

Siren's Rock

A Two-Round Dungeons & Dragons® Living Greyhawk™ Dullstrand Regional Adventure

Version 1.0

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The Dullstrand Pilot's Guild is concerned about fishermen disappearing in the vicinity of the small village of Earby. Are bad weather and bad luck responsible? Are the fabled sirens responsible? Or is there something more evil at work? A two-round regional adventure set in the Dullstrand for characters level 4-14 (APLs 6-12).

Resources for this adventure [and the authors of those works] include *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *DUL4-04 Here Be Monsters* [K. Ellis], *Fiend Folio* [E. Cagle et al.], *Magic Item Compendium* [A. Collins et al.], *Magic Item Compendium* [M. Sernett et al.], *Monster Manual II* [E. Bonny et al.], *Monster Manual III* [R. Burlew et al.], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], *Stromwreck* [Richard Baker, Joseph D. Carriker, Jenifer Clarke Wilkes]

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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 2-round Regional adventure set in Dullstrand. Characters living in Dullstrand 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.

ADVENTURE BACKGROUND

For the past years, the Dullstrand has focused it's attention mainly on restoring its past prosperity. Doing that, it forgot about it's security, especially along its shoreline. As a result, several threats have arisen. One of them is the heavy sahuagin presence. Unnoticed, the followers of Sekolah, have established many footholds along Dullstrand's shores. One of these is located at Siren's Rock. This place was once the home of a small community of sirens, but the sahuagins attacked and killed most of them before defiling the place and making it a temple to Sekolah. They now use it as a base of operations, which include pillage and plunder of the nearby areas. Even worse, they decided lately to start abducting local folk. This has not gone unnoticed and the PCs are asked to investigate.

Siren's rock is also known for another reason, it is rumored to be the final resting place of captain Morganis, a legendary pirate, who disappeared a few years ago. This pirate sailed far and large, looking for a cure to his wife's sickness. She isn't able to give birth. Morganis took a vow to find a way to cure her and give her a child in sign of love. He found a way, in the form of a *periapt of health*. Unfortunately for him, on his way back home, he succumbed to the lure of the sirens, which led him straight into Siren's Rock where his ship stuck untop a sand reef. Short of food and bound by the sirens' call Morganis and his crew rapidly succumbed to thirst and starvation. Morganis was also bound by his oath to a

loving wife, so he didn't leave this world. Instead he waits for someone to deliver the *periapt of health* to his wife. The crew is also bound to the ship but they don't take unlife on such a good side, being hostile to anyone who sets foot on their ship.

ADVENTURE SUMMARY

All is good in the Dullstrand, i.e. trade is in good shape. The recent events across the Flanaess are of little importance here and have little impact on the inhabitants of the region. Is everything really as bright? No, rumors speak of a new threat coming from the sea and of a upcoming attack on the Dullstrand.

Introduction: The adventure begins with the PCs being hired by the Dullstrand Pilots Guild. They are asked to investigate about missing fishermen in the vicinity of Earby, a small village on the coastline south of Dullstrand City.

Encounter 1 [Back to Earby]: The PCs ask around in Earby for clues about what happened to the fishermen. Some villagers (mostly the women) suspect sirens to be responsible. Others blame bad luck and the recent storms. However, one villager, who already met sirens before, is sure that they are innocent and asks the PCs to investigate further. He gives them a conch, signalling them as friends to the sirens. They also learn of the fishing habits of the villagers and where they used to go fishing. They can also hear the legend of a legendary pirate captain. The villagers can provide the PCs with a small boat if needed.

Encounter 2 [Flotsam and Jetsam]: Once the PCs arrive to where the villagers used to go fishing they find high banks of sand, a coral reef, jetsam, flotsam and unfriendly denizens of the sea.

Encounter 3 [A Voice on the Waves]: After the fight an invisible siren contacts the PCs. She is one of the survivors of the sahuagin attack on Siren's Rock. She is Indifferent at first, or Friendly if the PCs show the conch. If the PCs explain they are looking for missing sailors and manage to convince her to help, she accepts to leads the PC to her old home where great evil has taken over. She also mentions foul creatures attacking and enslaving humans.

Encounter 4 [Siren's Rock]: When the PCs reach Siren's Rock, they discover it hides a cleft in the cliffs leading into a large cove. There is a much larger shipwreck here, that of the Black Raven, Morganis' ship. There also is a small beach, should the PCs want to rest. The siren explains that her old home is reached by diving underwater at the far end of the cove.

Encounter 5 [On Raven's Wings Bourne]: Here, the PCs explore the Black Raven. As soon as they set foot on it, they are attacked by the undead crew.

Encounter 6 [A Captain Never Leaves His Ship]: Once they reach the captain's quarters, the PCs meet with the undead captain. They can try and negotiate with Morganis. Bringing the *periapt of health* back to his wife can free him from his unlife.

Encounter 7 [Underwater Guards]: Once the PCs decide to go exploring the old siren home, they need to dive underwater and cross what is now a guard room. Of course, the sahuagin guards are most ferocious and unfriendly.

Encounter 8 [Exploring the Complex]: After defeating the guards, the PCs can enter the complex and start exploring it. Depending on the time of the day, it is underwater or dry. There are three rooms here, the storage, the recreation room and the shrine to the Great Shark (Sekolah). There are two more sahuagins guards in the recreation room. Once the fight over, the PCs can free the two fishermen held captive here.

Encounter 9 [Shrine to the Great Shark]: To end the sahuagin threat, the PCs should take their leader down. Which means attacking the shrine to the great shark and killing the priestess.

Conclusion: The adventure ends with the PCs returning to Earby and then to Dullstrand City. With the villagers freed and the sirens reentering their ancestral home.

PREPARATION FOR PLAY

Before playing the adventure, the DM should check if any PC has a favor which might help while interacting with sirens or fey creatures. Such a favor could be useful in Encounter 3. The DM should also make sure he is familiar with the underwater combat rules found in the *Dungeon Master's Guide* 93 since at least one encounter takes place underwater.

Since the adventure involves quite a few sahuagins opponents, DMs should be sure they are familiar with them, especially with their rage ability and weaknesses.

NEW RULE ITEMS

Core 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. All the information required to run these characters is presented in this adventure. The DM should

double-check that he fully understands any new rule items presented in this adventure before play begins.

INTRODUCTION

PCs who are members of the Dullstrand Pilots Guild are summoned by Meecham Coris a high ranking member of the guild. They should meet him at the Red Galley as soon as possible. Members of any of the Dullstrand City watch have been assigned a mission to help the Pilots. They should report to Meecham Coris at the Red Galley as soon as possible. Other PC have made their way by word of mouth to the Red Galley where, supposedly, a wealthy employer is looking for capable men and women.

As the closest tavern leaving from the dock, the Red Galley is the home of most Dullstrand pilots, dockers and captains. Read the following to the PCs when they are ready to start.

The cranky wooden sign hanging atop the door led you to this tavern close to the Dullstrand City docks. The Red Galley seems like quite a busy place at this time of the evening. Beer runs freely and the atmosphere seems quite friendly and joyful. One man draws your attention though. His garb is much more strict and he doesn't seem to share the entertainment. This must be the man you are looking for. Seeing you enter, the man gestures to the seats around his table.

Once the PCs are seated, let them describe themselves quickly and then read the following.

"Good evening good sirs! Thank you for answering my call so quickly! I am Meecham Coris, would you like a drink? I am a representative of the Dullstrand Pilots Guild and I have a job proposal for capable lads such as you. Would you like to know more?"

☛ Meecham Coris: male human expert 8.

Here are answers to a few questions the PCs probably ask:

What do you want of us?

Many fishermen and small ships have disappeared in the vicinity of Earby. Rumor has it that sirens are responsible. Whatever happened to these ships, I want you to find out and report back to me once you have found.

Where is Earby?

Earby is a small fishing village south of here along the coastline. Most of the villagers are fishermen, but some might be able to help.

How shall we prove to the villagers we are on guild's business?

Show them this.

Here Meecham gives the PCs a small copper brooch with the letters DPG engraved on it.

Do you think Sirens are really responsible?

Every sailor believes in sirens! But many other things can make ships disappear, starting with strong weather.

How much will you pay us?

I am ready to pay you [APL x 25 gp] for this small task. Of course whatever is found in the sea belongs to its finder.

The PC can try to negotiate this amount to APL x 50 gp, but it takes a DC 30 Diplomacy check.

Why is the Pilots Guild concerned by this?

We cannot allow ships to disappear near our port without doing anything! What about our reputation! What about the risks for trade! Are you crazy?

How can we find you when we come back?

Just come back here and ask for me, I'll be back soon enough.

Development: Earby is 30 miles south of Dullstrand City, along the coastline. The journey is quite enjoyable, following a trail along the cliffs. As in most of the Dullstrand, vegetation is scarce and the landscape pretty flat. Once the PCs decide to leave Dullstrand City and make their way to Earby go to Encounter 1.

1: BACK TO EARBY

Read aloud or paraphrase the following when the PCs arrive at the thorp:

The hot day is only relieved by the coastal breezes. The going is perhaps slower than you would like. As you head south along the shoreline, eventually you enter a small bay, hardly a dimple on the coast. Set back from the water, on top the rising land is a village of a dozen or more houses clustered together. You can make out well-worn paths and trails zigzagging up from the water to the huts. Driftwood and old planks have augmented some of the small buildings, and each appears to be resting on a foundation of carved stones. The huts seem to be made mostly of adobe, with a flat roof, covered in thatch.

To the south of the village, the land rises higher and steeper from the shoreline, breaking off into sheer cliffs that seem to go on for miles. There is no beach after the village, only the growing cliff face.

The beach in front of the village is inviting enough, with a healthy stretch of sand. A few boats remain on the shore, overturned with hulls up. Further back, nets are strung over rough tables, with barrels to the side. There appears to be a couple of

old men working on netting, sitting in the shadow of a fisherman's hut. As you get closer, you can actually hear one of them singing, rather well. As they notice you, he stops and they stand up and stare at you.

👑 **Earby (Thorp):** Conventional; AL N (LN); 40 gp limit; Assets 60 gp; Population 30; Isolated (Human (Suel) 30).

Authority Figures: Skuld (LN) male human Suel, expert 1)

Earby is a small fishing village, with nothing much to distinguish it from any other fishing village. It lies about 30 miles to the south of Dullstrand City within Kaamrev clan lands. The Kaamrev clan is one of the most influential in Dullstrand, since it controls most of the southern coastline.

Not all the population is noted so feel free to improvise NPCs as you see fit to add colour. All the NPCs listed make up the families of the village. Those that are married have children of all ages. Some old folk, too old to go out at sea, are also part of the population.

NB: Very few people in Earby speak anything apart from the local dialect of Ancient Sueloise, unless noted. If no-one in the group speaks the language, then the group can eventually, once the fishermen return, find a young man who is happy to translate, for a price, of course. It costs the PCs a symbolic 2 gp. He stays in the village whenever the PCs leave Earby.

👤 **Vels**, male human (Sueloise) commoner 1 (AL N (LN); Unmarried).

Appearance: Vels is a sturdy looking lad. Although his face doesn't make him look more than ten, his stature is that of an adult. Like most of the villagers he is dressed very simply.

Personality: Vels is very friendly and joyful. He is curious about everything and takes interest about whatever the PCs might say and often asks to know more which can get a bit annoying.

Development: Give the PCs a chance to ask questions of the two old human men, if they wish. The old men, named Esop and Gritton, are suspicious of any newcomers and speak gruffly. Neither of them speak common, only the dialect of Ancient Sueloise spoken in The Dullstrand. They impart the following information, if asked:

- Yes, this village is Earby.
- There is no village leader at the moment, but Skuld is the strongest fisherman.
- Most of the men, including Skuld, are out fishing right now, but should be back well before sunset.
- There has been recent trouble in the village—fishermen disappeared. You really need to talk to Skuld!

Within an hour of sunset, the fishermen start heading back to shore. Their boats are about 10 feet long, with a

single sail on a short mast. The boats hold a couple of men each, the netting and their catches. The women and older men are waiting for them at the beach to help unload and process the day's catch.

Meeting the Villagers

The arriving fishermen and villagers notice the PCs with a mix of fear and awe. Skuld sees the PCs as the answer to his prayers, and yet does not want to create any more problems for his village. Showing him the brooch Meecham Coris gave them breaks the ice and prove the PCs are here to help.

A tall human man, with red hair pulled back at his neck and a impressing beard, strides up purposefully to you. Lines have been etched on his weathered face; his hands are red and rough. The other fishermen assemble behind him.

"I be Skuld," says the man, "who be you?"

The PCs have opportunity to introduce themselves and possibly ask some questions. If they are polite, or showed the brooch, they have a good chance of cooperation at the village. If not, the villagers are less than helpful, despite their hopes that the PCs can rescue their lost friends. Skuld only speaks the local dialect of Ancient Suloise.

"So, you be big, brave warriors and such?" asks Skuld, cocking his head to one side. "That be good, right good." He turns around to the men and women behind him.

The following snippets are all spoken in the local dialect, so only those who speak, or understand Ancient Suloise can hear what is said.

"Looking like they might be what we're needing, yes?" The villagers talk amongst themselves, a spark of hope taking hold. "Yes could be..." "Do you really think they could help?..." "They look fearsome enough..." "The men could be lured like the others though..."

After a bit of discussion in low tones, Skuld turns back to you, resolute, and speaks to you. "You be most welcome in Earby, most welcome, truly. We be a needing you, brave warriors, for a terrible fate has befallen us. The sea has taken some brothers, may hap the sirens are reponsible. We be in fear we are next ones.. May hap you can help?"

Again, Skuld and the villagers very much need the assistance of the PCs, but need is warring with their suspicious, cautious natures. If the PCs offend in any way, the villagers eventually depart and return to today's catch. If that happens, the PCs need to succeed on a DC 15 Diplomacy to reinitiate conversation.

If asked, Skuld and the villagers (through Vels, if no-one speaks Ancient Suloise) gives out the following information:

- The disappearances started a couple of weeks ago. Up to now, 6 villagers are missing.
- There has been many storms lately.
- All those missing are strong young lads.
- Since the curse of Meab (see DUL4-04 Here Be Monsters, in which some villagers were afflicted by lycanthropy after pillaging the nearby ruins.) bad luck has never left the village.
- Legend says Sirens live further south. The PCs should ask Marilah about the sirens.
- The fishermen have all dissapeared around the same area, a couple of miles south.
- Gilden says he saw the siens and spoke to them.
- Esop is sure Procan punished those who took too much from the sea.
- The villagers have no money to offer, but offer lodgings and food.

Marilah is an old woman who speaks halting common, but is much more comfortable if addressed in the local dialect of Ancient Suloise. She sounds like a bitter old woman and personnaly blames the sirens for everything. She gives the following information.

- Of course the sirens are responsible! They are fiendish temptresses!
- Even brave captain Morganis didn't resist to their lure!
- The sirens live a few miles south
- Men are stupid folk who don't think with their heads.
- Why do you think only strong young men went missing?
- Procan is angry because the siren's displeased him!

The PCs shall probably like to hear about this captain Morganis. A DC 22 Knowledge (local – The Splintered Suns) check or a DC 25 bardic knowledge reveals to the PC this name comes from a song, popular in these parts of Dullstrand. The old man singing in front of the village Gritton, glady sings it to the PCs, in Ancient Suloise of course. If the PCs understand it give them Players' Handout 1.

Gilden is a young man, hardly pas his teens with blue eyes and fair hair. Like the other villagers, he doesn't speak Common. He is not very talkative, being rather the comteplative type. He can tell the PCs the following.

- The sirens are surely not responsible, they are peaceful creatures.
- He once saw one while fishing south, she was a beautiful creature. She even spoke to him and gave him a present. With a successful DC 20 Diplomacy check Gilden with lead them to his hut and show them the Siren's Gift, a small but perfectly shaped conch.
- Could the PCs go south and find what happened?

If the PCs accept to go and investigate further he gives them the conch “in case the sirens mistake you for enemies” he says.

Development: At this time, the PCs should know there is something going on south and decide to investigate. The villagers can lend them a small boat, suitable for 6 people. The place where the fishermen disappeared is 10 miles south. Sailing there with the villager's boat takes two hours. One successful DC 10 Profession (sailor) is required though. Otherwise the PCs get a bit lost and take double the time. Once the PCs arrive near the area go to Encounter 2.

2: FLOTSAM AND JETSAM

When the PCs arrive to their destination, read out aloud or paraphrase the following:

A hundred feet away you can make out bits of driftwood floating on the surface indicating you have found where the sailors have gone missing. The place seems quiet, even pretty, with a high bank of sand surrounded by a coral reef. The flora is completed by many types of coral and seaweed. A pile of flotsam seems to be stuck near the southern side of the sandbank. The sandbank makes the sea only 2 foot deep here, your vessel won't be able to go over it.

See DM Aid 1 form a map of this encounter. Depending on the APL the monsters here initiate the fight differently. In all cases, the fight starts when the PCs are within 20 ft. of the pile of flotsam. Because of the 2 feet of water, the sandbank is considered difficult terrain, which means movement is reduced by half and charging is impossible.

Creatures: The creatures here are only after food. Since the coral reef sees many creatures passing by, they bid their time until a suitable prey (the PCs) approaches.

A kopru is a humanoid eel-like creature. It has a barbed tail and two arms, armed with vicious claws. Its head resembles that of a fish with large eyes.

A kelp angler is a large tangle of kelp resembling a jelly fish.

An octopus tree is a black-barked tree with tiny dark green leaves. It has a large maw filled with teeth that is keeps just under the water.

When the PCs arrive, the creatures here are ambushed and hiding. Unless the PCs notice them with a Spot check, they are surprised. Refer to tactics below to see how the creatures fight.

APL 6 (EL 8)

🐙 **Kopru (2):** hp 36 each; see Appendix 1.

APL 8 (EL 11)

🐙 **Kelp Angler (2):** hp 82 each; see Appendix 1.

APL 10 (EL 12)

🐙 **Kelp Angler (3):** hp 82 each; see Appendix 1.

APL 12 (EL 14)

🐙 **Octopus Tree (2):** hp 133 each; see Appendix 1.

Tactics: APL 6: The Koprus are spying the PCs hidden within the coral reef. When the PCs approach the flotsam pile, they use their Dominate ability against the two strongest looking PCs. After that they concentrate on caster types.

APL 8 and 10: The Kelp Anglers are hidden within the algae and unless the PCs are very cautious they probably won't detect them. During the surprise round, the fastest of them uses his confusion ability trying to affect as most PCs as possible. Then they try and grapple the weaker looking ones, using another confusion later if necessary.

APL 12: The Octopus Trees are within the coral reef, likely they also surprise the PCs. The fastest of them creates a wall of thorns containing as much PCs as possible save the ones looking like mage-types. Then they close into grappling range. Both of them concentrating on one PC.

Development: After the fight, continue with Encounter 3. Should the PCs have imprisoned one of the creatures and want to question it they won't learn much. If the creature is intelligent, it probably tries to negotiate its freedom against informations. They know that their favorite food (human-flesh) was stolen by a large group of green fish-like humanoids.

3: A VOICE ON THE WAVES

Another creature was watching the fight from afar. A siren, chased from her home by evil sahuagins, was hoping to find help here. She is invisible and hiding at the moment for she doesn't know if she can trust the PCs. Her position is noted on DM Aid 1. Should the PCs have means to detect her (*see invisibility* and the like) reveal to them there is a female-looking fey approaching them. A DC 19 Knowledge (nature) check reveals it is in fact a sirine. Not knowing she has been spotted, she acts as she had planned. She approaches and speaks to them. Her attitude is Indifferent at first. Read out the following.

A crystalline voice echoes over the waves. “These are not ordinary fishermen I see. Strong and young they look. Should I trust them?”

Leave the PCs a few seconds to react. Unless they hold out the conch Gulden gave them in Earby continue with the following.

"Afraid be not, a full share of sailors I've already had during my lifetime. The sea now guides me and the waves carry me. The tides of power have turned and a great shark has taken over these parts."

All APLs

☛ **Shalindra:** hp 71; see Appendix 1.

Appearance: Shalindra is a beautiful looking woman with long blue hair and large green eyes. She is wearing the strict minimum, two sea shells covering her chest and dark green leggings her legs.

Personality: Shalindra is a devout follower of Procan, and thus has devoted her life to the sea. Everything she says and does reflects this. She speaks in strange terms often using an out-of place sea related vocabulary.

DM note: Even though Shalindra is a druid, she has currently no animal companion. He died during the attack on Siren's Rock and she hasn't replaced him.

The PCs can speak to the siren. Unless they act friendly and politely, she remains invisible. If she appears, read out the following.

Standing before you a beautiful woman is smiling at you. She is breast-deep in the water and has very long blue hair, floating in the water around her like seaweed. Her deep green eyes seem very enticing. She is naked, except for two sea shells covering her chest. As she moves around in the water you see flashes of scales coming from the lower part of her body.

She can answer questions. Here are a few the PCs could ask :

What is your name?

My name is Shalindra.

Are you a siren?

I am a daughter of the sea.

Do you lure sailors into following you?

It is sometimes the way of my kin to do so.

Are the sea monsters responsible?

No sea creature is a monster to my eyes. And it is the laws of nature that the weak are eaten by the strong. But they know not to always hunt the same prey...

Do you know anything about missing fishermen?

Since the turn of the tide, a great shark has been taking humans away.

What is this great shark you speak of?

Sekolah, the Scourge of Sea Elves.

A DC 18 Knowledge (religion) check tells that Sekolah is the main sahuagin goddess. PCs who have played DUL7-01/SND7-03 The Sea Devils also probably know this.

Where has Sekolah taken them?

In a place I used to know very well...

Sekolah herself?

No... her green-finned followers...

Can you lead us there?

Only friends of the sea are worthy to contemplate Siren's Rock.

Do you know Gilden?

I once met a young fisherman going by that name yes.

Shalindra won't readily reveal to strangers the location of her ancestral home. Unless the PCs show her the conch they need to find a way to convince her. That can be done by succeeding on a DC 15 Diplomacy check. Since she is still bound by her racial heritage, she prefers strong males, any male speaking to her receives a bonus on social skills equal to his Strength modifier plus his Charisma Modifier. Also gives the character speaking a +5 circumstance bonus if he acts like he is trying to flirt with her (she finds that irresistible). Speaking to her in Druidic can also help convince her the PC is trustworthy, giving him a +2 circumstance bonus. Any PC with a favor related to sirens gets +5 on his Diplomacy check. Showing her the conch makes the check an automatic success. If the PCs proceed this way, they get the AR reward, **Befriended a Siren**.

If the PCs convince her to reveal the location of her home, she says the following:

"My home was once located in a cove a few miles south down the cliffs. It is lost now, evil waters have washed over it. There is little hope for the fishermen, the great shark never leaves survivors."

She now accepts to lead the PCs down the coast south to Siren's Rock.

If at any time the PCs show the conch, the siren immediately ends her invisibility and her attitude changes to Friendly. Adapt the following depending on when the PCs show the conch.

"Friends of the sea! What a relief!" Standing before you a beautiful woman is smiling at you. She is breast-deep in the water and has very long blue hair, floating in the water around her like seaweed. Her deep green eyes seem very enticing. She is naked, except for two sea shells covering her chest. "If Gilden gave you my conch you must be able to help me" As she moves around in the water you see

flashes of scales coming from the lower part of her body.

Shalindra tells the PCs all that she knows (see above) except this time the PCs won't have to negotiate with her. The conch is proof enough for her to trust the PCs. She accepts to lead them to Siren's Rock, which is a couple of hours down the south following the coastline.

Development: If at any time during this encounter the PCs start to fight Shalindra she escapes as soon as possible. Since the PCs cannot find Siren's Rock on their own, the adventure ends here for them. If the PCs decide to go to Siren's Rock continue with Encounter 4.

4: SIREN'S ROCK

Siren's rock is 10 more miles down the coastline from the place the PCs met Shalindra, hence it takes another two hours if the PCs still use the village's boat. This time no check is required, since they have a guide. When they arrive, read aloud or paraphrase the following.

Protruding from the cliff before you is a lonely rock, advancing in the sea. Made of white stone and scintillating with salt in the light it seems quite majestic. Turning around it, you discover a large cleft in the cliff-face. Because of the rock hiding it you would have never discovered it without your guide. It is quite large however, a skilled captain could even lead his ship into the cove beyond. For there is a large cove hidden in the cliffs here. It is nearly circular and is about 300 feet across. It is completely encased in the cliffs, the wall being wet and vertical. The southern side is occupied by a quiet and cosy looking sand beach while the northern side is filled by a much more dreadful sight.

Impaled on rocks and lying against the cliff face are the remnants of a two-masted schooner. The deck is still holding so are a few parts of the upper cabins. You cannot tell about the rest since it is underwater. The figurehead has been destroyed during the shipwreck, but the name of the ship is still readable on the side: Black Raven.

DM Aid 2 contains a map of the cove with important locations. The description above isn't complete and the PCs have to do a bit of exploring. During their stay here, Shalindra stays close to the PCs as she is quite afraid of the sahuagins. Specifically she stays close to the PC with the highest Strength plus Charisma score.

If they ask Shalindra about the shipwreck she answers the following.

"Ask for too much and that is what you'll get, a reminder of your faults and a cursed place. You should not approach that ship"

If asked about her home she can say the following.

"My home is deeper within the cliffs, we need to dive under the western wall to find it"

If asked to describe her home, she can draw a sketch of it in the sand. Give the PCs Player Handout 2.

If the PCs need them Shalindra can cast a few spells on them. She can cast *water breathing*, *freedom of movement* and *mass swim*. See Appendix 1 for details on what spells she has prepared (although if they rest and wait for the next day she can prepare other spells).

The beach slopes gently upwards towards the southern wall. The PCs are able to rest there with no risk. They even won't be bothered by the tide if they camp high enough. If a PC wants to know the time of the tide, a DC 10 Profession (sailor) check, a DC 15 Knowledge (local - The Splintered Suns) or a DC 15 Survival check reveals there are two high tides a day: one two hours after dawn and another two hours after (that means roughly around 10 a.m. and 10 p.m.).

Development: The sahuagins occupying Shalindra's home haven't noticed the PCs' arrival up to now. They are quite sure their hiding place is a good one and are not too worried about being discovered. If the PCs choose to rest, the night is uneventful.

If the PCs decide to explore the shipwreck, go to Encounter 5 and 6. If the PCs decide to go to the sirens' homes, skip to Encounter 7.

5: ON RAVEN'S WINGS BOURNE

The Black Raven was once manned by Captain Morganis and his crew. It is but a ruin now, far from her former glory. Like hinted in the song, Morganis fell to the sirens' lure and led his ship here. See DM Aid 3.

The deck of the ship is currently 10 feet above sea level. The PCs can either walk onto it from the stern side, DC 15 Climb or use magic to come aboard the Black Raven. As soon as they set foot on the deck the ship's crew attacks them. Read the following.

As soon as you set foot on the deck of the ship, drowned and moaning creatures emerge from its bowels. It seems the undead crew of this ship is not pleased by your arrival.

Since the undead are in the ship's bowels they are quite hard to spot. However since they make no efforts in hiding themselves or being silent they are not able to surprise the PCs.

Terrain: Because of the damage it suffered, the ship is currently heeling. It slopes down gently towards the stern. Hence, the ship's deck is considered a gradual slope, with characters attacking a downhill opponent gaining a +1 bonus on melee attack rolls. Moving uphill costs two squares and running or charging downhill

requires a successful DC 10 Balance check or the character must end its movement 1d2x5 feet later.

Creatures: The undead crew of the ship resembles sailors bloated with water. Their skin has gone blue from the cold water and their eyes watery. The morghs look like gaunt skeleton with thir ribcage filled with moving viscera and a long clawed tongue. The undeads here want to get rid of the trespassers of their ship, obeying their captain to leave no one come aboard uninvited.

APL 6 (EL 8)

➤ **Advanced Lacedon Ghasts** (4): hp 55 each; see Appendix 1.

APL 8 (EL 10)

➤ **Drowned:** hp 150; see Appendix 1.

➤ **Mohrg:** hp 91; see *Monster Manual* 189.

APL 10 (EL 12)

➤ **Drowned** (2): hp 150 each; see Appendix 1.

➤ **Mohrg:** hp 91; see *Monster Manual* 189.

➤ **Will-o'-wisp:** hp 40; see *Monster Manual* 255.

APL 12 (EL 14)

➤ **Drowned** (4): hp 150 each; see Appendix 1.

➤ **Mohrg** (3): hp 91 each; see *Monster Manual* 189.

Tactics: The crew is bound to the ship and cannot leave it in any case. Thus, the PCs can escape easily by simply leaving the ship. At APLs 8, 10 and 12, the mohrgs try and paralyze or grapple the PCs near the drowned so that they can't escape the drowning aura.

Development: Once the PCs have dispatched the crew, they can explore the ship. There is not much of interest left. The crew's quarters on the lower levels are submerged. Of the upper cabins, only two on the bow still stand. The left one is one is occupied by Captain Morganis, the undead ship's leader. The other cabin doesn't contain anything interesting except for derelict pieces of furniture.

If the PCs enter the captain's cabin, go to Encounter 6.

6: A CAPTAIN NEVER LEAVES HIS SHIP

Captain Morganis is in his cabin, sitting at his desk, writing a love letter to his wife. When the PCs enter read aloud or paraphrase the following.

A ghostly figure is seated at a desk in this cabin, the translucent remnants of its clothing denote him as of higher rank than the crew you encountered earlier. The figure turns its head and sets its gaze upon you, still holding the pencil it was using. With

eyes full of hate it rises slowly and starts advancing towards you.

Allow the PCs a DC 20 Sense Motive check to notice a hint off sorrow in the ghostly eyes. Leave the PCs a few seconds to react. If they do not start speaking to captain Morganis, he starts fighting them. Should the PCs speak to him about his wife or the vow he took he does not fight and starts weeping instead.

This encounter can be resolved through roleplay and negotiation. While roleplaying Morganis, remember he is torn between two feelings, hate for the sirens and sorrow for the vow he couldn't hold, often changing quickly from one to the other, even during the same sentence. According to the hints found in the song, Captain Morganis is bound in this form of unlife because of a vow he made to his wife. He had promised to bring her a way to cure her sterility so they could have children together. Morganis found a cure, in the form of a *periapt of health*. He is carrying it right now around his neck. Should the PCs offer to bring the *periapt of health* to his wife in Dullstrand City, he takes it off and gives it to them. Convincing him of their good intentions takes a DC 25 Diplomacy check (or Bluff if the PC is lying).

Terrain: See Encounter 5.

Creature: Although he is a ghost, Captain Morganis has kept quite a few of his style and flair. He is still wearing his bicorne and has a noble allure.

APL 6 (EL 8)

➤ **Captain Morganis:** male human ghost rogue 1/swashbuckler 5; hp 47; see Appendix 1.

APL 8 (EL 9)

➤ **Captain Morganis:** male human ghost rogue 1/swashbuckler 5/scarlet corsair 1; hp 54; see Appendix 1.

APL 10 (EL 12)

➤ **Captain Morganis:** male human ghost rogue 1/swashbuckler 5/scarlet corsair 4; hp 75; see Appendix 1.

APL 12 (EL 14)

➤ **Captain Morganis:** male human ghost rogue 1/swashbuckler 5/scarlet corsair 6; hp 89; see Appendix 1.

Tactics: Morganis makes maximum use of his Spring Attack feat. He also uses his draining touch on spellcasters to incapacitate them as quickly as possible.

Treasure:

APL 6: Magic 1,414 gp; +1 chain shirt (104 gp), +1 ghost touch rapier (693 gp), *periapt of health* (617 gp); Total 1,414 gp.

APL 8: Magic 1,414 gp; +1 chain shirt (104 gp), +1 ghost touch rapier (693 gp), *periapt of health* (617 gp); Total 1,414 gp.

APL 10: Magic 1,414 gp; +1 chain shirt (104 gp), +1 ghost touch rapier (693 gp), periapt of health (617 gp); Total 1,414 gp.

APL 12: Magic 1,414 gp; +1 chain shirt (104 gp), +1 ghost touch rapier (693 gp), periapt of health (617 gp); Total 1,414 gp.

Detect magic results: +1 chain shirt (Faint Abjuration), +1 ghost touch rapier (Moderate Conjunction), periapt of health (Faint Conjunction).

Development: Depending on the choice the PCs make it has different consequences. If the PC bring the periapt of health to Morganis' wife, they receive the **Blessing of Morganis** but lose the gold associated with selling the periapt. If the PCs smuggle the periapt of health from Morganis and don't bring it back, Morganis notices the fraud and bestows upon them the **Curse of Morganis**, but they get the gold for the periapt. If the PCs choose to fight him and then give the periapt to his wife, they receive neither the blessing nor the curse. In every case, the PCs receive the XP for defeating the encounter.

After encountering Morganis, if the PCs want to head to the old siren home, go to Encounter 7. If they have not yet done so, they can also have a good night's rest on the beach (see Encounter 4).

7: UNDERWATER GUARDS

As shown on DM Aid 4, to enter the complex, one must first dive underwater into a large cave. This natural cave is roughly 80 feet across, 40 feet long and 30 feet high. When this place was occupied by the siren's this cave used to be illuminated and richly decorated by seaweed of different colors acting like tapestries. Since the sahuagins took over though, there are no more light sources (they don't need them) and only small patches of seaweed remain. When the PCs approach the cave read the following.

After diving about 15 feet down, you can see an opening before you. You arrive into a large natural cave totally dark and dull except for a few scarce colorful patches of seaweed. If this was once the entrance of the siren's dwelling you can see no evidence of it.

Regardless of when they enter the complex, there are always be guards here. When the PCs enter the cave have them roll Spot checks against the Hide result of the guards and their pets. If they succeed, they won't be surprised. The cave is 30 feet high, and the Sahuagins try to take advantage of their better water-mobility by using all the available space.

Terrain: This fight takes place underwater. Apart from that, the cave is open terrain. See *Dungeon Master's guide* 93 for rules concerning underwater combat.

Creatures: Sahuagins are fish-like humanoids. Most have green scales and deep black eyes. They have fins along their back and have a long tail. Their hands and feet are webbed and they have a vicious lot of teeth.

APL 6 (EL 8)

☛ **Grelani:** male sahuagin druid 4; hp 51; see Appendix 1.

☛ **Huge Shark (3):** hp 63, 65, 67; see *Monster Manual* 279.

APL 8 (EL 10)

☛ **Hastur and Ligur:** male sahuagin fighter 5/wave rider 1; hp 70 each; see Appendix 1.

☛ **Waverider Mount (2):** hp 51 each; see Appendix 1.

APL 10 (EL 12)

☛ **Hastur and Ligur:** male sahuagin fighter 5/wave rider 3; hp 85 each; see Appendix 1.

☛ **Waverider Mount (2):** 58 hp each; see Appendix 1.

APL 12 (EL 14)

☛ **Hastur and Ligur:** male sahuagin fighter 6/wave rider 4; hp 100 each; see Appendix 1.

☛ **Waverider Mount (2):** hp 58 each; see Appendix 1.

Tactics: At APL 6, Grelani tries to stay behind and support the sharks as best as possible, using spells like *kelpstrand* and *pressure sphere*. At higher APLs the waveriders take maximum advantage of their Ride-by Attack feat, combining it with Spirited Charge and Power Attack if possible. At APLs 10 and 12 the waveriders hold their tridents two-handed, to maximize the effect of the Power Attack feat.

Treasure:

Looting the sahuagin:

APL 6: Loot: 28 gp; Magic 62 gp; wand of cure light wounds (62 gp); Total 90 gp.

APL 8: Loot: 1 gp; Magic 593 gp; 2x +1 trident (193 gp each), 2x +1 chain shirt (104 gp each); Total 594 gp.

APL 10: Magic 593 gp; 2x +1 trident (193 gp each), 2x +1 chain shirt (104 gp each); Total 593 gp.

APL 12: Magic 593 gp; 2x +1 trident (193 gp each), 2x +1 chain shirt (104 gp each); Total 593 gp.

Detect magic results: +1 chain shirt (Faint Abjuration), +1 trident (Faint Evocation), wand of cure light wounds (Faint Conjunction).

Development: Captured sahuagins won't reveal a thing about why they are here or the complex. They greatly prefer death over the torments the priestess could inflict. After the fight, the PCs can easily locate the exit which is situated directly opposite the entrance. It rises up 15 feet and leads out of the water into the complex. Continue with Encounter 8.

8: EXPLORING THE COMPLEX

The PCs can explore the complex in whatever order they want. The walls are made of unworked natural stone which has been polished by water. In some places there are slippery patches of algae, but these are easily avoided with caution. As shown on DM Aid 4, some chambers are on different levels, especially the Shrine to the Great Shark (altitude variations are shown on the map). Normally this room is above water, but when the tide rises, the ocean flows down into it and submerges it. After the tide, a hole in that room drains the water away. The red lines on DM Aid 4 mark the limit of the water when the tide is high. If the PCs didn't take care to check the tide, assume it is high, i.e. it is either 10 a.m. or 10 p.m. If a PC wants to know the time of the tide, a DC 10 Profession (sailor) check, a DC 15 Knowledge (local – The Splintered Suns) or a DC 15 Survival check reveals there are two high tides a day, one at 10 a.m. and one at 10 p.m.

Lobby

When the PCs enter the lobby, read aloud or paraphrase the following:

When you emerge from the water, you arrive into a roughly triangular room. Two tunnels exit south, rising gently into the dark, while another heads north and plunges downwards. The walls are made of natural stone and the ground has been polished by the ocean's waters. Again, there is no form of illumination.

Storage Room

If the PCs take tunnel number one, they are headed for the storage room, read the following.

The tunnel is 30 feet long and rises 5 feet before leading into another cavern. This one is much smaller, being only 20 feet across. It is filled with various pieces of underwater equipment and armament, especially tridents. It also contains broken wood planks and various debris. Nothing worth much interest.

If the PCs decide to loot the place, the various mundane equipment they find here is worth 25 gp per person. A DC 20 Search check reveals a hidden cache containing an aquatic longbow.

Recreation Room

If the PCs take tunnel number 2 read the following.

This tunnel turns left after 30 feet and continues its ascent for another 20 feet before leading to an opening. Coming from the opening you hear the sound of flowing water and see sunlight.

This room was once the recreational room. The sound of flowing water comes from a waterfall, running down the

western side. Since it is a potential entrance, two guards are also stationed here. However, the noise of the waterfall makes it hard for anybody to detect anything by noise, Listen checks are at +10 DC. The light comes from the same place as the waterfall, an opening on the west wall. Some sort of bathtub seems to have been constructed around the waterfall, maybe the sirens used the fresh water in some way.

When the PCs enter the room they are attacked by the rogues here. Adjudicate surprise using Spot and Listen checks, opposed by Hide and Move Silently checks.

Terrain: Although natural, the stone floor here has been worked to be flat, so it's considered open ground.

Creatures: The two sahuagins here have no distinctive signs.

APL 6 (EL 7)

☛ **Kalith and Baren:** male sahuagin rogue 3; hp 40 each; see Appendix 1.

APL 8 (EL 9)

☛ **Kalith and Baren:** male sahuagin rogue 5; hp 60 each; see Appendix 1.

APL 10 (EL 11)

☛ **Kalith and Baren:** male sahuagin rogue 7; hp 75 each; see Appendix 1.

APL 12 (EL 13)

☛ **Kalith and Baren:** male sahuagin rogue 9; hp 81 each; see Appendix 1.

Tactics: Knowing each other, Kalith and Baren try to flank opponents as much as possible. They first target spell-casters or the weakest looking PC. At higher APLs they take full advantage of their Elusive Target feat.

Treasure:

Looting the sahuagin:

APL 6: Loot 130 gp; Magic 100 gp; 2x potions of cure moderate wounds (25 gp each), 2x potions of invisibility (25 gp); Total 230 gp.

APL 8: Loot 58 gp; Magic 672 gp; 2x +1 short swords (193 gp each), 2x +1 studded leather armor (97 gp each), 2x potions of cure moderate wounds (25 gp each), 2x potions of invisibility (25 gp each); Total 730 gp.

APL 10: Loot 58 gp; Magic 1,213 gp; 2x +1 short swords (193 gp each), 2x +1 studded leather armor (97 gp each), 2x dust of disappearance (292 gp each), 2x potions of cure moderate wounds (25 gp); Total 1,271 gp.

APL 12: Loot 58 gp; Magic 3,879 gp; 2x +1 blurstrike short swords (1,526 gp each), 2x +1 studded leather armor (97 gp each), 2x dust of disappearance (292 gp each), 2x potions of cure moderate wounds (25 gp each); Total 3,937 gp.

Detect magic results: +1 blurstrike short swords (Moderate Illusion), +1 short sword (Faint Evocation), +1 studded leather armor (Faint Abjuration), dust of

dissapearance (Moderate Illusion), *potion of cure moderate wounds* (Faint Conjuraction), and *potion of invisibility* (Faint Illusion).

If the PCs decide the search the room, a DC 25 Search check (or a simple *detect magic*) reveals a pearl forgotten in the bathtub. It is in fact a *pearl of the sirines*.

All APLs: Magic pearl of the sirines (1,275 gp); Total 1,275 gp.

Detect magic results: pearl of the sirenes (Moderate Abjuration and Transmutation).

Development: Once the fight over, the PCs can explore the room, read the following. As before, the sahuagins won't reveal anything, preferring death.

The fight over, you have a bit of time to examine the room. Under the water fall is some sort of bathtub, maybe the sirens like to take fresh water showers. On south wall however is a dire vision, two humans, are bound against it. They seem barely alive and have been half-eaten by crabs.

These two humans are alive, but unconscious. They are of Sueloise origin. If the PCs cure them in some way, magical or otherwise, they are able to speak to them, provided they understand Ancient Suloise. They can tell the following:

- They are from Earby.
- They were attacked by green fish-like humanoids.
- Four of their friends have already been taken away.
- They want to go home.

When they leave, the PCs can lead the survivors back to Earby.

Once the PCs decide to go down tunnel 3, go to Encounter 9.

9: SHRINE TO THE GREAT SHARK

Assuming the PCs waited for a low tide to walk down this tunnel read the following.

The air here doesn't seem as fresh here. It seems heavier and moist. The atmosphere gets tenser and tenser as you walk down this tunnel for 40 feet before seeing green light coming from ahead.

The green light is coming from the shrine of the complex. It was once dedicated to Procan, but has been defiled by the Sahuagins and is now dedicated to Sekolah, the Great Shark. At this point, you should also roll a Listen check for the Sahuagins in the shrine. If the PCs are being stealthy the DC is their worst Move Silently result. Otherwise the DC is 10. If the Sahuagins succeed, they have two rounds to prepare themselves for the fight, i.e. Kitana can cast two spells before the fight.

At APLs 10 and 12, Sith-leng also uses this time to drink his *elixir of flaming fists*, adding 1d6 of fire damage to his unarmed attacks.

When the PCs enter the shrine read out loud or paraphrases the following:

Coming out of the tunnel, you find yourself in a semi-circular room. Medusa-shaped lanterns emit a green and sickly light. The center of the opposite wall is occupied by a large statue which is now broken. Apparently some part of it represented a trident and some waves. In it's stead there is a large bony maw, like that of a shark resting on a pedestal. Distrubed by this sight you don't notice immediately the sahuagins in this room. Quite strangely, one has four arms instead of two and the other is riding a large sluglike creature. This last one smiles to you. "I've always loved when offerings come right to me"

A DC 20 Knowledge (religion) check reveals the statue once was devoted to Procan. Another check DC 25 reveals the bony maw figures Sekolah, the Great Shark, main sahuagin deity.

Fighting the priestess and her bodyguard is inevitable.

Terrain: The terrain here is worked natural stone, with no movement penalties, unless the PCs decided to attack when the tide is high in which case this cave is underwater. At APLs 10 and 12, an *unallow* spell has been placed in the shrine. Within it is placed a *dispel magic* targetting any non-worshippers of Sekolah. The *dispel magic* is triggered against anyone not worshipping Sekolah. Thus each time a PC casts a spell an immediate *dispel magic* tries to counter it (1d20+9 at APL10 and 1d20+10 at APL12). Anyone entering the zone is also targeted by the *dispel magic*, so active spells may be dispelled too. Additionnaly there is a *magic circle* against good on the area.

Creatures: One of the two sahuagins here is a four-armed mutant. The other one seems female. She is mounted on a large green slug-like creature (the seryulin). At APLs 10 and 12, there also is a water elemental present.

APL 6 (EL 9)

🐉 **Kitana:** female sahuagin cleric 5; hp 59; see Appendix 1.

🐉 **Sith-Leng:** male monk 2; hp 35; see Appendix 1.

🐉 **Seryulin:** hp 65; see Appendix 1.

APL 8 (EL 11)

🐉 **Kitana:** female sahuagin cleric 8; hp 82; see Appendix 1.

🐉 **Sith-Leng:** male monk 4; hp 50; see Appendix 1.

🐉 **Seryulin:** hp 65; see Appendix 1.

APL 10 (EL 13)

🔥 **Kitana:** female sahuagin cleric 10; hp 95; see Appendix 1.

🔥 **Sith-Leng:** male monk 5; hp 57; see Appendix 1.

🔥 **Seryulin:** hp 65; see Appendix 1.

🔥 **Greater water elemental:** hp 199; see *Monster Manual* 100

APL 12 (EL 15)

🔥 **Kitana:** female sahuagin cleric 12; hp 120; see Appendix 1.

🔥 **Sith-Leng:** male monk 8; hp 80; see Appendix 1.

🔥 **Seryulin:** hp 65; see Appendix 1.

🔥 **Elder water elemental:** hp 228; see *Monster Manual* 100

Tactics: At APLs 6 and 8, Kitana directly engages the PCs in melee, only buffing herself if she has the opportunity to. At APLs 10 and 12, Kitana stays behind and cast buffing spells on herself and her allies. The elemental present at higher APL has been gated and thus isn't affected by spells like *dispel magic* and *protection from evil*.

Treasure:

Looting the sahuagin:

APL 6: Loot 1 gp; Magic 2,351 gp; +1 chain shirt (104 gp), +1 corrosive trident (623 gp), bracers of armor +2 (333 gp), periapt of wisdom +4 (1,333 gp), scroll of cure serious wounds (31 gp), scroll of dispel magic (31 gp); Total 2,352 gp.

APL 8: Loot 1 gp; Magic 2,351 gp; +1 chain shirt (104 gp), +1 corrosive trident (623 gp), bracers of armor +2 (333 gp), periapt of wisdom +4 (1,333 gp), scroll of cure serious wounds (31 gp), scroll of dispel magic (31 gp); Total 2,352 gp.

APL 10: Loot 1gp; Magic 4,061 gp; +1 chain shirt (104 gp), +1 corrosive trident (623 gp), belt of giant strength +4 (1,333 gp), bracers of armor +2 (333 gp), elixir of flaming fists (25 gp), periapt of wisdom +4 (1,333 gp), rapidstrike bracers (248 gp), scroll of dispel magic (31 gp), scroll of cure serious wounds (31 gp); Total 4,062 gp.

APL 12: Loot 1 gp; Magic 4,728 gp; +1 chain shirt (104 gp), +1 corrosive trident (623 gp), belt of giant strength +4 (1,333 gp), bracers of armor +2 (333 gp), elixir of flaming fists (25 gp), periapt of wisdom +4 (1,333 gp), rapidstrike bracers (248 gp), scroll of cure serious wounds (31 gp), scroll of dispel magic (31 gp), shirt of the leech (667); Total 4,729 gp.

Detect magic results: +1 chain shirt (Faint Abjuration), +1 corrosive trident (Moderate Evocation), belt of giant strength +4 (Moderate Transmutation), bracers of armor +2 (Faint Abjuration), elixir of flaming fists (Faint Evocation), periapt of wisdom +4 (Moderate Transmutation), rapidstrike bracers (Faint Transmutation), scroll of cure serious wounds (Faint Conjuration), scroll of dispel magic (Faint Abjuration), shirt of the leech (Moderate Conjuration).

Development: Once the fight over, read the following.

Shalindra advances towards the bony maw and catches each side. With a terrible effort, she rips

both parts apart. Immediately afterwards, a gush of fresh air flows into the room. She turns towards you. "Procan and my kin thank you for what you have done. For now, the currents have favored us."

Defeating the priestess grants the PCs the **Cleansed the Siren's home** AR reward. Proceed with the Conclusion.

CONCLUSION

Having defeated the priestess and cleansed the siren's home, the PCs are free to head back to Earby with the surviving sailors. Shalindra stays at Siren's Rock and starts cleaning it up. Once they reach Earby, Skuld and the villagers thank the PCs heartily and offer them a feast of the few fish they can spare. After that, the PCs probably head back to Dullstrand City and to the Sea Eagle.

Once there, if they ask the innkeeper about Meecham Coris' whereabouts, he informs them that he will arrive soon and offers them a table. An hour after Meecham Coris arrives. He thanks the PCs and pays them their wages. The PCs also receive the **Thanks of the Dullstrand Pilots Guild** AR reward.

Depending on what they did with Captain Morganis, the PCs might want to go and find his wife. Finding her isn't too difficult. Asking around on the docks should do the trick. Unfortunately she is now a freckled and half-deaf old lady. Nonetheless she is pleased to know that her lover tried to save her even in unlife. Don't forget that if the PCs sell the *periapt of health* rather than delivering it they receive the **Curse of Morganis**.

Treasure:

APL 6: Coin 150 or 300 gp.

APL 8: Coin 200 or 400 gp.

APL 10: Coin 250 or 500 gp.

APL 12: Coin 300 or 600 gp.

CAMPAIGN CONSEQUENCES

After running the adventure, please send the answers to the following questions to chris.bs.clark@gmail.com

Did the PCs receive and use the conch?

Did any of the PCs befriend Shalindra?

Was captain Morganis freed?

Was Siren's Rock cleansed of evil?

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.

1: Flotsam and Jetsam

Experience objective: Defeat the denizens of the coral reef

APL 6	240 XP
APL 8	330 XP
APL 10	360 XP
APL 12	420 XP

2: On Raven Wings bourne

Experience objective: Defeat the undead crew of the Black Raven

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

3: A Captain never leaves his ship

Experience objective: Defeat Captain Morganis, either using diplomacy or strength

APL 6	240 XP
APL 8	270 XP
APL 10	360 XP
APL 12	420 XP

4: Underwater Guards

Experience objective: Defeat the guards at the complex's entrance

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

5: Exploring the Complex

Experience objective: Defeat the guards in the recreation room

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

6: Shrine to the Great Shark

Experience objective: Defeat the priestess and her guards

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

Story Award

Objective(s) met: Bringing the *periapt of health* to Morganis' wife

APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

Discretionary roleplaying award

APL 2	180 XP
APL 4	225 XP
APL 6	270 XP
APL 8	315 XP

Total Possible Experience

APL 6	1,800 XP
APL 8	2,250 XP
APL 10	2,700 XP
APL 12	3,150 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.

1: A Captain never leaves his ship

Looting the captain's ghost:

APL 6: Magic 1,414 gp; +1 chain shirt (104 gp), +1 ghost touch rapier (693 gp), periapt of health (617 gp); Total 1,414 gp.

APL 8: Magic 1,414 gp; +1 chain shirt (104 gp), +1 ghost touch rapier (693 gp), periapt of health (617 gp); Total 1,414 gp.

APL 10: Magic 1,414 gp; +1 chain shirt (104 gp), +1 ghost touch rapier (693 gp), periapt of health (617 gp); Total 1,414 gp.

APL 12: Magic 1,414 gp; +1 chain shirt (104 gp), +1 ghost touch rapier (693 gp), periapt of health (617 gp); Total 1,414 gp.

2: Underwater Guards

Looting the sahuagin guards:

APL 6: Loot: 28 gp; Magic 62 gp; wand of cure light wounds (62 gp); Total 90 gp.

APL 8: Loot: 1gp; Magic 593 gp; 2 +1 trident (385 gp), 2 +1 chain shirt (208 gp); Total 594 gp.

APL 10: Magic 593 gp; 2 +1 trident (385 gp), 2 +1 chain shirt (208 gp); Total 593 gp.

APL 12: Magic 593 gp; 2 +1 trident (385 gp), 2 +1 chain shirt (208 gp); Total 593 gp.

3: Exploring the Complex

Looting the sahuagin rogues:

APL 6: Loot 130 gp; Magic 100 gp; 2x potions of cure moderate wounds (25 gp each), 2x potions of invisibility (25 gp); Total 230 gp.

APL 8: Loot 58 gp; Magic 672 gp; 2x +1 short swords (193 gp each gp), 2x +1 studded leather armor (97 gp each), 2x potions of cure moderate wounds (25 gp each), 2x potions of invisibility (25 gp each); Total 730 gp.

APL 10: Loot 58 gp; Magic 1,213 gp; 2x +1 short swords (193 gp each), 2x +1 studded leather armor (97 gp each), 2x dust of disappearance (292 gp each), 2x potions of cure moderate wounds (25 gp); Total 1,271 gp.

APL 12: Loot 58 gp; Magic 3,879 gp; 2x +1 blurstrike short swords (1,526 gp each), 2x +1 studded leather armor (97 gp each), 2x dust of disappearance (292 gp each), 2x potions of cure moderate wounds (25 gp each); Total 3,937 gp.

Looting the chamber:

All APLs: Magic gp; pearl of the sirines (1,275 gp); Total 1,275 gp;

4: Shrine to the Great Shark

APL 6: Loot 1 gp; Magic 2,351 gp; +1 chain shirt (104 gp), +1 corrosive trident (623 gp), bracers of armor +2 (333 gp), periapt of wisdom +4 (1,333 gp), scroll of cure serious wounds (31 gp), scroll of dispel magic (31 gp); Total 2,352 gp.

APL 8: Loot 1 gp; Magic 2,351 gp; +1 chain shirt (104 gp), +1 corrosive trident (623 gp), bracers of armor +2 (333 gp), periapt of wisdom +4 (1,333 gp), scroll of cure serious wounds (31 gp), scroll of dispel magic (31 gp); Total 2,352 gp.

APL 10: Loot 1gp; Magic 4,061 gp; +1 chain shirt (104 gp), +1 corrosive trident (623 gp), belt of giant strength +4 (1,333 gp), bracers of armor +2 (333 gp), elixir of flaming fists (25 gp), periapt of wisdom +4 (1,333 gp), rapidstrike bracers (248 gp), scroll of dispel magic (31 gp), scroll of cure serious wounds (31 gp); Total 4,062 gp.

APL 12: Loot 1 gp; Magic 4,728 gp; +1 chain shirt (104 gp), +1 corrosive trident (623 gp), belt of giant strength +4 (1,333 gp), bracers of armor +2 (333 gp), elixir of flaming fists (25 gp), periapt of wisdom +4 (1,333 gp), rapidstrike bracers (248 gp), scroll of cure serious wounds (31 gp), scroll of dispel magic (31 gp), shirt of the leech (667); Total 4,729 gp.

5: Conclusion

APL 6: Coin 150 or 300 gp.

APL 8: Coin 200 or 400 gp.

APL 10: Coin 250 or 500 gp.

APL 12: Coin 300 or 600 gp.

Treasure Cap

APL 6: 1,800 gp

APL 8: 2,600 gp

APL 10: 4,600 gp

APL 12: 6,600 gp

Total Possible Treasure

APL 6: 5,603 gp

APL 8: 6,765 gp

APL 10: 8,757 gp

APL 12: 12,092 gp

ADVENTURE RECORD ITEMS

Befriended a Siren: The PC gains a +2 circumstance bonus on Diplomacy with sirens.

Blessing of Morganis: If the PC ever starts drowning, Morganis's spirit automatically comes to save him, by casting a *water breathing* CL 7th on him. The round after starting drowning the PC is thus stabilized. Scratch when used.

Curse of Morganis: As long as the PC is on or underwater, he receives a -1 penalty on AC, attack roll, skill checks and saves. This effect can only be removed with a *limited wish* spell or a *remove curse* CL 15th.

Cleansed the Siren's home: The inhabitants of Siren's Rock are most grateful to the PC for his deeds. As a reward, they agree to give the PC access to the Wavekeeper prestige class. They also teach him the following spells: *kelpstrand* (SC) and *pressure sphere* (Stormwrack).

The PC also gains regional access to the items marked with * if they found it.

Thanks of the Dullstrand Pilots Guild: For a job well done, the Dullstrand Pilots Guild grants you one of the following:

- Regional access to one suit of armor or weapon made of pearlsteel (*Stormwrack*).
- Upgrade one suit of armor with the *buoyant* or *gilled* special property (MIC) at normal price.
- Regional access to the following (all from the MIC): *amulet of aquatic salvation*, *corsair's eyepatch* and *spool of endless rope*.

ITEM ACCESS

APL 6:

- +1 *corrosive trident* (Adventure; MIC)
- *pearl of the sirines* (Adventure; DMG)*
- *periapt of health* (Adventure; DMG)
- +1 *ghost touch rapier* (Adventure; DMG)

APL 8 (all of the above, plus):

- *rapidstrike bracers* (Adventure; 3,100 gp; MIC)

APL 10 (all of the above, plus):

- *Elixir of flaming fists* (Adventure; 300 gp; MIC)
- *Dust of disappearance* (Adventure; DMG)
- *Shirt of the leech* (Adventure; 8,000 gp; MIC)

APL 12 (all of the above, plus):

- +1 *blurstrike shortsword* (Adventure; 18,360 gp; MIC)

APPENDIX 1: ALL APLS

SHALINDRA

CR 12

Female sirine* druid 7

* *Monster Manual II* 185

N Medium fey (aquatic)

Init +4; **Senses** Low-light vision; Listen +16, Spot +16

Languages Aquan, Common, Druidic, Elven

AC 24, touch 18, flat-footed 16; Dodge, Combat Expertise
+4 Dex, +4 armor, +2 shield, +4 deflection)

hp 71 (11 HD)

Fort +10 **Ref** +12, **Will** +17

Speed 30 ft. in sharkskin armor (6 squares), base movement
30 ft., swim 60 ft.;

Melee +1 scimitar +7/+2 (1d6/18-20) or

Melee Masterwork shortspear +7/+2 (1d6-1) or

Melee Touch +7 (1d4 Int) or

Ranged Masterwork shortspear +11 2 (1d6-1)

Base Atk +7; **Grp** +6 **Atk Options** Combat Expertise

Special Actions Charming Song (Su), Spontaneous Casting

Combat Gear

Druid Spells Prepared (CL 7th):

4th—*freedom of movement*, *mass swim*

3rd—*poison* (DC 19), *protection from energy*, *water breathing*

2nd—*barkskin*, *fog cloud*, *kelpstrand*, *pressure sphere* (DC 18)

1st—*entangle* (DC 17), *faerie fire* (DC 17), *magic stone*,

produce flame, *obscuring mist*

0—*detect magic*, *detect poison*, *light*, *mending*, *purify food and drink*, *read magic*

Spell-Like Abilities (CL 11th):

1/day—*improved invisibility* †, *fog cloud*

† Already cast

Abilities Str 8, Dex 18, Con 14, Int 14, Wis 22, Cha 19 **SQ**

Resist nature's lure, Soothing touch, Trackless step,

Woodland stride, Wild empathy, Wild shape

Feats Augment Summoning, Combat Expertise, Dodge, Spell

Focus (conjuration), Rapid Spell

Skills Concentration +16, Heal +10, Handle Animal

+14, Knowledge (nature) +10, Listen +16, Perform +19

, Spellcraft +9, Spot +16, Survival +15, Swim +19

Possessions combat gear plus sharkskin armor, +1 darkwood

buckler, +2 vest of resistance, +1 scimitar, masterwork

shortspear

Charming song (Sp) At will, a sirine can sing a special song that functions like a *charm person* spell (Caster level 2nd, DC 15), except that it lasts 11 hours and affects every creature that hears it.

Deflection (Su) A sirine is surrounded by an aura that grants it a deflection bonus to AC equal to its Charisma bonus.

Soothing touch (Su) A sirine, if it desires, can use its touch to restore 1d6 points of Intelligence damage caused by any sirine.

Skills A sirine receives a +8 racial bonus on Perform checks.

1: FLOTSAM AND JETSAM

KOPRU*

CR 6

* *Monster Manual II* 134

AL CE Medium Monstrous humanoid (aquatic)

Init +2; **Senses** Darkvision 60 ft.; Listen +1, Spot +1**Languages** Aquan, Common**AC** 15, touch 12, flat-footed 13

(+2 Dex, +3 natural)

hp 36 (8 HD);**Fort** +2, **Ref** +8, **Will** +9**Speed**, base movement 5ft. (1 square), swim 40 ft.;**Melee** Tail slap +10 (1d6+2) and

claw +8/+8 (1d4+1) and

bite +8 (1d4+1)

Base Atk +8; **Grp** +17**Atk Options** Constrict, Improved Grab**Special Actions** Dominate Person (DC 14)**Combat Gear****Abilities** Str 15, Dex 14, Con 11, Int 11, Wis 12, Cha 10**Feats** Iron Will, Multiattack**Skills** Concentration +11, Escape Artist +11, Move Silently +10, Search +8, Swim +10**Constrict (Ex)** With a successful grapple check, a kopru can constrict a grabbed opponent, dealing 3d6+3 points of bludgeoning damage.**Dominate Person (Su)** Once per day, a kopru can produce an effect like that of a *dominate person* spell (CL 10th, DC 14), except that the range is 180 ft., and the duration is eight days.**Improved Grab (Ex)** If a kopru hits an opponent that is its own size or smaller with a tail attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it also constricts in the same round. Thereafter the kopru has the option to conduct the grapple normally, or to simply hold the opponent (-20 penalty on the grapple check, but the kopru is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals tail and constrict damage.

2: ON RAVEN'S WINGS BOURNE

ADVANCED LACEDON GHAIST

CR 4

CE Medium undead (aquatic)

Init +2; **Senses** Darkvision 60ft.; Spot +12**AC** 17, touch 13, flat-footed 14

(+3 Dex, +4 natural)

hp 55 (8 HD)**Immune** Undead traits**Resist** Turn resistance +2**Fort** +2, **Ref** +5, **Will** +8**Speed** 30 ft. wearing no armor (6 squares), swim 30 ft.;**Melee** bite +8 (2d6+4 plus paralysis) and

claws +5/+5 (1d4+2 plus paralysis)

Base Atk +4; **Grp** +8**Abilities** Str 18, Dex 17, Con -, Int 13, Wis 14, Cha 16**SQ** Undead traits, +2 turn resistance**Feats** Improved Natural Attack (bite), Multiattack, Toughness**Skills** Balance +10, Climb +12, Hide +12, Jump +12, Move silently +12, Spot +12.**Ghoul Fever (Su)**: Disease-bite, Fortitude DC 17, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.**Paralysis (Ex)**: Those hit by a ghaist's bite or claw attack must succeed on a DC 17 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.**Stench (Ex)**: The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 17 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghaist's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

3: A CAPTAIN NEVER LEAVES HIS SHIP

CAPTAIN MORGANIS

CR 8

Male ghost Rogue 1/Swashbuckler 5*

* *Complete Warrior* 11

AL CN Medium undead (Augmented Humanoid) (Incorporeal)

Init +2; **Senses** Darkvision 60 ft.; Listen +4, Spot +4**Languages** Ancient Sulioise, Common**AC** 23, touch 16, flat-footed 17

(+2 Dex, +5 armor, +2 shield, +4 deflection); Dodge,

Mobility

Miss Chance 50% (incorporeal)**hp** 47 (6 HD);**Immune** undead traits**Resist** +4 turn resistance**Fort** +3, **Ref** +6, **Will** +1**Speed** 30ft. in chain shirt (6 squares), base movement 30 ft., fly (perfect) 30 ft.;**Melee** +1 *ghost touch rapier* +8 (1d6+4/18-20) or**Melee** Touch +6 (1d6 stat of choice)**Base Atk** +5; **Grp** +6**Atk Options** Spring Attack, Draining Touch, Malevolence (DC 17)**Special Actions** Horrific Appearance (DC 17), Manifestation, Sneak Attack +1d6**Combat Gear****Abilities** Str 12, Dex 15, Con -, Int 14, Wis 10, Cha 18**SQ** Dodge Bonus +1, Grace +1, Incorporeal traits, Insightful Strike, Rejuvenation**Feats** Dodge, Mobility, Persuasive, Spring Attack, Weapon Finesse**Skills** Balance +6, Bluff +15, Diplomacy +15, Escape Artist +9, Intimidate +15, Listen +4, Profession (sailor) +9, Sense Motive +9, Spot +4, Tumble +5**Possessions** combat gear plus +1 *ghost touch rapier*, +1 chain shirt**Grace (Ex)** A swashbuckler gains a +1 competence bonus on Reflex saves. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.**Insightful Strike (Ex)** a swashbuckler applies her Intelligence bonus (if any) to her damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with

Weapon Finesse. Target immune to critical hits or sneak attack are immune to the swashbuckler's insightful strike. A swashbuckler cannot use her insightful strike when wearing medium or heavy armor or when carrying a medium or heavy load.

Dodge Bonus (Ex) A swashbuckler is trained at focusing her defenses on a single opponent in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to Armor Class against melee attacks from that opponent. She can select a new opponent on every action. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

If a swashbuckler also has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat. (If she designates the same target, the bonuses stack.)

4: UNDERWATER GUARDS

GRELANI

CR 5

Male Sahuagin Druid 4

AL NE Medium Monstrous humanoid (aquatic)

Init +2; **Senses** Blindsight 30 ft., Darkvision 60 ft.; Listen +13*, Spot +13*

Languages Aquan, Common, Druidic, Elven, Sahuagin

AC 22, touch 13, flat-footed 19

(+2 Dex, +3 armor, +2 shield, +5 natural)

hp 51 (8 HD)

Fort +10, **Ref** +7, **Will** +10

Weakness Freshwater Sensitivity, Light Blindness

Speed 20 ft. in hide armor (4 squares), base movement 30 ft., swim 60 ft.; Woodland Stride

Melee Masterwork scimitar +9 (1d6+2/18-20) and talon +7 (1d4+2) and bite +5 (1d4+1) without shield or

Melee talons +7/+7 (1d4+2) and bite +5 (1d4+1) without shield

Base Atk +5; **Grp** +7

Special Actions spontaneous casting

Combat Gear wand of cure light wounds (50 charges)

Druid Spells Prepared (CL 4th):

2nd—barkskin, kelpstrand, pressure sphere (DC 15)

1st—cure light wounds, entangle (DC 14), faerie fire, magic fang

0—detect magic, detect poison, guidance, read magic, resistance

Abilities Str 14, Dex 17, Con 16, Int 16, Wis 17, Cha 6

SQ Animal companion, Nature sense, Resist nature's lure, Speak with sharks, Trackless step, Water dependent, Wild empathy

Feats Great Fortitude, Multiattack, Mounted Combat, Weapon Focus (scimitar)

Skills Concentration +10, Handle Animal +3*, Hide +5*, Knowledge(nature) +10, Listen +12*, Ride +12, Spot +12*, Survival +14*

Possessions combat gear plus hide armor, heavy wooden shield, masterwork scimitar

Blindsight (Ex) A sahuagin can locate creatures underwater within a 30ft. Radius. This ability functions only when the sahuagin is underwater.

Blood Frenzy Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength and takes a -2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily

Rake (Ex) Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex) A sahuagin fully immersed in fresh water must succeed on a DC 15 fortitude save or become fatigued. Even on a success, it must repeat the save attempt every ten minutes it remains immersed.

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds sahuagin for one round. On subsequent rounds they are dazzled while operating in bright light.

Speaks with sharks (Ex) Sahuagins can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex) Sahuagin can survive out of the water for one hour per 2 points of Constitution (after that, reverts to the drowning rules on page 304 of the DMG)

Skills A sahuagin has a +8 racial bonus on any Swim check to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the un action while swimming, provided it swims in a straight line.

*Underwater, a sahuagin has +4 bonus on Hide, Listen and Spot checks. A sahuagin has a +4 bonus on Survival checks made within 50 miles of its home. A sahuagin has a +4 bonus on Handle Animal checks when working with sharks

5: EXPLORING THE COMPLEX

KALITH AND BAREN

CR 5

Male Sahuagin Rogue 3

AL LE Medium Monstrous humanoid (aquatic)

Init +3; **Senses** Blindsight 30ft., Darkvision 60 ft.; Listen +9*, Spot +9*

Languages Aquan, Common, Elven, Sahuagin

AC 21, touch 13, flat-footed 18

(+3 Dex, +3 armor, +5 natural); Dodge, 5 ranks Tumble

hp 40 (5 HD)

Resist evasion

Fort +6, **Ref** +9, **Will** +5

Weakness Freshwater Sensitivity, Light Blindness

Speed 30 ft. in studded leather armor (6 squares), base movement 30 ft., swim 60 ft.;

Melee mwk shortsword +9 (1d6+4/19-20) and Talon +8 (1d4+2) and bite +6 (1d4+4) or

Melee Talons +8/+8 (1d4+4) and bite +6 (1d4+2)

Base Atk +4; **Grp** +8

Special Actions sneak attack +2d6

Combat Gear potion of cure moderate wounds, potion of invisibility

Abilities Str 18, Dex 17, Con 17, Int 16, Wis 12, Cha 6 **SQ** Speak with sharks, Trapfinding, Trap sense+1, Water dependent

Feats Dodge, Great Fortitude, Multiattack

Skills Escape Artist +11, Handle animal +3*, Hide +6*, Listen +9*, Move silently +9, Ride +5, Search +9, Spot +9*, Tumble +9

Possessions combat gear plus studded leather, masterwork short sword

Blindsense (Ex) A sahuagin can locate creatures underwater within a 30ft. Radius. This ability functions only when the sahuagin is underwater.

Blood Frenzy Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength and takes a -2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily

Rake (Ex) Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex) A sahuagin fully immersed in fresh water must succeed on a DC 15 fortitude save or become fatigued. Even on a success, it must repeat the save attempt every ten minutes it remains immersed.

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sahuagin for one round. On subsequent rounds they are dazzled while operating in bright light.

Speaks with sharks (Ex) Sahuagins can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex) Sahuagin can survive out of the water for one hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the DMG)

Skills A sahuagin has a +8 racial bonus on any Swim check to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the un action while swimming, provided it swims in a straight line.

*Underwater, a sahuagin has +4 bonus on Hide, Listen and Spot checks. A sahuagin has a +4 bonus on Survival checks made within 50 miles of its home. A sahuagin has a +4 bonus on Handle Animal checks when working with sharks

6: SHRINE TO THE GREAT SHARK

SITH-LENG

CR 5

Male Sahuagin Monk 2

AL NE Medium Monstrous humanoid (aquatic)

Init +6; **Senses** Blindsense 30ft., Darkvision 60 ft.; Listen +9*, Spot +9*

Languages Aquan, Common, Elven, Sahuagin

AC 22, touch 15, flat-footed 20

(+2 Dex, +2 armor, +3 class, +5 natural); Deflect Arrows, 5 ranks Tumble

hp 35 (4 HD)

Resist evasion

Fort +8, **Ref** +8, **Will** +9

Weakness Freshwater Sensitivity, Light Blindness

Speed 30 ft. no armor (6 squares), base movement 30 ft., swim 60 ft.;

Melee Talons +7/+7/+7/+7 (1d6+4) and bite +5 (1d4+2)

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

Atk Options Stunning fist (DC 15), Flurry of blows (+6/+6/+6/+6/+6)

Abilities Str 18, Dex 14, Con 16, Int 14, Wis 17, Cha 6

SQ Speak with sharks, Water dependent

Feats Deflect Arrows, Great Fortitude, Improved Initiative, Multiattack, Stunning Fist

Skills Escape Artist +8, Hide +8*, Listen +9*, Ride +4, Spot +9*, Tumble +8

Possessions combat gear plus bracers of armor +2

Blindsense (Ex) A sahuagin can locate creatures underwater within a 30ft. Radius. This ability functions only when the sahuagin is underwater.

Blood Frenzy Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength and takes a -2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily

Rake (Ex) Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex) A sahuagin fully immersed in fresh water must succeed on a DC 15 fortitude save or become fatigued. Even on a success, it must repeat the save attempt every ten minutes it remains immersed.

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sahuagin for one round. On subsequent rounds they are dazzled while operating in bright light.

Speaks with sharks (Ex) Sahuagins can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex) Sahuagin can survive out of the water for one hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the DMG)

Skills A sahuagin has a +8 racial bonus on any Swim check to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the un action while swimming, provided it swims in a straight line.

*Underwater, a sahuagin has +4 bonus on Hide, Listen and Spot checks. A sahuagin has a +4 bonus on Survival checks made within 50 miles of its home. A sahuagin has a +4 bonus on Handle Animal checks when working with sharks

KITANA

CR 6

Female Sahuagin Cleric of Sekolah 5

AL NE Medium Monstrous humanoid (aquatic)

Init +2; **Senses** Blindsense 30ft., Darkvision 60 ft.; Listen +10*, Spot +9*

Languages Aquan, Common, Elven, Sahuagin

AC 24, touch 12, flat-footed 22

(+2 Dex, +5 armor, +2 shield, +5 natural)

hp 59 (7HD)

Fort +9, **Ref** +6, **Will** +13

Weakness Freshwater Sensitivity, Light Blindness

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft., swim 60 ft.;

Melee +1 corrosive trident +10 (1d8+4+1d6 acid) or

Melee +1 corrosive trident +10 (1d8+4+1d6 acid) and

Talon +8 (1d4+3) and

bite +6 (1d4+1) without shield or

Melee Talons +8/+8 (1d4+2) and

bite +6 (1d4+1) without shield

Base Atk +5; **Grp** +8

Atk Options +5 Strength for one round (Strength domain)

Special Actions rebuke undead, spontaneous casting

Combat Gear scroll of *dispel magic*, scroll of *cure serious wounds*

Cleric Spells Prepared (CL 5th):

- 3rd—*girallon's blessing*, *magic vestment*^D, *prayer*
2nd—*bull's strength*^D, *cure moderate wounds*, *hold person* (DC 18), *silence* (DC 18)
1st—*bles*, *cure light wounds*, *divine favor*, *enlarge person*^D, *resurgence*
0—*cure minor wounds*, *cure minor wounds*, *detect magic*, *detect poison*, *mending*

D: Domain spell. Deity: Sekolah. Domains: Strength, War

Abilities Str 16, Dex 15, Con 16, Int 14, Wis 22, Cha 6

SQ Speak with sharks, Water dependent

Feats Combat Casting, Great Fortitude, Mounted Combat, Multiattack, Weapons Focus (Trident)

Skills Concentration +11 (+15 when casting defensively), Handle Animal +4*, Heal +11, Hide +6*, Knowledge(religion) +7, Listen +10*, Ride +12, Spot +9*

Possessions combat gear plus +1 *corrosive trident*, +1 *chain shirt*, heavy wooden shield, *periapt of wisdom* +4

Blindsense (Ex) A sahuagin can locate creatures underwater within a 30 ft. Radius. This ability functions only when the sahuagin is underwater.

Blood Frenzy Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength and takes a -2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily

Rake (Ex) Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex) A sahuagin fully immersed in fresh water must succeed on a DC 15 fortitude save or become fatigued. Even on a success, it must repeat the save attempt every ten minutes it remains immersed.

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sahuagin for one round. On subsequent rounds they are dazzled while operating in bright light.

Speaks with sharks (Ex) Sahuagins can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex) Sahuagin can survive out of the water for one hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the DMG)

Skills A sahuagin has a +8 racial bonus on any Swim check to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the un action while swimming, provided it swims in a straight line.

*Underwater, a sahuagin has +4 bonus on Hide, Listen and Spot checks. A sahuagin has a +4 bonus on Survival checks made within 50 miles of its home. A sahuagin has a +4 bonus on Handle Animal checks when working with sharks.

SERYULIN*

CR 7

* *Monster Manual* III 148

AL N Large aberration (aquatic)

Init +5; **Senses** Blindsense 30ft., Darkvision 60 ft.; Listen +9, Spot +8

Languages Aquan (understood only)

AC 20, touch 19, flat-footed 19

(-1 size, +1 Dex, +10 natural)

hp 65 (10 HD); DR 5/piercing or slashing;

Immune Trip

Resist acid 10

Fort +5, **Ref** +6, **Will** +9

Speed base movement 50 ft. (10 squares), swim 50ft.;

Melee Slam +12/+12 (1d8+5 plus pain toxin)

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

Base Atk +6; **Grp** +16

Special Actions Sticky Spray

Abilities Str 20, Dex 12, Con 14, Int 8, Wis 14, Cha 13

SQ Amphibious, Can't be tripped, Slick

Feats Improved Initiative, Lightning Reflexes, Multiattack, Weapon Focus (slam)

Skills Escape Artist +9, Listen +9, Spot +8, Swim +13

Pain Toxin (Ex) Any living creature struck by a seryulin's slam attack is exposed to a substance secreted by the cilia around its upper body. Contact with this substance causes the target excruciating pain, and the target takes an additional 1d6 points of damage in the round after being struck. Damage reduction doesn't apply to this effect. Creatures with immunity to poison are immune to a seryulin's pain toxin.

Sticky Spray (Ex) Once per day, a seryulin can use a standard action to expel a 20-foot radius burst of vicious goo from its body. Any creature in the area becomes entangled and must succeed on a DC 17 Reflex save or become glued to the ground, unable to move. A flying creature is not stuck to the ground, but it must succeed on the save or be unable to fly and fall to the ground. Seryulins as well as their riders, are unaffected by the sticky spray. The save DC is Constitution-based.

A creature stuck to the ground can break free by making a DC 20 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape the stuff off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that scored the hit makes a damage roll to see how much of the goo was scraped off. Once free the creature can move (including flying) at half speed. A creature capable of spellcasting who is bound must make a DC 15 Concentration check to cast a spell.

The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of *universal solvent* dissolves enough goo to free one creature immediately.

Can't be Tripped (Ex) A seryulin's body shape makes it impossible for a foe to trip the creature. Any trip attempts against the seryulin automatically fail, as if the opponent had failed to win the opposed Strength check.

Slick (Ex) a slippery, quick-dissolving substance secreted by a seryulin's body makes it (and its rider) immune to an effects that usually impedes movement such as paralysis, *slow*, a tanglefoot bag or the seryulin's own sticky spray, much like the effect of a *freedom of movement* spell.

Unlike with the *freedom of movement* spell however, a seryulin spell does not automatically succeed on any grapple check made to resist an a grapple or pin attempt, although it does gain a +4 bonus on grapple checks to escape a grapple, and it has a +8 racial bonus on Escape Artist checks.

Skills A seryulin has a +8 racial bonus on any Swim check to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check, even if

distracted or endangered. It can use the un action while swimming, provided it swims in a straight line.

A seryulin also has a +8 racial bonus on Escape Artist checks due to its slick body (see above).

1: FLOTSAM AND JETSAM

KELP ANGLER*

CR 9

* *Fiend Folio* 112

N Large Plant (Aquatic)

Init +6; **Senses** Blindsight 100 ft., Low-light vision; Listen +0, Spot +0

AC 21, touch 11, flat-footed 19

(-1 size, +2 Dex, +10 natural)

hp 82 (11 HD); regeneration 4

Immune Bludgeoning damage, Cold, Plant traits

Resist Fire 20

Fort +10 **Ref** +5, **Will** +3

Speed base movement 20 ft. (4 squares), swim 60 ft.;

Melee tendrils +13/+13/+13/+13 (1d8+5/19-20)

Space 10 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +17

Atk Options Improved Grab, Power Attack

Special Actions Spell-like abilities

Spell-Like Abilities (CL 11th):

3/day—*dispel magic*, *entangle* (DC 12)

1/day—*confusion* (DC 14), *displacement*

Abilities Str 20, Dex 15, Con 17, Int 6, Wis 11, Cha 12

SQ Camouflage

Feats Improved critical (tendrils), Improved Initiative, Power Attack, Wepon Focus (tendrils)

Skills Climb +9, Hide +3, Move Silently +10, Swim +16.

Improved Grab (Ex): If a kelp angler hits an opponent that is at least one size category smaller than itself with a tendrils attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +16). Thereafter, the kelp angler has the option to conduct the grapple normally, or simply use its tendrils to hold the opponent (-20 penalty on the grapple check, but the kelp angler is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals tendrils damage.

Camouflage (Ex): A kelp angler can change its coloring to match its environment, gaining a +10 competence bonus on Hide checks.

Plant Traits (Ex): A kelp angler is immune to poison, sleep, paralysis, stunning and polymorphing. It is not subject to critical hits or mind-affecting effects. The creature also has low-light vision.

Regeneration (Ex): Acid attacks deal normal damage to a kelp angler. Attack forms that don't deal hit point damage ignore regeneration, and a kelp angler does not restore hit points lost from starvation, thirst or suffocation.

Skills: Due to their stealthy nature, kelp anglers have a +6 bonus on Move Silently checks. Kelp anglers have a +6 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on Swim checks, even if distracted or endangered.

2: ON RAVEN'S WINGS BOURNE

DROWNED*

CR 9

* *Monster Manual* III 46

CE Medium Undead

Init +5; **Senses** Darkvision 60 ft.; Listen +14, Spot +18

Aura Drowning Aura 30 ft.

Languages Common

AC 19, touch 11, flat-footed 18

(+1 Dex, +8 natural)

hp 150 (20 HD); fast healing 5

Immune Undead traits

Fort +6, **Ref** +9, **Will** +12

Speed base movement 30 ft. (6 squares), swim 30 ft.;

Melee slams +12/+12melee (1d8+12) including Power Attack

Base Atk +10; **Grp** +17

Atk Options Power Attack

Special Actions Cleave, Great Cleave

Abilities Str 25, Dex 13, Con -, Int 9, Wis 10, Cha 12.

SQ Unholy toughness

Feats Alertness, Cleave, Great Cleave, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack

Skills Hide +20, Listen +14, Move Silently +20, Spot +18, Swim +18.

Drowning Aura (Su): A drowned gives off 30ft-radius emanation of suffocating drowning, imbuing its surroundings with a watery glint and deadly threat for creatures that breathe. All breathing creatures within 30 ft of a drowned are treated as if beneath water in terms of being able to breathe. The drowning aura accelerates the process of drowning.

Normally, a creature can hold its breath for a number of rounds equal to twice its Constitution score before it begins to drown. Within the drowning aura, a creature can only hold its breath if it make a DC 10 Constitution check every round. Each round, the DC increases by 1. When the character finally fails its Constitution check, it begins to drown. In the first round, it falls unconscious (0 hit points). In the following round, it drops to -1 hit points and is dying. In the third round, if still in the drowning aura, it drowns.

Unholy Toughness (Ex): A drowned gains a bonus to its hit points equal to its Charisma Modifier x its Hit Dice.

Skills A drowned 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 Swim checks, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

3: A CAPTAIN NEVER LEAVES HIS SHIP

CAPTAIN MORGANIS

CR 9

Male ghost Rogue 1/Swashbuckler 5*/Scarlet Corsair 1*

* *Complete Warrior* 11, *Stormwrack*

AL CN Medium undead (Augmented Humanoid)

(Incorporeal)

Init +2; **Senses** Darkvision 60 ft.; Listen +4, Spot +4

Languages Ancient Suloise, Common

AC 23, touch 16, flat-footed 17

(+2 Dex, +5 armor, +2 shield, +4 deflection); Dodge,

Mobility, 5 ranks Tumble, 5 ranks Balance

Miss Chance Incorporeal (50%)

hp 54 (7 HD);

Immune undead traits

Resist +4 turn resistance

Fort +3, **Ref** +8, **Will** +1

Speed 30ft. in chain shirt (6 squares), base movement 30 ft., fly (perfect) 30 ft.;

Melee +1 ghost touch rapier +9/+4 (1d6+4) or

Melee Touch +7 draining touch

Base Atk +6; **Grp** +7

Atk Options Improved Feint, Spring Attack, Draining Touch, Malevolence (DC 17)

Special Actions Horrific Appearance (DC 17), Manifestation, Sneak Attack +1d6

Combat Gear

Abilities Str 12, Dex 15, Con -, Int 14, Wis 10, Cha 18

SQ Dodge Bonus +1, Grace+1, Incorporeal traits, Insightful Strike, Rejuvenation

Feats Dodge, Improved Feint, Mobility, Persuasive, Spring Attack, Weapon Finesse

Skills Balance +7, Bluff +18, Diplomacy +16, Escape Artist +11, Intimidate +18, Listen +4, Profession (sailor) +9, Sense Motive +12, Spot +4, Tumble +6.

Possessions combat gear plus +1 ghost touch rapier, +1 chain shirt

Grace (Ex) A swashbuckler gains a +1 competence bonus on Reflex saves. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex) A swashbuckler applies her Intelligence bonus (if any) to her damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse. Target immune to critical hits or sneak attack are immune to the swashbuckler's insightful strike. A swashbuckler cannot use her insightful strike when wearing medium or heavy armor or when carrying a medium or heavy load.

Dodge Bonus (Ex) A swashbuckler is trained at focusing her defenses on a single opponent in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to Armor Class against melee attacks from that opponent. She can select a new opponent on every action. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

If a swashbuckler also has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat. (If she designates the same target, the bonuses stack.)

4: UNDERWATER GUARDS

HASTUR AND LIGUR

CR 8

Male Sahuagin Fighter 5/Waverider 1*

* *Savage Species* 93

CE Monstrous Humanoid (aquatic)

Init +2; **Senses** Blindsight 30 ft.; Darkvision 60 ft., Listen +7*, Spot +7*

Languages Aquan, Common, Elven

AC 25, touch 15, flat-footed 22

(+3 Dex, +5 armor, +2 shield, +5 natural)

hp 70 (8 HD);

Fort +12, **Ref** +7, **Will** +8

Weakness Freshwater Sensitivity, Light Blindness

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft., swim 60 ft.;

Melee +1 trident +16/+11 (1d8+5) or

Melee +1 trident +16/+11 (1d8+5) and talon +11 (1d4+3) and bite +9 (1d4+1) without shield or

Melee Talons +11/+11 (1d4+2) and bite +9 (1d4+1) without shield

Base Atk +8; **Grp** +13

Atk Options Ride-by Attack, Trident Charge

Combat Gear

Abilities Str 20, Dex 16, Con 16, Int 14, Wis 14, Cha 6

SQ Mounted Weapon Bonus +1 (trident), Speak with sharks, Water dependent

Feats Great Fortitude, Mounted Archery, Mounted Combat, Multiattack, Ride-by Attack, Spirited Chage, Weapon Focus (trident),

Skills Handle Animal +7, Hide +7, Jump +13, Listen +7, Ride +15, Spot +7.

Possessions combat gear plus +1 chain shirt, Heavy wooden shield, +1 trident

Blood Frenzy Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength and takes a -2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily

Rake (Ex) Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex) A sahuagin fully immersed in fresh water must succeed on a DC 15 fortitude save or become fatigued. Even on a success, it must repeat the save attempt every ten minutes it remains immersed.

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sahuagin for one round. On subsequent rounds they are dazzled while operating in bright light.

Speaks with sharks (Ex) Sahuagins can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex) Sahuagin can survive out of the water for one hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the DMG)

Waverider Mount A waverider can call a special aquatic mount to serve her. This creature is stronger and more intelligent than others of its type.

Mounted Weapon Bonus (Ex) At each level, a waverider gains the the indicated bonus on her attack roll with the designated weapon while mounted.

Trident Charge (Ex) A waverider can use a trident to deal double damage when used from the back of a charging mount. The spirited charge can be used to increase the damage multiple to triple damage.

Skills A sahuagin has a +8 racial bonus on any Swim check to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the un action while swimming, provided it swims in a straight line.

*Underwater, a sahuagin has +4 bonus on Hide, Listen and Spot checks. A sahuagin has a +4 bonus on Survival checks made within 50 miles of its home. A sahuagin has a +4 bonus on Handle Animal checks when working with sharks

SHARK WAVERIDER MOUNT

CR -

N Large animal (aquatic)

Init +6; **Senses** Blindsight 30 ft., Keen Scent; Listen +8, Spot +8

AC 16, touch 11, flat-footed 14

(-1 size, +2 Dex, +5 natural)

hp 51 (8 HD);

Fort +10, **Ref** +8, **Will** +4

Speed swim 60 ft. (12 squares)
Melee bite +8 (1d8+6) or
Space 10 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +13

Abilities Str 18, Dex 15, Con 14, Int 5, Wis 12, Cha 2.
SQ
Feats Alertness, Great Fortitude, Improved Initiative
Skills Listen +8, Spot +8, Swim +12.

Blindsight (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.
Improved Evasion (Ex) If the waverider's mount is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.
Empathic Link (Su) The waverider has an empathic link with its mount out to a distance of 1 mile. The waverider cannot see through the mount's eyes, but the two can communicate telepathically. Even intelligent mounts see the world differently, so misunderstandings are always possible.
Share Saving Throws (Ex) The mount uses its own saving throws or the waverider's, whichever is higher
Skills A shark has a +8 racial bonus on any Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if endangered or distracted. It can use the run action while swimming, provided it swims in a straight line.

5: EXPLORING THE COMPLEX

KALITH AND BAREN

CR 7

Male Sahuagin Rogue 5
 AL LE Medium Monstrous humanoid (aquatic)
Init +3; **Senses** Blindsight 30ft., Darkvision 60 ft., Listen +11*, Spot +11*
Languages Aquan, Common, Elven, Sahuagin

AC 22, touch 13, flat-footed 19
 (+3 Dex, +4 armor, +5 natural); Dodge, 5 ranks Tumble, Uncanny Dodge
hp 53 (7 HD)
Resist evasion
Fort +6, **Ref** +10, **Will** +5
Weakness Freshwater Sensitivity, Light Blindness

Speed 30 ft. in studded leather armor (6 squares), base movement 30 ft., swim 60 ft.;
Melee +1 shortsword +10 (1d6+5/19-20) and Talon +9 (1d4+2) and bite +7 (1d4+4) or
Melee Talons +9/+9 (1d4+4) and bite +7 (1d4+2)
Base Atk +5; **Grp** +9
Special Actions sneak attack +3d6
Combat Gear *potion of cure moderate wounds, potion of invisibility*

Abilities Str 18, Dex 17, Con 16, Int 16, Wis 12, Cha 6
SQ Speak with sharks, Trapfinding, Trap sense+1, Water dependent
Feats Dodge, Great Fortitude, Multiattack

Skills Escape Artist +10, Handle animal +3*, Hide +9*, Listen +11*, Move silently +12, Ride +5, Search +11, Spot +11*, Tumble +11.

Possessions combat gear plus +1 studded leather, +1 short sword

Blindsight (Ex) A sahuagin can locate creatures underwater within a 30ft. Radius. This ability functions only when the sahuagin is underwater.

Blood Frenzy Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength and takes a -2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily

Rake (Ex) Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex) A sahuagin fully immersed in fresh water must succeed on a DC 15 fortitude save or become fatigued. Even on a success, it must repeat the save attempt every ten minutes it remains immersed.

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sahuagin for one round. On subsequent rounds they are dazzled while operating in bright light.

Speaks with sharks (Ex) Sahuagins can communicate telepathically with sharks up to 150 feet away. Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex) Sahuagin can survive out of the water for one hour per 2 points of Constitution (after that, reproto the drowning rules on page 304 of the DMG)

Skills A sahuagin has a +8 racial bonus on any Swim check to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the un action while swimming, provided it swims in a straight line.

*Underwater, a sahuagin has +4 bonus on Hide, Listen and Spot checks. A sahuagin has a +4 bonus on Survival checks made within 50 miles of its home. A sahuagin has a +4 bonus on Handle Animal checks when working with sharks

6: SHRINE TO THE GREAT SHARK

SITH-LENG

CR 7

Male Sahuagin Monk 4
 AL NE Medium Monstrous humanoid (aquatic)
Init +6; **Senses** Blindsight 30 ft., Darkvision 60 ft.; Listen +10*, Spot +10*
Languages Aquan, Common, Elven, Sahuagin

AC 23, touch 16, flat-footed 21
 (+2 Dex, +2 armor, +8 class, +5 natural)
hp 50 (6 HD)
Resist evasion, still mind
Fort +9, **Ref** +9, **Will** +10
Weakness Freshwater Sensitivity, Light Blindness

Speed 40 ft. no armor (6 squares), base movement 30 ft., swim 60 ft.;
Melee Talons +9/+9/+9/+9 (1d8+4) and bite +5 (1d4+2)
Base Atk +3; **Grp** +7
Atk Options Stunning fist (DC 15), Flurry of blows (+7/+7/+7/+7/+7)
Combat Gear *rapidstrike bracers*

Abilities Str 18, Dex 14, Con 16, Int 14, Wis 17, Cha 6

SQ Ki strike (magic), Slow fall (20ft.), Speak with sharks, Water dependent

Feats Deflect Arrows, Great Fortitude, Improved Initiative, Multiattack, Stunning Fist

Skills Escape Artist +9, Hide +9*, Listen +10*, Ride +4, Spot +10*, Tumble +9. **Possessions** combat gear plus *bracers of armor* +2

Blindsense (Ex) A sahuagin can locate creatures underwater within a 30ft. Radius. This ability functions only when the sahuagin is underwater.

Blood Frenzy Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength and takes a -2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily

Rake (Ex) Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex) A sahuagin fully immersed in fresh water must succeed on a DC 15 fortitude save or become fatigued. Even on a success, it must repeat the save attempt every ten minutes it remains immersed.

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sahuagin for one round. On subsequent rounds they are dazzled while operating in bright light.

Speaks with sharks (Ex) Sahuagins can communicate telepathically with sharks up to 150 feet away. Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex) Sahuagin can survive out of the water for one hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the DMG)

Skills A sahuagin has a +8 racial bonus on any Swim check to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the un action while swimming, provided it swims in a straight line.

*Underwater, a sahuagin has +4 bonus on Hide, Listen and Spot checks. A sahuagin has a +4 bonus on Survival checks made within 50 miles of its home. A sahuagin has a +4 bonus on Handle Animal checks when working with sharks.

KITANA

CR 9

Female Sahuagin Cleric of Sekolah 8

AL NE Medium Monstrous humanoid (aquatic)

Init +2; **Senses** Blindsense 30 ft., Darkvision 60 ft.; Listen +12*, Spot +12*

Languages Aquan, Common, Elven, Sahuagin

AC 25, touch 13, flat-footed 22

(+3 Dex, +5 armor, +2 shield, +5 natural)

hp 82 (10 HD)

Fort +11, **Ref** +7, **Will** +15

Weakness Freshwater Sensitivity, Light Blindness

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft., swim 60 ft.;

Melee +1 *corrosive trident* +13/+8 (1d8+4 plus 1d6 acid)

Melee +1 *corrosive trident* +13/+8 (1d8+4 plus 1d6 acid) and Talon +11 (1d4+3) and bite +9 (1d4+1) without shield or

Melee Talons +11/+11 (1d4+2) and bite +9 (1d4+1) without shield

Base Atk +8; **Grp** +11

Atk Options +8 Strength for one round (Strength domain)

Special Actions rebuke undead, spontaneous casting, Mounted Combat

Combat Gear *scroll of dispel magic*, *scroll of cure serious wounds*

Cleric Spells Prepared (CL 8th):

4th—*divine power*^D, *freedom of movement*, *cure critical wounds*, *recitation*

3rd—*dispel magic*, *girallon's blessing*, *cure serious wounds*, *magic vestment*^D, *prayer*

2nd—*bull's strength*^D, *cure moderate wounds*, *hold person* (DC 18), *silence* (DC 18), *sound burst* (DC 18)

1st—*bless*, *cure light wounds*, *divine favor*, *enlarge person*^D, *protection from good*, *resurgence*

0—*cure minor wounds* (2), *detect magic*, *detect poison*, *mending*, *read magic*, *virtue*

D: Domain spell. Deity: Sekolah. Domains: Strength, War

Abilities Str 16, Dex 16, Con 16, Int 14, Wis 22, Cha 6

SQ Speak with sharks, Water dependent

Feats Combat Casting, Great Fortitude, Mounted Combat, Multiattack, Weapons Focus (trident)

Skills Concentration +14 (+18 when casting defensively), Handle Animal +3*, Heal +14, Hide +4*, Knowledge (religion) +11, Listen +12*, Ride +12, Spot +12*

Possessions combat gear plus +1 *corrosive trident*, +1 *chain shirt*, heavy wooden shield, *periapt of wisdom* +4

Blindsense (Ex) A sahuagin can locate creatures underwater within a 30ft. Radius. This ability functions only when the sahuagin is underwater.

Blood Frenzy Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength and takes a -2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily

Rake (Ex) Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex) A sahuagin fully immersed in fresh water must succeed on a DC 15 fortitude save or become fatigued. Even on a success, it must repeat the save attempt every ten minutes it remains immersed.

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sahuagin for one round. On subsequent rounds they are dazzled while operating in bright light.

Speaks with sharks (Ex) Sahuagins can communicate telepathically with sharks up to 150 feet away. Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex) Sahuagin can survive out of the water for one hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the DMG)

Skills A sahuagin has a +8 racial bonus on any Swim check to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the un action while swimming, provided it swims in a straight line.

*Underwater, a sahuagin has +4 bonus on Hide, Listen and Spot checks. A sahuagin has a +4 bonus on Survival checks made within 50 miles of its home. A sahuagin has a +4 bonus on Handle Animal checks when working with sharks.

SERYULIN*

CR 7

* *Monster Manual* 148

AL N Large aberration (aquatic)

Init +5; **Senses** Blindsense 30 ft., Darkvision 60 ft.; Listen +9, Spot +8

Languages Aquan (understood only)

AC 20, touch 19, flat-footed 19

(-1 size, +1 Dex, +10 natural)

hp 65 (10 HD); DR 5/piercing or slashing;

Immune Trip

Resist acid 10

Fort +5, **Ref** +6, **Will** +9

Speed base movement 50 ft. (10 squares), swim 50ft.;

Melee Slam +12/+12 (1d8+5 plus pain toxin)

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

Base Atk +6; **Grp** +16

Special Actions Sticky Spray

Abilities Str 20, Dex 12, Con 14, Int 8, Wis 14, Cha 13.

SQ Amphibious, Can't be tripped, Slick

Feats Improved Initiative, Lightning Reflexes, Multiattack, Weapon Focus (slam)

Skills Escape Artist +9, Listen +9, Spot +8, Swim +13

Pain Toxin (Ex) Any living creature struck by a seryulin's slam attack is exposed to a substance secreted by the cilia around its upper body. Contact with this substance causes the target excruciating pain, and the target takes an additional 1d6 points of damage in the round after being struck. Damage reduction doesn't apply to this effect. Creatures with immunity to poison are immune to a seryulin's pain toxin.

Sticky Spray (Ex) Once per day, a seryulin can use a standard action to expel a 20-foot radius burst of vicious goo from its body. Any creature in the area becomes entangled and must succeed on a DC 17 Reflex save or become glued to the ground, unable to move. A flying creature is not stuck to the ground, but it must succeed on the save or be unable to fly and fall to the ground. Seryulins as well as their riders, are unaffected by the sticky spray. The save DC is Constitution-based.

A creature stuck to the ground can break free by making a DC 20 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape the stuff off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that scored the hit makes a damage roll to see how much of the goo was scraped off. Once free the creature can move (including flying) at half speed. A creature capable of spellcasting who is bound must make a DC 15 Concentration check to cast a spell.

The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of *universal solvent* dissolves enough goo to free one creature immediately.

Can't be Tripped (Ex) A seryulin's body shape makes it impossible for a foe to trip the creature. Any trip attempts against the seryulin automatically fail, as if the opponent had failed to win the opposed Strength check.

Slick (Ex) a slippery, quick-dissolving substance secreted by a seryulin's body makes it (and its rider) immune to an effects that usually impedes movement such as paralysis, *slow*, a tanglefoot bag or the seryulin's own sticky spray, much like the effect of a *freedom of movement* spell.

Unlike with the *freedom of movement* spell however, a seryulin spell does not automatically succeed on any grapple check made to resist an a grapple or pin attempt, although it does gain a +4 bonus on grapple checks to

escape a grapple, and it has a +8 racial bonus on Escape Artist checks.

Skills A seryulin has a +8 racial bonus on any Swim check to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the un action while swimming, provided it swims in a straight line.

A seryulin also has a +8 racial bonus on Escape Artist checks due to its slick body (see above).

1: FLOTSAM AND JETSAM**KELP ANGLER*****CR 9*** *Fiend Folio* 112

N Large Plant (Aquatic)

Init +6; **Senses** Blindsight 100 ft., Low-light vision; Listen +0, Spot +0**AC** 21, touch 11, flat-footed 19

(-1 size, +2 Dex, +10 natural)

hp 82 (11HD); regeneration 4**Immune** Bludgeoning damage, Cold, Plant traits**Resist** Fire resistance 20**Fort** +10 **Ref** +5, **Will** +3**Speed** base movement 20 ft. (4 squares), swim 60 ft.;**Melee** 4 tendrils +13/+13/+13/+13 (1d8+5/19-20)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +17**Atk Options** Improved Grab, Power Attack**Special Actions****Spell-Like Abilities** (CL 11th):3/day—*dispel magic*, *entangle* (DC 12)1/day—*confusion* (DC 14), *displacement***Abilities** Str 20, Dex 15, Con 17, Int 6, Wis 11, Cha 12**SQ** Camouflage**Feats** Improved critical (tendrils), Improved Initiative, Power Attack, Weapon Focus (Tendrils)**Skills** Climb +9, Hide +3, Move Silently +10, Swim +16.

Improved Grab (Ex): If a kelp angler hits an opponent that is at least one size category smaller than itself with a tendrils attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +16). Thereafter, the kelp angler has the option to conduct the grapple normally, or simply use its tendrils to hold the opponent (-20 penalty on the grapple check, but the kelp angler is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals tendrils damage.

Camouflage (Ex): A kelp angler can change its coloring to match its environment, gaining a +10 competence bonus on Hide checks.

Plant Traits (Ex): A kelp angler is immune to poison, sleep, paralysis, stunning and polymorphing. It is not subject to critical hits or mind-affecting effects. The creature also has low-light vision.

Regeneration (Ex): Acid attacks deal normal damage to a kelp angler. Attack forms that don't deal hit point damage ignore regeneration, and a kelp angler does not restore hit points lost from starvation, thirst or suffocation.

Skills: Due to their stealthy nature, kelp anglers have a +6 bonus on Move Silently checks. Kelp anglers have a +6 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on Swim checks, even if distracted or endangered.

AC 19, touch 11, flat-footed 18

(+1 Dex, +8 natural)

hp 150 (20 HD); fast healing 5;**Immune** Undead traits**Fort** +6, **Ref** +9, **Will** +12**Speed** base movement 30 ft. (6 squares), swim 30 ft.;**Melee** slams +12/+12 melee (1d8+12) including Power Attack**Base Atk** +10; **Grp** +17**Atk Options** Power Attack**Special Actions** Cleave, Great Cleave**Abilities** Str 25, Dex 13, Con -, Int 9, Wis 10, Cha 12.**SQ** Unholy toughness

Feats Alertness, Cleave, Great Cleave, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack

Skills Hide +20, Listen +14, Move Silently +20, Spot +18, Swim +18.

Drowning Aura (Su): A drowned gives off 30ft-radius emanation of suffocating drowning, imbuing its surroundings with a watery glint and deadly threat for creatures that breathe. All breathing creatures within 30 ft of a drowned are treated as if beneath water in terms of being able to breathe. The drowning aura accelerates the process of drowning.

Normally, a creature can hold its breath for a number of rounds equal to twice its Constitution score before it begins to drown. Within the drowning aura, a creature can only hold its breath if it make a DC 10 Constitution check every round. Each round, the DC increases by 1. When the character finally fails its Constitution check, it begins to drown. In the first round, it falls unconscious (0 hit points). In the following round, it drops to -1 hit points and is dying. In the third round, if still in the drowning aura, it drowns.

Unholy Toughness (Ex): A drowned gains a bonus to its hit points equal to its Charisma Modifier x its Hit Dice.

Skills A drowned 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 Swim checks, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

3: A CAPTAIN NEVER LEAVES HIS SHIP**CAPTAIN MORGANIS****CR 12**

Male ghost Rogue 1/Swashbuckler 5*/Scarlet Corsair 4*

* *Complete Warrior* 11, *Stormwrack*

AL CN Medium undead (Augmented Humanoid) (Incorporeal)

Init +3; **Senses** Darkvision 60 ft. ; Listen +4, Spot +4**Languages** Ancient Suloise, Common**AC** 26, touch 19, flat-footed 17

(+3 Dex, +5 armor, +2 shield, +4 deflection, +2 dodge);

Dodge, Mobility, Sailor's Step, 5 ranks Tumble, 5 ranks Balance

Miss Chance incorporeal (50%)**hp** 75 (10 HD);**Fort** +4, **Ref** +11, **Will** +2

Speed 30ft. in chain shirt (6 squares), base movement 30 ft., fly(perfect) 30 ft.;

Melee +1 ghost touch rapier +13 (1d6+4/18-20) or**Melee** Touch +10 draining touch**2: ON RAVEN'S WINGS BOURNE****DROWNED*****CR 9*** *Monster Manual* III 46

CE Medium Undead

Init +5; **Senses** Darkvision 60 ft.; Listen +14, Spot +18**Aura** Drowning Aura 30 ft.**Languages** Common

Base Atk +9; **Grp** +10

Atk Options Corsair's Feint, Improved Feint, Spring Attack, Draining Touch, Malevolence (DC 19)

Special Actions Horrific Appearance (DC 19), Manifestation, Sneak Attack +2d6

Combat Gear

Abilities Str 12, Dex 16, Con -, Int 14, Wis 10, Cha 18.

SQ Dodge Bonus +1, Grace+1, Incorporeal traits, Insightful Strike, Rejuvenation, +4 Turn resistance, Undead Traits

Feats Dodge, Elusive Target, Improved Feint, Mobility, Persuasive, Spring Attack, Weapon Finesse

Skills Balance +11, Bluff +20, Diplomacy +19, Escape Artist +16, Intimidate +20, Listen +4, Profession (sailor) +9, Sense Motive +13, Spot +4, Tumble +6. **Possessions** combat gear plus +1 ghost touch rapier, +1 chain shirt

Grace (Ex) A swashbuckler gains a +1 competence bonus on Reflex saves. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex) A swashbuckler applies her Intelligence bonus (if any) to her damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse. Target immune to critical hits or sneak attack are immune to the swashbuckler's insightful strike. A swashbuckler cannot use her insightful strike when wearing medium or heavy armor or when carrying a medium or heavy load.

Dodge Bonus (Ex) A swashbuckler is trained at focusing her defenses on a single opponent in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to Armor Class against melee attacks from that opponent. She can select a new opponent on every action. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

If a swashbuckler also has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat. (If she designates the same target, the bonuses stack.)

Corsair's Feint (Ex) As a Scarlet Corsair, you are a master of dirty fighting and trickery. You can make a feint as a free action rather than as a standard action (see the Improved Feint feat, page 95 of the PHB). But once you've surprised your enemies with such a feint, it takes time before you're able to fool them again. At 3rd level, you must wait 2d4 rounds before using corsair's feint again. Waiting requires no specific action on your part; you can fight normally during this time. Beginning at 7th level your reflexes improve and the time between corsair's feints drops to only 1d4 rounds.

Sailor's Step (Ex) At 4th level, you have learned to use the chaos of a ship at sea to your benefit, taking advantage of the swaying ship and swinging rigging to remain out of reach of your opponents. While aboard a ship and wearing nothing more than light armor you gain a +2 dodge bonus to your Armor Class. If you are caught flat-footed or otherwise denied your Dexterity bonus, you also lose this bonus.

At 8th level, the dodge bonus from the sailor's step class feature increases to +4.

CE Monstrous Humanoid (aquatic)

Init +3; **Senses** Blindsight 30 ft., Darkvision 60 ft.; Listen +9*, Spot +9*

Languages Aquan, Common, Elven

AC 23, touch 13, flat-footed 20 (+3 Dex, +5 armor, +5 natural)

hp 85 (10 HD);

Fort +13, **Ref** +8, **Will** +9

Weakness Freshwater Sensitivity, Light Blindness

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft., swim 60 ft.;

Melee +1 trident +18/+15 (1d8+7) or

Melee +1 trident +18 (1d8+7) and

talon +13 (1d4+3) and

bite +11 (1d4+1) without shield or

Melee Talons +13/+13 (1d4+2) and

bite +11 (1d4+1) without shield

Base Atk +10; **Grp** +15

Atk Options Breach, Power Attack, Ride-by Attack, Trident Charge

Combat Gear

Abilities Str 20, Dex 16, Con 16, Int 14, Wis 14, Cha 6

SQ Mounted Weapon Bonus +1 (javelin/harpoon), Mounted Weapon Bonus +2 (trident), Ride bonus (+2), Speak with sharks, Water dependent

Feats Great Fortitude, Mounted Archery, Mounted Combat, Multiattack, Power Attack, Ride-by Attack, Spirited Charge

Skills Handle Animal +8, Hide +6, Jump, +17, Listen +9, Ride +17, Spot +9.

Possessions combat gear plus +1 chain shirt, +1 trident

Blood Frenzy Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength and takes a -2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily

Rake (Ex) Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex) A sahuagin fully immersed in fresh water must succeed on a DC 15 fortitude save or become fatigued. Even on a success, it must repeat the save attempt every ten minutes it remains immersed.

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds sahuagin for one round. On subsequent rounds they are dazzled while operating in bright light.

Speaks with sharks (Ex) Sahuagins can communicate telepathically with sharks up to 150 feet away. Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex) Sahuagin can survive out of the water for one hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the DMG)

Waverider Mount A waverider can call a special aquatic mount to serve her. This creature is stronger and more intelligent than others of its type.

Mounted Weapon Bonus (Ex) At each level, a waverider gains the indicated bonus on her attack roll with the designated weapon while mounted.

Trident Charge (Ex) A waverider can use a trident to deal double damage when used from the back of a charging mount. The spirited charge can be used to increase the damage multiple to triple damage.

4: UNDERWATER GUARDS

HASTUR AND LIGUR

CR 10

Male Sahuagin Fighter 5/Waverider 3*

* *Savage Species* 93

Breach (Ex) On reaching 3rd level, a mounted waverider can make a leaping charge to attack opponents out of the water. The mount makes a Jump check using its own ranks in the skill or the waverider's, whichever is better, to make a "running high jump" as part of a charge, with a maximum height distance of twice its length. If it contacts an opponent during the jump the waverider gets the normal +2 bonus on her attack roll. At the end of the jump, waverider and mount are once again submerged and thus do not take the -2 penalty to Armor class against creatures out of the water (those underwater are still able to take advantage of the waverider's being temporarily off balance). A waverider cannot use this ability in two consecutive rounds.

Skills A sahuagin has a +8 racial bonus on any Swim check to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the un action while swimming, provided it swims in a straight line.

*Underwater, a sahuagin has +4 bonus on Hide, Listen and Spot checks. A sahuagin has a +4 bonus on Survival checks made within 50 miles of its home. A sahuagin has a +4 bonus on Handle Animal checks when working with sharks

SHARK WAVERIDER MOUNT CR -

N Large animal (aquatic)

Init +6; **Senses** Blindsight 30 ft., Keen Scent; Listen +9, Spot +9

AC 17, touch 11, flat-footed 15
(-1 size, +2 Dex, +6 natural)

hp 58 (9 HD);
Fort +10, **Ref** +8, **Will** +5

Speed swim 60 ft. (12 squares)

Melee bite +9 (1d8+6)

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +14

Abilities Str 19, Dex 15, Con 14, Int 6, Wis 12, Cha 2

SQ Blindsight, Keen scent, Improved Evasion

Feats Alertness, Great Fortitude, Improved Initiative

Skills Listen +9, Spot +9, Swim +12.

Blindsight (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.

Improved Evasion (Ex) If the waverider's mount is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Empathic Link (Su) The waverider has an empathic link with its mount out to a distance of 1 mile. The waverider cannot see through the mount's eyes, but the two can communicate telepathically. Even intelligent mounts see the world differently, so misunderstandings are always possible.

Share Saving Throws (Ex) The mount uses its own saving throws or the waverider's, whichever is higher

Skills A shark has a +8 racial bonus on any Swim checks to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check, even if endangered or distracted. It can use the run action while swimming, provided it swims in a straight line.

5: EXPLORING THE COMPLEX

KALITH AND BAREN

CR 9

Male Sahuagin Rogue 7

AL LE Medium Monstrous humanoid (aquatic)

Init +7; **Senses** Blindsight 30 ft., Darkvision 60 ft.; Listen +13*, Spot +13*

Languages Aquan, Common, Elven, Sahuagin

AC 22, touch 13, flat-footed 19

(+3 Dex, +4 armor, +5 natural); Dodge, uncanny dodge, 5 ranks Tumble

hp 75 (9 HD)

Resist evasion

Fort +8, **Ref** +11, **Will** +6

Weakness Freshwater Sensitivity, Light Blindness

Speed 30 ft. in studded leather armor (6 squares), base movement 30 ft., swim 60 ft.;

Melee +1 shortsword +11/+6 (1d6+5/19-20) and Talon +10 (1d4+2) and bite +8 (1d4+4) or

Melee Talons +10/+10 (1d4+4) and bite +8 (1d4+2)

Base Atk +6; **Grp** +10

Special Actions sneak attack +4d6

Combat Gear dust of disappearance, potion of cure moderate wounds,

Abilities Str 18, Dex 16, Con 18, Int 16, Wis 12, Cha 6

SQ Speak with sharks, Trapfinding, Trap sense+2, Water dependent

Feats Dodge, Great Fortitude, Improved Initiative, Multiattack

Skills Escape Artist +13, Handle animal +3*, Hide +14*, Listen +13*, Move silently +14, Ride +5, Search +13, Spot +13*, Tumble +12

Possessions combat gear plus +1 studded leather, +1 short sword

Blindsight (Ex) A sahuagin can locate creatures underwater within a 30ft. Radius. This ability functions only when the sahuagin is underwater.

Blood Frenzy Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength and takes a -2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily

Rake (Ex) Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex) A sahuagin fully immersed in fresh water must succeed on a DC 15 fortitude save or become fatigued. Even on a success, it must repeat the save attempt every ten minutes it remains immersed.

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sahuagin for one round. On subsequent rounds they are dazzled while operating in bright light.

Speaks with sharks (Ex) Sahuagins can communicate telepathically with sharks up to 150 feet away. Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex) Sahuagin can survive out of the water for one hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the DMG)

Skills A sahuagin has a +8 racial bonus on any Swim check to perform some special action or to avoid a hazard. It can

always choose to take 10 on a Swim check, even if distracted or endangered. It can use the un action while swimming, provided it swims in a straight line.

*Underwater, a sahuagin has +4 bonus on Hide, Listen and Spot checks. A sahuagin has a +4 onus on Survival checks made within 50 miles of its home. A sahuagin has a +4 bonus on Handle Animal checks when working with sharks

6: SHRINE TO THE GREAT SHARK

SITH-LENG

CR 8

Male Sahuagin monk 5

AL NE Medium Monstrous humanoid (aquatic)

Init +6; **Senses** Blindsight 30 ft., Darkvision 60 ft.; Listen +12*, Spot +12*

Languages Aquan, Common, Elven, Sahuagin

AC 24, touch 17, flat-footed 22

(+2 Dex, +2 armor, +9 class, +5 natural); 5 ranks Tumble, Deflect Arrows

hp 57 (7HD)

Immune nonmagical disease

Resist evasion, still mind

Fort +9, **Ref** +9, **Will** +11

Weakness Freshwater Sensitivity, Light Blindness

Speed 40 ft. no armor (6 squares), base movement 30 ft., swim 60 ft.;

Melee Talons +8/+8/+8/+8 (1d8+5) and bite +5 (1d4+2)

Base Atk +3; **Grp** +8

Atk Options Stunning fist (DC 17) 5/day, Flurry of blows (+7/+7/+7/+7/+7)

Combat Gear rapidstrike bracers, elixir of flaming fists

Abilities Str 21, Dex 14, Con 16, Int 14, Wis 18, Cha 6

SQ Ki strike (magic), Slow fall (20ft.), Speak with sharks, Water dependent

Feats Deflect Arrows, Great Fortitude, Improved Initiative, Multiattack, Stunning Fist

Skills Escape Artist +12, Hide +10*, Listen +12*, Ride +4, Spot +12*, Tumble +12.

Possessions combat gear plus bracers of armor +2, belt of giant strength +4

Blindsight (Ex) A sahuagin can locate creatures underwater within a 30ft. Radius. This ability functions only when the sahuagin is underwater.

Blood Frenzy Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength and takes a -2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily

Rake (Ex) Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex) A sahuagin fully immersed in fresh water must succeed on a DC 15 fortitude save or become fatigued. Even on a success, it must repeat the save attempt every ten minutes it remains immersed.

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds sahuagin for one round. On subsequent rounds they are dazzled while operating in bright light.

Speaks with sharks (Ex) Sahuagins can communicate telepathically with sharks up to 150 feet away. Sahuagin

can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex) Sahuagin can survive out of the water for one hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the DMG)

Skills A sahuagin has a +8 racial bonus on any Swim check to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the un action while swimming, provided it swims in a straight line.

*Underwater, a sahuagin has +4 bonus on Hide, Listen and Spot checks. A sahuagin has a +4 onus on Survival checks made within 50 miles of its home. A sahuagin has a +4 bonus on Handle Animal checks when working with sharks

KITANA

CR 11

Female Sahuagin Cleric of Sekolah 10

AL NE Medium Monstrous humanoid (aquatic)

Init +3; **Senses** Blindsight 30 ft., Darkvision 60 ft.; Listen +12*, Spot +12*

Languages Aquan, Common, Elven, Sahuagin

AC 25, touch 13, flat-footed 22

(+3 Dex, +5 armor, +2 shield, +5 natural)

hp 95 (12HD)

Fort +12, **Ref** +9, **Will** +16

Weakness Freshwater Sensitivity, Light Blindness

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft., swim 60 ft.;

Melee +1 corrosive trident +14/+9 (1d8+4 plus 1d6 acid) or

Melee +1 corrosive trident +14 (1d8+4 plus 1d6 acid) and

Talon +10 (1d4+3) and

bite +8 (1d4+1) without shield or

Melee Talons +10/+10 (1d4+2) and

bite +8 (1d4+1) without shield

Base Atk +9; **Grp** +12

Atk Options +10 Strength for one round (Strength domain)

Special Actions rebuke undead, spontaneous casting

Combat Gear scroll of dispel magic, scroll of cure serious wounds, shirt of the leech

Cleric Spells Prepared (CL 10th):

5th—flame strike (DC 21), righteous might^D, righteous wrath of the faithful, slay living (DC 21)

4th—divine power^D, freedom of movement, cure critical wounds, poison (DC 21), recitation

3rd—cure serious wounds, dispel magic, girallon's blessing, magic vestment^D, prayer

2nd—bear's endurance, bull's strength^D, cure moderate wounds, hold person (DC 18), silence (DC 18), sound burst (DC 18)

1st—bless, cure light wounds, divine favor, enlarge person^D, protection from good, resurgence

0—cure minor wounds, cure minor wounds, detect magic, detect poison, mending, read magic, virtue

D: Domain spell. Deity: Sekolah. Domains: Strength, War

Abilities Str 16, Dex 16, Con 16, Int 14, Wis 23, Cha 8

SQ Speak with sharks, Water dependent

Feats Combat Casting, Great Fortitude, Mounted Combat, Multiattack, Scribe Scroll, Weapons Focus (Trident)

Skills Concentration +16 (+20 when casting defensively), Handle Animal +3*, Heal +16, Hide +7*, Knowledge (religion) +15, Listen +12*, Ride +11, Spot +12*.

Possessions combat gear plus +1 corrosive trident, +1 chain shirt, heavy wooden shield, periapt of wisdom +4

Blindsense (Ex) A sahuagin can locate creatures underwater within a 30ft. Radius. This ability functions only when the sahuagin is underwater.

Blood Frenzy Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength and takes a -2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily

Rake (Ex) Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex) A sahuagin fully immersed in fresh water must succeed on a DC 15 fortitude save or become fatigued. Even on a success, it must repeat the save attempt every ten minutes it remains immersed.

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sahuagin for one round. On subsequent rounds they are dazzled while operating in bright light.

Speaks with sharks (Ex) Sahuagins can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex) Sahuagin can survive out of the water for one hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the DMG)

Skills A sahuagin has a +8 racial bonus on any Swim check to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the un action while swimming, provided it swims in a straight line.

*Underwater, a sahuagin has +4 bonus on Hide, Listen and Spot checks. A sahuagin has a +4 bonus on Survival checks made within 50 miles of its home. A sahuagin has a +4 bonus on Handle Animal checks when working with sharks

SERYULIN*

CR 7

* *Monster Manual* III 148

AL N Large aberration (aquatic)

Init +5; **Senses** Blindsense 30 ft., Darkvision 60 ft.; Listen +9, Spot +8

Languages Aquan (understood only)

AC 20, touch 19, flat-footed 19

(-1 size, +1 Dex, +10 natural)

hp 65 (10HD); DR 5/piercing or slashing;

Immune Trip

Resist acid 10

Fort +5, **Ref** +6, **Will** +9

Speed base movement 50 ft. (10 squares), swim 50ft.;

Melee Slam +12/+12 (1d8+5 plus pain toxin)

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

Base Atk +6; **Grp** +16

Special Actions Sticky Spray

Abilities Str 20, Dex 12, Con 14, Int 8, Wis 14, Cha 13.

SQ Amphibious, Can't be tripped, Slick

Feats Improved Initiative, Lightning Reflexes, Multiattack, Weapon Focus (slam)

Skills Escape Artist +9, Listen +9, Spot +8, Swim +13

Pain Toxin (Ex) Any living creature struck by a seryulin's slam attack is exposed to a substance secreted by the cilia around its upper body. Contact with this substance causes the target excruciating pain, and the target takes an

additional 1d6 points of damage in the round after being struck. Damage reduction doesn't apply to this effect.

Creatures with immunity to poison are immune to a seryulin's pain toxin.

Sticky Spray (Ex) Once per day, a seryulin can use a standard action to expel a 20-foot radius burst of vicious goo from its body. Any creature in the area becomes entangled and must succeed on a DC 17 Reflex save or become glued to the ground, unable to move. A flying creature is not stuck to the ground, but it must succeed on the save or be unable to fly and fall to the ground. Seryulins as well as their riders, are unaffected by the sticky spray. The save DC is Constitution-based.

A creature stuck to the ground can break free by making a DC 20 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape the stuff off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that scored the hit makes a damage roll to see how much of the goo was scraped off. Once free the creature can move (including flying) at half speed. A creature capable of spellcasting who is bound must make a DC 15 Concentration check to cast a spell.

The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of *universal solvent* dissolves enough goo to free one creature immediately.

Can't be Tripped (Ex) A seryulin's body shape makes it impossible for a foe to trip the creature. Any trip attempts against the seryulin automatically fail, as if the opponent had failed to win the opposed Strength check.

Slick (Ex) a slippery, quick-dissolving substance secreted by a seryulin's body makes it (and its rider) immune to an effects that usually impedes movement such as paralysis, *slow*, a tanglefoot bag or the seryulin's own sticky spray, much like the effect of a *freedom of movement* spell.

Unlike with the *freedom of movement* spell however, a seryulin spell does not automatically succeed on any grapple check made to resist an a grapple or pin attempt, although it does gain a +4 bonus on grapple checks to escape a grapple, and it has a +8 racial bonus on Escape Artist checks.

Skills A seryulin has a +8 racial bonus on any Swim check to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the un action while swimming, provided it swims in a straight line.

A seryulin also has a +8 racial bonus on Escape Artist checks due to its slick body (see above).

1: FLOTSAM AND JETSAM

OCTOPUS TREE*

CR 12

* Fiend Folio 130

NE Huge Plant

Init +0; **Senses** Low-light vision; Listen +14, Spot +4**Aura** frightful presence 30 ft.**Languages** Common understood**AC** 28, touch 4, flat-footed 28

(-2 size, -4 Dex, +24 natural)

hp 133 (14 HD); regenerate 10**Immune** Acid**Resist** plant traits**Fort** +14, **Ref** +0, **Will** +6**Speed** base movement 10 ft., swim 50 ft.;**Melee** Tentacle +19 (2d6+10/19-20) and

bite +13 (3d8+5)

Space 15 ft.; **Reach** 15 ft.**Base Atk** +10; **Grp** +28**Atk Options** Improved Grab**Special Actions** Swallow whole, spell-like abilities**Spell-Like Abilities** (CL 14th):At Will—*diminish plants, entangle* (DC 13), *obscuring mist, plant growth, warp wood*3/day—*call lightning* (DC 15), *turn wood, wall of thorns***Abilities** Str 30, Dex 3, Con 20, Int 8, Wis 15, Cha 15 **SQ****Feats** Alertness, Improved Critical (tentacle), Improved Initiative, Quicken Spell-Like Ability, Weapon Focus (tentacle)**Skills** Listen +4, Spot +14, Swim +25

Frightful Presence (Ex): An octopus tree inspires terror in all creatures within 30 feet that have fewer Hit Dice or level than it has. Each potentially affected opponent must succeed on a Will save (DC 19) or become shaken, a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to that octopus tree's frightful presence for one day.

Improved Grab (Ex): If an octopus tree hits an opponent that is at least one size category smaller than itself with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +28). If it gets a hold, it can transfer the opponent to its maw with another successful grapple check dealing automatic bite damage.

Alternatively, the octopus tree has the option to conduct the grapple normally, or simply use its tentacle to hold the opponent (-20 penalty on grapple check but the octopus tree is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite damage.

Swallow Whole (Ex): An octopus tree can swallow a single creature that is at least two size categories smaller than itself by making a successful grapple check (grapple bonus +28), provided it already has that opponent in its maw (See Improved Grab, above). Once inside the octopus tree, the opponent takes 2d6+9 points of bludgeoning damage and 2d4 points of acid damage per round from the plants internal cavity. A successful grapple check allows the swallowed creature to climb out of the internal cavity and return to the octopus tree's maw, where another successful grapple check is required to get free.

Alternatively, a swallowed creature can try to cut its way

out with either claws or a light piercing or slashing weapon. Dealing a total of at least 20 points of damage to the internal cavity (AC 22) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, rapid growth closes the hole; thus, another swallowed opponent must cut its own way out. An octopus tree's cavity can hold 1 Large, 4 Medium-sized or 16 Small or smaller opponents.

Regeneration (Ex): An octopus tree takes normal damage from fire and cold. Attack forms that don't deal hit point damage ignore regeneration, and an octopus tree does not restore hit points lost from starvation, thirst or suffocation.

Skills: Octopus tree have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on Swim checks, even if distracted or endangered.

2: ON RAVEN'S WINGS BOURNE

DROWNED*

CR 9

* Monster Manual III 46

CE Medium Undead

Init +5; **Senses** Darkvision 60 ft.; Listen +14, Spot +18**Aura** Drowning Aura 30 ft.**Languages** Common**AC** 19, touch 11, flat-footed 18

(+1 Dex, +8 natural)

hp 150 (20 HD); fast healing 5;**Immune** Undead traits**Fort** +6, **Ref** +9, **Will** +12**Speed** base movement 30 ft. (6 squares), swim 30 ft.;**Melee** 2 slams +12 melee (1d8+12) including Power Attack**Base Atk** +10; **Grp** +17**Atk Options** Power Attack**Special Actions** Cleave, Great Cleave**Abilities** Str 25, Dex 13, Con -, Int 9, Wis 10, Cha 12.**SQ** Unholy toughness

Feats Alertness, Cleave, Great Cleave, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack

Skills Hide +20, Listen +14, Move Silently +20, Spot +18, Swim +18.

Drowning Aura (Su): A drowned gives off 30ft-radius emanation of suffocating drowning, imbuing its surroundings with a watery glint and deadly threat for creatures that breathe. All breathing creatures within 30 ft of a drowned are treated as if beneath water in terms of being able to breathe. The drowning aura accelerates the process of drowning.

Normally, a creature can hold its breath for a number of rounds equal to twice its Constitution score before it begins to drown. Within the drowning aura, a creature can only hold its breath if it makes a DC 10 Constitution check every round. Each round, the DC increases by 1. When the character finally fails its Constitution check, it begins to drown. In the first round, it falls unconscious (0 hit points). In the following round, it drops to -1 hit points and is dying. In the third round, if still in the drowning aura, it drowns.

Unholy Toughness (Ex): A drowned gains a bonus to its hit points equal to its Charisma Modifier x its Hit Dice.

Skills A drowned 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 Swim checks, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

3: A CAPTAIN NEVER LEAVES HIS SHIP

CAPTAIN MORGANIS CR 14

Male ghost Rogue 1/Swashbuckler 5*/Scarlet Corsair 6*

* *Complete Warrior* 11, *Stromwrack*

AL CN Medium undead (Augmented Humanoid)
(Incorporeal)

Init +3; **Senses** Darkvision 60 ft.; Listen +4, Spot +4

Languages Ancient Suloise, Common

AC 26, touch 19, flat-footed 17

(+3 Dex, +5 armor, +2 shield, +4 deflection, +2 dodge);
Dodge, Mobility, Elusive Target, Sailor's Step, 5 ranks
Tumble

Miss Chance incorporeal (50%)

Immune undead traits

Resist turn resistance +4

hp 89 (12 HD);

Fort +5, **Ref** +12, **Will** +3

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft., fly (perfect) 30 ft.;

Melee +1 *ghost touch rapier* +15/+10 (1d6+4/18-20) or

Melee Touch +12 draining touch

Base Atk +11; **Grp** +12

Atk Options Corsair's Feint, Improved Feint, Spring Attack,
Draining Touch, Malevolence (DC 20)

Special Actions Horrific Appearance (DC 20),
Manifestation, Sneak Attack +3d6

Combat Gear

Abilities Str 12, Dex 17, Con -, Int 14, Wis 10, Cha 18.

SQ Dodge Bonus +1, Grace+1, Incorporeal traits, Insightful
Strike, Rejuvenation,

Feats Dodge, Elusive Target, Improved Feint, Mobility,
Persuasive, Quick Draw, Spring Attack, Weapon Finesse

Skills Balance +14, Bluff +23, Diplomacy +21, Escape Artist
+16, Intimidate +23, Listen +4, Profession (sailor) +9,
Sense Motive +15, Spot +4, Tumble +7.

Possessions combat gear plus +1 *ghost touch rapier*, +1 *chain
shirt*

Grace (Ex) A swashbuckler gains a +1 competence bonus on
Reflex saves at 2nd level. This bonus increases to +2 at 11th
level and to +3 at 20th level. A swashbuckler loses this
bonus when wearing medium or heavy armor or when
carrying a medium or heavy load.

Insightful Strike (Ex) A swashbuckler applies her
Intelligence bonus (if any) to her damage rolls (in
addition to any Strength bonus she may have) with any
light weapon, as well as any other weapon that can be used
with Weapon Finesse. Target immune to critical hits or
sneak attack are immune to the swashbuckler's insightful
strike. A swashbuckler cannot use her insightful strike
when wearing medium or heavy armor or when carrying a
medium or heavy load.

Dodge Bonus (Ex) A swashbuckler is trained at focusing her
defenses on a single opponent in melee. During her
action, she may designate an opponent and receive a +1
dodge bonus to Armor Class against melee attacks from
that opponent. She can select a new opponent on every
action. A swashbuckler loses this bonus when wearing

medium or heavy armor or when carrying a medium or
heavy load.

If a swashbuckler also has the Dodge feat, she need not
designate the same target for this ability as for the Dodge
feat. (If she designates the same target, the bonuses stack.)

Corsair's Feint (Ex) As a Scarlet Corsair, you are a master of
dirty fighting and trickery. You can make a feint as a free
action rather than as a standard action (see the Improved
Feint feat, page 95 of the PHB). But once you've surprised
your enemies with such a feint, it takes time before
you're able to fool them again. At 3rd level, you must wait
2d4 rounds before using corsair's feint again. Waiting
requires no specific action on your part; you can fight
normally during this time. Beginning at 7th level your
reflexes improve and the time between corsair's feints
drops to only 1d4 rounds.

Sailor's Step (Ex) At 4th level, you have learned to use the
chaos of a ship at sea to your benefit, taking advantage of
the swaying ship and swinging rigging to remain out of
reach of your opponents. While aboard a ship and wearing
nothing more than light armor you gain a +2 dodge bonus
to your Armor Class. If you are caught flat-footed or
otherwise denied your Dexterity bonus, you also lose this
bonus.

At 8th level, the dodge bonus from the sailor's step class
feature increases to +4.

Scourge of the Seas (Ex) Starting at 5th level, you can instill
fear into your enemies. When you use Intimidate to
demoralize foes, the attempt affects all enemies within
30 feet who can see and hear you, and the effect last for a
number of rounds equal to your Charisma modifier
(minimum 1 round). This is a mind-affecting ability, and
multiple uses of this ability don't stack.

4: UNDERWATER GUARDS

HASTUR AND LIGUR CR 12

Male Sahuagin Fighter 6/Waverider 4*

* *Savage Species* 93

CE Monstrous Humanoid (aquatic)

Init +3; **Senses** Blindsight 30 ft., Darkvision 60 ft.; Listen
+10*, Spot +10*

Languages Aquan, Common, Elven

AC 23, touch 13, flat-footed 20

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

hp 100 (12 HD);

Fort +15, **Ref** +9, **Will** +11

Weakness Freshwater Sensitivity, Light Blindness

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.,
swim 60 ft.;

Melee +1 *trident* +20/+15/+10 (1d8+9) or

Melee +1 *trident* +20 (1d8+9) and

talon +15 (1d4+3) and

bite +13 (1d4+1)

Melee Talons +15/+15 (1d4+2) and

bite +13 (1d4+1)

Base Atk +12; **Grp** +17

Atk Options Breach, Power Attack, Ride-by Attack, Sound,
Trident Charge

Combat Gear

Abilities Str 21, Dex 16, Con 16, Int 14, Wis 14, Cha 6.

SQ Mounted Weapon Bonus +2 (javelin/harpoon), Mounted
Weapon Bonus +2 (trident), Ride bonus (+2), Speak with
sharks, Water dependent

Feats Great Fortitude, Mounted Archery, Mounted Combat,
Multiattack, Power Attack, Ride-by Attack, Spirited

Chage, Weapon Focus (trident), Weapon Specialization (trident)

Skills Handle Animal +10, Hide +8, Jump +17, Listen +10, Ride +18, Spot +10.

Possessions combat gear plus +1 chain shirt, +1 trident

Blood Frenzy Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength and takes a -2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily

Rake (Ex) Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex) A sahuagin fully immersed in fresh water must succeed on a DC 15 fortitude save or become fatigued. Even on a success, it must repeat the save attempt every ten minutes it remains immersed.

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sahuagin for one round. On subsequent rounds they are dazzled while operating in bright light.

Speaks with sharks (Ex) Sahuagins can communicate telepathically with sharks up to 150 feet away. Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex) Sahuagin can survive out of the water for one hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the DMG)

Waverider Mount A waverider can call a special aquatic mount to serve her. This creature is stronger and more intelligent than others of its type.

Mounted Weapon Bonus (Ex) At each level, a waverider gains the the indicated bonus on her attack roll with the designated weapon while mounted.

Trident Charge (Ex) A waverider can use a trident to deal double damage when used from the back of a charging mount. The spirited charge can be used to increase the damage multiple to triple damage.

Breach (Ex) On reaching 3rd level, a mounted waverider can make a leaping charge to attack opponents out of the water. The mount makes a Jump check using its own ranks in the skill or the waverider's, whichever is better, to make a "running high jump" as part of a charge, with a maximum height distance of twice its length. If it contacts an opponent during the jump the waverider gets the normal +2 bonus on her attack roll. At the end of the jump, waverider and mount are once again submerged and thus do not take the -2 penalty to Armor class against creatures out of the water (those underwater are still able to take advantage of the waverider's being temporarily off balance). A waverider cannot use this ability in two consecutive rounds.

Sound (Ex) On reaching 4th level, a waverider can dive at high speed as part of a charge when attacking opponents underwater. The mount makes a Jump check, using its own ranks in the skill or the waverider's, whichever is better, to make a "running" long jumps as part of a charge, with a maximum distance of six times its length. If it contacts an opponent during the dive, the waverider gains a +4 bonus on her attack roll and increases the damage multiplier with her mounted weapon one more step (double to triple, triple to quadruple), but takes a -4 penalty to armor class for the next round. A waverider cannot use this ability in two consecutive rounds.

Skills A sahuagin has a +8 racial bonus on any Swim check to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the un action while swimming, provided it swims in a straight line.

*Underwater, a sahuagin has +4 bonus on Hide, Listen and Spot checks. A sahuagin has a +4 bonus on Survival checks made within 50 miles of its home. A sahuagin has a +4 bonus on Handle Animal checks when working with sharks

SHARK WAVERIDER MOUNT CR -

N Large animal (aquatic)

Init +6; **Senses** Blindsight 30 ft., Keen Scent; Listen +9, Spot +9

AC 17, touch 11, flat-footed 15
(-1 size, +2 Dex, +6 natural)

hp 58 (9 HD);

Resist improved evasion

Fort +10, **Ref** +8, **Will** +5

Speed swim 60 ft. (12 squares)

Melee bite +9 (1d8+6) or

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +14

Abilities Str 19, Dex 15, Con 14, Int 6, Wis 12, Cha 2
SQ

Feats Alertness, Great Fortitude, Improved Initiative

Skills Listen +9, Spot +9, Swim +12.

Blindsight (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.

Improved Evasion (Ex) If the waverider's mount is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Empathic Link (Su) The waverider has an empathic link with its mount out to a distance of 1 mile. The waverider cannot see through the mount's eyes, but the two can communicate telepathically. Even intelligent mounts see the world differently, so misunderstandings are always possible.

Share Saving Throws (Ex) The mount uses its own saving throws or the waverider's, whichever is higher

Skills A shark has a +8 racial bonus on any Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if endangered or distracted. It can use the run action while swimming, provide it swims in a straight line.

5: EXPLORING THE COMPLEX

KALITH AND BAREN

CR 11

Male Sahuagin Rogue 9

AL LE Medium Monstrous humanoid (aquatic)

Init +4; **Senses** Blindsight 30 ft., Darkvision 60 ft.; Listen +15*, Spot +15*

Languages Aquan, Common, Elven, Sahuagin

AC 22, touch 13, flat-footed 19

(+3 Dex, +4 armor, +5 natural); Dodge, Mobility, Elusive

Target, improved uncanny dodge, 5 ranks Tumble

hp 81 (11 HD)

Resist evasion

Fort +8, **Ref** +12, **Will** +7

Weakness Freshwater Sensitivity, Light Blindness

Speed 30 ft. in studded leather armor (6 squares), base movement 30 ft., swim 60 ft.;

Melee +1 *blurstrike shortsword* +12/+7 (1d6+5/19-20) and Talon +9 (1d4+2) and bite +7 (1d4+4) or

Melee Talons +9/+9 (1d4+4) and bite +7 (1d4+2)

Base Atk +7; **Grp** +11

Special Actions sneak attack +5d6

Combat Gear *dust of disappearance*, *potion of cure moderate wounds*

Abilities Str 18, Dex 18, Con 16, Int 16, Wis 12, Cha 6

SQ Speak with sharks, Trapfinding, Trap sense+2, Water dependent

Feats Dodge, Elusive Target, Great Fortitude, Mobility, Multiattack

Skills Escape Artist +18, Handle animal +3*, Hide +16*, Listen +15*, Move silently +16, Ride +8, Search +15, Spot +15*, Tumble +14

Possessions combat gear plus +1 *studded leather*, +1 *blurstrike short sword*

Blindsense (Ex) A sahuagin can locate creatures underwater within a 30ft. Radius. This ability functions only when the sahuagin is underwater.

Blood Frenzy Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength and takes a -2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily

Rake (Ex) Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex) A sahuagin fully immersed in fresh water must succeed on a DC 15 fortitude save or become fatigued. Even on a success, it must repeat the save attempt every ten minutes it remains immersed.

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sahuagin for one round. On subsequent rounds they are dazzled while operating in bright light.

Speaks with sharks (Ex) Sahuagins can communicate telepathically with sharks up to 150 feet away. Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex) Sahuagin can survive out of the water for one hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the DMG)

Skills A sahuagin has a +8 racial bonus on any Swim check to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the un action while swimming, provided it swims in a straight line.

*Underwater, a sahuagin has +4 bonus on Hide, Listen and Spot checks. A sahuagin has a +4 bonus on Survival checks made within 50 miles of its home. A sahuagin has a +4 bonus on Handle Animal checks when working with sharks

AL NE Medium Monstrous humanoid (aquatic)

Init +6; **Senses** Blindsense 30 ft., Darkvision 60 ft.; Listen +15*, Spot +15*

Languages Aquan, Common, Elven, Sahuagin

AC 24, touch 17, flat-footed 22

(+2 Dex, +2 armor, +9 class, +5 natural); 5 ranks Tumble, Deflect Arrows

hp 80 (10 HD)

Immune nonmagical disease

Resist evasion, still mind

Fort +11, **Ref** +11, **Will** +13

Weakness Freshwater Sensitivity, Light Blindness

Speed 50 ft. no armor (6 squares), base movement 30 ft., swim 60 ft.;

Melee Talons +12/+12/+12/+12 (1d10+6) and bite +8 (1d4+3)

Base Atk +6; **Grp** +12

Atk Options Stunning fist (DC 18) 8/day, Flurry of blows (+11/+11/+11/+11/+11/+6)

Special Actions Combat Reflexes

Combat Gear *rapidstrike bracers*, *elixir of flaming fists*

Abilities Str 22, Dex 14, Con 16, Int 14, Wis 18, Cha 6

SQ Ki strike (magic), Slow fall (40ft.), Still mind, Speak with sharks, Water dependent, Wholeness of Body,

Feats Combat Reflexes, Deflect Arrows, Great Fortitude, Improved Disarm, Improved Initiative, Multiattack, Stunning Fist

Skills Escape Artist +15, Hide +14*, Listen +15*, Ride +4, Spot +15*, Tumble +15.

Possessions combat gear plus *bracers of armor* +2, *belt of giant strength* +4.

Blindsense (Ex) A sahuagin can locate creatures underwater within a 30ft. Radius. This ability functions only when the sahuagin is underwater.

Blood Frenzy Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength and takes a -2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily

Rake (Ex) Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex) A sahuagin fully immersed in fresh water must succeed on a DC 15 fortitude save or become fatigued. Even on a success, it must repeat the save attempt every ten minutes it remains immersed.

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sahuagin for one round. On subsequent rounds they are dazzled while operating in bright light.

Speaks with sharks (Ex) Sahuagins can communicate telepathically with sharks up to 150 feet away. Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex) Sahuagin can survive out of the water for one hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the DMG)

Skills A sahuagin has a +8 racial bonus on any Swim check to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the un action while swimming, provided it swims in a straight line.

*Underwater, a sahuagin has +4 bonus on Hide, Listen and Spot checks. A sahuagin has a +4 bonus on Survival

6: SHRINE TO THE GREAT SHARK

SITH-LENG

CR 11

Male Sahuagin Monk 8

checks made within 50 miles of its home. A sahuagin has a +4 bonus on Handle Animal checks when working with sharks.

KITANA

CR 13

Female Sahuagin Cleric of Sekolah 12

AL NE Medium Monstrous humanoid (aquatic)

Init +2; **Senses** Blindsense 30ft., Darkvision 60 ft.; Listen +14*, Spot +14*

Languages Aquan, Common, Elven, Sahuagin

AC 24, touch 12, flat-footed 22

(+2 Dex, +5 armor, +2 shield, +5 natural)

hp 120 (14 HD)

Fort +14, **Ref** +6, **Will** +17

Weakness Freshwater Sensitivity, Light Blindness

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft., swim 60 ft.;

Melee +1 *corrosive trident* +15/+10 (1d8+4 plus 1d6 acid) or

Melee +1 *corrosive trident* +15/+10 (damage 1d8+4+1d6 acid) and

Talon +11 (1d4+3) and bite +9 (1d4+1) without shield or

Melee Talons +11/+11 (1d4+2) and

bite +9 (1d4+1) without shield

Base Atk +10; **Grp** +13

Atk Options +12 Strength for one round (Strength domain)

Special Actions rebuke undead, spontaneous casting

Combat Gear scroll of *dispel magic*, scroll of *cure serious wounds*, shirt of the leech

Cleric Spells Prepared (CL 10th):

6th—*antilife shell* (DC 22), *blade barrier* (DC 22), *harm* (DC 22), *stoneskin*^D

5th—*flame strike* (2) (DC 21), *righteous might*^D, *righteous wrath of the faithful*, *slay living* (DC 21)

4th—*divine power*^D, *freedom of movement*, *cure critical wounds*, *poison* (DC 21), *recitation*

3rd—*cure serious wounds*, *cure serious wounds*, *dispel magic*, *girallon's blessing*, *magic vestment*^D, *prayer*

2nd—*bear's endurance*, *bull's strength*^D, *cure moderate wounds*, *hold person* (DC 18), *silence* (DC 18), *sound burst* (DC 18)

1st—*bless*, *cure light wounds* (2), *divine favor*, *enlarge person*^D, *protection from good*, *resurgence*

0—*cure minor wounds* (2), *detect magic*, *detect poison*, *mending*, *read magic*, *virtue*

D: Domain spell. Deity: Sekolah. Domains: Strength, War

Abilities Str 16, Dex 15, Con 18, Int 14, Wis 22, Cha 6

SQ Speak with sharks, Water dependent

Feats Combat Casting, Craft Wondrous Item, Great Fortitude, Mounted Combat, Multiattack, Scribe Scroll, Weapons Focus (Trident)

Skills Concentration +19 (+23 when casting defensively), Handle Animal +3*, Heal +16, Hide +6*, Knowledge (religion) +17, Listen +14*, Ride +10, Spot +14*.

Possessions combat gear plus +1 *corrosive trident*, +1 *chain shirt*, heavy wooden shield, *periapt of wisdom* +4

Blindsense (Ex) A sahuagin can locate creatures underwater within a 30ft. Radius. This ability functions only when the sahuagin is underwater.

Blood Frenzy Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength and takes a -2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily

Rake (Ex) Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex) A sahuagin fully immersed in fresh water must succeed on a DC 15 fortitude save or become fatigued. Even on a success, it must repeat the save attempt every ten minutes it remains immersed.

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sahuagin for one round. On subsequent rounds they are dazzled while operating in bright light.

Speaks with sharks (Ex) Sahuagins can communicate telepathically with sharks up to 150 feet away. Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex) Sahuagin can survive out of the water for one hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the DMG)

Skills A sahuagin has a +8 racial bonus on any Swim check to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the un action while swimming, provided it swims in a straight line.

*Underwater, a sahuagin has +4 bonus on Hide, Listen and Spot checks. A sahuagin has a +4 bonus on Survival checks made within 50 miles of its home. A sahuagin has a +4 bonus on Handle Animal checks when working with sharks.

SERYULIN*

CR 7

* Monster Manual III 148

AL N Large aberration (aquatic)

Init +5; Improved Initiative; **Senses** Blindsense 30ft., Darkvision 60 ft., Listen +9, Spot +8

Languages Aquan (understood only)

AC 20, touch 19, flat-footed 19

(-1 size, +1 Dex, +10 natural)

hp 65 (10 HD); DR 5/piercing or slashing;

Immune Trip

Resist resistance to acid 10

Fort +5, **Ref** +6, **Will** +9

Speed base movement 50 ft. (10 squares), swim 50ft.;

Melee Slam +12/+12 (1d8+5 plus pain toxin)

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

Base Atk +6; **Grp** +16

Special Actions Sticky Spray

Abilities Str 20, Dex 12, Con 14, Int 8, Wis 14, Cha 13.

SQ Amphibious, Can't be tripped, Slick

Feats Improved Initiative, Lightning Reflexes, Multiattack, Weapon Focus (slam)

Skills Escape Artist +9, Listen +9, Spot +, Swim +13

Pain Toxin (Ex) Any living creature struck by a seryulin's slam attack is exposed to a substance secreted by the cilia around its upper body. Contact with this substance causes the target excruciating pain, and the target takes an additional 1d6 points of damage in the round after being struck. Damage reduction doesn't apply to this effect. Creatures with immunity to poison are immune to a seryulin's pain toxin.

Sticky Spray (Ex) Once per day, a seryulin can use a standard action to expel a 20-foot radius burst of vicious goo from its body. Any creature in the area becomes entangled and must succeed on a DC 17 Reflex save or become glued to the ground, unable to move. A flying creature is not stuck to the ground, but it must succeed on the save or be unable

to fly and fall to the ground. Seryulins as well as their riders, are unaffected by the sticky spray. The save DC is Constitution-based.

A creature stuck to the ground can break free by making a DC 20 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape the stuff off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that scored the hit makes a damage roll to see how much of the goo was scraped off. Once free the creature can move (including flying) at half speed. A creature capable of spellcasting who is bound must make a DC 15 Concentration check to cast a spell.

The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of *universal solvent* dissolves enough goo to free one creature immediately.

Can't be Tripped (Ex) A seryulin's body shape makes it impossible for a foe to trip the creature. Any trip attempts against the seryulin automatically fail, as if the opponent had failed to win the opposed Strength check.

Slick (Ex) a slippery, quick-dissolving substance secreted by a seryulin's body makes it (and its rider) immune to an effects that usually impedes movement such as paralysis, *slow*, a tanglefoot bag or the seryulin's own sticky spray, much like the effect of a *freedom of movement* spell.

Unlike with the *freedom of movement* spell however, a seryulin spell does not automatically succeed on any grapple check made to resist an a grapple or pin attempt, although it does gain a +4 bonus on grapple checks to escape a grapple, and it has a +8 racial bonus on Escape Artist checks.

Skills A seryulin has a +8 racial bonus on any Swim check to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the un action while swimming, provided it swims in a straight line.

A seryulin also has a +8 racial bonus on Escape Artist checks due to its slick body (see above).

APPENDIX 2: NEW RULES ITEMS

FEATS

Elusive Target

Trying to land a blow against you can be a maddening experience

Prerequisites: Dodge, Mobility, base attack bonus +6

Benefit: The elusive target feat enables the use of three tactical maneuvers

Negate power attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses Power Attack against you, the foe gains no bonus on the damage roll, but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creatures makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full-attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip if you fail.

Source: *Complete Warrior* 110

MAGIC ITEMS

Blurstrike

Price: +2 bonus

Property: Melee weapon

Caster Level: 6th level

Aura: Moderate; (DC 18) illusion

Activation: swift (command)

When activated, a blurstrike weapon partially fades from view for 1 round, appearing only as a faint outline (though you, as the wielder, can see it normally). When you attack, an activated blurstrike weapon (along with your hand and arm) appears to others as an amorphous blur, preventing the foe from knowing exactly where the blow is aimed. After you activate this property, your opponent is considered flat-footed against the first attack you make with the blurstrike weapon in the round when you activate it. Creatures that don't rely on sight for combat (such as those with the blindsight quality) and creatures with uncanny dodge aren't treated as flat-footed against this attack.

The blurstrike property functions ten times per day.

Prerequisites: Craft Magic Arms and Armor, *blur*.

Cost to Create: Varies

Source: *Magic Item Compendium* 29

Elixir of Flaming Fists

Price (Item Level): 300 gp (2nd)

Body Slot: -

Caster Level: 3rd

Aura: Faint; (DC 16) evocation

Activation: Standard (manipulation)

Weight: -

When you drink this elixir, your hands immediately burst into flame, allowing you to deal an extra 1d6 points of fire damage with each of your unarmed attacks. These flames do not harm you. This effect lasts for 3 minutes.

Prerequisites: Craft Wondrous Items, *burning hands*.

Cost to Create: 150 gp, 12 XP, 1 day

Source: *Magic Item Compendium* 159

Rapidstrike Bracers

Price (Item Level): 3,100 gp (8th)

Body Slot: Arms

Caster Level: 5th

Aura: Faint; (DC 17) transmutation

Activation: Swift (command)

Weight: -

Rapidstrike bracers increase the accuracy of a monk's flurry of blows. When you activate these bracers, you gain a +2 competence bonus on attack rolls made as part of a flurry of blows until the end of your turn.

This ability functions three times per day

Prerequisites: Craft Wondrous Items, *haste*.

Cost to Create: 1,550 gp, 124 XP, 4 days.

Source: *Magic Item Compendium* 119

Shirt of the Leech

Price (Item Level): 8,000 gp (11th)

Body Slot: Torso

Caster Level: 9th

Aura: Moderate; (DC 19) conjuration

Activation: - and immediate (command)

Weight: 1 lb.

Whenever a healing spell of 4th level or lower is cast within 30 feet of you, you instantly recognize the spell being cast. This is a continuous effect and requires no activation.

As an immediate action, you can activate a *shirt of the leech* to gain the effect of any healing spell cast within 30 feet of you, instead of the spell affecting its intended target. If the would normally affect more than one creature, you choose which target does not gain the effect. You must have line of sight to both caster and the target to use this effect.

This ability functions three times per day.

Prerequisites: Craft Wondrous Items, mass cure light wounds.

Cost to Create: 4'000 gp, 320 XP, 8 days.

Source: *Magic Item Compendium* 135

MUNDANE EQUIPMENT

Aquatic Longbow

Made by the aquatic elves, the aquatic longbow functions as a normal ranged weapon, 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 uncrement increase to 30 feet underwater. Aquatic longbows are favored by aquatic elves.

Source: *Stormwrack* 107

SPELLS

Girallon's Blessing

Transmutation

Level: Cleric 3, druid 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell resistance: Yes (harmless)

You give the subject an additionnal pair of arms. Each of its arms-new and old-ends in a clawed hand with fingers and an opposable thumb. The creature's original arms (if any) are its primary arms, and new limbs are secondary limbs (if the subject had no arms, the arms created by the spell are its primary arms).

The creature gains four claw attacks, using its base attack bonus + its Str modifier for attack rolls. Each claw deals 1d4 points of damage + the subject's Str modifier, and if an opponent is struck by two or more claws in 1 round, the subject can rend it for an additional 2d4 points of damage + 1-1/2 times its Str modifier.

A creature cannot use normal weapons and the claw attacks in the same round, and the subject does not gain additionnal claw attack from a high base attack bonus.

Material Component: A few strands of girallon hair

Source: *Spell Compendium* 106

Kelpstrand

Conjuration (Creation)

Level: Druid 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25ft. +5ft./2 levels)

Targets: One creature/3 levels, no two of which are more than 30ft. apart

Duration: 1 round per level

Saving Throw: None

Spell resistance: No

Make a ranged touch attack at each target. If you hit a creature, you immediately make an opposed grapple check against the creature as a free action without provoking attacks of opportunity. You add your caster level and your Wisdom bonus to the result of your grapple check rather than your Strength and size bonus. If you succeed, the target becomes entangled in the thick strands of kelp and is grappled. Each round, the target can attempt to escape the kelpstrand by making a successful grapple or Escape Artist check. You are not considered grappling yourself while using this spell. Once you shoot your strands of kelp, you need not take any action to maintain the effect.

A creature targeted with multiple kelpstrands has to make separate grapple or Escape Artist checks against each kelpstrand currently grappling it to escape. If you cast this spell while you are within 300ft. of the ocean shore, you gain a +4 bonus on any grapple checks made to determine the outcome of a kelpstrand grapple.

Material Component: A piece of dried seaweed.

Source: *Spell Compendium* 128

Pressure Sphere

Evocation [Water]

Level: Blackwater 2, Druid 2, Sorcerer/Wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100ft. +10ft./2 levels)

Area: 20ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude half

Spell resistance: Yes

This spell suddently causes the water around the target to take on the terrible, bone-crushing pressure of the deepest ocean trenches. This pressure deals 4d6 points of damage (Fortitude save for half).

The area of the spell can be constrained by the available water; it as no effect on creatures or objects that are within the radius but not within water, or on squares of water that are not at least 5 feet deep. This spell must be centered at or below the surface of the water.

Source: *Stormwrack* 120

Recitation

Conjuration [Creation]

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell resistance: Yes

The spell affects all allies within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Source: *Spell Compendium* 170

Righteous Wrath of the Faithful

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 5, Purification 7

Components: V, S, DF

Casting Time: 1 standard action

Range: 30ft.

Area: Allies within a 30-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell resistance: Yes

Allies gain one additional melee attack each round, at their highest attack bonus, when making a full attack. (This additional attack is not cumulative with other effects that grant extra attacks, such as a *haste* spell.) They also gain a +3 morale bonus on melee attack rolls and damage rolls. (This bonus on melee attack rolls does stack with the bonus provided by *haste*).

Source: *Spell Compendium* 177

Swim, Mass

Transmutation [Water]

Level: Druid 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 round

Range: Medium (100ft. +10ft./2 levels)

Targets: One creature/level

Duration: 10 min./level

Saving Throw: None

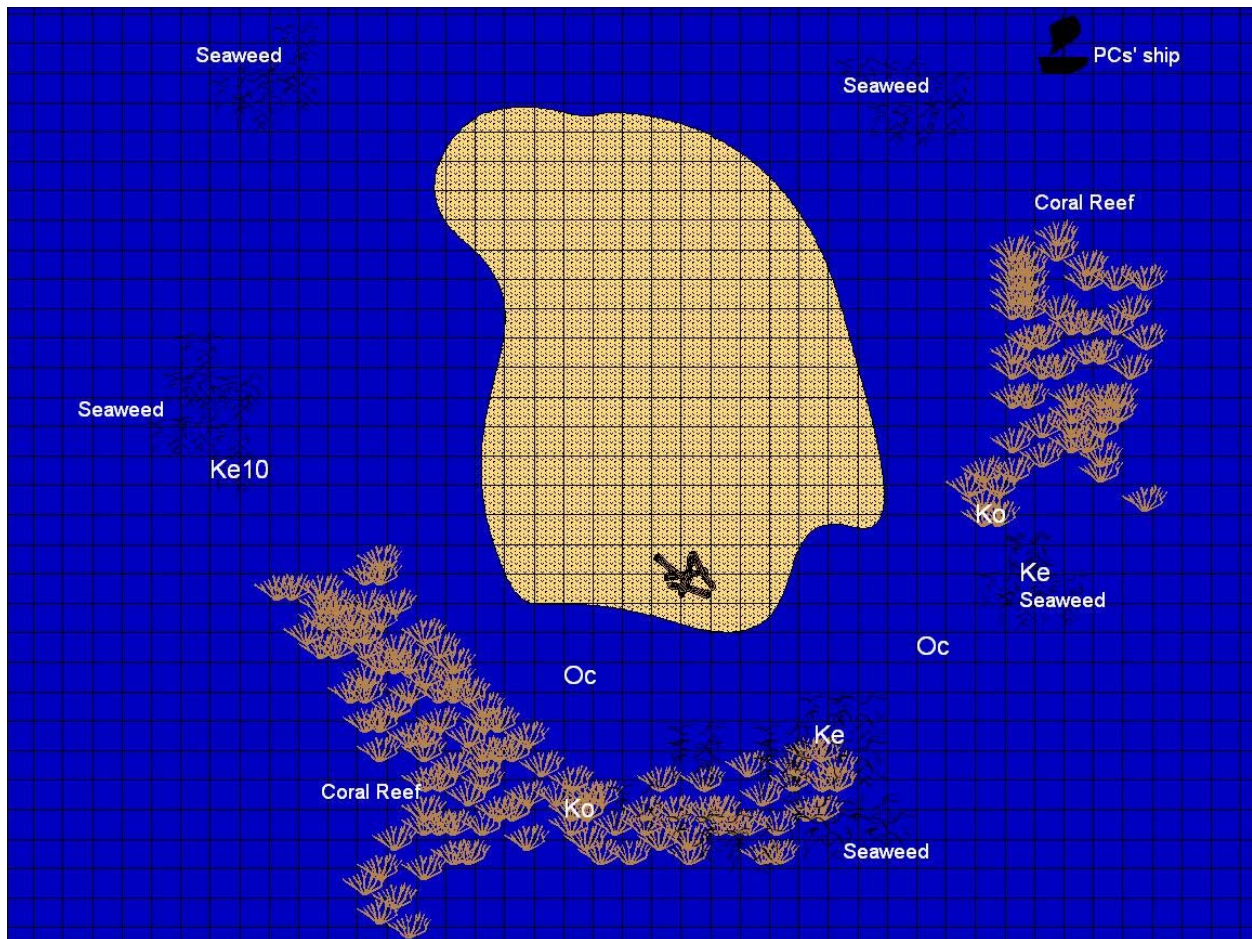
Spell resistance: Yes (harmless)

This spell gives the recipients a swim speed equal to its land speed (though not the ability to breathe water or hold its breath beyond normal limits). So long as the creature isn't carrying more than a light load, it can swim at its normal speed without making swim checks. It also gains a +4 competence bonus on swim checks made to avoid a hazard or perform some special action. The creature can choose to take 10 on swim checks even if it is distracted or endangered. It can use the run action while swimming, provided 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 and bonuses from the spell still apply.

Source: *Stormwrack* 123

DM MAPS #1: ENCOUNTER 2



One square = 5feet

Ko: Starting positions of the Kopru in APL 6

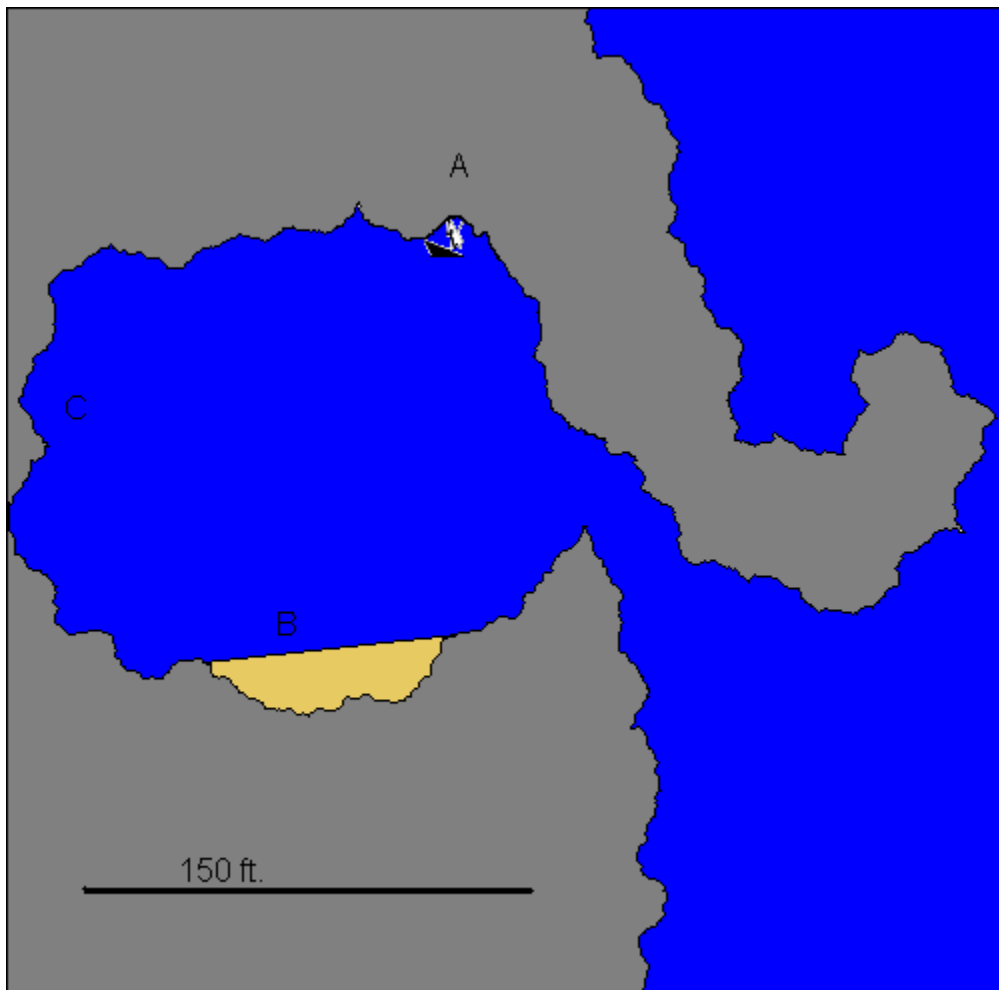
Ke: Starting positions of the Kelp Anglers in APL 8

Ke10: Additional Kelp Angler start position for APL 10

Oc: Octopus Tree Starting Position

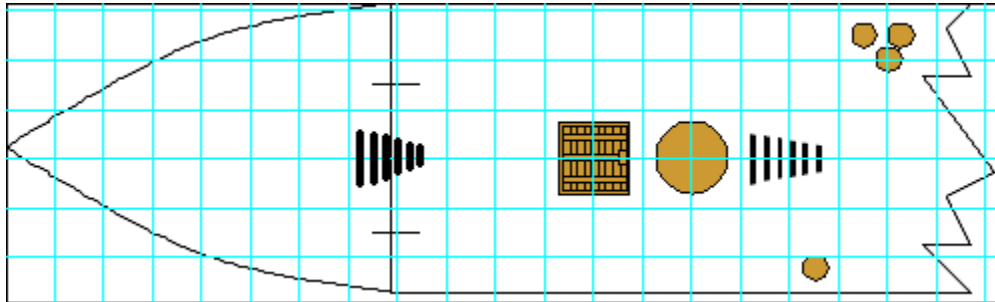
Shalindra starts at one of the unused monsters starting position (DM's choice).

DM MAPS #2: ENCOUNTER 4



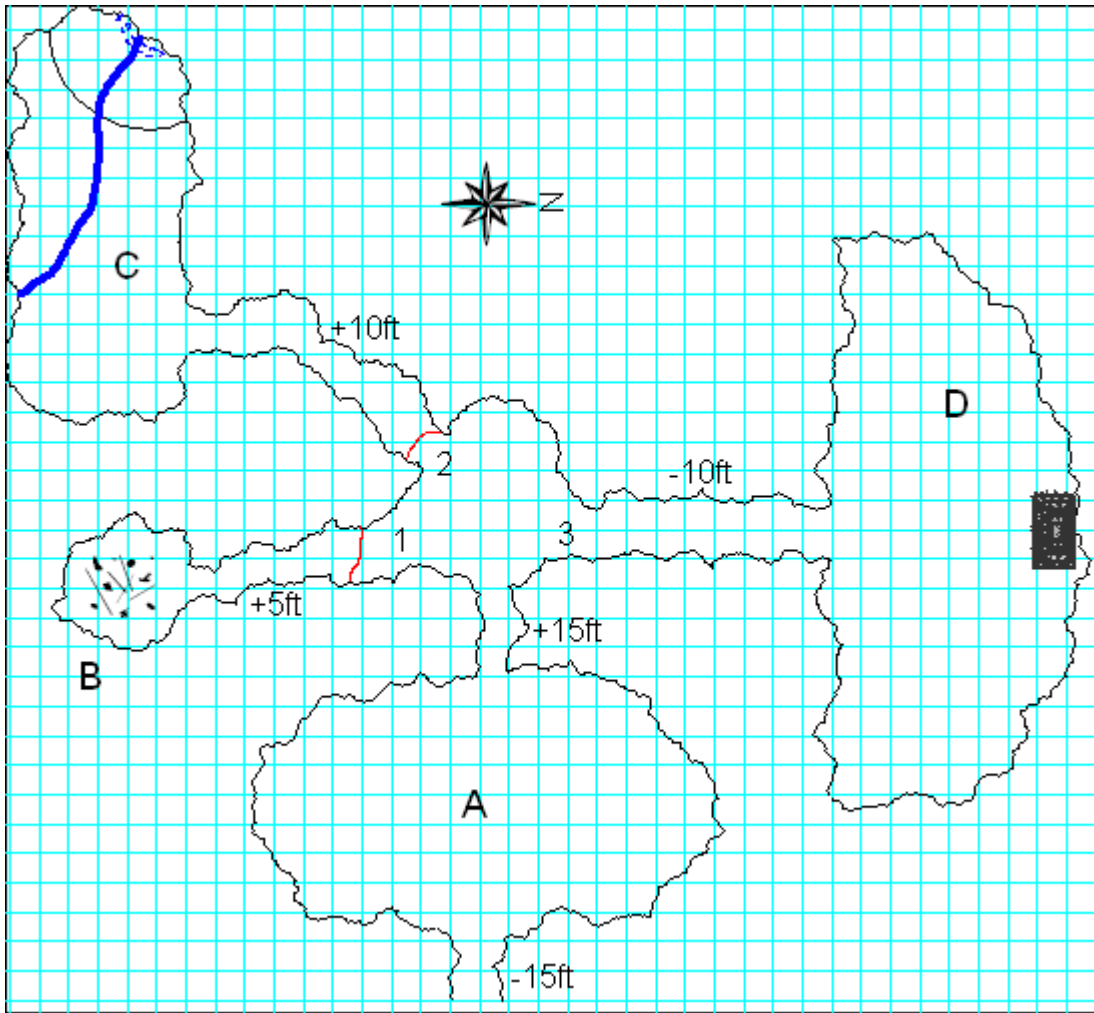
- A: Wreck of the Black Raven
- B: Beach
- C: Underwater entrance to the complex

DM MAPS #3: ENCOUNTER 5



One square = 5 feet.
The undead will arrive from the sairs, the trap and the right cabin.
The left cabin is the captain's.

DM MAPS #4: ENCOUNTERS 7, 8 AND 9



One square = 5feet

A: Guard room (Encounter 7)

B: Storage room

C: Recreation room (Encounter 8)

D: Shrine to the Great Shark (Encounter 9)

PLAYER HANDOUT 1: MORGANIS' SONG

Brave captain Morganis sailed to the morrow,
Heart full of grief and sorrow,

As fast as a bird and with a black mind,
Across the seas to the the edge the world,

Seeking a cure for his beloved,
He vowed she would be healed,

Brave captain Morganis sailed to the morrow,
Heart full of grief and sorrow,

Unable to leave for to the ship bound
The crew of the Raven forever followed

At ocean's edge, a terrible curse befell them,
A voice on the waves seduced and lured them,

Brave captain Morganis sailed to the morrow,
Heart full of grief and sorrow,

Breaking his vow Morganis followed the voice,
Although he had no choice,

Vow broken, and wife forgotten,
To death his journey took him,

Brave captain Morgani's sailed to the morrow,
Heart full of grief and sorrow
Love didn't save him and he didn't save her

PLAYER HANDOUT 2: SKETCH OF THE SIRENS HOME

