

The Sea Devils

A One-Round Dungeons & Dragons® Living Greyhawk™ Dullstrand/Sunndi Regional Adventure

Version 1.0

by Pierre van Rooden

Circle Reviewer: Pieter Sleijpen

Triad Reviewer: Martin Jennings

Playtesters: Floris Kraak, Mark Knobbe, Marco Lammers, Renout van Rijn, Tjalling Spaans, and Ward van Oosterum.

Raids from the sea plague the coastal towns, when sahuagin seek control of the coastal waters. For the Masters of Dullstrand, a safe haven is of prime importance. To secure the seafaring trade, sacrifices have to be made. But are the devils of the deep really interested to talk?

A one-round regional adventure set in the Dullstrand for characters level 5-14 (APLs 6-12). Note: The Dullstrand and Sunndi version are exactly the same. Only one can be played.

Resources for this adventure [and the authors of those works] include *Blackmoor* [Dave Arneson], *Dungeonscape* [Jason Bulmahn and Richt Burlew], *Miniatures Handbook* [Mike Donais, Skaff Elias, Rob Heinsoo, and Jonathan Tweet], *Spell Compendium* [Matthew, Jeff, Grubb, Mike McArtor], *Stormwrack* [Richard Baker, Joseph D. Carriker, Jr., Jennifer Clarke Wilkes] and *The Sea Devils* [Skip Williams].

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc.

Visit the LIVING GREYHAWK website at www.rpga.com.

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You must be at least a HERALD-LEVEL GM to run this adventure. By sanctioning and reporting this adventure, you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round Dullstrand/Sunndi crossover Regional adventure set in the Dullstrand. Characters native to Dullstrand or Sunndi pay 1 Time Units per round. All other characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per time unit. Rich Upkeep costs 50 gp per time unit. Luxury Upkeep costs 100 gp per time unit. Characters that fail to pay at least Standard Upkeep retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

This scenario takes place for a large part underwater. As such, you need to be familiar with the rules for underwater combat, as detailed on page 92-93 of the *Dungeon Master's Guide*.

NEW RULE ITEMS

Regional adventures often utilize new rules items – including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

Centuries ago, the sahuagin were a race of much more power than they are today. Spiteful aggressors, they claimed large amounts of territory, taking control of coastal waters and raising crude temples and shrines

where they would offer their prisoners in bloody rites to their shark lord Sekolah.

Their territory included the Azure Sea, the Strait of Gearnat, and large areas of the Solnor.

Now, their power is greatly diminished. While still a powerful race, the other races of the sea have driven them back from many places they once kept. To mankind, this old empire of under water kings is hardly known. Only the legends of the sahuagin – and the oldest tales of the sea elves – contain this lore.

One area that the sahuagin held was the Solnor coast. The area that is now the Dullstrand, was once under control of the sea devils. At that time, the sea was higher, and larger parts of the coast were covered by water. Since it was not a well traveled place, the sahuagin had free reign to build and prosper, and they build several structures along the coast, in honor of their god.

When they were driven out, these structures were abandoned. Some fell to dust, others found use by new settlers. In most cases, the sahuagin gave up on them.

One of these buildings however, had a special significance as the main temple to Sekolah, and when the sea devils were forced out, they did not leave it easily. A powerful cleric of Sekolah named Sulantehk called forth a powerful summons, the Eye of Sekolah, to bring doom on those who would desecrate the site. Her summons was interrupted when the cleric was killed by invading elves, and the spell left unfinished, so the Eye never appeared. But the spell still lingered, and it is said the Eye is still there, sleeping, in the temple caverns, waiting to be summoned. Sulantehk was entombed then and there – her spirit unable to find rest. She still lies, undead, waiting, for someone to awaken her so she can finish the rite.

Now, year later, the temple site has been build on, the ruins remains taken in use for many decades by the faithful of Osprem in honor to their god. They call it the Eye of the Storm. They are unaware that they build their temple on the holy grounds of another deity, and the tomb of an undead priestess. And they may not care. But the sahuagin have returned after many years, and they seek to finish this spell, and rule the coast once more.

ADVENTURE SUMMARY

Introduction: The Masters of Dullstrand are looking for people to help settle a matter with the sahuagin who are raiding the coasts. They know someone who may be able to negotiate with the sea devils – a truce that is not widely supported.

There is some pressure behind the effort, as a ship of Perrenland mercenaries – aid for the war in Sunndi – is on its way and will arrive soon.

Encounter 1 [A Man of Peace]: The PCs meet Degado, a nautical expert, and the brain behind the negotiations. Degado eschews violence and believes peace is at hand if people are just willing to talk. He is sympathetic, but obviously naïve when it comes to the motivations of evil races.

Degado has set up the negotiations due to his contact, a female sahuagin priestess named Shasakal.

He asks the PCs to accompany him as his bodyguards, though he does not believe there will be any difficulty.

Encounter 2 [A Man of War]: The PCs meet Weyrin, a man in the employ of the exiled nobles from the Lordship of the Isles. He secretly lends his support to the sea elves of the Solnor, who do not believe in negotiations. Weyrin feels this is the time for a decisive strike, and tries to find out if the PCs agree with this.

If they do, he offers to place them in command of some of the armed forces that the lords have lent to protect the negotiators, with the intent to attack the sahuagin once their attention is on the negotiations.

Encounter 3 [The Eye of the Storm]: This encounter describes the Eye – the main rooms in the temple of Osprem that was built on top of the temple to Sekolah. The main rooms are the Sea Floor Room, the Entrance Hall, and the main temple, the Gateway to Heaven.

The Entrance Hall, the Coral Hall and the Sea Floor room are below sea level, protected from the sea water by magically created pockets of air.

Encounter 4 [The Quest for Peace]: If PCs support Degado, they enter The Eye, where they and Degado meet Shasakal, accompanied by a number of bodyguards and a powerful sahuagin baron named Razegul.

The negotiations start civil, but are disrupted when it becomes apparent that fighting has started outside. While Shasakal accuses the human forces from starting, it turns out that Razegul had no intention at all to let the negotiation succeed. He intends to despoil the temple, so the divine protection of the tower can be broken. His forces intent to free Sulantehk and let her summon the Eye, so it can release the doomsday creature, and have it destroy its adversaries, including the ship of Perrenland mercenaries – the price for support lent to the sahuagin by outside agents.

He orders Shasakal killed for her weakness, and the PCs have the choice to ally with the sahuagin in their fight.

Encounter 5 [The Quest for War]: The PCs, under command of Weyrin are ordered to attack the main force of the sahuagin. If they do not start the hostilities themselves, the sahuagin do – they were not willing to await the negotiations. While the fights begin, the wards on the tower are broken, as inside, Razegul despoils the temple.

Encounter 6 [The Ascent]: After the PCs win the fight, it becomes clear other sahuagin have entered the building: the magical protection is severed, and the rooms start to flood.

Not everyone is able to deal with the water, and the PCs may have to choose between saving these people and

bring them up, or following the sahuagin that entered the building and went down to the Sea Floor Room.

If they do, this leads to a delay, leading them to miss the Rite of Sekolah.

Above, the PCs note that a great storm has erupted.

Encounter 7 [The Descent]: Sulantehk has awoken, and entered the sea floor room, triggering some old sahuagin wards on the way. The PCs have to descend the watery depths, and deal with the traps in the Coral Hall before they can enter the Sea Floor Room.

Encounter 8 [The Rite of Sekolah]: Sulantehk, now a heucuva, attempts to finish the summoning spell, to call the Eye of Sekolah to her command.

If the PCs arrive in time they have to battle her and the sea beasts she has with her before they can undo the ritual and stop the freeing of the Eye.

Encounter 9 [The Eye of Sekolah]: If the PCs fail to interrupt the rite or arrive too late, they find the Sea Floor Room opened, entering into a giant cavern below it. The twisting tunnels open up in a large cavern, half of which is filled with air. From the shores of a sea-water lake, they experience the waking of the Eye - a kraken (or giant squid at lower APLs).

They have to defeat it before the stone gate to the outside opens – lest it escapes, and destroys everything in its path.

(Note: this encounter is optional if the PCs ran encounter 8 but failed).

Conclusion: If the Eye was defeated, or not awakened at all, the sahuagin retreat from the oast. An unnatural storm of great magnitude has picked up, and threatens the coastal villages and ships in the area, but the danger of a rampaging kraken is averted.

If the kraken does get loose, it sinks the ship of Perrenland mercenaries (part of whom escape in life boats), and destroys several sea elf villages before it turns on its own summoners. It threatens the area for several months, and disrupts trade, before it finally disappears to deep waters.

INTRODUCTION

The Masters of Dullstrand are looking for people to help settle a matter with the sahuagin who are raiding the coasts. They claim to know someone who may be able to negotiate with the sea devils. Unfortunately, the Masters face resistance against this approach: many citizens – including the merchants – believe negotiations with the sahuagin are fruitless. The Masters cannot rely on their support, and therefore need adventurers to escort and protect the main negotiator. They need this resolved quickly, as a ship of Perrenland mercenaries – aid for the war in Sunndi – is on its way and will arrive soon.

INTRODUCTION A – SUNNDI

If the PCs are in majority from Sunndi, they have received a request to be present at a small hearing in Hobrand Castle, situated at the border of Sunndi and the Dullstrand.

They are there at the invitation of Lord Dornatak, who has acquired their names from various people 'in the Sunndi military'. In reality the names come from various sources, including the Jade Mask and the Masters of Dullstrand themselves).

Lord Dornatak is a tall man with a bald head and a bushy moustache. While he is a bit older and can come off as a bit old-fashioned, he is a capable commander and a good host. When the PCs arrive, they are quickly led to an audience room, where Dornatak waits with another man.

You enter a large stone room. Despite the thick carpet and the fireplace, it is cool, almost cold, inside.

Lord Dornatak, the commander that summoned you here, stands next to the fireplace. He is talking to a short, thin man with wispy grey hair. As he sees you he nods.

"Ah! There they are. Come one in, my fellows. Take a seat. Come now, come now, I don't have all day.

I am Dornatak, happy to meet you. Let me get you some drinks, while you enlighten us with your names, something strong right? Right?"

He beckons to a few carafes on a small table.

Once the PCs decided whether to take a drink, and introduce themselves, Dornatak is quick to the point.

He takes the lead, while his guest hardly speaks.

"This man here is master Eyren, an official from our neighbouring country, over the hills to the west, the city of Dullstrand.

He has come to see with a problem. See, their coasts have recently been plagued with foul beasts, monstrous creatures called... called..."

"Saguagin," the old man says, nodding at you, "Sea devils."

"Devils? Really?" Dornatak frowns. "Well. These sahuagin are raiding the coast, and we can't have that. Thing is, they are quite a lot; hard to fight properly. It would take a long time and we really don't have that luxury.

You see, the Masters of Dullstrand have been so kind to come to our aid in the war. A large group of Perrenland mercenaries, called..."

- "Pax Mercuri", the man prompts.

"...I knew that; are coming this way. By ship, mind, so we can't have a war in our waters. The sahuagin might target them, in fact good chance that they will, a fleet full of arms.

Now, this would have been a major problem, but, fortunately, there has been a remarkable break through. A man named..eh.." -"Degado".

"Right, has managed to find the sahuagin willing to talk. Now, I would personally rather slice their throats, but we have to do with what we got. A truce would be preferable now than doing nothing.

Not everyone in the Dullstrand will support this decision though, so we have to look for independent people to help us guide the mission. This Degado man will be the diplomat that we trust to speak to the sahuagin to forge a deal. But we can't send him out there alone. We don't trust these sahuagin one bit. We need some guards to send, preferably some more capable than the mock soldiers provided as a military cohort. That's what we are asking you to do: to protect our emissary in the diplomatic talks with the sahuagin."

It is likely that the PCs have some questions. Eyren can provide the following background information:

- The raids have been going on for several months, though they have been limited to battles at sea and in remote coastal locations
- The sahuagin seem to have obtained weaponry from a second source, which made them bold enough to invade the coasts.
- The Perrenlanders will arrive in Dullstrand with a fleet containing over a hundred soldiers, and march to Hobrand Castle under escort. The arrival is expected in the next weeks. They are vital to the Sunndi war.
- "Pax Mercuri" is a contract used by Perrenlanders who hire themselves as mercenaries. They represent a reliable force with a stellar reputation (see the handout).
- The diplomatic mission is in ten days, in an old tower called the "Eye of the Storm", now used by the clergy of Osprem. The tower seems 'significant' to the sahuagin.
- Degado is a maritime expert, apparently a half aquatic elf.
- Starting point for the mission is Gnomeport, where Degado is now.
- There are soldiers for the mission, mercenaries provided by the exiled Lords of the Isles, as a token of good will. They are likely too inexperienced with strange situations to function properly as bodyguards though.

For information on the sahuagin and the organization of the diplomatic mission, the PCs should best talk to Degado, once they accept the mission.

The PCs may earn 50 gp x APL for their aide, half of which is to be paid on arrival in Gnomeport by Degado, to allow for purchases for the trip. (Note: pre-paid money spend for expendables used during the mission can be taken from overcap).

Assuming the PCs accept the mission, they have nine days to meet with Degado in Gnomeport. A message is sent to herald their arrival. They are advised to keep their mission quiet, not because it is a secret, but because locals may react unfavorably if they hear of it (a -5 penalty on Charisma based Checks with locals).

Note that for Sunndian members of the army, this counts as a military mission, and therefore members of the army cannot refuse the assignment.

Troubleshooting: It is possible that PCs disagree with the intended course of action, and expect only harm to come from it. While disappointing, Dornatak will accept it if the PCs decide to not agree to the mission.

However, if the PCs leave the castle, they receive a note from a beggar outside the gate.

The note reads:

“Come to the Glass Wench in the harbor of Gnomeport.

Captain Weyrin desires a word with you. ”

The beggar recalls the note was given him by a man in a cloak, who ‘smelled like the sea’.

The man was a sea elf spy for Weyrin.

The PCs do **not** get this note if they accepted to aid Dornatak.

INTRODUCTION B – DULLSTRAND CITY

If the PCs are in majority from Dullstrand City, they have received a request to come to the Citadel at noon.

The Citadel is at the centre of the town. It is a dark rock monolith, which seems to be the top of the pyramid. From here, the ‘Masters of Dullstrand’ run the town.

The person that asked for the PCs is Belilah Kaamrev, one of the five clan elders that run the Kaamrev clan. The original clan elder, Erdan Kaamrev, was murdered in 591 CY. The other two Masters of Dullstrand (Kjirg Grefstov and Chirney Retnev) refuse to allow the council to represent the clan, insisting on a single man. The five clan elders are reluctant to relinquish their power and so the Kaamrev has yet to be replaced. Belilah is one of the candidates to be presented as the clan’s representative for the Masters of Dullstrand. Bringing peace about may give him some leverage.

Entering the Pyramid-like fortress in the center of town has been remarkably easy. The Masters’ Militia have been notified of your arrival, and you are swiftly led to one of those small rooms that dot the pyramid’s interior.

There, you are greeted by a richly adorned man. He has a pockmarked face and blue eyes. His hair is graying, but long and full. On his right arm is a scarf in green and white. A small emblem on his shoulder shows two fish in a cross.

The man is occupied in some papers, but instantly rises as you enter.

“Ah, there you are. Sit down, please. Good that you could come here so quickly. I apologize for the mystery and the haste, but I hope all will be clear soon, and that you will find it in your interest to lend us your aid.

Now, I am Belilah Kaamrev, as you may have guessed. Can I have the confirmation of your names before we continue?”

Allow the PCs to introduce themselves. Belilah listens and takes some notes as they do so, while a servant enters to bring cool water.

Once the introductions are done, Belilah explains:

“Let’s get to business. Likely you have already been aware of this, as bad news travels fast, but over the past few months our coasts have been plagued with foul beasts, monstrous creatures called sahuagin; popularly known as sea devils.

They have attacked in droves, with weaponry that seems new and of high quality, the origins of which we can only guess at.

They are hard to fight. It will take a long time if we get into a serious war with them. Unfortunately, we don’t really have the luxury.

You see, the Masters have taken up them the taks to aid in another war – that of the Sunndians in the west. We have hired a large group of Perrenland mercenaries, who work under a contract called the Pax Mercuri, to aid in that war. They will be arriving in several weeks by ship; a fleet, in fact.

There is a fair chance that the sahuagin, in a warlike mind, will target them. It’s a fleet full of arms, so it is unlikely they will let it pass.

There would be little that we could do to stop such an attack, except... well, peace.

I admit it seems strange, but about a week ago a man named Degado, a sage in the life at sea, claimed he could breaker contact and sue for peace.

Now, I am sure we would all rather fight them and drive them back to the sea, but we don’t have the luxury. A truce, a peace treaty, even a temporary one, is all we can hope for at this notice.

Not everyone in the Dullstrand will support this decision though, so we have to look for independent people to help us guide the mission. This man, Degado, will be the diplomat that we trust to speak to the sahuagin to forge a deal. But we can’t send him out there alone. We don’t trust the sahuagin. We need some people that will travel with him as guards. The soldiers that have bene provided are not of the stock that we can trust to do the job – I am sad to say.

Hence, we need you to protect our emissary in the diplomatic talks with the sahuagin.”

It is likely that the PCs have some questions. Belilah can provide the following background information:

- The raids have been going on for several months, though they have been limited to battles at sea and in remote coastal locations
- The sahuagin seem to have obtained weaponry from a second source, which made them bold enough to invade the coasts.
- The Perrenlanders will arrive in Dullstrand with a fleet containing over a hundred soldiers, and march to Hobrand Castle under escort. The arrival is expected in the next weeks. They are vital to the Sunndi war.
- “Pax Mercuri” is a contract used by Perrenlanders who hire themselves as mercenaries. They represent a reliable force with a stellar reputation (see the handout).
- The diplomatic mission is in ten days, in an old tower called the “Eye of the Storm”, now used by the clergy of Osprem. The tower seems ‘significant’ to the sahuagin.
- Degado is a maritime expert, apparently a half aquatic elf.
- Starting point for the mission is Gnomeport, where Degado is now.
- There are soldiers for the mission, mercenaries provided by the exiled Lords of the Isles, as a token of good will. Belilah doesn’t trust them much, but there are few other forces – the militia are too small, and the Merchants’ Watch only operates in the city.

For information on the sahuagin and the organization of the diplomatic mission, the PCs should best talk to Degado, once they accept the mission.

The PCs may earn 50 gp x APL for their aid, half of which is to be paid on arrival in Gnomeport by Degado, to allow for purchases for the trip. (Note: pre-paid money spend for expendables used during the mission can be taken from overcap).

Assuming the PCs accept the mission, they have nine days to meet with Degado in Gnomeport. A message is sent to herald their arrival. They are advised to keep their mission quiet, not because it is a secret, but because locals may react unfavorably if they hear of it (a -5 penalty on Charisma based Checks with locals).

Note that for Sunndian members of the army, this counts as a military mission, and therefore members of the army cannot refuse the assignment.

Troubleshooting: It is possible that PCs disagree with the intended course of action, and expect only harm to come from it. While disappointing, Belilah will accept it if the PCs decide to not agree to the mission.

However, if the PCs leave the Citadel, they receive a note from a beggar outside the gate.

The note reads:

“Come to the Glass Wench in the harbor of Gnomeport.

Captain Weyrin desires a word with you.”

The beggar recalls the note was given him by a man in a cloak, who ‘smelled like the sea’.

The man was a sea elf spy for Weyrin.


The PCs do **not** get this note if they accepted to aid Belilah.

1: A MAN OF PEACE

If the PCs can convince Eyren or Belilah that they are willing to aid in the diplomatic mission, they are told to meet with Degado, the man who will lead the mission, in Gnomeport.

Once they meet up with him, they can travel to the a Osprem temple called the Eye of the Storm, where the diplomatic talks will be held. The Eye is located several miles southeast of Gnomeport.

Gnomeport is a bussle of activity when you arrive there. The small town at the top of the cliff houses many more humans than it normally should – most are not actually inhabitants, but soldiers, likely belonging to the dozen armed ships that are anchored in the harbor.

 **Gnomeport** (Small Town): Conventional; AL NG; 800 gp limit; Assets 32,000 gp; Population 800; Mixed (Gnome 400, Human 128, Dwarf 120, Halfling 80, Half-elf 32, Half-orc 32, Elf 8).

Originally a Gnomish settlement, this town has become an alternate port to Dullstrand City for many of the demi-humans of the region. This is one of the few places that actually has ship building facilities in the region.

Originally the gnomes established themselves in the caves in the cliff face, but over the years this town has changed in size and function. As the demi-human population grew more disillusioned with their treatment in Dullstrand City, many of them moved here and began to carve a home for themselves out of the cliff. About 400 C.Y. it was discovered that the town was located almost directly opposite one of the few large breaks in the reef that parallels the coast of the region. Some of the enterprising inhabitants of the town quickly saw the economical possibilities and had a small port area built. Unfortunately for them it soon became apparent that the harbor was not deep enough for the largest of the ships. Over the years the harbor has been slowly dredged, but it has only been in these last few years that the large ships can now dock.

Most of the gnomes and dwarfs live in caves in the cliff side, with the rest of the population living in buildings constructed on the cliff top. Unlike the rest of the region, the buildings of Gnomeport are built out of stone as the excavated materials from the caves have been used. All the buildings present the particularity that they have all been designed and built from the outset to accommodate both small and medium sized inhabitants. The tallest building in the town is the Bard’s College and

Inventor's Guild, which towers a full 5 stories over the rest of the houses (i.e. it is 5 stories high, the other buildings being 1-2 stories high.)

A feature of the dock area is that there is a large cave and a few smaller ones that can be sailed into when there is a high tide. The smaller ones all have a sluice gate which can be closed to turn them into dry docks. These facilities are appreciated for the ease it brings to the maintenance of the ships. Some shipbuilding also goes on in the small caves, but of smaller size ships for the moment.

Development: Degado can be found in the 'Cave Inn', a small gnome-run inn near the docks. He is expecting the PCs, and when they arrive welcomes them warmly.

The clientele of the inn you entered consists almost exclusively of gnomes. It is therefore not too hard to find the man you are looking for.

A tall man with pale skin and a halo of blond hair towers over the gnomes singing, not entirely false, a ditty to their delight.

When he catches eyes of you he holds up his hand to indicate you to wait.

He continues to finish the song, then excuses himself from the small crowd to walk over to you.

"Ah, sorry for that; a short but very educating old gnomish seafaring song, couldn't resist.

My name is Degado. I trust you were sent by the Masters of Dullstrand? You have been informed? Else let us sit down and discuss the details."

A full description of Degado, his background and goals can be found in Appendix 1. Refer to this for any information Degado can give regarding himself.

For the mission specifically, he can give the following information:

- The sahuagin are a folk of war. They are hard to convince to negotiations. Now that is succeeded, the opportunity must be grabbed
- The sahuagin cannot continue this war longer – they are hemmed in, with no support.
- Degado has studied the sahuagin and knows their ways. He believes to have the motives to coax a treaty out of it.
- He has set up the negotiations due to his contact, a female sahuagin priestess named Shasakal.
- It was his idea to hold it at the Eye of the Storm, an important historical mark for the sahuagin. (false: while Degado thinks so, Shasakal manipulated him into bringing it up. It is the sahuagin who desire to hold the talks there)
- The Eye is located on the eastern shoreline of an island about 10-15 miles southeast of Gnomeport.

You can provide this info quickly if you are in a time-sensitive environment, or roleplay it out. In the later case, play Degado as a man who is bright, hopeful for the

future, but possibly a bit too sure of his power to negotiate a truce. He strongly believes in reason, and simply cannot be convinced that anyone else would not think likewise.

In the end, he should come over as sincere – but his plans to negotiate peace should sound just a bit too farfetched to make the PCs feel comfortable (unless their PCs are of a similar mindset).

Eventually, Degado explains what he wishes of the PCs:

"I need to take a few people with me as bodyguards. I do not expect that I actually need protection; this is a mission of peace!"

But the sahuagin are a folk of hunters. They respect force of arms. They'll certainly bring some armed men, and expect us to do so too. Now I can take a few soldiers, but the people over here are hotheads. I need some people that can keep their cool.

It may be a bit boring, just sitting by to watch proceeds, but you'll be a part of a great step forward.

Can I count on you?"

Degado offers the PCs some time to accept. He has two days before he has the meeting at the Eye, which should give them some time to prepare, and also allows Weyrin to catch up with the PCs (see Encounter 2).

Degado can also arrange a small tour at the Eye of the Storm for the PCs the next day, if they wish.

Should they accept his offer, he is very pleased. He gives the PCs a first payment (25 gp x APL), and advises:

"Now, we are going to spend some time underwater. Well, not literally – there is air. But I would still advise to take some extra measures. Bringing means to breathe underwater could always be of help when you are at sea, especially when you spend time below the surface."

Degado can provide assistance in obtaining materials, through his many contacts. He can arrange access to scrolls of waterbreathing, scrolls of freedom of movement, potions of water breathing, potions/scrolls of swim, and a cloak of the manta ray.

At APL 6 (or at higher APLs if the PCs make a DC 20 Diplomacy check), he can arrange for one cloak of the manta ray and 6 scrolls and/or potions of swim to be lent, but (if unused/undamaged) these need to be returned.

Treasure: Advance payment to cover expenses:

APL 6: Coin: 150 gp.

APL 8: Coin: 200 gp.

APL 10: Coin: 250 gp.

APL 12: Coin: 300 gp.

After two days, he leaves for the Eye. If the PCs accept his offer, they travel with him (move to encounter 4).

Otherwise, he travels with four soldiers as his bodyguards.

2: A MAN OF WAR

Important: ONLY run this encounter if at least one PC openly expressed his doubts on the mission.

Once the PCs have had their talk with Degado, they are approached by one of Weyrin's men.

A tough looking sailor moves up to you as you move through the Gnomeport harbor.

"Yer the fellas hired by Degado?" he asks.

If the PCs confirm it, he continues:

"The capt'n, that be capt'n Weyrin, he be having a talk with ya. At his ship, the Glass Wench. O'er there."

He points to a small vessel further along the docks.

If they did not speak to Degado, but instead were referred here by Weyrin's agent, they are sent to him immediately.

Weyrin stays at his ship, the Glass Wench, in the harbor of Gnomeport.

The Glass Wench is a very small ship, but it suits Weyrin's needs. It's sides are painted in an blue-grey color, and it's sails are off-white, making it very hard to see when out on the sea.

The harbor of Gnomeport is a large set of docks and wharfs built against a towering cliff, riddled with caves. Some of the waterways actually lead into caves – you can see ships docked there, some of them undergoing repair.

The ship you are led too is tied to a long pier. It is a small ship, its bow painted a grayish blue.

A man with a neatly trimmed beard and wearing an old but well cared for uniform stands near the walkway, gazing down at you.

"You're the people hired for Degado, is that right? I am Weyrin. Captain Weyrin, commander of the Glass Wench and the forces you see here trooping around.

I figured we need a bit of a briefing."

A full description of Weyrin, his background and goals can be found in Appendix 1. Refer to this for any information Weyrin can give regarding himself.

Weyrin is officially in the employ of the exiled nobles from the Lordship of the Isles. The Lords have offered to finance the escort for the diplomatic mission, as the Masters' forces are not sufficient, and most other armed forces do not show themselves this far from Dullstrand City. The employment of the mercenaries by the Lords is a gift that is seen as a political move to stabilize relationships.

However, Weyrin is not fully loyal to them. He has made an agreement with the sea elves, and now wishes to draft the PCs in his plans.

After a short introduction, he asks the PCs about their opinion of Degado's plan. If the majority of the PCs support the plan, he smirks at them, tells them he thinks Degado is a fool – and that so are they. He then briefly explains that he has 100 men and 10 ships, to be stationed at a perimeter of approximately 500 ft from the tower, and that they will be 'at the ready' come trouble. He then, politely but firm, has them escorted off his ship again.

If they express doubts, he is willing to tell them more:

"This Degado fellow is a fool.

I can tell you, and it's no secret, that the elves of the Solnor see nothing in a peace treaty between the humans and their archenemies.

They don't much expect the sahuagin to agree to such a thing either – rumors have it many forces have been withdrawn, a likely to be stationed near Gnomeport.

Why the sahuagin would even agree on the talks is a mystery. The sea elves suspect with a treaty, that they will concentrate attack on them, only to then betray the humans and stab them in the back when the sea elves have been defeated.

We believe that it is wise to be prepared before they strike; and wiser still to strike first.

If the sahuagin move their forces here, we could do them a lot of damage if we can surprise them. Sea elf forces are already on their way. We only need people to lead my men into battle, to cut off their march, so the elves can deal with them.

In short, I need you, to lead my men. I ask you: forget this Degado. Let him pull his plan. Join me, and fight against this blight on the sea.

Weyrin is willing to pay the PCs what they would have received for aiding Degado (50 gp x APL), and expresses the gratitude of the sea elves.

He can tell the PCs the following:

- The sahuagin are a folk of war. They don't negotiate. If someone succeeded in talks, it must be a trap.
- The sahuagin would not start a war they can't continue– they must have support from outside.
- This has been confirmed as some sahuagin fight with weapons that they didn't make: great spears and guisarms.
- A month ago, a sea elf patrol, during an assault at a sahuagin stronghold, spotted a human fighting along the sahuagin. The man was killed. No interrogation was possible, but he did carry a holy symbol of Wastri.
- Degado is a fool, but he isn't bad. The sea elves do not wish him harm, as they believe he is kin. He has dangerous ideas though.

PCs should now make a choice: stay with Degado and quest for peace (encounter 4), or work for Weyrin, and go to war (encounter 5).

Should they accept Weyrin offer, he gives the PCs a first payment (25 gp x APL), so they can prepare and advises:

“The fight is sure to take place underwater. Bring means to breathe and move underwater, or we will be near powerless.”

Weyrin can provide assistance in obtaining materials, through his contacts with the sea elves. He can arrange access to scrolls of waterbreathing, scrolls of freedom of movement, potions of water breathing, potions/scrolls of swim and a cloak of the manta ray.

At APL 6 (or at higher APLs if the PCs make a DC 20 Diplomacy check), he will lend one cloak of the manta ray and 6 scrolls and/or potions of swim, but (if unused/undamaged) these need to be returned.

Treasure: Advance payment to cover expenses:

APL 6: Coin: 150 gp.

APL 8: Coin: 200 gp.

APL 10: Coin: 250 gp.

APL 12: Coin: 300 gp.

Troubleshooting: If the PCs tell Degado about the captain's plans, the man is not too worried.

“Sahuagin forces? Well, I assume they might draw their forces here. If the talks are successful, better to have the troops know quickly, right?”

And no worries, I expect there will be no disturbances. Surely the captain won't actually attack people who came to her to make peace, just because he is worried? It is far too late to change things now, anyway.”

PCs may be split in who to support. While it is theoretically possible to split up the party and later rejoin them that will likely not end well. Try to convince the PCs to make a choice together.

3: THE EYE OF THE STORM

This encounter describes the Eye – the main rooms in the temple of Osprem that was built on top of the temple to Sekolah. The main rooms are the Sea Floor Room, the Coral Hall, the Entrance Hall, and the main temple, the Gateway to Heaven.

The Entrance hall and the Sea Floor room are below sea level, protected from the sea water by magically created pockets of air.

If the PCs are with Degado, they get a brief tour of the Eye of the Storm by a young priest named Eldawayn. At the various locations, Degado can give additional explanations as noted below.

If the PCs support Weyrin, he can arrange a similar tour if the PCs request it even though they won't be stationed at the tower. The tour is one day prior to the diplomatic mission. Degado is then not available to offer additional comments.

Lighting: All rooms in the tower are illuminated by everburning torches, forged out of a dark green metal (a copper alloy) and shaped like fish. They are bolted to the walls and cannot be moved. The torches were features of the ancient tower, though the enchantments on them are recent.

Doors: Most rooms are much higher than seems necessary. This is because in the original tower, all rooms were flooded with water, allowing the extra space to be used by the sahuagin, who would swim. They likewise didn't need the stairs in the halls (later added by the priests).

For that reason, the doors are not level with the floor, but round holes in the middle of the walls. The bottom of an entrance is, on average, approximately 2 foot from floor level. To make the rooms accessible to humans, wooden stairs lead up and down each entrance.

The only exception to this is the see floor room. Inside, the door is level with the floor, as it is quite a small room.

1: Tower Roof

This open space rises approximately twenty feet above the waves. The surf crashes against sharp rocks surrounding an iron grid platform, which runs around a large glass dome. The dome is cleaned, though the stone work around it is covered by a thick green layer of dead algae.

A small door in a side building is the only way to enter. An iron stairway runs down to a peer. Both look distinctly unstable.

The pier is used to moor boats (such as when the PCs arrive), but it is slippery, and frequently flooded by waves. Except by still weather, a DC 5 Balance check is required every round on the pier to prevent slipping and falling into the water. The platform above is safe.

Degado (or a DC 18 Knowledge (nature) check) reveals that the algae are quite old, and are of a kind generally found under water – never above it. It appears the sea level must have been higher in older times.

2: Observatory

Most of the space in this room is occupied with gears and what looks like a gigantic spyglass – easily twenty feet tall. What it is supposed to look at is unclear; the roof is made of solid iron.

There is little space to move here – there is a small door that leads outside, and a stone stairwell going down.

The 'spyglass' is, a telescope. The iron dome can be opened up to the sky using the gears, and the telescope turned to look up.

A DC 15 knowledge (engineering) reveals that the building is fairly new – only a few years old. Eldawayn can confirm this.

3: The Gateway To Heaven

A large space is topped off by a giant glass dome, opening up to the sky above, where dark clouds gather promising rain. Pews are set in two sets of about a dozen rows. An isle leads up to a large altar of white marble, behind which rises a vertical white marble plate, on which is edged the image of a beautiful woman in a flowing gown, riding a dolphin. A great red curtain covers the walls.

This is the main temple of Osprem. It was built on the top floor of what was formerly a temple of Sekolah. In ancient times, when the tower was submerged, the room was used as a lookout post. Sahuagin would swim up to the glass dome to have a view of the Sahuagin Empire.

All this is unknown to the priests of Osprem. When they took over the ruins, the tower had already surfaced. They dressed the top floor to their desire, covering the strange signs that they assumed were abstract depictions of sea life with curtains, to not be a distraction to those that would come and pray.

They consecrated the room. It is kept clean and considered a place of peace. Desecration of this room in any way might invoke Osprem's wrath, and severely reduce the power of the wards that protect the tower. Eldawayn only explain this in such depth when asked, but otherwise he does warn:

"This is where we will have the meeting. It is sacred and peaceful. No blood has ever been spilled here. Osprem watches us."

Degado, having extensively studied the tower's origin, knows the room's original purpose. Since the subject is sensitive to the priests, he only tells this if the PCs seem eager for more information.

With a DC 15 Knowledge (engineering) check, one can deduce, from the shape of the dome, that it is originally a lookout. A DC 20 Knowledge (engineering) or Craft (stonemasonry) reveals, from the condition of the worked stone, that this room was once, though long ago, under water.

Anyone with stonecunning can tell that they are just above the surface of the water. Eldawayn can confirm this.

If anyone cares to look behind the curtains (not forbidden, though rather bard form during the tour), they find that the walls are drawn in bass reliefs of stylized underwater life. With some difficulty (a DC 10 Knowledge (nature) check) one can recognize barracudas, sharks, and squid, but also other fish of more obscure origin. All creatures are drawn vicious and with oversized teeth.

Degado (or a DC 25 Knowledge (religion) check) reveals that these are the typical way the sahuagin depict

the messengers of their shark deity, Sekolah. If not yet told, Degado then explains the room's origin.

4: Priest Quarters

Beyond the Gateway, dark wooden stairs go down. Side rooms, which are closed off with heavy canvas curtains, open up in small chambers.

The chambers are individual cleric's sleeping quarters.

There is little of interest here. A DC 20 Knowledge (engineering) or Craft (stonemasonry) reveals that the stairs are a recent addition. Eldawayn, if asked, explains that the stairs in the old ruins had already rotten away due to the water. Degado suspects that there were originally no stairs, as the sahuagin wouldn't need those when the tower was underwater.

5: The Entrance Hall

This enormous hall is shaped like an oyster. A set of enormous glass doors lead outside, to a pearl platform. Two ballistae are placed to either side of the doors, facing outward.

What is most amazing is how, twenty feet out from the doors, a wall of water rises up. Beyond it can be seen the marvels of the sea - fish swimming back and forth, and a clear view of the sea bedding with plant life and coral.

Inside though, everything is dry and the air is fresh.

Wooden stairs lead up and down. Another, smaller set of glass doors lead to area 6 (the aquarium).

Normally, two guards are stationed outside the entrance doors, which are, like most furnishings, quite recent, but nowadays, more troops are patrolling here. The ballista's (see Appendix 3) are recent, too.

Most are mercenaries. The priests can't afford them, but some are payed for by the Masters of Dullstrand, while others are graciously 'offered' by the exiled Lords of the Lordship of the Isles, now residing in Dullstrand City. Both parties feel that a good relation with the clerics of Osprem is valuable – and both wish to have first knowledge information about the upcoming diplomatic mission.

The air bubble that keeps the water out was set in place by the priests of Osprem when they took over the ruins decades ago. It is protected by a divine ward against dispelling. That same ward prevents people from teleporting inside the complex, or from breaching the walls through the ethereal plane. It is a good deterrent against possible invaders.

This is the location where the sahuagin will arrive to start the negotiations.

6: Aquaria.

Three gigantic tanks of water, are set in this room. Beautiful fish with the most fantastic colors swim around in scenery of multicolored twisted rock, and waving crests of anemones.

The base of the Aquaria has ingraved stone images of huge sharks.

Degado, or a DC 10 Knowledge (Nature) check identifies the fish as tropical and subtropical, occurring mostly in the Southern Solnor.

Degado also speculates that in ancient times, the tanks were used to breed sharks, used as guardians by the sahuagin.

7: Servants Quarters

These chambers house the few servants that stay in the tower. Each room can hold two people.

8: Acolyte Quarters

Beyond the Gateway, dark wooden stairs go down. Side rooms, again closed off with heavy canvas curtains, open up in small chambers.

The chambers are the acolyte's sleeping quarters (one room for two).

As with room 4, the stairs were added by the clerics of Osprem.

9: The Coral Hall

The walls of this room are decorated by beautiful coral in multiple colors, interspersed with strange, abstract symbols that seem to depict sharp-teethed fish.

The floor is set in a mosaic of bright stones, showing patterns of fish. In the center, with some imagination, you can make out the damaged mosaic of a large, fish-tailed, shark headed man wielding a trident.

At the end of the Halls is a large door of green metal. It looks like giant maw, The door patterned with enormous, interlocking teeth.

The Coral Hall, due to its size, is often used by the clerics for gatherings.

This room is perhaps the clearest sign that this was once a sahuagin abode. A DC 20 Knowledge (religion) check identifies the man in the mosaic as Sekolah, shark god and patron of the Sahuagin. A DC 20 Decipher Script check identifies the symbols at the walls as the Sahuagin runes for various dangerous fish (barracuda, hammerhead shark, tiger shark, white shark, moray eel, sea bass). Degado can also identify this.

A detect magic identifies a faint conjuration aura over the room. A detect undead detects a presence, but cannot point it out. If, for some reason, a PC casts such a spell, Eldawayn says that the clerics know of these auras, but have never figured out what causes it. If any undead are present, they have never shown themselves.

Degado, if present, suspects that they are holdovers from a battle over the tower, held in ancient times, causing the sahuagin to retreat from these waters.

In truth, the enchantment comes from the (deactivated) trap in this room (see encounter 7), and the

undead aura is that of Sulantehk, the heucuva buried below the mosaic floor (see encounter 8).

10: The Sea Floor Room

A thick layer of red and yellow sand covers the floor in this room. The walls are smooth, grey stone, irregular like lava rock.

Spaced about the room are stacks of crates and racks containing scrolls and books. A table and several chairs are placed in the center.

This room is most scared to Sekolah, but the clerics of Osprem use it as a library. This deep down, it is far too remote from their deity to have a functional use for rites, and the room is not much use for anything else.

The room was shielded from divination and barred against teleportation and interplanar travel from its ancient origins, making it suitable to store holy texts and for private reading.

Like the former room, a detect magic detects a faint conjuration aura. This aura is the remnant of an unfinished spell, whose magic still lingers.

Degado suspects that this room was used by the sahuagin for their rites to honor Sekolah.

Eldawayn, if queried about the original room, knows that there was a round, red stone altar in this room, but it has since been removed.

4: THE QUEST FOR PEACE

If the PCs support Degado, they can spend the night at the tower. In the morning, they and Degado are to meet the sahuagin delegation. The person they are to speak to is called Shasakal, a cleric of Sekolah. She'll be accompanied by an entourage of bodyguards.

The initial meeting with the sahuagin takes place at the entrance hall.

You have been standing here for some time.

While, as time advances, it becomes increasingly doubtful that the sahuagin will indeed heed the call, Degado is quite unfazed, humming happily to himself.

Then almost unexpectedly, shadows take form in the dark water far from the tower. Approaching are eight sahuagin, dressed in dark grey roped armor, and wielding wicked tridents.

The guards at the gate edge as the sahuagin get closer, until the group halts only a few feet from the watery wall.

For a few moments, they stare at you, with faces that seem unfit to convey any message but hatred and malice.

Then, the one in front, a yellow-colored sahuagin, moves forward, and steps through the watery wall, onto the platform.

A DC 17 Knowledge (nature) check reveals that the person stepping outside is a female sahuagin.

Give the PCs a moment to react. The sahuagin do not attack unless the PCs start a fight.

Degado smiles, and steps forward, extending his hands. The sahuagin ignores the invitation, but the man is unfazed.

"Shasakal", he says, his voice warm and his smile genuine, "how good to see you again. Finally, we meet again, after so long working towards peace and ..."

The sahuagin cuts him short, speaking with a high voice in accented common.

"That will do, Degado. I am not here for pleasantries. I am here to discuss a treaty."

She stares at you.

"I see you brought warriors."

Degado makes a gesture as if to dismiss your presence. "They insisted. I am sure we can talk peacefully..."

"It's wise to be prepared for war. I brought my own men.", Shasakal continues.

She becomes, and the other sahuagin step forward. One of them is truly massive, looking ready to tear you all limb from limb.

Again, give the PCs a moment to react. The sahuagin do not attack though they may look threatening.

"This is Razegul," Shasakal introduces the large sahuagin, "baron to Arghalat, prince of the dark waters of the Southern Solnor, lord of the coldest deeps. He is here to aid me."

Shasakal is a haughty priestess, who looks down on the puny humans, which she considered hairy beasts. Still, she is much to be preferred over her guards' captain, the cold and murderous Razegul.

Unlike him, she at least considers a treaty between the sahuagin and the humans worth a try – even though to her it is merely a means to win time to strengthen their positions, and focus on their main enemies, the sea elves.

She is unaware of the details of the deal the sahuagin made for their weapons, and does not realize that she was sent here due to the manipulations of Razegul, who has other plans.

Before the negotiations can begin, however, one of the Sahuagin, a fierce one with dark green glistening skin, steps forward and points his hand at the PCs.

A high pitched screech issues from the creature's mouth.

Degado looks a bit surprised. "He says he thinks you do not look worthy to be here," he says. "You look too soft and hairy to be proper warriors. He says... he challenges you? My."

The female sahuagin screeches in anger.

Degado stares at you.

"Shasakal is not happy. This wasn't planned... but a challenge issued can't be unturned. It's

probably wise to accept. To the sahuagin, a challenge is a most important thing, not to be turned down. It's how they gain status within the community, how they advance. To refuse would be a dread insult. Now if it was a blood duel..."

Eldayway steps forward, looking red. "No bloodshed in the temple! That would be sacrilege!"

Dehado shakes his head, "No no, no blood duel. He challenges you to a contest, not a fight. I think one of you should really accept. No magic, though – no spells are allowed in a challenge."

Let the PCs decide who will take on the contest. If a PC accepts the challenge, continue:

The sahuagin screeches again.

"He wishes you to eat with him, like a warrior. He proposes... oh dear."

The creature has pulled out a bag, and pulls from it a heart.

A DC 15 Heal or Knowledge (nature) check recognizes this heart as a humanoid heart – possible human, or, more likely, a sea elf. If no PC makes the check, Degado recognizes it as such.

Obviously, eating a humanoid heart is quite a foul act. It is not unthinkable that a PC may find himself capable to eat the heart as a test, but this should be noted as an evil act – including to any paladin or cleric of a good-aligned god who allows this to happen.

The PCs likely need to talk the sahuagin out of it. Allow them to argue for an alternate test. Let them provide arguments to convince them. The challenger is, at the moment, unfriendly. A good argument may better their attitude, while a bad argument may worsen it.

If the PCs somehow turn the sahuagin hostile, or don't argue at all but back down, he angrily declares (in sahuagin) that the PCs are cowards, and he claims the challenge as won (which Shasakal agrees to, just to prevent a fight from occurring). Treat this as if the PC refused the challenge, below.

Otherwise, the sahuagin eventually relents, and demands an alternate test.

The sahuagin snarls, then reaches back into the bag and pulls from it two large, greasy grey lumps. He thrusts one in your hands, and screeches again.

"It's the liver of a Mangot Eel," Degado says, obviously relieves, "A disgusting creature from the depths, but a simple animal. The taste of its flesh seems to be... disgusting. He wishes you to eat with him. He doesn't expect you to beat him, merely to... keep up."

The PCs have little time to prepare, as the sahuagin, who is unaffected by the horrible taste, immediately tucks in.

To 'win' the contest, the PC has to keep up, which means he has to finish the liver in three rounds. Each round, he has to make a Fort save, or get nauseated for 1d4 minutes (which means he loses the contest).

The first round the DC is 10 + ½ APL.

The second round the DC is 12 + ½ APL.

The third round the DC is 14 + ½ APL.

If the PC makes all three saves, he has kept up, and wins the sahuagin's grudging respect.

If he fails, the sahuagin screeches his superiority.

While the PCs are allowed to stay (as, though they lost, they accepted the challenge), the sahuagin gain a +2 morale bonus on saves vs. fear for the remainder of the encounter.

If the PCs refuse the challenge, there is a roar as the sahuagin ridicule the PCs. Razegul barks them into order, and they calm down. However, they gain a +2 morale bonus to attack rolls and saves vs. fear for the remainder of the encounter, having the PCs' cowardice proven.

After this show of muscles, Eldawayn offers to lead the delegation up, to the Gateway.

Note: PCs might expect treachery and suggest to keep the talks elsewhere. Shasakal and Degado insist it is kept there though. Shasakal would consider it an affront if her intentions were suggested to be less than honest, and Degado is aware of that.

The priest Eldawayn leads you up to the temple. The sahuagin follow, uncomfortable and irritable in the open air.

PCs that try to talk to the sahuagin find them uninterested in anything but tales regarding war and fighting.

Shasakal seems more interest in listening, though a DC 15 Sense Motive check reveals that she is feigning it, and that small talk actually irritates her. She shows some genuine interest if PCs mention Sekolah, and explains that deity's philosophies if requested.

Behind and in front of the altar are two chairs, and on either side a bench that can seat up to six.

The PCs and sahuagin guards are to be seated at the benches, opposite each other. Eldawayn invites Degado and Shasakal to take the chairs. He stands to the left, while a few other priests come over to present water and a few snacks made of sea weed.

The negotiations start. They go awkward at first, with Eldawayn attempting to lead the conversation between the two participants, but obviously not very adept at dealing with sahuagin. Shasakal manages to ignore what are apparent minor breaches in sahuagin 'etiquette', but after a few minutes Degado takes word, and things pick up. Soon, Shasakal and Degado are discussing the war.

Degado presses the need for peace to let both people flourish, arguing that war will lead to heavy losses at both sides. Shasakal seems convinced that the sahuagin have the upper hand, and desires that concessions – land – are made by the Dullstrand before a truce can be made.

The negotiations go on for a while. The PCs are not allowed to participate in the negotiations themselves, though it is possible they have questions. The sahuagin consider interruption rude, but Degado takes advice, and may get a question answered. The following is information you can relay if PCs show an interest in it:

- The Eye of the Storm tower is, indeed, a former sahuagin temple, once devoted to Sekolah.
- The sahuagin are interested to regain it, as they consider it an important piece of their heritage. They see it as a suitable bargain for peace. Obviously, the Osprey clerics refuse to discuss the possibility. Degado's suggestion to share the site is balked at by both parties.
- The sahuagin lay claim to more land, mostly coastal areas currently 'recovered' through the recent fighting.
- Shasakal is not the final arbiter over what is a good deal. The sahuagin baron will decide that.
- Shasakal believes that the humans are supporting the sea elves. A truce cannot exist as long as the humans continue that support.
- A truce with the sea elves is impossible and suggesting it awakens the woman's fury, making her fall into a rant over the unworthiness of these creatures, and their need for extinction.
- If asked directly on her opinion on humans (or other elves), she states that she doesn't care about land dwellers. Anyone making a DC 13 Sense Motive check can sense her despise for them though.
- While the sahuagin claim that they are 'winning' the war, further questioning on this fact reveals that they have occurred some heavy losses in the last weeks.

Of PCs do not interfere, simply skip ahead. After a half hour of incessant talking, with no side gaining much, the negotiations are interrupted.

The negotiations have reached an impasse when the door suddenly bursts open, and a young man in priestly robes runs inside.

He is panting heavily as he almost stumbles up to the altar. Eldawayn looks incredulous at the interruption, and is about to lecture the young man, when he blurts out: "Sea devils... and elves... They're fighting outside!"

A fight between a group of armed humans and sea elves, and a large group of sahuagin has started in the waters around the tower.

Give the PCs some time to react. They can question the young man, but he knows little – not even who started the fight. In the mean time, Shasakal turns to Degado, and (in sahuagin) accuses the elves from starting this, stating the negotiations are a trap. Degado looks confused, while Eldawayn calls for calm. Razegul and his

sahuagin meanwhile rise. They eye the PCs, but do not initially take action.

It is possible the PCs take initiative to fight. In that case, you can roll initiative and skip to the combat below, as the sahuagin expect this and instantly retaliate.

Otherwise, after some confusion, but before any PCs start to rush towards the doors, Razegul speaks:

"It is clear. Peace is no option with humans."

The sahuagin stares at you. "These negotiations are foolish; a sign of weakness. Now that you betrayed us, the Eye of Sekolah will be upon you! I will make it happen!"

Once we take this tower, he will destroy you, and those with you. The ships on the seas will be sunk and the waters turned red with the blood of you and your kin!

The seas are ours!"

He and his men then attack (roll for initiative as it will hardly be a surprise).

Of course, Razegul had no intention at all to let the negotiation succeed. His forces intended to take over the Eye all along (even if the fight wasn't started by them), so that they can release the doomsday creature, and have it destroy its adversaries, including the ship of Perrenland mercenaries – the price for support lent to the sahuagin by outside agents.

As the fighting starts, he orders Shasakal killed for her weakness (in sahuagin, so the PCs may not be aware of the order).

Creatures: Razegul is a near-insane, wrathful sahuagin baron. He is fanatic in his devotion to Sekolah, and believes that he is destined to lead the Solnor sahuagin. Success at releasing Sekolah's wrath is only a means to that end. He is aware that releasing the Eye will destroy a good portion of sahuagin territory as well – in fact, he has hopes it may weaken the defenses of the prince, who'll be forced to take steps, allowing him the right to challenge him for his authority in a blood duel (a common means of advancing through the ranks).

He is unafraid to die at the tower, having already mechanics in place through powerful favors to get himself resurrected should he fall.

His guards are not fully aware of these plans, but nevertheless fiercely loyal. They are bloodthirsty and have a fanatic hatred for elves (especially sea elves) and humans.

All APLs

🐉 **Shasakal:** female sahuagin cleric 3; hp 29; see Appendix 1.

🐉 **Degado:** male half-elf expert 8; hp 30; see Appendix 1.

APL 6 (EL 8)

🐉 **Razegul:** male sahuagin marshal 2/hexblade 3; hp 50; see Appendix 2.

🐉 **Sahuagin guards (5):** male sahuagin ranger 1; hp 24; see Appendix 2.

APL 8 (EL 10)

🐉 **Razegul:** male sahuagin marshal 2/hexblade 5; hp 77; see Appendix 2.

🐉 **Sahuagin guards (5):** male sahuagin ranger 3; hp 34; see Appendix 2.

APL 10 (EL 12)

🐉 **Razegul:** male sahuagin marshal 2/hexblade 7; hp 95; see Appendix 2.

🐉 **Sahuagin guards (5):** male sahuagin ranger 5; hp 48; see Appendix 2.

APL 12 (EL 14)

🐉 **Razegul:** male sahuagin marshal 2/hexblade 9; hp 95; see Appendix 2.

🐉 **Sahuagin guards (5):** male sahuagin ranger 7; hp 71; see Appendix 2.

Tactics: Razegul's aim is bloodshed – the more the better. He believes himself, and his men, superior to the PCs – but even if the PCs would slay him, his goal, the desecration of the temple, will be met. He and his guards seek to enter melee as soon as possible. Razegul's guards wait (delay) until their commander acts. He starts by granting his guards an extra move action, allowing them to get in position, and activates his master of tactics aura, followed by (in the next round) his motivate ardor ability (and entering melee himself). Since he cannot unobtrusively give orders during the diplomatic mission, his auras are not active. Note that this also applies to PC marshals.

The sahuagin ignore Degado, who is not challenge, and focus on the PCs.

Eldawayn initially seeks to end the fight by casting *calm emotions* (DC 14). Note that this is not likely to end the fight – it can merely delay it. Once blood is shed (see development), Eldawayn panics and flees with the acolytes.

Degado doesn't do anything; he is too baffled to fight. He doesn't threaten and thus doesn't provide flanking, so only is a hindrance on the battlefield.

Shasakal is mostly determined to stay alive. She fights on the defense, and may cast spells to buff or heal herself. She is too selfish to provide magic to the PCs, but does provide flanking if the situation warrants it.

Treasure: The following items can be found on Razegul and his men. Especially at APL 6, make sure the PCs notice the (silvered) trident.

Due to the time constraint, it is not likely the PCs can recover all of the loot immediately, though they can come back for it later.

If the PCs do spend the time to completely loot the bodies, the NPCs in encounter 6 drown, and the PCs miss the Rite of Sekolah.

APL 6: Loot 404 gp; Magic 1,120 gp; *amulet of natural armor* +1 (167 gp), +1 *sharkskin armor* (103 gp), +2 *silvered trident of warning* (850 gp); Total 1,524 gp.

APL 8: Loot 300 gp; Magic 3,266 gp; *amulet of natural armor* +1 (167 gp), *cloak of charisma* +2 (333 gp), +1 *sharkskin armor* x5 (103 gp each), +2 *sharkskin armor* (353 gp), +2 *silvered trident of warning* (850 gp), +1 *trident* x5 (193 gp each), *vest of resistance* +1 (83 gp); Total 3,566 gp.

APL 10: Loot 300 gp; Magic 4,515 gp; *amulet of natural armor* +2 (667 gp), *cloak of charisma* +2 (333 gp), *cloak of resistance* +1 x5 (83 gp each), *gauntlets of ogre power* (333 gp), +1 *sharkskin armor* x5 (103 gp each), +2 *sharkskin armor* (353 gp), +2 *silvered trident of warning* (850 gp), +1 *trident* x5 (193 gp each), *vest of resistance* +1 (83 gp); Total 4,814 gp.

APL 12: Loot 300 gp; Magic 7,179 gp; *amulet of health* +2 x5 (333 gp each), *amulet of natural armor* +2 (667 gp), *belt of giant strength* +4 (1,333 gp), *cloak of charisma* +2 (333 gp), *cloak of resistance* +1 x5 (83 gp each), +1 *sharkskin armor* x5 (103 gp each), +2 *sharkskin armor* (353 gp), +2 *silvered trident of warning* (850 gp), +1 *trident* x5 (193 gp each), *vest of resistance* +1 (83 gp); Total 7,479 gp.

Detect Magic Results: *amulet of health* +2 (moderate transmutation), *amulet of natural armor* +1 (faint transmutation), *amulet of natural armor* +2 (faint transmutation), *belt of giant strength* +4 (moderate transmutation), *cloak of charisma* +2 (moderate transmutation), *cloak of resistance* +1 (faint abjuration), +1 and +2 *sharkskin armor* (faint abjuration), +2 *silvered trident of warning* (moderate divination), +1 *trident* (faint evocation), *vest of resistance* +1 (faint abjuration).

Development: As soon as lethal damage is done in the temple, or any of those present die, read the following:

A sudden thundering sound, like a scream of rage made manifest in the crash of thunder, sounds overhead. Lightning strikes and the glass dome of the temple lights up like a torch, bathing everything momentarily in a blue glow.

The death or wound caused the desecration of the temple. While it doesn't, at this point, affect the battle, it is a sign for the sahuagin outside. With the desecration, the tower's divine protection is disrupted, and the tower becomes vulnerable to magical attacks.

Within several rounds, the sahuagin sorcerers target the center of the tower with dispelling magic, destroying the wards that protect the center of the tower. The air bubble is disrupted, and that level (area 5 down to area 10) floods. In addition, that part of the tower can now be teleported into, and the sahuagin waste no time getting the 'Teeth of Sekolah', an elite guard inside the Coral Hall (area 9), where they break open the floor. From the depths rises the heucuva Sulantehk, no longer held in place by the divine power. She then proceeds to start the Rite of Sekolah.

All this is likely not immediately apparent to the PCs, but shouting and the sound of rushing water soon

makes it obvious that there are problems below. Once the PCs deal with the sahuagin, they may desire to go down, to find the levels flooded.

There is some haste and little time for questions – Degado urges the PCs to aid whoever is in trouble downstairs.

Before they leave, if Shasakal, is alive, she warns the PCs:

The sahuagin woman fumes and her eyes look at Razegul with malice.

"Release the Eye, that he desires! He does not care that it destroys us, along with our prey! My home will be razed! What I built destroyed! Consumed!"

She looks at you.

"You! My enemies you are, or have become now. But darker still is the Eye! Yes, darker, more malign! The wrath of Sekolah! It is being raised, down below! I cannot stop it, too weak am I! But maybe, you, animals you may be... but powerful, I see that! Hurry down now! Yes! Hurry down! Destroy it before it is spawned!"

Shasakal doesn't know what the Eye is, only that it is a terrible, destructive avatar of Sekolah's power, a doomsday weapon of ancient origin.

She does not come with the PCs to fight it – despite her suggestion she doesn't believe they can actually stop it – but if allowed to leave, she enters the fight below. Now that she realizes what is happening, she fights her own kin in a furious bid for vengeance. She retains all her powers as she enters the fray – Sekolah truly is a bloodthirsty god.

If Shasakal died, Degado hazards a guess:

"All this... doesn't make sense. The Eye? The Eye? It's... a legend. An old one.

In ancient times, the sahuagin were supposed to be able to call upon Sekolah, to bring his wrath, his gaze, down upon their enemies. But it was dangerous. The wrath of the shark god kills without recognition of friend or foe.

If this Eye, this wrath, is raised... then it must be done at the lowest point of the tower, near the sea floor."

Degado is willing to follow the PCs if they allow it. While he doesn't fight and stays out of combat, the PCs may find his knowledge useful.

Troubleshooting: It is very unlikely that the PCs can prevent the desecration of the temple, but it is possible. For this, no lethal damage may be done to anyone present in the room. Obviously, the sahuagin try their very best to do exactly that – slaughtering the weaker clerics if need be.

If the PCs somehow manage to achieve to prevent bloodshed, the temple is not desecrated, and the sahuagin

clerics are unable to break through the wards. This means that the air bubble is not burst, and the 'Teeth of Sekolah' cannot teleport inside – nor does Sulantehk awaken. Instead, the Teeth make a desperate bid to desecrate the temple themselves, and fight their way inside. Allow the PCs to face the sahuagin from encounter 8, without the heucuva, as they go down into the halls below. Remember that, in that case, the area is not flooded. This makes that encounter a lot easier, though if the PCs somehow draw the combat in area 3 and yet desecrate the temple, the heucuva may still awaken, and proceeds according to plan (omit the sahuagin from that encounter).

If the PCs manage to defeat all sahuagin without desecrating the temple, award them full xp for the scenario.

5: THE QUEST FOR WAR

After their tour, the PCs are stationed on the Glass Wench. The Glass Wench is a small ship, a pinnacle (see Appendix 3) and lies about 500 feet out from the tower. There are eight such pinnacles, each holding 10 armed soldiers besides the sailors and the PCs.

The soldiers are mercenaries, sponsored by the Lords, refugees from the Lordship of the isles. They are to protect the tower should things go wrong. The ones under Weyrin's command however, are not averse to start trouble if needed. Weyrin is also on the ship. He orders the PCs to rest until they are called for.

The ship the PCs are on has a large, glass window in the bottom, allowing them to look down and see the waters beneath. A man is stationed here continually to watch what goes on. If anyone looks through it they see the following:

It is hard to see very far in the water. It quickly goes dark as you go deeper, and the only creatures you can see are some fish.

If you look at an angle, it is possible to see, in the distance, the tower's underwater entrance. It is quite easy to make out due to the lights.

Nothing happens for some time, but then a few of the sea elves onboard of the Glass Wench approach the PCs.

You notice three young elves staring at you. They are sea elves, with pale blue skin, dressed in sleek armor of a glistening green weedlike fiber. When they see that you noticed them, they stand up and walk up to you.

The one in front stares at you for a few moments, then says: "We heard you are to lead the humans to our aid. Is that true?"

The elf waits for the PCs to confirm before continuing.

"We do not have many experiences with men from the land. We have been told they trade with the

devils of the deep. So we think – why should we trust you? If your kin aides our enemies, how do we know you are on our side?"

While the elves are willing to believe the PCs are well intended, they consider it a matter of the PCs to have them earn their trust.

Allow the PCs to provide arguments to convince them. They are, at the moment, indifferent. A good argument may better their attitude, while a bad argument may worsen it.

If the PCs somehow turn them hostile, they angrily turn away and walk off. Otherwise, the main elf, Elandamarr, eventually offers them a solution (in, impatient, businesslike, or friendly tones, depending on their resulting attitude).

"Enough! There is a way to deal with this. A contest of wills. The Dolphin Prince will look on and watch it, and with his judgment we see if you are a promise to our people. He is never wrong.

Which of you consents to the test?"

Let the PCs decide who will take on the contest. If a PC accepts the challenge, continue:

"Good!" the elf laughs. "Bring the vat!"

One of the elves turns up, miraculously, carting a small barrel, sloshing with water. Inside, there is a flickering light.

"Inside this barrel is a young Mangot Eel," the elf says. "Its sting is terribly painful. You stick your arm inside, and keep it for, let us say, thirty seconds. If Sashelas feels you are worthy, then you surely he will give you strength to endure the pain, and not cause you to retract your arm!"

The PC who accepts the challenge can back off, but the elves see that as proof that they cannot be trusted.

A PC that complies, has to put in his arm for three rounds. As he does, the small eel starts thrashing, and the PC risks getting an electric jolt.

Each round, he needs to make a Ref save or a spark jumps on his arm, causes him to flinch and retract.

The first round the DC is 10 + ½ APL.

The second round the DC is 12 + ½ APL.

The third round the DC is 14 + ½ APL.

A PC may try to bite through the pain. In that case, he must make a Fort save of the same DC. If he succeeds, he can keep his arm in. Regardless of whether he makes the second save, he sustains 1d8 points of electricity damage.

If the PC retracts his arm, he 'loses' the challenge, but the elves say:

"It does not matter. You choose the Creator's judgment. You are surely one of us!"

And leave it at that. If a PC managed to keep his arm in (especially if he had to make a fort save), the elves are impressed.

Close to noon Weyrin is alerted by the bosun that something is going on. He beckons the PCs, and if they watch through the glass they see the following:

Shadows are taking form in the dark water far from the tower. Approaching it are eight sahuagin. They are dressed in dark grey roped armor, and, except for the first one, wield tridents.

The sahuagin approach the tower, halting before the bubble of air that seals the entrance.

It is hard to see what really goes on, but the sahuagin steps forward, entering the sphere. Soon, the others follow. The figure of a man seems to greet them, and lead them inside.

Nothing else seems to happen. Weyrin comments “keep informed” to the man on watch, and goes up again.

Things are quiet and tense for about two more hours. Then Weyrin orders the PCs towards him.

“I have information that the sahuagin forces are not far off. I believe they will make a stand soon. We cannot have that happen. A retaliating strike is the best option. Get down in the water and attack any sahuagin forces you deem are a threat – and you are very free to interpret what that means. Sea elf forces are on their way, but I desire you to take the lead and attack the front as soon as they show themselves, hence push our advantage. Understood?”

Allow the PCs to prepare themselves before they go in. If they have their own means to breathe underwater, they are expected to sue it, but if they don't, a sea elf cleric of Deep Sashelas is present to cast *water breathing*. In that case, the spell lasts for up to two hours on each PC.

Initially, nothing happens as the PCs enter the water and take up posts (likely at the sea floor, which is approximately 100 feet down at this point, and approximately 500 feet from the tower). After about ten minutes though, the sea devils first regiments approach the scene to take up positions.

Have the PCs make Spot and Hide checks to determine at what distance they notice each other. Take the highest Spot check and compare it to the lowest opposing Hide check. For each 2 points of difference, the encounter distance increases by 10 feet. Note that due to the water sight is impaired. If the PCs don't take action, the sahuagin notice the PCs at 180 feet (due to the sharks' scent). If the PCs somehow masked their scent, have the sahuagin make Spot rolls too.

If the sahuagin notice the PCs first, they move towards them. If they get within 120 feet without being noticed, they gain surprise and fire their crossbows. The next round, the sharks charge to attack.

If the PCs see the sahuagin first, they gain surprise.

In each case, you can describe the sahuagin as follows:

The first thing you notice dooming up out of the dark waters are three enormous sharks, speeding towards you. Behind follow four sahuagin, each wielding a trident.

The sahuagin do not attack until they get within 120 feet, or if the PCs attack first.

Creatures: The sahuagin are three elite ranger scouts and their commander. Each scout has a shark under his control.

The unit is here to scout the region – a larger group is following them and arrives soon after the scouts seek the confrontation with the PCs (or the PCs attack them).

APL 6 (EL 8)

🦈 **Sahuagin commander:** male sahuagin marshal 2/hexblade 3; hp 50; see Appendix 2.

🦈 **Sahuagin scouts (3):** male sahuagin ranger 1; hp 20; see Appendix 2.

🦈 **Large shark (3):** hp 38; see *Monster Manual* 279.

APL 8 (EL 10)

🦈 **Sahuagin commander:** male sahuagin marshal 2/hexblade 5; hp 77; see Appendix 2.

🦈 **Sahuagin scouts (3):** male sahuagin ranger 3; hp 34; see Appendix 2.

🦈 **Huge shark (3):** hp 65; see *Monster Manual* 279.

APL 10 (EL 12)

🦈 **Sahuagin commander:** male sahuagin marshal 2/hexblade 7; hp 95; see Appendix 2.

🦈 **Sahuagin scouts (3):** male sahuagin ranger 5; hp 48; see Appendix 2.

🦈 **Huge advanced elite shark (3):** hp 110; see Appendix 2.

APL 12 (EL 14)

🦈 **Sahuagin commander:** male sahuagin marshal 2/hexblade 9; hp 95; see Appendix 2.

🦈 **Sahuagin scouts (3):** male sahuagin ranger 7; hp 71; see Appendix 2.

🦈 **Dire shark (3):** hp 147; see *Monster Manual* 64.

Tactics: The sahuagin try to use their mobility in the water to their advantage, hoping to use speed and agility to attack individual targets as a group, quickly eliminating them.

They do not give quarter and fight to the death.

Ballista Fire: The guards at the tower are capable of firing one of the ballista's every two rounds. However, unless the PCs draw the combat close enough (within 200 ft), they won't do this, due to the huge penalties of firing the thing in the water.

If the PCs get close enough, the ballista's are fired by Tumauln, a 2nd lvl wizard/fighter (with Precise Shot), using a *wand of true strike*, while two guards reload. Due to the *true strike* the attack has a +23 to hit, but still takes a -2 penalty on every 5 feet of distance.

Treasure: The following items can be found on the sahuagin. Especially at APL 6, make sure the PCs notice the (silvered) trident.

Due to the time constraint, it is not likely the PCs can recover all of it immediately, but the army recovers it later.

If the PCs do spend time completely looting the bodies, the NPCs in encounter 6 drown, and the PCs miss the Rite of Shekolah.

APL 6: Loot 242 gp; Magic 1,303 gp; amulet of natural armor +1 (167 gp), net of snaring (833 gp), +1 sharkskin armor* (103 gp), +1 silvered trident (200 gp); Total 1,545 gp.

APL 8: Loot 180 gp; Magic 2,857 gp; amulet of natural armor +1 (167 gp), cloak of charisma +2 (333 gp), net of snaring (833 gp), +1 sharkskin armor x3 (103 gp each), +2 sharkskin armor (353 gp), +1 silvered trident (200 gp), +1 trident x3 (193 gp each), vest of resistance +1 (83 gp); Total 3,037 gp.

APL 10: Loot 180 gp; Magic 3,939 gp; amulet of natural armor +2 (667 gp), cloak of charisma +2 (333 gp), cloak of resistance +1 x3 (83 gp each), gauntlets of ogre power (333 gp), net of snaring (833 gp), +1 sharkskin armor x3 (103 gp each), +2 sharkskin armor (353 gp), +1 silvered trident (200 gp), +1 trident x3 (193 gp each), vest of resistance +1 (83 gp); Total 4,119 gp.

APL 12: Loot 180 gp; Magic 5,938 gp; amulet of health +2 x5 (333 gp each), amulet of natural armor +2 (667 gp), belt of giant strength +4 (1,333 gp), cloak of charisma +2 (333 gp), cloak of resistance +1 x3 (83 gp each), net of snaring (833 gp), +1 sharkskin armor x5 (103 gp each), +2 sharkskin armor (353 gp), +1 silvered trident (200 gp), +1 trident x3 (193 gp each), vest of resistance +1 (83 gp); Total 6,118 gp.

Detect Magic Results: amulet of health +2 (moderate transmutation), amulet of natural armor +1 (faint transmutation), amulet of natural armor +2 (faint transmutation), belt of giant strength +4 (moderate transmutation), cloak of charisma +2 (moderate transmutation), cloak of resistance +1 (faint abjuration), net of snaring (moderate evocation), +1 and +2 sharkskin armor (faint abjuration), +1 silvered trident (faint evocation), +1 trident (faint evocation), vest of resistance +1 (faint abjuration).

Development: While they fight their group, the PCs notice how around them, more fighting breaks out. Groups of sahuagin riding sharks clash with dolphin-riding sea elves and tritons.

There are hundreds of them - use the Monster Manual stats if you need to use them, but the PCs should normally not fight them. There are far too many to focus on - and it soon becomes apparent that this is not going to be the PCs greatest worry, as, shortly after their fight

with the sahuagin, the ward hat keeps the air bubble in the tower intact is dispelled.

Continue with Encounter 6.

6: THE ASCENT

After the PCs win the fight (either outside or inside), it becomes clear other sahuagin have entered the building, and the sahuagin have found a means to break the Osprey wards. The magical protection is severed, and the rooms start to flood

From inside, the PCs notice this as they leave the room.

From below comes a rushing sound, and rising up the stairs is the bubbling of waves of water. A large wave crashes at the top of the stairs, flooding the landing.

The water rises up to one foot on the landing, but then stops. The Gateway, which is slightly higher, stays dry.

From outside, the PCs are likely to notice the bubble bursting:

With the last of your direct opponents vanquished, a strange sound comes from the tower. The wall keeping the air inside the tower gives way. With a rush, the air escapes, water pouring into the tower. A wall of bubbles rises to the surface as the water sweeps away those inside.

If any PCs were inside, they have to make a DC 15 Reflex save or be swept of their feet and thrown to the walls, taking 1d6 points of bludgeoning damage.

Several people inside the hall are knocked unconscious as it happens. Others, unable to breath underwater, swim to the small pocket of air forming in the top of the hall, carrying their unconscious comrades with them.

The Entrance Halls is flooded; everything is washed away by the water. Outside, combat is still raging. Up at the top of the hall, fighting to keep their heads and those of their unconscious brethren above water, are several robed men and women - acolytes, likely.

If the PCs check on them, one of the acolytes, a woman named Teyli, holding an older man, turns to them:

"Please! Help us! I can't hold him much longer! If tiredness doesn't do me in, then maybe the sea devils... there are creatures down in the Coral Hall... I heard them, breaking and tearing... Please help us!"

The breaking and tearing were the sahuagin freeing Sulantehk. The message should indicate that something is going on downstairs, though there may not be time to intervene.

About eight other people – four unconscious – are trapped with Teyli (all wounded, low-level clerics and commoner servants). Without the PCs aiding them, they are certain to eventually tire and drown, or fall prey to the individual sahuagin preying around the building.

Escorting the people – and carrying the unconscious ones – is not a great effort, but it does slow the PCs down, leading them to miss the Rite of Sekolah. PCs can break up, but those that spend time moving the people cannot help with the trap in encounter 7. If Degado is with them, he can carry one NPC up.

If the PCs save the people and bring them up, once above they notice how a great storm has erupted.

7: THE DESCENT

When the PCs get down to the Coral Hall (area 9), they find that it has been disturbed:

The beauty of the Coral Hall has rudely been disrupted. The mosaic floor is filled with rubble. In the center is a hole, several feet deep, as if something broke out of the floor.

From behind the closed door at the end comes a high pitched, screeching sound.

A group of sahuagin managed to get down to the Coral Hall, where they broke open the floor and freed an undead priestess named Sulantehk from her slumber.

The sahuagin teleported down, an act made possible by the desecration of the temple of Osprey.

The sound is Sulanteh chanting her rite. A DC 17 Listen check (+1 per 20 feet if distance to the door) is needed to recognize spellcasting. A DC 17 Spellcraft check then identifies a *desecrate* being cast. With a DC 15 Knowledge (religion) one can make out that Sekolah is being invoked.

Trap: After her awakening, Sulantehk activated the traps in this room, before moving to the room beyond. The trap is set to guard the door.

It activates as soon as someone comes within 10 feet of the door, unless they speak a command word ('Eat Or Be Eaten' in the sahuagin language).

When it activates, several schools of sharp-teethed spectral fish similar to piranhas surge from the six runes engraved on the walls. They swarm and attack at random. Each round, each swarm attacks a random creature in the room. If a creature is attacked by more than one swarm, only one swarm deals damage, but each swarm gets an attack roll to see whether or not the target is hit. The attacks are force effects, and thus affect incorporeal beings.

The swarms are magic effects and cannot be attacked, but disabling or destroying a rune destroys the accompanying swarm and reduces the maximum number of attacks by one.

Those outside the room are safe.

When the trap has run its course, the fish disappear into the wall again until the trap is reset (a full round action to be performed by a cleric of Sekolah).

APL 6 (EL 6)

↗ **Ravenous Fish Trap:** see Appendix 1.

APL 8 (EL 8)

↗ **Ravenous Fish Trap:** see Appendix 1.

APL 10 (EL 10)

↗ **Ravenous Fish Trap:** see Appendix 1.

APL 12 (EL 12)

↗ **Ravenous Fish Trap:** see Appendix 1.

The door is not locked, but won't open while the trap is active. Once the entire trap is disabled or expires, the door can be opened normally.

It is not possible to dimension door through the door, as the Sea Floor room is still warded against teleportation and interplanar travel. Divination spells also don't work through it.

Development: If the PCs saved the trapped people in encounter 6 by taking them back to the surface, or if the trap expires before they can disable it, the rite in the room beyond passes before they can disrupt it.

In that case, read the following prior to the door being opened:

A deafening sound from an enormous explosion rocks the building, and you feel an enormous heat coming from the door, hot enough to warm the water around you.

While the door feels hot to the touch, it can be opened without problems.

If the PCs were in time, they instead stumble on the ritual.

In either case, move to Encounter 8.

8: THE RITE OF SEKOLAH

The rite to release the Eye is to be held in the Sea Floor room.

Whether the PCs are in time to prevent the rite from taking place depends on their choices early on. If they saved the trapped people in encounter 6 by taking them back to the surface, or if they waited for the trap in encounter 7 to expire, the rite has already passed. Read or paraphrase the following as they open the door (or otherwise enter):

The Sea Floor Room has been totally wrecked. There is an enormous hole, ten feet in diameter, in the floor. Huge chunks of rock from below the sandy floor surge up at its edges. The hole leads to a dark

and twisted tunnel with irregular, twisted walls of a smooth material.

The paint on the walls has peeled, as if a severe heat has surged through the room. The water inside is notable warmer, almost hot. The water is tainted red. Strewn about are sahuagin body parts, the remains of creatures ripped apart by some great force.

Sulantehk and her bodyguards have vanished, consumed by the energy that awakened the Eye and shattered the floor.

The only way to stop the Eye now is to enter the tunnel, and destroy it before it escapes. Move to Encounter 7. Any items not destroyed in the blast can be recovered (see treasure, below).

If the PCs did not dally, they find the rite in progress:

The Sea Floor room is filled with a strange, blue light, and a hum that seems to come from the walls and floor. In the center of the room stands, the withered husk of a sahuagin, dressed in tattered hide of an origin best not speculated on. Its arms are raised up, and it seems as if the light in the water origins from it. It is surrounded by five muscled sahuagin with horrible flaking gray skin, each sporting four arms. They turn towards you, bearing their teeth, and preparing for attack.

The air is filled with energy, like an electric charge, that seems to slowly be building.

Creatures: The creature in the center is Sulantehk, the original cleric who supervised the calling of the Eye so long ago. She has now risen as a heucuvah.

The five other sahuagin, despite their unhealthy looks, are not undead, but specially trained mutant sahuagin, so-called 'Teeth of Sekolah', who freed the priestess from her tomb.

Sulantehk's mission is to complete the rite, and finish the casting she so long ago started. She is not afraid to die – the casting will consume her anyway.

To summon the Eye, she has cast a *desecrate* spell, which now slowly builds up the energy of the original spell. It has to build for **three more rounds** before the final spell trigger – a simple gesture – finalizes it, though Sulantehk has to pay minimal attention to keeping it going.

Surprise: Unless the PCs found a way to not trigger the trap, no side is surprised. Sulantehk and the teeth have been aware of their arrival, as they hear the sound of the trap as it goes off. When they hear that it ends (i.e. the PCs disable the trap), they prepare for combat – the teeth drink their *potion of magic fang*, while Sulantehk summons the most powerful undead she can manage. The undead appears at the start of Sulantehk's turn in the first round.

Note: The EL of the scenario is adjusted by +1 at APL 6 due to the terrain disadvantage.

APL 6 (EL 9)

☛ **Sulantehk:** female sahuagin heucuva cleric 3; hp 43; see Appendix 1.

☛ **Sekolah's Teeth (5):** male sahuagin mutants fighter 1; hp 24; see Appendix 1.

APL 8 (EL 11)

☛ **Sulantehk:** female sahuagin heucuva cleric 6; hp 68; see Appendix 1.

☛ **Sekolah's Teeth (5):** male sahuagin mutants fighter 3; hp 42; see Appendix 1.

APL 10 (EL 13)

☛ **Sulantehk:** female sahuagin heucuva cleric 8; hp 85; see Appendix 1.

☛ **Sekolah's Teeth (5):** male sahuagin mutants fighter 4/blackguard 1; hp 60; see Appendix 1.

APL 12 (EL 15)

☛ **Sulantehk:** female sahuagin heucuva cleric 10; hp 102; see Appendix 1.

☛ **Sekolah's Teeth (5):** male sahuagin mutants fighter 4/blackguard 3; hp 78; see Appendix 1.

Tactics: Sulantehk's goal, and that of her body guards, is to keep her lasting through the ritual – that is, the three rounds it takes for the rite to finish. If Sulantehk dies before that time, the casting fails. And the Eye is not awakened – at least not this time.

The 'teeth' try to prevent anyone from getting close to Sulantehk. She, in turn, uses any means to hamper progress, casting spells like *inky cloud* to make it hard for anyone to target her with ranged combat, or barriers such as *wall of evil* to block fighters. She uses swift spells such as *blood wind* to empower the teeth, especially in the first round, but otherwise retreats into the darkness of an *inky cloud*, which means that she cannot specifically target anyone with her spells. She does not use her *dispel magic* to target individuals. Instead she uses it to counterspell or for an area dispel.

Sulantehk needs to spend at least a **move equivalent action** each round to build up the background spell. If she can't, for some reason, the spell won't build up for that round. This is a mental action, and thus doesn't need somatic or verbal components, but she needs to be able to take mental actions. I.e. she can power the spell if she is grappled, entangled, or paralyzed, but not if she is stunned, dazed, nauseated, or cowering.

Sulantehk is not afraid of melee, but realizes full well that her destruction ends the rite, and therefore may fall to any trick in the book – even bluffing surrender or defeat – if it can let her survive through the rounds.

The energy: It is obvious for anyone that energy is building up inside the room. If a PC studies the energy in the room (a standard action), a Knowledge(arcana) check can deduce the following (a *detect magic* detects magic of the necromancy and conjuration school and gives a +4 circumstance bonus on this check):

DC 15: The energy building up is extra-planar in origin.

DC 20: The energy is powering a spell. If the energy reaches it's peek, it will release, likely in a violent matter.

DC 25: The energy is divine and profane in nature. The actual spell is a conjuration spell. Something is being summoned.

DC 30: It takes three rounds before the energy reaches it's peek. When it does, anyone in the area will be suffering from the backlash.

DC 35: The spell power does not rise on its own, it needs some minimal attention from a divine caster.

DC 40: The energy is powered by a *desecrate* spell cast in the area. Undoing the *desecrate* halts the spell, though it can be recast.

Turning: As a side effect of the rite and Sulantehk's personal involvement, turning is ineffective against Sulantehk while the Sea Floor Room is *desecrated*. If the *desecrate* is dispelled or countered, turning works normal, though Sulantehk attempts to restore the *desecrate* as soon as possible, using a scroll or her *pearl of power* to recall it.

Other undead can be turned, though take the effects of the *desecrate* into account.

Treasure: The following are items found on Sulantehk and the teeth:

APL 6: Loot 53 gp; Magic 1308 gp; *amulet of natural armor* +1 x5 (167 gp), *pearl of power level 2* (333 gp), *potion of magic fang* x5 (4 gp), *rope scroll of desecrate* (17 gp), +1 *sharkskin armor** (103 gp); Total 1361 gp.

APL 8: Loot 33 gp; Magic 3158 gp; *amulet of natural armor* +1 x5 (167 gp), *pearl of power level 2* (333 gp), *periapt of wisdom* +2 (333 gp), *potion of magic fang* x5 (4 gp), *ring of protection* +1 x6 (167 gp), *rope scroll of desecrate* (17 gp), +1 *sharkskin armor** x6 (103 gp); Total 3191 gp.

APL 10: Loot 33 gp; Magic 5872 gp; *amulet of natural armor* +1 x5 (167 gp), +1 *breastplate* x5 (113 gp), *gauntlets of ogre power* x5 (333 gp), *pearl of power level 2* (333 gp), *periapt of wisdom* +4 (1,333 gp), *potion of magic fang* x5 (4 gp), *ring of protection* +1 x6 (167 gp), *rope scroll of desecrate* (17 gp), +1 *sharkskin armor** (103 gp); Total 5905 gp.

APL 12: Loot 36 gp; Magic 8163 gp; *amulet of natural armor* +1 x5 (167 gp), +2 *full plate armor* x5 (471 gp), *gauntlets of ogre power* x5 (333 gp), *pearl of power level 2* (333 gp), *periapt of wisdom* +4 (1,333 gp), *potion of magic fang* x5 (4 gp), *ring of protection* +1 x5 (167 gp), *ring of protection* +2 (667 gp), *rope scroll of desecrate* (17 gp), +1 *sharkskin armor** (103 gp); Total 8199 gp.

Detect Magic: *amulet of natural armor* +1 (faint transmutation), +1 *breastplate* (faint abjuration), +2 *full plate armor* (faint abjuration), *gauntlets of ogre power* (moderate transmutation), *pearl of power level 2* (strong transmutation), *periapt of wisdom* +2 (moderate transmutation), *periapt of wisdom* +4 (moderate transmutation), *potion of magic fang* (faint transmutation), *ring of protection* +1 (moderate abjuration), *ring of protection* +2 (moderate abjuration), *rope scroll of desecrate* (faint evocation[evil]), +1 *sharkskin armor* (faint abjuration)

If the PCs failed to stop the rite, most items are destroyed in the blast. The following items survive and can be recovered, even if the PCs entirely miss the rite (i.e. when they are too late):

APL 6: Loot 0 gp; Magic 436 gp; *pearl of power level 2* (333 gp), +1 *sharkskin armor** (103 gp); Total 436 gp.

APL 8: Loot 0 gp; Magic 1953 gp; *pearl of power level 2* (333 gp), *ring of protection* +1 x6 (167 gp), +1 *sharkskin armor** x6 (103 gp); Total 1953 gp.

APL 10: Loot 0 gp; Magic 2003 gp; +1 *breastplate* x5 (113 gp), *pearl of power level 2* (333 gp), *ring of protection* +1 x6 (167 gp), +1 *sharkskin armor** (103 gp); Total 2003 gp.

APL 12: Loot 0 gp; Magic 4293 gp; +2 *full plate armor* x5 (471 gp), *pearl of power level 2* (333 gp), *ring of protection* +1 x5 (167 gp), *ring of protection* +2 (667 gp), +1 *sharkskin armor** (103 gp); Total 4293 gp.

Development: If the PCs kill Sulantehk before 3 rounds pass while the room is *desecrated*, the rite fails. The Eye does not awaken, and it is possible the PCs may never know what was being summoned.

Dispelling the *desecrate* temporarily halts the progress. Sulantehk tries to recast the spell as soon as possible, either using a rope-scroll, or after recalling the spell with her *pearl of power*. If all avenues are lost, she flies in a frenzy and fights until destroyed.

If the spell is allowed to run its course, it finishes building up at the end of the third round. Sulantehk delays to the end of that round to finish the spell. The finishing is a mental standard action and does not draw attacks of opportunity.

When the spell is finished, the energy in the room detonates into a roaring ball of steam and shattered rock as it breaks open the floor and leaves a gaping ten feet diameter hole, centered on Sulantehk. Anyone within 10 feet from Sulantehk must make a save or suffer from the backlash:

APL 6: 4d6 (Reflex DC 16 / half)

APL 8: 6d6 (Reflex DC 18 / half)

APL 10: 8d6 (Reflex DC 20 / half)

APL 12: 10d6 (Reflex DC 22 / half)

Half of the energy is fire, half of it is bludgeoning damage.

Regardless of the amount of damage taken, the blast consumes both Sulantehk and all remaining sahuagin mutants, as they were part of the rite.

9: THE EYE OF SEKOLAH

If the PCs arrive too late, or fail to interrupt the rite, they find the Sea Floor Room opened.

In a time-critical environment, you can elect to skip this encounter if the PCs already fought Sulantehk but failed to stop her, instead assuming the Eye gets out before the PCs arrive at its cave. If you do run this in addition to encounter 8, the total amount of xp earned cannot exceed the cap.

The hole in the ground delves deep into the earth. Its walls are irregular but smooth, as if formed by steaming hot water. It twists and turns, and quickly goes dark, making it near impossible to tell where it goes or ends.

The tunnel averages at ten feet wide, but occasionally it widens to fifteen feet or narrows to five. It twists and turns, making it difficult to predict where it goes. If the PCs enter the tunnel and follow the passage, they meet no resistance. Continue with the following (which assumes the PCs either have darkvision or a light source)

After approximately 200 ft of the twisting tunnel, it steeply goes up, opening up in a small cavern, the top of which holds a small pocket of air.

The rock here is smooth as the tunnel, and the air slightly stale, but it is possible to breathe. Out there, you can see the glimmer of a watery surface from a pool.

If the PCs did not delay when they entered the tunnel they experience the wakening of the Eye of Sekolah.

Use the following description when the PCs see the Eye. As it hides underwater, this is likely once it attacks the PCs, as they come within the reach of its arms.

A horrible creature rises from the depths. It looks like a giant squid, but its skin is oily black, and in its head sits a single, red, baleful eye. Multiple tentacles sprout from around its monstrous beak, lined with horrible teeth. Its arms end in suckers lined with more teeth, and it lashes out at you.

Creatures: The Eye is a mighty beast, an intelligent, squid-like monster with a ravenous appetite. Setting it free on the ocean floor as the sahuagin have planned will destroy much of the sea life. Not only the human ships or the elven communities – the Eye is sure to also ravage the sahuagin's own communities.

The Eye is awaiting its release. **Three rounds** after the PCs arrive (no matter when they do, except when they significantly delayed), the gate opens, and the creature escapes.

The PCs have to destroy it, here and now – and be quick about it.

APL 6 (EL 10)

🐙 **The Eye, Awakened Giant Squid:** hp 93; see Appendix 1.

APL 8 (EL 12)

🐙 **The Eye, Kraken:** hp 290; see *Monster Manual* 162.

APL 10 (EL 14)

🐙 **The Eye, Advanced Kraken:** hp 403; see Appendix 1.

APL 12 (EL 16)

🐙 **The Eye, Advanced Kraken:** hp 528; see Appendix 1.

Tactics: While the Eye is aware that it will be free soon, it is also ravenous. It intends to leave as soon as the gate allows, but does not mind to get a bit of a snack – and some evil satisfaction of death and mayhem – before it departs.

The Eye strikes from the water as soon as he can reach the PCs. It prefers to go for spellcasters first with two of its tentacles – if possible grappling them and drawing them into his mouth. It uses its other tentacles or arms for those attempting to enter melee.

Since it stays under the surface of the water, missile weapons, and spells that require line of sight or line of effect cannot target it unless the archer or caster also enters the water. It is possible to ready an action and target its tentacles as it strikes out to those ashore, but a +4 cover bonus applies. This goes both ways: PCs that are out of the water also have cover against the Eye's attacks.

If it sustains more than half of its hit points on damage, it retreats fully below the surface, gaining full cover, and only fights those that enter the water to fight it. In this case, it activates the *elemental gem*, which is embedded in its forehead. Since breaking the gem is a standard action and prevents it from making attacks, it only uses this action when cornered.

Treasure: The only item of value is the elemental gem, in the creature's head.

All APLs: Magic 188 gp; *elemental gem, water* (188 gp); Total 188 gp.

Development: When the gate opens after three rounds, the Eye uses its jet ability to leave its prison at top speed. Once it is out, it speeds out towards its primary target (as instructed according to the rite), the mercenary ship.

It is not likely that the PCs can stop it after that, since at top speed (280 feet a round or faster) it is not likely the PCs can keep up with it. Some PCs may try, but in general, once the Eye leaves, the adventure is over.

PCs may try to stop the Eye by blocking the gate. The gate, once fully opened, is 20 feet high and 30 feet wide. Some spells can block the gate, but since the gate is under water, the caster likely has to enter the water to cast it. The Eye may be able to break through spells such as a *wall of ice*, but a *wall of force* imprisons it. In that case, the Eye fights till the death or until the spell wears off.

If the PCs succeed in killing the Eye, the danger is averted.

If they wish, the PCs can leave the cave through the gate, ending up at the bottom of the Eye of the Storm. From there, they can see the last sahuagin flee, either in the wake of the Eye, or pursued by sea elf warriors.

CONCLUSION

If the Eye was defeated, or not awakened at all, the sahuagin retreat from the coast. An unnatural storm of great magnitude has picked up, and threatens the coastal villages and ships in the area, but the danger of a rampaging kraken is averted.

If the kraken does get loose, it sinks the fleet of Perrenland mercenaries (part of whom escape in life boats), and destroys several sea elf villages before it turns on its own summoners. It threatens the area for several months, and disrupts trade, before it finally disappears to deep waters.

If the PCs choose to help the diplomatic mission – regardless of their success – they gain access to the **Lore of Degado**.

If they instead choose to fight for the elves, they gain the **Favor of the Sea Elves**.

Any PC that accepted the challenge of the sahuagin in encounter 4, and won, gains the **Respect of the Sea Devils**.

Any PC that accepted the challenge of the sea elves in encounter 5, and won, gains the **Respect of the Sea Elves**.

If the PCs managed to prevent the Kraken from breaking loose (either by defeating Sulantehk or the beast itself), earns the **Wrath of Sekolah**, but also **Osprem's Aid**.

Finally, all PCs obtain pay for their services (either from Degado or Weyrin), and gain the **Spoils of War**. The latter means that they gain access to all items with access 'Adventure' in the items found list as appropriate to their APL, even if they did not have had the opportunity to loot or even encountered them.

Treasure: Payment for services:

APL 6: Coin: 150 gp.

APL 8: Coin: 200 gp.

APL 10: Coin: 250 gp.

APL 12: Coin: 300 gp.

EPILOGUE

Degado stared out over the sea. A cold wind blew in, whipping up the sand that stung his eyes.

From the water, forms rose. The three sahuagin walked up to the beach, but did not set foot ashore. They stayed out, in the water.

Degado looked at them. He started to speak, but one of the sea devils held up his hand, silencing him.

"We no longer desire to speak with you. This is our last meeting."

Degado sputtered. "But... it's not too late! We can still talk!"

"We do not wish to talk. We can not live with the humans. We cannot live with the elves. These are our waters. We will not talk. We will war."

Degado shook his head. "Why begin a long and bloody war where thousands will be killed on both sides?"

The sea devil snarled. "We shall destroy man and reclaim the seas."

Degado stared at the creature. "Is there nothing I can say to make you reconsider?"

The sea devil shakes its head.

"Nothing."

Degado sighed, then shook his head, and turned away. He walked back to the edge of the beach. When he turned to look back, the creatures had gone.

"I'm sorry.", he says, "I'm so sorry."

CAMPAIGN CONSEQUENCES

This module has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back story and campaign all information requested is vital.

Please send your answers to madfox@planet.nl as soon as possible. General comments about the module are also welcomed at this address.

1. What was the composition of the party?
2. Who did the PCs decide to work for?
3. Who accepted the challenge of the Sahuagin/Sea elves? Did he/she win?
4. Did Shasakal die?
5. Were the clerics of Osprem saved?
6. Did the PCs disable the trap?
7. Did the PCs disrupt the rite?
8. Did the PCs stop the Eye of Sekolah?

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

4: The Quest for Peace

Fighting Razegul and the sahuagin

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

5: The Quest for War

Fighting the sahuagin

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

6: The Ascent

Saving the priests

ALL APLs	30 XP
----------	-------

7: The Descent

Passing the trapped hall

APL 6	150 XP
APL 8	180 XP
APL 10	210 XP
APL 12	240 XP

8: The Rite of Sekolah

Fighting Sulantehk and Sekolah's Teeth

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

9: The Eye of Sekolah

Fighting the Eye

APL 6	300 XP
APL 8	360 XP
APL 10	430 XP
APL 12	480 XP

Story Award

Succeeding to stop the release of the Eye of Sekolah:

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Discretionary roleplaying award

APL 2	180 XP
APL 4	225 XP
APL 6	270 XP

APL 8

315 XP

Total Possible Experience

APL 2	900 XP
APL 4	1125 XP
APL 6	1350 XP
APL 8	1575 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Encounter 1: A Man of Peace

APL 6: Coin: 150 gp.

APL 8: Coin: 200 gp.

APL 10: Coin: 250 gp.

APL 12: Coin: 300 gp.

Encounter 2: A Man of War

APL 6: Coin: 150 gp.

APL 8: Coin: 200 gp.

APL 10: Coin: 250 gp.

APL 12: Coin: 300 gp.

Encounter 4: The Quest for Peace

APL 6: Loot 404 gp; Magic 1,120 gp; amulet of natural armor +1 (167 gp), +1 sharkskin armor (103 gp), +2 silvered trident of warning (850 gp); Total 1,524 gp.

APL 8: Loot 300 gp; Magic 3,266 gp; amulet of natural armor +1 (167 gp), cloak of charisma +2 (333 gp), +1 sharkskin armor x5 (103 gp each), +2 sharkskin armor (353 gp), +2 silvered trident of warning (850 gp), +1 trident x5 (193 gp each), vest of resistance +1 (83 gp); Total 3,566 gp.

APL 10: Loot 300 gp; Magic 4,515 gp; amulet of natural armor +2 (667 gp), cloak of charisma +2 (333 gp), cloak of resistance +1 x5 (83 gp each), gauntlets of ogre power (333 gp), +1 sharkskin armor x5 (103 gp each), +2 sharkskin armor (353 gp), +2 silvered trident of warning (850 gp), +1 trident x5 (193 gp each), vest of resistance +1 (83 gp); Total 4,814 gp.

APL 12: Loot 300 gp; Magic 7,179 gp; amulet of health +2 x5 (333 gp each), amulet of natural armor +2 (667 gp), belt of giant strength +4 (1,333 gp), cloak of charisma +2 (333 gp), cloak of resistance +1 x5 (83 gp each), +1 sharkskin armor x5 (103 gp each), +2 sharkskin armor (353 gp), +2 silvered trident of warning (850 gp), +1 trident x5 (193 gp each), vest of resistance +1 (83 gp); Total 7,479 gp.

Encounter 5: The Quest for War

APL 6: Loot 242 gp; Magic 1,303 gp; amulet of natural armor +1 (167 gp), net of snaring (833 gp), +1 sharkskin armor* (103 gp), +1 silvered trident (200 gp); Total 1,545 gp.

APL 8: Loot 180 gp; Magic 2,857 gp; amulet of natural armor +1 (167 gp), cloak of charisma +2 (333 gp), net of snaring (833 gp), +1 sharkskin armor x3 (103 gp each), +2 sharkskin armor (353 gp), +1 silvered trident (200 gp), +1 trident x3 (193 gp each), vest of resistance +1 (83 gp); Total 3,037 gp.

APL 10: Loot 180 gp; Magic 3,939 gp; amulet of natural armor +2 (667 gp), cloak of charisma +2 (333 gp), cloak of resistance +1 x3 (83 gp each), gauntlets of ogre power (333 gp), net of snaring (833 gp), +1 sharkskin armor x3 (103 gp each), +2 sharkskin armor (353 gp), +1 silvered trident (200 gp), +1 trident x3 (193 gp each), vest of resistance +1 (83 gp); Total 4,119 gp.

APL 12: Loot 180 gp; Magic 5,938 gp; amulet of health +2 x5 (333 gp each), amulet of natural armor +2 (667 gp), belt of giant strength +4 (1,333 gp), cloak of charisma +2 (333 gp), cloak of resistance +1 x3 (83 gp each), net of snaring (833 gp), +1 sharkskin armor x5 (103 gp each), +2 sharkskin armor (353 gp), +1 silvered trident (200 gp), +1 trident x3 (193 gp each), vest of resistance +1 (83 gp); Total 6,118 gp.

Encounter 8: The Rite of Sekolah

APL 6: Loot 53 gp; Magic 1,308 gp; amulet of natural armor +1 x5 (167 gp), pearl of power level 2 (333 gp), potion of

magic fang x5 (4 gp), rope scroll of desecrate (17 gp), +1 sharkskin armor* (103 gp); Total 1,361 gp.

APL 8: Loot 33 gp; Magic 3,158 gp; amulet of natural armor +1 x5 (167 gp), pearl of power level 2 (333 gp), periapt of wisdom +2 (333 gp), potion of magic fang x5 (4 gp), ring of protection +1 x6 (167 gp), rope scroll of desecrate (17 gp), +1 sharkskin armor* x6 (103 gp); Total 3,191 gp.

APL 10: Loot 33 gp; Magic 5,872 gp; amulet of natural armor +1 x5 (167 gp), +1 breastplate x5 (113 gp), gauntlets of ogre power x5 (333 gp), pearl of power level 2 (333 gp), periapt of wisdom +4 (1,333 gp), potion of magic fang x5 (4 gp), ring of protection +1 x6 (167 gp), rope scroll of desecrate (17 gp), +1 sharkskin armor* (103 gp); Total 5,905 gp.

APL 12: Loot 36 gp; Magic 8,163 gp; amulet of natural armor +1 x5 (167 gp), +2 full plate armor x5 (471 gp), gauntlets of ogre power x5 (333 gp), pearl of power level 2 (333 gp), periapt of wisdom +4 (1,333 gp), potion of magic fang x5 (4 gp), ring of protection +1 x5 (167 gp), ring of protection +2 (667 gp), rope scroll of desecrate (17 gp), +1 sharkskin armor* (103 gp); Total 8,199 gp.

OR

APL 6: Loot 0 gp; Magic 436 gp; pearl of power level 2 (333 gp), +1 sharkskin armor* (103 gp); Total 436 gp.

APL 8: Loot 0 gp; Magic 1,953 gp; pearl of power level 2 (333 gp), ring of protection +1 x6 (167 gp), +1 sharkskin armor* x6 (103 gp); Total 1,953 gp.

APL 10: Loot 0 gp; Magic 2,003 gp; +1 breastplate x5 (113 gp), pearl of power level 2 (333 gp), ring of protection +1 x6 (167 gp), +1 sharkskin armor* (103 gp); Total 2,003 gp.

APL 12: Loot 0 gp; Magic 4,293 gp; +2 full plate armor x5 (471 gp), pearl of power level 2 (333 gp), ring of protection +1 x5 (167 gp), ring of protection +2 (667 gp), +1 sharkskin armor* (103 gp); Total 4,293 gp.

Encounter 9: The Eye of Sekolah

All APLs: Magic 188 gp; elemental gem, water (188 gp); Total 188 gp.

Conclusion

APL 6: Coin: 150 gp.

APL 8: Coin: 200 gp.

APL 10: Coin: 250 gp.

APL 12: Coin: 300 gp.

Treasure Cap

APL 6: 900 gp

APL 8: 1,300 gp

APL 10: 2,300 gp

APL 12: 3,300 gp

Total Possible Treasure

APL 6: 3,394 gp

APL 8: 7,345 gp

APL 10: 11,407 gp

APL 12: 16,466 gp

ADVENTURE RECORD ITEMS

Lore of Degado: For your aid, Degado is willing to teach you what he knows. The rhopan, sahuagin and kuo-toa languages become Open. Sahuagin cannot be properly spoken without magic aid, but it can be understood if learned.

Degado can also arrange regional access (Dullstrand/Sunndi) to all items marked with a * in the items found section.

Favor of the Sea Elves: You gain a +2 bonus on Diplomacy checks vs. sea elves and tritons. The sea elves also arrange regional access (Dullstrand/Sunndi) to all items marked with a * in the items found section.

Respect of the Sea Elves: You gain a +4 bonus on Diplomacy checks vs. sea elves (which does not stack with the favor of the sea elves).

Respect of the Sea Devils: You gain a +4 bonus on Intimidate checks vs. sahuagin.

Wrath of Sekolah: For foiling Sekolah, you earn his wrath. The attitude of all sahuagin and sharks towards you is one category worse than normal. If they have a choice of targets they favor you above others and they gain a +2 bonus on damage rolls against you. In addition, you can no longer summon sharks.

Osprems Aid: Osprems lightens some pain of Sekolah's wrath for your aid. If you could summon sharks, instead of a medium shark, you can now summon a manta ray, instead of a large shark a triton, and instead of a huge shark a sea cat. If the summoned shark has the infernal template, the new creatures (except the triton) gain the celestial template instead.

ITEM ACCESS

APL 6:

- +2 *silvered trident of warning* (Adventure; DMG, 10,205 gp)
- *cloak of the manta ray** (Adventure, DMG)
- *elemental gem (water)* (Adventure, DMG)
- *elixir of swimming** (Adventure, DMG)
- *helm of underwater action** (Adventure, DMG)
- *net of snaring* (Adventure, DMG)
- *pearl of power level 2* (Adventure, DMG)
- *potion of swim** (Adventure, *Spell Compendium*).
- *ring of improved swimming** (Adventure, DMG)
- *ring of swimming** (Adventure, DMG)
- *scroll of swim* *(Adventure, *Spell Compendium*)

APL 12 (all of APLs 6-10 plus the following):

- *planar fork* (Baator) (Adventure; PHB, 200 gp)

APPENDIX 1: NPCS

DEGADO

CR N.A.

Male half-elf expert 8

NG Medium humanoid (half-elf, aquatic)

Init +0; **Senses** low-light vision; Listen +1, Spot +1

Languages Common, Elf, Aquan, Kua-toa, Old Oeridian, Rhopan, Sahuagin, Sylvan

AC 10, touch 10, flat-footed 10
(+0 Dex)

hp 30 (7HD)

Immune magical sleep

Fort +1, **Ref** +1, **Will** +6 (+8 vs. enchantment spells or effects)

Speed 30 ft. (6 squares), Swim 30 ft.;

Melee walking stick (as club) +4 (1d6-1)

Base Atk +5; **Grp** +4 **Combat Gear** walking stick

Abilities Str 8, Dex 11, Con 10, Int 14, Wis 10, Cha 12

SQ amphibious

Feats Elf lore, Investigator, Iron Will

Skills Decipher Script +12, Diplomacy +8, Gather Information +10, Knowledge (arcana)+9 (+11 when related to the sea), Knowledge(history)+14 (+16 when related to the sea), Knowledge(geography)+8 (+10 when related to the sea), Knowledge(local: The Splintered Suns)+9 (+11 when related to the sea), Knowledge(nature)+14 (+16 when related to the sea), Knowledge(religion)+14 (+16 when related to the sea), Listen +1, Spot +1, Search +5, Spellcraft +5, Swim +4 **Possessions** combat gear plus notebook

Amphibious (Ex) Although Degado is aquatic, he can survive indefinitely on land.

Skills Degado can always choose to take 10 on a Swim check, even if distracted or endangered. he can use the run action while swimming, provided he swims in a straight line.

Description: Degado is a tall man with very pale skin, piercing grey eyes and waving, white hair. He wears dashing clothes, often quite colorful, and moves about with a walking stick. He obviously doesn't need it for support, but likes to wield it as a tool, tapping it on the floor to punctuate when he talks, or using it as an extension of his arm when pointing things out. He has elfish features – fine lined face and a slightly pointed ears, belaying his fey heritage.

While he is aquatic and can breathe underwater, he has no gills, though his fingers are slightly webbed.

He is generally calm, but can get passionate when discussion turns to the topic he has specialized in: life in the sea.

Personality: A true scientist, Degado gathers all facts and rumors on sea life that he can. There are few people who know more about the sea than he does.

He is a man who applies logic and fact – it confuses him that people would think otherwise to solve a problem. He abhors violence, and makes the – naïve – assumption that all problems can be talked out, and that

all species, if they just sit down and talk rationally, can co-exist in peace. His refusal to treat the sahuagin as enemies has earned their trust – or so he thinks – and led to the invitation to peace talks. Even though his trust is proven misplaced in this scenario, he nevertheless continues to belief that peace is within reach, only requiring more negotiations. Something minor as an attempt to murder him and his associates isn't going to get him to relinquish that thought.

Background: Degado does not generally speak of his heritage. His mother was an aquatic fey, but he doesn't know much about her. He has a brother named Bardebo 'in the north', whom he hasn't visited in years.

Combat: Degado doesn't fight unless somehow forced to (i.e. though a *dominate* spell). Though his walking stick might double as a club, he considers any use of force a lost cause.

Still, since the sahuagin, being warriors, do not realize this, he might provide flanking if maneuvered in the right spot (as long as he holds his walking stick). He generally tries to move out of melee unless prevented from doing so.

Lore: Degado knows a lot about the sea. Most of his knowledge skills are focused on it. As such, he gets a +2 circumstance bonus on any Knowledge check related to the sea.

Goals: Degado goals are pure: he desires peace, and thinks he can achieve it by convincing the sahuagin that the coast can be shared. He feels some offers might need to be made (i.e. by 'returning' land to the sea devils). He dreams of the days when sahuagin and sea elves can live together in peace. Unfortunately, the sea elves do not see it the same way, and are actively frustrating his plans. They do not bear him ill will, but see him as a fool, and treat him (and anyone who agrees with him) as such.

WEYRIN**CR N.A.**

Male human (Oeridian) fighter 2/rogue 4

N Medium humanoid (human)

Init +3; **Senses** low-light vision; Listen +1, Spot +1**Languages** Common, Elf, Aquan**AC** 17, touch 12, flat-footed 15

(+2 Dex, +4 armor, +1 shield)

hp 42 (6 HD)**Fort** +6, **Ref** +7, **Will** +1**Speed** 30 ft. (6 squares);**Melee** +1 *silvered cutlass* +6 (1d6+1/19-20) or**Ranged** masterwork aquatic crossbow +9 (1d8/19-20)**Base Atk** +5; **Grp** +6 **Atk Options** Sneak attack 2d6**Combat Gear** +1 *silvered cutlass*, masterwork aquatic crossbow**Abilities** Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8**Feats** Combat Expertise, Exotic Weapon Proficiency (aquatic crossbow), Improved Trip, Leadership, Weapon Focus (cutlass)**Skills** Balance +14, Climb +10, Intimidate +8, Jump +12, Knowledge (local) +8, Listen +9, Profession(sailor) +9, Spot +9, Tumble +14 **Possessions** combat gear plus +1 *studded armor*, masterwork buckler

Description: Weyrin is a rough man, sun tanned, and with a full red beard, which he keeps neatly trimmed. He wears an old uniform of the former Idee navy, in which he once served before the Sacret Brotherhood took it. The uniform is worn, but kept in good shape. He carries an ornate, silvered cutlass at his side.

Personality: He is a passionate man, who loves the sea and hates the sahuagin with a passion. He is just, though unremorsefully strict with his men, who both fear and respect him.

He has a good report with the aquatic elves. They have a history that goes back quite long, and he has bartered many deals with them.

Towards the PCs, Weyrin keeps up a fair demeanor, even if their apparent chaotic live of adventuring appalls him, as he has need for them. His disdain shows through to the more chaotic types on occasion, while those who prove to be of a more lawful bent can find his sympathy.

As a soldier, Weyrin is

Background: Weyrin was originally a captain in the Idee fleet, before the Scarlet brotherhood invaded Idee and took it over. He fought in several battles against them, and even joined in fights when the Great Kingdom retook the country. However, he was disappointed when it then fell under the rule of Barzaan, and since then retreated, turning to ply his skills on the Solnor instead.

There, he took up several missions for the aquatic elves that inhabited the deep, aiding them in their war against the sahuagin, generally by the smuggling of arms and weapons. He and his crew have been under attack of the sahuagin several times, and he has lost a fair share of his men to them.

Combat: Weyrin is a smart fighter, who leaves the power attacks to his men, while he tries to move himself to flanking positions from where he can use his abilities best. He trips when possible, or disarms if he plans to take someone alive – which, with the sahuagin, is nobody.

He stays aboard the ship during the battle, protecting it and its crew from the sahuagins' assault. As such, it is unlikely the PCs will see him in combat.

Goals: Weyrin considers the sahuagin monsters. He considers the idea of a diplomatic resolution preposterous, and readily agreed when the sea elves contacted him with plans to take on the sahuagin head on.

He relies on the backup of the sea elves to succeed, but needs the PCs to make sure that their lead, as powerful adventurers, allow him to rally his men to take a stand until the elves arrive.

He is willing to take responsibility for the PCs should they decide to attack first – after all, they do so on his command.

SHASAKAL

CR N.A.

Female sahuagin cleric 3

LE Medium Humanoid (aquatic)

Init +2; **Senses** Blindsight 30 ft., darkvision 60 ft.;

Listen +9 (+13 underwater), Spot +9 (+13 underwater)

Languages Common, Aquatic, Sahuagin; speak with sharks

AC 18, touch 12, flat-footed 17
(+2 Dex, +2 armor, +5 natural)

hp 34 (5 HD)

Fort +7, **Ref** +6, **Will** +12

Weakness Fresh water sensitivity, light blindness, water dependent

Speed 30 ft. (6 squares), swim 60 ft. (12 squares);

Melee talon +5/+5/+5/+5 (1d4+1) and

Melee bite +3 (1d4) or

Base Atk +4; **Grp** +5

Atk Options Blood frenzy, rake +3 (1d4)

Abilities Str 12, Dex 14, Con 15, Int 14, Wis 18, Cha 12

Feats Great Fortitude, Iron Will, Multiattack^B

Skills Bluff +3, Handle Animal +6 (+10 with sharks),

Hide +7 (+11 underwater), Listen +9 (+13

underwater), Knowledge(history) +5,

Knowledge(religion) +7, Profession (hunter) +4, Ride

+4, Spot +9 (+13 underwater), Survival +4, Swim +9

Cleric Spells Prepared (CL 3rd):

2nd— *bull's strength*, *enthrall*^P (DC 17), *hold person* (DC 17), *spiritual weapon* (trident, attack +8, 1d8+1)

1st— *command* (DC 16), *cure light wounds* (DC 15), *entropic shield*, *protection from good*^P (CL 7th), *sanctuary* (DC 15)

0— *detect magic*, *guidance*, *light*, *read magic*, *resistance*

D: Domain spell. Deity: Shekolah. Domains: Evil (cast evil spells at +1 caster level), Tyranny (+1 on save DC for Enchantment (compulsion) spells)

‡ Already cast

Possessions masterwork cord armor, spell pouch

Description: Shasakal is a thin, yellow skinned sahuagin female. Her head is crowned with barbed spines, and her teeth are sharp and brilliant white. She is less muscled than most sahuagin, but more slender and graceful.

Shasakal wears a custom cord armor made from a dark green barbed weed. She carries an elaborately carved silvered trident, a token of her status as priestess of Sekolah.

Personality: Being less strong as normal sahuagin, Shasakal has learned to depend on her wits. She is a manipulative schemer, who seeks strategic advantage through alliances and favors. She is eager to give a promise for aid – even with non sahuagin, though in those cases a promise merely lasts until the granted favor has proved its used.

Shasakal has learned to hide her own motivations, and can manage a friendly attitude – for a sahuagin – with even those she despises. Whether that demeanor

lasts beyond the meeting is very dependent on the profit that can be reaped.

Background: Shasakal is a sahuagin priestess, with responsibilities over a settlement on the fringes of the sahuagin empire, where frequent skirmishes occur with the sea elves. She met Degado years ago, when she was washed ashore after a pitched battle with the sea elves. She was surprised to find the half-elf that found her caring for her to health.

Since then, she maintained contact, feeling indebted towards him. Defado believes her to be his friend, but she tells herself she is merely fulfilling a debt, and can turn on him the moment it has been paid.

Now, with the diplomatic mission, she believes that debt to be fulfilled. She also hopes that a successful truce will propel her status upward, allowing her to challenge a higher priestess for her place.

Combat: While Shasakal is capable enough in a fight, she prefers to manipulate or direct others to fight for her. Being less strong than other sahuagin, she relies more on her wit and spells, especially those that compel others to do her will.

Like most priestesses of Sekolah, defeat is unacceptable, and she rather fights to the death than to surrender or flee.

Goals: Shasakal's main goal is to find a temporary truce, while gaining such advantage in the process.

She is aware that the humans will rather have peace. Her intentions are to give them the idea that a treaty would stave off utter defeat. Once this is established, she offers peace in exchange for as much terrain she can claim – shifting the borders of the sahuagin empire, so they encompass ancestral lands, possibly even the Eye of the Storm. She is well aware that without such benefits, the baron will not agree to any truce.

Shasakal also desires a truce herself. The war with the humans detracts from the fights against the sea elves, making her own community suffer. With a truce, the sahuagin can fight what she believes are their real foes. The humans can be dealt with later...

APPENDIX 2 APL 6

Note: For the sahuagin racial abilities: blindsense, speak with sharks, fresh water sensitivity, light blindness, water dependent, blood frenzy and rake, see *Monster Manual* 217.

4: THE QUEST FOR PEACE

RAZEGUL

CR 6

Male sahuagin marshal 2/hexblade 3*

* Complete Warrior p. 6

LE Medium Humanoid (aquatic)

Init +3; **Senses** Blindsense 30 ft., darkvision 60 ft.;

Listen +9 (+13 underwater), Spot +9 (+13 underwater)

Languages Common, Aquatic, Sahuagin; speak with sharks

AC 20, touch 10, flat-footed 19
(+0 Dex, +6 natural, +4 armor)

hp 50 (7 HD)

Fort +8 (+10 vs spells), **Ref** +7 (+9 vs spells), **Will** +11 (+13 vs spells); arcane resistance, mettle

Weakness Fresh water sensitivity, light blindness, water dependent

Speed 30 ft. (6 squares), swim 60 ft. (12 squares);

Melee talon +10/+10 (1d4+4) and

Melee bite +8 (1d4+2) or

Melee +2 *silvered trident of warning* +13/+8 (1d8+7) and

Melee bite +8 (1d4+2)

Base Atk +6/+1; **Grp** +8

Atk Options blood frenzy, rake+8 (1d4+2), minor aura (master of tactics), major aura (motivate attack), Power Attack

Special Actions hexblade's curse 1/day (DC 13)

Combat Gear +2 *silvered trident of warning*

Abilities Str 18, Dex 10, Con 15, Int 14, Wis 14, Cha 14

Feats Great Fortitude, Multiattack^B, Power Attack, Skill Focus (Diplomacy)^B, Weapon Focus (trident)

Skills Concentration +9, Diplomacy +5, Handle Animal +9 (+13 with sharks), Intimidate +11, Hide -1 (+3 underwater), Listen +9 (+13 underwater), Profession (hunter) +2, Ride +6, Sense Motive +6, Spellcraft +5, Spot +9 (+13 underwater), Survival +2, Swim +10

Possessions combat gear plus +1 *sharkskin armor**, *amulet of natural armor* +1

Arcane Resistance (Su) A hexblade gains a bonus equal to his Cha bonus (minimum +1) on saving throws against spells and spell-like effects.

Mettle (Ex) A hexblade can resist magical and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect.

An unconscious or sleeping hexblade does not gain the benefit of mettle.

Hexblade's Curse (Su) As a free action a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10 + ½ hexblade's class level + hexblade's Cha modifier) negates the effect. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Auras (Ex): The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies.

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

* **Master of Tactics:** +2 bonus on damage rolls when flanking.

Major Aura: A major aura lets allies add +1 to certain rolls.

* **Motivate Attack:** +1 bonus on melee attack rolls.

*) See Appendix 3

RAZEGUL

(When under commander's aura)

Melee talon +11/+11 (1d4+4) and

Melee bite +9 (1d4+2) or

Melee +2 *silvered trident of warning* +14/+9 (1d8+7) and

Melee bite +9 (1d4+2)

Atk Options blood frenzy, rake+9 (1d4+2), minor aura (master of tactics), major aura (motivate attack), Power Attack

RAZEGUL

(When under commander's aura and flanking)

Melee talon +11/+11 (1d4+6) and

Melee bite +9 (1d4+4) or

Melee +2 *silvered trident of warning* +14/+9 (1d8+9) and

Melee bite +9 (1d4+4)

Atk Options blood frenzy, rake+9 (1d4+4), minor aura (master of tactics), major aura (motivate attack), Power Attack

SAHUAGIN GUARDS

CR 3

Male sahuagin ranger 1

LE Medium Humanoid (aquatic)

Init +3; **Senses** Blindsense 30 ft., darkvision 60 ft.; Listen +8 (+12 underwater), Spot +8 (+12 underwater)

Languages Common, Aquatic, Sahuagin; speak with sharks

AC 21, touch 13, flat-footed 17
(+3 Dex, +5 natural, +3 armor)

hp 20 (3 HD)

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

Weakness Fresh water sensitivity, light blindness, water dependent

Speed 30 ft. (6 squares), swim 60 ft. (12 squares);

Melee talon +7/+7 (1d4+4) and

Melee bite +5 (1d4+2) or

Melee masterwork trident +8 (1d8+6) and

Melee bite +5 (1d4+2) or

Ranged aquatic longbow +6 (1d8/x3) or

Ranged Touch net +6 (entangle)

Base Atk +3; **Grp** +7

Atk Options blood frenzy, favored enemy (elves +2), rake +5 (1d4+2), Power Attack

Special Actions animal empathy -1

Combat Gear masterwork trident, aquatic longbow*, net

Abilities Str 19, Dex 16, Con 15, Int 14, Wis 14, Cha 6

Feats Great Fortitude, Multiattack^B, Power Attack, Track^B

Skills Handle Animal +4 (+8 with sharks), Hide +8 (+12 underwater), Listen +8 (+12 underwater), Profession (hunter) +2, Ride +5, Spot +8 (+12 underwater), Survival +6, Swim +10,

Possessions combat gear plus masterwork sharkskin armor*

*) See Appendix 3

SAHUAGIN GUARDS

(When under commander's aura)

Melee talon +8/+8 (1d4+4) and

Melee bite +6 (1d4+2) or

Melee masterwork trident +9 (1d8+6) and

Melee bite +6 (1d4+2)

Atk Options Blood frenzy, favored enemy (elves +2), rake +6 (1d4+2), Power Attack

SAHUAGIN GUARDS

(When under commander's aura and flanking)

Melee talon +8/+8 (1d4+6) and

Melee bite +6 (1d4+4) or

Melee masterwork trident +9 (1d8+8) and

Melee bite +6 (1d4+4)

Ranged aquatic longbow +6 (1d8+2/x3)

Atk Options Blood frenzy, favored enemy (elves +2), rake +6 (1d4+4), Power Attack

5: THE QUEST FOR WAR

SAGHUAGIN COMMANDER

CR 6

Male sahuagin marshal 2/hexblade 3*

* Complete Warrior p. 6

LE Medium Humanoid (aquatic)

Init +3; **Senses** Blindsense 30 ft., darkvision 60 ft.; Listen +9 (+13 underwater), Spot +9 (+13 underwater)

Languages Common, Aquatic, Sahuagin; speak with sharks

AC 20, touch 10, flat-footed 19
(+0 Dex, +6 natural, +4 armor)

hp 50 (7 HD)

Fort +8 (+10 vs spells), **Ref** +7 (+9 vs spells), **Will** +11 (+13 vs spells); arcane resistance, mettle

Weakness Fresh water sensitivity, light blindness, water dependent

Speed 30 ft. (6 squares), swim 60 ft. (12 squares);

Melee talon +10/+10 (1d4+4) and

Melee bite +8 (1d4+2) or

Melee +1 *silvered trident* +12/+7 (1d8+6) and

Melee bite +8 (1d4+2)

Base Atk +6/+1; **Grp** +8

Atk Options blood frenzy, rake+8 (1d4+2), minor aura (master of tactics), major aura (motivate attack), Power Attack

Special Actions hexblade's curse 1/day (DC 13)

Combat Gear +1 *silvered trident*

Abilities Str 18, Dex 10, Con 15, Int 14, Wis 14, Cha 14

Feats Great Fortitude, Multiattack^B, Power Attack, Skill Focus (Diplomacy)^B, Weapon Focus (trident)

Skills Concentration +9, Diplomacy +5, Handle Animal +9 (+13 with sharks), Intimidate +11, Hide -1 (+3 underwater), Listen +9 (+13 underwater), Profession (hunter) +2, Ride +6, Sense Motive +6, Spellcraft +5, Spot +9 (+13 underwater), Survival +2, Swim +10

Possessions combat gear plus +1 *sharkskin armor**, *amulet of natural armor* +1

Arcane Resistance (Su) A hexblade gains a bonus equal to his Cha bonus (minimum +1) on saving throws against spells and spell-like effects.

Mettle (Ex) A hexblade can resist magical and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude

partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of mettle.

Hexblade's Curse (Su) As a free action a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks and weapon damage rolls for 1 hour thereafter. A successful Will save (DC10 + ½ hexblade's class level + hexblade's Cha modifier) negates the effect. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Auras (Ex): The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies.

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

* **Master of Tactics:** +2 bonus on damage rolls when flanking.

Major Aura: A major aura lets allies add +1 to certain rolls.

* **Motivate Attack:** +1 bonus on melee attack rolls.

*) See Appendix 3

SAGHUAGIN COMMANDER

(When under commander's aura)

Melee talon +11/+11 (1d4+4) and

Melee bite +9 (1d4+2) or

Melee +1 *silvered trident* +13/+8 (1d8+6) and

Melee bite +9 (1d4+2)

Atk Options blood frenzy, rake+9 (1d4+2), minor aura (master of tactics), major aura (motivate attack), Power Attack

SAGHUAGIN COMMANDER

(When under commander's aura and flanking)

Melee talon +11/+11 (1d4+6) and

Melee bite +9 (1d4+4) or

Melee +1 *trident* +13/+8 (1d8+9) and

Melee bite +9 (1d4+4)

Atk Options blood frenzy, rake+9 (1d4+4), minor aura (master of tactics), major aura (motivate attack), Power Attack

SAHUAGIN SCOUTS

CR 3

Male sahuagin ranger 1

LE Medium Humanoid (aquatic)

Init +3; **Senses** Blindsight 30 ft., darkvision 60 ft.;

Listen +8 (+12 underwater), Spot +8 (+12 underwater)

Languages Common, Aquatic, Sahuagin; speak with sharks

AC 21, touch 13, flat-footed 17

(+3 Dex, +5 natural, +3 armor)

hp 20 (3 HD)

Fort +6, **Ref** +8, **Will** +5

Weakness Fresh water sensitivity, light blindness, water dependent

Speed 30 ft. (6 squares), swim 60 ft. (12 squares);

Melee talon +7/+7 (1d4+4) and

Melee bite +5 (1d4+2) or

Melee masterwork trident +8 (1d8+6) and

Melee bite +5 (1d4+2) or

Ranged aquatic longbow +6 (1d8/x3) or

Ranged Touch net +6 (entangle) or

Ranged Touch *net of snaring*** +9 (entangle)

Base Atk +3; **Grp** +7

Atk Options blood frenzy, favored enemy (elves +2), rake +5 (1d4+2), Power Attack

Special Actions animal empathy -1

Combat Gear masterwork trident, aquatic longbow*, net OR *net of snaring***

Abilities Str 18, Dex 17, Con 15, Int 14, Wis 14, Cha 6

Feats Great Fortitude, Multiattack^B, Power Attack, Track^B

Skills Handle Animal +4 (+8 with sharks), Hide +8

(+12 underwater), Listen +8 (+12 underwater),

Profession (hunter) +2, Ride +5, Spot +8 (+12

underwater), Survival +6, Swim +10,

Possessions combat gear plus masterwork sharkskin armor*

*) See Appendix 3

) Only **one scout has a *net of snaring*

SAHUAGIN SCOUTS

(When under commander's aura)

Melee talon +8/+8 (1d4+4) and

Melee bite +6 (1d4+2) or

Melee masterwork trident +9 (1d8+6) and

Melee bite +6 (1d4+2)

Atk Options blood frenzy, favored enemy (elves +2), rake +6 (1d4+2), Power Attack

SAHUAGIN SCOUTS

(When under commander's aura and flanking)

Melee talon +8/+8 (1d4+6) and
Melee bite +6 (1d4+4) or
Melee masterwork trident +9 (1d8+8) and
Melee bite +6 (1d4+4)
Ranged aquatic longbow +6 (1d8+2/x3)
Atk Options blood frenzy, favored enemy (elves +2),
rake +6 (1d4+4), Power Attack

8: THE DESCENT

RAVENOUS FISH TRAP

CR 6

Description see text.

Search DC 21; **Type** magic

Trigger detection (*alarm*); **Init** +3

Effect one random target per round per rune, Atk +8,
damage 3d8

Duration 9 rounds

Destruction AC 16; hp 10/rune; hardness 5 (each
rune)

Disarm Disable Device DC 31 (each rune)

Dispel DC 17 (each rune)

9: THE RITE OF SEHOLAH

SULANTEHK

CR 7

Female sahuagin heucuva* cleric 3

* Fiend Folio p. 94

LE Medium Undead (aquatic)

Init +2; **Senses** Blindsense 30 ft., darkvision 60 ft.;
Listen +10 (+14 underwater), Spot +10 (+14
underwater)

Languages Aquatic, Sahuagin; speak with sharks

AC 25, touch 12, flat-footed 23
(+2 Dex, +4 armor, +9 natural)

hp 43 (5 HD); DR 15/silver

Resist Turn resistance +2

Immune Undead immunities

Fort +3, **Ref** +6, **Will** +13

Weakness Light blindness

Speed 30 ft. (6 squares), swim 60 ft. (12 squares);

Melee talon +11/+11 (1d4+7+heucuva blight) and

Melee bite +9 (1d4+4+heucuva blight)

Ranged heavy crossbow +8 (1d10+2/19-20)

Base Atk +4; **Grp** +11

Atk Options blood frenzy, heucuva blight, rake +9
(1d4+4+heucuva blight)

Special Actions Spontaneous casting, rebuke
undead 3/day (+1, 2d6+4, 3rd)

Cleric Spells Prepared (CL 3rdh):

2nd— † *desecrate*^D (CL 4th), *inky cloud**, *summon*
*undead II**

1st— *bless*, *blood wind**, *doom* (DC 16), *protection*
from good^D (CL 4th), *sanctuary* (DC 16)

0— *detect magic*, *guidance*, *read magic*,
resistance

D: Domain spell. Deity: Shekolah. Domains: Death
(use a death touch once per day – 3d6 damage),
Evil (cast evil spells at +1 caster level)

† Already cast

Abilities Str 20, Dex 15, Con -, Int 10, Wis 20, Cha 12

Feats Iron Will, Multiattack^B, Skill Focus
(Concentration), Toughness^B

Skills Concentration +9, Listen +10 (+14 underwater),
Knowledge(religion) +1, Profession(hunter) +5,
Ride +6, Spot +10 (+14 underwater), Survival +5,
Swim +11

Possessions +1 *sharkskin armor**, *pearl of power*
level 2, *rope scroll of desecrate*

Huecuva Blight (Su): Victim hit by a huecuva's slam
attach must succeed on a Fortitude save (DC 14)
or fall prey to the disease called huecuva blight.
The incubation period is 1 day; at the end of that
time, the disease deals 1d2 points of Strength and
Constitution damage. An infected victim must make
a saving throw each day thereafter or take another
1d2 points of Strength and Constitution damage.
The effects of huecuva blight are cumulative each
day until the victim reaches 0 Constitution (and
dies), makes two consecutive saves, or receives
magical treatment (such as a remove disease
spell).

*) See Appendix 3

SULANTEHK

CR 7

(without *desecrate* active)

hp 33 (5 HD); DR 15/silver

Melee talon +9/+9 (1d4+5+heucuva blight) and

Melee bite +7 (1d4+2+heucuva blight)

Base Atk +4; **Grp** +9

Atk Options Blood frenzy, heucuva blight, rake +7
(1d4+2+heucuva blight)

SEKOLAH'S TEETH

CR 3

Male sahuagin mutant fighter 1

LE Medium Humanoid (aquatic)

Init +1; **Senses** Blindsense 30 ft., darkvision 60 ft.;
Listen +6 (+10 underwater), Spot +6 (+10
underwater)

Languages Common, Aquatic, Sahuagin; speak with
sharks

AC 21, touch 12, flat-footed 16
(+2 Dex, +6 natural, +3 armor)

hp 24 (3 HD)

Fort +7, **Ref** +5, **Will** +4

Weakness Fresh water sensitivity, light blindness,
water dependent

Speed 30 ft. (6 squares), swim 60 ft. (12 squares);

Melee talon +7/+7/+7/+7 (1d6+4) and

Melee bite +5 (1d4+2)

Melee masterwork greatspear +4 (2d6+6) or

Ranged heavy crossbow +5 (1d10/19-20)

Base Atk +3; **Grp** +7

Atk Options blood frenzy, rake +5 (1d6+2), Power
Attack

Combat Gear masterwork greatspear*, heavy
crossbow

Abilities Str 19, Dex 14, Con 16, Int 12, Wis 12, Cha
11

Feats Great Fortitude, Improved Natural Attack
(talon), Multiattack^B, Power Attack

Skills Handle Animal +2 (+6 with sharks), Hide +1 (+5 underwater), Intimidate +4, Knowledge[religion] +2, Listen +6 (+10 underwater), Profession (hunter) +1, Ride +4, Spot +6 (+10 underwater), Survival +1, Swim +10,

Possessions combat gear plus masterwork sharkskin armor*, *amulet of natural armor* +1, *potion of magic fang*

*) See Appendix 3

10. THE EYE OF SEKOLAH

AWAKENED GIANT SQUID CR 10

NE Huge magical beast (aquatic, augmented animal)

Init +7; **Senses** Darkvision 60 ft., low light vision, Listen +22, Spot +23

Languages Common, Aquan

AC 17, touch 11, flat-footed 14

(-2 size, +3 Dex, +6 natural)

hp 93 (14 HD); Die-Hard

Fort +10, **Ref** +12, **Will** +5; Endurance

Speed swim 80 ft. (16 squares); Jet

Melee 10 tentacles +16 (1d6+8) and

Melee bite +11 (2d8+4)

Space 15 ft.; **Reach** 15 ft. (30 ft. with tentacle)

Base Atk +10; **Grp** +30

Atk Options Constrict 1d6+8, Improved Grab

Special Actions Ink Cloud

Combat Gear *elemental gem (water)*

Abilities Str 26, Dex 17, Con 13, Int 12, Wis 12, Cha 4

Feats Alertness, Die-Hard, Endurance, Improved Initiative, Improved Toughness

Skills Hide +1, Listen +22, Spot +23, Swim +16

Jet (Ex) A giant squid can jet backward once per round as a full-round action, at a speed of 320 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Improved Grab (Ex) To use this ability, a giant squid must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. *A giant squid has a +4 racial bonus on grapple checks.

Constrict (Ex) A giant squid deals 1d6+8 points of damage with a successful grapple check.

Ink Cloud (Ex) A giant squid can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Skills A giant squid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

4: THE QUEST FOR PEACE

RAZEGUL

CR 7

Male sahuagin marshal 2/hexblade 5*

* Complete Warrior p. 6

LE Medium Humanoid (aquatic)

Init +3; **Senses** Blindsense 30 ft., darkvision 60 ft.;

Listen +9 (+13 underwater), Spot +9 (+13 underwater)

Languages Common, Aquatic, Sahuagin; speak with sharks

AC 21, touch 10, flat-footed 21

(+0 Dex, +6 natural, +5 armor)

hp 77 (9 HD)

Fort +10 (+12 vs spells), **Ref** +8 (+10 vs spells), **Will** +13 (+15 vs spells); arcane resistance, mettle

Weakness Fresh water sensitivity, light blindness, water dependent

Speed 30 ft. (6 squares), swim 60 ft. (12 squares);

Melee talon +12/+12 (1d4+4) and

Melee bite +10 (1d4+2) or

Melee +2 *silvered trident of warning* +15/+10 (1d8+7) and

Melee bite +10 (1d4+2)

Base Atk +8/+3; **Grp** +12

Atk Options blood frenzy, Combat Expertise, Power Attack, rake+10 (1d4+2), minor aura (master of tactics), major aura (motivate attack)

Special Actions hexblade's curse 2/day (DC 15)

Combat Gear +2 *silvered trident of warning*

Hexblade Spells Known (CL 2nd):

1st (1/day)— *phantom threat* (DC 15), *Tasha's hideous laughter* (DC 15)

Abilities Str 18, Dex 10, Con 16, Int 14, Wis 14, Cha 16

Feats Combat Expertise, Great Fortitude, Multiattack^B, Power Attack, Skill Focus (Diplomacy)^B, Spell Focus (Enchantment)^B, Weapon Focus (trident)

Skills Concentration +15, Diplomacy +6, Handle Animal +10 (+14 with sharks), Intimidate +12, Hide -1 (+3 underwater), Listen +9 (+13 underwater), Profession (hunter) +2, Ride +6, Sense Motive +6, Spellcraft +5, Spot +9 (+13 underwater), Survival +2, Swim +12

Possessions combat gear plus +2 *sharkskin armor**, *amulet of natural armor* +1, *cloak of charisma* +2, *vest of resistance* +1

Arcane Resistance (Su) A hexblade gains a bonus equal to his Cha bonus (minimum +1) on saving throws against spells and spell-like effects.

Mettle (Ex) A hexblade can resist magical and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect.

An unconscious or sleeping hexblade does not gain the benefit of mettle.

Hexblade's Curse (Su) As a free action a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks and weapon damage rolls for 1 hour thereafter. A successful Will save (DC10 + ½ hexblade's class level + hexblade's Cha modifier) negates the effect. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Auras (Ex): The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies.

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

* **Master of Tactics:** +3 bonus on damage rolls when flanking.

Major Aura: A major aura lets allies add +1 to certain rolls.

* **Motivate Attack:** +1 bonus on melee attack rolls.

*) See Appendix 3

RAZEGUL

(When under commander's aura)

Melee talon +13/+13 (1d4+4) and

Melee bite +11 (1d4+2) or

Melee +2 *silvered trident of warning* +16/+11 (1d8+7) and

Melee bite +11 (1d4+2)

Atk Options blood frenzy, Combat Expertise, Power Attack, rake+11 (1d4+2), minor aura (master of tactics), major aura (motivate attack)

RAZEGUL

(When under commander's aura and flanking)

Melee talon +13/+13 (1d4+7) and

Melee bite +11 (1d4+5) or

Melee +2 *silvered trident of warning* +16/+11 (1d8+10) and

Melee bite +11 (1d4+4)

Atk Options blood frenzy, Combat Expertise, Power Attack, rake+11 (1d4+5), minor aura (master of tactics), major aura (motivate attack)

SAHUAGIN GUARDS

CR 5

Male sahuagin ranger 3

LE Medium Humanoid (aquatic)

Init +4; **Senses** Blindsight 30 ft., darkvision 60 ft.; Listen +8 (+12 underwater), Spot +8 (+12 underwater)

Languages Common, Aquatic, Sahuagin; speak with sharks

AC 23, touch 14, flat-footed 18 (+4 Dex, +5 natural, +4 armor)

hp 34 (5 HD)

Fort +7, **Ref** +10, **Will** +6

Weakness Fresh water sensitivity, light blindness, water dependent

Speed 30 ft. (6 squares), swim 60 ft. (12 squares);

Melee talon +9/+9 (1d4+4) and

Melee bite +7 (1d4+2) or

Melee +1 *trident* +10 (1d8+7) and

Melee bite +7 (1d4+2) or

Ranged masterwork aquatic longbow +10 (1d8/x3) or

Ranged masterwork aquatic longbow +8/+8 (1d8/x3) or

Ranged Touch net +8 (entangle)

Base Atk +5; **Grp** +9

Atk Options blood frenzy, favored enemy (elves +2), rake +7 (1d4+2), Power Attack, Rapid Shot

Special Actions animal empathy +1

Combat Gear +1 *trident*, masterwork aquatic longbow*, net

Abilities Str 18, Dex 18, Con 15, Int 14, Wis 14, Cha 6

Feats Endurance^B, Great Fortitude, Multiattack^B, Power Attack, Rapid Shot^B, Track^B

Skills Handle Animal +6 (+10 with sharks), Hide +9 (+13 underwater), Knowledge (arcana) +4, Listen +8 (+12 underwater), Profession (hunter) +2, Ride +6, Spot +8 (+12 underwater), Spellcraft +4, Survival +7, Swim +10,

Possessions combat gear plus +1 *sharkskin armor**
(*) See Appendix 3

SAHUAGIN GUARDS

(When under commander's aura)

Melee talon +10/+10 (1d4+4) and

Melee bite +8 (1d4+2) or

Melee masterwork trident +11 (1d8+6) and

Melee bite +8 (1d4+2)

Atk Options blood frenzy, favored enemy (elves +2), rake +8 (1d4+2), Power Attack, Rapid Shot

SAHUAGIN GUARDS

(When under commander's aura and flanking)

Melee talon +10/+10 (1d4+7) and

Melee bite +8 (1d4+5) or

Melee +1 *trident* +11 (1d8+10/x3) and

Melee bite +8 (1d4+5) or

Ranged masterwork aquatic longbow +10 (1d8+3/x3) or

Ranged masterwork aquatic longbow +8/+8 (1d8+3/x3)

Atk Options blood frenzy, favored enemy (elves +2), rake +8 (1d4+5), Power Attack, Rapid Shot

5: THE QUEST FOR WAR

SAHUAGIN COMMANDER

CR 7

Male sahuagin marshal 2/hexblade 5*

* Complete Warrior p. 6

LE Medium Humanoid (aquatic)

Init +3; **Senses** Blindsight 30 ft., darkvision 60 ft.; Listen +9 (+13 underwater), Spot +9 (+13 underwater)

Languages Common, Aquatic, Sahuagin; speak with sharks

AC 21, touch 10, flat-footed 21 (+0 Dex, +6 natural, +5 armor)

hp 77 (9 HD)

Fort +10 (+12 vs spells), **Ref** +8 (+10 vs spells), **Will** +13 (+15 vs spells); arcane resistance, mettle

Weakness Fresh water sensitivity, light blindness, water dependent

Speed 30 ft. (6 squares), swim 60 ft. (12 squares);

Melee talon +12/+12 (1d4+4) and

Melee bite +10 (1d4+2) or

Melee +1 *silvered trident* +14/+9 (1d8+6) and

Melee bite +10 (1d4+2)

Base Atk +8/+3; **Grp** +12

Atk Options blood frenzy, Combat Expertise, Power Attack, rake+10 (1d4+2), minor aura (master of tactics), major aura (motivate attack)

Special Actions hexblade's curse 2/day (DC 15)

Combat Gear +1 *silvered trident*

Hexblade Spells Known (CL 2nd):

1st (1/day)— *phantom threat* (DC 15), *Tasha's hideous laughter* (DC 15)

Abilities Str 18, Dex 10, Con 16, Int 14, Wis 14, Cha 16

Feats Combat Expertise, Great Fortitude, Multiattack^B, Power Attack, Skill Focus (Diplomacy)^B, Spell Focus (Enchantment)^B, Weapon Focus (trident)

Skills Concentration +15, Diplomacy +6, Handle Animal +10 (+14 with sharks), Intimidate +12, Hide -1 (+3 underwater), Listen +9 (+13 underwater), Profession (hunter) +2, Ride +6, Sense Motive +6, Spellcraft +5, Spot +9 (+13 underwater), Survival +2, Swim +12

Possessions combat gear plus +2 *sharkskin armor**, *amulet of natural armor* +1, *cloak of charisma* +2, *vest of resistance* +1

Arcane Resistance (Su) A hexblade gains a bonus equal to his Cha bonus (minimum +1) on saving throws against spells and spell-like effects.

Mettle (Ex) A hexblade can resist magical and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of mettle.

Hexblade's Curse (Su) As a free action a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10 + ½ hexblade's class level + hexblade's Cha modifier) negates the effect. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Auras (Ex): The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies.

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

* **Master of Tactics:** +3 bonus on damage rolls when flanking.

Major Aura: A major aura lets allies add +1 to certain rolls.

* **Motivate Attack:** +1 bonus on melee attack rolls.

*) See Appendix 3

SAHUAGIN COMMANDER

(When under commander's aura)

Melee talon +13/+13 (1d4+4) and

Melee bite +11 (1d4+2) or

Melee +1 *silvered trident* +15/+10 (1d8+6) and

Melee bite +11 (1d4+2)

Atk Options blood frenzy, Combat Expertise, Power Attack, rake +11 (1d4+2), minor aura (master of tactics), major aura (motivate attack)

SAHUAGIN COMMANDER

(When under commander's aura and flanking)

Melee talon +13/+13 (1d4+7) and

Melee bite +11 (1d4+5) or

Melee +1 *silvered trident* +15/+10 (1d8+9) and

Melee bite +11 (1d4+4)

Atk Options blood frenzy, Combat Expertise, Power Attack, rake +11 (1d4+5), minor aura (master of tactics), major aura (motivate attack)

SAHUAGIN SCOUTS

CR 5

Male sahuagin ranger 3

LE Medium Humanoid (aquatic)

Init +4; **Senses** Blindsight 30 ft., darkvision 60 ft.;

Listen +8 (+12 underwater), Spot +8 (+12 underwater)

Languages Common, Aquatic, Sahuagin; speak with sharks

AC 23, touch 14, flat-footed 18

(+4 Dex, +5 natural, +4 armor)

hp 34 (5 HD)

Fort +7, **Ref** +10, **Will** +6

Weakness Fresh water sensitivity, light blindness, water dependent

Speed 30 ft. (6 squares), swim 60 ft. (12 squares);

Melee talon +9/+9 (1d4+4) and

Melee bite +7 (1d4+2) or

Melee +1 *trident* +10 (1d8+7) and

Melee bite +7 (1d4+2) or

Ranged masterwork aquatic longbow* +10 (1d8/x3) or

Ranged masterwork aquatic longbow +8/+8 (1d8/x3) or

Ranged Touch net +8 (entangle) or

Ranged Touch *net of snaring*** +11 (entangle)

Base Atk +5; **Grp** +9

Atk Options blood frenzy, favored enemy (elves +2), rake +7 (1d4+2), Power Attack, Rapid Shot

Special Actions animal empathy +1

Combat Gear +1 *trident*, masterwork aquatic longbow*, net OR *net of snaring***

Abilities Str 18, Dex 18, Con 15, Int 14, Wis 14, Cha 6

Feats Endurance^B, Great Fortitude, Multiattack^B, Power Attack, Rapid Shot^B, Track^B

Skills Handle Animal +6 (+10 with sharks), Hide +9 (+13 underwater), Knowledge (arcana) +4, Listen +8 (+12 underwater), Profession (hunter) +2, Ride +6, Spot +8 (+12 underwater), Spellcraft +4, Survival +7, Swim +10,

Possessions combat gear plus +1 *sharkskin armor**

*) See Appendix 3

**) Only one scout has a *net of snaring*

SAHUAGIN SCOUTS

(When under commander's aura)

Melee talon +10/+10 (1d4+4) and

Melee bite +8 (1d4+2) or

Melee masterwork trident +11 (1d8+6) and

Melee bite +8 (1d4+2)

Atk Options blood frenzy, favored enemy (elves +2),
rake +8 (1d4+2), Power Attack, Rapid Shot

SAHUAGIN SCOUTS

(When under commander's aura and flanking)

Melee talon +10/+10 (1d4+6) and

Melee bite +8 (1d4+4) or

Melee masterwork trident +11 (1d8+8) and

Melee bite +8 (1d4+4) or

Ranged masterwork aquatic longbow +10 (1d8+2/x3)
or

Ranged masterwork aquatic longbow +8/+8
(1d8+2/x3)

Atk Options blood frenzy, favored enemy (elves +2),
rake +8 (1d4+4), Power Attack, Rapid Shot

8: THE DESCENT

RAVENOUS FISH TRAP

CR 8

Description see text.

Search DC 23; **Type** magic

Trigger detection(*alarm*); **Init** +4

Effect one random target per round per rune, Atk +10,
damage 4d8

Duration 11 rounds

Destruction AC 18; hp 15/rune; hardness 5 (each
rune)

Disarm Disable Device DC 33 (each rune)

Dispel DC 19 (each rune)

9: THE RITE OF SEHOLAH

SULANTEHK

CR 7

Female sahuagin heucuva* cleric 6

* Fiend Folio p. 94

LE Medium Undead (aquatic)

Init +2; **Senses** Blindsight 30 ft., darkvision 60 ft.;
Listen +11 (+15 underwater), Spot +11 (+15
underwater)

Languages Aquatic, Sahuagin; speak with sharks

AC 26, touch 13, flat-footed 24

(+2 Dex, +4 armor, +9 natural, +1 deflection)

hp 68 (8 HD); **DR** 15/silver

Resist Turn resistance +2

Immune Undead immunities

Fort +5, **Ref** +7, **Will** +16

Weakness Light blindness

Speed 30 ft. (6 squares), swim 60 ft. (12 squares);

Melee talon +13/+13 (1d4+7+heucuva blight) and

Melee bite +11 (1d4+4+heucuva blight)

Base Atk +6/+1; **Grp** +13

Atk Options blood frenzy, heucuva blight, rake +11
(1d4+4+heucuva blight)

Special Actions Spontaneous casting, rebuke
undead 3/day (+1, 2d6+7, 6th)

Cleric Spells Prepared (CL 6th):

3rd— *bestow curse* (DC 19), *dispel magic*, *prayer*,
magic circle against good^D (CL 7th)

2nd— † *desecrate*^D (CL 7th), *hold person* (DC 18),
*inky cloud**, *spiritual weapon* (trident, attack +12,
1d8+2), *silence* (DC 19), *summon undead II**

1st— *bleed*, *blood wind**, *doom* (DC 17), *entropic*
shield, *sanctuary* (DC 17), *summon undead I**

0— *detect magic*, *guidance*, *light*, *read magic*,
resistance

D: Domain spell. Deity: Shekolah. Domains: Death
(use a death touch once per day – 6d6 damage),
Evil (cast evil spells at +1 caster level)

† Already cast

Abilities Str 20, Dex 15, Con -, Int 10, Wis 23, Cha 12

Feats Combat Casting, Iron Will, Multiattack^B, Skill
Focus (Concentration), Toughness^B

Skills Concentration +15 (+19 when casting on the
defense or grappled), Listen +11 (+15 underwater),
Knowledge(religion) +1, Profession(hunter) +6,
Ride +6, Spot +11 (+15 underwater), Survival +6,
Swim +11

Possessions *periapt of wisdom* +2, +1 *sharkskin*
*armor**, *pearl of power level 2*, *ring of protection*
+1, *rope scroll of desecrate*

Huecuva Blight (Su): Victims hit by a huecuva's slam
attach must succeed on a Fortitude save (DC 14)
or fall prey to the disease called huecuva blight.
The incubation period is 1 day; at the end of that
time, the disease deals 1d2 points of Strength and
Constitution damage. An infected victim must make
a saving throw each day thereafter or take another
1d2 points of Strength and Constitution damage.
The effects of huecuva blight are cumulative each
day until the victim reaches 0 Constitution (and
dies), makes two consecutive saves, or receives
magical treatment (such as a remove disease
spell).

*) See Appendix 3

SULANTEHK

CR 7

(without *desecrate* active)

hp 52 (8 HD); **DR** 15/silver

Melee talon +11/+11 (1d4+5+heucuva blight) and

Melee bite +9 (1d4+2+heucuva blight)

Base Atk +6/+1; **Grp** +11

Atk Options Blood frenzy, heucuva blight, rake +9
(1d4+2+heucuva blight)

SEKOLAH'S TEETH

CR 5

Male sahuagin mutant fighter 3

LE Medium Humanoid (aquatic)

Init +1; **Senses** Blindsight 30 ft., darkvision 60 ft.;
Listen +6 (+10 underwater), Spot +6 (+10
underwater)

Languages Common, Aquatic, Sahuagin; speak with
sharks

AC 23, touch 13, flat-footed 17

(+2 Dex, +6 natural, +4 armor, +1 deflection)
hp 42 (5 HD)

Fort +8, **Ref** +6, **Will** +5

Weakness Fresh water sensitivity, light blindness, water dependent

Speed 30 ft. (6 squares), swim 60 ft. (12 squares);

Melee talon +10/+10/+10/+10 (1d6+5) and

Melee bite +8 (1d4+2) or

Melee masterwork greatspear +7 (2d6+7) or

Ranged Touch net +7 (entangle) or

Ranged heavy crossbow +7 (1d10/19-20) or

Base Atk +5; **Grp** +10

Atk Options blood frenzy, rake +8, 1d6+2, Power Attack

Combat Gear masterwork greatspear*, heavy crossbow, net

Abilities Str 20, Dex 14, Con 16, Int 12, Wis 12, Cha 11

Feats Great Fortitude, Cleave, Improved Natural Attack (talon), Multiattack^B, Power Attack

Skills Handle Animal +2 (+6 with sharks), Hide +3 (+7 underwater), Intimidate +4, Knowledge[religion] +3, Listen +6 (+10 underwater), Profession (hunter) +1, Ride +4, Spot +6 (+10 underwater), Survival +1, Swim +10

Possessions combat gear plus +1 *sharkskin armor*, *amulet of natural armor* +1, *ring of protection* +1, *potion of magic fang*

*) See Appendix 3

10. THE EYE OF SEKOLAH

KRAKEN

CR 12

NE Gargantuan magical beast (aquatic)

Init +4; **Senses** Darkvision 60 ft, low light vision, Listen +30, Spot +30

Languages Common, Aquan

AC 20, touch 6, flat-footed 20

(-4 size, +0 Dex, +14 natural)

hp 290 (20 HD)

Fort +21, **Ref** +12, **Will** +13

Speed swim 20 ft. (4 squares); Jet

Melee 2 tentacles +28 (2d8+12/19-20) and

Melee 6 arms +23 (1d6+6) and

Melee bite +23 (4d6+6)

Space 20 ft.; **Reach** 15 ft. (60 ft. with tentacle, 30 ft. with arm)

Base Atk +20; **Grp** +44

Atk Options Blind-Fight, Combat Expertise, Constrict, Improved Grab, Improved Trip

Special Actions Ink Cloud

Combat Gear *elemental gem (water)*

Spell-Like Abilities (CL 9th):

1/day— *control weather*, *control winds*, *dominate animal* (DC 18), *resist energy*

‡ Already cast

Abilities Str 34, Dex 10, Con 29, Int 21, Wis 20, Cha 20

Feats Alertness, Blind-Fight, Combat Expertise, Improved Critical (tentacle), Improved Initiative, Improved Trip, Iron Will

Skills Concentration +21, Diplomacy +7, Hide +0, Intimidate +16, Knowledge (geography) +17, Knowledge (nature) +16, Listen +30, Search +28, Sense Motive +17, Spot +30, Survival +5 (+7 following tracks), Swim +20, Use Magic Device +16

Jet (Ex) A kraken can jet backward once per round as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Improved Grab (Ex) To use this ability, the kraken must hit with an arm or tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex) A kraken deals automatic arm or tentacle damage with a successful grapple check.

Ink Cloud (Ex) A kraken can emit a cloud of jet-black ink in an 80-foot spread once per minute as a free action. The cloud provides total concealment, which the kraken normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness.

Skills A kraken has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

4: THE QUEST FOR PEACE

RAZEGUL

CR 7

Male sahuagin marshal 2/hexblade 7*

* Complete Warrior p. 6

LE Medium Humanoid (aquatic)

Init +3; **Senses** Blindsight 30 ft., darkvision 60 ft.;
Listen +9 (+13 underwater), Spot +9 (+13 underwater)

Languages Common, Aquatic, Sahuagin; speak with sharks

AC 22, touch 10, flat-footed 22
(+0 Dex, +7 natural, +5 armor)

hp 95 (11 HD)

Fort +11 (+13 vs spells), **Ref** +9 (+11 vs spells), **Will** +14 (+16 vs spells); arcane resistance, mettle

Weakness Fresh water sensitivity, light blindness, water dependent

Speed 30 ft. (6 squares), swim 60 ft. (12 squares);

Melee talon +15/+15 (1d4+5) and

Melee bite +13 (1d4+2) or

Melee +2 *silvered trident of warning* +18/+13 (1d8+8) and

Melee bite +13 (1d4+2)

Base Atk +10/+5; **Grp** +15

Atk Options blood frenzy, Combat Expertise, Power Attack, rake+13 (1d4+2), minor aura (master of tactics), major aura (motivate attack)

Special Actions greater hexblade's curse 2/day (DC 16)

Combat Gear +2 *silvered trident of warning*

Hexblade Spells Known (CL 3rd):

1st (2/day)— *charm person* (DC 15), *phantom threat* (DC 15), *Tasha's hideous laughter* (DC 15)

Abilities Str 18, Dex 10, Con 16, Int 14, Wis 14, Cha 16

Feats Combat Expertise, Great Fortitude, Multiattack^B, Power Attack, Skill Focus (Diplomacy)^B, Spell Focus (Enchantment)^B, Weapon Focus (trident)

Skills Concentration +15, Diplomacy +6, Handle Animal +10 (+14 with sharks), Intimidate +12, Hide -1 (+3 underwater), Listen +9 (+13 underwater), Profession (hunter) +2, Ride +6, Sense Motive +6, Spellcraft +5, Spot +9 (+13 underwater), Survival +2, Swim +13

Possessions combat gear plus +2 *sharkskin armor**, *amulet of natural armor* +2, *gauntlets of ogre power*, *cloak of charisma* +2, *vest of resistance* +1

Arcane Resistance (Su) A hexblade gains a bonus equal to his Cha bonus (minimum +1) on saving throws against spells and spell-like effects.

Mettle (Ex) A hexblade can resist magical and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect.

An unconscious or sleeping hexblade does not gain the benefit of mettle.

Greater Hexblade's Curse (Su) As a free action a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -4 penalty on attacks, saves, ability checks, skill checks and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10 + ½ hexblade's class level + hexblade's Cha modifier) negates the effect. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Auras (Ex): The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies.

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

* **Master of Tactics:** +3 bonus on damage rolls when flanking.

Major Aura: A major aura lets allies add +1 to certain rolls.

* **Motivate Attack:** +1 bonus on melee attack rolls.

*) See Appendix 3

RAZEGUL

(When under commander's aura)

Melee talon +16/+16 (1d4+5) and

Melee bite +14 (1d4+2) or

Melee +2 *silvered trident of warning* +19/+14 (1d8+8) and

Melee bite +14 (1d4+2)

Atk Options blood frenzy, Combat Expertise, Power Attack, rake+14 (1d4+2), minor aura (master of tactics), major aura (motivate attack)

RAZEGUL

(When under commander's aura and flanking)

Melee talon +16/+16 (1d4+8) and

Melee bite +14 (1d4+5) or

Melee +2 *silvered trident of warning* +19/+14 (1d8+11) and

Melee bite +14 (1d4+5)

Atk Options blood frenzy, Combat Expertise, Power Attack, rake+14 (1d4+5), minor aura (master of tactics), major aura (motivate attack)

SAHUAGIN GUARDS

CR 7

Male sahuagin ranger 5

LE Medium Humanoid (aquatic)

Init +4; **Senses** Blindsight 30 ft., darkvision 60 ft.;

Listen +10 (+14 underwater), Spot +10 (+14 underwater)

Languages Common, Aquatic, Sahuagin; speak with sharks

AC 23, touch 14, flat-footed 19

(+4 Dex, +5 natural, +4 armor)

hp 48 (7 HD)

Fort +9, **Ref** +12, **Will** +7

Weakness Fresh water sensitivity, light blindness, water dependent

Speed 30 ft. (6 squares), swim 60 ft. (12 squares);

Melee talon +11/+11 (1d4+4) and

Melee bite +9 (1d4+2) or

Melee +1 *trident* +13/+8 (1d8+7) and

Melee bite +9 (1d4+2) or

Ranged masterwork aquatic longbow +12/+7 (1d8/x3) or

Ranged masterwork aquatic longbow +10/+10/+5 (1d8/x3) or

Ranged Touch net +10 (entangle)

Base Atk +7/+2; **Grp** +11

Atk Options blood frenzy, favored enemy (elves +4, humans +2), rake +9 (1d4+2), Power Attack, Rapid Shot

Special Actions animal empathy +3

Combat Gear +1 *trident*, masterwork aquatic longbow*, net

Ranger Spells Prepared (CL 2nd):

1st— magic fang

Abilities Str 18, Dex 18, Con 15, Int 14, Wis 14, Cha 6

Feats Endurance^B, Great Fortitude, Multiattack^B, Power Attack, Rapid Shot^B, Track^B, Weapon Focus (trident)

Skills Handle Animal +6 (+10 with sharks), Hide +9 (+13 underwater), Knowledge(arcana) +7, Listen +10 (+14 underwater), Profession (hunter) +2, Ride +6, Spot +10 (+14 underwater), Spellcraft +7, Survival +11, Swim +10

Possessions combat gear plus *cloak of resistance* +1, +1 *sharkskin armor**

*) See Appendix 3

SAHUAGIN GUARDS

(When under commander's aura)

Melee talon +12/+12 (1d4+4) and

Melee bite +10 (1d4+2) or

Melee +1 *trident* +14/+9 (1d8+7) and

Melee bite +10 (1d4+2)

Atk Options blood frenzy, favored enemy (elves +2), rake +10 (1d4+2), Power Attack, Rapid Shot

SAHUAGIN GUARDS

(When under commander's aura and flanking)

Melee talon +12/+12 (1d4+7) and

Melee bite +10 (1d4+5) or

Melee +1 *trident* +14/+9 (1d8+10) and

Melee bite +10 (1d4+5) or

Ranged masterwork aquatic longbow +12/+8 (1d8+3/x3) or

Ranged masterwork aquatic longbow +10/+10/+5 (1d8+3/x3)

Atk Options blood frenzy, favored enemy (elves +2), rake +10 (1d4+5), Power Attack, Rapid Shot

5: THE QUEST FOR WAR

SAHUAGIN COMMANDER

CR 8

Male sahuagin marshal 2/hexblade 7*

* Complete Warrior p. 6

LE Medium Humanoid (aquatic)

Init +3; **Senses** Blindsight 30 ft., darkvision 60 ft.;

Listen +9 (+13 underwater), Spot +9 (+13 underwater)

Languages Common, Aquatic, Sahuagin; speak with sharks

AC 22, touch 10, flat-footed 22

(+0 Dex, +7 natural, +5 armor)

hp 95 (11 HD)

Fort +11 (+13 vs spells), **Ref** +9 (+11 vs spells), **Will** +14 (+16 vs spells); arcane resistance, mettle

Weakness Fresh water sensitivity, light blindness, water dependent

Speed 30 ft. (6 squares), swim 60 ft. (12 squares);

Melee talon +15/+15 (1d4+5) and

Melee bite +13 (1d4+2) or

Melee +1 *silvered trident* +17/+12 (1d8+7) and

Melee bite +13 (1d4+2)

Base Atk +10/+5; **Grp** +15

Atk Options blood frenzy, Combat Expertise, Power Attack, rake+13 (1d4+2), minor aura (master of tactics), major aura (motivate attack), Power Attack
Special Actions greater hexblade's curse 2/day (DC 16)

Combat Gear +1 *silvered trident*

Hexblade Spells Known (CL 3rd):

1st (2/day)— *charm person* (DC 15), *phantom threat* (DC 15), *Tasha's hideous laughter* (DC 15)

Abilities Str 19, Dex 10, Con 16, Int 14, Wis 14, Cha 16

Feats Combat Expertise, Great Fortitude, Multiattack^B, Power Attack, Skill Focus (Diplomacy)^B, Spell Focus (Enchantment)^B, Weapon Focus (trident)

Skills Concentration +15, Diplomacy +6, Handle Animal +10 (+14 with sharks), Intimidate +12, Hide -1 (+3 underwater), Listen +9 (+13 underwater), Profession (hunter) +2, Ride +6, Sense Motive +6, Spellcraft +5, Spot +9 (+13 underwater), Survival +2, Swim +13

Possessions combat gear plus +2 *sharkskin armor**, *amulet of natural armor* +2, *gauntlets of ogre power*, *cloak of charisma* +2, *vest of resistance* +1

Arcane Resistance (Su) A hexblade gains a bonus equal to his Cha bonus (minimum +1) on saving throws against spells and spell-like effects.

Mettle (Ex) A hexblade can resist magical and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of mettle.

Greater Hexblade's Curse (Su) As a free action a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -4 penalty on attacks, saves, ability checks, skill checks and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10 + ½ hexblade's class level + hexblade's Cha modifier) negates the effect. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Auras (Ex): The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies.

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

* **Master of Tactics:** +3 bonus on damage rolls when flanking.

Major Aura: A major aura lets allies add +1 to certain rolls.

* **Motivate Attack:** +1 bonus on melee attack rolls.

*) See Appendix 3

SAHUAGIN COMMANDER

(When under commander's aura)

Melee talon +16/+16 (1d4+5) and

Melee bite +14 (1d4+2) or

Melee +1 *silvered trident* +18/+13 (1d8+7) and

Melee bite +14 (1d4+2)

Atk Options blood frenzy, Combat Expertise, Power Attack, rake+14 (1d4+2), minor aura (master of tactics), major aura (motivate attack)

SAHUAGIN COMMANDER

(When under commander's aura and flanking)

Melee talon +16/+16 (1d4+8) and

Melee bite +14 (1d4+5) or

Melee +1 *silvered trident* +18/+13 (1d8+10) and

Melee bite +14 (1d4+5)

Atk Options blood frenzy, Combat Expertise, Power Attack, rake+14 (1d4+5), minor aura (master of tactics), major aura (motivate attack)

SAHUAGIN SCOUTS

CR 7

Male sahuagin ranger 5

LE Medium Humanoid (aquatic)

Init +4; **Senses** Blindsight 30 ft., darkvision 60 ft.;

Listen +10 (+14 underwater), Spot +10 (+14 underwater)

Languages Common, Aquatic, Sahuagin; speak with sharks

AC 23, touch 14, flat-footed 19

(+4 Dex, +5 natural, +4 armor)

hp 48 (7 HD)

Fort +9, **Ref** +12, **Will** +7

Weakness Fresh water sensitivity, light blindness, water dependent

Speed 30 ft. (6 squares), swim 60 ft. (12 squares);

Melee talon +11/+11 (1d4+4) and

Melee bite +9 (1d4+2) or

Melee +1 *trident* +13/+8 (1d8+7) and

Melee bite +9 (1d4+2) or

Ranged masterwork aquatic longbow +12/+7 (1d8/x3) or

Ranged masterwork aquatic longbow +10/+10/+5 (1d8/x3) or

Ranged Touch net +10 (entangle) or

Ranged Touch *net of snaring*** +13 (entangle)

Base Atk +7/+2; **Grp** +11

Atk Options blood frenzy, favored enemy (elves +4, humans +2), rake +9 (1d4+2), Power Attack, Rapid Shot

Special Actions animal empathy +3

Combat Gear +1 *trident*, masterwork aquatic longbow*, net OR *net of snaring***

Ranger Spells Prepared (CL 2nd):

1st— magic fang

Abilities Str 18, Dex 18, Con 15, Int 14, Wis 14, Cha 6

Feats Endurance^B, Great Fortitude, Multiattack^B, Power Attack, Rapid Shot^B, Track^B, Weapon Focus (trident)

Skills Handle Animal +6 (+10 with sharks), Hide +9 (+13 underwater), Knowledge(arcana) +7, Listen +10 (+14 underwater), Profession (hunter) +2, Ride +6, Spot +10 (+14 underwater), Spellcraft +7, Survival +11, Swim +10

Possessions combat gear plus *cloak of resistance* +1, +1 *sharkskin armor**

*) See Appendix 3

) Only **one scout has a *net of snaring*

SAHUAGIN SCOUTS

(When under commander's aura)

Melee talon +12/+12 (1d4+4) and

Melee bite +10 (1d4+2) or

Melee +1 *trident* +14/+9 (1d8+7) and

Melee bite +10 (1d4+2)

Atk Options blood frenzy, favored enemy (elves +2), rake +10 (1d4+2), Power Attack, Rapid Shot

SAHUAGIN SCOUTS

(When under commander's aura and flanking)

Melee talon +12/+12 (1d4+7) and

Melee bite +10 (1d4+5) or

Melee +1 *trident* +14/+9 (1d8+10) and

Melee bite +10 (1d4+5) or

Ranged masterwork aquatic longbow +12/+8 (1d8+3/x3) or

Ranged masterwork aquatic longbow +10/+10/+5 (1d8+3/x3)

Atk Options blood frenzy, favored enemy (elves +2), rake +10 (1d4+5), Power Attack, Rapid Shot

HUGE ADVANCED ELITE SHARK CR 6

Huge animal (aquatic)

Init +7; **Senses** Blindsense 30 ft., keen scent 180 ft.; Listen +12, Spot +12

Languages None

AC 16, touch 12, flat-footed 13

(-2 size, +3 Dex, +5 natural)

hp 110 (13 HD)

Fort +14, **Ref** +11, **Will** +8

Speed swim 60 ft. (12 squares);

Melee bite +15 (2d6+12) or

Space/Reach 15 ft./10 ft.

Atk options Snatch

Base Atk +9; **Grp** +25

Abilities Str 26, Dex 17, Con 18, Int 1, Wis 14, Cha 2

Feats Alertness, Great Fortitude, Improved Initiative, Iron Will, Snatch

Skills Listen +12, Spot +12, Swim +17,

Blindsense (Ex) A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

Keen scent (Ex) A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Skills A shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

8: THE DESCENT

RAVENOUS FISH TRAP

CR 10

Description see text.

Search DC 25; **Type** magic

Trigger detection(*alarm*); **Init** +5

Effect one random target per round per rune, Atk +12, damage 5d8

Duration 11 rounds

Destruction AC 20; hp 20/rune; hardness 5 (each rune)

Disarm Disable Device DC 35 (each rune)

Dispel DC 21 (each rune)

9: THE RITE OF SEHOLAH

SULANTEHK

CR 9

Female sahuagin heucuva* cleric 8

* Fiend Folio p. 94

LE Medium Undead (aquatic)

Init +2; **Senses** Blindsense 30 ft., darkvision 60 ft.; Listen +12 (+16 underwater), Spot +12 (+16 underwater)

Languages Aquatic, Sahuagin; speak with sharks

AC 26, touch 13, flat-footed 24

(+2 Dex, +4 armor, +9 natural, +1 deflection)

hp 85 (10 HD) ; DR 15/silver

Resist Turn resistance +2

Immune Undead immunities

Fort +6, **Ref** +7, **Will** +18

Weakness Light blindness

Speed 30 ft. (6 squares), swim 60 ft. (12 squares);

Melee talon +15/+15 (1d4+7+heucuva blight) and

Melee bite +13 (1d4+4+heucuva blight)

Base Atk +8/+3; **Grp** +15

Atk Options Blood frenzy, heucuva blight, rake +13 (1d4+4+heucuva blight)

Special Actions Spontaneous casting, rebuke undead 3/day (+1, 2d6+9, 8th)

Cleric Spells Prepared (CL 10th):

4th— *poison* (touch +15, DC 21) , *summon undead IV**, *unholy blight*^D (DC 21) , *wall of evil** (CL 11th, DC 21)

3rd— *bestow curse* (DC 20), *contagion* (DC 20), *dispel magic* , *prayer*, *magic circle against good*^D (CL 11th). *summon undead III**

2nd— $\frac{1}{2}$ *desecrate*^D (CL 11th), *hold person* (DC 19), *inky cloud**, *spiritual weapon* (trident, attack +15, 1d8+3), *silence* (DC 19), *summon undead II**

1st— *bless*, *blood wind** x 2, *doom* (DC 18),
entropic shield, *sanctuary* (DC 18), *summon*
*undead I**

0— *detect magic*, *detect poison*, *guidance*, *light*,
read magic, *resistance*

D: Domain spell. Deity: Shekolah. Domains: Death
(use a death touch once per day – 8d6 damage),
Evil (cast evil spells at +1 caster level)

‡ Already cast

Abilities Str 20, Dex 15, Con -, Int 10, Wis 25, Cha 12

Feats Combat Casting, Iron Will, Multiattack^B,
Practiced Spellcaster*, Skill Focus (Concentration),
Toughness^B

Skills Concentration +17 (+21 when casting on the
defense or grappled), Listen +12 (+16 underwater),
Knowledge(religion) +3, Profession(hunter) +7,
Ride +6, Spot +12 (+16 underwater), Survival 7,
Swim +11

Possessions *periapt of wisdom* +4, +1 *sharkskin*
*armor**, *pearl of power level 2*, *ring of protection*
+1, *rope scroll of desecrate*

Huecuva Blight (Su): Victims hit by a huecuva's slam
attack must succeed on a Fortitude save (DC 14)
or fall prey to the disease called huecuva blight.
The incubation period is 1 day; at the end of that
time, the disease deals 1d2 points of Strength and
Constitution damage. An infected victim must make
a saving throw each day thereafter or take another
1d2 points of Strength and Constitution damage.
The effects of huecuva blight are cumulative each
day until the victim reaches 0 Constitution (and
dies), makes two consecutive saves, or receives
magical treatment (such as a remove disease
spell).

*) See Appendix 3

SULANTEHK

CR 7

(without *desecrate* active)

hp 65 (10 HD) ; DR 15/silver

Melee talon +13/+13 (1d4+5+heucuva blight) and

Melee bite +11 (1d4+2+heucuva blight)

Base Atk +8/+3; **Grp** +13

Atk Options Blood frenzy, heucuva blight, rake +11
(1d4+2+heucuva blight)

SEKOLAH'S TEETH

CR 7

Male sahuagin mutant fighter 4 / blackguard 1

LE Medium Humanoid (aquatic)

Init +1; **Senses** Blindsight 30 ft., darkvision 60 ft.;
Listen +6 (+10 underwater), Spot +6 (+10
underwater)

Aura Aura of despair, aura of evil

Languages Common, Aquatic, Sahuagin; speak with
sharks

AC 25, touch 13, flat-footed 23

(+2 Dex, +6 natural, +6 armor, +1 deflection)

hp 60 (7 HD)

Fort +11, **Ref** +6, **Will** +5

Weakness Fresh water sensitivity, light blindness,
water dependent

Speed 20 ft. (2 squares), swim 40 ft. (8 squares);
Melee talon +13/+13/+13/+13 (1d6+6 and poison)
and

Melee bite +11 (1d4+3)

Melee masterwork greatspear +10/+5 (2d6+9) or

Ranged Touch net +9 (entangle) or

Ranged heavy crossbow +9 (1d10/19-20)

Base Atk +7/+2; **Grp** +13

Atk Options blood frenzy, rake +11, 1d6+3, Cleave,
Improved Sunder, Power Attack

Special Actions detect good

Combat Gear masterwork greatspear*, heavy
crossbow

Blackguard Spells Prepared (CL 1st):

1st— *doom* (DC 12)

‡ Already cast

Abilities Str 20, Dex 14, Con 16, Int 12, Wis 12, Cha
11

SQ Poison use

Feats Great Fortitude, Cleave, Combat Brute*,
Improved Natural Attack (talon), Improved Sunder,
Multiattack^B, Power Attack

Skills Handle Animal +2 (+6 with sharks), Hide +3 (+7
underwater), Intimidate +4, Knowledge[religion] +3,
Listen +6 (+10 underwater), Profession (hunter) +1,
Ride +4, Spot +6 (+10 underwater), Survival +1,
Swim +7

Possessions combat gear plus +1 *breastplate*,
amulet of natural armor +1, *gauntlets of ogre*
power, *ring of protection* +1, *potion of magic fang*

Poison A teeth's four talons are coated with a vicious
poison. The first time each talon hits, it delivers the
poison.

Large scorpion venom: Injury, DC 18, 1d6 Str/1d6

Str

*) See Appendix 3

10. THE EYE OF SEKOLAH

KRAKEN

CR 14

NE Gargantuan magical beast (aquatic)

Init +4; **Senses** Darkvision 60 ft, low light vision,
Listen +36, Spot +36

Languages Common, Aquan

AC 20, touch 6, flat-footed 20

(-4 size, +0 Dex, +14 natural)

hp 403 (26 HD)

Fort +25, **Ref** +15, **Will** +15

Speed swim 20 ft. (4 squares); Jet

Melee 2 tentacles +34 (3d8+12/19-20) and

Melee 6 arms +29 (1d6+6) and

Melee bite +29 (4d6+6)

Space 20 ft.; **Reach** 15 ft. (60 ft. with tentacle, 30 ft.
with arm)

Base Atk +26; **Grp** +50

Atk Options Blind-Fight, Combat Expertise, Constrict,
Improved Grab, Improved Trip, Power Attack

Special Actions Ink Cloud

Combat Gear *elemental gem (water)*

Spell-Like Abilities (CL 9th):

1/day— *control weather, control winds, dominate animal* (DC 18), *resist energy*

† Already cast

Abilities Str 34, Dex 10, Con 30, Int 21, Wis 20, Cha 20

Feats Alertness, Blind-Fight, Combat Expertise, Improved Critical (tentacle), Improved Initiative, Improved Natural Attack (tentacle), Improved Trip, Iron Will, Power Attack

Skills Concentration +21, Diplomacy +7, Hide +12, Intimidate +22, Knowledge (geography) +17, Knowledge (nature) +16, Listen +36, Search +28, Sense Motive +20, Spot +36, Survival +5 (+7 following tracks), Swim +20, Use Magic Device +25

Jet (Ex) A kraken can jet backward once per round as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Improved Grab (Ex) To use this ability, the kraken must hit with an arm or tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex) A kraken deals automatic arm or tentacle damage with a successful grapple check.

Ink Cloud (Ex) A kraken can emit a cloud of jet-black ink in an 80-foot spread once per minute as a free action. The cloud provides total concealment, which the kraken normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness.

Skills A kraken has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

5: THE QUEST FOR PEACE

RAZEGUL

CR 7

Male sahuagin marshal 2/hexblade 9*

* Complete Warrior p. 6

LE Medium Humanoid (aquatic)

Init +3; **Senses** Blindsense 30 ft., darkvision 60 ft.; Listen +9 (+13 underwater), Spot +9 (+13 underwater)**Languages** Common, Aquatic, Sahuagin; speak with sharks**AC** 22, touch 10, flat-footed 22 (+0 Dex, +7 natural, +5 armor)**hp** 113 (13 HD)**Fort** +12 (+14 vs spells), **Ref** +10 (+12 vs spells), **Will** +15 (+17 vs spells); arcane resistance, mettle**Weakness** Fresh water sensitivity, light blindness, water dependent**Speed** 30 ft. (6 squares), swim 60 ft. (12 squares);**Melee** talon +18/+18 (1d4+6) and**Melee** bite +16 (1d4+3) or**Melee** +2 *silvered trident of warning* +21/+16/+11 (1d8+10) and**Melee** bite +16 (1d4+3)**Base Atk** +12/+7/+2; **Grp** +17**Atk Options** Combat Brute, blood frenzy, Combat Expertise, Power Attack, rake +16 (1d4+3), minor aura (master of tactics), major aura (motivate attack)**Special Actions** greater hexblade's curse 3/day (DC 17)**Combat Gear** +2 *silvered trident of warning***Hexblade Spells Known** (CL 4th):2nd (1/day)— *glitterdust* (DC 16), *touch of idiocy*1st (2/day)— *charm person* (DC 15), *entropic shield*, *phantom threat* (DC 15), *Tasha's hideous laughter* (DC 15)**Abilities** Str 19, Dex 10, Con 16, Int 14, Wis 14, Cha 16**Feats** Combat Expertise, Great Fortitude, Improved Trip, Multiattack^B, Power Attack, Skill Focus (Diplomacy)^B, SpellFocus (Enchantment)^B, Weapon Focus (trident)**Skills** Concentration +17, Diplomacy +6, Handle Animal +10 (+14 with sharks), Intimidate +16, Hide -1 (+3 underwater), Listen +9 (+13 underwater), Profession (hunter) +2, Ride +6, Sense Motive +6, Spellcraft +7, Spot +9 (+13 underwater), Survival +2, Swim +14**Possessions** combat gear plus +2 *sharkskin armor**, *amulet of natural armor* +2, *belt of giant strength* +4, *cloak of charisma* +2, *vest of resistance* +1**Arcane Resistance (Su)** A hexblade gains a bonus equal to his Cha bonus (minimum +1) on saving throws against spells and spell-like effects.**Mettle (Ex)** A hexblade can resist magical and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser

effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of mettle.

Greater Hexblade's Curse (Su) As a free action a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -4 penalty on attacks, saves, ability checks, skill checks and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10 + ½ hexblade's class level + hexblade's Cha modifier) negates the effect. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Auras (Ex): The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies.

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

* **Master of Tactics:** +3 bonus on damage rolls when flanking.

Major Aura: A major aura lets allies add +1 to certain rolls.

* **Motivate Attack:** +1 bonus on melee attack rolls.

*) See Appendix 3

RAZEGUL

(When under commander's aura)

Melee talon +19/+19 (1d4+6) and**Melee** bite +17 (1d4+3) or**Melee** +2 *silvered trident of warning* +22/+17/+12 (1d8+10) and**Melee** bite +17 (1d4+3) or

Atk Options blood frenzy, Combat Expertise, Power Attack, rake+17 (1d4+3), minor aura (master of tactics), major aura (motivate attack)

RAZEGUL

(When under commander's aura and flanking)

Melee talon +19/+19 (1d4+9) and

Melee bite +17 (1d4+6) or

Melee +2 *silvered trident of warning* +22/+17/+12 (1d8+13) and

Melee bite +17 (1d4+6) or

Atk Options blood frenzy, Combat Expertise, Power Attack, rake+17 (1d4+6), minor aura (master of tactics), major aura (motivate attack)

SAHUAGIN GUARDS

CR 9

Male sahuagin ranger 5/occult slayer 2

LE Medium Humanoid (aquatic)

Init +4; **Senses** Blindsight 30 ft., darkvision 60 ft.; Listen +10 (+14 underwater), Spot +10 (+14 underwater)

Languages Common, Aquatic, Sahuagin; speak with sharks

AC 23, touch 14, flat-footed 18

(+4 Dex, +5 natural, +4 armor)

hp 80 (9 HD); Die Hard

Fort +11 (+12 vs spells), **Ref** +12 (+13 vs spells), **Will** +7 (+8 vs spells); magical defense

Resist mind over magic 1/day

Weakness Fresh water sensitivity, light blindness, water dependent

Speed 30 ft. (6 squares), swim 60 ft. (12 squares);

Melee talon +13/+13 (1d4+4) and

Melee bite +11 (1d4+2) or

Melee +1 *trident* +15/+10 (1d8+7) and

Melee bite +11 (1d4+2) or

Ranged masterwork aquatic longbow +14/+9 (1d8/x3) or

Ranged masterwork aquatic longbow +12/+12/+7 (1d8/x3) or

Ranged Touch net +13 (entangle)

Base Atk +9/+4; **Grp** +13

Atk Options blood frenzy, favored enemy (elves +4, humans +2), rake +11 (1d4+2), Power Attack, Rapid Shot, vicious strike, weapon bond(+1 *trident*)

Special Actions animal empathy +5

Combat Gear +1 *trident*, masterwork aquatic longbow*, net

Ranger Spells Prepared (CL 2nd):
1st— *magic fang*

Abilities Str 18, Dex 18, Con 18, Int 14, Wis 14, Cha 6

Feats Die Hard, Endurance^B, Great Fortitude, Multiattack^B, Power Attack, Rapid Shot^B, Track^B, Weapon Focus (trident)

Skills Handle Animal +6 (+10 with sharks), Hide +9 (+13 underwater), Knowledge(arcana) +7, Listen +10 (+14 underwater), Profession (hunter) +2, Ride +6, Sense Motiv +10, Spot +10 (+14 underwater), Spellcraft +7, Survival +9, Swim +10

Possessions

combat gear plus *cloak of resistance* +1, *periapt of health* +2, +1 *sharkskin armor**

Magical Defense (Ex) An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Mind Over Magic (Su) Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the spell turning spell (caster level equals the character's occult slayer level + 5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Su) At 2nd level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

Weapon Bond (Su) An occult slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else—no adventuring) to create a new weapon bond.

*) See Appendix 3

SAHUAGIN GUARDS

(When under commander's aura)

Melee talon +14/+14 (1d4+4) and

Melee bite +12 (1d4+2) or

Melee +1 *trident* +16/+11 (1d8+7) and

Melee bite +12 (1d4+2) or

Atk Options Blood frenzy, favored enemy (elves +2), rake +12 (1d4+2)

SAHUAGIN GUARDS

(When under commander's aura and flanking)

Melee talon +14/+14 (1d4+7) and

Melee bite +12 (1d4+5) or

Melee +1 *trident* +16/+11 (1d8+10) and

Melee bite +12 (1d4+5) or

Ranged masterwork aquatic longbow +14/+9 (1d8+3/x3) or

Ranged masterwork aquatic longbow +12/+12/+7 (1d8+3/x3)

Atk Options Blood frenzy, favored enemy (elves +2), rake +12 (1d4+5)

5: THE QUEST FOR WAR

SAHUAGIN COMMANDER

CR 7

Male sahuagin marshal 2/hexblade 9*

* Complete Warrior p. 6

LE Medium Humanoid (aquatic)

Init +3; **Senses** Blindsight 30 ft., darkvision 60 ft.;

Listen +9 (+13 underwater), Spot +9 (+13 underwater)

Languages Common, Aquatic, Sahuagin; speak with sharks

AC 22, touch 10, flat-footed 22

(+0 Dex, +7 natural, +5 armor)

hp 113 (13 HD)

Fort +12 (+14 vs spells), **Ref** +10 (+12 vs spells), **Will** +15 (+17 vs spells); arcane resistance, mettle

Weakness Fresh water sensitivity, light blindness, water dependent

Speed 30 ft. (6 squares), swim 60 ft. (12 squares);

Melee talon +18/+18 (1d4+6) and

Melee bite +16 (1d4+3) or

Melee +1 *silvered trident* +20/+15/+10 (1d8+9) and

Melee bite +16 (1d4+3)

Base Atk +12/+7/+2; **Grp** +17

Atk Options Combat Brute, blood frenzy, Combat Expertise, Power Attack, rake +16 (1d4+3), minor aura (master of tactics), major aura (motivate attack)

Special Actions greater hexblade's curse 3/day (DC 17)

Combat Gear +1 *silvered trident*

Hexblade Spells Known (CL 4th):

2nd (1/day)— *glitterdust* (DC 16), *touch of idiocy*

1st (2/day)— *charm person* (DC 15), *entropic shield*, *phantom threat* (DC 15), *Tasha's hideous laughter* (DC 15)

Abilities Str 19, Dex 10, Con 16, Int 14, Wis 14, Cha 16

Feats Combat Expertise, Great Fortitude, Improved Trip, Multiattack^B, Power Attack, Skill Focus (Diplomacy)^B, SpellFocus (Enchantment)^B, Weapon Focus (trident)

Skills Concentration +17, Diplomacy +6, Handle Animal +10 (+14 with sharks), Intimidate +16, Hide -1 (+3 underwater), Listen +9 (+13 underwater), Profession (hunter) +2, Ride +6, Sense Motive +6, Spellcraft +7, Spot +9 (+13 underwater), Survival +2, Swim +14

Possessions combat gear plus +2 *sharkskin armor**, *amulet of natural armor* +2, *belt of giant strength* +4, +2, *cloak of charisma* +2, *vest of resistance* +1

Arcane Resistance (Su) A hexblade gains a bonus equal to his Cha bonus (minimum +1) on saving throws against spells and spell-like effects.

Mettle (Ex) A hexblade can resist magical and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect.

An unconscious or sleeping hexblade does not gain the benefit of mettle.

Greater Hexblade's Curse (Su) As a free action a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -4 penalty on attacks, saves, ability checks, skill checks and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10 + ½ hexblade's class level + hexblade's Cha modifier) negates the effect. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Auras (Ex): The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies.

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

* **Master of Tactics:** +3 bonus on damage rolls when flanking.

Major Aura: A major aura lets allies add +1 to certain rolls.

* **Motivate Attack:** +1 bonus on melee attack rolls.

*) See Appendix 3

SAHUAGIN COMMANDER

(When under commander's aura)

Melee talon +19/+19 (1d4+6) and

Melee bite +17 (1d4+3) or

Melee +1 *silvered trident* +21/+16/+11 (1d8+9) and

Melee bite +17 (1d4+3) or

Atk Options blood frenzy, Combat Expertise, Power Attack, rake+17 (1d4+3), minor aura (master of tactics), major aura (motivate attack)

SAHUAGIN COMMANDER

(When under commander's aura and flanking)

Melee talon +19/+19 (1d4+9) and

Melee bite +17 (1d4+6) or
Melee +1 *silvered trident* +21/+16/+11 (1d8+12) and
Melee bite +17 (1d4+6) or
Atk Options blood frenzy, Combat Expertise, Power Attack, rake +17 (1d4+6), minor aura (master of tactics), major aura (motivate attack)

SAHUAGIN SCOUTS

CR 9

Male sahuagin ranger 5/occult slayer 2
 LE Medium Humanoid (aquatic)
Init +4; **Senses** Blindsight 30 ft., darkvision 60 ft.; Listen +10 (+14 underwater), Spot +10 (+14 underwater)
Languages Common, Aquatic, Sahuagin; speak with sharks

AC 23, touch 14, flat-footed 18 (+4 Dex, +5 natural, +4 armor)
hp 80 (9 HD); Die Hard
Fort +11 (+12 vs spells), **Ref** +12 (+13 vs spells), **Will** +7 (+8 vs spells); magical defense
Resist mind over magic 1/day
Weakness Fresh water sensitivity, light blindness, water dependent

Speed 30 ft. (6 squares), swim 60 ft. (12 squares);
Melee talon +13/+13 (1d4+4) and
Melee bite +11 (1d4+2) or
Melee +1 *trident* +15/+10 (1d8+7) and
Melee bite +11 (1d4+2) or
Ranged masterwork aquatic longbow +14/+9 (1d8/x3) or
Ranged masterwork aquatic longbow +12/+12/+7 (1d8/x3) or
Ranged Touch net +13 (entangle) OR
Ranged Touch *net of snaring*** +16 (entangle)
Base Atk +9/+4; **Grp** +13
Atk Options blood frenzy, favored enemy (elves +4, humans +2), rake +11 (1d4+2), Power Attack, Rapid Shot, vicious strike, weapon bond(+1 *trident*)
Special Actions animal empathy +5
Combat Gear +1 *trident*, masterwork aquatic longbow*, net OR *net of snaring***
Ranger Spells Prepared (CL 2nd):
 1st— *magic fang*

Abilities Str 18, Dex 18, Con 18, Int 14, Wis 14, Cha 6
Feats Die Hard, Endurance^B, Great Fortitude, Multiattack^B, Power Attack, Rapid Shot^B, Track^B, Weapon Focus (trident)
Skills Handle Animal +6 (+10 with sharks), Hide +9 (+13 underwater), Knowledge(arcana) +7, Listen +10 (+14 underwater), Profession (hunter) +2, Ride +6, Sense Motiv +10, Spot +10 (+14 underwater), Spellcraft +7, Survival +9, Swim +10
Possessions combat gear plus *cloak of resistance* +1, *periapt of health* +2, +1 *sharkskin armor**

Magical Defense (Ex) An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Mind Over Magic (Su) Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the spell turning spell (caster level equals the character's occult slayer level + 5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Su) At 2nd level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

Weapon Bond (Su) An occult slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else—no adventuring) to create a new weapon bond.

*) See Appendix 3

) Only **one scout has a *net of snaring*

SAHUAGIN SCOUTS

(When under commander's aura)

Melee talon +14/+14 (1d4+4) and
Melee bite +12 (1d4+2) or
Melee +1 *trident* +16/+11 (1d8+7) and
Melee bite +12 (1d4+2) or
Atk Options Blood frenzy, favored enemy (elves +2), rake +12 (1d4+2)

SAHUAGIN SCOUTS

(When under commander's aura and flanking)

Melee talon +14/+14 (1d4+7) and
Melee bite +12 (1d4+5) or
Melee +1 *trident* +16/+11 (1d8+10) and
Melee bite +12 (1d4+5) or
Ranged masterwork aquatic longbow +14/+9 (1d8+3/x3) or
Ranged masterwork aquatic longbow +12/+12/+7 (1d8+3/x3)
Atk Options Blood frenzy, favored enemy (elves +2), rake +12 (1d4+5)

8: THE DESCENT

RAVENOUS FISH TRAP

CR 12

Description see text.

Search DC 27; **Type** magic

Trigger detection(*alarm*); **Init** +6

Effect one random target per round per rune, Atk +14, damage 6d8

Duration 15 rounds

Destruction AC 22; hp 25/rune; hardness 5 (each rune)

Disarm Disable Device DC 37 (each rune)

Dispel DC 23 (each rune)

9: THE RITE OF SEHOLAH

SULANTEHK

CR 11

Female sahuagin heucuva* cleric 10

* Fiend Folio p. 94

LE Medium Undead (aquatic)

Init +2; **Senses** Blindsense 30 ft., darkvision 60 ft.; Listen +13 (+17 underwater), Spot +13 (+17 underwater)

Languages Aquatic, Sahuagin; speak with sharks

AC 27, touch 14, flat-footed 25

(+2 Dex, +4 armor, +9 natural, +2 deflection)

hp 102 (12 HD); DR 15/silver

Resist Turn resistance +2

Immune Undead immunities

Fort +7, **Ref** +8, **Will** +18

Weakness Light blindness

Speed 30 ft. (6 squares), swim 60 ft. (12 squares);

Melee talon +16/+16 (1d4+7+heucuva blight) and

Melee bite +14 (1d4+4+heucuva blight)

Base Atk +9/+4; **Grp** +16

Atk Options Blood frenzy, heucuva blight, rake +14 (1d4+4+heucuva blight)

Special Actions Spontaneous casting, rebuke undead 3/day (+1, 2d6+11, 10th)

Cleric Spells Prepared (CL 12th):

5th— *plane shift* (DC 23)** , *slay living*^D (CL 13th, DC 23), *wall of dispel magic**, *summon undead V**

4th— *divine power*, *freedom of movement* , *poison* (touch +15, DC 22) , *summon undead IV**, *unholy blight*^D (DC 22) , *wall of evil** (CL 13th, DC 22)

3rd— *bestow curse* (DC 21), *contagion* (DC 21), *dispel magic* , *prayer*, *magic circle against good*^D (CL 13th), *summon undead III**

2nd— *calm emotions* (DC20), † *desecrate*^D (CL 13th), *hold person* (DC 20), *inky cloud**, *spiritual weapon* (trident, attack +17, 1d8+4), *silence* (DC 20), *summon undead II**

1st— *bless* , *blood wind** x 2, *doom* (DC 19), *entropic shield*, *sanctuary* (DC 19), *summon undead I**

0— *detect magic*, *detect poison*, *guidance*, *light* , *read magic*, *resistance*

D: Domain spell. Deity: Shekolah. Domains: Death (use a death touch once per day – 10d6 damage), Evil (cast evil spells at +1 caster level)

† Already cast

Abilities Str 20, Dex 15, Con -, Int 10, Wis 26, Cha 12

Feats Combat Casting, Iron Will, Multiattack^B, Practiced Spellcaster*, Skill Focus (Concentration), Spell Focus (Necromancy), Toughness^B

Skills Concentration +19 (+23 when casting on the defense or grappled), Listen +13 (+17 underwater), Knowledge(religion) +5, Profession(hunter) +8,

Ride +6, Spot +13 (+17 underwater), Survival +8, Swim +11 **Possessions** *periapt of wisdom* +4, +1 *sharkskin armor**, *pearl of power level 2*, *ring of protection* +2, *rope scroll of desecrate*, planar fork (material plane), planar fork (Baator)

Huecuva Blight (Su): Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time, the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive saves, or receives magical treatment (such as a remove disease spell).

*) See Appendix 3

**) *Plane shift* takes the victim to the realm of Sekolah, named *Sheyruushk*, located on the layer of *Stygia* in *Baator*. This underwater realm is accessible from a crack between two icebergs not too far from Tantlin (the City of Ice). The place teams with sea devils and sharks of every type and every size. A PC that cannot return on its own is lost, and requires the expenditure of 6 TU and 1,000 gp, or a Special Mission, to return home.

*) See Appendix 3

SULANTEHK

CR 7

(without *desecrate* active)

hp 78 (12 HD); DR 15/silver

Melee talon +14/+14 (1d4+5+heucuva blight) and

Melee bite +12 (1d4+2+heucuva blight)

Base Atk +9/+4; **Grp** +14

Atk Options Blood frenzy, heucuva blight, rake +12 (1d4+2+heucuva blight)

SEKOLAH'S TEETH

CR 9

Male sahuagin mutant fighter 4 / blackguard 3

LE Medium Humanoid (aquatic)

Init +1; **Senses** Blindsense 30 ft., darkvision 60 ft.; Listen +6 (+10 underwater), Spot +6 (+10 underwater)

Aura Aura of despair, aura of evil

Languages Common, Aquatic, Sahuagin; speak with sharks

AC 29, touch 12, flat-footed 26

(+2 Dex, +6 natural, +10 armor, +1 deflection)

hp 78 (9 HD)

Fort +14, **Ref** +8, **Will** +7; dark blessing

Weakness Fresh water sensitivity, light blindness, water dependent

Speed 20 ft. (2 squares), swim 40 ft. (8 squares);

Melee talon +15/+15/+15/+15 (1d6+6 and poison) and

Melee bite +13 (1d4+3)

Melee masterwork greatspear +12/+7 (2d6+9) or

Ranged Touch net +11 (entangle) or

Ranged heavy crossbow +11 (1d10/19-20)

Base Atk +9/+3; **Grp** +14

Atk Options Blood frenzy, rake +13, 1d6+3, smite good 1/day (+1 to attack, +3 to damage)

Special Actions detect good, command undead rebuke undead 3/day (+1, 2d6+2, 1st)

Combat Gear masterwork greatspear*, heavy crossbow, net

Blackguard Spells Prepared (CL 1st):

1st— *doom* (DC 12), *inflict light wounds* (DC 12)

‡ Already cast

Abilities Str 20, Dex 14, Con 16, Int 12, Wis 12, Cha 12

SQ Poison use

Feats Great Fortitude, Cleave, Combat Brute*, Combat Reflexes, Improved Natural Attack (talon), Improved Sunder, Multiattack^B, Power Attack

Skills Handle Animal +3 (+7 with sharks), Hide +3 (+7 underwater), Intimidate +5, Knowledge[religion] +3, Listen +6 (+10 underwater), Profession (hunter) +1, Ride +4, Spot +6 (+10 underwater), Survival +1, Swim +3

Possessions combat gear plus +2 *full plate armor*, *amulet of natural armor* +1, *gauntlets of ogre power*, *ring of protection* +1, *potion of magic fang*

Poison A teeth's four talons are coated with a vicious poison. The first time each talon hits, it delivers the poison.

Purple worm poison: Injury, DC 24, 1d6 Str/2d6 Str

*) See Appendix 3

(tentacle), Improved Initiative, Improved Natural Attack (tentacle), Improved Trip, Iron Will, Power Attack

Skills Concentration +28, Diplomacy +7, Hide +18, Intimidate +28, Knowledge (geography) +17, Knowledge (nature) +16, Listen +42, Search +34, Sense Motive +20, Spot +42, Survival +5 (+7 following tracks), Swim +20, Use Magic Device +31

Jet (Ex) A kraken can jet backward once per round as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Improved Grab (Ex) To use this ability, the kraken must hit with an arm or tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex) A kraken deals automatic arm or tentacle damage with a successful grapple check.

Ink Cloud (Ex) A kraken can emit a cloud of jet-black ink in an 80-foot spread once per minute as a free action. The cloud provides total concealment, which the kraken normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness.

Skills A kraken has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

10. THE EYE OF SEKOLAH

KRAKEN

CR 16

NE Gargantuan magical beast (aquatic)

Init +4; **Senses** Darkvision 60 ft, low light vision, Listen +42, Spot +42

Languages Common, Aquan

AC 20, touch 6, flat-footed 20

(-4 size, +0 Dex, +14 natural)

hp 528 (32 HD)

Fort +28, **Ref** +18, **Will** +17

Speed swim 20 ft. (4 squares); Jet

Melee 2 tentacles +40 (3d8+12/19-20) and

Melee 6 arms +35 (1d6+6) and

Melee bite +35 (4d6+6)

Space 20 ft.; **Reach** 15 ft. (60 ft. with tentacle, 30 ft. with arm)

Base Atk +32; **Grp** +56

Atk Options Blind-Fight, Combat Expertise, Constrict, Improved Grab, Improved Trip, Power Attack

Special Actions Ink Cloud

Combat Gear *elemental gem (water)*

Spell-Like Abilities (CL 9th):

1/day— *control weather*, *control winds*, *dominate animal* (DC 18), *resist energy*

‡ Already cast

Abilities Str 34, Dex 10, Con 32, Int 21, Wis 20, Cha 20

Feats Alertness, Awesome Blow, Blind-Fight, Combat Expertise, Improved Bull Rush Improved Critical

APPENDIX 3: NEW RULES OPTIONS

FEATS

Elflore [General]

You've memorized the epic poems, histories, and songs of the elven people, gaining insight into Oerth's history and magic.

Regions/Races: Celene, Gray Elf, Half-Elf, High Elf, Highfolk, Lendore Isles, Sunndi, Tallfellow Halfling, Ulek States, Valley Elf, Verbobonc

Benefit: You get a +1 bonus on all Knowledge and Spellcraft checks.

Source: *Dragon* 315

Practiced Spellcaster [General]

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus.

For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his cleric caster level from 5th to 8th (since has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 HD).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) much choose which class gains the feat's effect.

This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who has selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Source: Complete Divine 82

NEW EQUIPMENT

Ballista

Exotic Ranged Weapon; Cost 500gp; Damage 3D8/19-20; Range Increment 120 ft*; Crew 1.

The ballista is a huge heavy crossbow, fixed in place. It is a direct fire weapon; due to its size a medium creature takes a -4 penalty on attack rolls when firing it and a small creature takes a -6 penalty when firing. A ballista takes up a space 5 feet across and weighs 400 pounds. A ballista deals half damage when fired at an enemy vessel.

To load or reload a ballista takes a full round action and a DC 10 strength check to bring it to half cock; a full round action and a DC 10 strength check to wind it from half to full cock; a full round action to load the bolt. Normal rate of fire is thus 1 shot per 4 rounds.

*) note that the ballista's in this adventure fire underwater, and thus take a -2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range.

Source: *Stormwrack* 103

Crossbow, Aquatic

Exotic Ranged Weapon; Cost 250gp; Damage(S) 1D6; Damage(M) 1D8/19-20; Range Increment 40 ft (40 ft); Weight 4lb; Type Piercing.

This special version of a light crossbow is strung especially tautly with thicker wire and reinforced not to snap under the increased tension. The aquatic crossbow is not subject to the normal -2 penalty on ranged attack rolls for every five feet of distance (see Ranged Attacks Underwater, page 93 of the *Dungeon Masters guide*), and uses its normal range increment of 40 feet both in and out of water. Aquatic Crossbows are favoured by avanti, merfolk and tritons.

Source: *Stormwrack* 107

Cutlass

Light weapon; cost: 15 gp; Dmg (S) 1d4; Dmg (M) 1d6; Critical: 19-20/x2; no range increment; weight: 3 lb; type: slashing

A light slashing weapon especially favored by pirates and other nautical raiders, the cutlass is a heavy blade about 2 feet long with a curved edge. It is easy to wield in close quarters and can deal vicious gashes to an opponent. It's heavy basket hilt gives the wielder a +2 circumstance bonus on any checks to resist being disarmed.

Source: *Stormwrack* 107

Greatspear

Exotic two-handed weapon; cost: 25 gp; Dmg (S) 1d10; Dmg (M) 2d6; Critical: x3; no range increment; weight: 9 lb; type: piercing

This broad-bladed spear has a long, flat blade, and is too heavy to wield properly without proficiency.

A greatspear is a reach weapon.

Source: *Complete Warrior* 156.

Longbow, Aquatic

Martial Ranged Weapon; Cost 400gp; Damage(S) 1D6; Damage(M) 1D8/x3; Range Increment 60 ft (10 ft); Weight 3lb; Type Piercing.

Made by the aquatic elves, the aquatic longbow functions as a normal ranged weapon out of the water, with a 60-foot range increment. Underwater, it has a range increment of 10 feet, but it does not take the normal penalty for a ranged attack through water. If

you have the Aquatic Shot feat, the aquatic longbow's range increment improves to 30 feet underwater. Aquatic longbows are favored by aquatic elves.

Source: *Stormwrack* 107

Sharkskin Armor

Light Armor; Cost 85gp; Armor Bonus +3; Maximum Dex Bonus +6; Armor Check Penalty -2; Arcane Spell Failure Chance 20%; Speed (30 ft.) (30 ft.) Speed (20 ft.) (20 ft.); Weight 15lb.

Similar to leather armor in appearance, sharkskin is treated so that the sharp toothlike scales covering the skin remain attached to the outside of the armor. Additionally, shark teeth are embedded along the forearms, shoulders, and legs, which count as armor spikes.

Sharkskin armor provides a +6 circumstance bonus on Escape Artist checks made when the wearer is bound with rope or similar easily cut bindings.

Source: *Stormwrack* 106

NEW TRANSPORT

Pinnacle

The pinnacle is a small, two-masted sailing vessel. It's sturdy enough to undertake long open water voyages and handy enough to use close to shore. A pinnacle is fully decked but its sterncastle is hardly worth the name; it's little more than a cramped cabin.

Pinnacle: Gargantuan vehicle; seaworthiness +2; Ship-handling +2; speed wind x 30 ft or oars 5 ft. (good); Overall AC 1; Hull sections 4 (sink 1 section); Section hp 50 (hardness 5); Section AC 3; Rigging Sections 2; Rigging hp 60 (hardness 0); AC 1; Ram 3d6; Mounts 2 light; Space 30 ft. by 10 ft.; Height 10 ft. (draft 5 ft.); Complement 15; Watch 3 plus 8 rowers; Cargo 30 tons (speed wind x20 if 15 tons or more); Cost 4,500 gp.

Source: *Stormwrack* 101.

SPELLS

Blood Wind

Evocation

Level: Cleric 2, Sorcerer/Wizard 2

Components: V, S

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: A single creature with intelligence 4 or higher

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

After you complete the spell, the subject's limbs ripple with power and grow slightly in length.

The subject can take a full attack action to use all of its natural weapons or unarmed strikes as if they were thrown weapons with a 20-foot range increment. The subject gestures as if making a melee attack, but the

result of the attack affects a target within range. This spell does not actually grant reach, and so does not help providing a flanking bonus or allow the subject to make attacks of opportunity at any range greater than normal. The subject uses its normal melee attack bonuses and deals damage normally if it hits, though the target of the attack can benefit from cover or concealment.

Material Component A small vial containing the ink of a squid or octopus.

Source: *Spell Compendium* 34

Inky Cloud

Conjuration (Creation)

Level: Cleric 2, Sorcerer/Wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: 30 ft. radius spread centered on you

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

Black bubbles of ink boil up from the vial in your hand and quickly spread to fill all the water around you with darkness, blocking your vision.

You create an inky cloud that billows out from your location. The cloud obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment. Creatures farther away have total concealment.

A moderate current disperses the cloud in 4 rounds; a strong current disperses the cloud in 1 round.

This spell functions only underwater.

Source: *Spell Compendium* 123

Summon Undead I

Conjuration (Summoning) [Evil]

Level: Cleric 1, Sorcerer/Wizard 1

Components: V, S, F / DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The undead you summon appear in a burst of smoke and fog. The vapor swiftly dissipates, but you can't shake the impression of screaming faces in the cloud's tendrils.

This spell functions like *summon monster I* (PH 285), except that you summon an undead creature.

Summon undead I conjures one of the creatures from the 1st level list in the accompanying sidebar. You choose which creature to summon, and you can change that choice each time you cast the spell. Summoned

undead do not count toward the total Hit Dice of undead that you can control with *animate dead* or the other command undead abilities. No undead creature you summon can have more Hit Dice than your caster level + 1.

Focus: a tiny bag, a small (not lit) candle, and a carved bone from any humanoid.

Source: *Spell Compendium* 215

Summon Undead Lists

1st level: Human warrior skeleton (MM 226), kobold zombie (MM 266)

2nd level: Owlbear skeleton (MM 226), bugbear zombie (MM 267)

3rd level: Ghoul (MM 118), troll skeleton (MM 227), ogre zombie (MM 267)

4th level: Allip (MM 10), ghast (MM 119), wyvern zombie (MM 267)

5th level: Mummy (MM 190), vampire spawn (MM 253), wight (MM 255)

Summon Undead II

Conjuration (Summoning) [Evil]

Level: Cleric 2, Sorcerer/Wizard 2

Effect: One or more summoned creatures, no two of which are more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 2nd-level list or two undead of the same kind from the 1st-level list.

Source: *Spell Compendium* 215

Summon Undead III

Conjuration (Summoning) [Evil]

Level: Cleric 3, Sorcerer/Wizard 3

Effect: One or more summoned creatures, no two of which are more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 3rd-level list or two undead of the same kind from the 2nd-level list, or four undead of the same kind from the 1st-level list.

Source: *Spell Compendium* 215

Summon Undead IV

Conjuration (Summoning) [Evil]

Level: Cleric 4, Sorcerer/Wizard 4

Effect: One or more summoned creatures, no two of which are more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 4th-level list or two undead of the same kind from the 3rd-level list, or four undead of the same kind from a lower level list.

Source: *Spell Compendium* 215

Summon Undead V

Conjuration (Summoning) [Evil]

Level: Cleric 5, Sorcerer/Wizard 5

Effect: One or more summoned creatures, no two of which are more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 5th-level list or two undead of the same kind from the 4th-level list, or four undead of the same kind from a lower level list.

Source: *Spell Compendium* 215

Swim

Transmutation [Water]

Level: Druid 2, Sorcerer/Wizard 2

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

Making the sound of crushing waves with your throat completes the spell. With a wave of your hand, the subject seems more streamlined, with a hint of webbed appendages.

This spell gives the recipient a swim speed of 30 feet (although not the ability to breathe underwater or hold one's breath beyond normal limits). As long as the creature isn't carrying more than a light load, it can swim without making Swim checks. It also gains a +8 bonus on any Swim checks to perform special actions or avoid hazards, though it still takes the normal penalty for weight carried (-1 per 5 pounds). The recipient can choose to take 10 on Swim checks, even if rushed or threatened, and can use the run action while swimming if it swims in a straight line.

If the creature is carrying more than a light load, it must make Swim checks to move (taking the normal penalty for weight carried) but all other benefits of the spell still apply.

Material Component: a goldfish scale.

Source: *Spell Compendium* 217

Wall of Dispel Magic

Abjuration

Level: Cleric 5, Sorcerer/Wizard 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: A straight wall whose area is up to one 10-ft. square/level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You cast the spell and a translucent wall springs up, a shimmering field of faded colors that swirls and merges with itself like the surface of a soap bubble.

This spell creates a transparent, permeatable barrier. Anyone passing through it becomes the target of a *dispel magic* effect (PH 223) at your acster level. A summoned creature targeted in this way can be dispelled by the effect.

A *wall of dispel magic* cannot be seen or felt by ordinary means, or even with a *see invisibility* spell. *Detect magic* indicates the presence of the effect, and *true seeing* reveals its presence.

Source: *Spell Compendium* 232

Wall of Evil

Abjuration [Evil]

Level: Cleric 4, Sorcerer/Wizard 4

Components: V, S, M / DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: A straight wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 5 ft./2 levels

Duration: 10 minutes/level

Saving Throw: See text

Spell Resistance: Yes

You invoke the abjuration, and a wall of red and black energy springs up, only to fade away to invisibility.

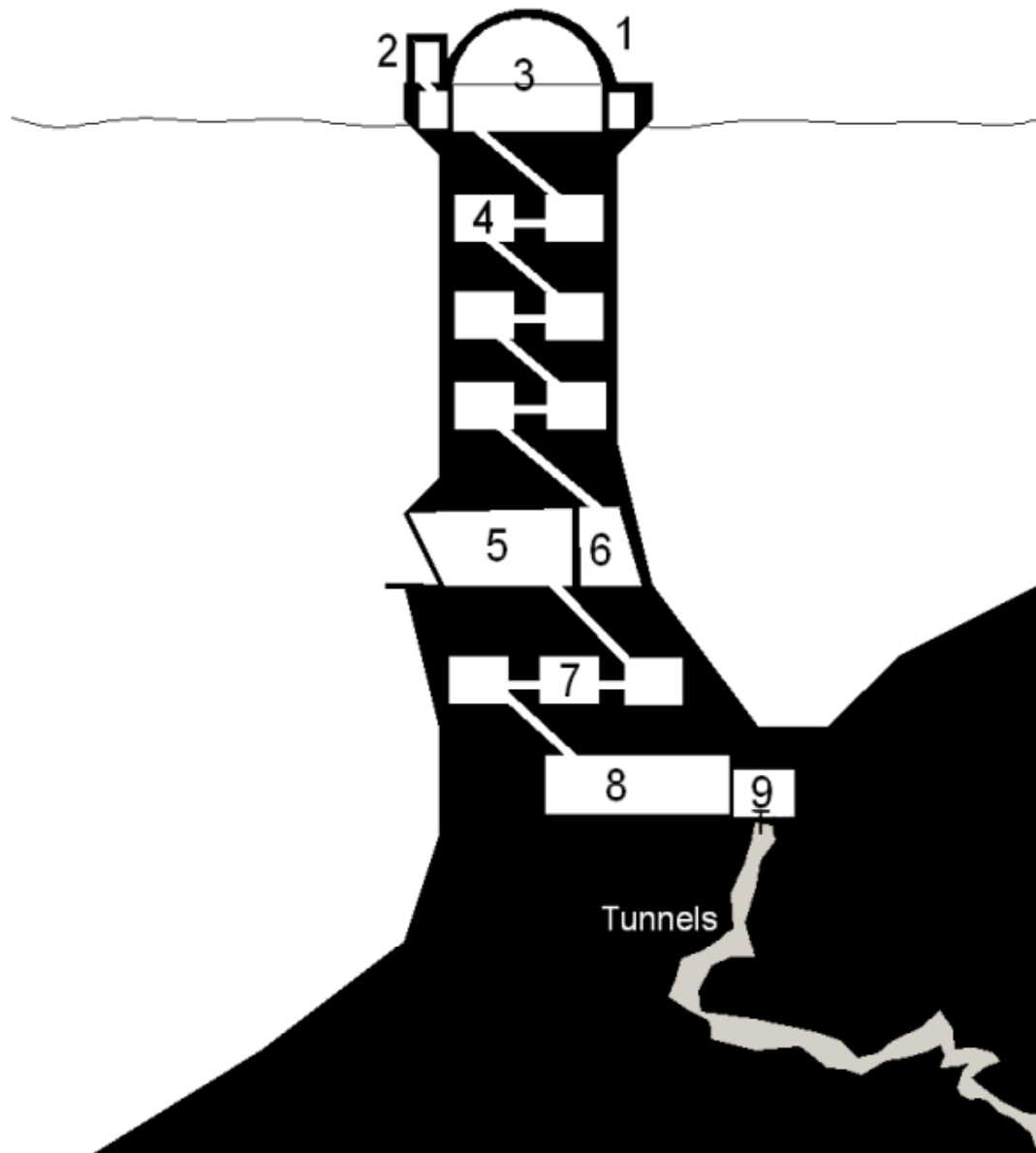
You create an immobile barrier that inhibits good creatures. A good summoned creature cannot pass through the wall in either direction, and any other good creature must succeed on a Will Save each time it attempts to move through the wall. If the saving throw is failed, the creature's movement is stopped, and it can take no other action that round.

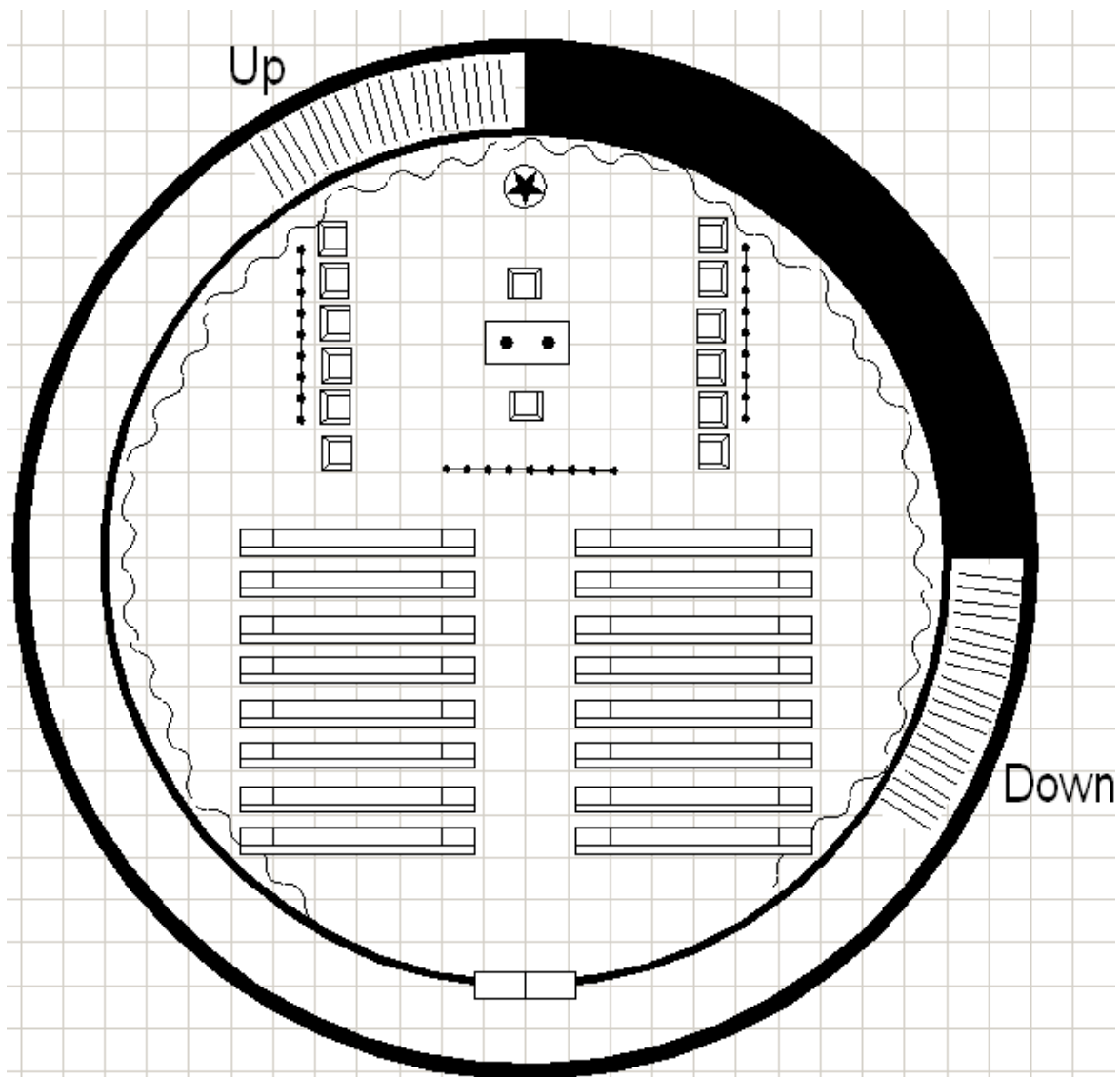
A *wall of evil* must be continuous and unbroken when formed. If it is cast so that an object or creature breaks its surface, the spell fails.

Arcane Material Component: Powdered silver worth 25 gp.

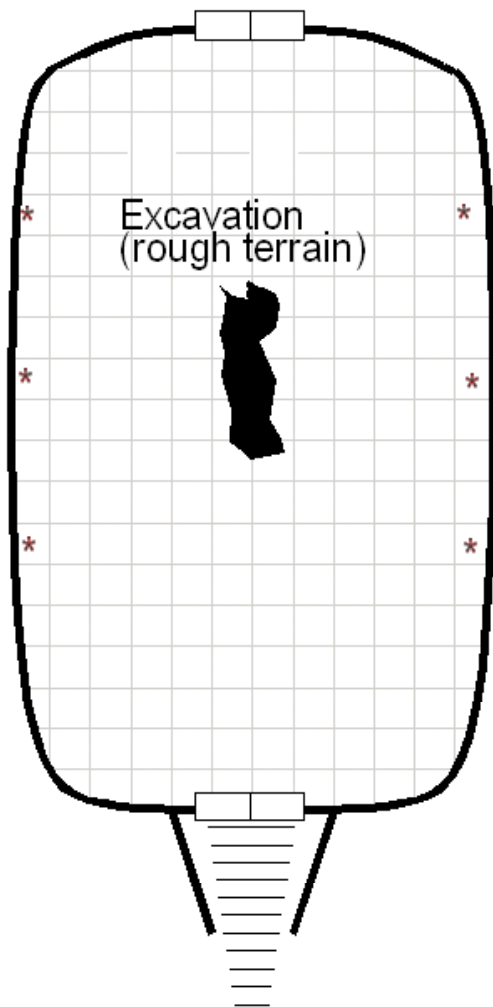
Source: *Spell Compendium* 233

THE EYE OF THE STORM





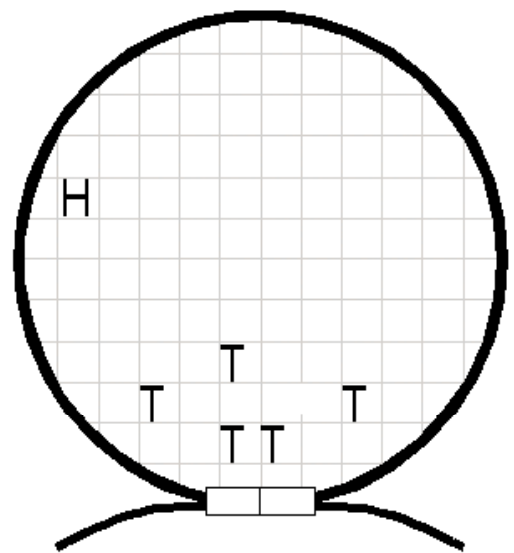
3 : The Gateway To Heaven



* Rune

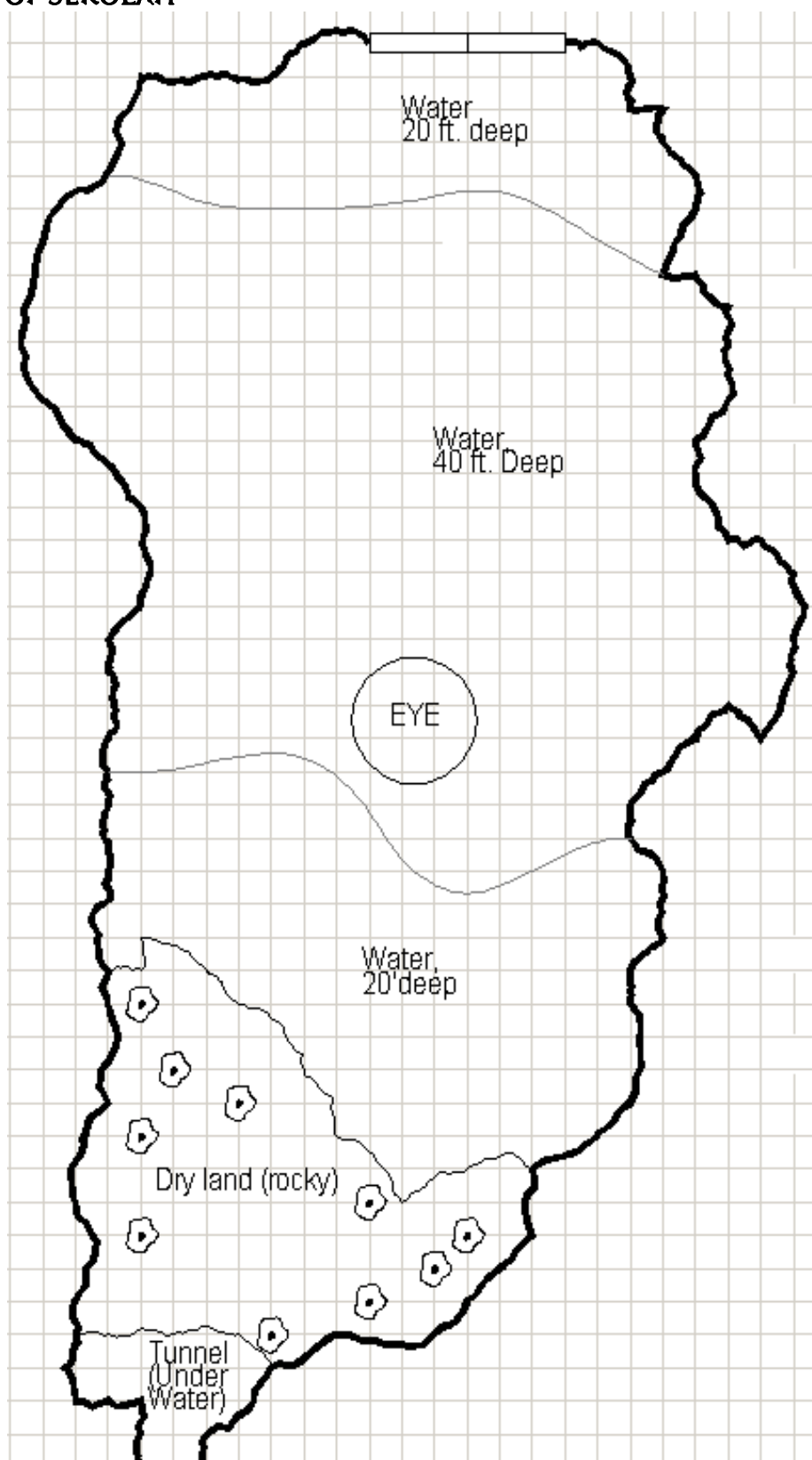
8: The Coral Hall

T: Teeth
H: Heucuva



9: The Sea Floor Room

THE EYE OF SEKOLAH



PLAYER HANDOUT I: PAX MERCURI

The Pax Mercuri are Perrenland's famous mercenaries, posted to trouble spots throughout the Flanaess. The Pax are divided into 5 specialities, with elements of each normally present at each posting. The specialities are:

- Fussvolk - infantry
- Kavallerie - cavalry
- Ingenieur - engineers
- Mediziner - healers
- Speziallerie – commandos

The Pax Mercuri was founded in 500 CY in Schwartzbruin, PerrenLand. It grew out of a number of mercenary companies combining their recruiting, hiring and benefits activities, as well as the number of foreigners trying to attain Perrenese citizenship. It now has a loose organisational structure and serves as a general collective of mercenary units, both foreigners and Perrenland citizens. Not all mercenaries are members of the Pax Mercuri, but most reputable ones are. This includes all "official" Perrenland mercenaries operating abroad.

The Pax Mercuri is named after the ancient oath that gave mercenaries the right to citizenship of Perrenland in exchange for a pledge to fight for Perrenland if ever called on by the Voormann. The efforts of the early Pax Mercuri units has contributed to the reputation of Perrenland as a source of highly skilled mercenary troops.

All members of the Pax Mercuri must pledge to fight for Perrenland if ever called on by the Voormann. Although the oath is not magically binding, compliance with the oath is one of the conditions of being granted permanent citizenship (the other is three years of service in the Pax Mercuri). Anyone who does not respond to the call can be charged with treason.

While totally independent of the Auszug (the elite, standing army of Perrenland), there is sometimes a close working relationship between the Auszug and the Pax Mercuri. Veterans of the Auszug sometimes operate as Pax mercenaries, and occasionally Pax "troops" use Auszug equipment (even ships). Perrenders can elect to spend their compulsory three years of military service abroad in the Pax, though most choose to serve at home.

The Pax Mercuri uniform is similar to the Auszug uniform in design, but the colours are black and tan instead of red and white. The right leg and the left side and sleeve of the shirt are black, while the left leg and the right side and sleeve are tan.

The Pax Mercuri has offices in all the major cities of Perrenland, as well as the following foreign cities.

- Greyhawk City
- Chendl (Furyondy)
- Ekbir City (Ekbir)
- Enstad (Celene)
- Eru Tovar (Wolf Nomads)
- Gyrax (Duchy of Ulek)
- Highfolk (Highfolk)
- Mitrik (Veluna)
- Pellak (Bissel)
- Radigast City (County of Urnst)
- Sefmur (Tusmit)
- Verbobonc (Verbobonc)

The Pax Mercuri used to have an office in Lopolla (Ket), but it was burned to the ground and the officers killed in 593 CY, allegedly by a mob protesting at the re-opening of the Khund tunnel from Perrenland to Tusmit.