 total)

Area 2-7 - Kitchen

This long hall appears to have served as a kitchen. Along the north wall is a fireplace. A pair of broken tables litter the floor. Rusted pots, pans, and cooking utensils are scattered about the debris.

Near a small door to the south, the wall has collapsed, revealing a storeroom. A single intact door is on the west wall.

This deserted chamber was indeed the kitchen. The door on the west wall is swollen shut. There is a secret door in the back of the fireplace that requires a successful CL 7 WIS check to locate. It leads to the fireplace in the trophy room (area 2-9).

Area 2-8 - Storeroom

This area appears to have served as a storeroom. The room is perhaps 50 feet wide but only 15 feet long. The ceiling appears to have been only 8 feet high here, based on the few remaining upper floor joists. The slanting bottom of the steps from the entrance hall juts over this area like a cliff. To either side are the smashed remains of crates. To the far east, five dusty casks line the wall. In the southeast corner of the room is an intact door that appears to be in good condition.

The crates once contained non-perishable food, but are now empty. Three of the casks are empty, but one holds salt and the other is half full of rancid cooking oil.

The door is in fine condition, recently repaired by the smugglers. A successful CL 0 WIS check reveals that it has well-oiled hinges, recently replaced. The smuggler's wizard, Erol, has placed a *wizard lock* on the door. The door leads to the wine cellar (area 3-1) and is used by the smugglers.

Strong Wooden Door: 2 inches thick, hp 20, Half damage per hit, CL 8 STR check to break; CL 10 to pick lock. This door has wizard lock cast on it.

Area 2-9 - Trophy Hall

This hall appears to be about 20 feet wide and 60 feet long. There is a door in the center of the east and west walls. The north wall has partially collapsed in two places, providing access to the courtyard. Along the south wall is an elaborate stone fireplace surrounded by warped, pitted mahogany mantle. Over the mantle is the mounted head of a black reptilian creature, its tooth-filled

maw agape. The walls are covered with the rotting remains of stuffed creatures. Numerous short stone pedestals are arranged on the floor.

Lord Gregor was quite a hunter. This hall was used to display his finest trophies. Most of the valuable creature parts have long since been destroyed or removed by bandits.

The reptilian head is from a young adult black dragon. Lord Gregor boasted it was his most difficult trophy to obtain, but only because the merchant insisted he pay double its value in gold! One of the horns is fake and can be removed with a counter clockwise twist. This requires a successful CL 10 WIS check to locate. The horn is actually a scroll tube that contains a divine scroll of *deathward*.

There is a secret door in the rear of the fireplace that requires a successful CL7 WIS check to locate. It leads to the fireplace in the kitchen (area 2-7).

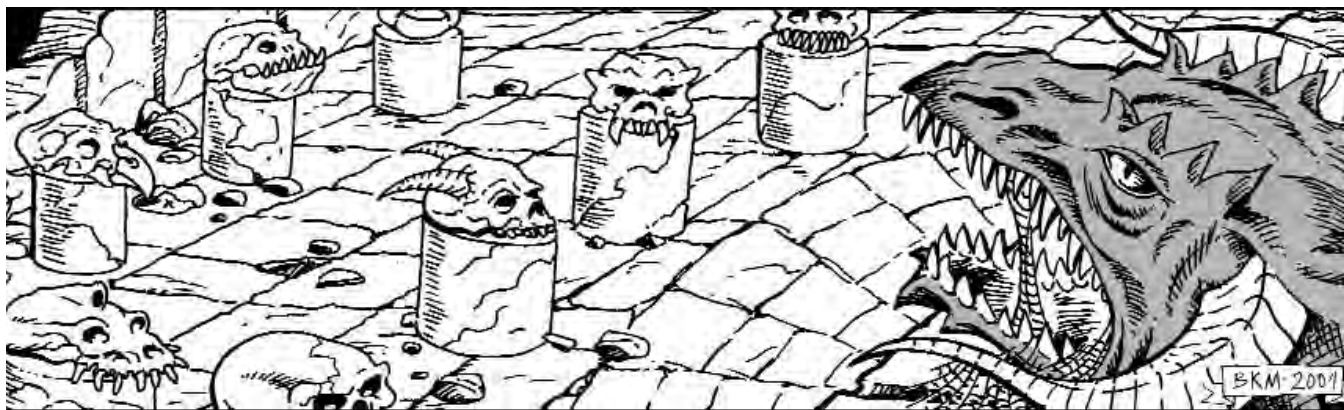
Area 2-10 - Entertainment Room

This is another large chamber, 30 feet wide and 60 feet long. A wall, mostly collapsed, divides the room in two, the smaller section being 30 feet by 15 feet. This area appears to function as a parlor or lounge. The larger room boasts a fireplace along the north wall and a pair of doors on the east wall. The floor is warped hardwood and the broken remains of plush sitting furniture adorn the room.

This chamber was once an elegant sitting room. The hardwood floor served as a dance floor and numerous sofas lined the walls.

The indicated area of the floor on the map is unsafe. If more than 100 lbs of weight enters this area the floor collapses swiftly and suddenly. Victims must make a CL3 DEX save to jump aside, or be deposited into area 3-5 of the dungeon below (and then deal with the hazard located there). A successful CL 0 WIS check reveals this unsafe area.

Collapsing Floor: CL3 DEX save to avoid falling in; 2d6 falling damage plus 2d6 damage from floor; CL0 WIS to locate; Note: Victims are deposited into area 3-5 and must deal with the hazard located there.



Area 2-11 - Guest Rooms

This area appears to have once been a pair of rooms, but most of the dividing wall has collapsed. Rubble and debris are strewn about, most of it intermixed with the tattered remains of several tapestries. To the west, the wall has a 5-foot diameter hole in it, providing an exit from the manor. The north wall has also partially collapsed, revealing another room beyond. A large pile of debris rests in the northwest corner of the room.

These two rooms once served as guest bedrooms. Now they serve as the lair for a family of dire weasels. The dire weasels use the hole in the west wall to leave the lair to hunt. Secluded in the pile of debris in the northwest is a 5-foot wide hole that leads to a shallow den.

The dire weasels lack treasure, but their hides are valuable if properly removed and cured. This process requires a successful CL-5 WIS check for each hide. Each hide is worth 10 gp per hp of the dire weasel (for example, a dire weasel with 15 hp has a pelt worth 150 gp). For every point of damage inflicted with a slashing weapon (or a fire-based spell), the value is reduced by 10 gp.

Tactics: The dire weasels have the scent special ability and can smell opponents approaching within 30 feet. The two adult dire weasels usher the four young adults into the den. Then the adults hide in area 2-12 and ambush any PCs that approach the den. The following round, the four young adults swarm out of the den and attack. Treat all the weasels as having the same stats, as indicated below.

Dire Weasel (6): HD 3d8 (15 hp each); Spd 40 ft.; AC 16; Bite attack does 1d10; Attach: If it hits with a bite, target must make a STR save, or the weasel holds on, doing 1d4 damage per round; Low-light vision, scent; AL N; Prime: P; XP: 80 each (480 total)

Area 2-12 - Guard Captain's Room

This small chamber is only 20 feet by 20 feet and appears to have been a private bedchamber. The south wall has partially collapsed, revealing another room. Several piles of debris are present and the rotten, gnawed remains of a trapdoor in the floor lead to a dark staircase.

The captain of the guard once dwelled in this bedchamber. There is little of interest here. The trapdoor leads to the dungeon.

Part 3 - The Dungeon Under the Manor

Unless otherwise noted, most ceilings in the dungeon are 10 feet high, and there is no natural light. Areas 3-8 and 3-9 are only 5 feet high and are considered hewn stone. The rest of the dungeon is considered masonry walls. Unless otherwise noted, all doors are good wooden doors. Statistics for these walls and doors are as follows:

Masonry Wall: 1 foot thick; hp 90; takes minimum damage per hit; Climb CL 0.

Hewn Stone Wall: 3 feet thick; hp 540; minimum damage per hit; Climb CL 7.

Good Wooden Door: 1 ½ inches thick; hp 15; takes half damage per hit; Force open CL 1 STR, Pick lock CL 3.

Wandering Monsters

There is a 10% chance (1-2 on d20) per half hour that the PCs will encounter a wandering monster. This chance increases to 15% (1-3 on d20) if the PCs make excessive noise while exploring. If an encounter is called for, roll 1d6 and consult the table below to determine what creature is encountered. If the gray ooze is encountered, be sure to remove one from area 3-3. All the other encounters are extra creatures, not keyed to any particular location.

1d6 Roll	Encounter
1-3	4 dire rats
4-5	1 dire weasel
6	1 gray ooze (normally in area 3-3)

The following statistic blocks are provided for easy reference:

Advanced Dire Rats (4): HD 3d4 (6 hp each); Spd 30' 15' Climb; 13; AC 13; Bite does 1d4 dmg; Disease: 10% chance each rat has disease; Twilight Vision; AL N; Prime: P; XP: 38 each; (152 total).

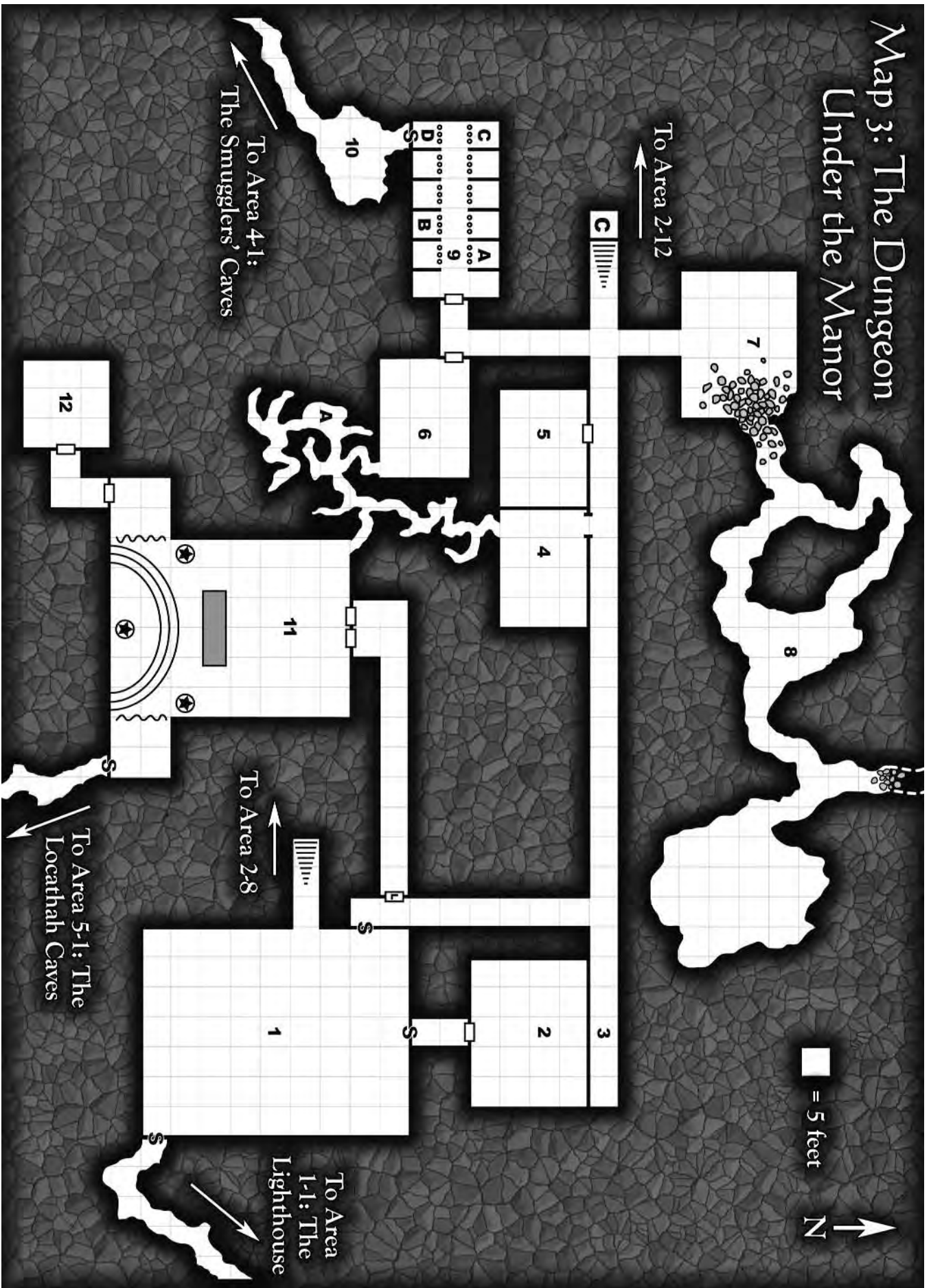
Dire Weasel: See area 2-11

Gray Ooze: HD 3d10 (18 hp); Spd 10'; AC 5; Acid does 1d8 dmg; Constrict: if it strikes, target must make a STR save or continue to take 1d4 dmg per round; Transparent: CL 6 WIS save to notice Gray Ooze before it strikes; AL N; Prime: P; XP: 94.

Area 3-1 - Wine Cellar

As you enter this subterranean chamber, you notice a chill in the air and the faint smell of fermentation. This dark dusty chamber is lined with wooden racks in even rows. However, the bottle-sized racks are all empty. Along the walls are many five-foot-high wooden casks.

Map 3: The Dungeon Under the Manor



Lord Gregor maintained an extensive wine cellar. There are a total of 26 casks, but 17 of them are empty and the remaining 9 contain foul vinegar.

If a PC searches for tracks, a successful tracking check (CL3) reveals numerous humanoid (both human and gnoll) tracks. Most of these tracks originate from the steps and head to the secret door in the north wall. PCs searching for the secret door in the north wall receive a +2 circumstance bonus to locate it, after finding the tracks.

There are three secret doors located in the wine cellar, but each has a different difficulty to locate. Consult the table below:

Secret Door	Search CL
North wall	5
West wall	7
East wall	10

Area 3-2 - Secret Meeting Chamber

This dark chamber is perhaps 25 feet wide by 20 feet long. An oak table with eight matching chairs occupies the center of the room. The east and west walls hold three torch sconces each, and the north wall is covered with a carved mural of a forest scene. The scene depicts trees, frolicking animals, and skulking elves.

Lord Gregor maintained this secret room to conduct clandestine meetings with shady individuals. When the smugglers discovered the room, they continued its use, hence the room is not as dusty and unused as most in the dungeon.

The mural serves a purpose. Hidden amongst its surface are several peepholes allowing someone in area 3-3 to observe and hear all proceedings in the meeting room. A successful WIS check (CL 15) locates these peepholes.

Area 3-3 - Observation Corridor

This area appears to be a 30-foot long corridor. A successful WIS check (CL 0) allows the viewer to notice a puddle of water about two thirds down the length of the corridor. This puddle is actually a gray ooze and if the PCs have not encountered one as a wandering monster, another lurks on the north wall (WIS CL 5 to notice).

Along the south wall are four peepholes of various heights that can be used to spy on area 3-2. These can be discovered with a successful WIS check (CL -3) as they are not well concealed.

Tactics: If a PC fails to notice the gray ooze on the floor, the victim plunges into it and suffers slam and acid damage. If the second ooze is present, it lunges at the

same target the following round. These mindless oozes fight until dead.

Gray Ooze (2): HD 3d10 (18 hp each); Spd 10'; AC 5; Acid does 1d8 dmg; Constrict: if it strikes, target must make a STR save or continue to take 1d4 dmg per round; Transparent: CL 6 WIS save to notice Gray Ooze before it strikes; AL N; Prime: P; XP: 94 each (188 total).

Area 3-4 - Barracks

Note: The entrance to this location has no door. It was destroyed years ago.

This 15 foot by 20 foot chamber appears to have served as a barracks. The remains of several wooden bunk beds are smashed and scattered about. The walls hold weapons racks, but only one is filled with the remains of rotting leather armor. There seems to be a faint animal smell coming from a three-foot-wide hole in the south wall.

This area is one of three barracks in the dungeon. It is unoccupied save for the decrepit bunks and the ruined armor.

In the south wall, there is a rough hewn three foot diameter tunnel that leads to the dire rat warrens (see area 3-6).

Area 3-5 - Barracks

This area appears to have once been a barracks. Most of the contents appear undisturbed. There are six rotting bunk beds situated in neat rows. At the foot of each is a small wooden chest. The room is covered in a thick layer of yellow dust.

The bunks are falling apart and the small chests are empty. The yellow dust that covers the contents of the room is actually yellow mold. If disturbed, it explodes in a 5-foot square cloud of poisonous spores. Victims in this area of effect need to make a CON save or choke to death in 6 rounds. Fire can destroy the mold, although the damp wooden bunks are difficult to ignite.

Yellow Mold: HD 2d8 (10 hp), Spd 0'; AC: can always be hit; If the mold is touched, there is a 50% chance it will release its spores in a 10'x10'x10' cloud. Spores do 1d6 damage and victims must make a CON save or choke to death within 6 rounds. Invulnerable: the only thing that does damage to a Yellow Mold is fire; AL N; Prime P; XP: 40.

If any PCs fall through the floor in area 2-10, they are deposited here and automatically disturb the entire patch of mold. In this case, the victims receive a -2 circumstance penalty to their CON save.

Discarded under one of the bunks, located with a successful WIS check (CL 5), is a expert dagger set with five tiny opals, worth 575 gp.

Area 3-6 - Barracks/Dire Rat Lair

Note: The smugglers have barred this door from the outside. It takes one minute to lift the heavy bar and open the door, alerting the occupants.

The door finally opens and you are nearly overwhelmed by the stench of musty decay and offal. The chamber is perhaps 15 feet wide by 20 feet long. The center of the room contains a pile of smelly refuse at least 10 feet in diameter and almost half that high. Several four-foot-long brown rodents rummage around the pile. Several more pop their heads up through the trash, drool spewing from their feral mouths.

The PCs have disturbed a dire rat lair. If they immediately close the door, they can avoid the encounter. Otherwise consult the tactics below.

This room was a barracks, but there is no remaining furniture. It has been destroyed over time and by the dire rats. The pile of filth contains bits of furniture, tapestries, rotting foodstuffs and dire rat waste. PCs poking around the pile for 10 minutes have a 10% chance of contracting filth fever.

In the southeast corner of the room is a three foot diameter tunnel that leads to area A, the dire rat warrens. Creatures larger than Small suffer 1/2 movement penalty and a -4 to hit with non-piercing weapons. Large two-handed weapons and most ranged weapons can't be effectively employed in these tunnels.

Tactics: There are twelve dire rats here. Intruders are swarmed, probably granting the rats flanking bonuses to hit. If half these dire rats are destroyed, the remainder flee to area A. Victims bitten by dire rats suffer the effects of filth fever. The fever causes a character to make a CON save or lose 1d3 Strength, Dexterity, and Constitution for the next 1d3 days.

Advanced Dire Rats (12): HD 3d4 (6 hp each); Spd 30' 15' Climb; 13; AC 13; Bite does 1d4 dmg; Disease: 10% chance each rat has disease; Twilight Vision; AL N; Prime: P; XP: 38 each; (456 total).

Area 3-5A - Dire Rat Warrens

These three foot high passages serve as the lair to a pack of dire rats, led by a fiendish advanced brute that resides in a small chamber. The passages squirrel about with exits in room 3-4 (the route the dire rats use to explore the dungeons) and the temple at area 3-12.

Eight more dire rats inhabit these warrens, plus any that flee area 3-6. Secluded in the small chamber amidst the rotting hay are the following shiny objects collected by the dire rats: 111 sp, 46 gp, 3 pp, 6 gems (worth 2 x 125 gp, 2 x 400 gp, 500 gp, and 675 gp), three silver buttons (each worth 1 sp) and a gold earring (worth 55 gp).

Tactics: These dire rats defend their warrens to the death. If possible, they attempt to engage the PCs from

side passages or the rear. The fiendish advanced dire rat uses his smite good ability the first chance he gets. Victims bitten by a dire rat suffer the effects of filth fever.

Advanced Dire Rats (8): HD 3d4 (6 hp each); Spd 30' 15' Climb; 13; AC 13; Bite does 1d4 dmg; Disease: 10% chance each rat has disease; Twilight Vision; AL N; Prime: P; XP: 38 each; (304 total).

Advanced Fiendish Dire Rat (1): HD 5d4 (11 hp); Spd 30' 15' Climb; 13; AC 13; Bite does 1d4 dmg; Disease: 10% chance each rat has disease; Smite Good 1/day: an attack that does +5 dmg to any good-aligned target; Darkvision 60'; Twilight Vision; SR 5; Can only be hit by +1 or better weapons; AL N; Prime: P; XP: 235.

Area 3-7 - Torture Chamber

This chamber is 25 feet wide and 20 feet long. However, part of the east wall has collapsed. A 5-foot high rough-hewn passage is located on the east wall. An iron maiden and a rack are positioned on the west wall. The north wall holds numerous iron pokers, tongs, and other unspeakable devices. In the southwest corner rests an iron brazier and several overturned iron pots.

This chamber was indeed a torture room used by Lord Gregor to interrogate special "guests." Although the smugglers have considered putting this room back into use, they haven't gotten around to it yet.

The rough hewn passage was created by various burrowers over course of many years. PCs with Stonecunning or a successful WIS check (CL 0) made by a dwarf can determine that a burrowing creature carved the tunnel, but so many have used it over the years that it's not clear what carved it originally.

The torture implements on the wall are still functional. Most cause 1d2 points of damage, plus an additional point of Dexterity, Constitution, or Charisma damage, depending on its function. If a target is thrown into the iron maiden, and the door shut, the victim suffers 3d6 points of damage per round.

Area 3-8 - Natural Cavern and Darkmantle Lair

The rough-hewn corridor spills into a natural cavern perhaps 20 feet wide but only 10 feet long. The chamber is damp, and several stalactites dot the ceiling. Before you can investigate further, the entire chamber is plunged into inky darkness.

The damp floor is covered with light rubble, forcing PCs to make a successful CL -5 DEX check each round of combat. Failure means they fall prone. This chamber and the corridor to the east were created by a large burrowing creature. The smugglers have since

collapsed the passage to the north to prevent more predators from entering the dungeon. If desired, the CK can expand the dungeon here with more encounters.

Tactics: The darkmantles are hiding. PCs need to make a CL 3 WIS check to discover the stalactites are actually the darkmantles. The ambush begins with one darkmantle casting *darkness*. If this is dispelled, another casts *darkness* when it has the chance. Meanwhile, the darkmantles drop and attempt to establish a successful grapple. If successful, they attach to the victim's head and begins to constrict.

Advanced Darkmantles (6): HD 3d10 (18 hp each); Spd 20' (30' Fly); AC 18; Bite does 2d6 dmg; Constriction: if hit by a bite, target must make a STR save or take 1d6 dmg per round. Blindsight 90' (it requires no light to see, but a *silence* spell will "blind" it); Darkness: as per spell 1/day; AL: N; Prime: P; XP: 89 Each (267 total).

Area 3-9 - Cellblock

Note: The door to this chamber is locked and requires a successful Open Locks roll (CL 5) to open.

The room is 15 feet wide and 30 feet long. The floor is smooth stone and the north and south walls are lined with five prison cells each. Each cell measures 5 feet by 5 feet and is sealed with metal bars. Well-maintained locks adorn the doors and some of the cells appear to be occupied.

Lord Gregor maintained a small cellblock and the smugglers continue its use today. Four of the cells



contain prisoners or something interesting, as detailed below. The letters correspond to the key on the map.

Iron Doors (locked): 2 inches thick; hardness 10; hp 60; Break CL 13 STR, Open Locks CL 10

Area 3-9A - Half-Elf Bard

This cell contains a male half-elf bard named Corwin. His hands are bound behind his back and he is blindfolded and gagged tightly. The smugglers captured Corwin poking around the lighthouse a few weeks ago. Realizing his skills would be useful, they force him to sing to drown out the allip's babble and Takaritha's captivating song. As long as he serves their purposes, the smugglers won't harm or mistreat him. Still, he would much rather be free and rewards his rescuers with a 250 gp ruby hidden at his residence in a nearby town. If freed, he asks to be escorted to Fair Haven so he can recover from his ordeal.

Corwin; Half-Elf Bard 3: 3d10HD (18 hp); Spd 30'; AC 11; BtH +3; Unarmed 1d2 dmg; Bardic Abilities; Half-Elf Abilities (Favored Lineage: Elf); Attributes of Note: Dex 14, Int 13, Cha 16. Primes: Dex, Cha.

Equipment: Expertly crafted mandolin.

Area 3-9B - Male Human Com1

This cell contains a male human farmer named Cedric, also blindfolded and bound. Cedric also explored the lighthouse a few days ago on a bet. He succumbed to the fear effect of the *unhallow* spell in area 1-1 and fled to the manor. There, the gnolls apprehended the hapless human and turned him over to the smugglers as a gift, thinking he was one of their band. He's been locked up here for three days. If released, he begs to be returned to Fair Haven.

Cedric, Human Commoner: 1d4HD (2hp); Spd 30'; AC 10; BtH +0; Unarmed 1d2 dmg; Primes: Str, Dex, Con.

Area 3-9C - Metal Flask

Sitting on the floor of this locked cell is a small 8" high black metal flask with a round base and a flute-like top. A solid brass stopper inscribed with runes seals the flask. This item is a magical *iron flask* that contains a succubus named Cyrilla. Lord Gregor was obsessed with devils and demons, and this captured succubus was his prized possession. The smugglers found this item in the temple (area 3-12) and Erol guessed at its function. Thus he had it stored here while he researches the command word.

If the stopper is removed, Cyrilla appears and serves the user for one hour if the command word "Sareth'tuel" is spoken. Otherwise, she appears on the floor sitting with legs folded, arms crossed and eyes closed, humming. She appears to be meditating and wears a full cloak, hood down over her head. She appears as a

comely female with long brown hair and delicate features. Due to the cloak, a successful CL 5 WIS check is required to notice her horns or wings.

Tactics: Her meditation is just a ruse. She is actually using her spell-like ability to *shape change* into a human. If allowed, she follows it up with casting *charm person*, and attempts to pass herself off as a simple human rogue. She uses her *suggestion* spell-like ability to convince the PCs of her intentions and tries to win their trust. Her goal is to join the party before attacking from the rear at an opportune time. She first uses her death attack and follows it up by attempting to use *gate* to summon a vroock (with a 30% chance of success). If forced into melee, she casts before using her dagger.

If reduced to half her hit points, she runs into the gate to the abyss. She could return to harass the PCs with sneak attacks, potentially become a recurring villain.

Cyrilla, Succubus/Assassin: HD 9d8 (45 hp); Spd 30' (50' fly); AC 22; Kiss: touch attack drains one energy level; two claws do 1d4, or +1 *Dagger of Venom* 1d4+1 dmg + victim must make a CON save or lose 1d4 constitution; Spell-like abilities, usable at will: *Darkness*, *Charm Person*, *ESP*, *Clairaudience*, *Suggestion*, *Gate* 30% chance, and *Alter Self*. She can shape change into any humanoid form. She can also become ethereal. She can only be harmed by magical weapons, +1 or better; Darkvision; SR 15; Assassin: Cyrilla has all the abilities of a 3rd level Assassin, including Case Target, Disguise, Sneak Attack, and Death Attack; Saves P, M +3 due to *cloak of resistance*; AL: CE; XP: 2,005.

Equipment: +1 dagger of venom, cloak of resistance +3, +2 ring of protection (figured into her AC).

Vroock: HD 8d8 (40 hp); Spd 30' (50' fly); AC 20; Two claws do 1d4dmg, Two talons do 1d8 dmg, and bite does 1d6 dmg; *Darkness* 5' radius at will; At will 1/round: *Detect Invisibility*; *Telekinesis* (as 8th level caster); *Gate* 10% chance (cannot use this ability until 24 hours after being summoned); SR 11; Darkvision 60'; Saves: P; AL: CE; XP: 970.

Area 3-9D - Secret Door

This cell is empty. However, concealed on the south wall is a secret door that requires a successful WIS check (CL 10) to locate. Note that Corwin and Cedric are unaware of this secret door, since they are blindfolded. However, Corwin suspects a secret door is nearby based on what he's overheard, and if he assists the PCs with this information, it provides a +2 circumstance bonus to their search. The smugglers use this secret door to enter and leave their caves.

Area 3-10 - Guard Room

Note: The triggering of the secret door in area 3-10 takes one full round to completely open. The grinding of

stone on stone as the door slides open alerts Grog to the arrival of company. Since he is not expecting his employers, he prepares to attack on sight.

With a loud grinding sound, the secret door slowly slides to the left to reveal a natural chamber. Dim torch light illuminates the cavern with a flickering glow. To the left, the dying embers of a fire issue forth from a small firepit and the smell of overcooked meat tantalizes your nose. To the right is a large pile of furs. The southern wall contains a dark passage that slopes down.

This area is a guard room occupied by an ogre mercenary named Grog. Grog has been hired by the smugglers to provide extra muscle, but he is incapable of little else. Therefore, he is stationed here, to guard the entrance to the sea caves below and keep an eye on the prisoners in area 3-10. When he remembers, he brings them food and water.

Hidden under a rock in the northeast corner of the room, requiring a successful WIS check (CL 5) to locate, is a small cavity. Inside are ten sacks crammed with 850 gp... or so it appears. Actually, these are only copper pieces painted gold. This fact can be noted with a successful INT check. The smugglers are duping the brute into thinking he is being paid in gold!

Tactics: Grog crouches in the shadowy corridor, spying on those entering his chamber. If he doesn't recognize them, he downs his potion and rages into combat with his great club. If the players aren't smart about this encounter, someone is likely to end up dead.

Grog, Male Ogre/Barbarian: HD 8d8 (40 hp, increases to 56 when enraged); Spd 30'; AC 17; +1 *Greatclub* does 2d8+1 dmg; Javelins do 1d8 (they are the size of spears); Barbarian Abilities: Grog has the abilities of a 4th level barbarian, including Combat Sense, Primal Force, and Primal Fury; Darkvision 60'; Twilight Vision; Saves: P; AL: CE; XP: 695

Equipment: +1 greatclub, +1 hide armor, Key Ring; *potion of shield of faith* (grants +2 AC)

Area 3-11 - The Hidden Temple

Note: The smugglers have explored here and after the brush with the undead in area 3-12, have decided to shun this area. Erol has placed a *wizard lock* on the door leading to the double doors into the temple.

Strong Wooden Door: *Wizard Locked*, CL 10 to pick lock, CL 8 STR to force open. 20 hp, half damage from attacks.

The double doors open to reveal a large chamber with smooth walls. The room is a full 30 feet wide and stretches to 40 feet long. The room glows an eerie shade of orange from flameless torches set on the east and west walls. These walls are covered with murals depicting hideous demonic creatures laying waste to a city.

At the end of the chamber is a jet black stone altar with a smooth surface. It is flanked by a pair of nude female statues straddling great swords. Each feminine form sports dark wings and an evil leer.

Behind the altar is a short dais occupied by a huge stone statue standing about 12 feet tall. This humanoid statue has outstretched wings, a whip-like tail, and a barrel chest covered with layers of scales. Its horned visage snarls and deep eye sockets flicker from the presence of gem stones. A pair of ornate tapestries cover the last 10 feet of the east and west walls.

Lord Gregor worshipped demons and devils. This was his hidden temple dedicated to the pit fiend depicted as the large statue. The two female statues represent the pit fiend's erinyes consorts. The six torches are lit via continual flame spells.

The tapestries conceal small antechambers. The antechamber to the west leads to area 3-12. The antechamber to the east conceals a secret door that leads to the sea caves. Discovering the secret door requires a successful WIS check (CL 5).

The altar contains a secret compartment that can be located with a successful WIS check (CL 0). Inside is a platinum bowl (worth 475 gp), a pair of platinum incense burners (each worth 125 gp), and a bone-handled silver dagger with a wavy blade. This expert dagger is inscribed with runes and set with black onyx; it is worth 350 gp. The tapestries are worth 75 gp each. The gems in the statue's eyes are rubies, each worth 1500 gp.

However, stepping on the top step of the dais to reach the statue triggers a *greater glyph of warding* spell.

Greater Glyph of Warding Trap: if triggered, it summons 2 barbazus (bearded devils). Traps CL 16

Tactics: The summoned devils waste no time attacking. One enters battle frenzy while the other attempts to move into flanking position. They attempt to use Power Attack with their glaives and fight until defeated or until they disappear in twelve rounds.

Barbazu (Bearded Devil) (2): HD 6d8 (30 hp each), Spd 40'; AC 17, Serrated Glaive does 2d6 dmg plus infernal wound, or 2 claws do 1d2 dmg each and Beard does 1d8 damage; if both claws hit, beard hits automatically for maximum damage; Infernal Wound- a creature damaged by the Barbazu's glaive continues to take 2 dmg per round from blood loss until cured (magical curing will only work if the caster can make a CL 6 WIS check), Battle Frenzy: There is a 10% cumulative chance per round of combat that a Barbazu goes berserk. While berserk it gains +2 to hit and damage, but -3 to its AC; Only harmed by +1 or better weapons, Darkvision 60 ft., immune to fire and poison, half damage from acid or cold, 60' SR 6, telepathy

(100 ft.), At will 1/round: *Teleport without Error*, *Command*, *Fear* (by touch), *Produce Flame*; AL LE; Saves: P; XP: 420 each (840 total).

Equipment: Serrated Glaive (infernal wound is not a property of the weapon, merely of the wielder), however, it does do 2d6 dmg.

Area 3-12 - High Priest's Room

This small room is 15 feet square and covered with a thick, undisturbed layer of dust. A simple bed rests along the north wall with a wooden chest at the foot of the bed. Along the west wall, the tattered remains of numerous cloaks occupy pegs. In the southwest corner of the room is a suit of black full plate armor on a stand. Situated in the southeast corner is a small stone altar with the rotting remains of a silk pillow resting in front of it.

A shimmering apparition steps out of the southern wall and a feeling of dread sends a chill through your body. The apparition silently floats over the floor, arms outstretched, its mouth open in a silent scream. The ghostly figure appears adorned in priestly garb.

This room was the living quarters of a high priest dedicated to Lord Gregor's foul devil. The high priest met his end while trying to summon a devil. Lord Gregor refused to pay the required fees for the outsider's assistance, so it attacked. It ripped out Lord Gregor's throat in one swipe and mortally wounded the high priest, who fled here. Due to the evil acts it performed in life, its soul cannot rest, and it has become a spectre.

On the bed is the unfinished diary of the high priest, along with blood and ink stains. If the PCs read the last entry, provide them with **players' handout A**. The armor is a complete suit of +2 *full plate armor*. The chest is unlocked and contains three prayer books, priestly vestments, four potion bottles (the contents have since evaporated), and a +1 *mace of spell storing* with a *hold person* spell stored in it.

Tactics: The spectre attacks without hesitation. If turned, it steps into a wall (or the floor) and waits to attack again. It attempts to prevent the PCs from taking its equipment and targets PCs that grab the diary.

Spectre: HD 7d12 (49 hp); Spd 30'; AC 15; Touch does 1d8 dmg+ Energy Drain; Energy Drain: target must make a CON save or lose 2 levels while the Spectre regains 10 hp; Unnatural Aura: animals are too frightened of the spectre to approach within 30'; Incorporeal: only harmed by magical weapons; Spectres are powerless in sunlight, unable to attack; AL: LE; Saves: M; XP: 1,003.

Part 4 - The Smugglers' Caves

There are numerous sea caves under the lighthouse and the dungeon. These are natural unworked stone corridors and irregular chambers, created by water erosion over the centuries. Ceiling heights vary from 8 to 12 feet and most chambers are extremely damp. The map depicts several sloping corridors. Combat or fast movement along one of these slopes requires a successful CL -5 DEX check or the character falls prone. There are no doors on this level.

It is assumed the PCs assault this level during the bi-weekly low tide cycle. The map reflects this state. During the high tide cycle, the water level rises to the point indicated on the map, flooding the southern chambers. If the PCs explore these caverns at this time, the CK needs to adjust the location descriptions appropriately.

Many locations on this level are completely submerged. There is a good chance of combat occurring in a submerged area, so the CK should be familiar with the underwater combat.

UNDERWATER COMBAT

In summary, be aware of the following:

Be sure to keep track of what light source the PCs are using to see (their torches won't work).

Additionally, only thrusting weapons will do normal damage underwater, unless the character has some sort of *freedom of movement* ability.

Ranged and thrown weapons are useless underwater, except specially made crossbows, and those have half the range, and nets-which have a range of 1' per point of the thrower's strength (assume 10' range for monsters, +1' per HD).

Spells also work differently underwater. Magical fire spells will not function at all (there is no oxygen to fuel the fire), and electrical spells will function differently. A *lightning bolt* will burst the same as a *fireball* at its point of origin, instead of striking in a line. Similarly, *shocking grasp* will affect an area as a *burning hands* spell. Note that *heat metal* will function normally - it does not use fire, but actually just heats the metal, which also begins turning the water in the target's area into steam, obscuring the target's vision (giving a -1 penalty to hit and AC), in addition to the damage. *Chill Metal* does no damage underwater, however, it does make the target more buoyant as ice forms on the metal. On armor, this would give a penalty of -3 to swim in any direction other than straight up. On an item held in the hand the target must make a STR check or the item floats to the surface, and a weapon will become useless in this sheath of buoyant ice.

Unworked Stone: 5 feet thick; minimum damage per hit, hp 900; Climb CL 10 (due to algae/dampness)

Wandering Monsters

For every half hour that the PCs explore this level, there is a 15% chance (1-3 on d20) of a random encounter. This chance increases by +5% (1-4 on d20) if the PCs are making any loud noises. If an encounter is called for, roll 1d6 and consult the following table. If any of the smugglers are encountered, do not subtract them from their encounter area. Assume they are from their ship running an errand for Mortimer (in the case of the human smugglers) or Barak (in the case of the half-orc smugglers).

1d6 Roll	Encounter
1-3	4 human smugglers
4-5	2 half-orc smugglers
6	2 smuggler rangers

The following statistics blocks are provided for easy reference for the CK.

Smuggler, Male Human: HD 2d8+2 (12 hp); Spd 30 ft.; AC 14, +2 strike with Expert longsword for 1d8 dmg or +2 strike with light crossbow for 1d6 dmg. Smugglers have the abilities of a 1st level rogue. Back attack (x2); AL NE; Significant Attributes: Dex 13, Con 14, Primes: STR, DEX, WIS

Equipment: Expert longsword, light crossbow, 20 bolts, studded leather armor. XP: 39 each

Half-Orc Smugglers (2): 2d10+2 HD (14 hp each); Spd 30'; AC 14; BtH +6 expert longsword 1d8+3 dmg, +3 light crossbow 1d6 dmg; Notable Attributes: STR 16, DEX 14, CON 14; Primes STR, CON; AL: NE; XP: 43 each (86 total).

Equipment: Studded leather armor, expert longsword, light crossbow and 20 bolts.

Smuggler Rangers (2): 3d10 HD (18 hp each); Spd 30'; AC 14; BtH +4 Expert Longsword 1d8+1 dmg; +4 Strength Bow 1d8+1 dmg; Smuggler Rangers have the abilities of a 1st level rogue. Back attack (x2); AL NE; Notable Attributes: Str 14, Dex 17; Primes: STR, DEX, WIS. XP : 84 each (168 total).

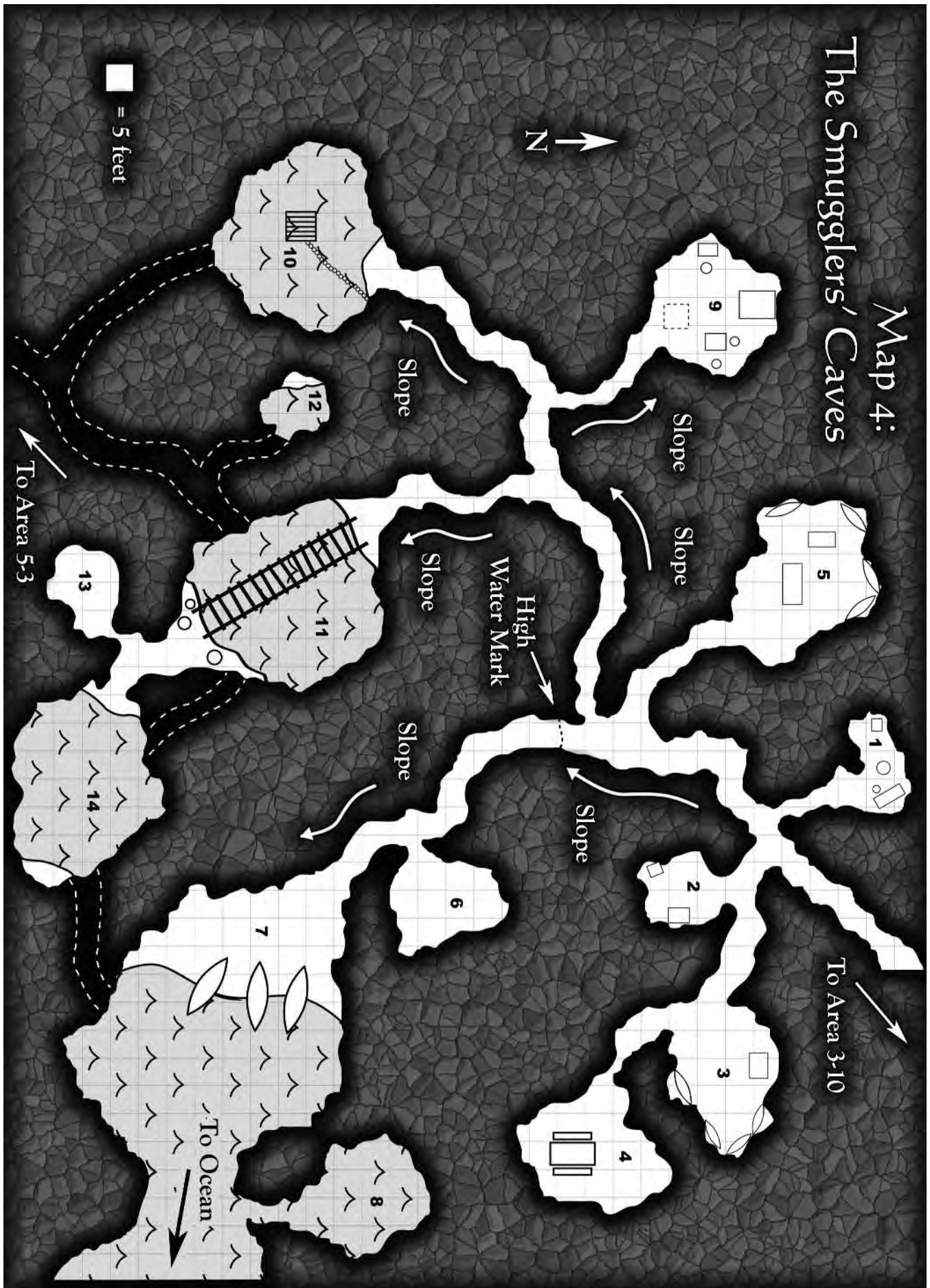
Equipment: Expert longsword, mighty longbow (+1 STR bonus), 20 expert arrows, leather armor.

Area 4-1 - Erol's Chamber

Note: Each day Erol casts *alarm* in the corridor leading from area 3-10, centered on the asterisk indicated on the map. If it is triggered, Erol is mentally alerted and he begins to prepare for the PCs as detailed below. Otherwise, they can surprise him.

This small chamber is perhaps 15 feet in diameter. A metal brazier full of hot embers rests in the center of the room, providing dim illumination and warmth.

Map 4: The Smugglers' Caves



A three-foot long bed is pushed against the west wall and a stone bench rests along the north wall. Next to the bench is a small iron chest.

These quarters belong to a gnome wizard/rogue named Erol Shortshanks. He works with the smugglers. Erol is responsible for the spells placed in the lighthouse and the dungeon, and is the chief trap-maker for the band. Evil to the core, he is the perfect lackey for Mortimer and was the driving force behind the coupe against their former captain (see area 4-10).

Erol stands under three feet tall and has gray unkempt hair and a short gray beard. He wears tight-fitting gray clothes as he eschews typical wizard robes. Using his *animal empathy* ability, he has befriended a dire weasel from the manor house that lairs with him. He has fashioned a crude saddle for the animal and can ride him like a horse, but casting spells on its back requires a successful CL 3 DEX check or he loses the spell.

On the stone bench are instructions on constructing magic wands. The supplies to create a *wand of grease* are also scattered about, but a wizard or illusionist must make a successful CL 5 INT check to deduce this fact. The bed is normal, complete with three blankets and two pillows.

The iron chest is locked and requires a successful CL 5 Open Locks check to open. The lock contains a poison needle trap. Inside the chest is a sack with 75 pp, three *potions of water breathing*, and a shark leather cord holding several shells. These shells are: 5 scallop shells, 5 mussel shells, 4 clam shells, and 7 snail shells. This is a locathah counting device and signifies the number 5,547, the amount of gold pieces the locathah owe the smugglers. Along with this device is **player's handout B**, a key to the numbering system that Erol jotted down on a piece of paper.

Poison Needle Trap: (1 dmg plus poison); Find Trap (CL 7); Remove Trap (CL 5). Notes: Poison: CON save or lose 1d6 constitution.

Tactics: If alerted by his *Arcane alarm* spell, Erol casts *silent image* on the entrance to his chamber, making it appear as a stone wall. Note that the spell lacks texture, so prodding the wall reveals the illusion. Next he casts *ghost sound* or *dancing lights* to lure the PCs to area 4-3.

NEW ITEM

Elixir of Fire Breath

This strange elixir bestows upon the drinker the ability to spit goutts of flame. He can breathe fire up to three times, each time dealing 4d6 points of fire damage to a single target up to 25 feet away. The victim can attempt a CL -2 DEX save for half damage. Unused blasts dissipate 1 hour after the liquid is consumed.

NEW SPELLS

Touch of Idiocy

Level 2 Illusionist Spell

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1. Save: INT negates.

CT 1, R Touch, D 10 min/level, Comp V, S.

Hideous Laughter

Level 2 Illusionist Spell

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless.

After the spell ends, it can act normally.

A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

CT 1, R 10' per level, D 1 round/level, Comp V, S, M

Tiny tarts that are thrown at the target and a feather that is waved in the air.

Arcane Alarm

Level 1 Illusionist / Wizard Spell

Arcane Alarm is similar to the druid spell, *Alarm*. It sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by the caster at the time of casting) does not set off the *alarm*. The caster decides at the time of casting whether the *alarm* will be mental or audible.

Mental Alarm: A mental *alarm* alerts the caster (and only the caster) so long as the caster remains within 1 mile of the warded area. The caster will note a single mental "ping" that awakens him/her from normal sleep but does not otherwise disturb concentration.

A *silence* spell has no effect on a mental *alarm*.

Audible Alarm: An audible *alarm* produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall.

In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round.

Creatures within a *silence* spell cannot hear the ringing.

Ethereal or astral creatures do not trigger the alarm.

CT 1, R 30', D 2 hours/level, Comp V, S, M a tiny bell and a silver wire.

Before his *silent image* wears off, he quaffs his *potion of bear's endurance*, mounts his dire weasel and attempts to attack the PCs from the rear while they engage the smugglers in area 4-3. He will then place an *invisibility* spell on himself. He will wait for the party and back attack the weakest member. Next, he will cast *touch of idiocy* on a spellcaster.

In melee, he casts *blink* on himself. Next he uses his *elixir of fire breath* on charging targets. Next he dismounts his weasel before casting *major image* of a *stinking cloud* on as many people as possible, followed by *Hideous Laughter*. When out of useful spells, he attacks with his *wand of acid arrow*.

Dire Weasel: HD 3d8 (15 hp each); Spd 40 ft.; AC 16; Bite attack does 1d10; Attach: If it hits with a bite, target must make a STR save, or the weasel holds on, doing 1d4 damage per round; Low-light vision, scent; AL N; Prime: P; XP: 80.

Erol Shortshanks Gnomish Level 6 Illusionist / Level 2 Rogue: HD 6d4+2d6+8 (30 hp 48 after drinking *bear's endurance potion*); Spd: 20'; AC 17; BtH +5 with *Shortsword* +2 does 1d6+2 dmg; Has the abilities of a 2nd level rogue; Back Attack x2; Notable Attributes : Dex 18, Con 13, Int 17; Primes: INT, DEX; AL: LE; XP: 740.

Equipment: +2 *shortsword*, *potion of bear's endurance*, *bracers of armor* +4, *wand of detect magic* (41 charges), *wand of Acid Arrow* (15 charges), *elixir of fire breath*, robes, pouch with 4 gems (50 gp each) and 11 gp, spellbook (contains 1d6 more 1st, 2nd, and 3rd level illusionist spells).

Spells Prepared :

0th: *Dancing Lights* x2, *Ghost Sound* x2, *Read Magic*

1st: *Arcane Alarm* (already cast), *Hideous Laughter*, *Silent Image*, *Daze*, *Hypnotism*

2nd: *Touch of Idiocy*, *Minor Image*, *Mirror Image*, *Invisibility*

3rd: *Blink*, *Major Image*

Area 4-2 - Unoccupied Cave

Note: A thick brown canvas covers the entrance to this location, although it does not conceal it in any way.

This small cavern is perhaps 10 feet in diameter. A simple wooden pallet sits along the east wall. A small unlit fire pit is in the middle of the chamber with a stack of wood nearby. An opened chest is pushed against the west wall.

This area is unoccupied and is normally used by the smuggler's cleric. He is currently on the ship and does not appear in this adventure unless the CK decides otherwise. The chest is empty.

Area 4-3 - Half-Orc Barracks

Note: As the PCs approach this cavern, they can hear the boisterous ruckus caused by the occupants.

This brightly lit area is about 30 feet by 20 feet. Six burly orcish creatures wearing leather armor and brandishing longswords spar in this room. A wooden table and six chairs are placed out of the way along the north wall, and six hammocks are strung up in the northeastern portion of the room.

If the PCs don't make significant noise, they can surprise these half-orc smugglers. If a PC attempts to sneak past to area 4-4, the half-orcs receive a -4 circumstance penalty to their Listen roll.

All these smugglers carry their wealth on them. The hammocks are smelly and under the table is a piece of smoked meat on a wooden platter.

Tactics: These brutes don't hesitate to attack. One of them attempts to slide the table at a random PC (CL -5 DEX save or take 1d4 dmg). He then hurls chairs at random targets (damage 1d3, -4 to attack roll due to improvised weapon) before engaging in melee. One attempts to flee to area 4-4 and alert Barak of the attack.

Half-Orc Smugglers (6): 2d10+2 HD (14 hp each); Spd 30'; AC 14; BtH +6 expert longsword 1d8+3 dmg, +3 light crossbow 1d6 dmg; Notable Attributes: STR 16, DEX 14, CON 14; Primes STR, CON; AL: NE; XP: 43 each (258 total).

Equipment: Studded leather armor, expert longsword, light crossbow and 20 bolts.

Area 4-4 - Mess Hall

This chamber is well lit and appears about 25 feet in diameter. A long wooden table and two benches take up the center of the room. To the north is a fire pit ablaze with flickering flames. A metal pot suspended over the fire glows red-hot. Along the north wall, a collection of cookware hangs on pegs.

A single pudgy humanoid with a piggish snout and rotting teeth busily tends the fire and appears to be preparing a meal. He wears a greasy apron but appears unarmed. He looks up with an irritated glower that quickly changes to shock and lunges to the pot over the fire pit.

This area serves as the mess hall. It's tended by the smuggler's cook, Barak, an old half-orc with a nasty temper. Although unarmed, he attacks at once, improvising with anything on hand.

The table and bench are normal. The cooking utensils consist of cleavers, knives, iron pots, and skillets. A stack of wood lines the east wall and four torches provide illumination.

Tactics: Barak begins by hurling the pot of boiling water at the PCs to scatter them (a ranged touch attack). This

is a splash weapon that causes 1d3 points of damage for the pot and 1d3 points of heat damage for the boiling water. All targets within 5 feet of the hit take 1 point of splash heat damage as well. Next he throws a knife (damage 1d4). Finally he grabs a red-hot poker (damage 1d4 plus 2 more heat damage) and a heavy skillet (1d4 damage), and wades into melee.

Barak The Cook, Half-Orc: HD 5d8+15 (45 hp); Spd 30'; AC 13; Two weapons: BtH +8 (+6 if using a weapon in the off-hand) with Red-Hot Poker 1d4+3 dmg +2 heat dmg, BtH +3 Iron Skillet in off-hand does 1d4+3 dmg. Notable Attributes : Str 19, Dex 15, Con 18, Wis 8, Cha 8; Primes: STR, CON; AL: N; XP: 345.

Equipment: Leather apron, greasy shirt and pants.

Area 4-5 - Human Barracks

This well-lit chamber is about 25 feet in diameter. Six humans sit around a pair of tables wagering on card games. Behind the tables, numerous hammocks line the north wall.

On seeing intruders, the humans leap out of their chairs and begin flipping over the tables. Several reach for loaded crossbows nearby.

This cave serves as the living quarters for some of the human smugglers. A trio of torches provides illumination. The tables are normal, as are the chairs. Under the hammocks are six wooden sea chests, but these only contain extra clothes and mundane items. 16 gp and 31 sp in wagers were on the tables.



Tactics: Two of the smugglers attempt to push the nearest overturned table to the chamber entrance. Consider this a bull rush attack. After this move, they draw longswords and attack. Meanwhile, the remaining four draw crossbows and pepper the PCs. Two smugglers use the second table to provide cover.

Smuggler, Male Human (6): HD 2d8+2 (12 hp); Spd 30 ft.; AC 14, +2 strike with Expert longsword for 1d8 dmg or +2 strike with light crossbow for 1d6 dmg. Smugglers have the abilities of a 1st level rogue. Back attack (x2); AL NE; Significant Attributes: Dex 13, Con 14, Primes: S, D, W
Equipment: Expert longsword, light crossbow, 20 bolts, studded leather armor. XP: 39 each (234 total).

Area 4-6 - Storeroom

The dimensions of this cavern are difficult to discern. Almost the entire floor space is occupied by shipping crates, some piled three or four high. Each crate measures about three by four feet and is composed of solid wood with metal reinforcements. Three of the crates are open, their contents spread out on the floor. These consist of bundles of wool, bolts of cloth, and packets of dried herbs.

The smugglers use this cave to store their goods before transferring the smuggled items to the locathah. There are 46 crates here, in addition to the three opened crates. Consult the table below to determine what is stored in each crate.

Inspecting the opened crates reveals each has a one foot deep secret compartment at the bottom. Indeed, all of the unopened crates also possess this compartment, used to smuggle goods. The wool, cloth, and herbs are a decoy. The real goods are weapons hidden in the compartments. Normally a successful CL 15 WIS check is required to locate these compartments, but knowledge of them grants a +10 circumstance bonus to the roll.

The weapons are being traded to the locathah for the gold recovered from the *Nymph's Kiss*. Behind the crates are 17 bundles of 10 spear shafts each.

Crate #	Contents	Hidden Contents (per crate)
1-22	wool	crossbow bolts (100)
23-37	cloth	spear heads (20), trident heads (10)
38-46	dried herbs	daggers (20)

Area 4-7 - The Beach

The corridor slopes down and opens into a large chamber at least 40 feet wide. The scent of low tide is overpowering and the gentle lapping of water on a beach can be heard. About half the chamber contains a sandy beach; the rest is water. The cavern appears to exit to the ocean. Three skiffs, each about 10 feet long, are pulled up onto the sand.

A busy sight unfolds before your eyes. Four humans strain to off-load a heavy chest from one of the skiffs. Meanwhile, four fish-like humanoids are loading bundles of weapon shafts into another skiff. These fishermen have large bulbous eyes, yellow-green scales, and fins along their arms and head.

The PCs have interrupted the transfer of gold and weapons between the locathah and the smugglers. The chest contains 300 gp and must be dropped for the smugglers to move into action.

The skiffs each have four oars each and they can comfortably seat four Medium sized passengers.

The ceiling here is about 25 feet high. The water begins at a few inches deep and reaches about 10 feet deep near the entrance to area 4-8. It then continues on to the open ocean, after traversing another 150 feet of sea caves. Note that only during the lowest tide cycle is this cave exposed enough to allow entrance to the sea tunnels.

Tactics: The humans smugglers spend one round seeking cover behind the skiffs and drawing the crossbows stowed there. One smuggler grabs an oar and begins smashing it into the water in an attempt to summon the scrag from area 4-8. He has a cumulative 15% chance per round of gaining the scrag's attention. If successful, the scrag arrives in 1d4 rounds and attacks the PCs with its spear while underwater.

The locathah likewise grab heavy crossbows discarded on the beach. If the odds appear to favor the PCs, one or two locathah jump into the water and use full swim actions to flee back to their lair. A successful CL 0 WIS check allows a PC to note the direction the locathah swim to (the south) if pursued via swimming, flying, or in a skiff.

Smuggler, Male Human (4): HD 2d8+2 (12 hp); Spd 30 ft.; AC 14, +2 strike with Expert longsword for 1d8 dmg or +2 strike with light crossbow for 1d6 dmg. Smugglers have the abilities of a 1st level rogue. Back attack (x2); AL NE; Significant Attributes: Dex 13, Con 14, Primes: S, D, W
Equipment: Expert longsword, light crossbow, 20 bolts, studded leather armor. XP: 39 each (156 total).
Locathah Warriors (4): HD: 4d8 (20 hp each); Spd: 10' (60' swim); AC 17; 1d8 dmg by longspear or 1d10 dmg by heavy crossbow; Physical Prime; AL: N; XP: 480.
Equipment: Longspear, sharkskin armor, heavy crossbow with 20 bolts.

Area 4-8 - Scrag Lair

Note: This chamber is entirely submerged, requiring a successful CL -5 STR check to swim here from area 4-7.

The submerged side passage leads to an underwater cavern. The gloomy, murky water contains a tangled mess of kelp that sways to and fro with every wave.

Long before the smugglers ever discovered the caves, a male scrag named Skr'thor laired in this cavern. The lazy old troll didn't feel like putting up with the hassle necessary to move his lair, so when he appeared to the smugglers in an attempt to scare them off, he gladly accepted their gold to form a truce. Unlike the "gold" used to pay Grog, the smugglers pay Skr'thor real gold (they fear him!). The scrag continues life much as he did before. If summoned to area 4-7 by three quick splashes with an oar, the lazy troll might or might not arrive to help!

The long fronds of kelp making swimming here difficult at best. Each round in combat, a PC must make a successful CL -5 DEX save to avoid becoming ensnared in the kelp. Ensnared PCs suffer the effects of an *entangle* spell but only need to make a CL -3 STR check or a CL 0 DEX check to escape.

Hidden in a cavity in the eastern wall (requiring a successful CL 10 WIS check to locate) is the scrag's loot: 1147 gp, 7 pearls (each worth 100 gp), and an obsidian brooch inlaid with mother of pearl (worth 450 gp).

Tactics: In area 4-7, Skr'thor attempts to stay in the water and use his natural 10-foot reach or the reach of his long spear to attack targets. If that fails, he exits the water but maneuvers so he can bull rush victims into the water. If successful, he attacks swimming PCs with his claws, attempting to rend them.

In his lair, the murky water and the kelp act as concealment (all attacks have a -2 penalty in here).

Skr'thor, male scrag (Sea Troll): 8d8HD (40HP); 30' Mv; AC 16; *Longspear* +1 does 1d8+1 dmg; or two claws do 1d4 dmg and bite does 2d6; Rend: if both claws strike a single target, the troll automatically does 1d4+1 additional rending damage; Regeneration: 2hp per round (except fire and acid damage) three rounds later. Physical Prime; AL: CE; XP: 860.

Area 4-9 - Mortimer's Chamber

Note: A trap is concealed at the entrance to this chamber. If not detected, the first target to enter springs it.

Net Trap with Fishhooks: 1d3 damage plus entangle; Find Traps CL 5; Remove Traps CL 10; Note: Entangled targets suffer -2 to attack, -4 to Dexterity and move at half speed. If target fails a DEX save (CL -1) he is grappled by the net. Getting free requires a successful Strength check (CL 10) or a successful DEX check (CL 5) (using an entire round to try). Failure causes another 1d3 points of damage from the fishhooks.

Depending on the outcome of the net trap, continue with the following read text aloud:

This chamber is about 20 feet in diameter and appears quite comfortable. To the right are a sturdy table and two wooden chairs. Along the north wall

is a large bed piled high with pillows. To the left is a simple wooden desk, covered with papers. A single person sits at the desk, poring over the papers. He is a human of medium build, wearing black leather armor. He has tanned skin and a black pencil-thin moustache with matching goatee. With a smile, he leaps out of the chair landing lightly on his feet, brandishing his scimitar.

This is Captain Mortimer Mortenson, the current leader of the smugglers. He is an ambitious person interested in easy wealth. It was his idea (along with Erol) to sink the *Nymph's Kiss*. Of course, the previous captain disagreed with the "bloodthirsty" plan. So there was a mutiny and Mortimer ascended to the leadership role.

The table, chairs, and bed are normal. Under the bed are a flat wooden box and an ivory-inlaid coffer (worth 350 gp). The flat wooden box is locked and requires a successful Open Locks check (CL 7) to open (or it can be bashed open; half damage per hit 20hp, or forced open with a CL 7 STR check). It contains the following items, all belonging to Jared Goldtooth, the former captain (see area 4-10): +2 *studded leather armor*, +2 *rapier*, a case of 20 expert light crossbow bolts, and 2 potions (*cure light wounds* (5th level) and *haste*). The coffer is also locked and requires a successful Open Locks roll (CL 10) to open. It contains Mortimer's personal wealth: 55 pp, a pouch holding five gems (each worth 200 gp), a silver necklace set with emeralds (worth 1250 gp), a platinum tiara set with rubies (worth 2200 gp) and a gold snuff box (worth 125 gp). Next to the bed is a +1 *light crossbow of distance*, also belonging to Jared.

The papers on the desk should be very interesting to the PCs. One paper documents the travel itinerary for the *Nymph's Kiss*, including notes on its cargo of gold. Another log book contains tide charts with the low tides underlined. The third document is a map leading to the wreck of the *Nymph's Kiss*. The map contains numerous notes and scribbles. The last document is a contract between the Smugglers of the Crimson Hand and the tribe of the Iych'thar. See **players' handout C**.

Tactics: While the PCs deal with the net, Mortimer quaffs his *potion of cat's grace* and prepares to attack. He realizes he's outnumbered, so he attempts to goad one character into a one-on-one combat. He'll insult the manhood of any warrior type who won't go toe-to-toe with him. He prefers to taunt the PCs while he attacks and is very full of himself. If he can't pull off a 1x1 combat and feels threatened (which is almost guaranteed if he's attacked by two or more party members), he uses his cape to *dimension door* into the corridor. From there he makes his way through area 4-11, rouses the guards in area 4-13 to defend the bridge in area 4-11, and heads on to area 4-14 to help himself to some choice items. He makes another stand in area 4-14. His next move is to summon the scrag from area 4-8.

NEW ITEMS

Light Crossbow of Distance +1

This +1 light crossbow is made of exquisite craftsmanship, and has been ensorcelled to project bolts with a 160' range increment instead of the usual 80'.

Potion of Cat's Grace

This orange-hued potion grants the drinker a temporary +4 bonus to dexterity, which lasts for 3 minutes.

Bottle of Air

This item appears to be a normal glass bottle with a cork. When taken to any airless environment it retains air within it at all times, continually renewing its contents. This means that a character can draw air out of the bottle to breathe. The bottle can even be shared by multiple characters who pass it around. Breathing out of the bottle requires a round's action, but a character so doing can then act for as long as he can hold his breath.

Mortimer Mortenson, 7th Level Human Fighter 4/Rogue 3: HD: 4d10+3d6+8 (44 hp); Spd 30'; AC 19; BtH +10 with +2 *Scimitar (9 Lives Stealer)* does 1d8+5 dmg, or +8 with light crossbow for 1d6 dmg; Nine Lives Stealer: On a natural 20 attack roll, the victim of this sword must make a CL 2 CON save or be immediately struck dead (the sword has 3 charges left of this ability); Rogue Abilities: at level 3; Back Attack x2; Fighter Abilities: Weapon Specialization: Scimitar (figured into the above info), Notable Attributes : Str 17, Dex 18, Con 14, Cha 15; Primes: STR, DEX, INT; AL: NE; XP: 578

Equipment: +2 chain shirt, +2 scimitar 9 Lives Stealer (3 charges), bottle of air, folding boat, potion of cat's grace, potion of cure serious wounds (10th level), cape of the mountebank, loose fitting shirt, pants, high boots, three gold earrings (worth 75 gp, 150 gp, and 225 gp respectively), pouch with 15 pp.

Area 4-10 - Partially Submerged Cave

The corridor ends on a ledge about 20 feet above the water's dark surface. The cavern is roughly 30 feet in diameter and lacks any noticeable exits.

Suspended above the center of this cavern is a metal cage perhaps 5 feet square. The cage is suspended by a chain that runs to a pulley in the ceiling. The chain travels over to the ledge and is tied off to the

left on an iron spike driven into the wall. A rope, attached to the base of the cage, follows the chain and is likewise tied off. Inside the cage is a male human wearing tattered clothes. His weather-beaten face sports an overgrown brown beard and numerous tattoos cover his forearms.

The smugglers use this partially submerged cavern to hold a very special prisoner: the ex-captain of the smuggler band! The water is about 10 feet deep at the north end and increases to a depth of 25 feet to the south. Located about 20 feet below the surface is a submerged tunnel that can be discovered with a successful WIS check (CL 7). The tunnel leads to another tunnel that winds its way to area 4-11 and eventually to the locathah lair (area 5-3).

The cage can be lowered (or raised) by using the chain. If it is lowered, and the rope is pulled (requiring a successful Strength check (CL 0)), the cage can be maneuvered to the ledge. The cage door is double-locked, requiring two successful Open Locks rolls (CL 10 and CL 7).

Iron Cage: 1 inch thick; takes minimum damage from each hit; hp 60. Breaking the cage makes a great deal of noise and requires a CL 10 STR check.

Captain Jared Goldtooth is trapped in the cage. He opposed the plan to detain the lighthouse keeper to doom the *Nymph's Kiss*, so Mortimer and Erol organized a mutiny and had him overthrown. He's been imprisoned here ever since. His gear is in area 4-9.

Captain Jared begs the PCs to free him. He refuses to inform them of his former position and instead passes himself off as a simple smuggler who killed a fellow sailor in a dispute. He warns the PCs of the sharks in the water if they attempt to help free him. Actually, there are no sharks. Erol cast a few illusions to sow the belief that the water is inhabited.

Tactics: If freed, Jared feigns friendship with the PCs and pledges to help them defeat the smugglers. Actually, he wants to regain his old position as captain and would love to see Mortimer hang in the cage for a few weeks. Therefore, at the first opportunity, he betrays the PCs in front of other smugglers. However, if the PCs inform the captain of the fate of the *Nymph's Kiss*, a successful CHA check (CL 5) can convince him to turn on his smuggler band and aid the PCs. This alliance only lasts until the end of the adventure and Jared attempts to rob the PCs before he makes his escape.

Captain Jared Goldtooth, 8th Level Human Fighter 5/Rogue 3: HD 5d10+3d6+16 (58 hp); Spd 30'; AC 11; BtH: +9 with Unarmed Attack does 1d2+3 dmg; Rogue Abilities at Level 3; Back Attack x2; Weapon Specialization: Longsword (if he ever gets one, his BtH is +10 for 1d8+4 dmg); Notable Attributes: Str 18, Dex 14, Con 16, Int 14, Wis 13; Primes: STR, DEX, CON; AL: LN; XP: 839.



Area 4-11 - The Rope Bridge

The corridor ends on a ledge situated about 25 feet over the water's surface. The cavern is about 30 feet wide and maybe 50 feet long. A rope bridge spans 25 feet of the chamber to another ledge on the opposite side. Three large rocks, each three feet high, are on the opposite ledge where the corridor continues.

The smugglers have constructed a simple rope bridge to span this cavern so they could utilize the chambers beyond. The ceiling is about 40 feet high and the chamber is lit by torches at both corridor entrances.

Rope Bridge: 1 inch thick; hp 2; Break CL 8 STR check.

Crossing the bridge at one-half movement rate requires a successful DEX check (CL -5). Failure by 4 or more indicates a slip, but the victim can try to make a DEX save (CL 0) to grab onto the bridge to avoid falling. Falling into the water causes 1d6 points of falling damage and subjects the victim to drowning hazards. A PC on the rope bridge is considered flat-footed for combat purposes.

The water is 20 feet deep and a submerged tunnel (located with a successful CL 10 WIS check) leads to area 4-10, 4-12 and the locathah caves. Another submerged tunnel (also located with a WIS check) leads to area 4-14.

A pair of large tiger sharks lairs in the water. Erol used *charm monster* spells (from a scroll) on these sharks to lure them here. Since the smugglers regularly drop fish carcasses here, the sharks have chosen to remain.

Tactics: The smugglers in area 4-13 are responsible for guarding this chamber. One is stationed on the south ledge, hiding in the shadows (Hide +9). If alerted to the PCs, he sneaks back to area 4-13 and summons the other two smugglers. They move silently (Move Silently +9) back to the ledge and defend the bridge with their

bows. They position themselves behind the rocks, granting cover. Since PCs on the bridge are considered flat-footed, these are all considered sneak attacks. If it appears the bridge will be lost, one of the smugglers grabs a battle axe hidden behind one of the rocks. He attempts to collapse the bridge, but this requires severing both rope sides. When the first is cut, all DEX checks increase to CL 5.

Any victims that fall into the water are savagely attacked by the tiger sharks.

Smuggler Rangers (3): 3d10 HD (18 hp each); Spd 30'; AC 14; BtH +4 Expert Longsword 1d8+1 dmg; +4 Strength Bow 1d8+1 dmg; Smuggler Rangers have the abilities of a 1st level rogue. Back attack (x2); AL NE; Notable Attributes: Str 14, Dex 17 ; Primes : STR, DEX, WIS. XP : 84 each (252 total).

Equipment: Expert longsword, mighty longbow (+1 STR bonus), 20 expert arrows, leather armor.

Tiger Sharks (2): HD 7d8 (35 hp each); Spd 60'; AC 15; Bite does 1d10 dmg; Twilight vision; Scent; Prime: P; AL: N; XP: 425 (850 total).

Area 4-12 - The Hidden Cavern

Note: This cavern is mostly submerged. Only about three feet of space is between the water's surface and the ceiling.

You poke your head above the water and are shocked to see a dimly lit cavern perhaps 15 feet in diameter. There is only about three feet of space from the surface of the water to the ceiling, although there is a ledge along the west wall. On this ledge sits a magnificent pink coral carving of a mermaid strumming a harp. The smooth surface of the carving illuminates dozens of pearls of all sizes on the ledge. A skeleton wearing the tattered remains of a cloak lies face down on the ledge, one arm outstretched to the carving.

This hidden chamber contains a small shrine dedicated to Pelagia, goddess of the singing sea. The skeleton is the remains of a monk who discovered the shrine decades ago. After praying for hours and leaving a hefty donation, he erroneously assumed Pelagia would protect him from the incoming tide. The skeleton carries a pouch with 15 cp, an expert kama, and a *ring of evasion*. The following pearls are present on the ledge: 17 worth 10 gp, 15 worth 25 gp, 11 worth 50 gp, 5 worth 100 gp, 7 worth 250 gp, 4 worth 500 gp, and 2 worth 1000 gp. There is also an immense black pearl worth 5000 gp.

Pelagia still watches over this shrine. If a PC takes any of the pearls, he is struck with a *bestow curse* spell (-4 to attack and saves). If a PC leaves at least 100 gp in pearls at her shrine, he receives the benefit of a *heroism* spell for the next 24 hours.

PELAGIA

Pelagia is a Neutral minor goddess of the sea, music, and travel. She is known as the Singing Sea, and is the patron of bards, fisherman, and folk who ply the sea for their livelihood. Her worshipers consider whalesong a good omen, and use pearls to decorate religious devices and for donation. Her domains are Protection, Travel, and Water. Pelagia's favored weapon is the rapier.

Area 4-13 - Guard Room

A short corridor leads to this damp chamber about 10 feet in diameter. Surrounding a smoldering fire pit, amid some simple cookware, are three worn bedrolls.

This guardroom is inhabited by three smugglers charged with guarding area 4-14. Mortimer has hand-picked these three for their loyalty and skill with missile weapons. The bedrolls are normal, as is the cookware. All valuable are carried by the smugglers on their persons.

Tactics: There is a good chance this room is unoccupied as these smugglers respond to area 4-11. If the PCs somehow arrive here without passing through area 4-11, one of these smugglers is posted outside this cave. The other two are relaxing or sleeping in shifts. Although there is a 50% chance they wear their armor, their weapons are likely out of reach (requiring a full round of action to retrieve).

Smuggler Rangers (3): 3d10 HD (18 hp each); Spd 30'; AC 14; BtH +4 Expert Longsword 1d8+1 dmg; +4 Strength Bow 1d8+1 dmg; Smuggler Rangers have the abilities of a 1st level rogue. Back attack (x2); AL NE; Notable Attributes: Str 14, Dex 17; Primes : STR, DEX, WIS. XP : 84 each (252 total).

Equipment: Expert longsword, mighty longbow (+1 STR bonus), 20 expert arrows, leather armor.

Area 4-14 - Treasure Chamber

The corridor ends on a ledge about 30 feet over the water's surface. The ceiling is another 10 feet higher than the ledge you stand on. On the opposite side of the cavern, perhaps 30 feet away, is a smaller ledge, this one 10 feet lower. On this ledge are four large sea chests.

The smugglers use this cavern to store their wealth. Mortimer uses his folding boat to cross the water, but there is another method. Hidden behind a secret stone to the right of the corridor is a small cavity, located with a successful WIS check (CL 10). Inside is a *rope of climbing* and a small metal pulley with a hook at the end. The rope can be commanded to snake along the ceiling to the other ledge and tie off on a metal hook sunk into the rock. Using the pulley and the rope as a zip line, goods (or people) can quickly descend to the ledge. Getting back requires hand-over-hand climbing or another method. Mortimer uses his *folding boat*.

The water is 20 feet deep but lacks any other dangers. There is a pair of submerged tunnels, one leading to area 4-11, the other to area 4-7 and out to sea. These tunnels can be located with a successful WIS check (CL 5).

The four chests contain the smugglers accumulated wealth, but each is trapped. Consult the table below for details on each trap and the chest's contents.

NEW ITEM

Silversheen

Silversheen is a magical polish that is applied to a weapon. For 1 hour, that weapon will act as if it were a silver weapon for the purposes of injuring creatures.

Chest #	Traps	Open Lock CL	Contents
1	Poison Dart Trap	5	1555 gp, 120 pp
2	False Trap	13	1777 gp, 88 pp
3	Poison Needle	7	Jewelry (1 x 500 gp, 2 x 750 gp, 1 x 1000 gp), Gems (4 x 200 gp, 7 x 500 gp, 2 x 1000 gp)
4	Glyph of Warding	7	helmet of underwater action, pearl of the sirines, necklace of adaptation, 3 applications of silversheen, and 2 potions of barkskin (+4)

Poison Dart Trap: Damage: (1d4+4 plus poison); Find Trap (CL 7); Remove Trap (CL 7). Poison victim must make a CL -1 CON save or lose 1d6 constitution.

False Trap: If rogue is equal or higher than level 6, s/he has an INT save to see through the illusion.

Poison Needle: Damage: (1 plus poison); Find Trap (CL 10); Remove Trap (CL 5); Poison: CON save or lose 1d6 strength.

Glyph of Warding: Damage: 4d8 from electricity; DEX save (CL 1) to suffer half damage; Find Trap (CL 13); Remove Trap (CL 13); Note: Affects the intruder and all within 5 feet.

Part 5 - The Locathah Caves

This level consists of unworked natural caverns created by water. There are no doors on this level. Most ceilings are about 10 to 15 feet high unless noted in the text. Several corridors slope downward, as noted on the map. Combat or running on one of these slopes requires a successful DEX check (CL -5). Due to these slopes around areas 5-1, 5-2, and 5-3, the waterline only varies by a few feet during high and low tides.

Numerous locations on this level are completely submerged. There is a good chance of combat occurring in a submerged area, so the CK should be familiar with underwater combat. (Consult the Underwater Combat sidebar on page 19 for details.)

Unworked Stone Wall: 5 ft. thick; hp 900, minimum damage per hit, Climb CL 5.

Wandering Monsters

While the PCs explore this level, there is a 10% chance (1-2 on d20) every half hour that they come across a random encounter. This chance is increased by +5% (1-3 on d20) if the PCs are making loud noises. If an encounter is called for, roll 1d6 and consult the table below. Note that a result of a 6 can only occur in submerged locations (such as area 5-14).

1d6 Roll	Encounter
1-2	4 locathah (noncombatant)
3-4	3 locathah War2
5	2 locathah Bbn2
6	1 tiger shark

The following statistics blocks are provided for easy reference for the CK.

Locathah Noncombatants (4): 2d8HD (10 hp each); Spd 10' (60' swim); AC 14; unarmed attack: 1d2 dmg; Prime: P; AL: N; XP:30 each (120 total).

Locathah Warriors (3): HD: 4d8 (20 hp each); Spd: 10' (60' swim); AC 17; 1d8 dmg by long spear or 1d10 dmg by heavy crossbow; Physical Prime; AL: N; XP: 360.

Equipment: Longspear, sharkskin armor, heavy crossbow with 20 bolts.

Locathah Barbarians (2): 2d8+2d12HD (24 hp each); Spd 10' (60' swim); AC 17; long spear does 1d8 dmg; heavy crossbow does 1d10; Barbarian Abilities: Combat Sense; Primal Force; Prime: P; AL: N; XP: 156 each (312 total).

Equipment: Expert long spear, sharkskin leather armor, heavy crossbow with 20 bolts.

Tiger Shark (1): HD 7d8 (35 hp each); Spd 60'; AC 15; Bite does 1d10 dmg; Twilight vision; Scent; Prime: P; AL: N; XP: 425.

Area 5-1 - Guard Room

As the corridor meanders about, it slopes steadily down. As you descend, the salt-encrusted smell of the ocean at low tide becomes more offensive.

The corridor opens into a natural chamber perhaps 25 feet wide and 20 feet long. Numerous stalactites line the ceiling. To the left and right are small pools of murky water. The corridor continues on the opposite side of the room.

The locathah don't trust the smugglers and thus have established a guardroom here. Four locathah barbarians hide in the pools, a pair in each. There is nothing else of interest in this natural cavern. All treasure is carried by the locathah.

Tactics: The barbarians begin the ambush by standing up and hurling their green slime pots (see sidebar on next page). During this attack, they remain partially submerged (granting improved cover: +8 to AC and +4 to DEX saves). The next round, they hurl their last slime pots and dive under the water (now granting full cover). The next round they rage and exit the water leading with their spears.

Locathah Barbarians (4): 2d8+2d12HD (24 hp each); Spd 10' (60' swim); AC 17; long spear does 1d8 dmg; heavy crossbow does 1d10; Barbarian Abilities: Combat Sense; Primal Force; Prime: P; AL: N; XP: 156 each (624 total).

Equipment: Expert long spear, sharkskin leather armor, heavy crossbow with 20 bolts.

GREEN SLIME POTS

The locathah druid has discovered a method to cultivate green slime (see area 5-2). Using extreme care, she places small batches of slime into clay pots suitable for hurling. On impact, the clay pot smashes, releasing the green slime. The clay jars are thrown as a ranged touch attack. If the attack is successful, the target has made contact with a small green slime. The target may make an immediate dexterity check to get the slime off before damage ensues. If the check fails, the target takes 1d3 Constitution damage. The slime has 5 hp, and is only harmed by fire, cold, or is killed instantly by the casting of *cure disease*. If any PC is hit by a green slime pot, increase the XP for this encounter by 20 per pot that hit.

Area 5-2 - Green Slime Chamber

The corridor slopes up to a small chamber that is about 15 feet wide and 10 feet long. The air is thick with humidity and smells of stale dead fish. The natural stone floor is slick with condensation. The walls and ceilings are covered with a thick, pasty, sickly green slime that dangles off the stalactites.

This entire chamber is covered with a living green slime culture, cultivated by the locathah druid Shae'mae. From time to time, she dumps fish carcasses and large amounts of fresh water into the chamber to encourage growth. Using stone spades and clay pots, she carefully harvests the slime for use as clay pot missile weapons.

Green Slime (8): 4d8HD (20 hp each); Spd 0'; AC 10; Devouring Assimilation: if the slime makes contact with a living target, the target may make a Dexterity check to scrape it off. If the check fails, the slime adheres to the target, doing 2d6 Constitution damage. The slime burns through wood (10 turns per inch of thickness) and metal (1-2 melee rounds. Magical weapons and armor last an extra round per "plus" bonus). Regular weapons do not harm the slime-fire or cold does damage to it, and *remove disease* will instantly kill one slime; Saves: None; AL: N; XP: 200 each (1600 total).

There is the equivalent of eight 5-foot by 5-foot patches of green slime here. However, destroying one patch does little to the remaining colony.

Area 5-3 - Partially Submerged Cavern

The sloping corridor deposits you on a 5 foot wide ledge overlooking a huge cavern. About 5 feet below the ledge is the placid surface of water. The ceiling is obscured in darkness. The cavern is about 35 feet wide and nearly 50 feet long. The ledge continues to the left and right, and a narrow exit can be seen to the west.

The ceiling is nearly 40 feet overhead. The water is about 15 feet deep near the ledge and gradually increases to 25 feet near the southern ledge. There are a pair of submerged tunnels, one located in the west wall (that leads to area 4-10) and another in the southeast wall (that leads to area 5-8). These tunnels can be discovered with a successful WIS check (CL 5).

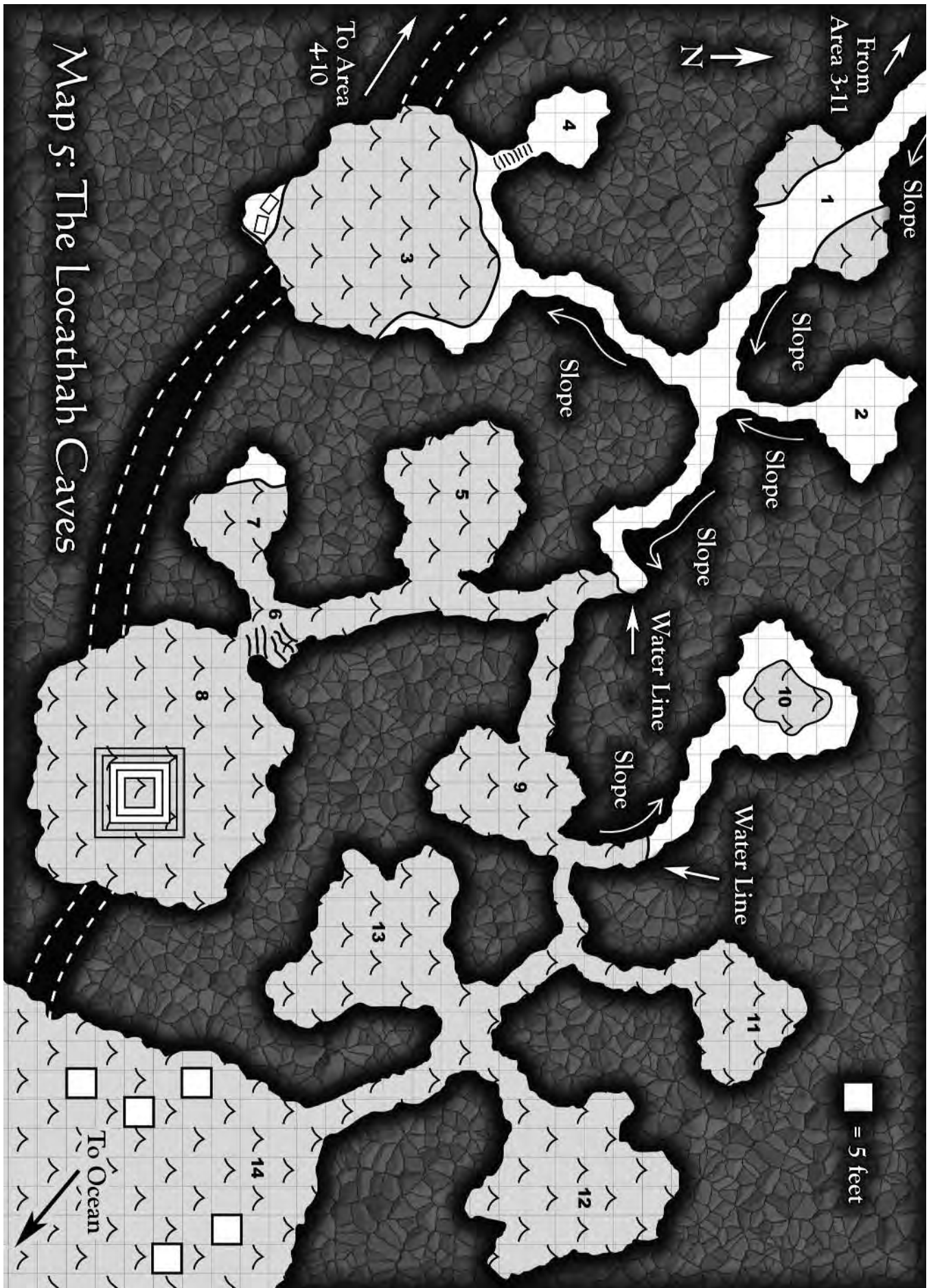
The pool is inhabited by a huge monstrous crab that measures 25 feet long. The locathah discovered this immense crustacean years ago and keep it well fed with fish carcasses and other scraps. It has grown so large that it can't leave the chamber. The locathah druid believes the crab is sacred to its god and on her urging, the locathah have begun to offer live sacrifices to the crab in the form of merfolk, sahaugin, and other aquatic creatures. Soon the locathah plan to offer human sacrifices from Fair Haven.

Located on a small ledge on the south wall is a pair of unlocked sea chests. These contain the remaining gold from the *Nymph's Kiss*. One chest contains 1333 gp, the other holds 2104 gp.

A successful DEX check (CL -3) is required to safely navigate the ledge, due to the unevenness and wet conditions. During combat or running, this check is needed each round. Failure by more than 4 indicates a fall off the ledge but a successful DEX save (CL 0) can be attempted to grab on before falling.

Tactics: The huge monstrous crab is hungry and attacks all non-locathah who enter the water or attempt to travel on the ledges. It uses its 10-foot reach to attempt to grab victims on the ledge. If it can establish a grapple (note its +22 grapple modifier!), it deals automatic constriction damage each round. While partially submerged in the pool, the crab gains improved cover (+8 to AC and +4 to DEX saves).

Huge Monstrous Crab: 10d10HD (60 hp); Spd 20'; AC 18; 2 pincer attacks for 3d6 damage each; Darkvision 60'; Saves: P; AL: N; XP: 1500.



Map 5: The Locathah Caves

Area 5-4 - Storeroom

A thin 3-foot wide corridor leads up a set of rough-hewn steps glistening with dampness. The steps lead to a small natural cavern about 10 feet in diameter. The chamber contains four crates resting on the floor. Propped along the east wall are bundles of long spears adorned with razor sharp tips. Along the west wall are several more bundles of tridents and hanging on pegs along the north wall are dozens of nets.

This cave contains all the weapons the locathah have recently stockpiled for their anticipated offensive against Fair Haven. It takes the PCs about half an hour to take inventory here, but they discover the following weapons:

200 longspears

60 tridents

25 combat nets

3 crates of crossbow bolts (200 bolts/crate)

1 crate of daggers (75 total)

Area 5-5 - Guardroom

This completely submerged chamber is about 25 feet in diameter. Eight fish-like humanoids are practicing maneuvers with several nets. The humanoids have yellow-green scales and ridged fins on their backs and arms. They are so engrossed in their training that they don't appear to notice your presence.

This room serves as a guardroom. The eight locathah warriors are training in the use of the net in combat and can be surprised normally.

Along the west wall are eight piles of kelp that serve as beds. Also located nearby is some rope suspended from the wall, holding five large fish carcasses strung through their gills.

Tactics: The PCs probably gain surprise on these locathah. After the surprise round, two locathah grab the ends of a 10-foot wide net and swim at the PCs attempting to ensnare them. A successful ranged touch attack can snare two PCs, who suffer a -2 to attack rolls, -4 penalty to Dexterity, and can only move at half speed. The remaining locathah grab long spears and charge. If one locathah can escape the room, it hastens to area 5-9 to summon assistance.

Locathah Warriors (8): HD: 4d8 (20 hp each); Spd: 10' (60' swim); AC 17; 1d8 dmg by long spear or 1d10 dmg by heavy crossbow; Physical Prime; AL: N; XP: 960.

Equipment: Longspear, sharkskin armor, heavy crossbow with 20 bolts.

Area 5-6 - Dangerous Kelp Bed

The corridor ahead is choked with the rhythmic waving of long fronds of kelp. The dancing fronds obscure the corridor beyond.

Shae'mae, the locathah druid, cultivates this kelp with the occasional *daylight* spell. But also hidden here is an aquatic assassin vine, also cultivated by Shae'mae from a seedling. Combat with the assassin vine allows Shae'mae (in area 3-7) a chance to make a Listen roll (CL 0). If she succeeds, she is alerted and casts defensive spells as described in her tactics section.

Tactics: The aquatic assassin vine's tactics are simple. First it animates the normal kelp in an effort to entangle the PCs (DEX save CL -2 for partial entangle). Then it attempts to establish a hold and draw a victim in for slam attacks and automatic constriction damage.

Aquatic Assassin Vine: HD 5d8; hp 25; Mv. 0 ft.; AC 15, 8 vine attacks do d4 dmg each, if it hits, target must make a STR save or be entangled. Entangled characters will be constricted for 1d4 dmg per round. Each round the victim may make a STR save to break free. After 3 rounds of constriction, the victim falls unconscious, and dies three rounds thereafter, with no saving throw. A tendril can be severed by doing 2-16 damage to it (this damage does not affect the plant as a whole). It takes half damage from cold or fire. Its camouflage enables the vine to surprise opponents on a roll of 1-7 on a d8. Physical Prime. XP 445.

Area 5-7 - Shae'Mae's Chamber

This submerged chamber is perhaps 15 feet in diameter. The southern portion of the chamber contains a thick matt of seaweed. The only occupant is a fish-like humanoid, but unlike previous ones encountered, this one has pasty white scales and jet black eyes. Its fins boast numerous piercings holding various gold earrings. With wicked glee, the humanoid brandishes a long spear and a small spherical object in her other hand.

The locathah's spiritual leader is a female druid named Shae'mae, but she is little more than a duped puppet to the water naga in area 5-8. Shae'mae firmly believes her "god" has selected her for greatness and as a result has degenerated into a mild form of insanity. She perceives the PCs as enemies and attacks.

The dense mat of seaweed is Shae'Mae's bed. Scattered about the nest are four large cream pearls (each worth 200 gp). A five-foot wide shelf occupies the east wall, holding 27 clay pots destined to become green slime weapons (as described on page XX). There is also a scroll tube sealed with a watertight wax seal and a cord holding the following shells: 3 scallop shells, 4 mussel shells, 3 clam shells, and 7 snail shells. These shells are

a locathah counting device and they represent the amount of gold pieces remaining from the *Nymph's Kiss* (stored in area 5-3). The scroll tube contains another copy of **players' handout C**.

Tactics: If Shae'mae hears the PCs battle the assassin vine, she prepares for battle, calling a nearby tiger shark to aid her, along with her squid companion. Finally she crushes her elemental gem, releasing a large water elemental. The first round she casts *chill metal* on a fighter type in metal armor and follows it up with a *warp wood* on a wooden weapon shaft or shield. In melee, she casts *poison* and calls for her squid animal companion to attack. She fights to the death, fearing the wrath of Sslithia.

NEW SPELL

Poison

Level 3 Druid / Cleric

This spell allows the caster to envenom a weapon, a container, or his own hand.

Anyone struck by the hand or weapon, or who imbibes the venom, must make a CON save or collapse and begin to die. A *Neutralize Poison* spell, cast within 1 minute of the poisoning will save the victim from death. Casting this spell is an evil act. CT 1, R Touch, D instantaneous on touch, 1 round per level on weapon (until used), or 1 hour per level in a container (until imbibed), Comp: V, S.

Shae'Mae Locathah Druid: 7d8HD (35 hp); Spd 10' (60' swim); AC 16; Expert longspear does 1d8 dmg (+1 to hit for expert craftsmanship); Druid Abilities: as a 5th level druid, including Nature Lore; Resist Elements; and Woodland Stride; Saves: M; AL: NE; XP: 515.

Spells Prepared

0th *Light, First Aid x3*

1st *Calm Animal, Faerie Fire; Goodberry*

2nd *Chill Metal, Warp Wood*

3rd *Poison*

Equipment: Expert longspear, bracers of armor +2, elemental gem (water), 4 pieces of jewelry (worth 3 x 250 gp, 750 gp), *potion of bear's endurance* (she drinks this instead of casting the spell as the d20 version stated),

Notes: She cannot cast *summon animals* (it is a 4th level spell in C&C) so the tigershark does not come to help her. However, she did cast *animal friendship* in the past, allowing her to obtain a loyal squid.

Loglio, squid: HD 5d8 (25 hp); Spd 5' (60' swim); AC 19; 8 tentacle touch attacks per round do no damage. A target hit by 2 tentacles must make a STR save (add 1 to the CL for each tentacle beyond the second) or take 1d4 dmg per round from constriction. Once per round, the squid can bite a target it has constricted, doing an additional 1d8 dmg. Each round, a constricted target can attempt another STR save to break free. A tentacle can be severed by doing 5 damage to it (this does not count against the monster's total hp). Once a day, a squid can also eject a cloud of ink, similar to a *darkness* spell underwater. Saves: P; AL: N; XP: 305.

Large Water Elemental: HD 8d8 (40 hp); Spd. 20' (90' swim); AC 19, Slams for 4d6 dmg (+1 to hit and damage if it an opponent are in water, -4 to hit and damage if not); Darkvision 60'; Drentch (extinguishes all fires, even magical, it contacts), Vortex: once every 10 minutes it becomes a vortex for 4 rounds. Medium or smaller creatures take 2d6 points of damage from contact with the vortex (Dexterity save for none); plus a CL 8 Strength save or be picked up and held in vortex (taking 2d6 damage each round thereafter while held). Trapped creatures cannot move unless carried or ejected by elemental; can attack (and make Dexterity checks) at -2 penalty and cast spells only with a successful Strength save. The Elemental can hold up to 8 creatures in the vortex. The Vortex also creates a swirling mass of debris that obscures all vision beyond 5'; Regeneration 2hp/round if in water; AL N; Physical Primary XP: 1130.

Tiger Shark (1): HD 7d8 (35 hp each); Spd 60'; AC 15; Bite does 1d10 dmg; Twilight vision; Scent; Prime: P; AL: N; XP: 425.

Area 5-8 - The Temple

This massive chamber must be about 50 feet in diameter, with a ceiling that stretches to 20 feet over the water's surface. A 15 foot square stone ziggurat breaks the surface of the water. The structure bears four smooth stone steps per side and has a flat top. The soft glow of illumination emits from several skulls mounted on tridents affixed to the ziggurat.

Six muscular fish-men stand on the steps of the ziggurat, their gills heaving as they attempt to breathe the air. They carry heavy crossbows and their skin is dry. At the top of the structure is a gold-skinned slender fish-man. On seeing your band, this leader-type bellows commands in a bizarre tongue as the others level their crossbows toward you!

The water is almost 20 feet deep and relatively clear. The skulls glow from *continual flame* spells, cast years ago. There are a pair of submerged tunnels that lead to areas 5-3 and 5-14 respectively. Each can be discovered with a successful WIS check (CL 5).

The ziggurat is worked stone and extends to the bottom of the chamber. There is a secret stone door on the east wall of the ziggurat located near the cavern floor. Locating it requires a successful WIS check (CL 10). It provides access to the flooded chamber, a 15-foot by 15-foot room with a 5-foot opening at the peak of the ziggurat. Even the locathah are unaware of this door as Sslithia has kept it secret. The water naga lairs in this chamber.

The six locathah on the ziggurat are barbarians practicing combat in the open air in anticipation of storming Fair Haven. They are anxious to return to the water and relish combat. Sslithia has fed these brutes substantial lies and taught them torturous air-breathing exercises to the point that they are fanatically loyal to her.

Sslithia is a fiendish water naga summoned to the material plane decades ago by Lord Gregor's high priest. She is bound to the ziggurat and since both of her summoners are long dead, she cannot escape. When the locathah discovered the cave system, Sslithia used a *silent image* spell and *ventriloquism* to appear to them as a gold-skinned avatar of their goddess. Over the next few years, she dazzled the simple locathah with divine acts (mostly spells) and gained their fanatical trust. She fears the humans of Fair Haven and seeks revenge on them for her imprisonment. She has in turn convinced the locathah to attack the city and slaughter all the humans. Sslithia hopes this will break her imprisonment so she can return to the abyss.

Sslithia convinced the locathah to sacrifice great wealth to her, accumulated in a pile in her chamber. It consists of 7778 sp, 1131 gp, 126 pp, a pair of platinum ingots (each worth 1500 gp), a coral statuette of a nixie on a giant seahorse (worth 875 gp), 17 gems (7 worth 100 gp, 4 worth 500 gp, 3 worth 750 gp, 3 worth 1000 gp), a gold brooch set with sapphires (worth 1700 gp), a silver ring set with two rubies (worth 400 gp), and an ivory coffer (worth 125 gp). The following magic items are mixed into the pile: a +2 *short sword* (*luckblade*), a *horn of the tritons*, and a *scabbard of sharpness*.

Tactics: The gold locathah is a painted, ordinary locathah. PCs attacking this one (whom Sslithia has *charmed* into believing it is an avatar of their god) will give her enough warning to prepare herself for a fight.

NEW ITEM

Circling of Blasting, Minor

On command, this simple golden headband projects a blast of searing light doing 3d8 points of damage (DEX save for half) once per day. A Major Circling of Blasting does 5d8 dmg instead.

Value: 7,000 gp minor; 20,000 gp major.

She will cast *minor globe of invulnerability* first, then *shield*, *mirror image*, and *protection from good*. When the PCs enter, she will cast *Gust of Wind* on any fliers, then *Ray of Enfeeblement* on the most dangerous warrior in the party. She will then follow up with *Magic Missile*, and uses *suggestion* to convince PCs to leap off the ziggurat, and only uses her bite as a last resort.

Locathah Barbarians (6): 2d8+2d12HD (24 hp each); Spd 10' (60' swim); AC 17; long spear does 1d8 dmg; heavy crossbow does 1d10; Barbarian Abilities: Combat Sense; Primal Force; Prime: P; AL: N; XP: 156 each (936 total).

Equipment: Expert long spear, sharkskin leather armor, heavy crossbow with 20 bolts.

Sslithia, Water Naga Fiend: 10d8HD (50 hp); Spd 30' (50' swim); AC 16; Bite does 1d8 dmg + poison; Poison: CON save or take an additional 1d6 dmg; Spells: she is considered a 7th level wizard, 8th level because of the orange ioun stone; Darkvision 60'; She only takes damage from +1 weapons or better; Half damage from fire and cold; SR: 10; Saves: P; AL: NE; XP: 3,500.

Equipment: Dusty rose *ioun stone* (+1 AC already figured in), orange prism *ioun stone* (+1 caster level), *minor circlet of blasting*.

Spells Prepared:

0th: *Mage Hand*, *Prestidigitation*, *Dancing Lights*, *Detect Magic*, *Open/Close*

1st: *Shield*, *Magic Missile*, *Unseen Servant*, *Protection from Good*

2nd: *Mirror Image*, *Ray of Enfeeblement*, *Web*

3rd: *Gust of Wind*, *Suggestion*

4th: *Minor Globe of Invulnerability*

Area 5-9 - Guardroom

This submerged cavern is about 30 feet wide but only 15 feet long. To the north is the large carcass of a shark strung up to a hook near the ceiling. The shark's body is riddled with dozens of crossbow bolts. To the south, eight fish-men are lined against the wall, most of them holding loaded crossbows.

After a brief pause of shock, one of the fish-men points at your group and shouts an order amid a mass of bubbles!

This is another guardroom, inhabited by eight locathah warriors. Currently they are practicing the use of the crossbow on their target, the shark carcass. The cavern is used as a training hall, so no locathah reside here. There is nothing else of any interest here.

Tactics: Six locathah have loaded crossbows and fire them on the first round. The remaining two pull out spears and charge. If possible, one tries to escape with a full swim move out the northeast passage. He heads to

area 5-11 to alert Pomatomus before traveling to areas 5-12 and 5-13 to evacuate the females and children out of the caves. If this occurs, Pomatomus arrives on his seacat mount in 1d4+2 rounds.

Locathah Warriors (8): HD: 4d8 (20 hp each); Spd: 10' (60' swim); AC 17; 1d8 dmg by longspear or 1d10 dmg by heavy crossbow; Physical Prime; AL: N; XP: 960.

Equipment: Longspear, sharkskin armor, heavy crossbow with 20 bolts.

Area 5-10 - Hatchery

The corridor slopes up for several feet before exiting the water. Beyond is a dry passage that spills into a cavern about 20 feet in diameter. It feels warmer here, but very humid. Situated in the center of the room is a raised wall, about two feet high, creating a basin about 12 feet long and seven feet wide. Inside the basin is crystal clear water and soft spongy carpets of algae.

This chamber functions as a hatchery for the tribe, due to a natural phenomenon that keeps the room slightly warmer than the other chambers. Inside the basin, amid the copious amounts of algae, are locathah eggs. There are a total of 47 of these creamy white, grapefruit-sized, soft, gelatinous sacs. These eggs are due to hatch in a few weeks and are tended by the non-combatant locathah from area 5-12 or 5-13.

PCs should not receive experience points for slaughtering these eggs. If the CK desires, an experience penalty can be applied against PCs who contribute to such needless destruction.

Area 5-11 - The Leader's Cave

This submerged cavern is about 20 feet in diameter. The northern portion of the room is a tangled mass of kelp anchored to the floor. To the east is a low pile of seaweed, shaped into a mound. The center of the room is dominated by a low stone slab with a smooth top.

If the PCs have not encountered Pomatomus and his sea cat mount, continue:

The kelp curtain parts to reveal a fearsome sight. A bulky beast, nearly 10 feet long with the hindquarters of a small whale and the torso of a scaled feline, lurches forward. The creature sports two massive paws and a silky mane. Perched on its back, secure in a shark skin saddle, is a muscular fish-man carrying a barbed trident. The fish-man wears a suit of armor composed of shells and spurs his mount forward!

This is the lair of Pomatomus, a bloodthirsty barbarian locathah and the military leader of the tribe. Although he lacks the charisma to lead the entire tribe, the others fear his wrath enough to follow his lead when taking orders from Shae'mae or the avatar.



The seaweed mass is Pomatomus' personal bed. Hidden there (requiring a successful CL 7 WIS check) is an obsidian statuette of a whale (worth 375 gp) and a silver comb set with five small aquamarines (worth 185 gp). The kelp mass in the north is the sleeping area for the sea cat and it can be found there about 22 hours a day (like his terrestrial feline counterparts). The flat-topped stone bench holds an interesting item. On it is a thin slate slab perhaps three feet by two feet. Engraved on its surface is a battle plan to attack a terrestrial city. It details several waves attacking from the harbor while another assault occurs from the south. Finally a mercenary band attacks from land, originating from the east. A successful Intelligence check (CL -3) reveals that the city is Fair Haven!

Tactics: Pomatomus begins by drinking his potion while the seacat closes for melee. Once in melee, he dismounts and commands the seacat to attack while he begins to enter Primal Fury. He fights to the death (he dies at -7 hp).

NEW ITEM

Potion of Heroism

This potion imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and attribute checks. This lasts for 10 minutes.

Pomatomus, Locathah Chieftan: HD 2d8+6d12 (52 hp); Spd 10' (60' swim); AC 19; BtH +16 (+10 without the belt or potion) with +2 *Trident* for 1d8+6 dmg; Barbarian Abilities: as a 6th level barbarian, including: Combat Sense; Primal Force; Primal Fury; Primal Might; Saves: P; AL: NE; XP: 791.

Equipment: Expert shell mail (treat as scale mail), +2 *trident*, *belt of giant strength* (20), *potion of heroism*.

Sea Cat: HD 6d10 (36 hp); Spd 10' (40' Swim); AC 18; Two claws do 1d8 dmg; Bite does 1d12; Darkvision 60'; Low-Light Vision; Hold Breath (15 minutes); Scent; Saves: P; AL N; XP: 336.

Area 5-12 - General Living Quarters

Note: If the locathah warrior from room 5-9 escaped to evacuate the women and children, then this room is empty except for the nets, fish, and kelp.

This irregularly shaped submerged cavern is about 30 feet in diameter. The ceiling is covered with nets, holding unmoving fish. The walls are lined with long fronds of kelp, stretched over wooden racks.

The chamber is crowded with fish-men and women, including small versions of the piscine humanoids. A look of terror overcomes these unarmed creatures as the larger ones usher the diminutive ones to the rear of the cave.

This area is one of two general living areas for the noncombatant locathah. 17 females and 22 juveniles inhabit this chamber. They spend their days hunting fish, processing it for consumption, and collecting kelp. Aside from these foodstuffs, there is little of interest here.

These creatures are noncombatants, although the adults will attempt to protect the children. The PCs receive no experience for slaughtering noncombatant women and children.

Locathah Noncombatants (39): 2d8HD (10 hp each); Spd 10' (60' swim); AC 14; unarmed attack: 1d2 dmg; Prime: P; AL: N; XP: None

Area 5-13 - General Living Quarters

Note: If the locathah warrior from room 5-9 escaped to evacuate the women and children, then this room is empty except for the nets, fish, and kelp.

This submerged chamber is perhaps 30 feet wide and 20 feet long. The ceiling is enshrouded with a tangle of nets, full of unmoving fish. Along the southwest wall are long fronds of kelp stretched across wooden racks.

The chamber is inhabited by dozens of fish-men and women. Most are human sized but some are smaller versions, perhaps juveniles. A look of shock sweeps over the crowd of adults as they attempt to usher the unknowing juveniles to the southeast corner of the room.

This area is one of two general living areas for the non-combatant locathah. 28 females and 15 juveniles occupy this chamber. They spend their time hunting for fish, tending the cages in area 5-14, and processing kelp for consumption. Aside from these foodstuffs, there is little of interest here.

These creatures are noncombatants, although the adults will attempt to protect the children. The PCs receive no experience for slaughtering noncombatant women and children.

Locathah Noncombatants (4): 2d8HD (10 hp each); Spd 10' (60' swim); AC 14; unarmed attack: 1d2 dmg; Prime: P; AL: N; XP: None.

Area 5-14 - Entrance Cavern

The corridor dumps into a huge cavern with a ceiling that stretches above the water. The water's surface ripples with small waves and in the distance the crash of the ocean can be heard. Floating in this cavern are five large wooden cages crammed with fat salmon.

This is the ocean entrance cavern to the locathah caves. The cavern gently widens over several hundred feet before opening to the ocean. If the PCs exit here, and turn north, they can encounter the cave that leads to the smugglers' caves, area 4-7.

The cages hold salmon, captured by the locathah and then grown to immense size. Every few days, they cull the population for food and capture more with nets to restock. The cages float on the surface but are secured via ropes attached to iron hooks buried in the salty bottom. The noncombatants in area 5-13 are responsible for caring for these cages.

Conclusion

End Story

With the discovery of the Secret of Smugglers' Cove and the destruction of the locathah tribe and its evil leader, the town of Fair Haven is safe. The town council is already seeking a new lighthouse keeper and soon ships will once again safely ply the waters around Fair Haven. Even though the town never understood the dire danger posed by the denizens of the sea caves, Fair Haven is in your debt for a long time.

Rewards

To award experience for this adventure, compute the experience points for the combat and trap encounters based on their challenge ratings. Then divide this amount by the number of PCs. Next, assign a discretionary role-playing experience award to each player (400 to 600 XP) based on character portrayal and contributions to the game. Finally, add up the following objective awards based on tasks completed during each part of the adventure. These objective awards are based on individual characters and are not group rewards. The sum of combat/trap experience, role-playing awards, and objective awards is the total experience awarded to each character.

Part 1 Objectives

Discovering the secret door to the dungeon	50 XP
Discovering the tide charts	50 XP
Not wasting resources on the traps	100 XP
Total possible bonus experience points	200 XP

Part 2 Objectives

Discovering the scroll in room 9	50 XP
Discovering the contract between the gnolls and locathah	100 XP
Discovering the command word for the iron flask	100 XP
Not being ambushed by Takaritha in the scorpion nest	100 XP
Discovering the weak floor in room 10	50 XP
Total possible bonus experience points	400 XP

Part 3 Objectives

Not disturbing the yellow mold in room 5	50 XP
Releasing Corwin and returning him to Fair Haven	150 XP
Releasing Cedric and returning him to Fair Haven	100 XP
Not opening the iron flask	200 XP
Discovering the secret door to the sea caves	50 XP
Discovering players' handout A	100 XP
Total possible bonus experience points	650 XP

Part 4 Objectives

Discovering players' handout B and deciphering the shells	100 XP
Discovering the false bottom crates and the smuggled goods	100 XP
Following the fleeing locathah in area 4-7 to their lair	250 XP
Discovering the contracts in area 4-9	100 XP
Releasing Captain Jared Goldtooth and convincing him to ally with the PCs	150 XP
Crossing the rope bridge without it being collapsed	100 XP
Discovering area 4-12 and not stealing the pearls	250 XP
Discovering the rope of climbing and plundering the treasure in area 4-14	150 XP
Total possible bonus experience points	1200 XP

Part 5 Objectives

Not disturbing the green slime in area 5-2	50 XP
Plundering the locathahs' treasure in area 5-3	100 XP
Discovering players' handout C	150 XP
Not destroying the eggs in area 5-10	100 XP
Discovering the attack plans on Fair Haven	200 XP
Not killing the noncombatants in area 5-12	50 XP
Not killing the noncombatants in area 5-13	50 XP
Total possible bonus experience points	700 XP

Appendix 1: Fair Haven Area

The Village of Fair Haven

Fair Haven (village): 200 gp limit; Assets 5500 gp; Population 550; Isolated (95% human, 2% half elf, 1% dwarves, 2% other).

Authority Figures: **Alexander Montcrief** (mayor); **Bronwyn** (female Wiz 3, alchemist); **Chalonna** (female half-elf Clr4 (Pelagia), local priest); **Talance Brevard** (proprietor of the Siren's Swoon); **Jeromy Montrose** (head of the Fisherman's Guild), **Ironia Stoutshield** (female dwarven Ftr2, head of the Militia).

Militia: Fighters Lv 1 (12).

Area 1 - The Docks

Fair Haven maintains a trio of docks. Most are used by local fishermen and their skiffs. These skiffs are 15 feet long and can be rented for 1 gp per day. There is a 10% chance per day that a merchant galley is docked here, off-loading goods.

The docks are usually buzzing with activity early-morning to early-evening. During these hours 1d6+3 fishermen can be found at any time. They love to spin wild tales and swap questionable rumors and are more than happy to interact with the PCs.

Area 2 - The Warehouses

These three row buildings are owned by the Fishermen's Guild. Two are used for the processing of fish caught by the locals. The other is reserved for merchants to store goods before sale or overland shipment. Jeromy Montrose, the head of the Fisherman's Guild, is found here most days.

Area 3 - The Siren's Swoon

This building is the local tavern and inn, run by an ex-fisherman named Talance Brevard (male human Com2). The place is clean and the food is cheap but good. Mostly visited by fishermen, the Swoon caters to very few travelers. The following goods and services are available:

Item	Cost
Ale, common	2 cp/mug
Ale, fancy (honey)	4 cp/mug
Wine, common	1 sp/pitcher
Wine, elven	2 gp/pitcher
Meal (fish stew and bread)	2 sp
Cheese and fruit platter	3 sp
Meal (roast venison)	5 sp
Common room (4)	4 sp/night

Area 4 - Town Hall

This large wooden building serves many functions for the town. It houses Alexander Montcrief's office, a small court room, a meeting hall, and a barracks for the militia. The mayor is usually found here and if he hires the PCs, he summons them to his office.

Alexander Montcrief, male human Knight 3: HD 3d10 (15 hp); Spd 30'; AC 10; BtH +3 w/ expert longsword for 1d8 dmg; AL: NG; Primes: INT, WIS, CHA; Notable Attributes: INT 13, WIS 14, CHA 16

Languages Spoken: Common, Elven.

Equipment: Noble's outfit, expert longsword.

Area 5 - Temple of Pelagia

Situated just outside of town is a small stone temple dedicated to Pelagia, a minor goddess of bards, the sea, and travel. The temple is run by Chalonna, a half-elf Clr4 and also a local historian. If the PCs visit and tell her of their investigation, she asks them to locate information on the disappearance of Lord Gregor so she can detail it in the town registry. She offers a 50 gp reward for any information they find. She also has a few scrolls for sale. They include *cure light wounds* (x4, 25 gp each), *cure moderate wounds* (x2, 150 gp each), and *bless* (x2, 100 gp each). All scrolls are at caster level 4th.

Chalonna, female half-elf Clr4 (Pelagia): HD 4d8+4 (24 hp); Spd 20'; AC 15; BtH +3 w/ +1 Spear for 1d8+1 dmg; Half-Elf traits: Human lineage; Secondary Trait: Charisma (+4 to all charisma checks); Move Silently; +2 to save vs. sleep/charm spells; Turn Undead; Significant Attributes: CON 13, WIS 17, CHA 14, Primes: WIS, CHA.

Languages Spoken: Elven, Common.

Equipment: +1 chain shirt, +1 spear, prayer books, healer's kit, divine scroll: *neutralize poison* (x3).

Spells Prepared: 0-level - *create water* (x2), *first aid* (x2), 1st-level - *bless*, *cure light wounds* (x2), *resist elements*; 2nd-level - *remove paralysis*, *lesser restoration*, *delay poison*.

Area 6 - Bronwyn's Elixirs

This small shop is owned and operated by Bronwyn, a former adventurer who gave up the dangerous life to settle down and pursue alchemy. She welcomes adventurers to her shop and if given time, she can process special orders. The following alchemical supplies and potions are available for sale. She also purchases unusual components and potions for half their market value.

Item	Cost	Number Available
Flammable Oil	25 gp	4
Potion of cure light wounds	75 gp	1
Potion of reduce person	300 gp	1
Potion of levitate	350 gp	2

Bronwyn, female human Wiz3: HD: 3d4 (8 hp); Spd 30'; AC 12; BtH +1 w/ dagger for 1d4 dmg; Notable Attributes DEX 13, INT 16, WIS 13, CHA 13; Primes: INT, CHA.

Languages Spoken: Common, Dwarven, Elven, Gnome.

Wizard Spells Prepared: 0-level - detect magic (x2), mage hand, read magic; 1st-level - comprehend languages, identify, unseen servant; 2nd-level - detect thoughts (x2).

Area 7 - The Lighthouse

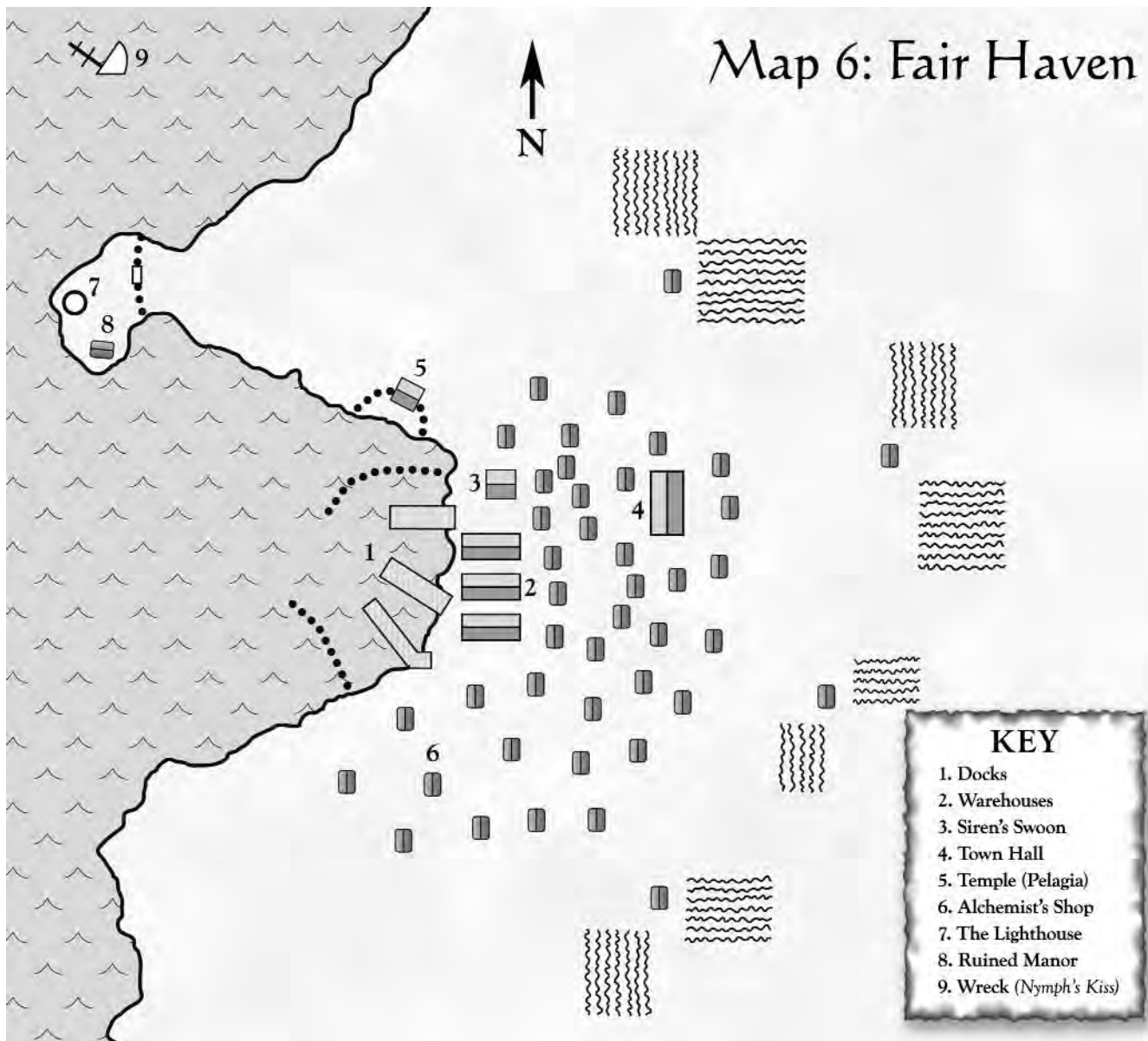
See part 1 for details.

Area 8 - The Ruined Manor House

See part 2 for details.

Area 9 - The Wreck of the Nymph's Kiss

Located about 1/4 mile north of the lighthouse is the wreck of the *Nymph's Kiss*. It rests on the sandy bottom in about 100 feet of water. It sports a broken mast and a long gash on its starboard side. All the valuables have been removed by the locathah, but if the CK desires, they could have missed something that could be a hook for further adventures. Of course, the PCs need to deal with the giant squid that now lairs in the wreck!

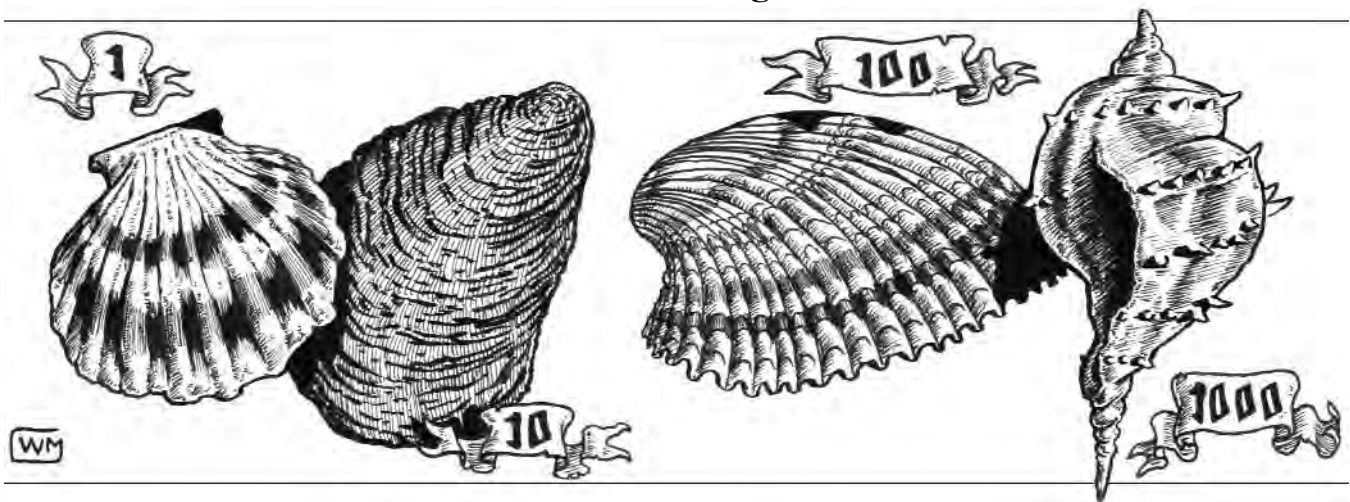


Appendix 2: Players' Handouts

Handout A: The Last Entry of the High Priest's Diary

I warned him! I warned him not to offend the Osg... but the foolish Lord thought he could... Oh, the blood when his throat was ripped out! I had to flee, I had no choice. Lord Gregor was finished, I just hope my wounds are not too... The door... no

Handout B: String of Shells



Handout C: Contract Written in Common

On this, the third day of June, the smugglers known as The Crimson Hand ("the band") reached an agreement with the tribe of locathah called the Lych-shar ("the tribe").

Over the next 6 months, the band agrees to provide the tribe with the following weapons:

- 300 longspears with metal heads
- 100 tridents with metal heads
- 40 fishing nets lined with metal hooks
- 150 metal daggers
- 1000 metal-tipped crossbow bolts

In return, the tribe will agree to provide the band with 5547 gold coins plundered from the wreck of the *Nymph's Kiss*. The gold will be transferred in 6 equal payments, one each month.

Mortimer Mortenson

Mortimer Mortenson

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Shae'mae