

ONWI6-01

Shoreswell

First Part of "Slaves to the Princess"

A Two-Round D&D Living Greyhawk[®] Introductory Onnwal Regional Adventure

Version 6.0

APL2 (1st level characters only)

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The small fishing cove of Shoreswell nestles opposite the Storm Isles. The players are acting as couriers when they are drawn below the surface.

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

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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. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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).

LIVING GREYHAWK LEVELS OF PLAY

This adventure's challenges are suited to 6 1st level PCs. Characters that have played previous adventures may play this adventure but they must be 1st level.

Four or five 1st-level characters may find the challenge of an this 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.

TIME UNITS AND UPKEEP

This is a standard two round Regional adventure, set in Onnwal. All characters pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will 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 scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for 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

(bows). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the “Lifestyle and Upkeep” section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

ADVENTURE BACKGROUND

Onnwal has fought for years. The authorities, armies and many warriors had their eyes firmly set on the Scarlet Brotherhood. The taking and destruction of Scant has taken time and effort from everyone involved.

However war creates many opportunities in its dark corners. One such opportunity is a flourishing black market. In the Cantred village of Tarlesan in Stormwal, a group of greedy dwarves started a hidden business moving necessities along the estuary to and from the Storm coast. Their greedy leader, Larket of Abbathor, had a better offer and they began abducting and selling slaves to the Storm Isles. They plucked people in ones and twos from the cantreds of Stormwal and Gearnwal, people chosen because they had few ties. The tide of war has always thrown up such flotsam and jetsam, people easily forgotten. These prisoners were moved through the heavily wooded hills of the Volanots to a small coastal village, Shoreswell.

Shoreswell

A small hamlet like Shoreswell is easily overlooked and so was perfect for the smugglers' purposes. Whatever happens to the prisoners when they leave Shoreswell is outside the scope of this scenario, suffice to say that every few weeks a boat from the Storm Isles would arrive and take the prisoners away.

Larket took over the Shoreswell warehouse about two years ago. He gradually took control of all the fishing produce using mercenaries and pirates for threats and intimidation.

The smugglers have made their mark on the village. Larket has employed a vicious character named Gervis Hanger to keep the villagers from asking too many questions. Gervis Hanger is a savage bully. Worse the fisher folk are now mainly the old, infirm or young since their main strength was lured away by war or disappeared at the hands of the Brotherhood. However Damiel, the owner of the Kraken Inn, did stand up to the greed of Larket. The result was a night time visit by Gervis Hanger and a burnt body in the ashes of his Inn.

In a separate incident, Gervis went to the nearby holy sea cave to Procan, the Stormlord, and took its only symbol, a beautifully crafted trident – engraved in honour of Procan. Its acolyte, Devor, tried to stop this and became a prisoner of the smugglers for his trouble. He has suffered at the hands of Gervis since. Meanwhile most of the villagers buried their heads to the sand and “guessed” that Devor had just left.

Sir Ilchord

The village belongs to its noble lord, Sir Ilchord Baryaern. A sage and wizard of the noble clan of Stormwal, Sir Ilchord has no interest in the day-to-day lives of the villagers. His studies are more esoteric, concentrated on the Storm Coast, its peoples and their history. Sir Ilchord did have a young ambitious aristocrat, A'Mals Baryaern, working for him as an apprentice. However the apprentice disappeared following the theft of a magical amulet. Unbeknownst to Sir Ilchord, A'Mals had managed to awaken its powers by dipping it in sea water. A'Mals then started receiving messages from a mysterious power simply called the Princess.

A'Mals found himself drawn to the smuggler's caves. The amulet could not be resisted. So the young man made an unholy alliance with Gervis and Larket. In return for his knowledge of the Cantred nobility and possible future contacts, Larket allowed A'Mals to investigate the caves. A'Mals found a strange door and an odd riddle. He took some of Lord Ilchord's valuable research notes and managed to solve the riddle. Sir Ilchord wants those notes back.

The Coral Caves

Beyond the door, A'Mals found alien coral caves. These had been home to the sea elves of the Storm Coast in times past. The caves held a dormant shrine to their God, Deep Sashelas. The apprentice befriended a guardian and eventually found his way to the Starfish shrine. There A'Mals has stayed talking not to the sea elf God but to the Princess.

Recently Larket has left on business and Gervis is in charge. This simple fact and the actions of the party may convince the villagers that salvation could be at hand.

Into this background of hidden tension and intimidation, the party will travel to the quiet fishing hamlet of Shoreswell.

ADVENTURE SUMMARY

Introduction: The introduction sets out that the party is on the road traveling through the Volanots to Shoreswell. The party is acting as couriers for

the noble Baryaern family to a sage, Sir Ilchord, the lord of Shoreswell.

Encounter 1 [The Two Warhorses]: The party comes across the site of an ambush. Two desperately thin hochebi have slain a Free Army Officer. Eagerly they charged in to ransack the body and his horses. However his two warhorses killed them. Now they wait by their master. One way or another, the party should be able to examine the body and his belongings.

Encounter 2 [Shoreswell]: The party arrives at the sleepy fishing village of Shoreswell. Reaching the Sail Inn, they encounter the nasty Gervis Hanger and some of his cronies. After he leaves, the innkeeper will give them directions to the coastal mansion of Sir Ilchord.

Encounter 3 [Sir Ilchord]: The party completes the first half of their mission and hand over the parcel of letters to Sir Ilchord. A pompous noble that has no interest in anything but his research, the noble orders them to wait in Shoreswell for a few days while he prepares answers to the letters.

He also gives them a job, find his missing apprentice, A'Mals, and get back his stolen research notes.

Encounter 4 [Return to Shoreswell]: When the party returns to Shoreswell, they find that Gervis has struck again. He has stolen the innkeeper's daughter, Nadina. She was taken to stop the innkeeper from talking to outsiders but also because he likes the girl.

The atmosphere in the Sail Inn is tense. Suitable diplomacy and tact will unlock from the desperate innkeeper where his daughter is and what he knows about the smugglers. The party can also gather some other tidbits of information from the fisher folk.

Encounter 5 [The Smugglers' Caves]: The smugglers' caves are somewhere behind Larket's warehouse. The party will have to defeat a trap and four smugglers. They find four cages each with prisoners, but no Nadina. One is the acolyte to Procan and he asks the party to find Gervis and return the shrine's holy trident.

Another prisoner, Loborea, is able to confirm that Gervis and A'Mals are deeper underground. A'Mals is working somewhere called the Coral Caves.

Across a pool, beyond a waterfall guarded by a water elemental and down into another cave, the party do find the girl. However they are surprised

by Gervis, whose true nature, is revealed. Gervis is a sea wolf, a lycanthrope, which explains his savage nature.

They also find a strange wheel door marked by a riddle in Aquan. The presence of the daughter and the difficulty of bypassing the door mean that the party will probably return to the surface.

Encounter 6 [Return to the Surface]: The innkeeper is overjoyed to have his daughter back. If the trident is returned then the party receives four potions from the acolyte of Procan.

The lord, Sir Ilchord, will be interested in the riddle on the wheel door and can help solve it. He won't go deeper into the cave system until the party has made it safe.

Encounter 7 [the coral caves]: The party can explore the coral caves of the sea elves. They must squeeze through a long tunnel, negotiating a trap at its end and defeat a Dreadguard armed with harpoons. Finally beyond a portcullis, the party enters the shrine of the Starfish. They find A'Mals meditating to his Princess however he has left several skeleton crabs on guard.

Conclusion: The party returns to Shoreswell. They have hopefully gained the favour of Procan by returning its trident. They may also earn the favour of the Sir Ilchord Baryaern and his clan if they return his research notes.

PREPARATION FOR PLAY

This is an eight hour scenario; however there is a great deal to get through in that time. Preparation is the key and I have tried to cover all the pertinent points that a DM should be aware of before running the scenario.

These are as follows:

- It is an introductory scenario that challenges the DM and the players due to the fragility of the characters. The encounter with the warhorses and the one in Gervis' cave can be quite dangerous, especially if the party do not act together.
- Before play, DM's should check each PC character sheet noting the following:
 - If the PC speaks Aquan, since this allows him to understand the water elemental, riddle on the wheel door and the Dreadguard's question.
 - What knowledge skills they have.

- Whether any of the PC's has the Wild Empathy ability or Handle Animal skill. This is important for the first encounter with the two warhorses.
 - What skill the PC has in Swim and Balance bearing in mind the armour check penalty is double that for swimming that it is for balancing.
- Various encounters have **DM's Notes**: in bold, these are provided to help in case of limited preparation time.
 - All the major NPCs and monsters are listed in separately in the Appendices. Minor NPCs are listed in the encounters in which they appear.
 - Should time become an issue then the main area where time can be sacrificed is Encounter 6. The aid of Devor for the return of his trident and the answer to the wheel door riddle from Sir Ilchord can be dealt with at speed. Also one other minor area is the maze in the Coral Caves could be ignored

INTRODUCTION

Read or paraphrase the following description;

The wagon trail you are travelling on is one that not many use. Tufts of grass spring up all along the tracks as evidence of this fact.

Summer breezes blow inland as the coast nears.

The woods cover the Volanot hills that surround.

A simple task. Travel from Tarlesan, through Stormwal as couriers and deliver a parcel of letters to Sir Ilchord from the noble house of Baryaern.

Ahead lies Shoreswell, a fishing cove where Sir Ilchord lives.

The party has been given a straightforward task by a scribe serving the Noble Clan of Baryaern. They must deliver a parcel of messages to Sir Ilchord Baryaern in the coastal village of Shoreswell. They then wait in Shoreswell for his replies and return to Tarlesan. It should only take a week and for this they will receive 22 gold each.

Shoreswell nestles in a cove near the border between Gearwal and Stormwal. It faces towards the Storm Isles themselves. The party is traveling towards the fishing village of Shoreswell.

Appendix 3.1: DM's Map of Stormwal provides further information on the area.

The parcel is sealed and for security should remain that way. Lawful characters should not be

party to opening the documents. Anyone attempting to break the wavecrest seal will trigger a warding trap. The documents are written in draconic and are a series of arcane questions about the uses of sea water and storms. If detected, the parcel gives off a faint aura of necromantic magic.

➤ **Inflict Light Wounds Trap**: CR2; magic device; touch trigger (breaking the seal); no reset; spell effect (*inflict light wounds*, 1st-level wizard, 1d8+1 fire, DC 11 Will save for half damage); Search DC26; Disable Device DC26.

DM's Note: decide which of the characters carries the parcel of messages.

Experience: PC's receive no additional experience for breaking into the parcel. They should not do this at all.

ENCOUNTER 1: THE TWO WARHORSES (EL3)

Read or paraphrase the following description;

Rounding a bend in the woods, a strange sight comes into view. Two hochebi lie in a clearing, each with its head caved in. Between them is a man's body in chainmail.

Also two armoured horses graze nearby.

The following information should be given to the players if they take the time and trouble to study the animals and bodies. The horses have leather barding. One horse is saddled with a battleaxe strapped in. The other has two heavy saddle bags. The man is face down and wearing chainmail armour. He has no visible wounds. The hochebi are unarmoured and bear no visible weapons.

➤ **Light warhorses (2)**: hp 22 each; see Appendix 1.

Tactics: Both the horses are light warhorses trained to defend their fallen master. The horses will attack anyone who comes within ten foot of their master's body.

The horses do not differentiate between someone approaching the body of their master or a fallen PC; it is the distance that matters.

There are two ways to overcome the horses. The first way is to sit back and pepper them with ranged attacks. They will not attack but just stay by their master.

The second way is to use a *wild empathy* ability and try to calm down the horses. Handle Animal skill is not sufficient since it only refers to the training of animals not calming them by body language and gestures. However someone with Handle Animal skill has a chance to understand the warhorses' behavior (**DC10 Handle Animal – stay close to master and defend him**).

They are Hostile to anyone that approaches within ten feet of his body and both will attack unless that attitude is modified (**wild empathy check to modify (DC20 Unfriendly/ DC25 Indifferent)**). An Unfriendly warhorse will act as a nervous nuisance but doesn't attack. An Indifferent warhorse doesn't bother anyone. The warhorses may not fight the party but convincing them to come with them requires their attitude to be modified to Indifferent.

The man was a member of the Free Army of Onnwal although there is no evidence of this. If his body is turned over then two javelins are snapped off in his chest. He has a pouch at his belt containing some money. The two saddle bags contain animal feed and hidden in one is a *potion of cure light wounds* (**DC10 Search to find**).

The hochebi are thin and weak looking creatures. They have no possessions.

Treasure: 2 light warhorses (25gp), 2 sets of leather armour barding (7gp), a suit of chainmail (13gp), battleaxe (1gp), pouch with 6 gold and 60 silver pieces, *potion of cure light wounds* (4gp).

ENCOUNTER 2: SHORESHELL

👑 **Shoreswell (Hamlet):** 120 fisher folk (39 children, 50 females, 31 males – mainly old men); GP Limit 100gp; Conventional (Neutral Evil – Larket the Dwarven merchant is away at the moment).

Shoreswell is a small fishing community. It was a hamlet before the war. It paid its taxes to whoever ruled the land. The fishermen went out to fish off the coast, returning in a day or so. Every Godsdag, services to the Stormlord, Procan, were held in a sea cave nearby. The people met in either the Sail or Kraken Inn to gossip and tell tales.

The Adventure Background details what has been going on in Shoreswell lately.

Appendix 3.2: DM's Map of Shoreswell should be used to describe what is seen as the characters enter the village.

Appendix 4.1: Players Map of Shoreswell should be given to the players so that they can follow the descriptions and quickly get their bearings.

The following sights should be highlighted:

- The burnt remains of a building.
- The harbour with only one rowing boat moored near the quay.
- The large two storey building (Sail Inn) that faces out to sea. A large sign of a white sail swings in the sea breeze. An old man sits outside.
- The double doors almost embedded in the hillside next to the quay (Larket's warehouse).
- The 40 or so dwellings in several terraces on three levels. Washing is hung out of several homes.
- The lack of people about. This is due to the fleet being out.

2A: THE SAIL INN

The Sail Inn is a clean and tidy place. Read or paraphrase the following description as the party approaches the Inn;

An old man sits at a bench outside an Inn marked with the simple picture of a sail on it's sign. His face and hands are leathered and creased from a lifetime of work. Work that continues now as he sit's mending a net.

He takes another pull on his ale and continues working.

👤 **Old Hereny:** male human com3.

He can discuss the weather (stormy), the state of the fishing (poor thanks to Larket's taxes) and the possible presence of a sea monster eating the stocks.

When anyone opens the inn door, read or paraphrase the following scene before them:

A powerfully built man is slapped in the face by a young woman. He laughs and she tears from his grasp, running across the Inn. The man sits and his two cronies join in the laughter.

The woman tries to go back to her sweeping at the far side of the Inn.

The only people present in the Inn are the following:

- Zeltar, the innkeeper, is checking a couple of barrels.
- Nadina, his daughter, is sweeping.
- Gervis Hanger is drinking with two cronies, Bectin and Jovel.

Zeltar and Nadina are detailed in **Appendix 2: NPCs**.

If necessary, Gervis, Bectin and Jovel are detailed in **Appendix 1: Monsters**.

Nadina wants no trouble with Gervis about and so she will try to keep away from the party. She certainly won't talk to them and Zeltar will ask any persistent suitors to leave her alone.

Zeltar will try to smooth over the situation and explains it was all a bit of fun between his daughter and Gervis. The innkeeper will offer rooms and board. He can also give directions to the nobleman, Sir Ilchord, whose home is further around the headland.

Gervis does not want to confront the party at this time. He picks up his "new" trident and soon leaves with his cronies and enters the warehouse opposite.

When the party is ready, they can head around the coast to Sir Ilchord's home. It is about a half hour walk along the coastal path.

DM's Note: A fight shouldn't happen in the Inn. The EL of a fight against two guards (CR1) and Gervis (CR3) is 4 and so you may need to take steps to ensure that the party is not killed in this encounter. I recommend that when and if Gervis gets wounded, have him flee out into the harbour, where he shapechanges and swims back to his cave to heal.

2B: THE SHRINE OF PROCAN

Around the point from the Sail Inn is the sea cave of Procan. At one time many fisher folk prayed here with the acolyte, Devor the Stormseeker.

However the locals' prayers were not answered. Devor couldn't do anything about the War or the evil dwarf, Larket. Worse followed. Gervis stole the holy item from the shrine – a crafted trident of Procan. Then when a desperate Devor confronted Gervis, he was promptly grabbed by the smugglers.

Very few of the locals know this, most think Devor just left.

Read or paraphrase the following description of the empty cave as the PCs walk around the point from the Sail Inn;

A large empty cave contains an amphitheatre with a pool of water at the centre. One wall has a long depression and two nails at the top.

The depression in the wall is approximately shaped like a trident, wide at the top and narrow down most of its length.

A religious character may guess the purpose of the sea cave and its strange steps going down towards the pool (**DC 14 Knowledge (religion)**). This is where the locals come to pray for the safety of the fishermen at the God of Stormy Seas, Procan.

ENCOUNTER 3: SIR ILCHORD

Read or paraphrase the following description as the party reaches Sir Ilchord's home:

A sprawling complex of buildings is spread along the coast. Most face out to sea and are built into the cliff hills.

Close by is a two storey building with a black door surrounded by worn carvings of sea serpents and waves. Unlike the other buildings, this one has its window shutters open.

The door will be answered by Sir Ilchord's only retainer, Earnado. He is a tall, thin man in worn black monk clothes. He takes a while to come to the door.

☛ **Earnado:** Male human Exp4 (Profession (Butler +8)).

He takes the party to a large study and fetches his master. The party will hear raised voices then Sir Ilchord Baryaern comes downstairs.

☛ **Sir Ilchord Baryaern:** Male Human Aristocrat1/Wizard6; see Appendix 2.

Sir Ilchord will accept the packet of mail from the party.

While he studies the letters in the next door room, Sir Ilchord will order a small jug of wine from Earnado.

When Sir Ilchord returns he is a little happier. He tells the party to wait for two nights in the local Inn

and then return for the answers. If they ask, then Sir Ilchord may make arrangements to pay for their room and board over the next few days (**DC15 Diplomacy check**) - in which case the PC's only pay half the upkeep for this scenario.

He then thinks further and sets them a task. Since they have nothing to do they can find out where his apprentice, A'Mals Baryaern, is. He left with some important research materials a week or so ago. If necessary, Sir Ilchord will remind the party that A'Mals is a cousin to the Baroness. Otherwise a DC 10 Knowledge (nobility and royalty) check or a DC 15 Knowledge (local: the Splintered Suns) check will reveal the information

DM's Note: Sir Ilchord does not know the value of the Amulet, thinking it a mere trinket, and so is not that bothered about its return.

As for payment, a noble does not haggle. He wants the papers returned and then he will sort out some payment. Sir Ilchord may be sweet talked into telling the party how much he intends to pay them for the research notes return (**DC16 Diplomacy check**). He will pay the party 60 gold pieces.

If the party refuse to work for him without payment he will look disgusted but tell them they will be getting 40 gp. This is the most he will then be willing to pay them. If they do not wish to work for him for this amount then the adventure will most likely end here for them.

If any party member shows signs of intelligence and interest in his work then Sir Ilchord will noticeably warm to them (+2 Diplomacy in any future negotiations for this scenario only). If so, then Sir Ilchord will impart the following story;

"Do you know the story of the Seaspire? This may not be true since it is centuries old. The Seaspire is a large single shell that rises out of the sea about 10 or 15 miles out to sea. The flin regard it as a shell of a gigantic sea worm that still roams the sea floor to this day. It is believed that the creature has some strange ink that forms words on the inside of its shell speaking about its travel in a strange language."

"The creature itself is ancient and as such its writings would represent a great treatise on the undersea."

"Sailors and sages have investigated the Seaspire but to this day, no one has uncovered those writings."

Then he orders the party to wait in Shoreswell for a few days while he answers the questions and asks some of his own.

Treasure: Possibly half standard upkeep for this scenario if Sir Ilchord is convinced.

ENCOUNTER 4: RETURN TO SHORESHELL

The Sail Inn will fill up in the evening. Strangely Zeltar has Old Hereny helping him to serve food and drinks. He becomes evasive if questioned about the whereabouts of his daughter, Nadina. She has been taken by Gervis to keep him silent. Give the PC's a chance to notice this after a short time in the inn. A DC 15 Sense Motive check will make them aware that most people in the Inn seem to be aware that Hereny serving is odd.

The party may have already caused a stir by taking on Gervis and his cronies in the afternoon. Overall this gives PC's a +2 bonus when gathering information from the locals. However many fisher folk will warn them that Gervis and his men are dangerous.

A half dozen fishing smacks have returned and some of the men are drinking in the Inn. The fisher folk are an insular breed and it may take some effort to get anyone talking in the beginning.

DM's Note: Be aware that fully roleplaying this encounter will use up a large chunk of game time, however it should be fun. Bards can sing or tell tales to warm the atmosphere and improve the chances to gather information. The fisher folk love to chat about the fish and weather. One or two enjoy a good gossip about anyone.

Also this is a good opportunity to foreshadow Gervis. He is feared by the locals and rightly so. The party is in for a surprise when they meet him in the caves.

They all like Nadina and Old Hereny but the old man isn't so pretty to look at. Zeltar will be visibly shaken each time Nadina's name is mentioned.

When, and if, the party starts their investigations into the missing A'Mals at the inn, they will find out the following some of which relates to A'Mals;

DC 5 Diplomacy/Gather Info:

- The sailors used to see him swimming in the harbour over the last few months.

- Everyone knows that the dwarf merchant and his bodyguards are due to return in the next day or so and he is a very dangerous individual.

DC10 Diplomacy/Gather Info:

- If asked directly, they all believe that the coast is riddled with sea caves.
- The warehouse is open by day and Ned works there but he is thick as thieves with Larket and Gervis.
- One fisherman is hard to talk to but he knows A'Mals was getting friendly with the dwarf, Larket.

DC 15 Diplomacy/Gather Info:

- Zeltar knows that the warehouse is used to hold people over time. He has seen it. This is a backhanded way of hinting at what he wants the party to do.
- One of the sailors mentions that he saw the cleric of Procan, Devor, taken into the warehouse by Gervis and his men. No one else can corroborate this.

DC 20 Diplomacy/Gather Info:

- One of the sailors overheard someone talking about Gervis beating the prisoners and Larket told him off because they were sold to the mage, Nasquinius.
- Zeltar breaks down and tells the party that Gervis has his daughter and he is very worried for her safety.

Should the party have problems talking to Zeltar and the rest then sometime after most of the patrons have left, Zeltar becomes desperate. Whether or not the party has behaved well, they are the only ones that can save his daughter. He asks for their help. At this point Zeltar will also explain all he knows about the warehouse being used for smuggling people by Gervis and Larket. Lastly he points out that Larket is much worse than Gervis and he is due back in the next couple of days.

In truth once the party starts to investigate the smugglers caves then one of the locals warns Larket not to return.

ENCOUNTER 5: SMUGGLER'S CAVES

The following general description applies for most of the caves, passages and its contents.

The system came naturally from the erosion of limestone by an underground river. The river

still flows through part of the caves and provides the constant sounds of dripping water and a roaring waterfall. Over time the water has created many beautiful sights within the caves. Stalactites point down from the ceilings and, walls and floors of flowing stone compete for attention with pools of fresh water.

The passages were originally carved out by water, but they have been chipped wider by the pirates.

DM's Note: feel free to mention these sights and sounds as and when appropriate.

5A: WAREHOUSE CAVE

The warehouse has a set of double doors. This should be barred from the far side. However since Larket has been away and Gervis has taken over, security has become lax. The bar is leaning against the wall next to the doors and these have just been closed.

Read or paraphrase the following the description of the cave:

Smelly barrels of salted fish sit around the edge of this cave.

The far end of the cave is secured by a wooden lattice. Through the lattice and its door, various piles of large crates are visible.

By night there is no chance of meeting anyone in this cave.

By day, one of the villagers, Ned, is always here looking after the fish, preparing the barrels and making sure no one pays too much attention to the cave.

☛ **Ned Salter:** Male human Com2 (Craft (Fish preserving) +3; hp 5).

Ned is tall, thin and on the side of the smugglers until his life is seriously threatened. He has a key to the lattice doors inside.

The warehouse is also the main entrance to the pirate caves. Usually Gervis and his men try to avoid using this entrance by day. Again they have lapsed while Larket is away. Now many tracks lead across the cave to the lattice door (**DC 10 Survival**).

☛ **Lattice Wooden Door:** 1 in thick; padlock on bar; hardness 5; 15hp; Break DC18; Open Locks DC20.

The lattice fence is from wall to wall and floor to ceiling. It has 1 foot spaces between the bars.

There are about a dozen crates on the other side. They are in three piles. Most contain provisions and tools.

One old crate on the left is filled with cheap wine. It is marked with an Ahlissan trade stamp. (The wine is white but cloudy and has become corked making it valueless).

Someone searching may notice that part of the cave's rear wall has been bricked up (**DC 10 Spot**).

Four empty crates (marked with an **E**) have been stacked in front of the concealed door to the cave complex. The lattice door is locked but not difficult to open, thanks to lazy pirates carelessly leaving a key in the lock. This key also opens the lattice door at the far end of the passage. Both doors have padlocks.

5B: THE FLOWING STEPS (EL2)

The following view can be seen from the lattice door at the top of the steps:

The doorway is near the top of a large cave. Great flowing steps run down the right to a natural bridge over dark water.

The entire area is in low light lit from torches in the caves beyond the bridge. A single 30ft high pillar seems to hold up the entire cave.

Faintly the sound of laughter can be heard in the distance.

The guards beyond may be heard playing cards (**DC 10 Listen check**).

The cave has a small balcony over a large pool of 10 foot deep water. Down the right, the floor flows with four 5ft high steps. The pirates have placed planks down each one to make travel easier. However it requires a move action to use a plank and if care isn't taken the person can fall prone on the floor (**DC 10 Balance to move half speed, DC 15 Balance to move at greater than half speed, failure by 5 or more indicates that the character falls taking 1 point of non-lethal damage**).

If someone falls off a plank then allow the guards a chance to hear the noise (**DC [10+1 for every ten foot from the bridge] Listen**).

Also when anyone steps onto the square marked with a **T**, they trigger a block from the ceiling to swing down and possibly bullrush the person off the ledge. The block is cut to resemble a stalactite.

↗ **Swinging Block Trap:** CR2; mechanical; touch trigger; manual reset; multiple traps (melee attack and bullrush); Atk +9 melee (2d6, stone block), Improved Bullrush (Strength check DC12 to avoid falling into the pool); Search DC18; Disable Device DC18.

DM's Note: *Player's Handbook* page 154 for info on bullrush. (All factors such as charging and block size have been included in the DC of the Strength check).

Tactics: Allow the guards a chance to hear the sound of anyone splashing 20 foot down into the pool below (**DC 5 Listen check**). Then they react as below.

5C: THE SMUGGLER'S GUARDROOM (EL4)

Read or paraphrase the following but change where necessary. This depends on if the guards have heard the party coming.

This small cave is an offshoot of a much larger cavern. There is bedding for several men beside the walls. Four men are asleep in their leathers.

In the middle next to a stalagmite is a table. Four pirates are playing cards at it. Each has halberds and crossbows within easy reach.

A warming brazier of coals sits next to the table.

The pirates may hear the party coming either because they have been talking too loudly or more likely someone has been knocked into the pool or fallen off a plank.

There are 48 pieces of silver on the table. Also there are a jug of ale, four mugs, a pack of cards and a set of keys on the table.

Searching the cave and bedding reveals nothing but rubbish.

➤ **Pirates; Bectin, Jovel, etc (8):** Male human War1; hp 6; see Appendix 1.

Tactics: Once alerted, the pirates playing cards will react as follows:

- Two will grab light crossbows and attack.
- Two will pick up their halberds and call for the sleepers to wake up.
- Four wake up in the first round, grab cutlasses and attack next round.

5D: JAIL CAVERN

Read or paraphrase the following description of the main cavern:

Across the bridge there is a large cavern. One half of it has stepping stones across a pool to another chamber. It is obscured by spray and mist. The crashing roar of a waterfall comes from beyond.

There are four pillars holding up the high ceiling.

The other half contains four cages. Inside each cage is a prone figure.

The cavern has no extra guards. There are two small crates and a large jar of water. The crates contain iron rations for 20 days. The cages (numbered 1-4) contain prisoners taken from Onnwal recently. These were due to be taken by boat to the Storm Isles but the party will interrupt that plan.

Note that the party's combat with the guards will not awaken the prisoners. They need individual attention to bring them round.

Cage 1

A thin middle-aged woman lies with her graying hair matted with dirt.

Here lies a very weak woman. She is Janea Herlla, a cook taken from the town of Tarlesan. She was socializing at an open theatre with some friends and last thing she remembers was drinking with a bald half-orc. If freed, she will go to the shrine of Procan to rest and recuperate.

☛ **Janea of Tarlesan:** Female human Com1 (hp 2, craft (cooking) +2, perform (dance) +2.)

Cage 2

There is a thin man robed in the green rags. His face, arms, torso and legs are covered in welts and bruises.

☛ **Devor the Stormseeker:** Male human Com2; see Appendix 2.

When Devor is brought round, he offers to help if the party promises to find and return the holy trident of Procan. Until the trident is returned Devor is Indifferent to the party. To help them he will mention that A'Mals is working for Gervis in somewhere called the Coral Caves.

Cage 3

A Dwarven woman is snoring in the cage. Her ragged clothes show the rusty marks of armour once worn.

☛ **Fertilla the Dwarven woman:** Female dwarf War1 (Str14, Con15, 10hp, Intimidate +3, Climb +3).

The Dwarven woman, Fertilla, has been a warrior during the War. She was in Tarlesan drinking in taverns. Someone must have grabbed her later on. She cannot remember much except a bald half-orc and a wrestling bout.

She was meant to go on the last boat to the Storm Isles but she fought tooth and nail. The pirates intend to drug her next time. She will not admit it but Fertilla hates the sea and has a phobic reaction to lots of water, believing she will drown. If freed, Fertilla will not go deeper into the caves with its waterfall and deep pools. She simply wants to go to the inn.

Cage 4

A slim woman is sat with her head hidden in long hair and tucked between her legs. She bears many marks of a whip.

☛ **Loborea the half-sea elf:** Female half-sea elf Ftr1; see Appendix 2.

If freed, Loborea will walk with the other prisoners out to the quay and then dive off into the sea. Devor can tell the party about this if they miss it happening.

Stepping Stones

The 10ft deep pool has several stepping stones. Each 2ft sq. stone is damp with water but only three foot apart. Anyone moving carefully from stone to stone can make it easily; this is represented by moving at half normal speed. If the person moves quicker than this then they may slip and fall in the pool (**DC 6 Balance check check for each stepping stone traversed**).

The stones lead to a ledge and a 10 ft wide passageway beyond. The entire area is filled with mist and spray that acts like an *obscuring mist*. This is caused by the waterfall at the end of the passageway. The slippery stone floor has been worn so that it slopes towards the waterfall (**DC 15 Balance to run or charge, otherwise the character can act normally**).

The waterfall at the far end is fed by the High Pool of the above ground river that created these limestone caves and passages.

5E: WATERFALL STAIRS (EL3)

Read or paraphrase the following description as anyone travels through the obscuring spray of the waterfall:

The water crashes down in front. Who knows what lies beyond the water, even the floor is obscured.

Then these words ring out, “droolip bildooploo oo oo do coo!”

These words are the only warning the party get. In Aquan they mean “Leave, you do not bear the heart of a white shellfish!”

Anyone freely displaying a pearl will be able to bypass the elemental without harm.

The waterfall itself is quite powerful. It batters down onto the ledge then drops thirty feet to the large pool below. The 10ft wide ledge itself consists of several slopes that curl round the chamber down and out of sight. Anyone stepping through the two squares marked with a **W** may be battered by the water as it falls (**DC 15 Fort Save or they are squashed prone**).

Beyond the waterfall is a 10ft square sloping ledge that the waterfall has worn down. The water hits the ledge and then slips over it and down into the pool below. This makes footing on the ledge treacherous to anyone on it (**DC 12 Reflex Save or fall prone**). The water elemental has been tasked to guard the steps down. It is unaffected by the waterfall and slippery ledge, it is in its element. While inside the waterfall, the elemental has 50% concealment. If the elemental is hurt, it retreats behind the waterfall. From the ledge, it waits for someone to come through. It will attack the first person while they inside the waterfall itself. The presence of water gives the elemental +1 to hit and damage.

☛ **Water elemental:** hp 17; see Appendix 1.

5F: THE HOME OF A SEAWOLF (EL 2 + EL 3)

Read or paraphrase the following description of the chamber below the waterfall;

The ledge circles down to the waterfall pool below. The water bubbles up to the water’s

edge. Then the chamber’s floor goes out of sight.

Firelight is flickering against the sidewalls, creating many shadows.

When anyone reaches ground level then give them a more full description of the cave;

This is a wide chamber. Another pool is on the far side of the chamber next to a black crack in the wall.

There are stalactites and stalagmites dotted about the cave. Near one such pillar, a brazier is burning brightly, lightly the entire chamber a little.

Piles of ragged clothes make a bed next to the brazier. There are small bones and an empty glass bottle strewn about the floor.

This is the home of Gervis Hanger the sea wolf.

☛ **Gervis Hanger:** Male seawolf; hp 40; see Appendix 1.

At present, when the party first enters this chamber, Gervis is swimming nearby in the sea. He will return in about 10 minutes, using the far pool which has an underwater crack to the sea.

This should give them sufficient time to make a start searching the chamber. However sufficient dallying will interrupt any investigation they may be making.

Old Sea Chest

There is an old sea chest hidden from view (DC 14 Search) in a niche. This is a trap. The chest is locked but all it contains is brown mold. Anyone attempting to pick the lock has a chance to notice that the wood is slightly cold to the touch (**DC10 Spot**). Sitting on the mold are two pouches of leather (each with 36gold inside).

☛ **Box of Brown Mold:** CR2; mechanical; touch trigger (opening the box); automatic reset; 5ft cold aura (3d6 cold non-lethal); Search DC 22; Disable Device DC16.

Also one of the stalagmites has a peculiar top. It has a curved bowl filled with clear water. The bowl was part of an ancient font when originally used by servants of Procan for worship. A devout PC may guess this (**DC 12 Knowledge (religion)**). The font can be reclaimed by Devor if the party informs him of this.

The last item of note is hidden behind the waterfall. There is a door set in the wall which can easily be found if the party search behind the waterfall.

Describe the following

Here behind the waterfall, there is a small stone door crafted in to the natural stone worn down by time. Upon the door is a stone wheel. Tied to the wheel by her wrists is Nadina.

Nadina is in shock. She has a large bruise on her face, courtesy of Gervis. She simply stares ahead. Returning her to Zeltar will begin the slow process of recovery. If she sees Gervis, she will freeze in one spot.

The Wheel Door

Read or paraphrase the following when the party can concentrate on the door and not Nadina:

There are patterns of words that curl about the surface of the door. They flow around the wheel.

The words have been written in a language other than common. An alien language.

The words on the wheel door are in Aquan. They say,

“All hail the Lord of the Undersea, the Dolphin Prince, and the Sailors Friend and enter his shrine.”

The three titles all refer to Deep Sashelas. It is difficult to know these titles mean him (**DC 24 Knowledge (history/the Splintered Sin/religion)**). Speaking the name, Deep Sashelas (in Aquan) unlocks the wheel door for ten minutes. After that time the wheel door will close and lock again. However there is another wheel on the far side which can be used to unlock the door and this opens automatically.

The door is solid and can only be opened by turning the wheel. However the wheel has an *arcane lock* on it, making it very difficult to turn at all (**Stuck Break DC 38 Strength check**).

🔑 **Strong Stone Door:** 4in., Hardness 8, 60hp; Stuck DC38, (Disable Device DC15 to keep it open).

It is likely that the party will need help to open this door. Sir Ilchord can help by simply guessing the command words are Deep Sashelas and can teach the party how to say his name in Aquan.

Then the wheel can be turned easily for the next ten minutes. Unless the party remembers to disable the stone door then it swings shut after that as the *arcane lock* returns.

At some point in the party's search, Gervis will return. Allow the PC's a chance to notice his head breaking the surface of the outer pool as he spots them (**DC 13 Spot**). Read or paraphrase the following to those that notice the seawolf;

A wolf head briefly pops up above the pool's surface. It disappears straight away.

Gervis swims down and shapechanges into hybrid form. He then rises out the water carrying his trident.

Gervis can then taunt the party before attacking. He can drink his potion of *shield of faith +2*. (This should give some of the party a round to prepare before facing such a tough challenge, especially if they are spread about the chamber).

Treasure: Masterwork trident of Procan marked with a wave crest (26gp), potion of *cure moderate wounds* (25gp), potion of *shield of faith +2* (4gp), potion of *sharkskin (barkskin +2)* (25gp), *Lesser Necklace of Swimming* (150gp), 72gp in with the brown mold.

ENCOUNTER 6: RETURN TO SURFACE

6A: THE SHRINE OF PROCAN

Depending on whenever the party decides to return to the surface, Devor may still be suffering from the effects of his last beating by Gervis Hanger.

He will be extremely grateful if the party manages to return the trident. He has the following aid he will give to the party for returning the shrine's trident. He gives them 3 potions of *cure light wounds* and a potion of *aid*.

Devor is not a cleric but he has studied mundane healing and can help tend people so that they recover more quickly.

Treasure: 3 potions of *cure light wounds* (12gp) and a potion of *aid* (25gp).

6B: THE SAIL INN

Bringing back Nadina makes Zeltar a very happy man. He has little to give the party except his

thanks. He also spreads the word and other fisher folk soon turn up to thank the party.

If Gervis has been killed then a small celebration begins.

6C: SIR ILCHORD

The party will probably need to return the surface for rest and recuperation by this time (if not much sooner).

The party can go back to Sir Ilchord with whatever information they have found in the sea caves. He will be very interested in finding out more about the caves and urges the party to delve deeper.

He can use his knowledge of Aquan to understand the riddle of the wheel door and break into the tunnel. More importantly he reminds the party that he still wants his books back from A'Mals.

ENCOUNTER 7: THE CORAL CAVES

The lower caves are less used. They were once part of an extensive underground shrine made by the sea elves in homage to Deep Sashelas, their God of the Sea.

The caves are festooned with coral brought from the deep sea. Walls still bear the coloured coral in patches of rainbow colours; however the floor has been worn flat. The walls beyond the tunnel give off blue-green glows in places **providing low-light for all**. The light does seem to waver and move occasionally making rippling shadows in the passageways and caves.

The echoes of the Songs of Sashelas still sound about the caves. They sound like whale song and seem to come from far away.

With the passage of time, the sea elves left this shrine and moved on – leaving a Dreadguard.

A'Mals Baryaern was drawn here by the Pearl Amulet of the Princess. He managed to bypass the wheel door because the Amulet gave him the ability to speak Aquan. One lucky guess (and several hours research in Sir Ilchord's library) and he was in. Once inside A'Mals spoke Aquan and with his smattering of arcane knowledge, he was able to subvert the guardians to his will.

Since then A'Mals has spent many days drawn to the Starfish Shrine and its Pearl Altar. In supplicant to the Shrine and its altar, A'Mals has used the ancient sea elf items to make contact with the Sea Princess.

When the door with the wheel is opened then read or paraphrase the following description:

Darkness lies ahead. A smooth bored hole slopes away from the door. It looks a tight squeeze being less than 2½ft in diameter.

The complete length of the tunnel beyond the wheel door is only 2½ft wide at best. For medium-sized creatures, they have to squeeze into this space and this means that:

- Each square uses up 2 squares of movement
- Also suffer -4 penalties on attack rolls and AC.

Anyone squeezing into the tunnel must state whether they are entering feet first or head first. Once inside, they cannot change from one to the other and may be unable to help each other in the event of a problem occurring. The tunnel stretches for about 200 ft. with a slope of 1 in 6. In construction the presence of deeper caves had been divined and this then built directly towards them.

7A: THE TUNNEL TRAP (EL2)

Read or paraphrase the following description as the party approach the far end of the tunnel;

There is a light at the end of the tunnel. It is blue. It is green. It is rippling within a chamber.

The end of the sloped tunnel enters the cave at an angle so that the floor can be seen.

There is a glistening white ledge and a very narrow bridge across to another ledge. The bridge spans a pool of milky green water – although that could be an effect of the strange light.

The chamber itself is too wide for the party to get a full picture of it until they reach the end. To do so they have to negotiate the trap in the end of the tunnel.

When anyone reaches square T2 then they will set off the trap causing darts to fly out and strike anyone in T1 or T2. The trap isn't difficult to find or disable for that matter, but the cramped conditions and poison make the darts particularly nasty.

↗ **Fusillade of Darts:** CR 2; mechanical; location trigger; manual reset; Atk +10 ranged (1d6+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5ft squares); Search DC14; Disable Device DC13.

7B: THE MILKY POOL CAVE (EL3)

Read or paraphrase this description when anyone reaches the very end of the tunnel and may be able to look all around:

The chamber is oval. The nearest ledge goes round one wall and across a 12 inch wide bridge to the far ledge. The far ledge has a shell curtain draped before the wall.

Also the nearby ledge descends like a ramp into the pool of fluid around the other wall.

The fluid is hard to make out but moves like milk. It is only a drop of 5ft from the tunnel to the ledge.

From the tunnel exit, it is not difficult to spot the waiting Elven dread guard (**DC 12 Spot**). If spotted then describe the dread guard is as follows;

A tall slim figure stands in the low light 30 feet away. Its eyes glow red in a face of darkness. The humanoid figure wears alien silver-banded mail and two harpoons rest in its hand.

The Dreadguard could appear to the party to be undead. This is a perfectly natural response to the flashing red eyes and lack of a face or body.

When anyone steps into the chamber then that triggers a question from the Dread guard.

“Rogillollo Sashelas e drowssoril?”

In Aquan – what is the name of the sword of Deep Sashelas?

The correct answer must be given in a round, it is *Dolphin’s Tooth*. If answered correctly then the Elven dread guard leaves everyone alone. However this is a minor detail of an obscure sea Elven god (**DC 26 Knowledge (history/the Splintered Suns/religion)**).

☛ **Elven Dreadguard:** hp 27; see Appendix 1.

If not correctly answered straight away, then the dread guard will do the following;

Tactics: In the first round the Dreadguard throws a harpoon through the curtain at the first PC. Anyone using ranged weapons through a shell curtain gives their target 20% concealment.

In the next round, the Dreadguard will attack. However although the construct is mindless, it has

been told that it cannot pass through the shell curtains. Thus the dreadguard retreats, shouting “Flie-sha-carrcuda! (Intruders!)”.

It pushes straight into the concealed door, which is hinged and balanced so that no extra move is required as the door opens and closes gracefully and silently.

The dread guard moves through the secret passage at forty foot per round, onto the ledge and attacks using its remaining harpoon in two hands.

The ledges around the chamber are 4 foot wide. The pool is 15 foot deep and twenty feet below the ledge and bridge. The pool is milky because it is filled with calcium carbonate and other salts and so can provide a refreshing dip.

The bridge is only 12 inches wide and can cause problems with balance for anyone attempting to cross.

- DC 10 Balance if crossed at half speed. Failure by four or less means the person gets nowhere. Failure by 5 or more and they fall in.
- Add 5 to the DC if a PC tries to move at normal speed across the bridge.
- Anyone falling in the pool cannot be seen from either above or inside the pool. If they are wearing heavy or medium armour and fail a swim check DC 10 (remember that the armour check penalty is doubled) then they cannot break the surface.

7C: THE MAZE INSIDE THE SHELL

The sea elves took the series of passages and molded them into a small maze of tunnels much like the inside of a spiral shell. The walls are curved, the passages about 5ft wide. The stairs on the map indicate where the passage dips and curves, there are no actual steps at each point.

The concealed doors are not that hard to find but it takes a full round to find them (**DC 15 Search**).

Eventually the party will come out at the far end of the spiral maze. They find that there is a lowered portcullis in a normal corridor; it has spikes that sit in hole in the floor.

☛ **Portcullis, iron:** 2in thick bars; hardness 10; 60hp; Break DC25.

10 foot beyond the portcullis on one wall is a lever. The lever operates the portcullis and A'Mals has

closed it. The lever moves horizontally and the closed position is towards the portcullis.

It is up to the PC how they negotiate this problem. They could simply try to lift the portcullis. This will cause a good deal of grinding and screeching from the gears above. They could attempt to shoot the lever back towards the far end of the corridor.

🔑 **Iron Lever:** AC16; Damage required to move lever to far end and raise the portcullis 4pts.

Any strange grinding noises or shouting will probably reach the ears of A'Mals, but he is meditating with his Princess so may not hear the actions of the PC's (**A'Mals Listen DC18**).

7D: THE STARFISH SHRINE OF DEEP SASHELAS

The sea elves once inhabited the entire coastline and used this as a base for their infrequent travels on land. It gave them an ideal place to meet with other races.

Over time the sea elves moved away and developed more under the sea. Places such as this one became lost in the memories of all but the most religious sea elves. Then when a wandering sea elf priest came back to administer to the shrine and hallow its ground in the name of Sashelas, he found that the humans had settled all about. He left.

Soon no one came.

While the upper caves were taken over by humans for a variety of purposes including service to the faithful of Procan, the Starfish Shrine could not be entered.

A'Mals finally managed to get in and he was drawn by the aquatic power of the amulet. In the Shrine, he felt closer to his Princess and she in turn was able to summon him some aid.

That aid took the form of a water elemental and six undead crabs as guardians. The water elemental defended the waterfall above and acted to cement A'Mals position within the smuggler organization. The crabs guard him in the Shrine. A'Mals also gave Gervis and Larket two of the sea Elven artifacts, he found in the shrine.

Unless the party has made sufficient noise for A'Mals to be aware of them, then he will be in a reverie when they enter the chamber.

When the party enters this chamber then describe what they see as follows;

The cave is large and shaped as a star. Channels of the milky fluid flow down each point. The floor slopes up towards the centre where the milky fluid bubbles up into a pool. This gives the effect of the fluid pumping through the star.

The walls have a good deal of coral dotted about however this is all in poor condition. Each point is filled with massive chunks of rubble.

A shell curtain covers the near ledge entrance. After that a 5ft wide bridge spans the central pool to another ledge. A 3ft crab sits between two large white pearls (4ft across) and another far larger pearl is embedded in the wall.

If A'Mals is still meditating then he will be kneeling facing the largest pearl – a man dressed in dirty silken shirt and hose. Otherwise he hides in cover behind one of the smaller pearls and orders his crabs to fight using the bestowed authority of the Princess. This authority does not extend beyond the Shrine.

The crabs serve A'Mals and do his bidding. He has ordered them to attack anyone that enters the Star Shrine. All six do this when a PC steps through the shell curtain.

DM's Note: The crabs aren't normal. If a crab is wounded then the PC attacking may notice something strange about the wounds (**DC 10 Spot**). The crab has just an exoskeleton; no flesh and no blood. This is a clue that they are undead.

Treasure: The Pearl Amulet of Sea Speech (133 gp), Pearl of Power – 1st Lvl (83 gp), Sea Horn of Great Thunderclap (3 charges) (138 gp), Scroll of Control Water 58gp), 3 pieces of research on the Storm coast belonging to Sir Ilchord.

The treasure and sheets of research are scattered about the floor near A'Mals. He found the Pearl, Sea Horn and Scroll beside the large Pearls. The large pearls are stone crafted and drenched in the milky water until they went white. They have no intrinsic value. All of these things were made by the sea elves long ago.

CONCLUSION

This takes place once the party have returned to Shoreswell and is depends on whether the party goes back to see Sir Ilchord with his research notes.

If so, then Sir Ilchord pays them 60 gold each for the notes. He also would like to take a look at the other sea elven artifacts found and he can describe their abilities and use.

Finally in the next few days, Sir Ilchord can provide the party with a parcel of answers for them to courier back to Tarlesan upon which they each receive a further 22 gold pieces.

So ends this adventure. Any member of the party that helped recover the holy trident of Procan and return it to the shrine receives the following on their AR:

Favor of the Church of Procan: Returning the holy trident back to the shrine of Shoreswell is a valuable service for the Church of Procan. You have earned their favor. This favor grants access to the organization of the Stormseekers if all the other requirements are met. Membership of this organization is a pre-requisite for the Prestige class – Stormsinger. Until this favor is expended, the character is deemed to have an Influence Point with the Church of Procan.

CAMPAIGN CONSEQUENCES

What happened to Gervis Hanger?

What was the fate of A'Mals?

Did the party set the sea elf, Loborea free?

Responses should be sent to frenchwolf17@yahoo.com.

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 role playing) to each character.

Encounter 1: the two warhorses Calm or defeat the two warhorses APL2	90 XP
Encounter 5B: the Flowing Steps Negotiate the Swing Block trap APL2	60 XP
Encounter 5c: the Smugglers Guardroom Defeat the eight smuggler guards APL2	120 XP
Encounter 5E: the Waterfall Stairs Defeat or avoid the water elemental APL2	60 XP
Encounter 5F: the Home of the Seawolf Defeat Gervis and the brown mold chest APL2	150 XP
Encounter 7A: the Tunnel Trap Negotiate the Dart trap APL2	60 XP
Encounter 7B: the Milky Pool Chamber Defeat or avoid the guardian APL2	90 XP
Encounter 7D: the Starfish Shrine Defeat the undead crabs and A'Mals APL2	90 XP
Story Award Defeat Gervis and A'Mals APL 2	90 XP
Discretionary roleplaying award APL 2	90 XP
Total possible experience: APL 2	900 XP

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 1: the two warhorses
APL 2: Loot: 46 gp; Coin: 2 gp; Magic: 4 gp

Encounter 2: the smugglers guardroom
APL 2: Loot: 27 gp 2 sp; Coin: 8 sp; Magic: 0 gp

Encounter 5F: the Home of the Seawolf

APL 2: Loot: 26 gp; Coin: 12 gp; Magic: 204 gp – potion of cure moderate wounds (25gp), potion of shield of faith +2 (4gp), potion of sharkskin (barkskin +2) (25gp), Lesser Necklace of Swimming (150gp)

Encounter 6A: Return to the Surface – Shrine

APL2: Loot: 0 gp; Coin: 0 gp; Magic: 37 gp – 3 *potions of cure light wounds* (3 x 4gp) and a *potion of aid* (25gp).

Encounter 7B: the Milky Pool Chamber

APL2: Loot: 35 gp; Coin 0 gp; Magic: 0 gp

Encounter 7D: the Starfish Shrine

APL2: Loot: 0 gp; Coin 0 gp; Magic: 412 gp – Pearl Amulet of Sea Speech (133gp); Pearl of Power – 1st lvl (83gp); Sea Horn of Great Thunderclap (3 charges) (138gp); Scroll of Control Water (58gp).

Denouement

APL2: Loot: 0 gp; Coin 82 gp; Magic 0 gp.

Total Possible Treasure

APL2: Loot 134 gp 2 sp; Coin 108 gp 8 sp; Magic 657 gp.

Special

Favor of the Church of Procan: Returning the holy trident back to the shrine of Shoreswell is a valuable service for the Church of Procan. You have earned their favor. This favor grants access to the organization of the Stormseekers if all the other requirements are met. Membership of this organization is a pre-requisite for the Prestige class – Stormsinger. Until this favor is expended, the character is deemed to have an Influence Point with the Church of Procan.

Mark of the Star Shrine: For cleansing the Star Shrine the PCs receive the Mark of Deep Sashelas - three wavy green lines that appear just behind each ear."

APPENDIX 1: APL2

ENCOUNTER 1: THE TWO WARHORSES

Light Warhorse (2): Large Animal; CR1; HD 3d8+9 hp 22; Init +1; Spd 60 ft.; AC 16 (+2 leather barding, -1 size, +1 Dex, +4 natural), touch 10, flat-footed 15; Base Atk +2; Grp +9; Atk Hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1); Space/Reach 10 ft./5 ft.; SA -; SQ Low-light vision, scent; AL N; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +4, Spot +4; Endurance, Run.

Possessions: 2 light warhorses (25gp), 2 sets of leather armour barding (7gp), a suit of chainmail (13gp), battleaxe (1gp), pouch with 6 gold and 60 silver pieces, potion of *cure light wounds* (4gp).

SMUGGLERS CAVES

ENCOUNTER 3: THE GUARDROOM

Pirates (8): male human War1; CR½; HD 1d8+1, hp 6; Init +2; Spd 30ft; AC 16 (+3 studded leather armour, +2 Dex., +1 dodge), flatfooted 13, touch 13; Base Atk +1; Grp +2; Atk +2 melee (1d10+1/x3, halberd) or +2 melee (1d6+1, cutlass) or +3 ranged (1d8/19-20, light crossbow); Full Attack +2 melee (1d10+1/x3, halberd) or +2 melee (1d6+1, cutlass) or +3 ranged (1d8/19-20, light crossbow); Space/Reach 5ft/10ft (with halberd); SA -; SQ -; AL CE; SV Fort +3, Ref +2, Will -1; Str12, Dex14, Con13, Int10, Wis9, Cha8.

Skills and Feats: Dodge, Balance +4, Climb +3, Jump +3, Listen +1, Use Rope +4.

Possessions: studded leather armour (7gp), 4 halberds (3gp), 4 cutlasses (5gp), light crossbow (12gp), 24 bolts (2sp), 48 silver pieces (8sp).

ENCOUNTER 5: THE WATERFALL STAIRS

Advanced Water Elemental, Small; Small Elemental (Water, Extraplanar); CR2; HD 3d8+3, hp 17; Init. +0; Spd 20 ft., swim 90 ft.; AC 17 (+1 size, +6 natural), touch 11, flat-footed 17; Base Attack +1; Grp -1; Atk Slam +4 melee (1d6+3); Full Attack: Slam +4 melee (1d6+3); Space/Reach: 5 ft./5 ft.; SA Water mastery, drench, vortex
SQ Darkvision 60 ft., elemental traits; AL NE; SV Fort +4, Ref +0, Will +0; Str 14, Dex 10, Con 13, Int 4, Wis 11, Cha 11.

Skills and Feats: Listen +2, Spot +3; Power Attack.

A water elemental can't venture more than 180 feet from the body of water from which it was conjured. It was conjured to the waterfall pool.

Water elementals speak Aquan but rarely choose to do so.

Water Mastery (Ex): A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

Vortex (Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 15 feet wide at the top, and 15 feet tall.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Tiny or smaller creatures might take damage when caught in the vortex. The damage is 1d4, and the creature may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex.

The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the vortex can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell.

Creatures caught in the vortex take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be.

A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centred on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

ENCOUNTER 6. THE HOME OF A SEAWOLF

Gervis Hanger; Seawolf in Hybrid Form; CR 3; Medium Magical Beast (Shapechanger); HD 4d10+8, hp 30; Init. +3; Spd 30ft., swim 20ft.; AC 17 (+3 Dex, +4 natural), touch 13, flatfooted 14; Base Atk +4; Grp +6; Atk +7 melee (1d6+3, bite) or +7 melee (1d8+3/x2, masterwork trident); Full Atk +7 melee (1d6+3, bite) or +7 melee (1d8+3/x2, masterwork trident); Space/Reach 5ft/5ft.; SA Curse; SQ Change shape, darkvision 60ft., hold breath, low-light vision, scent; AL CE; SV Fort +6, Ref +7, Will +5
Str 15, Dex 17, Con 14, Int 10, Wis 14, Cha 12

Skills and Feats: Bluff +3, Disguise +3, Hide +5, Listen +6, Move Silently +5, Profession (sailor) +4, Spot +6, Swim +10; Iron Will, Stealthy, Weapon focus (bite).

Possessions: Masterwork trident of Procan marked with a wave crest (26gp), potion of *cure moderate wounds* (25gp), potion of *shield of faith* +2 (4gp), potion of *sharkskin (barkskin +2)* (25gp), *Lesser Necklace of Swimming* (150gp), 72gp in with the brown mold.

Appearance: Gervis is tall and broad shouldered. His hair is lank and matted and his eyes hold a wild gleam.

Personality: He is a savage seawolf who has beaten the majority of the pirates and villagers into accepting his leadership.

Gervis was part of a large pack that raided the Storm coast but the rest were slain by a wizard. Gervis hates magic and hates arcane spellcasters with a passion.

The seawolf is a supernatural beast, a predator that lives for the opportunity to murder humanoids and spread woe.

Tactics: Gervis is a very direct killer. He wields a trident and uses its bite as a secondary natural attack. Gervis will not flee. He fights to the death in hybrid form with an arrogance bordering on the insane. He can use the *potion of sanctuary* to get nice and close to the fighters before wreaking havoc. He will go for arcane spellcasters over everyone.

Curse (Su): Any human bitten by a seawolf in hybrid form must succeed on a DC 13 Will save or fall prey to a unique curse. On the night of the next new moon, the character transforms into a seawolf. The character's ability scores, class levels (and racial HD, if any), racial traits, and other special abilities are replaced by those of a seawolf. He or she also becomes chaotic evil in alignment. The curse can be broken by a successful *break enchantment* or *remove curse* spell or effect, but the caster must succeed on a caster level check (DC15) to successfully undo the curse (which restores the character's race to human).

Change Shape (Su): A seawolf's natural form is that of a wolf-headed seal, but it can assume two other forms: a human or a wolf-human hybrid. The human form is unique; a seawolf in human form always assumes the same appearance and traits, much as a lycanthrope would. In human form, a seawolf cannot use its bite attack, and it does not convey its curse.

In hybrid form, a seawolf's swim speed is reduced to 20 feet, but it has a much faster land speed, and it gains two claw attacks (or it can use its claws to wield weapons, if it prefers). This form otherwise resembles the seawolf form.

A seawolf remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does a seawolf revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in human form.

Hold Breath (Ex): A seawolf can hold its breath for a number of rounds equal to 6 x its

Constitution score before it risks drowning. For a typical seawolf, this is 84 rounds or over 8 minutes.

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

CORAL CAVES

8. THE MILKY POOL CAVE

Sea Elven Dread Guard; CR2; Medium Construct; HD 5d10, hp 27; Init. +0; Spd 20ft. (can't run); AC 16 (+6 masterwork banded mail), touch 10, flat-footed 16; Base Attack +3; Grp +6; Attack*: +6 melee (1d10+4, harpoon + Ref save) or +6 ranged (1d10+3/x2, 30ft, harpoon); Full Attack*: +6 melee (1d10+4, harpoon) or +6 ranged (1d10+3/x2, 30ft, harpoon); Space/Reach: 5ft./5ft.; SA -; SQ Cold resistance 10, construct traits, fire resistance 10.; AL N; SV Fort +1, Ref +1, Will +2; Str 17, Dex 11, Con -, Int 6, Wis 13, Cha 2.

Skills and Feats: -

Possessions: 2 harpoons (2gp), masterwork banded mail (33gp).

* - **Harpoon:** the harpoon is a broad-bladed spear forged with barbs. The shaft of a harpoon has a trailing rope attached, to control harpooned opponents. Though designed for hunting whales and other sea creatures, the harpoon can be used on dry land.

If it deals damage, the harpoon lodges in an opponent who fails on a Reflex save (DC10 + the damage dealt). A harpooned creature moves at only half speed and cannot run or charge. If you control the trailing rope by succeeding on an opposed Strength check while holding it; the harpooned creature can move only within the limits that the rope allows (the trailing rope is 30ft long). If the harpooned creature attempts to cast a spell, it must succeed on a Concentration check or lose the spell.

The harpooned creature can pull the harpoon from its wound if it has two free hands and takes a full-round action to do so, but it deals damage to itself equal to the initial damage that the harpoon dealt. A character who succeeds on a DC15 Heal check can remove the harpoon without further damage.

ENCOUNTER 10. THE STARFISH SHRINE OF DEEP SASHELAS (EL3)

Monstrous Crab Skeletons (5): CR 1/3; Small Undead; HD 1d12, hp 9; Init +5, Spd 20ft.; AC 17 (+1 size, +5 natural, +1 Dex.), touch 12, flat-footed 16; Base Atk +1; Grp -3; Atk +1 melee (1d4+1, claw); Full Atk +1/+1 melee (1d4+1, claws); Space/Reach 5 ft./5 ft.; SA Constrict 2d4, improved grab; SQ Amphibious, damage reduction 5/bludgeoning, darkvision 60ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 10, Dex 13, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative

Constrict (Ex): a monstrous crab deals damage equal to twice its normal claw damage as a free action without provoking attacks of opportunity on a successful grapple check.

Improved Grab (Ex): To use this ability, a crab must first hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can then constrict. Monstrous crabs gain a +4 racial bonus to grapple checks.

Amphibious (Ex): Although monstrous crabs are aquatic, they can survive indefinitely on land.

A'Mals Baryaern; Male human Aristocrat1; CR 0; Medium Humanoid (human); HD 1d8+1, hp 7; Init +2; Spd 30ft.; AC 12 (+2 Dex.), touch 12, flat-footed 10; Base Atk +0; Grp +1; Atk -; Full Atk -; Space/Reach 5 ft./5 ft.; SA -; SQ -; AL NE; SV Fort +1, Ref +2, Will +1; Str 13, Dex 14, Con 12, Int 15, Wis 8, Cha 10.

Skills and Feats: Bluff +4, Gather Info +4, Knowledge Arcana +9, Knowledge History +6, Knowledge Nobility +6, Speak Languages III, Swim +5; Skill Focus (Knowledge (Arcana)).

Languages: Common, Draconic, Halfling, Elven, Suel, Flan, Aquan.

Appearance: He is tall and thin with a long nose. His noble clothes have become scuffed and dirty since A'Mals became drawn into the power of the Princess' Amulet.

Personality: A'Mals is a coward and a natural scholar. He is also very arrogant and selfish. He uses his family connections to study in various libraries in a bid to gather power.

Possessions: The Pearl Amulet of Sea Speech (133 gp), Pearl of Power - 1st Lvl (83 gp), Sea Horn of Great Thunderclap (3 charges) (138 gp), Scroll of Control Water 58gp), 3 pieces of research on the Storm coast belonging to Sir Ilchord.

APPENDIX 2: NPCS

☛ **Devor the Stormseeker:** Male human Com2
Skills and Feats: Heal +5, Knowledge (Religion) +2, Swim +3, Survival +5; Toughness.

Languages: Common.

Appearance: Devor is of an above average athletic build thanks to the swimming. However at first he is covered in welts and bruises from the torture of Gervis.

Personality: Devoted and faithful to the sea, Devor feels strongly that his faith helps save lives along the Storm Coast. The man is in awe of the power of Procan.

He will offer to aid the party if they return the trident. He wants the trident back but is afraid of Gervis. Gervis threatened to kill him many times and has beaten him a lot. Devor is an acolyte of Procan and as such has no divine magic but he can use mundane healing to help other prisoners.

☛ **Loborea the half-elf:** Female Half-sea elf fighter1; Str13, Dex16.

Skills and Feats: Handle Animal +3, Swim +7, Weapon focus (trident).

Languages: Aquan, Common

Appearance: Loborea appears to be a half-elven woman. However she is covered in welts from whippings by Gervis. Her long hair is covering her gills.

Personality: Tight-lipped and graceful, she has been using her water to keep herself alive. However Loborea is weak and feeble.

She was captured off the Coast and given to the smugglers. She pretends to be a sailor off the merchant ship Maelstrom (which does not exist) that was attacked out of Sornhill. Someone may see through this bluff (**DC 12 Sense Motive**).

She can tell the party that the prisoners were due to go to the Storm Isles in the next few days, when Larket returns – something she heard over the last few weeks.

☛ **Nadina Werdlan:** Female Human Com1

Appearance: She is a young and attractive brunette.

Personality: At first Nadina is excited by the attention of Gervis but that will change. She is friendly and capable in the Sail Inn. Most people like her and vice versa. She pays little attention to what is happening in the village.

☛ **Sir Ilchord Baryaern:** Male Human Aristocrat1/Wizard6.

Appearance: He is an old man with worn fine clothes.

Personality: Sir Ilchord has two sides to his personality. On the one hand he is a noble of the Baryaern clan and expects to be treated with respect. However his driving passion is his studies. He is interested in the Storm Coast, its history, races and mythology. Anyone else with a modicum of intelligence that shows interest in these fields will be treated by Sir Ilchord as an equal.

☛ **Zeltar Werdlan:** Male human Com4

Skills and Feats: Gather Info +6, Profession (barkeep) +6. Improved Unarmed Strike.

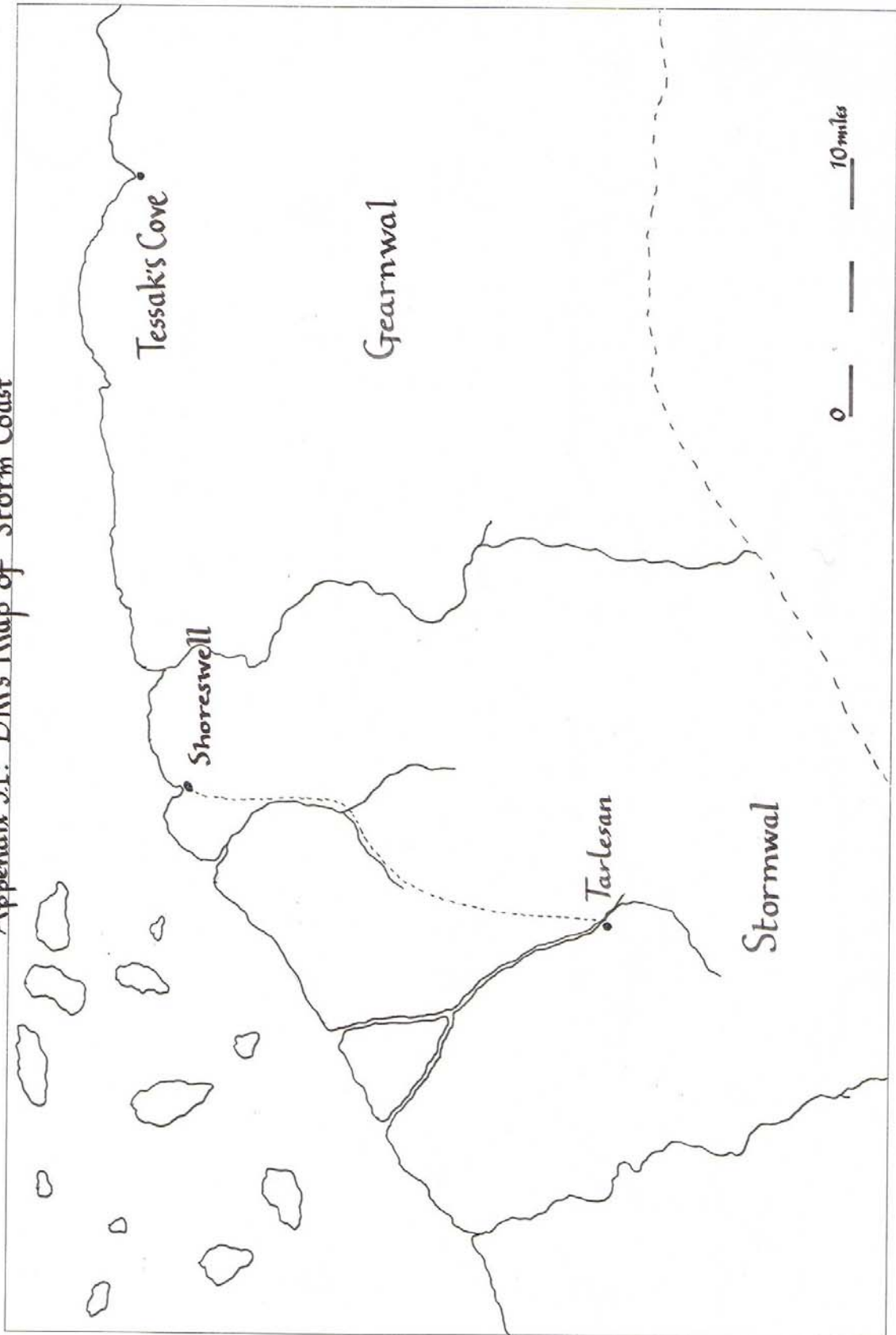
Languages: Common

Appearance: Zeltar is a small nondescript man, slightly balding on top.

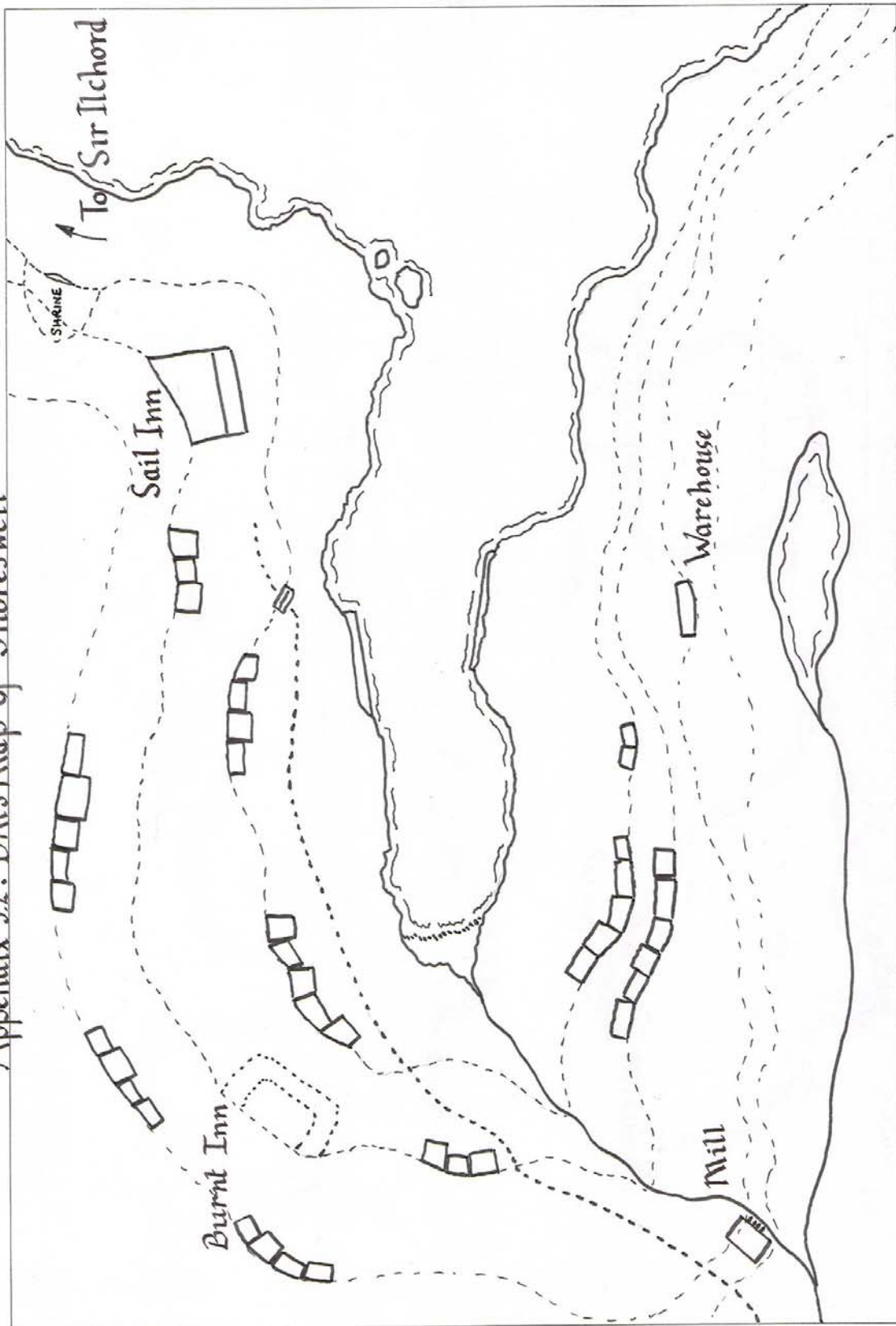
Personality: He left Ahlissa to avoid its harsh laws. Then found himself in an out of the way tavern under Brotherhood rule. They took his wife. Now he lives for his Inn and his daughter. However Zeltar is not sure how to handle his daughter and her hormones.

He likes to serve people. He is a good source of information and gets on well with his customers.

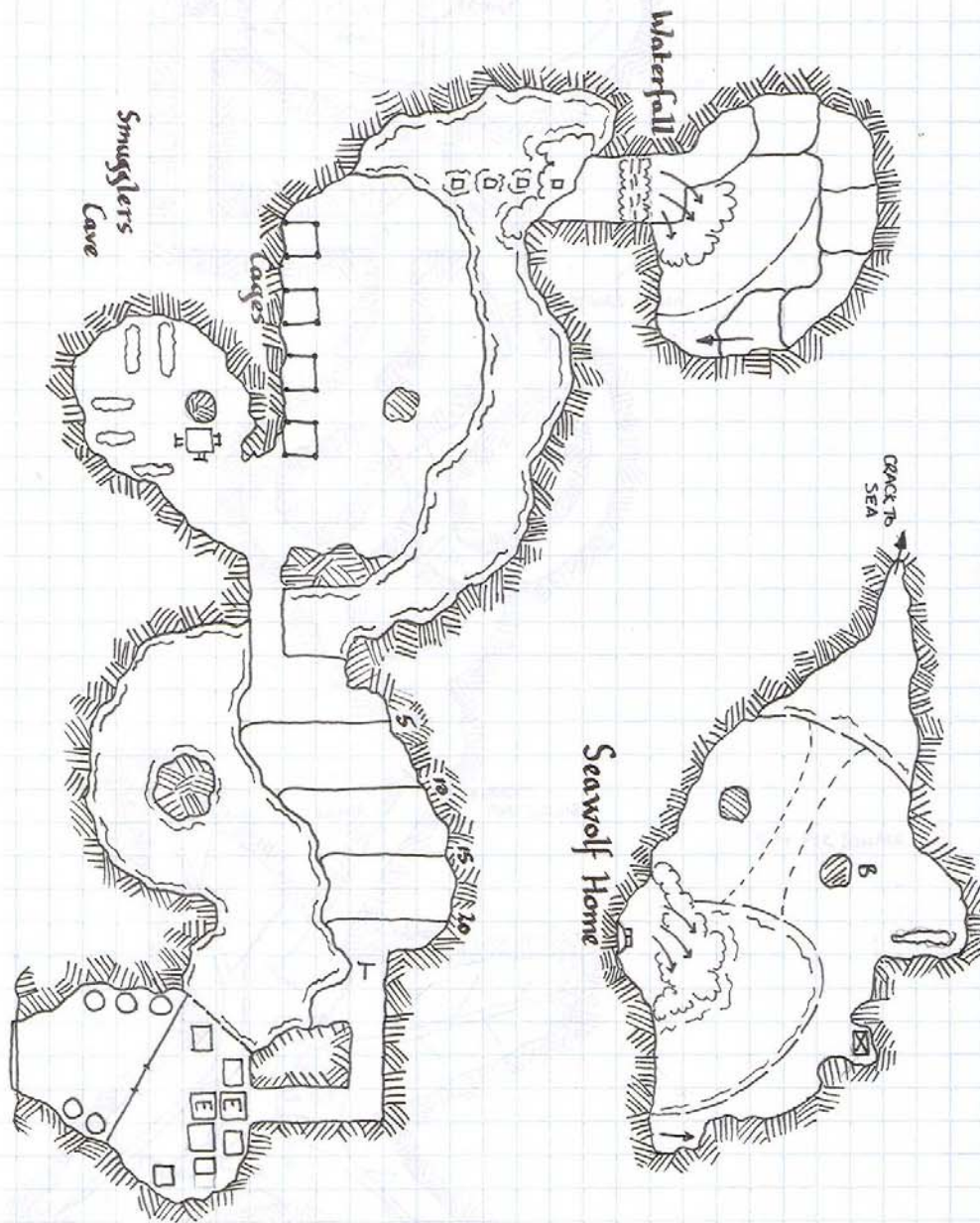
Appendix 31: DM's Map of Storm Coast



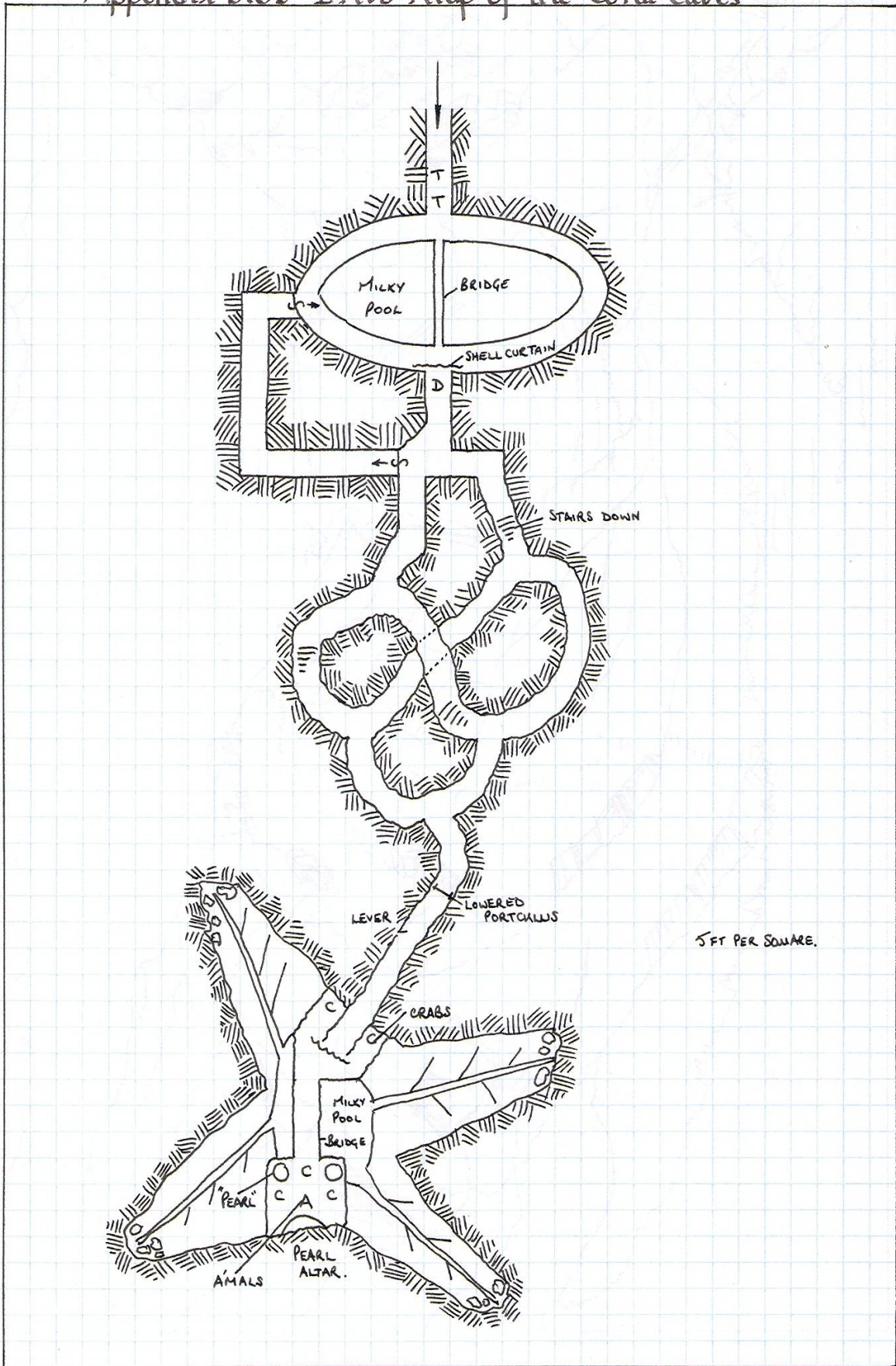
Appendix 3.2: DM's Map of Shoreswell



Appendix 3.3a DM's Map of Smuggler's Caves



Appendix 3.3b DM's Map of the Coral Caves



Appendix 4 Player's Map of Shoreswell



APPENDIX 5: NEW MAGIC ITEMS

Lesser Necklace of Swimming: This silver necklace has a wave pattern etched into the pearl. It grants the wearer a +5 competence bonus on Swim checks 3 times per day. Each time lasts for ten minutes.

Faint Transmutation; CL 2nd; Craft Wondrous Item; creator must have a 5 ranks in the Swim skill; Price 1800 gp.

Pearl Amulet of Sea Speech: This amulet is beautifully crafted using a large blue pearl as the centerpiece. The necklace grants its wearer the ability to understand the language Aquan continuously.

Faint Divination; CL 3rd; Craft Wondrous Item; *comprehend languages*, creator must be able to speak Aquan; Price 2000 gp; Weight 2lb.

Sea Horn of Great Thunderclap: (based on necklace of Fireballs Type I and using the Spell Compendium): This narwhal's horn is two foot long and spirals to a point. When the horn is blown the spell Great Thunderclap occurs. The horn only works three times before its power is used up and the horn reverts to normal.

Faint Evocation; CL 5th; Craft Wondrous Item; Great Thunderclap; Price 1,650 gp.

Great Thunderclap

Evocation (Sonic)

Level: Sor/Wiz 3

Components: V, S, F.

Casting Time: 1 standard action

Range: Medium (100ft + 10ft/level)

Area: 20-ft radius spread

Duration: Instantaneous

Saving Throw: See Text

Spell Resistance: No

You create a loud noise equivalent to a peal of thunder. The spell has three effects. First, all creatures in the area must make Will saves to avoid being stunned for 1 round. Second, the creatures must make Fortitude saves or be deafened for 1 minute. Third, they must make Reflex saves or fall prone. Creatures that cannot hear are not stunned, but might still fall prone.