

THE WRECK OF THE VENERABLE DRAKE

by Douglas Sun

While passing through the bustling city of Galishor on your way to Dragon's Bluff, you visit the establishment of Hlavius Griff, a merchant who comes highly recommended for the quality of his adventuring gear. The shop's assistant attends to you, recommending the priciest items. From the back of the store comes wailing and groaning. "Oh, that's Master Griff," the clerk says. He leans forward and whispers, "terrible news today."

Griff appears and immediately eyes his assistant. Griff is plump and prosperous-looking, but disheveled at the moment. "Who are you wagging your tongue at, boy?" he snaps. He pulls up short when he sees you. "Oh, I'm sorry. Today has been less than... good. I've been short with everyone. My ship was lost, fully laden with cargo. It ran aground two leagues north of here. And those cowards of a crew won't go back to salvage it! Losing the cargo is bad enough, but a family heirloom was aboard the ship, locked away in my monogrammed chest. I would pay dearly to get it back..."

You've seen this scenario before — man in distress pays adventurers handsomely to retrieve missing locket, charm, or arcane tome that eats the world. Yeah. This should be easy.

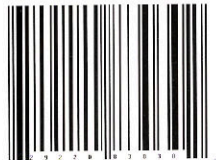
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Requires the use of the
Dungeons and Dragons® Player's Handbook,
Third Edition, published by
Wizards of the Coast®

Wreck of the Venerable Drake





HOW TO USE THIS PRODUCT

This adventure is designed to be easily dropped into your existing *Third-Edition D&D* campaign. It can be run in a just a single session and makes for an excellent evening's gaming. To prepare yourself to run the adventure, you should read it completely at least once to familiarize yourself with the material. You may wish to photocopy the map in the center of the book for ease of use as well. The text on the back of the book can be read to your players to introduce them to the adventure. After that, you're ready to begin. Good luck!

DUNGEONS AND DRAGONS

This module requires the use of the *Dungeons and Dragons® Player's Handbook, Third Edition*, published by Wizards of the Coast.® You won't be able to run this adventure without it.

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GAME MASTER BACKGROUND

The Wreck of the *Venerable Drake* is an adventure designed for a group of four to six characters of levels five to seven. It centers around the *Venerable Drake*, a merchant ship that ran aground on a reef while returning to the city of Galishor. It is 50 feet long with two decks, a square mast amidships and a triangular, lanteen sail on the poop deck. Hlavius Griff owned both the ship and its cargo. Part of his agony over the wreck stems from the fact that it occurred ridiculously close to home.

The *Venerable Drake* ran aground on the Plangent Reefs, which are located close enough to Galishor that Griff will lend the PCs either a wagon or a barge with which to transport anything that may be recovered from the ship. He will not provide wagon drivers or crew for the boat. The GM may choose either option, and roll for random encounters along the way if desired.

The ship lies stranded on a reef on about 500 yards offshore. Unless the PCs travel by boat and are skilled enough navigators to pull directly alongside the wreck and climb onboard, they must wade or swim out to it.

The PCs find very little worth salvaging on the *Venerable Drake*. A large gash opened in the hull just below the waterline when it struck the reef. At high tide both the cargo hold and the lower deck were flooded taking the cargo out to sea.

If the PCs carry out their mission faithfully and return everything worth returning to Griff — including the chest with his initials on it — he rewards them handsomely, true to his word.

In one very important respect, however, Griff has been less than honest with the PCs. The item in that chest is not a family heirloom with great sentimental value, but a powerful magic item. Griff acquired it through his connections in a faraway port on a hunch that it had magical powers. He fears that if the PCs suspect its true nature, they will run off with it. He doesn't know exactly what it does and therefore has no immediate plans to use it for personal gain, but he is a clever man with significant resources at his beck, so it's only a matter of time before he does.

The amulet is so powerful that it indirectly caused the destruction of the *Venerable Drake*. Endowed with the primal power of the water gods, it drew the attention of a merfolk high priest as the ship passed by his tribal territory. The priest discovered the *Venerable Drake* honing in on the powerful magic radiating from the amulet. That land creatures should possess such a divine relic of the waters outraged the priest. He immediately summoned a water elemental. The ship ran aground and the crew fled in terror at the sight of the elemental. The priest has not decided whether he is worthy to possess the amulet himself. However, he has pledged to protect it and if he senses outsiders trying to take it, he and his soldiers will rush to defend it.

BEGINNING THE ADVENTURE

The journey up the coast is relatively easy. It is only 12 miles and with horses the journey takes four hours. The PCs could be attacked on route, to add difficulty to the adventure, but it isn't necessary. Bandits looking for the ship, or a monster that escaped from the wreck are excellent encounters. Once the PCs are within sight of the wreck, they see the *Venerable Drake*. The ship appears to have slammed broadside against the reef, and is now listing at a 15-degree angle. The main mast has toppled over and is resting against the reef.

THE TIDEPOOL

To get to the wreck, you must cross a broad, but shallow pool between the shore and the reef. The water is rather murky, but you can make out small fish swimming around.

The depth of the pool varies between one foot at low tide and four feet at high tide. At high tide, anyone shorter than an average human must swim it, and at low tide, any humanoid can wade across without difficulty. Tides can be set at the GM's discretion, although we suggest setting high tide at noon and low tide at midnight, so that if the PCs want the easiest possible crossing, they have to make it in the dark. If the current tide level is no more than 1/2 of a character's height, he may wade at 1/2 of his normal walking speed. If the current tide level is between 1/2 and 3/4 of a PC's height, he may wade at 1/4 of his normal walking speed. Anything higher than that, the PC must swim.

If a PC attempts to wade barefoot or wearing anything less protective than shoes, roll 1d6 for every 5 minutes spent in the water. On a roll of 1-3, the PC must pass a Fortitude check (DC 20) or suffer 1 point of damage from stinging anemones. In addition, roll 1d6 for every 5 minutes of wading for any PC with exposed skin in the water (e.g., bare legs or midriff). On a roll of 1-3, the PC must pass a Fortitude check (DC 20) or suffer 1 point of damage from small stinging eels and jellyfish. PCs who swim automatically check for eel/jellyfish damage every 5 minutes.

If the PCs attempt to cross at high tide, roll 1d10 for every 5 minutes that one of them remains in the water. On a roll of 1-3, a **shark (hp 38)** enters the pool and attacks the nearest PC.

Shark: CR 2; L (animal, aquatic); HD 7d8+7; hp 38; Init +2 (Dex); Spd Swim 60 ft.; AC 15 (-1 size, +2 Dex, +4 natural); Atks Bite +7 melee (1d8+4); SQ Keen scent; AL N; SV Fort +6, Ref +7, Will +3; Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2; Skills: Listen +7, Spot +7.

THE VENERABLE DRAKE

One look at the *Venerable Drake* makes it plain that there is no way to re-float the ship. The force of the hull striking the reef caved in the starboard side below the waterline. The mainmast has snapped in two, and the main sail lies in tatters on the reef. As you examine the wreck, you see that there is no way to enter the cargo hold through the gash in the hull without scraping yourself badly on the sharp coral. However, the former crew was considerate enough to leave the gangway out for you, and the bottom rung barely touches the reef at your feet.

Once you climb onto the quarterdeck, you find that you have to steady yourself to adjust to the angle at which the *Venerable Drake* is listing. It's an odd sensation standing on a listing, bobbing ship. On your right is a door flanked by ladders leading up to the forecabin. To your left is a similar arrangement, except that the ladders lead up to the poop deck. An open hatchway beckons to you from halfway between the main mast and the forecabin. The large rectangular cargo hatch is set into the quarterdeck, to one side of the mainmast. A fine, metal grill covers it, preventing someone from falling in.

Movement rates on board the ship are halved because of the odd angle and slippery condition of the floors. In addition, any PC attempting to move faster than walking speed must succeed at a Reflex save (DC 15) each round or fall.

There is nothing of note on either the forecabin or the poop deck.

The open hatchway leads down to the lower deck. Everything below the poop deck is slightly flooded with water. The rooms and passageways are sometimes difficult to navigate.

1. CAPTAIN'S QUARTERS

You enter a spacious cabin with a bed in the far right corner, a cabinet at its foot in the near right corner, and a table and two chairs in the middle. A writing desk and matching chair have slid into the far left corner. Three reptilian lizardfolk rummage around.

Tactics: The **3 lizardfolk (hp 11 each)** are half of a wandering gang that happened upon the wreck in their travels (the other half is presently in the galley). These three are eagerly looting the captain's quarters and attack at the slightest hint of a threat.

Lizardfolk: CR 1; M (aquatic, humanoid, reptilian); HD 2d8+2; hp 11; Init +0; Spd 30 ft., AC 15 (+5 natural); Atks Greatclub +2 melee (1d10+1), bite +0 melee (1d4); AL N; SV Fort +1, Ref +3, Will +0; Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10; Skills: Balance +4, Jump +7, Swim +9. Feats: Multiattack.

Treasure: One of the lizardfolk has just pulled the captain's locker out from under the bed when the PCs burst in. It contains 100 gp and a *potion of cure serious wounds*.

2. GALLEY

You enter a large room with a stove attached to the left bulkhead and a mess table with ten chairs in the middle. There are also several cabinets attached to the left bulkhead about six feet above the floor. Some prepared — and then hastily abandoned — food lies strewn about. Exposure to the moist, salty air has ruined it, but the food is still good enough for three lizardfolk greedily devouring all they find.

These **3 lizardfolk (hp 11 each)** (see #1 on previous page for full statistics) are the other half of that wandering gang. They don't much like being interrupted while scavenging and attack at the slightest hint of a threat.

If the PCs search the cabinets, they find a sack containing 200 sp and 2 *potions of neutralize poison* hidden among bags of salt, pepper, and other spices.

3. LOWER DECK

You reach the bottom of the ladder, entering a large open space about two-thirds as long as the ship itself. Off to one side, toward the bow, another open hatch beckons. The sound of water sloshing about comes through hatch. Just off to the other side is the mainmast, and beyond that, towards the stern, is a passageway lined on each side with three doors. There is also a large covered cargo hatch directly below the cargo hatch in the quarterdeck.

All about you lie crates, some broken open, burst sacks of soaked grain, sodden bags of wet flour, and strips of cured meat that have been getting a good dunking in briny water with every tide.

If the PCs enter the lower deck within four hours of high tide, the deck is flooded under two feet of water. If they enter within four hours of low tide, the deck is not flooded, but remains damp and slippery. If they enter at any other time, the deck is flooded under one foot of water.

Tactics: If the PCs search the items strewn about the lower deck, they will stir up **12 rats (hp 1 each)** feasting on the soggy grain. The rats are hungry and attack when disturbed.

Rats: CR 1/8; T (animal); HD 1/4 d8; hp 1; Init +2 (Dex); Spd 15 ft., climb 15 ft.; AC 14 (+2 size, +2 Dex); Atks Bite +4 melee (1d3-4); SQ Scent; AL N; SV Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2; Skills: Balance +10, Climb +12, Hide +18, Move Silently +10. Feats: Weapons finesse (bite).

Treasure: The crates contain spools of fabric ruined by exposure to the salt water. If at least one PC passes a Spot check (DC 10), however, they find one crate stacked above

the waterline. This crate contains a spool of fine silk (worth 1,000 gp). The spool is six feet long and two feet in circumference, however. Anyone carrying it must use both hands. Crucial functions such as combat, climbing or steadying oneself become difficult while carrying the silk.

4. CREW CABIN

This is a small, cramped room with bunk beds lengthwise against one wall and space enough for little else. You can just see what looks like two footlockers jutting out beneath the bunks.

Each footlocker contains clothes, minor personal effects, and 3d12 sp.

5. CREW CABIN

This is another small cabin with bunk beds lengthwise against one wall. There is a hole in the floor and the water level here is higher than it is elsewhere on this deck.

Tactics: If the PCs look or reach under the bunk, they find a bad-tempered **octopus (hp 9)** is using the space as its lair. It immediately attacks anyone or anything that reaches down under the bunk, achieving automatic surprise. If the PCs damage the octopus, it fills the water with ink to conceal its exact location and attacks anyone who reaches into the ink cloud.

Octopus: CR 1; S (animal, aquatic); HD 2d8; hp 9; Init +3 (Dex); Spd 20 ft., swim 30 ft.; AC 16 (+1 size, +3 Dex, +2 natural); Atks 8 arms + 5 melee (0), bite +0 melee (1d3); SA Improved grab; SQ Ink cloud, jet; AL N; SV Fort +3, Ref +6, Will +1; Str 12, Dex 17, Con 11, Int 1, Wis 12, Cha 3; Skills: Hide +15, Listen +5, Spot +5. Feats: Weapon Finesse (arms, bite).

Treasure: There are two footlockers, each containing clothes, minor personal effects, and 3d12 sp under the bunks, but they cannot be seen unless the PCs take a look down there. In addition, the clothes and effects have suffered water damage.

6. CREW CABIN

Hammocks are strung up lengthwise along either side of this room. In one of hammocks is a portion of cured meat and bread now growing moldy, apparently abandoned by one of the former crew. The smell of wet, dirty rat hair fills the room, replacing the cool sea air. A gash in the hull is just large enough to permit the entry of two enormous rats, whose explorations you have just interrupted. You also notice two footlockers resting beneath the hammocks.

Tactics: Drawn by the decaying food in one of the hammocks, **2 dire rats (hp 6 each)** are part of a foraging party snooping around the wreck. They attack if disturbed. Four more dire rats linger on the reef just outside the ship. If they smell blood, they rush in the side of the ship and attack.

Dire Rats: CR 1/3; S (animal); HD 1d8+1; hp 6; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+1 size, +3 Dex, +1 natural); Atks Bite +4 melee (1d4); SA Disease; SQ Scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4; Skills: Climb +11, Hide +11, Move Silently +6. Feats: Weapon Finesse (bite).

Treasure: Each footlocker contains clothes, personal effects, and 3d12 sp. The clothing and personal effects have suffered minor water damage.

7. CREW CABIN

What could only be referred to as a strong, hefty male mermaid, rests on the bunk in this cabin. He stands when you enter, a hard, mean glint in his eye, uncharacteristic of peaceful merfolk. He levels his trident, taking a fighting crouch.

"Dry-landers!" he hisses. "The merfolk defenders have claimed this ship. Leave, and profane it with your presence no more. Leave, or die!"

Tactics: Khamed is a **merfolk defender (hp 10)** (refer to *New Monster* entry at the end of this adventure for further details), a tribesman of the high priest Ar-zhum (see #12) who has wandered off to have a look at the wrecked ship for himself. He does not attack the PCs except to defend himself, but if provoked, fights to the death. If the PCs prod him into elaborating on his warning, he repeats "Leave or die!"

This is a simple encounter, as Khamed is willing to fight to the death. This should hint to the PCs that something is amiss. If necessary, add a second merfolk defender.

Khamed (merfolk defender): CR 1; M (humanoid, aquatic); HD 2d8+2; hp 10; Init +1 (Dex); Spd 5 ft., swim 50 ft.; AC 13 (+1 Dex, +3 kelp armor); Atks Trident +1 melee (1d8+3); SQ Low-light vision, *water breathing*; SV Fort +3, Ref +1, Will +0; Str 16, Dex 12, Con 12, Int 10, Wis 9, Cha 10; AL LN; Skills: Hide +3, Listen +9, Spot +9. Feats: Alertness.

Treasure: There are two footlockers, each containing clothes, minor personal effects, and 3d12 sp under the bunks. One of the lockers also contains a *potion of water breathing*.

Two bedrolls are spread out on the floor and two footlockers rest against the hull. There is difficulty making out the furnishings, however. An odd, yellowish slime blurs your visions, coating the floor and walls.

8. CREW CABIN

Tactics: The slime is an **ochre jelly (hp 60)**. It considers the PCs promising fare, attacking immediately. The ooze has trouble moving through the doorway, cutting its movement in half when it does.

Ochre Jelly: CR 5; L (ooze); HD 6d10+27; hp 60; Init -5 (Dex); Spd 10 ft., climb 10 ft., AC 4 (-1 size, -5 Dex); Atks Slam +5 melee (2d4+3 and 1d4 acid); SA Improved grab, acid, constrict 2d4+3 and 1d4 acid; SQ Blindsight, split, ooze; AL N; SV Fort +4, Ref -3, Will -3; Str 15, Dex 1, Con 15, Int -, Wis 1, Cha 1.

Treasure: Each footlocker contains clothes, minor personal effects and 3d12 sp.

9. FIRST OFFICER'S QUARTERS

This small room is just as cramped as the others, but it has only one bed instead of a bunk. A footlocker is against the starboard bulkhead.

Treasure: The footlocker contains 50 gp and *two potions of water breathing*.

10. CARGO HOLD

Climbing down the gangway, cold, miserable seawater engulfs your leg. A cursory glance indicates that the hold is entirely flooded, all the way to the top.

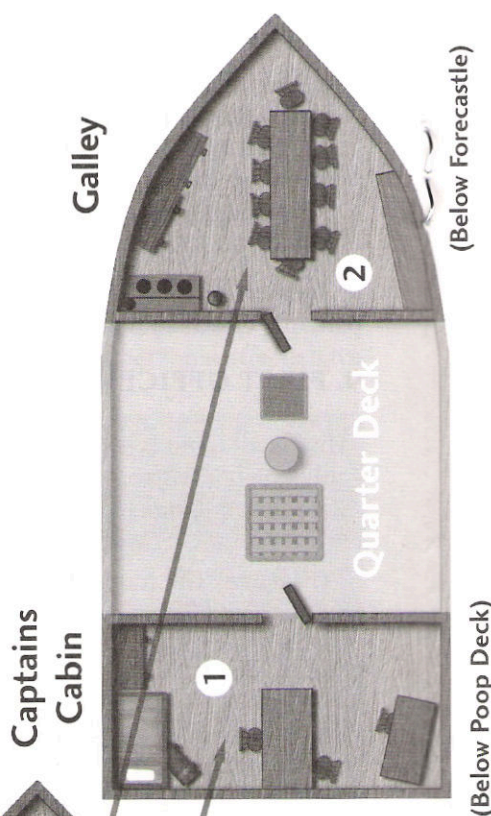
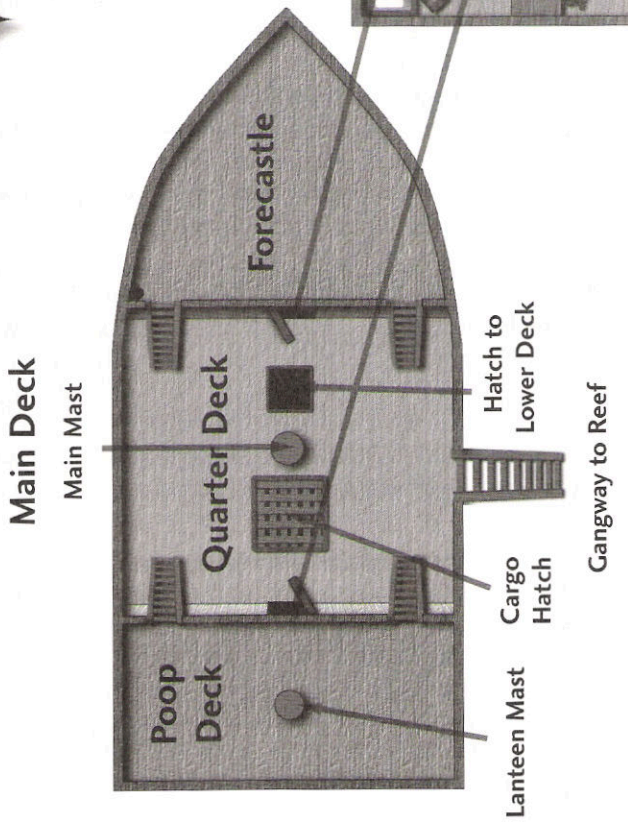
Moving through the hold is difficult. PCs unable to breath water do not last long underwater (see *drowning rules*, DMG).

If the PCs explore the hold, read or paraphrase the following:

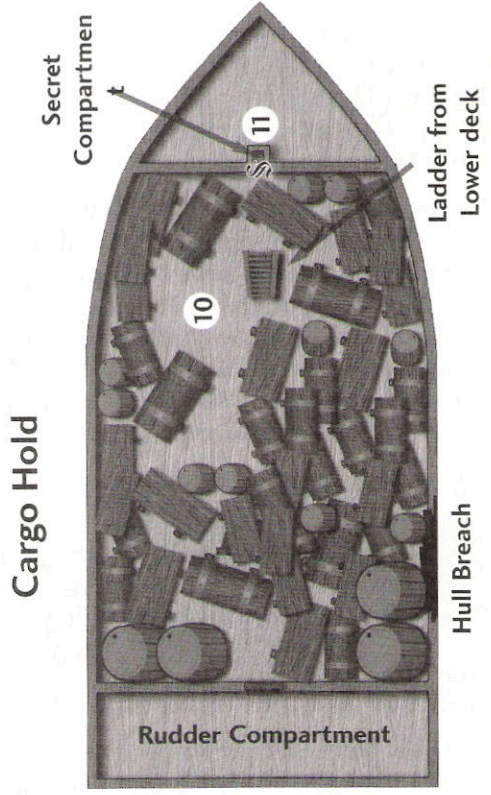
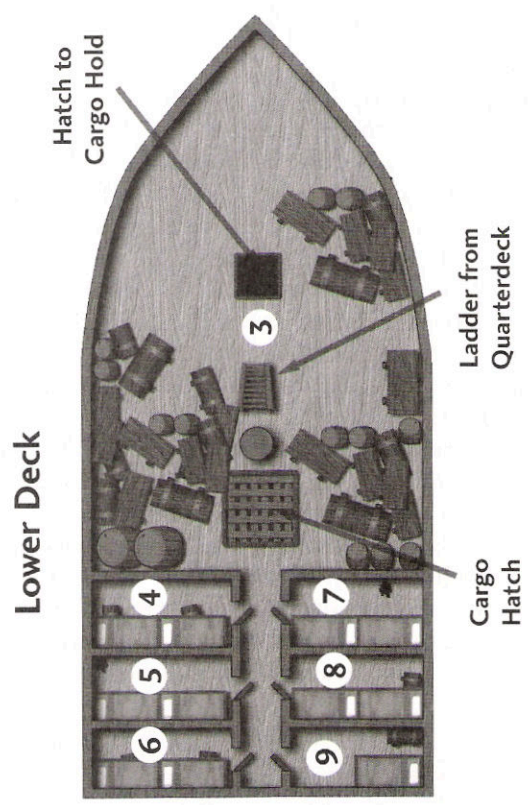
The hold is the most spacious part of the ship. Here is where longshoremen stow crates and boxes filled with expensive goods, setting them against the bulkheads, leaving only a narrow aisle down the middle of the hold. The containers are askew, jostled, toppled or smashed by the force of the wreck, their once-valuable contents immersed in corrosive brine.

The cargo hold is in a state of chaos. Containers filled with fine cloth, hides, rare fruits and other delicacies otherwise unknown in Galishor lie scattered about and smashed. If the PCs attempt to search the wreckage, they find nothing salvageable. However, they do find **8 vipers (hp 4 each)** in various hiding places amongst the broken containers (exact locations left to the GM's discretion). They attack if disturbed (see page #10 for viper statistics).

THE WRECK OF THE VENERABLE DRAKE



(Below Forecastle)



Snake, Small Viper: CR 1/2; S (animal); HD 1d8; hp 4; Init +3 (Dex); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 17 (+1 size, +3 Dex, +3 natural); Atks Bite +4 melee (1d2–2 and poison), 5 ft. by 5 ft. (coiled)/5 ft.; SA Poison; SQ Scent; SV Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2; AL N; Skills: Balance +11, Climb +12, Hide +15, Listen +9, Spot +9. Feats: Weapon Finesse (bite).

By now, it should occur to the players that they have not yet found the chest that Hlavius Griff described to them. If they search for secret doors, each PC searching makes a Search check (DC 25). Success means they sight something strange about the bulkhead sealing off the bow. There is a three foot long gap between the bottom of the bulkhead and the floor. Pushing on this section of bulkhead opens the secret door to a small compartment.

11. THE AMULET OF GOS

The door opens onto a small compartment containing an iron chest with the initials “HG” emblazoned on it in gold. A chain held in place by a huge lock binds the chest; nonetheless, the chain has loosened leaving the chest slightly open.

If a PC searches for traps on the chest (Search check DC 25), he notices a strange sigil carved into the lock holding the chain in place. The sigil is a *glyph of warding* that is set to activate an electrical blast unless Griff’s key is used to open the lock.

Picking the lock is an option, but requires a delicate Pick Locks check (DC 25). If the PCs succeed, the glyph does not explode. Nevertheless, any other attempt to open the chest, or a failed attempt to pick the lock, sets it off. The blast glyph deals 4d8 points of electrical damage in a 5-foot radius, +5 feet for the water. Everyone in the water suffers an additional +8 points of damage from the conductivity of the water. A successful Reflex save (DC 20) reduces the damage by half. If the spell deals more than 20 points of damage, it destroys the lock and if it deals more than 25 points of damage, it destroys the chest.

If the PCs successfully open the chest, they find the *amulet of gos* (refer to *New Magic Item* entry at the end of this adventure for further details) inside. The amulet is platinum on a gold chain, still shiny and glowing despite its exposure to seawater. **2 vipers (hp 4 each)** (see above for full statistics) have coiled inside the chest, guarding an egg. The vipers attack if the PCs reach into the chest. At this point, read or paraphrase the following for the players’ benefit:

Before your eyes, the egg begins to shake and the shell cracks. Before you can react, the egg hatches and a full-grown adult viper emerges from the chest.

PCs within a 10-foot radius must make a Will check (DC 25). If a PC fails read or paraphrase the following text for the players’ benefit:

Time shifts, as if passing you by. Things are accelerating and you feel yourself moving slowly, standing still as the world spins past you.

If the PCs pick up the chest and carry it out of the secret compartment, the vipers slither out from under the lid and attempt to escape, attacking anyone whom interferes with them.

Ten minutes after PCs take possession of the *amulet of gos* (either by opening the chest or removing it from the ship), **Ar-zhum (hp 56)**, an 7th-level merfolk defender adept, confronts them.

Suddenly, as if out of nowhere, a strangely imposing merfolk with dark, intense eyes appears before you. He wears a silver ringlet on his brow and a flowing garment woven from strands of kelp. He calls for you to halt, speaking in the common tongue.

Tactics: Ar-zhum’s sole purpose is to get the PCs to give up the Amulet of Gos, as their possession of anything blessed with the primal power of the water gods is a blasphemy against all he holds dear. The force of his conviction absolutely forbids him from negotiating any arrangement that allows the PCs to leave the Plangent Reefs with the amulet. Whether he persuades them to put the amulet back where they found it, or pries it out of their cold, waterlogged hands, it’s all the same to him.

If Ar-zhum uses force, or if the PCs attack him, his first act is to summon a **large water elemental (hp 68)** to smash the unbelievers, as he did with the Venerable Drake. Ar-zhum’s spearhead has a powerful enchantment that works exactly like a *bowl of commanding water elementals*, except that it only works once per day and it is compromised of salt water, not fresh water. It only works in the Plangent Reefs environs, so PCs taking it from Az-hum find it useless anywhere else. It is a full round action for Ar-zhum to summon the elemental.

Ar-zhum (merfolk defender) Adept 7: CR 7; M (aquatic, humanoid); HD 1d8+3 + 7d6+21; 56 hp; Init +1 (Dex); Spd 5 ft., swim 50 ft.; AC 14 (+1 Dex, +3 Kelp Armor); Atks +2 trident +7 melee (1d8+4); SA *bowl of commanding water elementals*, summon familiar, spells; SQ Low-light vision, *water breathing*; SV Fort +3, Ref +1, Will +3; Str 14, Dex 12, Con 16, Int 16, Wis 18, Cha 17; AL LN; Skills: Listen +8, Spot +8, Hide +4, Concentration +7. Feats: Weapon Proficiency (Trident), Improved Critical (Trident), Combat Casting. Spells: (3) 0: *cure minor wounds*, *ghost sound*, *purify food and water*; (4) 1st: *burning hands*, *endure elements*, *obscuring mist*, *sleep*; (3) 2nd: *bull’s strength*, *cure moderate wounds*, *darkness*.

Large Water Elemental: CR 5; L (elemental, water); HD 8d8+32; hp 68; Init +2 (Dex); Spd 20 ft., swim 90 ft.; AC 20 (-1 size, +2 Dex, +9 natural); Atks Slam +10/+5 melee (2d8+7); SA Water mastery, drench, vortex; SQ Elemental, damage reduction 10/+1; AL N; SV Fort +10, Ref +4, Will +2; Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11. Skills: Listen +11, Spot +11. Feats: Cleave, Power Attack.

CONCLUSION

If the PCs return to Galishor and present Hlavius Griff with his chest unopened, he receives them with great joy. He opens the huge lock with a key on a chain around his neck and checks the contents. He thanks the PCs and presents them with 3,000 gp and a bag of gemstones worth 2,500 gp.

If the PCs return to Galishor and present Griff with the *amulet of gos* but it is obvious that they have opened the chest (e.g., if the spell destroyed the lock), he looks at them with mild suspicion, but gives them 3,000 gp and his warm thanks.

If the PCs return to Galishor and present Griff with the spool of silk but not the amulet, he looks at them with obvious suspicion. However, he thanks them and give them 500 gp.

If they return to Galishor and present Griff with nothing, neither the silk nor the amulet, he looks at them with deep suspicion and sends them on their way with 100 gp.

If the PCs do not return the amulet, a squad of Galishor town guards stop the PCs, take them into the guardhouse and thoroughly search their persons and their belongings. They only release the PCs upon payment of a 50 gp per head "exit tax." If they find the *amulet of gos*, they take it, give it to Griff, and arraign the PCs for trial.

NEW MONSTER

MERFOLK DEFENDER

(Medium Humanoid, Aquatic)

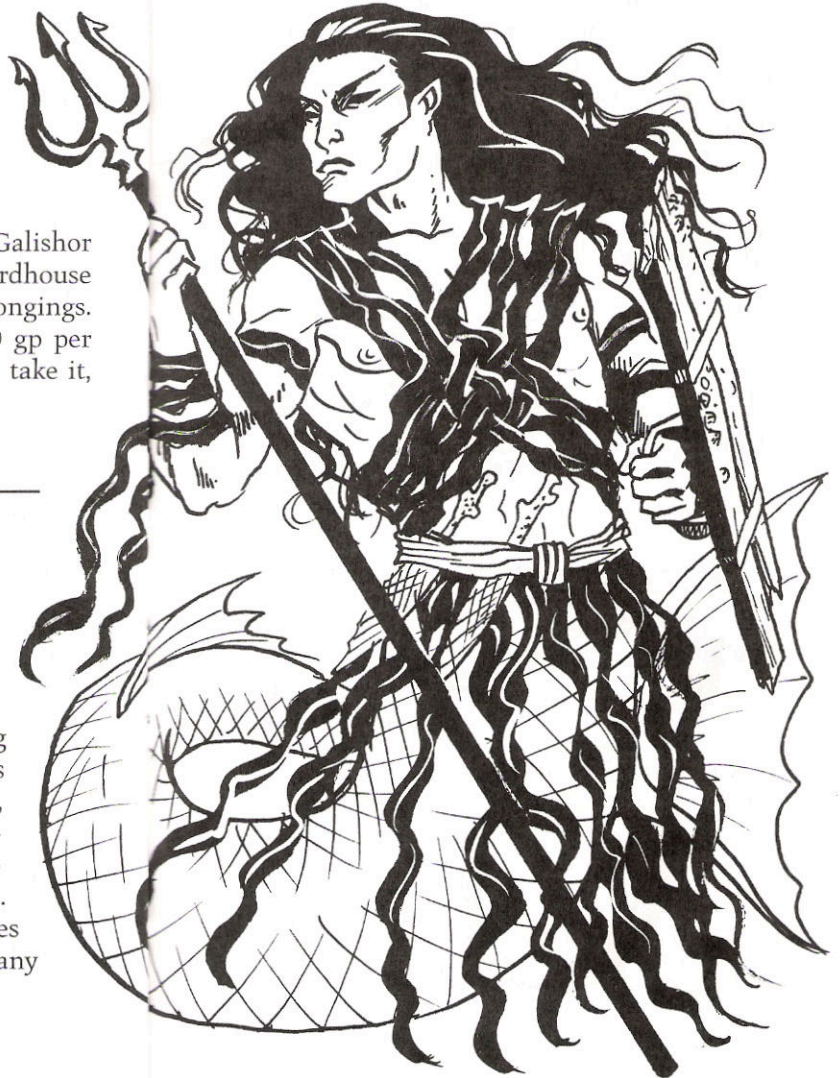
Merfolk defenders constitute a sub-group that splintered off from ordinary merfolk based on their unique sense of religious fervor and unusually hostile attitude toward land-dwelling creatures. Merfolk defenders see themselves as defenders of the primal power of the water gods, and believe the gods of the other elements — particularly those of the earth — constantly seek to destroy the water gods and everything they created. Therefore, they hate and fear land-based creatures almost as a matter of instinct, and likely attack any that they come across on sight.

Hit Dice: 1d8+1 (5)
 Initiative: +1 (Dex)
 Speed: 5 ft., swim 50 ft.
 AC: 18 (+1 Dex, +5 Leather and Kelp Armor, +2 Large Shield)
 Attacks: Trident +1 melee or heavy crossbow +2 ranged
 Damage: Trident 1d8 or heavy crossbow 1d10
 Face/Reach: 5 ft./by 5 ft./5 ft.
 Special Qualities: Low-light vision, water breathing
 Saves: Fort +3, Ref +1, Will +0
 Abilities: Str 10, Dex 12, Con 12, Int 11, Wis 11, Cha 13
 Skills: Listen +4, Spot +4

Feats: Alertness
 Climate/Terrain: Temperate aquatic
 Organization: Company (2-4), patrol (11-20 plus 2 3rd-level lieutenants and 1 leader of 3rd-6th level), or band (30-60 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 6th-level captains, and 10 porpoises).
 Challenge Rating: 1/2
 Treasure: Standard
 Alignment: Lawful neutral
 Advancement Range: By character class

COMBAT

Merfolk defenders wield the trident and heavy crossbow, but they tend to arm themselves more heavily than their kin. They have developed protective clothing woven from kelp and reef strands. It is not uncommon to find them carrying large shields shaped from flotsam.



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THE WRECK OF THE VENERABLE DRAKE

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