



Tears for the Bright Sands

A One-Round DUNGEONS & DRAGONS® LIVING GREYHAWK™ Core Adventure

Version 1

by Theron Martin

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According to legend, Sulm defeated ancient Itar, using dark magic to slay its patron deity and to collapse its capital into the sea. Two thousand years later a relic of those cataclysmic events may be critical to the future of the Bright Lands, but seeking it will require a journey beneath the waves. A one-round core adventure for characters level 2-15 (APLs 4-14).

The penultimate part of "Blight on Bright Sands."

Resources for this adventure [and the authors of those works] include *Complete Arcane* [Richard Baker], *Complete Divine* [David Noonan], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *COR5-11 Dark Deceit on Bright Sands* [Chris Chesher], *COR6-02 Rallying Point for the Bright Sands* [Chris Chesher and Greg Marks], *COR5-17 Time's Tide on Bright Sands* [Bruce Paris and James Dempsey], *Draconomicon* [Andy Collins, Skip Williams, James Wyatt], *Living Greyhawk Gazetteer* [Gary Holian, Erik Mona, Sean K. Reynolds, Fredrick Weining], *Races of the Wild* [Skip Williams], *Sandstorm* [Bruce R. Cordell, Jennifer Clarke Wilkes], and *Spell Compendium* [compiled by Matthew Sernett, Jeff Grubb, Mike McArtor], *Stormwrack* [Richard Baker, Joseph D. Carriker, Jr., Jennifer Clarke Wilkes].

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RPGA® SANCTIONED PLAY

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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

Players Read No Farther

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

Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. 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. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

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

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

TIME UNITS AND UPKEEP

This is a standard one-round core adventure, set in the Bright Lands and Sea of Gearnat. All characters with the Bright Lands as their home region pay 1 time unit for this adventure. All other characters pay 2 time units.

Adventurer's standard upkeep costs 12 gp per time unit. Rich upkeep costs 50 gp per time unit. Luxury upkeep costs 100 gp per time unit. Characters that fail to pay at least standard upkeep 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 adventure.

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 (bowmaking). 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*.

WHAT HAS GONE BEFORE

The events of this adventure are assumed to take place after *COR5-11 Dark Deceit on Bright Sands* and *COR6-02 Rallying Point for the Bright Sands* but before *COR6-16 Dominion Over Bright Sands*. If you are running this as a home game it is strongly advised that you do not run this event out of order.

In *COR5-11 Dark Deceit on Bright Sands* the PCs presumably learned about a method to unmake the *Scorpion Crown* and that various items, including a good-aligned weapon from ancient Itar, is needed for this task. In the PCs presumably learned from Karistyne (or their own curiosity) about the divinations performed by the Temple of Pelor in Hardby, which revealed that the hammer in question was lost when Sennerae, the capital of ancient Itar, collapsed into the sea at the height of a climactic battle with the Sulm Empire.

Unbeknownst to the PCs and Karistyne's faction, Rary has known about the unmaking method and the general whereabouts of the good-aligned hammer lies for some time now. PCs who were astute about collecting rumors in *COR5-09 Gateway to Bright Sands* may have heard about divers working off the cliffs where the Bright Lands meet the Sea of Gearnat. Those were Rary's divers, looking for clues about the hammer. Now it is the PCs' turn.

ADVENTURE BACKGROUND

In ancient times, the Flan nomads inhabited the swath of arid grasslands bounded by the Abbor-Laz. Eventually, one tribe rose from their nomadic lifestyle to found Sulm. Using technologies shared with them by a small band of fugitives from a fallen land they developed agriculture, founded cities and began to use forge iron weapons. Other tribes quickly learned from the Sulmite example founding their own kingdoms. One of these states was Itar, which would become Sulm's most implacable enemy.

Itar also prospered but drew its strength from trade and its emphasis on progress and ingenuity, the primary spheres of its patron hero-god Vathris. Itar stood as a beacon of light against the growing darkness of the Sulm. Because Vathris walked among his people, Itar resisted Sulm's expansion longer than any others did.

For decades Sulm warred on and off against Itar but was never able to get the upper hand. The end finally

came when Sulm lured both the Theonarch of Itar and Vathris himself into a trap. Both were slain and their army destroyed. Though crippled by the loss, Itar held out for a few weeks more under the leadership of Khorla Ghaniss, the mightiest templar of Vathris, who valiantly wielded the sentient relic Gosgorddu against the Sulm invaders. But even the hero reviled by the Sulmites as their greatest mortal enemy was helpless on the day when mighty earthquakes created by Sulmite wizards destroyed the Itaran capital of Sennerae, collapsing much of it into the sea. Khorla and Gosgorddu fell with the city, effectively putting an end to Itaran resistance.

While Sulm exerted its control over its new province and gradually slid into decadence and madness, below the waves Gosgorddu wept for the loss of its “father” (Vathris), master (Khorla), people, and nation. It waited for the day another hero might arise, recover it, and carry it into battle to restore Itar. Gosgorddu gave up any such hope centuries later when it sensed the calamity brought about by the *Scorpion Crown* and so resigned itself to a lonely eternity buried in the silt in the ruins of Sennerae. Created to protect Itar, it continued its duty in the only manner it could: by using its ability to project an image of itself to effectively haunt the ruins, driving off any interlopers.

Gosgorddu continued at this for centuries until a dragon turtle named Lhamzygax happened by. It realized the mighty dragon turtle could more effectively defend the ruins than it ever could, so it appeared to Lhamzygax and convinced him to make sunken Sennerae his new home. The two talked at length over the next three hundred years, more still when Lhamzygax decided to retire from his rampages after an epic battle with a kraken in CY 545. He agreed to help Gosgorddu if people of “good heart and pure intent” ever came looking for him and to discourage any others. Lhamzygax also recruited a succession of locathah druids to further distract interlopers.

Over the past few years the inactivity of Lhamzygax has emboldened warring sahuagin and merfolk clans to investigate the ruins as a possible strategic base against their enemy. Scouts of both have been consistently driven off by the druid, but both sides are looking for strong fools who could be conned into going in and finding out if the dragon turtle is really still there or not. It is into this environment that the PCs arrive.

All involved parties are also aware that “surface folk” started exploring the areas around the ruins in earnest early last year (CY 595). These were minions of Rary searching for Gosgorddu, but it was buried too deeply to be found without help and Gosgorddu was not inclined to give it when it sensed that they were not of good heart. Although the minions were too powerful to be dealt with directly, they left empty-handed after several months of

harassment and interference from the druid and other aquatic humanoids. Lhamzygax, not wanting his continued existence to be known to surface dwellers, chose not to reveal himself during that time so the minions never learned of him.

From what his minions reported, Rary deduced that Gosgorddu would not be found unless it wanted to be found, and he suspected that good-aligned individuals would probably be required for the recovery. Thus he put word out to Messalina, a current Throne Knight of Hardby and secret ally, to recruit just such individuals.

Lady Karistyne has also accumulated enough information to have an idea about what Gosgorddu is and where it can be found, and has recently gotten wind that Rary is looking for it, too. Thus she is also recruiting adventurers to go after it.

ADVENTURE SUMMARY

Introduction: The PCs are contacted by Lady Karistyne and/or the Throne Knight Messalina about a mission to find the good-aligned hammer from Itar. In some cases they may be contacted by both and must choose who to work for.

Encounter 1a: If the PCs travel overland to get to Sennerae then they must contend with getting down the cliffs into the sea. Some serious climbing or cliff diving is in order!

Encounter 1b: If the PCs choose to travel by boat then they must arrange sea passage. Those who have had past favorable dealings with Corval (from *COR5-09 Gateway to the Bright Sands*) will find this easier.

Encounter 2: While swimming down to Sennerae the PCs encounter a seemingly lost merfolk humanoid boy who is, in reality, the image of Gosgorddu testing the PCs.

Encounter 3: If the PCs did not help the boy in encounter 2 then they encounter a merfolk patrol, which insists that the PCs come talk to their leader.

Encounter 4: PCs talk to Orca, the leader of the merfolk band, who tries to convince the PCs to find out if the ruins are still inhabited by a dragon turtle or not in exchange for information on precisely where to find the hammer.

Encounter 5: While investigating the ruins, the PCs encounter a locathah druid. Depending on their behavior, they might fight or get to talk to the dragon turtle Lhurmygax and/or they might fight the druid.

Encounter 6: While returning to the merfolk, the PCs spy a war party of sahuagin headed in the general direction of the merfolk. They must decide how to handle the situation, since it's too big a fight just for them.

Encounter 7: PCs reporting about the sahuagin to the merfolk are implored to help fend off the sahuagin.

Encounter 8: PCs who have demonstrated good-aligned behaviors in prior encounters are confronted by the projected image of Gosgorddu, who tells them where exactly to find it.

Encounter 9: While returning with the hammer PCs are confronted either by centaurs who confront them over what they're doing with the hammer. A fight likely ensues.

PREPARATION FOR PLAY

For this installment, it is important to know which PCs have any of the following:

Any prior Bright Sands adventure: Any Favor of Karistyne.

COR5-09 Gateway to the Bright Sands: The Favor of the Despotrix, access to the *ring of swimming*, the Spirit Tattoo.

COR6-02 Rallying Point for the Bright Sands: The PC got the "Hardby secedes" result. (This was not an AR note, so players will have to recall this from memory.)

ADDITIONAL NOTES

Much of this adventure takes place underwater. Rules for underwater movement, combat, and spellcasting can be found on p. 92-93 of the *Dungeon Master's Guide*; review those rules thoroughly before running this adventure.

Asherati: Asherati are a special case. Unless they have some magical way to keep dry underwater, asherati take a -1 penalty on all attack rolls, ability checks, and skill checks. An asherati can function underwater as long as she has *water breathing* on her or another magical effect which sustains her without breathing (such as a *necklace of adaptation* or a *clear spindle ioun stone*), but in the absence of such effects while underwater the asherati immediately starts making drowning checks, as per the rules on p. 304 of the *Dungeon Master's Guide*.

For purposes of this adventure, assume that asherati can use their sandswim ability in silt, though underwater silt reduces their movement and vision by half due to the waterlogged nature of the silt. The movement penalty can be negated by a *freedom of movement*.

Gosgorddu's Image: At various points throughout the adventure the image of Gosgorddu appears to the PCs in one form or another. The nature of this image is described in Appendix 1.

Hypothermia: Even in water as warm as the Sea of Gearnat, hypothermia is a concern. PCs and animals who lack the aquatic subtype take 1d6 points of nonlethal damage per hour underwater unless protected by *endure elements* or the equivalent. (PCs who possess a *pearl of*

the sirines or other item which allows them to function normally underwater are also immune to this effect.) This damage can be avoided each hour on a DC 9 Constitution check, with a +1 penalty for each prior check.

Any PC who makes a DC 15 Knowledge (nature) or Survival check is aware of this potential threat and should be informed of such.

Swim Skill: All creatures in this adventure with a Swim speed can always choose to take 10 on a Swim check, even if distracted or endangered. They can use the run action while swimming, provided they can swim in a straight line.

Underwater Visibility: Unless otherwise noted, daytime visibility in the Sea of Gearnat is according to the following chart:

Depth	Bright	Shadowy
0-30 ft.	100 ft.	200 ft.
31-60 ft.	60 ft.	120 ft.
61-120 ft.	30 ft.	60 ft.

Low-light vision and darkvision both work normally underwater.

QUESTIONS? COMMENTS?

Contact the author at theronm4@comcast.net.

INTRODUCTION

DETERMINING ALLEGIANCE

Tally how many PCs have one or more Favors of Karistyne and how many PCs have one or more of the following AR entries: Favor of the Despotrix, Favor of Rary, or "Hardby secedes" result. It is entirely possible that some PCs will count in both categories.

Ask any PCs that do not have any of the aforementioned favors which of the two (Karistyne or Rary) they are more likely to work for and count them in that category.

If the majority of the PCs are allied with Karistyne proceed to the Karistyne section below. If the majority of the PCs are allied with Rary proceed to the Messalina section below.

KARISTYNE

If any PCs are present at the table that solely fell into the Rary category in the tally, or openly express a preference for working for Rary, give that PC Player's Handout 1.

Read the following to all:

Lady Karistyne, noble paladin of Heironeous and dedicated foe of Rary the Traitor, has summoned you

to her castle in the northwestern portion of the Abbor-Alz Hills for a mission allegedly of “great importance to those who oppose the cause of Rary.” After waiting there for half a day you are brought into audience with Karistyne, along with a few other individuals.

This is an ideal time for the PCs to introduce themselves.

“Thank you all for coming,” Karistyne says. “As you may or may not know, Rary the Traitor discovered an evil artifact called the Scorpion Crown, which apparently was responsible for turning the Bright Lands into the wastelands that they are now and creating both the manscorpions of the wastes and the asherati. My intelligence suggests that he intends to unmake the crown, thereby gaining greater control over the region. I will not stand by and let such an evil man have such great influence. Is that a sentiment you also share?”

Once the PCs agree continue:

Karistyne nods and smiles. “Excellent! I have learned that one of the last items the Traitor seeks for his task is a weapon devoted to good from Itar, an ancient Flan kingdom located on the coast of the Sea of Gearnat that was once a rival to the depravity of the Sulm Empire. Itar was conquered by Sulm about two thousand years ago when its capital city collapsed into the sea after being destroyed by earthquakes. However, divinations I’ve had done have revealed that one holy relic from that forgotten nation still exists. It is a sentient warhammer named Gosgorddu, which was devoted to the hero-god Vathris and wielded by Itar’s greatest hero in the final battles against the Sulm.”

PCs who can understand Flan and/or have the Spirit Tattoo know that Gosgorddu roughly translates into Common as “The Defender.”

Karistyne produces a map as she continues. (Show the PCs DM’s Map #1.) “Sennerae, the capital of ancient Itar, was located here. (She points to its location on the map.) My researchers have found no evidence that Gosgorddu was ever claimed as a trophy by Sulm, so it stands to reason that it fell into the sea when Sennerae did.

I have also heard rumors that unmarked ships were seen in that area last year. I suspect they were used as bases for extensive diving activity. They must have been crewed by Rary’s minions. They don’t seem

to have found what they were looking for, but that doesn’t mean it’s not still there.

Karistyne leans forward in her seat. “It’s my belief that Rary’s minions couldn’t find it because they had evil intent - why would a sentient weapon of good allow itself to be found by such individuals? That’s what I need you for. I want you to go to the ruins of Sennerae, find Gosgorddu, and bring it back here before Rary can con someone noble enough into doing it for him.”

The PCs likely have questions. Any involving Knowledge or bardic knowledge checks are covered in the Knowledge Checks subheading below. Other likely questions and appropriate responses (these need not be read verbatim) appear below:

So this is going to involve going underwater, right?: “Most likely, yes. Is that going to be a problem?”

We don’t have the means to breathe underwater. “I can supply you with some scrolls (arcane or divine) of *water breathing*, enough to give each of you several hours of time underwater. (She will say “potions” instead if there is no apparent sorcerer, wizard, cleric, or druid in the party.)

Are we going to get paid for this? Karistyne frowns sourly. “If you insist, you will be appropriately compensated.”

How do we get there? “I’ll provide you a copy of my map showing the approximate location. I’m told that some ruins on the cliffs mark the location of the sunken city. None of my people have been there before, though, so we can’t *teleport* you. I suggest arranging a boat out of Hardby, as it would be safer than traveling overland.”

How do we find the hammer once we get there? “Part of being a good adventurer is resourcefulness, isn’t it? I’m sure you’ll figure something out.”

Karistyne does not know more than this; her specialty has always been fighting evil, not accumulating knowledge. Once the PCs agree, they are provided with scrolls or *potions of water breathing* based on APL:

APLs 4-6: Any combination of six scrolls/potions.

APLs 8-10: Four scrolls/potions.

APLs 12-14: Three scrolls/potions.

She also gives the PCs access to purchase or craft a *pearl of the sirines* prior to the start of the adventure.

If higher-APL parties lack spellcasters capable of casting *water breathing*, they have to purchase additional potions themselves. These can be bought in Hardby if the PCs go there first.

Once the PCs are ready, proceed to encounter 1.

MESSALINA

If any PCs are present who solely fell into the Karistyne category in the tally, or openly express a preference for working for Karistyne, give that PC Player's Handout 2.

Read the following to all:

You have come to Minaryn Castle, an estate located in the hills about a half-day's journey by horseback to the east of the Woolly Bay port of Hardby, in response to a summons by Messalina, a Throne Knight known to be an advisor both to the past Despotrix of Hardby and her newly-ascended replacement. There servants serve you refreshments and offer you the opportunity for you to clean up while the mistress of the castle frees up time to meet with you.

If Large-sized centaurs are present in the party, the meeting takes place outside in the courtyard instead of the meeting room, as Large-sized creatures are not allowed inside. Adjust the description accordingly if that is the case.

Allow the PCs to introduce themselves if they haven't already.

Remember that Messalina is a member of the Gynarchy of Hardby and thus somewhat of a feminist. She is always friendlier and more accommodating towards female speakers. Read the following:

Eventually you are led into a nice sitting room, where you are soon joined by a medium-height, dark-haired woman in her mid to late 40s whose robes bear an emblem resembling a wooden throne.

"Welcome to my home," she says with a smile. "I am Messalina, Throne Knight and advisor to both the former Despotrix of the Free City of Hardby and her successor. I have asked you here because I need an item recovered for me, one that could be of great importance to the future of the Bright Lands. Might you be interested?"

Once the PCs agree, continue:

Messalina nods. "As you may or may not know the wizard Rary seeks to revert the Bright Lands to their original fertile state by unmaking the Scorpion Crown. (the dreadful artifact which created the wastelands centuries ago). This, I feel, is a worthy purpose. Do you agree?"

If the PCs flat-out disagree Messalina frowns, explains that they are apparently not the heroes she was looking for, and apologizes for wasting their time before dismissing them. If they argue that Rary might be evil or have a hidden agenda, Messalina is dismissive of such

suggestions. She insists that he is a good man and only has the best interests of his adopted homeland at heart. Any successful Sense Motive check against her indicates that she believes what she is saying. She remembers the Rary that she adventured with nearly 25 years ago - he saved her life several times - and still believes that his activities in the Bright Lands, questionable as they may be, have altruistic goals. (She does *not* admit any of this to the PCs, although it could be picked up by a lucky *detect thoughts*.)

If the PCs agree or decide to proceed despite reservations read the following:

"The unmaking ceremony requires a relic of good to help offset the evil of the Scorpion Crown. It can't be just any such relic, either; it must be one specific to the people and gods which held sway in the Bright Lands prior to its transformation into its current state. Only one such item has been confirmed to still exist: a sentient warhammer named Gosgorddu. Dedicated to the fallen hero-god Vathris it was wielded by the greatest hero of Itar."

Messalina produces a map of the Bright Lands, which she refers to as she continues. (Show the PCs DM's Map 1 or another map of the Flanaess which includes the Bright Lands.) ***Itar, opposed the rising Sulm Empire, and was once located around here*** (point to the area of the Bright Lands bordering the Sea of Gearnat and just beyond the curve of the Abbor-Alz) ***but was conquered when its capital was destroyed by earthquakes around two thousand years ago. Gosgorddu was never taken as a prize so likely it still remains in the sunken ruins of the Itaran capital of Sennerae.***

"There are some that would rather see the Bright Lands remain the wastes that they are now, but I do not feel that is right. I need you to go to Sennerae, find Gosgorddu, and convince it to help restore the Bright Lands."

The PCs likely have questions. Any involving Knowledge or bardic knowledge checks are covered in the Knowledge Checks subheading below. Other likely questions and appropriate responses (these need not be read verbatim) are listed below:

So this is going to involve going underwater, right? "Yes."

We don't have the means to breathe underwater. "I will provide you with some potions or scrolls to help with that."

Are we going to get paid for this? "Of course, though I would have hoped the noble cause would be enough."

How do we get there? “I’ll provide you a copy of my map showing the approximate location. Some ruins on the cliffs are supposed mark the location of the sunken city. Since I have never been there I can’t *teleport* you, so you will either have to travel overland or take a boat out of the docks. I strongly recommend the latter.”

Are you affiliated with Rary/working for Rary? “I respect and believe in his ultimate goals; that is all. And he has helped Hardby on a number of occasions.”

A DC 20 Sense Motive check reveals that Messalina might be less than completely truthful here, but she won’t admit to directly working for Rary in any case.

Do you know anything about previous divers in that area? “I’ve heard rumors. Perhaps Rary tried in vain to find it himself, or perhaps another party is involved.”

How is Rary supposed to use the hammer if it’s a relic to a lost god? “He doesn’t actually have to wield the hammer. He only needs it for his ritual.”

How are we supposed to find the hammer once we get there? “You’re adventurers. Be adventurous.” Messalina’s specialty is arcane knowledge, so she doesn’t know anything else of consequence about all of this. Once the PCs agree, they are provided with scrolls or *potions of water breathing* based on APL:

APLs 4-6: Any combination of six scrolls/potions.

APLs 8-10: Four scrolls/potions.

APLs 12-14: Three scrolls/potions.

The PCs are also given access to purchase or craft a *pearl of the sirines* prior to the start of the adventure.

If higher-APL parties lack spellcasters capable of casting *water breathing*, they have to purchase additional potions themselves. These can be bought in Hardby.

Once the PCs are ready, proceed to encounter 1.

KNOWLEDGE CHECKS

Note that *legend lore* and similar divinations could also be used to find out much of this information.

About Itar or Sennerae

Higher value is a Knowledge (history) check, lower value is a bardic knowledge check.

- **DC 15/15** – Itar was a Flan nation which coexisted with, and was a rival to, ancient Sulm up until Sulm conquered it about 2,000 years ago. It’s said it fell soon after its patron god Vathris was slain in battle.
- **DC 22/18** – The capital of Itar, the city Sennerae, was destroyed by earthquakes, which was the final blow to Itaran resistance to Sulm after a decades-long war. Some legends say that the earthquakes were the result of foul magic used by Sulmite wizards.
- **DC 30/25** – The greatest hero of Itar was Khorla Ghaniss, the premiere templar of Vathris. He was the

man reputed to wield Gosgorddu. If the PC making the check also has the Spirit Tattoo, Gana (the spirit of the tattoo) adds that Khorla Ghaniss was infamous amongst the Sulm, even in his day, as their “greatest mortal enemy” due to his legendary prowess in battle.

About Vathris

- **DC 15 Knowledge (religion)** – Vathris The Transfixed is a hero-god devoted to anguish, lost causes, and revenge who periodically wanders the Bright Sands dispatching monsters and ignoble men and inciting revenge in those that have been wronged.
- **DC 22 Knowledge (religion)** – Vathris once had a different profile, that of promoting progress and ingenuity, but that changed after he was slain. (He has since returned to life).
- **DC 20 Knowledge (history) or DC 15 bardic knowledge** – Vathris was once the protector and patron of the ancient Flan nation of Itar, who respected his values and worshiped him alongside Rao. He was absent for centuries after the fall of Itar.
- **DC 30 Knowledge (history) or DC 20 bardic knowledge** – According to legend, Vathris was slain in battle against the forces of Sulm. Legends tell that he was struck down either by a black barbed spear wielded by a powerful fiend or a two-handed scimitar known as the *Bane of Itar* wielded by a powerful hero of Sulm. (Stories vary).

About Gosgorddu

A *divination* or similar spell cast to learn how to find Gosgorddu gets an answer something like, “prove your worth through your actions and your goal will be revealed.”

In each case the checks below are for Knowledge (religion)/Knowledge (history)/bardic knowledge.

- **DC 22/20/15** – Gosgorddu was a sentient warhammer relic dedicated to the god Vathris.
- **DC 28/24/20** – Gosgorddu was a weapon of good devoted to the cause of progress and ingenuity and dedicated to defending Itar and others who cherish those virtues. It was said to never allow itself to be used by those of less than pure intent, and only a worshiper of Vathris could use its full power.
- **DC 35/30/25** – It is said that the greatest power of Gosgorddu was to turn its wielder into an unstoppable warrior when used in defense of innocents or citizens of Itar. While its purpose was active, its wielder could not die from anything until those it protected were safe.
- **DC 30 (bardic knowledge only)** – It is also said that Gosgorddu was able to project an image so that it

could more easily communicate with its wielder and others.

About the Sea of Gearnat

- **DC 15 Gather Information (in Hardby) or Knowledge (local-Core)** – There have been numerous reports of extensive sahuagin activity in the Sea of Gearnat over the past few decades. Merfolk have also been sighted in the sea, as have “fish people” (locathah).
- **DC 20 Gather Information (in Hardby) or Knowledge (local-Core) or DC 15 bardic knowledge** – Rumor has it that a mighty dragon turtle named Lhamzygax once terrorized the shipping lanes near the coast of the Bright Lands in an area near where ancient ruins were seen on cliffs. He hasn’t been seen in decades, however, which makes some sailors believe he might have finally died.

ENCOUNTER 1: TRAVELING TO SENNERAE

Unless the PCs can *wind walk* or use similar swift transportation, their main option is to arrange a boat ride to Sennerae at the Hardby docks.

PCs leaning towards a desert crossing by foot should be advised that they must cross both nomad-controlled and Empire of the Bright Lands-controlled areas to reach their destination and that it would take much longer than a boat, although it would be cheaper. PCs who still insist on this approach make it safely to the ruins of Sennerae provided that they are appropriately equipped for desert crossing (proper heat precautions, sufficient water, and so on).

The Docks of Hardby

If one or more PCs has the *ring of swimming* access from *COR5-09 Gateway to Bright Sands* the PCs cross paths with Corval while searching for a berth. (The helmsman was the original host of the Spirit Tattoo in that adventure). As further thanks for helping him out of that predicament, Corval helps the PCs arrange berths on board an Ahlissan merchant ship soon to leave port (with him as helmsman). The price per PC/animal is only 5xAPL in this case, with Large-sized PCs and animals costing double. The PCs would have to find their own way back, however, as the merchant ship is sailing to Ahlissa before returning to Hardby.

If the PCs have no such connection, they must hunt for berths themselves. On a DC 15 Gather Information check in the dockside taverns the PCs can locate a captain of a merchant ship soon heading out towards Ahlissa who could be convinced to take the PCs there,

although they’d have to have their own way back. His per-PC/animal price is 10xAPL gp (he tries to fleece PCs who obviously look wealthier), with Large-sized PCs or animals costing double. He can be bargained down to 8xAPL on a Diplomacy check (DC 20 at APLs 4-6, DC 24 at APLs 8-10, and DC 28 at APLs 12-14) but goes no lower than that.

At the Spot

The journey to the designated location takes eight days and is uneventful. When the PCs arrive read the following:

After a few days of following the coastline of the Bright Lands, passing the newly-reopened port of Histak and an arm of the Abbor-Alz hills, ruins clinging to the side of a sheer cliff are spotted. Atop the cliff are additional ruins. Though nothing protrudes above the surface of the water, you have seen no other location which more closely matches the descriptions you were given. This must be the location of the fallen city of Sennerae.

The cliff is 70-feet high at this point and requires a DC 15 Climb check to scale. It drops straight into the water, leaving no shoreline. The ruins on the side of the cliff and atop it are uninteresting and have nothing of value.

At this point the PCs have no option but to go underwater. The Ahlissans leave them behind as they descend. If they investigate the cliff-top ruins, they find nothing of value.

Development: Once all of the PCs are in the water and ready to proceed, go to encounter 2.

ENCOUNTER 2: MERBOY

Gosgorddu’s projection regularly wanders the waters above and around the ruins of Sennerae, so it is aware of the PCs shortly after they enter the water. As it usually does with surface dwellers, Gosgorddu confronts the PCs in the form of one of the local aquatic humanoids in an effort to ascertain their motivations. It does not reveal its true identity at this point, although perceptive PCs may figure out that the projection is not what it appears to be.

PCs do not need to make any skill checks to descend, but those wishing to ascend or make lateral movements must either have a Swim speed, *fly*, or *freedom of movement* active, or else make a DC 10 Swim check.

As you descend beneath the waves it feels like you have entered a new world. A colorful array of fishes swim around and below you, and in the distance something bigger passes by; a shark, perhaps. Below you, the ground slopes sharply down into the depths.

(If at least one PC has low-light vision, add:) ***At the limit of your vision, nearly a hundred feet below and a couple hundred feet out to sea, you can vaguely make out the outline of projections on the seabed which might be buildings.***

Sennerae's ruins are 90 feet below the surface and the main portion is about a quarter-mile from the cliffs, though ruins of outlying buildings are scattered out to within 100 feet of the cliff. They are detailed more in encounter 5.

About halfway down have the PCs make a DC 15 Spot check. Success indicates that they notice Gosgorddu. If it is not noticed it swims over to meet the PCs as they reach the bottom or head towards the ruins.

Off to your right you notice a curious sight. At first you mistook it for a large fish, but upon a second look that "fish" has arms and a humanoid torso and head attached to piscine hindquarters. It looks like it's part-fish and part-boy, albeit a boy with webbed hands and gills along his neck.

Any PC succeeding on a DC 11 Knowledge (local-any) check recognizes it as a merfolk child.

If the PCs approach the "boy" in an aggressive fashion, Gosgorddu flees at a run speed of 200 feet and has the information it needs: the PCs are not friendly; this is a black mark against the PCs. If the PCs seem capable of catching it, the image simply disappears. Should the PCs notice the boy but choose to ignore him, Gosgorddu does not approach, since it also has its answer in this case. This also earns the PCs a black mark.

If the PCs approach in a non-hostile fashion read the following:

The boy – if that's what one would properly call it – cannot be more than seven or eight years of age in human terms. His expression and movements suggest agitation and severe distress.

"Can you help me?" the boy pleads to you in oddly-accented Common. "I've lost my daddy, and I don't know what to do!"

The "merboy" flinches away from any physical contact (because this would, of course, reveal its illusory nature), but allows PCs to console it verbally. A DC 20 Diplomacy check is required to calm "him" down. While that is not necessary for talking to Gosgorddu, it is more forthcoming to those who show skill with words.

A DC 12 Knowledge (religion) check reveals that the merboy is not a ghost.

Depending on what the PCs ask, Gosgorddu can tell the PCs any or all of the following. For cases where its

words are not true, its Bluff check is +10 against any Sense Motive check. (Though not originally skilled in this, Gosgorddu has learned a few things over two millennia.) Remember that it is pretending to be a distressed little boy.

- His name is Marlin. (Not true.)
- His daddy was badly injured in a fight and hasn't been right since. He doesn't know where his daddy is now. (Basically true; Gosgorddu regards Vathris as its father.)
- His daddy doesn't act the way he did before he got injured. He's a lot meaner now. (Basically true.)
- His daddy was injured by a "big evil beast" but he doesn't know where the beast went. He gives a generic fiend description if asked about what the best looks like. (True, at least in Gosgorddu's thinking, since it wasn't present when Vathris was struck down and thus doesn't know the exact details.)
- Its daddy has been missing "for a while now." (Basically true.)
- He and his daddy live in a school of their people about a league in that direction. He points off to the west of the ruins. (Not true.)
- His daddy warned him about trusting strangers, so he's reluctant to go with the PCs, but he asks if they could take him back to his people so they can send out searchers. (Not true.)
- He's scared about going back himself since there are "shark men" around. (Partly true). A PC succeeding on a DC 12 Knowledge (local-core) check knows that this is a common nickname for sahuagin.
- He doesn't want to go anywhere near the ruins since there's a "crazy fish-man" there with his pets. (Partly true; there is a locathah druid).
- He doesn't know anything about a hammer or anything/anyone called Gosgordduo (Not true). The lorekeeper of his people might know, though.

If the PCs at any point wonder out loud if he's Gosgorddu, "Marlin" looks startled but immediately disappears, as the weapon needs time to think about the implications of someone looking specifically for it. If they ask him if he's a ghost, he asks them why they think so. He seems to ponder any explanation the PCs give and then asks if that matters to them if he is a ghost. (He isn't, but is content to let the PCs think that). If the PCs insist that he's an illusion, he professes innocence and still asks for their help.

If the PCs agree to escort "Marlin" to the school of the merfolk, he looks happy and insists that they go right away. If the PCs, for any reason, decline to do so, he looks disappointed and vanishes and the PCs earn a black mark. Either way, Gosgorddu gets the information that he

wants: good-inclined souls would help a child in need even if it meant an inconvenience or going out of their way, evil souls wouldn't.

Development: Should the PCs not help "Marlin" or just ignore him and head on to the ruins, go to encounter 3. Should the PCs help Marlin, go to encounter 4.

ENCOUNTER 3: MERFOLK ON THE HUNT

This encounter only happens if the PCs skipped contact with "Marlin" or chose not to help him in encounter 2.

Orca, leader of the merfolk community to the west of the ruins, has been seeking a way to investigate the ruins since his last three patrols to venture there were turned back by the locathah druid. He fancies himself a clever individual and believes surface dwellers are gullible in the ways of the sea, so he has told his hunting parties to keep an eye out for strangers who could be convinced to do the dangerous work for him. (And maybe deal with the druid in the process). In this encounter the PCs run into one such hunting party.

Note that this encounter is NOT intended to become a combat. The hunters defend themselves if attacked, but despite their aggressive stance, they do not start anything and flee if obviously outmatched – which is likely.

Have the PCs and merfolk make Spot checks to determine encounter range and then read the following:

As you reach the bottom/approach the first pile of what could be rubble, a group of figures swims into view. Each of the five has the upper body of a man but the lower body of a fish. They have gills on the sides of their necks, wield tridents in their webbed hands, and have aquatic crossbows slung across their backs. Two of them are trailing nets holding fish and crabs.

PCs succeeding on a DC 11 Knowledge (local-any) check recognizes these as merfolk.

The mermen initially address the PCs in Aquan but shift to Common if it's clear the PCs don't understand. When they speak in Common, use an exotic accent for the merman; Cockney, for instance, but definitely a different accent than was used for Marlin (if the PCs already encountered him) since they have a different native language. They start as indifferent to the PCs but suitable Diplomacy checks can move them to a more cooperative stance.

The merfolk insist on knowing who the PCs are and why "you surface folk" are down here in their hunting grounds. They seem interested if the PCs say they've come to search the ruins. Unless the PCs respond

hostilely, they insist that the PCs come with them to meet their leader, as he might have a proposition that would be of interest to them.

The merfolk don't know anything about Gosgorddu or a hammer if asked, but ones that have been adjusted at least to Friendly mention that their leader or lorekeeper might know something. If any mention is made about Lhamzygax or dragon turtles in general, they pale and insist that it's best if they talk to their leader Orca about that. If asked about a ghostly merboy or one who disappears, they also pale but refuse to say anything unless rendered Helpful by Diplomacy, in which case they admit that one does seem to haunt this area. If asked about a crazy fish-man, they suggest that the PCs talk to their leader Orca about it.

The mermen are quite insistent and offer that their leader could help the PCs find what they're looking for if they go talk to him. They won't force the issue if the PCs refuse to go with them, however.

Development: If the PCs agree to go with the mermen, go to encounter 4. Otherwise proceed to encounter 5.

All APLs (EL 3)

Merfolk warriors (5): hp 6 each; *Monster Manual* 185.

ENCOUNTER 4: ORCA

A band of 70 merfolk refugees, led by the charismatic fighter Orca, has taken up temporary residence in a coral reef about a half-mile from Sennerae. Orca would greatly prefer to claim Sennerae as his people's new home, but forays into the ruins have been met with resistance by a locathah druid. He wants to move in quickly, as the sahuagin who drove them out of their old home are still on their trail and he wants a more defensible position.

Ultimately, though, Orca puts his own interests first and has no sense of honor. While not evil, he's not above being dishonest to accomplish his goals.

Any merfolk speaking in this encounter have a distinct and exotic accent when speaking in Common. If the PCs had encounter 3, it should be the same as used there. It should clearly *not* be the same accent as used for Marlin, however, since they don't have the same native tongue as Gosgorddu (Aquan to Flan).

For purposes of tracking spell durations, the journey to the merfolk encampment takes 15 minutes if all of the PCs have swim speeds or *freedom of movement* up, 45 minutes otherwise. Any merfolk hunters with the PCs (from encounter 3) poke fun at PCs who must walk along the bottom.

The merfolk boy/hunters lead you about a half-mile to a large semicircular coral reef, in which a few dozen merfolk are encamped. About half of their number is equipped as warriors; the remainder are children and unarmed women. All are creatively decorated with shells, teeth, and garments which look like they were woven from seaweed. Several porpoises also swim about the area.

Your arrival seems to have attracted a lot of attention. Mermaids shoo curious or fearful children away while the most impressive-looking of the mermen, a male who wields an oversized trident and wears armor seemingly made of shells, swims towards you with five other armed warriors and a lovely unarmed woman accompanying him. The woman has an odd symbol tattooed onto her forehead.

If the PCs came here with “Marlin,” add that he seems to have disappeared somewhere just as the armored merman started to approach. PCs succeeding on a DC 20 Knowledge (religion) check identify the symbol on the woman’s forehead as belonging to Eadro, the patron diety of merfolk and locathah.

The Spy

At some point during the conversation with Orca have all the PCs make a Spot check. Including a +10 range modifier, the DC is 28 at APLs 4-6, 31 at APLs 8-10, and 34 at APLs 12-14, with a +2 synergy bonus on the check for any PC who has Wild Empathy as a class feature. (The difficulty increases because the reason for the Spot check is being more circumspect around obviously more powerful PCs.) Those who succeed note that one of the porpoises is behaving oddly; in fact, it seems to be specifically watching the PCs. It is actually Gosgorddu in another form, observing and judging the PCs’ actions. The “porpoise” swims away if approached and vanishes if pointed out to the merfolk.

Talking to Orca

Orca should come across as a macho blowhard, albeit a very charming one. He openly flirts with any exceptionally attractive (Cha 14+) human, elven, or half-elven female but acts somewhat condescending towards any woman, gnome, or halfling who speak for the PCs. He absolutely cannot take centaur PCs seriously, as to him they look thoroughly ridiculous underwater. He most respects a macho-looking and macho-acting male fighter-type. Dolphin, the priestess, knows that her role in this situation is only to make Orca look better (although a priestess, she’s also the equivalent of a trophy wife), so she doesn’t speak unless Orca asks a question of her.

The armored merman slaps his trident against his breast. “I am Orca, leader of this band. Tell me, surface folk, why you have come to my domain.”

Orca listens intently to any reply, but it’s more because he’s looking for a way to turn this situation to his favor than because he’s genuinely interested. He knows that any group of PCs capable of producing the magic necessary to breathe underwater is also probably strong enough to deal with his locathah problem and investigate about the dragon turtle, so he takes any opportunity he can get to convince the PCs to undertake his mission, even outright lying.

Topics the PCs are likely to bring up, and Orca’s responses to them, follow:

Name of the ruins: Orca does not know that they are called Sennerae but pretends that he does if the PCs bring up the name.

Gosgorddu: If the PCs merely ask if Orca has heard of it, he claims that he has. (Not true). If the PCs ask if Orca has any information on it and/or knows where it can be found, he claims that such knowledge has been “passed down my bloodline for generations.” (Not true).

Lorekeeper: Orca does admit to having one in his band, but only if the PCs bring up the topic. He also admits that he may know more about Gosgorddu or any other topic the PCs bring up. (True on both accounts).

A dragon turtle/Lhamzygax: Orca admits that there are rumors of one being in the ruins, but it hasn’t been active in years. (True).

A “crazy fish-man” guarding the ruins: Orca confirms this but calls him a “locathah” and adds that he’s been a major problem hindering his patrols into the area. (True).

“Shark-men” in the area: Orca calls them “sahuagin” and tells how their war parties have harassed his band since they drove him and his people out of their homeland some time ago. That’s the main reason why he wants to get possession of the ruins: to have a more defensible position for his people against the sahuagin. (All true).

Marlin: Who? (Orca genuinely doesn’t recognize this name as belonging to any of his people. Dolphin confirms that there is no such child amongst the merfolk).

Hauntings: Orca has received reports about a haunting in the area from his patrols and hunting parties but claims he’s seen nothing of the sort. (He’s in a state of denial about it because the prospect of dealing with the undead genuinely frightens him and he feels he’d lose face if he admitted to that.) Only if the PCs really butter him up (DC 30 Diplomacy check for a male PC, DC 25 for a female PC he would flirt with) does he admit that he

has heard about a wandering spirit in the area, “possibly one lingering from ancient times,” and that the spirit is known to take different forms.

When the PCs start pressing Orca for more information about Gosgorddu or access to his lorekeeper, or when a good opening comes up to mention it, Orca makes his offer: he’ll tell the PCs whatever they need to know/give them access to his lorekeeper if they agree to investigate the ruins for him, which must include dealing with the locathah and finding out if there really is still a dragon turtle there or not. (He doesn’t expect the PCs to fight it if one is there.) He also wants any reports on sahuagin sightings/encounters that they might have.

If the PCs seem reluctant to cooperate and have shown a mercenary attitude so far, Orca mentions that there are rumors of treasure still in the ruins, but the PCs are welcome to anything they might find since he just wants the ruins as a defensible new home. (He’s actually heard no such rumors, but the rest is true). If the PCs are reluctant but have shown themselves to be more diplomatic and/or good-hearted folk then he pitches an appeal to the PCs to help him find a new and safer home for the merfolk against the predations of the sahuagin; that’s his main concern. (This is mostly true; he’s only concerned about his people because he would look bad and lose his power base if he wasn’t. His main concern is aggrandizing himself).

In any case Orca does not allow the PCs to speak to his lorekeeper until the mission he has requested is complete. If the PCs act aggressively at any point, Orca, Dolphin, and his men all go on the defensive, and the remaining merfolk warriors tighten up ranks around them.

Development: If PCs pick a fight here or act overly aggressive, it is a black mark against the PCs in the eye of Gosgorddu.

The PCs could just choose to leave without an agreement. Whether they have one or not, go on to encounter 5 when they head to Sennerae.

All APLs

♣**Orca:** male merfolk bard 4/fighter 4; hp 72; Appendix 1.

♣**Dolphin:** female merfolk cleric 7 (Sense Motive +11, Spot +6).

♣**Orca’s guards/lieutenants (5):** male merfolk fighter 5 (Listen +5, Spot +5).

ENCOUNTER 5: SENNERAE

If the PCs come here from encounter 4, it takes them 15 minutes to get to the ruins if they all have Swim speeds or *freedom of movement* active, 45 minutes if they don’t.

Otherwise, it takes the PCs 5 or 15 minutes, respectively, to get to the main part of the ruins.

While the PCs are exploring Sennerae, occasionally have them make Spot checks. The DC is 28 at APLs 4-6, 31 at APLs 8-10, and 34 at APLs 12-14, with a +2 synergy bonus on the roll for any PC who has Wild Empathy as a class feature. Those who make the check notice that a seemingly random fish swimming around overhead is behaving oddly, as if it’s watching the PCs. This is another projected image of Gosgorddu observing the PCs to see how they act. If approached or in any way assaulted, the image vanishes, only to reappear later as a different random fish.

As you descend into the depths/travel across the bottom, strange protrusions from the sea floor which might mark the remains of stone buildings come into view. They are scattered across a broad area dotted with occasional fronds of seaweed and other sea plants. In the distance the shadowy outlines of mounds and larger structures loom. These must be the ruins of fallen Sennerae.

The PCs cannot find anything of any interest until they get closer to the center of the city, where the larger structures are. Refer to DM’s Map 2 as the PCs approach that area.

One of the “mounds” the PCs see (choose at random from the map) is actually Lhamzygax, who can only be noticed for what he is on a DC 43 Spot check (he’s very carefully hidden), by a *detect thoughts* spell, or by the Scent ability. He does not react even if the PCs climb on him, which won’t necessarily reveal him because climbing over the coarseness of his shell will feel like climbing over a mound of hard-packed rubble. Instead he just covertly observes and listens in on the PCs. He only reveals himself if Coelanth, the locathah druid, is about to be killed, his presence is detected, or he is specifically called out by name. Go directly to the “Talking With Lhamzygax” if this happens.

Read the following as the PCs reach the centre of the ruins:

As you enter what must have been the heart of Sennerae, large buildings that might have once been temples loom up from the sea floor, still mostly intact despite the passage of time. The remnants of smaller stone buildings, some still at least partly intact, are scattered about, as are mounds of what must be rubble cloaked in silt. Between the two biggest temples is a large clearing with a great stone pedestal at its center. The feet of a statue still stand atop it, though the statue itself looks to have collapsed to the ground. The silt covering the seabed here is especially thick.

The PCs have some options here:

Investigate the fallen statue: It is broken into several pieces, but if cleaned and assembled (takes an hour's work unless magical shortcuts like *prestidigitation* and *make whole* are used), the stone statue depicts a tall Flan man in heavy baroque-styled armor with a pious expression on his face, a warhammer in one hand, and a disk in the other inscribed with two runes. A PC who can read Flan or who has the Spirit Tattoo can identify the runes as outdated versions of the Flan symbols for "progress" and "ingenuity." A PC who has the Spirit Tattoo succeeding on a DC 20 Knowledge (history) or bardic knowledge check identifies the statue as being of Khorla Ghaniss, greatest champion of Vathris. All other PCs must succeed on a DC 30 Knowledge (history) check to know this.

Investigate the temple of Rao: Though partly obscured by underwater growths, a PC who is a cleric, paladin, or favored soul of Rao, or any other PC who makes a DC 15 Knowledge (religion) check, identifies one of the intact larger buildings as a temple of Rao based on the bas relief carvings on the front. Nothing of value or interest remains inside beyond a toppled statue of Rao and cracked and faded murals depicting scenes of debate and tranquil life. Any good-aligned Flan or worshiper of Rao benefits from a *protection from evil* while inside (a result of a still-active *hallow* laid upon the place in ancient times; CL 20).

Note that any damage done to this temple is a black mark against the PCs in Gosgorddu's eyes.

Investigate the temple of Vathris: The other intact large building is a temple dedicated to Vathris, though it can only be recognized as such from the outside on a DC 30 Knowledge (religion check) since the bas-relief carvings depict behavior not currently associated with Vathris. On the inside:

Despite its age and waterlogged nature, the interior of this domed building remains in remarkably good condition. Colorful tile frescoes still line the walls, most depicting Flan individuals engaged in making some kind of improvement, whether it's constructing an irrigation system, designing an aqueduct, or laying out a city wall. Others are detailed diagrams of complex tools that would make any gnome tinkerer salivate.

At the front of the temple is a stone altar carved with a bas relief depiction of an intricately-carved hammer on its front and an inscription arcing above it. Behind the altar stands a painted statue of a shirtless copper-skinned muscular man who wears metal and clay beads in his long dark hair. In each hand he bears a rune stone and a grisly wound mars

his torso. Flanking him to either side are badly corroded metallic statues of armored warriors.

The rune stones read "progress" (left hand) and "ingenuity" (right hand) to anyone who can read Flan or has the Spirit Tattoo, though the style of presentation of them is outdated. The inscription on the altar, if cleaned off, reads "to protect the common good" in Flan. A PC who examines the frescoes and statue and succeeds on a DC 25 Knowledge (religion) or bardic knowledge check recognizes them as indicative of Vathris's original profile – except for the wound on the statue, which a DC 15 Knowledge (religion) check identifies as indicative of Vathris's current profile. A PC with Stonecunning or one that has a Craft skill related to stonework can recognize, on a DC 15 Search check on the statue, that the wound is a much more recent addition to the statue and was probably created by magical means.

The metal statues were once clockwork guardians, but their joints are so badly corroded that they can no longer move or pose a threat. They still radiate strong conjuration, enchantment, and transmutation magic and can be identified as nonfunctional constructs on a DC 25 Knowledge (arcana) check.

Note that any damage done to this temple is a black mark against the PCs in Gosgorddu's eyes.

Investigate other ruins: The original function of some of the other remaining partly-intact buildings can be identified on a thorough search – a bath house, some private dwellings, a dance hall – but they hold nothing else of interest.

Search through the silt for Gosgorddu: Gosgorddu is located under the silt roughly between the Temple of Rao and Temple of Vathris, at the place marked on DM's Map 2. Unless the PCs can narrow their search or magically speed up the process, it takes days to find the warhammer, as Gosgorddu is both wedged in a small crevasse and buried beneath more than a foot of silt. Asherati who do some sandswimming have a distinct advantage here, but even such an individual requires 1d4+1 hours and needs a DC 25 Search check to find Gosgorddu, since the asherati has to be almost directly over the hammer to see it. (Asherati PCs who "take 20" double the time required, to a minimum of 6 hours.) An earth elemental could also look for Gosgorddu using its earth glide ability, but this requires 50 elemental-rounds of searching in the street. (one elemental for 50 rounds, two for 25, and so no.)

Locate object does not find Gosgorddu since it is a unique item that the PCs have not observed firsthand, and *discern location* does not work since the PCs have never touched it. A *divination* or similar spell cast to determine how to find the hammer gets an answer

something like, “prove your worth through your actions and your goal will be revealed.”

Troubleshooting: The PCs are not supposed to find Gosgorddu in this encounter, but they could. On the off chance that the PCs do somehow find Gosgorddu before Coelanth arrives, they find that they are unable to pick it up. Gosgorddu appears in its true form (see encounter 8) and tells the PCs that they must prove themselves worthy first. Gosgorddu does not explain what he means by “worthy,” only commenting that figuring that out is part of the test.

Coelanth Arrives

After the PCs have been in the ruins for a half-hour, Coelanth, the locathah druid, arrives. He’s expecting trouble, so at all APLs he already has a *scaleskin* (underwater equivalent of *barkskin*) on himself and his animal companion when he appears to the PCs; at APL 6+ he has *greater magic fang* on his animal companion and at APL 10+ he has *stoneskin* on himself (and on his animal companion, too, while it’s within 5 feet). He uses cover provided by buildings and mounds to approach the PCs, so that he first appears to them at a range of 60 feet unless a PC with low-light vision is keeping watch from well above the level of the city, in which case he’s instead spotted at the limit of the watcher’s vision on a DC 20 Spot check. Edit the following description accordingly if this is the case.

From behind a mound about 60 feet away a curious figure appears. Though humanoid and about the size and build of a typical elf, it has the head of a fish, fine yellow-green scales, and large fins on its arms and legs. It carries a longspear in its hands and is accompanied by a large shark as it moves to 60 foot range.

“Interrrrloperrrs, trrraitorrrs,” it burbles in thickly-accented Common as it waggles around its spear, “the clams told me you childrrrrren of the Moon werrrre herrre. You arrre not welcome! The Sun cannot have this place, it is mine! The fish consume the worrrrld if you do not leave! Then they consume you!”

PCs can identify Coelanth as a locathah on a DC 12 Knowledge (local-any) check. Though Coelanth pretends to be crazy, he actually isn’t; he’s just found it a useful ploy for scaring people off. He continues to say odd things of a nature similar to what’s given above and speaks with a slur which draws out “r” sounds and sounds labored when speaking in Common. If PCs address him in Aquan, though, switch to perfect proper English.

This encounter is likely to end in a fight, as Coelanth takes his assignment to safeguard the ruins for Lhamzygax and Gosgorddu very seriously. He starts casting spells the moment the PCs do anything aggressive (which in his definition includes casting any kind of spells). He also goes on the offensive after three rounds of talk unless the PCs are *very* convincing – they try to convince him that they are here only for peaceful reasons and make a rushed Diplomacy check. The base DC is 20 at APL 4-6, 23 at APL 8-10, and 26 at APL 12-14, not counting the penalty for a rushed Diplomacy check. (Coelanth is less willing to trust stronger-looking parties). Doing the Diplomacy in Aquan decreases the DC by 4, but saying that they were sent by the merfolk increases the DC by 2. If the PCs succeed at this check then Coelanth calms down and talks to them. Go to the “Talking With Coelanth” heading, below.

Note: At all APLs a +1 modifier has been added to the EL to account for favorable terrain for the enemies.

APL 4 (EL 5)

☛ **Coelanth:** male locathah druid 4; hp 39; Appendix

I.

☛ **Large Shark Animal Companion:** hp 38; link and share spells with Coelanth, otherwise *Monster Manual* 279.

APL 6 (EL 7)

☛ **Coelanth:** male locathah druid 6; hp 53; Appendix

I.

☛ **Large Shark Animal Companion:** hp 58; Appendix I.

APL 8 (EL 9)

☛ **Coelanth:** male locathah druid 8; hp 67; Appendix

I.

☛ **Large Shark Animal Companion:** hp 58; Appendix I.

APL 10 (EL 11)

☛ **Coelanth:** male locathah druid 10; hp 81; Appendix I.

☛ **Large Shark Animal Companion:** hp 71; Appendix I.

APL 12 (EL 13)

☛ **Coelanth:** male locathah druid 12; hp 95; Appendix I.

☛ **Large Shark Animal Companion:** hp 84; Appendix I.

APL 14 (EL 15)

☛ **Coelanth:** male locathah druid 14; hp 109; Appendix I.

➤ **Large Shark Animal Companion:** hp 84; Appendix 1.

Tactics: Coelanth prefers to summon creatures to do his bidding. He only resorts to directly offensive spells once he has a small army of summoned critters in play or if the PCs obviously aren't being harmed by them. He uses his companion to run interference until he can assemble his army. He uses normal *summon nature's ally* spells if he thinks he can get away with it, Rapid version of them if he can't. (Remember that Rapid spells count as one level higher – for example a Rapid *summon nature's ally IV* uses a 5th-level spell slot.)

At APL 10+ he throws out an *animal growth* if he can ever get at least three active allied animals in play. He generally does not use his wild shape ability in combat unless it would be useful for escaping a grapple.

Coelanth does not fight to the death. Although he could successfully flee most PCs, he instead opts to surrender if reduced to low hit points and is at a clear disadvantage. Remember that at some APLs Coelanth does have the Boar's Ferocity feat, which allows him to act (and thus surrender) even at negative hit points.

Special Note: For APLs 4-6, refer to the *Monster Manual* for the stats for creatures summoned with the *summon nature's ally* spells, with only aquatic options being available. For APLs 8+, refer to Appendix 2 for the stats adjusted for the Augment Summoning feat (and possibly the *animal growth* spell). Only options listed in Appendix 2 are used by Coelanth at those APLs.

Treasure:

APL 4: Loot – 32 gp.

APL 6: Loot – 45 gp.

APL 8: Loot – 25 gp, Magic – +1 *sharkskin armor* (103 gp).

APL 10: Loot – 25 gp, Magic – +1 *sharkskin armor* (103 gp), *peripart of wisdom* +2 (333 gp).

APL 12: Loot – 25 gp, Magic – +1 *sharkskin armor* (103 gp), *peripart of wisdom* +2 (333 gp).

APL 14: Loot – 25 gp, Magic – +1 *sharkskin armor* (103 gp), *peripart of wisdom* +2 (333 gp), *ring of protection* +1 (167 gp).

Note: PCs who successfully deal with Coelanth diplomatically are gifted with a *bag of teeth* and thus gain AR access to it. They do *not* get this by defeating Coelanth in combat, as he has it hidden away.

Detect Magic Results: +1 *sharkskin armor* (faint abjuration), *peripart of wisdom* +2 (moderate transmutation), *ring of protection* +1 (faint abjuration), *bag of teeth* (strong conjuration).

Development: If the PCs accept Coelanth's surrender, go to "Talking With Coelanth" below. If the PCs seem likely

to kill Coelanth, have Lhamzygax burst forth and intervene (treat it as if he has a readied action to do so). Consult the "Talking With Lhamzygax" section below.

Talking To Coelanth

Use this option if the PCs avoided fighting Coelanth via Diplomacy, accepted his surrender, or subdued and then revived him for questioning. PCs who fought Coelanth first must use a DC 25 Diplomacy check or an Intimidate check (DC = a level check for Coelanth + his Wis modifier) to get him to talk. If treated respectfully he drops the crazy act and speaks normally to the PCs.

Coelanth can tell the PCs of the following, though he does not volunteer information:

- Yes, the mighty Lhamzygax still lives and is around (probably watching the PCs right now!), though he doesn't usually deign to speak with outsiders.
- He (Coelanth) serves Lhamzygax and has been tasked with driving off those who would disturb the ruins.
- Yes, Gosgorddu is here in the ruins. In fact, it is probably observing the PCs right now.
- Yes, Gosgorddu is the one responsible for the haunting in the area. It is trying to scare off meddlers.
- (If Marlin is specifically mentioned:) Yes, that was Gosgorddu's spirit. It was probably testing the PCs' motives.
- No, he doesn't not tell the PCs where exactly Gosgorddu is, no matter the level of intimidation or sweet-talking. It is up to Gosgorddu itself to reveal itself to the PCs (or not). Gosgorddu only reveals itself to those who "prove worthy." Coelanth is not sure what exactly "worthy" means in this case, but that's what the hammer's spirit has told him.
- He has driven off a couple of sahuagin patrols of late, so he knows they're in the area. "Detestable, nasty crrreaturres," he says.
- The merfolk have also been a nuisance, but at least they're sufferable.
- He remembers another group of "surface dwellers" coming down here more than a year ago and poking around, but they were too powerful for him to drive off.

If the merfolk's situation is described to him and an appeal is made to him about how the merfolk could work with Coelanth and Lhamzygax to protect the ruins, have the PCs make a DC 20 Diplomacy check. On a success, Coelanth insists that the PCs must speak directly to Lhamzygax about that and calls for Lhamzygax to appear ("My master, please reveal yourself!"), in which case go to the "Talking With Lhamzygax" section below. On a failure, Coelanth is disdainful of the idea.

Talking With Lhamzygax

Read the following:

One of the mounds originally identified as a silt-covered pile suddenly bursts into activity, revealing a massive creature with a wide, streamlined shell marked with jagged protrusions you had mistaken for rubble. A long neck emerges from one end of the shell, ending in a crested head with sharp-lined jaws. Taloned flippers extend from holes along the sides and a long tail snakes from the rear.

"I am Lhamzygax!" it says in a thunderous voice that reverberates through the water. It looks at all of you.

(If revealing himself to save Coelanth, add:) *"That one serves me. You will not kill him, less you tempt my wrath."*

(Otherwise add:) *"Who dares disturb me, and why?"*

Lhamzygax is all about intimidating people, so he acts and speaks in a manner designed to unnerve the PCs, keep them on edge, and ultimately scare them off. He is not interested in a fight at this time, but won't hesitate to ruthlessly tear the PCs apart if they seriously provoke him. Should the PCs be daring and/or stupid enough to fight him, he allows any who flee to go but kills those who stand and fight him.

ALL APLs (EL 20)

🐉 **Lhamzygax:** advanced dragon turtle; hp 464; Appendix 1.

PCs acting respectfully towards him and/or flatter him can talk to Lhamzygax; he attempts to drive off anyone else. Depending on what the PCs talk to him about, he tells them the following:

- These ruins are his adopted home.
- He hasn't been active of late because he's "resting."
- Coelanth has served him loyally, so the PCs kill the locathah at their peril.
- He shares these ruins with the spirit of Gosgorddu, whom he has spoken to often.
- Yes, the hammer is physically present here and he does know where it is, but it's not his place to say.
- If they want to find and take Gosgorddu, the PCs must prove themselves worthy. It doesn't allow those with the wrong intentions to find it, and it is probably watching the PCs to see if they measure up to its standards.
- What are the right intentions? Lhamzygax chuckles. "Obviously you know what Gosgorddu is if you came here looking for it. Consider its nature and purpose."

- Yes, others did come here looking for Gosgorddu a bit more than a year ago, but they didn't find it and he didn't feel inclined to help them or even let them know he was here.
- He's heard of Rary but has no opinion on him. What goes on in the surface world doesn't concern him as long as he's not bothered.

If the PCs speak to Lhamzygax about the possibility of the merfolk coming to live here, he is initially skeptical. If the PCs argue a good case for how the merfolk could help defend the ruins from those of more evil intent and could work with Lhamzygax to his benefit, allow the PCs a DC 25 Diplomacy check. If convinced, Lhamzygax agrees to the merfolk coming here, and thus being under his protection, on the provision that they work for him and don't needlessly bother him. If not convinced, Lhamzygax insists that he prefers his privacy.

Development: Lhamzygax and/or Coelanth do not allow the PCs to hang around and search unless they have Gosgorddu's permission. Both continue to stress that Gosgorddu will judge them by their actions.

Once the PCs are done talking to/fighting with Lhamzygax and Coelanth, regardless of their plans, go to encounter 6.

ENCOUNTER 6: THE SAHUAGIN ARE COMING!

If the PCs are returning to the merfolk camp this encounter happens on the return trip. If the PCs are not doing this then the sahuagin scout comes across the PCs in Sennerae shortly after the conversation/fight with Coelanth and/or Lhamzygax.

During this encounter, occasionally have the PCs make Spot checks. The DC is 28 at APLs 4-6, 31 at APLs 8-10, and 34 at APLs 12-14, with a +2 synergy bonus on the roll for any PC who has Wild Empathy as a class feature. Those who make the check notice that a seemingly random fish swimming around overhead is behaving oddly, as if it's watching the PCs. This is another projected image of Gosgorddu observing the PCs to see how they act. If approached or in any way assaulted, the image vanishes, only to reappear later as a different random fish.

Returning to the Merfolk

This description assumes the PCs are traveling along the seabed. If they are all swimming or have someone swimming well above the rest of the PCs, they spot the sahuagin at the limit of their vision instead – but he also has a chance to spot them in that case! (Give him a DC 20 Spot check.)

About halfway through your return journey to the merfolk encampment you pass through a field of seaweed fronds. As you emerge from the other side you see that you are not alone. A humanoid creature with scaly skin, webbed fingers and toes, a long tail ending in a fin, and fins on its arms, back and head is poking around a mound of rocks with its trident about 40 feet ahead. A loaded aquatic crossbow is slung at its side. It does not seem to have noticed you yet.

In Sennerae

Have the PCs make Spot checks and give this description to the PC with low-light vision who gets the highest check (if none of the PCs have low-light vision then reduce the sighting distance by half):

As you continue to look around, you spot a curious sight about 100 feet away: a humanoid creature with scaly skin, webbed fingers and toes, a long tail ending in a fin, and fins on its head, arms, and back is swimming just above some of the ruins, about 15 feet above the sea bed. It is armed with a trident and loaded aquatic crossbow and does not seem to have noticed you yet.

Identification

PCs can identify the humanoid as a sahuagin on a DC 12 Knowledge (local-any) check. Anyone who makes the check also knows that sahuagin are commonly known as “sea devils” or “shark men” amongst sailors and that they are evil and predatory creatures.

ALL APLs (EL 2)

➔ **Sahuagin:** hp 11; *Monster Manual* 217.

The sahuagin is a scout for a large war party looking for the merfolk. He knows that surface dwellers wandering around down here have to be fairly powerful, so he immediately retreats upon noticing the PCs or being attacked. If the PCs try to talk to him, he retreats unless addressed in Aquan or Sahuagin (he understands Common but doesn’t admit to this), in which case he warily talks to them. He wants to know why the PCs are here and if they’re allied with the merfolk. He only admits to being out “scouting.” He speaks evasively about anything else.

The sahuagin is smart, so he doesn’t reveal anything else except under magical compulsion, scanning by a *detect thoughts*, or a successful DC (1d20+3) Intimidate check. In such cases he also admits that he’s a scout for a war party looking for the merfolk. The merfolk leader is

an old rival of his commander who has escaped them numerous times in the past, and this time they intend to insure that the job is done properly. He also tells the PCs the size of his war party and where it is right now (see below).

If the PCs never reveal themselves and are sneaky, they could follow the sahuagin back to the war party. They could also attempt to follow him if he flees, though this is probably going to require them continuing to head in the direction they last saw him go, as he can almost assuredly outrun the PCs (swim 60 ft.). If the PCs do follow he leads the PCs on a side track of about 200 yards (if traveling to the merfolk) or a quarter-mile beyond the ruins to the south (if in Sennerae), where they see the following:

In a dish-shaped depression in the seabed ahead, a small army of shark men are taking a rest. There are at least four dozen of them present along with numerous sharks. All of the shark men are armed and look prepared for war.

A total of 55 sahuagin and eight sharks are present. For sake of plot convenience, assume that the PCs are not spotted unless they do something to draw attention to themselves. PCs who make a DC 15 Survival check can estimate that the war party is only a bit more than a half-mile from the merfolk encampment.

The PCs can do three things here: attack, try to talk to the sahuagin, or try to get away. If they choose the latter, they are automatically able to do so unless they have done something to draw attention to themselves, in which case a sahuagin and a medium shark (see *Monster Manual*) are dispatched to follow them. His behavior is similar to the scout’s, above.

If the PCs decide to approach the sahuagin peacefully and talk, they are quickly surrounded by sahuagin warriors and disarmed. They are brought to speak to Ssercix, the mutant (four-armed) war chief, who drills them about their intentions and whether or not they know anything about any merfolk. If the PCs indicate that they do, Ssercix offers to reward them handsomely for information on their whereabouts, payment contingent on the information proving accurate. PCs giving accurate information are rewarded as described in the Conclusion but fail their overall mission even if they act to interfere with Ssercix’s attack on the merfolk (as described in encounter 7). PCs who lead the sahuagin astray and succeed on an opposed Bluff check to convince Ssercix of his sincerity eventually find a very irate Ssercix trying to have them killed unless the PCs can escape – but if they do escape they have succeeded at convincing Gosgorddu (who is currently watching them under a shark disguise) of their worth.

If the PCs attack the sahuagin band, or have to fight their way out after leading the sahuagin astray, use the full APL 14 encounter list in encounter 7. Eventually, they manage to escape and can continue with the adventure. Remember no matter how many sahuagin they kill here they are bound by the XP and treasure caps of their APL.

Development: If the PCs find out about the sahuagin war band (some parties may not), they must decide what to do about this information. PCs who have previously dealt with the merfolk may wish to continue on to the merfolk and report about this threat; go to encounter 7 in this case. PCs who have not dealt with the merfolk may be at a loss for what to do. In this case run encounter 2 again, as Gosgorddu is giving them a final chance. If they pass on helping “Marlin” a second time Gosgorddu judges them unworthy; go to the Negative Response part of encounter 8 at this point.

ENCOUNTER 7: CAUGHT IN THE MIDDLE!

The following assumes the PCs are returning after having previously made an arrangement with Orca. If they are coming to meet the merfolk for the first time, go to encounter 4 instead.

Upon returning to the coral reef you are immediately escorted to Orca, who again meets you in the company of his lady Dolphin and his five-merfolk escort.

“Well?” he demands. “Did you learn anything about the dragon turtle? Has the locathah been dealt with?”

Orca listens intently to the PCs’ account of what they found/who they talked to in Sennerae. He frowns if the PCs confirm that Lhamzygax is present but is quite impressed if the PCs report that they defeated the dragon. He listens thoughtfully if the PCs mention any proposal about the merfolk being allowed to live in Sennerae if they’ll work for Lhamzygax, and after pondering it for a moment declares that he’ll consider the idea. (He’s actually not happy about the prospect of being answerable to anyone but can’t deny the value of having such a powerful ally.)

If the PCs mention encountering a sahuagin scout, and especially if the PCs describe the war party and/or anything about how they are “scouting” read the following:

Orca cannot hide the alarm on his face, and both the priestess and his men look very worried.

“Sea Cat!” Orca barks, and one of his followers salutes. “Send scouts out immediately to confirm what these surface dwellers have said.” As the merman swims off to carry out his orders, Orca turns back to you. “I dearly hope you’re wrong, because I don’t know if I have enough warriors left for that kind of fight. We’ve lost too many already.”

If the PCs volunteer to help at this point, Orca accepts with obvious relief. If asked about the location of Gosgorddu he says:

“Oh, yes, that was our bargain, wasn’t it?” Orca says. “The hammer is located in a secret compartment in the floor in the center of the largest building still standing in the ruins – a temple, I think. If you search carefully there, you should find it.”

This is a total fabrication, since Orca actually has no clue. If the PCs insist that they’ve already looked there, Orca shrugs and suggests that they haven’t been thorough enough.

If the PCs ask about speaking to the merfolk lorekeeper, Orca has them led to an old male merfolk bard who can tell the PC the following:

- Stories of a spirit haunting this part of the sea have persisted for centuries.
- It is not said to be an evil spirit, but does drive off those with unsavory intent.
- It is rumored that it is not a ghost at all, but instead the essence of some relic from the time when the ruins were “part of the surface world”. Some say it seeks a new master to allow it to continue its purpose and is actually testing those who come near to see if they are worthy.
- The spirit has been known to appear as animals and even aquatic humanoids.

After the PCs have been around for a few minutes, read the following:

One of the scouts dispatched just a few minutes ago returns at full speed. He excitedly tells Orca something, after which Orca starts barking out orders. A moment later he comes over to all of you, a grim expression on his face.

“My scout has not only confirmed what you said, but tells me that the sahuagin are only a couple of minutes away and headed in this direction,” he says darkly. “They’re a little faster than us, so I doubt we can outrun them. It’s best we make a stand here where we at least have this coral reef to protect our backs.” He looks at each of you in turn. “I know this

isn't your fight, but we could certainly use your help. I'd feel more confident about our chances of survival with some powerful allies around."

Gosgorddu is watching the PCs at this point as a porpoise; refer to "The Spy" heading under encounter 4 for the chance to notice him.

If the PCs refuse to help, Orca tries to appeal to their sense of decency (there are women and children to protect) but if that doesn't work he insists they leave immediately so they "don't get in the way." If the PCs go ahead and leave at this point their mission fails, as Gosgorddu will not judge them to be worthy. Go to encounter 8 at this point.

If the PCs agree to help out, Orca gratefully accepts their offer and works with the PCs to coordinate a defense; use DM's Map 3 for reference. The PCs and merfolk have one minute from this point to prepare before the sahuagin arrive.

The Battle

Unless the PCs have done something which would allow them to detect the sahuagin farther out, the battle commences with the sahuagin forces being sighted by the merfolk (and any PC with low-light vision) as they come into sight 120 feet out from the forward most PC or merfolk. Remember when conducting this battle that the merfolk, PCs, and sahuagin can all be positioned horizontally as well as vertically; as a general rule about half of the sahuagin attackers come in at sea bed level, the rest about 15 feet above.

Immediately prior to the battle beginning, the old lorekeeper uses inspire competence to give all merfolk and PCs a +2 morale bonus to attacks, weapon damage, and saves against charm and fear, unless a PC bard is present who can do it better. Dolphin also offers to cast a *freedom of movement* on the strongest-looking PC fighter-type who does not already have one and the merfolk lend tridents and/or aquatic crossbows to any PCs not suitably armed for undersea combat. This assistance is considered to balance out the environmental effect on ELs for this combat.

Below is a listing of the entire merfolk and sahuagin forces. The subsequent APL listing details the part of the sahuagin force that the PCs must defeat.

Merfolk Forces

- 🐙 **Orca**: male merfolk bard 4/fighter 4; hp 72.
- 🐙 **Dolphin**: female merfolk cleric 7; hp 46.
- 🐙 **Lorekeeper**: male merfolk bard 8; hp 35.
- 🐙 **Orca's guards/lieutenants (5)**: male merfolk fighter 5; hp 38.

- 🐙 **Merfolk sergeants (3)**: male merfolk fighter 3; hp 23.

- 🐙 **Merfolk warriors (30)**: hp 6 each; aquatic crossbows, otherwise as *Monster Manual* 185.

- 🐙 **Porposies (10)**: hp 11 each; *Monster Manual* 278.

- 🐙 **Noncombatant Merfolk (25)**: hp 3-6 each.

Sahuagin Forces

- 🐙 **Ssercix, war chief**: male mutant fighter 4/occult slayer 1 (APL 4-8) or see APL listing (APL 10+).

- 🐙 **Priestess**: female cleric 5 (APL 4-8) or see APL listing (APL 10+).

- 🐙 **Underpriestess**: female cleric 3; Appendix 1.

- 🐙 **Guards (4)**: male fighter 4 (APL 4-8) or see APL listing (APL 10+).

- 🐙 **Lieutenants (2)**: male fighter 3; Appendix 4.

- 🐙 **Sergeant (3)**: male fighter 2; Appendix 2.

- 🐙 **Sahuagin (43)**: hp 11 each; 21 have nets, others have aquatic crossbows, otherwise as *Monster Manual* p. 217.

- 🐙 **Shark, medium (4)**: hp 16 each; *Monster Manual* p. 279.

- 🐙 **Shark, large (2)**: hp 38 each; *Monster Manual* p. 279.

If played as a home game then the whole battle could be acted out to determine the victor, but for convention or game day play only the portion concerning the PCs should be dealt with and the overall battle's outcome assumed to depend on the PCs' success. (Technically the merfolk forces are at a disadvantage even with PC help, but the sahuagin break and retreat after a certain number of losses whereas the merfolk are in a fight to the death.)

This combat has a +1 EL modifier because it takes place underwater.

APL 4 (EL 7)

- 🐙 **Sahuagin sergeant**: male sahuagin fighter 2; hp 28; Appendix 1.

- 🐙 **Sahuagin (1)**: hp 11 each; has a net, otherwise as *Monster Manual* 217.

- 🐙 **Medium Shark (2)**: hp 16 each; *Monster Manual* 279.

APL 6 (EL 9)

- 🐙 **Sahuagin lieutenant**: male sahuagin fighter 3; hp 36; Appendix 1.

- 🐙 **Sahuagin underpriestess**: female sahuagin cleric 3; hp 32; Appendix 1.

- 🐙 **Sahuagin (2)**: hp 11 each; both have nets, otherwise as *Monster Manual* 217.

- 🐙 **Large Shark (1)**: hp 38 each; *Monster Manual* 279

APL 8 (EL 11)

➤ **Ssercix, War Chief:** male sahuagin mutant fighter 4/occult slayer 1; hp 66; Appendix 1.

➤ **Sahuagin Priestess:** female sahuagin cleric 5; hp 46; Appendix 1.

➤ **Sahuagin Guard (1):** male sahuagin fighter 4; hp 57 each; Appendix 1.

APL 10 (EL 13)

➤ **Ssercix, war chief:** male sahuagin mutant fighter 4/occult slayer 3; hp 84; Appendix 1.

➤ **Sahuagin Priestess:** female sahuagin cleric 7; hp 78; Appendix 1.

➤ **Sahuagin Guards (3):** male sahuagin fighter 5; hp 67 each; Appendix 1.

APL 12 (EL 15)

➤ **Ssercix, war chief:** male sahuagin mutant fighter 4/occult slayer 5; hp 102; Appendix 1.

➤ **Sahuagin Priestess:** female sahuagin cleric 9; hp 96; Appendix 1.

➤ **Sahuagin Guards (2):** male sahuagin fighter 7; hp 88; Appendix 1.

APL 14 (EL 17)

➤ **Ssercix, war chief:** male sahuagin mutant fighter 6/occult slayer 5; hp 123; Appendix 1.

➤ **Sahuagin Priestess:** female sahuagin cleric 11; hp 109; Appendix 1.

➤ **Sahuagin Guards (2):** male sahuagin fighter 9; hp 114; Appendix 1.

Tactics – Sharks: They move up with the sahuagin and attack when the sahuagin do. They fight to the death since there's blood in the water after the fight begins.

Tactics – Sahuagin: The sahuagin are smart and cunning fighters. They advance to 20 feet from the PCs the first round and try to bait the PCs into coming to them, thus allowing them to get their full attacks the next round. If the PCs don't come to them they fire crossbows or advance to 10 feet and use nets, as appropriate, then switch to their tridents. In general, they try to set up situations where they can maximize their extra attacks. All the fighter-type sahuagin the PCs face fight to the death.

Tactics – Priestesses: At all APLs where present, the clerics are primarily there for support and remain in the second line, though they do cast ranged offensive spells if they have the opportunity and fight in melee if necessary. They always lead with *recitation* (note that all sahuagin are considered worshipers of Sekolah) and/or *bless* and retreat if the fighter-types with them are defeated.

Tactics – Ssercix/guards: At APLs where he fights the PCs, Ssercix targets spellcasters in preference to non-

spellcasters, though he does not go out of his way to do so. His guards travel in a pack in support of him and often maneuver to assist him (providing flanks, teaming up on particularly strong PCs, and so on). Tactics are otherwise the same as for general sahuagin.

Development: For convention/game day play, at APLs 4-6 the rest of the war party breaks and retreats after the PCs win their portion of the battle, while at APLs 8+ the rest of the war party breaks and retreats upon the defeat of Ssercix. If you are playing out the whole battle in a home game, the war party retreats once it takes half losses. In either case, for convention/game day play assume that half of the combatant merfolk are killed and a handful more are critically injured but could be saved if the PCs help out with healing.

If the PCs help the merfolk win against the sahuagin they earned Orca's gratitude. They get the **Favor of Orca** on their ARs.

If the PCs are defeated and some cannot escape, the sahuagin are ruthless in killing those who have sided with the merfolk. Jewelry items and high-quality stabbing weapons are confiscated, while the rest of PC equipment is left to litter the seabed and, thus, could be recovered later.

If the PCs successfully stand and fight with the merfolk, or fail but at least one escapes and remains in the water (doesn't *teleport* out to a safe location and so on) go to encounter 8.

Treasure:

APL 4: Loot – 79 gp.

APL 6: Loot – 125 gp, Magic –+1 *trident* (193 gp).

APL 8: Loot – 269 gp, Magic –+1 *trident* (193 gp), +1 *sharkskin armor* (103 gp).

APL 10: Loot – 250 gp, Magic – *trident of warning* (843 gp), +2 *sharkskin armor* (353 gp).

APL 12: Loot – 250 gp, Magic – *trident of warning* (843 gp), +3 *sharkskin armor* (770 gp).

APL 14: Loot – 250 gp, Magic – *trident of warning* (843 gp), +4 *sharkskin armor* (843 gp).

Detect Magic Results: +1 *trident* (faint abjuration), *trident of warning* (moderate divination), +1 *sharkskin armor* (faint abjuration), +2/+3 *sharkskin armor*: (moderate abjuration), +4 *sharkskin armor* (strong abjuration).

ENCOUNTER 8: GOSGORDDU

This encounter is assumed to follow a successful battle against the sahuagin by the PCs. If this encounter is reached because the battle was unsuccessful but one or more PCs escaped, adjust descriptions accordingly. If the PCs chose not to help the merfolk, go straight to the Negative Response heading, below.

After what he has witnessed, Gosgorddu has decided it's time to speak to the PCs directly:

A porpoise swims toward you through the aftermath of the battle. He swims, towards you, then turns away and swims a short distance away. He stops and looks back at you.

PCs who ignore the porpoise find it being increasingly insistent. When they go with it read the following:

The porpoise leads you to the other side of the coral reef, out of sight of the merfolk. It then swims around to face all of you.

If one or more PCs are Flan, Gosgorddu specifically addresses those PCs and speaks in Flan. If there are no Flan PCs, or it becomes clear that none of the PCs understand him, he switches to the same oddly-accented Common used in encounter 2, though with a much less boyish tone.

"You fought with the merfolk even though it was not your battle," the porpoise says in a voice that sounds like it's coming from a man rather than a porpoise. "You fought even though you had no personal stake in the conflict. Why?"

Gosgorddu does not answer any questions until given an answer. What he's looking for here is something like "because there were innocents to be protected" or "because the sahuagin are evil and evil must be opposed." If PCs merely say something like, "because it was the right/good thing to do," Gosgorddu asks for clarification.

If the PCs let a flippant or mercenary-sounding answer stand for them, go to the Negative Response heading below. Otherwise:

The porpoise nods in a very un-porpoise-like fashion. "And what can you tell me of the state of the Flan people in the basin adjoining this sea and formed by an arch of surrounding hills?"

Any native Bright Sands character or PC who succeeds on a DC 10 Knowledge (geography) check can determine that Gosgorddu is describing the Bright Lands. Gosgorddu listens to whatever the PCs describe, possibly asking for clarification if the PCs are being vague. He takes great interest in descriptions of Rary and what he may be trying to do. After hearing this he is willing to answer PC questions. Use the following responses as guidelines.

Are you Gosgorddu? "I am."

Why do you look like a dolphin? I thought you were supposed to be a warhammer. "This is merely a projection. It can take any form I choose. My physical form is elsewhere."

Have you been watching us? "Yes."

Why have you been watching us? "I sought to judge your worth."

Why judge us? "Long have I lain under the waters lamenting my lost Father and people. I seek a noble soul so that I may continue my purpose. Sadly they seem to be rare."

And your "Father" is. . . ? "Vathris, he who was slain an age ago. I have sensed his return of late but he feels. . . changed. When I knew him, he was never bitter and violent like he is now. That makes me sad."

What is your purpose? "To protect and advance the people of the land of Itar, or such descendants of them as still remain, and promote the ideals of progress and ingenuity. Until such time as I can continue that purpose, I will protect the ruins of Sennerae from being defiled to the best of my ability."

PCs who make a DC 15 bardic knowledge or Knowledge (local-any) check, or who are Bright Lands Flan natives themselves, can surmise that some of the Flan tribesmen who currently inhabit the Bright Lands could well be descendants of ancient Itar.

So you're the spirit that has been "haunting" the ruins of Sennerae? "It seemed like the thing to do, since I cannot take physical action."

Are you working with/allied with Lhamzygax/the locathah/the merfolk? "Yes/yes/no."

Where can we find your physical form?/We have been sent to retrieve you. "Before I agree to cooperate, I would know your purpose."

Gosgorddu listens intently to the PCs' explanation. He seems especially interested in any mention of a plan by Rary to unmake the *Scorpion Crown* and restore the Bright Lands, and comments that "it is long past time that the Green Man was restored to his rightful place." He does not elaborate on this, but PCs succeeding on a DC 15 bardic knowledge, DC 20 Knowledge (religion), or DC 25 Knowledge (nature) check know that the Green Man is a figure in Flan lore said to be the embodiment of the spirit of a land. In his loss or absence, the land becomes a wasteland.

Gosgorddu has difficulty accepting that Rary could be wholly evil with such a noble goal. He is also leery of explanations about being retrieved only to be kept out of the hands of the forces of evil; isn't he just as safe where he is, he argues, since he is so difficult to find and no one will wield/use him without his consent?

Ultimately, Gosgorddu wants to do what he can to help the Flan people of the Bright Lands, and he sees contributing to a ceremony to restore the Bright Lands as

the best possible option, even if it means his potential destruction and working with a man some regard as evil. This, to Gosgorddu, is his penance for failing to protect Sennerae and his Father in his past, and he says as much to the PCs if the topic comes up. Arguments that those incidents weren't his fault and/or that it was beyond his ability to do anything about either won't sway him.

Special Note: If one of the PCs has the Spirit Tattoo Gana (the spirit) strongly advocates the “hand over Gosgorddu to Rary” argument and rails against the PC in her head if the “keep away from the forces of evil” argument is used by the PCs, since he desperately wants to see the Bright Lands restored. In fact, he tries to interfere with his host by babbling in the PC's head, which gives a -5 circumstance penalty for that PC on any Diplomacy check based on that argument.

If the PCs agree to turn it over to a party that will use it in an unmaking ceremony for the *Scorpion Crown*, have no black marks against them, and have a Bright Lands-native Flan amongst their number, no Diplomacy check is required to convince Gosgorddu to reveal its location and allow the PCs to take it with them. Otherwise a base DC 25 Diplomacy check is required if the PCs are arguing the “turn over to Rary” case and a base DC 35 check is required for a “keep out of the hands of evil” argument. Both are modified as follows:

Factor	DC Mod
PCs have black marks against them.	+10 per
Main speaker has the Spirit Tattoo.	+5*
Any other PC has the Spirit Tattoo.	+2*
Each PC who is Bright Lands Flan.	-4 per
Each PC who is an obvious worshiper of Rao.	-2 per
Each PC who is an obvious worshiper of Vathris (even the new version).	-5 per
Main speaker is good-aligned.	-2
Argument is made in Flan.	-2
APL is 10+	+4**
Situational modifier (for a particularly good argument)	-2

*Gosgorddu can sense a Sulmite soul within the tattoo and so is distrustful of that PC.

**Gosgorddu is less inclined to trust stronger PCs since it knows they would be more able to mask their true intentions.

On a successful Diplomacy check read the following:

The porpoise nods to you. “It would seem that you are the ones I have long been awaiting. Come, I will lead you to me.”

Gosgorddu waits long enough for the PCs to say anything they need to say to the merfolk, then:

The porpoise leads you back to Sennerae, at which point it turns into a teenage Flan boy clothed in a white tunic marked with two large runes.

The runes are for “progress” and “ingenuity” if the PCs can read Flan. This is the true image of Gosgorddu's sentence.

The boy glides effortlessly through the water to a point about halfway between the two temples. He hovers over a particular spot, which looks no different from anywhere else, and points down.

“Dig here,” the boy says.

Digging takes several minutes unless the PCs use magic to speed up the process. An asherati who goes sandswimming at this point could also just dip down and retrieve it.

About a foot deep into the silt you come across something metal. It's the haft of a weapon, a warhammer in fact, which seems to be lodged in a small crevasse. It would have been extremely difficult to find by chance.

Gosgorddu explains things to Lhamzygax and/or Coelanth, then insists that only a good-aligned PC or Flan PC be allowed to pick it up. Though such individuals are also allowed to wield it in battle, it only bestows powers beyond its basic ones on a Flan True Believer of Vathris. See Appendix 1 for further details.

Negative Response

If the PCs failed the above Diplomacy check, they can attempt to make the other argument with Gosgorddu but at a +4 penalty to the DC. On a second failure, lack of a second attempt, or if the PCs got here because of not having good intentions read the following:

The dolphin bows its head. “I am sorry for troubling you. You do not seem to be the kind of individuals I have been awaiting. Goodbye.”

With that, the dolphin disappears.

At this point, the PCs could still go back to Sennerae and search for Gosgorddu themselves but the duration of their *water breathing* should eventually become a factor. If the PCs find Gosgorddu, only a good-aligned or Bright Lands Flan PC can remove it from the crevasse in which it's lodged; treat this as a “sword in the stone” kind of

thing. Lacking that, the PCs could come up with some other creative method of freeing Gosgorddu (destroy the stone around it, and so no) but are otherwise out of luck.

If the PCs got here because they didn't help the merfolk at all in encounter 7, Gosgorddu appears to them as a dolphin, introduces himself, and then give the above line.

Development: Regardless of whether the PCs succeed or fail here, go to encounter 9.

ENCOUNTER 9: RETURN

More powerful PCs may simply *teleport* back to Messalina or Karistyne once they have Gosgorddu, or use other rapid forms of transportation such as *wind walk*. If the PCs do not stop to rest before doing so they entirely miss the last encounter. Go straight to the Conclusion.

Once the PCs leave Sennerae with Gosgorddu, they must still negotiate the 70 foot cliff face to return to dry land; see encounter 1a for details on doing this. They have no trouble during whatever remains of the day and the following night, but do have trouble coming to greet them when they get up for the morning.

Assume that this encounter happens after PCs have had a chance to prepare spells and cast daily spells with a short casting time, but before anything as lengthy as a *heroes' feast* could be concluded. (In fact, the DM, for sake of cruelty, could consider this encounter to come during the consumption of a *heroes' feast* if one is cast.)

The Hueleneae

The hueleneae (desert centaurs) have made a practice of keeping an eye on the ruins of Sennerae over the centuries, for they respect it as a sign of what can happen when fell magic is allowed to grow too strong. Rary's agents have also been keeping an eye on Sennerae ever since the previous failed mission in case someone from the opposition makes an attempt to recover Gosgorddu. It is one of these groups that confronts the PCs the next morning, depending on who they were working for in the first place, but in both cases the PCs must face hueleneae.

If the PCs are working for Messalina they are confronted by a war party led by Jozzn, who represents the majority of hueleneae opposing Rary. If the PCs are working for Karistyne they are confronted by a war party lead by Kyzzn, who represents a small minority of hueleneae who have thrown their lot in with Rary. Both have the same stats, equipment, and support centaurs at each APL, just different motivations.

In either case have the PCs make Spot checks. Unless everyone fails a DC 10, read the following:

As you break camp/eat breakfast the more sharp-eyed amongst you spy several riders approaching from across the rocky ground to the northwest. As they get closer you can see that they are, instead, centaurs, possibly even the hueleneae that inhabit the Bright Lands.

The centaurs are about 300 feet away at this point. They take three rounds to approach to a distance of 50 feet. If the PCs are not immediately hostile then their leader rides forward to 20 feet from the PCs to speak with them while his companions have bows out and ready.

JOZZN

Jozzn is an ally of Karistyne and works against Rary and the Empire of the Bright Sands.

"Hail, adventures!" calls out a centaur armed with a spiked chain. "I am Jozzn and these are my companions."

(If Gosgorddu is out in plain sight, add:) *His gaze narrows as it fixes on the hammer. "So, it would appear that you found The Defender after all. We know that you are working for Rary and cannot allow you to turn that over to him. It's best you hand it to us for safekeeping."*

(If Gosgorddu is not out in plain sight, add:) *"It's our understanding that you have recently descended to the ruins of Sennerae. Find anything interesting there? Bring it back with you, perhaps? We can't allow you to hand it over to Rary."*

Jozzn is suspicious of any denials but it is possible for the PCs to bluff their way past him and his companions and thus avoid a fight here. If the PCs make a convincing argument that they don't have the hammer or aren't going to turn it over to Rary, give them an opposed Bluff check. On a success against a fight can be avoided here, although if Jozzn already knows the PCs have Gosgorddu they insist on escorting the PCs to people who will ensure that Rary doesn't get it. They will not take "no" for an answer on this since they know that Rary's been looking for that hammer. In this case, the PCs must figure out a way to evade the hueleneae or fight them at some point. Otherwise they are escorted for several days to a large hueleneae encampment where Gosgorddu is taken from them – by overwhelming force if necessary. In this case go to Conclusion D.

If any centaur PCs are present, Jozzn calls the PC out and insists on knowing why that PC has chosen to side with Rary instead of his kindred in that matter. Unless the PC comes up with a convincing argument, that PCs is

treated with special disdain and given preferential treatment in targeting if a battle breaks out.

If a fight does break out, go to the Combat section, below.

KYZZN

Kyzzn is an ally of Rary and the Empire of the Bright Sands.

A centaur wielding a spiked chain strides forward to speak with you. He is wearing a badge with an emblem on his harness. It depicts a gauntleted fist clutching a crescent moon against a field of red, with three stars directly above it on a bar of blue.

Any PC who is a Bright Sands native or makes a DC 10 Knowledge (local-any) or Knowledge (nobility & royalty) check recognizes that as the emblem of the Empire of the Bright Lands.

“Ho, adventurers!” he says. “I am Kyzzn, and my companions and I represent the lord of these lands. We know that you have been down to ancient Sennerae and must check to see that you aren’t carrying any. . . contraband.” He smiles mirthlessly.

(If Gosgorddu is in plain sight, add:) *“That warhammer is of particular interest to our lord. It would be best for you if you hand it over.”*

The PCs are unlikely to talk their way out of this one, but they can try. Kyzzn doesn’t deny that he and his companions have thrown their lot in with Rary because they believe Rary acts in “the best interests of the Bright Lands.” If accused of being a traitor by a centaur PC, he merely shrugs and says that it’s the centaur nation that’s being short-sighted in resisting such a great man. He rejects any claims that Rary is evil, “merely misunderstood”.

If the PCs manage to adjust the centaur’s attitude to at least to friendly using Diplomacy (they are unfriendly to start) and/or convince the centaurs with Bluff checks that they intend to turn Gosgorddu over to Rary, the centaurs offer to escort them to Rary to make sure such a prize gets there. In this case the centaurs really do escort the PCs all the way to Rary’s Tower unless the PCs evade or fight them at some point. Go to the Conclusion C if they don’t.

ESCAPE THE CENTAURS

If the PCs agree to be escorted by either group of centaurs for any distance but try to evade them at some point, keep in mind that the centaurs have a base speed of 50, so the PCs are unlikely to be able to purely outrun

them. Judge the PCs’ efforts based on their merits, but if they come up with a good enough plan that they convince you that they could succeed then assume that they do so and give them half experience for the encounter.

COMBAT

Should a fight start, these centaurs are looking more for a snatch-and-grab than a protracted fight. If they reasonably think they could disarm Gosgorddu from whomever has it and take off with it without getting killed in the process they attempt to do so, since they believe they can outrun the PCs. If Gosgorddu is not visible (in a *Heward’s handy haversack*, for instance) or easily accessible then they fight long enough to strike the PCs down but do not go out of their way to kill PCs.

In no case do the centaurs fight to the death; if they are clearly out-powered, or Jozzn/Kyzzn is struck down and the remaining centaurs aren’t faring well, the survivors flee to find reinforcements – but for purposes of this adventure it’s assumed the PCs can avoid such reinforcements.

For this fight, assume that the terrain around the PCs and centaurs is dotted with boulders. Place several single-square obstructions spaced randomly about 30 ft. apart. These are large enough to provide cover but can be seen over by any Medium-size or bigger PC/NPC.

APL 4 (EL 6)

➤ **Jozzn/Kyzzn, hueleneae leader:** male centaur 5; hp 30; Appendix 1.

➤ **Centaur Archers (3):** male or female centaur 3; hp 20 each; Appendix 1.

APL 6 (EL 8)

➤ **Jozzn/Kyzzn, hueleneae leader:** male centaur 6/fighter 2; hp 63; Appendix 1.

➤ **Centaur Archers (4):** male or female centaur 5; hp 27 each; Appendix 1.

APL 8 (EL 10)

➤ **Jozzn/Kyzzn, hueleneae leader:** male centaur 6/fighter 4; hp 86; Appendix 1.

➤ **Centaur Archers (3):** male or female centaur 6/ranger 2; hp 54 each; Appendix 1.

➤ **Centaur Sorcerer:** female centaur 6/sorcerer 2; hp 54; Appendix 1.

APL 10 (EL 12)

➤ **Jozzn/Kyzzn, hueleneae leader:** male centaur 6/fighter 6; hp 109; Appendix 1.

➤ **Centaur Archers (3):** male or female centaur 6/ranger 4; hp 72 each; Appendix 1.

➤ **Centaur Sorcerer:** female centaur 6/sorcerer 4; hp 68; Appendix 1.

APL 12 (EL 14)

➤ **Jozzn/Kyzzn, hueleneae leader:** male centaur 6/fighter 8; hp 132; Appendix 1.

➤ **Centaur Archers (3):** male or female centaur 6/ranger 6; hp 90 each; Appendix 1.

➤ **Centaur Sorcerer:** female centaur 6/sorcerer 6; hp 82; Appendix 1. (CR 9)

APL 14 (EL 16)

➤ **Jozzn/Kyzzn, hueleneae leader:** male centaur 6/fighter 10; hp 155; Appendix 1.

➤ **Centaur Archers (3):** male or female centaur 6/ranger 8; hp 108 each; Appendix 1.

➤ **Centaur Sorcerer:** female centaur 6/sorcerer 8; hp 96; Appendix 1. (CR 11)

Tactics–Jozzn/Kyzzn: At all APLs he fights in melee if feasible. At APL 6+ he always leads by tripping foes and tries to position himself to threaten as many PCs as possible. He isn't a fight-to-the-death type, so he retreats or surrenders if badly damaged and clearly losing.

Tactics–Archers: The archers (one is female at all APLs) have been trained to support Jozzn/Kyzzn, so they concentrate on any upright target he's in melee with if they have a clear shot and the Precise Shot feat. Otherwise they target other archers or spellcasters. If forced into melee or they run out of arrows, they draw scimitar and shield. At APLs 10+ the archers do have hawk animal companions, but they are assumed to be out hunting at this time since they could not significantly impact the combat.

Tactics–Sorceress: She exclusively casts spells unless she runs out (unlikely) or doesn't have another choice. Her targeting priorities are the same as for the archers. She uses *expeditious retreat* to retreat quickly if that condition arises for her.

Development: If the PCs have Gosgorddu in their possession at the end of this encounter and turn it over to Karistyne, go to Conclusion A.

If the PCs have Gosgorddu and turn it over to Messalina, go to Conclusion B.

If the PCs deliver the warhammer to Rary personally, go to Conclusion C.

If the PCs have Gosgorddu and try to auction it off to the highest bidder, they find that Gosgorddu has disappeared from their possession at some point. (If kept in an extradimensional space like a *Heward's haversack*, it disappears the moment it is removed from there to be handed over.) Use Conclusion D.

If the PCs fail to come back with Gosgorddu or had it taken from them by the hueleneae, go to Conclusion D.

Treasure:

APL 4: Loot – 306 gp.

APL 6: Loot – 443 gp, Magic – +1 *large spiked chain* (196 gp).

APL 8: Loot – 615 gp, Magic – +1 *large spiked chain* (196 gp).

APL 10: Loot – 623 gp, Magic – +1 *large spiked chain* (196 gp), +1 *large chain shirt* (129 gp).

APL 12: Loot – 594 gp, Magic – +1 *adamantine large spiked chain* (421 gp), +2 *large chain shirt* (379 gp), *gauntlets of ogre power* (333 gp).

APL 14: Loot – 594 gp, Magic – +1 *adamantine vicious large spiked chain* (921 gp), +3 *large chain shirt* (796 gp), +4 *belt of giant strength* (1,333 gp), +2 *ring of protection* (666 gp).

Detect Magic Results: +1 *chain shirt* (faint abjuration), +2 or +3 *chain shirt* (moderate abjuration), +1 *spiked chain* and +1 *adamantine spiked chain* (faint abjuration), +1 *adamantine vicious spiked chain* (moderate necromancy), *ring of protection* +2 (faint abjuration), *gauntlets of ogre power* and *belt of giant strength* (moderate transmutation).

CONCLUSION

CONCLUSION A: GOSGORDDU TO KARISTYNE

This description assumes the PCs traveled overland to get back. If not, amend it accordingly.

The return journey is a long one fraught with dangers. At one point you must spend an entire day in some ruins waiting out a sandstorm, and you must waste time on other occasions avoiding patrols of the Empire of the Bright Sands. The occasional denizen of the desert must also be battled, but it's nothing you can't handle. Fortunately, the hueleneae and nomads you meet prove to be friendly once you explain that you're on a mission for Lady Karistyne.

Your return to Karistyne Castle is expected. Lady Karistyne seems quite pleased with you when you hand over Gosgorddu to her.

"You have done well," she says as she hefts the warhammer. "I will make sure this stays out of the clutches of the Traitor and the other forces of evil."

As she speaks, the image of a teenage Flan boy dressed in white appears. "But to do so, will you sacrifice any hope for the salvation of the land?"

Gosgorddu says to her. Tears can be seen welling in his eyes.

Karistyne is taken aback by this. "This is a matter for further discussion," she finally replies. "We will speak about it in time."

The PCs are given the full gold value for the Conclusion and the **Favor of Karistyne** on their ARs. If any PC has the Spirit Tattoo, that PC also gets the **Gana is Unhappy** notation on the AR.

CONCLUSION B: GOSGORDDU TO MESSALINA

This description assumes the PCs traveled overland to get back. If not, amend it accordingly.

The return journey is a long one, at one point requiring you to spend an entire day in some ruins waiting out a sandstorm. Strangely, you are not bothered by any patrols of the Empire of the Bright Sands, and while nomads and desert denizens do occasionally give you trouble, it's nothing you can't handle.

Your return to Minaryn Castle is expected. Messalina positively beams at you as you hand Gosgorddu over to her.

"Thank you very much," she says. "This will be passed on to appropriate parties. It is my fervent hope that this will be one of the final keys to restoring the Bright Lands."

The PCs are given the full gold value for the Conclusion and the **Favor of Messalina** on their ARs.

CONCLUSION C: GOSGORDDU TO RARY DIRECTLY

PCs who take this course of action are met by Robilar, who accepts Gosgorddu from them on Rary's behalf after the PCs have been disarmed and suitably scanned for their intent. PCs who take part in doing so get the **Gratitude of Rary** notation on their AR and the gold payment listed under the Conclusion. This is also a "questionable act" for PC paladins since it violates the "working with evil" part of their code. The PCs also soon start hearing rumors that they have been branded as traitors by Karistyne; thus they also earn the **Disfavor of Karistyne**.

CONCLUSION D: FAILURE

The PCs' original employer is disappointed with their failure but understands that this was a difficult mission.

They pay the PCs half of the listed gold in the Conclusion for their attempt but do not gain any Favors.

If the PCs had Gosgorddu taken from them by the hueleneae and tell their employer who has it, they receive full Conclusion gold instead but still get no Favors.

Treasure

APL 4: Coin: 150 gp

APL 6: Coin: 175 gp

APL 8: Coin: 200 gp

APL 10: Coin: 250 gp

APL 12: Coin: 300 gp

APL 14: Coin: 350 gp

CAMPAIGN CONSEQUENCES

The actions of the PCs in this adventure could have a distinct impact on Rary's ability to complete the ceremony to unmake the *Scorpion Crown* and future Core adventures. If this adventure is played prior to the end of 2006, it is important that the DM notifies the Bright Sands writing team which conclusion was reached. Email creighton@greyworks.co.uk with the subject line "COR6-13 Results." Convention coordinators may consolidate all tables into one email if preferred.

Help keep the campaign living and dynamic, report your results!

1. Who did the PCs work for?
2. Was Gosgorddu ultimately recovered, and if so, who was it turned over to?
3. Did the PCs arrange for the merfolk to live in the ruins of Sennerae?
4. Did anything else unusual or noteworthy happen (for example the PCs killed Lhamzygax)?

EXPERIENCE POINT SUMMARY

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

Encounter 5

Defeat or successfully reason with Coelanth and LLhamzygax

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

Encounter 7

Help defeat sahuagin war party.

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

Encounter 8

Successfully recover Gosgorddu (story award)

APL 4	90 XP
APL 6	120 XP
APL 8	150 XP
APL 10	180 XP
APL 12	210 XP
APL 14	240 XP

Encounter 9

Defeat the huelenear

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

Evade/trick the huelenear instead

APL 4	90 XP
APL 6	120 XP
APL 8	150 XP
APL 10	180 XP
APL 12	210 XP
APL 14	240 XP

Discretionary roleplaying award

APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP
APL 14	120 XP

Total possible experience:

APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 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 5: Sennerae

APL 4: Loot – 32 gp.

APL 6: Loot – 45 gp.

APL 8: Loot – 25 gp, Magic – *+1 sharkskin armor* (103 gp).

APL 10: Loot – 25 gp, Magic – *+1 sharkskin armor* (103 gp), *+2 periapt of wisdom* (333 gp).

APL 12: Loot – 25 gp, Magic – *+1 sharkskin armor* (103 gp), *periapt of wisdom +2* (333 gp).

APL 14: Loot – 25 gp, Magic – *+1 sharkskin armor* (103 gp), *periapt of wisdom +2* (333 gp), *ring of protection +1* (167 gp).

Encounter 7: Caught in the Middle!

APL 4: Loot – 79 gp, Magic – *gp +1 trident* (193 gp).

APL 6: Loot – 125 gp, Magic – *+1 trident* (193 gp).

APL 8: Loot – 269 gp, Magic – *+1 trident* (193 gp), *+1 sharkskin armor* (103 gp).

APL 10: Loot – 250 gp, Magic – *trident of warning* (843 gp), *+2 sharkskin armor* (353 gp).

APL 12: Loot – 250 gp, Magic – *trident of warning* (843 gp), *+3 sharkskin armor* (770 gp).

APL 14: Loot – 250 gp, Magic – *trident of warning* (843 gp), *+4 sharkskin armor* (1353 gp).

Encounter 9: Return

APL 4: Loot – 306 gp.

APL 6: Loot – 443 gp, Magic – *+1 large spiked chain* (196 gp).

APL 8: Loot – 615 gp, Magic – *+1 large spiked chain* (196 gp).

APL 10: Loot – 623 gp, Magic – *+1 large spiked chain* (196 gp), *+1 large chain shirt* (129 gp).

APL 12: Loot – 594 gp, Coin – 0 gp, Magic – *+1 adamantine large spiked chain* (421 gp), *+2 large chain shirt* (379 gp), *gauntlets of ogre power* 333 gp).

APL 14: Loot – 594 gp, Magic – *+1 adamantine vicious large spiked chain* (921 gp), *+3 large chain shirt* (796 gp), *belt of giant strength +4* (1,333 gp), *ring of protection +2* (666 gp).

Conclusion

APL 4: Coin: 150 gp.

APL 6: Coin: 175 gp.

APL 8: Coin: 200 gp.

APL 10: Coin: 250 gp.

APL 12: Coin: 300 gp.

APL 14: Coin: 350 gp.

Total Possible Treasure

APL 4: Loot: 417 gp; Coin: 150 gp; Magic: 193 gp; Total: 760 gp

APL 6: Loot: 615 gp; Coin: 175 gp; Magic: 389 gp; Total: 1,177 gp

APL 8: Loot: 909 gp; Coin: 200 gp; Magic: 399 gp; Total: 1,408 gp

APL 10: Loot: 898 gp; Coin: 250 gp; Magic: 1957 gp; Total: 3,105 gp

APL 12: Loot: 869 gp; Coin: 300 gp; Magic: 3,182 gp; Total: 4,351 gp

APL 14: Loot: 869 gp; Coin: 350 gp; Magic: 6,349 gp; Total: 7,564 gp

Special

☛ **Favor of Orca:** To repay your help, Orca can arrange for you to be trained in the Aquatic Shot, Sanctify Water, or Steam Magic feats (all from *Stormwrack*) at the cost of 2 TUs per feat. PCs also get core access to the following: aquatic longbow or crossbow (*Stormwrack*), *plate armor of the deep*, *aquatic weapon upgrade* (*Stormwrack*).

☛ **Favor of Karistyne:** For successfully completing this task for Lady Karistyne, she uses her contacts and resources to grant you one of the following boons (must be chosen now, cross off when used):

- Core access to any one limited cleric or bard spell from *Sandstorm*, to a maximum level equal to the half the APL of this AR. All normal costs apply.
- Core access to any *+1* (APLs 4-8) or up to *+2* (APLs 10-14) weapon or armor special ability from the *Dungeon Master's Guide* that could be crafted by a cleric.

☛ **Favor of Messalina:** For successfully completing this task for Messalina, she uses her contacts and resources to grant you one of the following boons (must be chosen now, cross off when used):

- Core access to any one limited sorcerer/ wizard spell from *Sandstorm*, to a maximum level equal to the half the APL of this AR. All normal costs apply.
- Core access to any *+1* (APLs 4-8) or up to *+2* (APLs 10-14) weapon or armor special ability from the *Dungeon Master's Guide* that could be crafted by a wizard.

☛ **Gana is Unhappy:** You have upset the spirit of your Spirit Tattoo and he is sulking. For the next three adventures, he refuses to give you any assistance unless

you spend an extra 2 TUs per adventure pacifying him and make a DC 25 Diplomacy check.

- *Ring of protection* +2 (Core; *DMG*)

☛ **Gratitude of Rary:** Rary has given you an emblem bearing his symbol, which improves the reaction of any servant or ally of Rary by one step if openly displayed. The PC also gains the benefit of the **Favor of Messalina**, above.

☛ **Disfavor of Karistne:** The magnitude of the betrayal to Lady Karistyne prevents the PC from ever being trusted enough to work for her again and negates all Favors of Karistyne the earned up to this point.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 4:

- Sharkskin armor (Adventure; *Stormwrack*)
- *Bag of teeth* (Adventure; *Stormwrack*)
- *Pearl of the sirines* (Core; *DMG*)

APL 6 (all of APL 4 plus the following):

- Masterwork sharkskin armor (Adventure; *Stormwrack*)
- Large masterwork mighty composite longbow (+6 Str) (Adventure; *PHB*)
- *+1 Large spiked chain* (Adventure; *DMG*)

APL 8 (all of APLs 4-6 plus the following):

- *+1 sharkskin armor* (Adventure; *Stormwrack*)
- Large masterwork mighty composite longbow (Str +7) (Adventure; *PHB*)
- *Trident of warning* (Adventure; *DMG*)

APL 10 (all of APLs 4-8 plus the following):

- *+2 sharkskin armor* (Adventure; *Stormwrack*)
- *+1 Large chain shirt* (Adventure; *DMG*)

APL 12 (all of APLs 4-10 plus the following):

- *+3 sharkskin armor* (Adventure; *Stormwrack*)
- *+1 Large adamantine spiked chain* (Adventure; *DMG*)
- *+2 Large chain shirt* (Adventure; *DMG*)

APL 14 (all of APLs 4-12 plus the following):

- *+4 sharkskin armor* (Adventure; *Stormwrack*)
- *+3 Large chain shirt* (Adventure; *DMG*)
- *+1 Large vicious adamantine spiked chain* (Adventure; *DMG*; 11,050 gp)
- *Belt of giant strength* +4 (Adventure; *DMG*)

APPENDIX 1: ALL APLS

♣**Orca**: male merfolk bard 4/fighter 4; CR 8; Medium humanoid (aquatic); HD 4d6+12 plus 4d10+12; hp 72; Init +1; Spd 5 ft., swim 50 ft.; AC 16, touch 11, flat-footed 15; Base Atk +7; Grp +11; Atk +11 melee (2d6+9, Large trident); Full Atk +11/+6 melee (2d6+9, Large trident); Space/Reach 5 ft./10 ft. (with trident); SA bardic music 4/day (countersong, fascinate, inspire courage, inspire competence); SQ amphibious, low-light vision, bardic knowledge +4; AL CN; SV Fort +8, Ref +6, Will +5; Str 18, Dex 12, Con 16, Int 10, Wis 10, Cha 16.

Skills and Feats: Bluff +10, Concentration +9, Diplomacy +15, Intimidate +14, Listen +2, Perform (oratory) +8, Sense Motive +7, Spot +2, Swim +16; Alertness, Leadership, Power Attack, Weapon Focus (trident), Weapon Specialization (trident).

Languages: Common, Aquan.

Inspire Courage (Su): +1 morale bonus on attack and damage rolls and saves vs. charm and fear for allies; lasts 5 rounds after singing stops.

Special Note: Dolphin is effectively Orca's cohort.

Spells Known (3/3/1; base DC = 13 + spell level): 0—*daze, know direction, light, mage hand, mending, resistance*, 1st—*charm person, inspirational boost, expeditious retreat*, 2nd—*mirror image, suggestion*.

Possessions: +1 shell scale mail, +1 large trident.

♣**Lhamzygax**: Male dragon turtle; CR 20; Gargantuan dragon (aquatic); HD 32d12+256; hp 464; Init +0; Spd 20 ft., Swim 30 ft.; AC 27, touch 6, flat-footed 27; Base Atk +32; Grp +58; Atk +42 melee (6d6+14, bite); Full Atk +42 melee (6d6+14/19-20, bite) and +40 melee (3d8+7, 2 claws); Space/Reach 20 ft./15 ft.; SA breath weapon, snatch, capsize; SQ darkvision 60 ft., immunity to fire, *sleep*, and paralysis, low-light vision, scent; AL N; SV Fort +26, Ref +18, Will +20; Str 38, Dex 10, Con 26, Int 12, Wis 14, Cha 12.

Skills and Feats: Diplomacy +3, Hide +23*, Intimidate +32, Listen +37, Search +36, Sense Motive +37, Speak Language (Flan), Spot +37, Survival +37 (+39 following tracks), Swim +32; Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improve Critical (bite), Improved Snatch, Large And In Charge, Multiattack, Power Attack, Snatch, Snatch and Swallow.

*Dragon turtles have a +8 racial bonus on Hide checks when submerged.

Languages: Aquan, Draconic, Common, Flan.

Breath Weapon (Su): Superheated steam 20x25x50 feet once every 1d4 rounds, 18d6 fire, Reflex DC 34 half, effective underwater. Save is Constitution-based.

Improved Snatch (Ex): Can snatch creatures up to Large size.

Swallow (Ex): If beginning a turn with a grappled creature of size Large or smaller in his mouth, Lhamzygax can make a grapple check to swallow the creature. Swallowed creatures are considered grappled but Lhamzygax is not. If they escape the grapple, they are returned to his mouth. Swallowed creatures take 2d6 physical damage and 4d6 fire damage every round they remain swallowed.

♣**Gosgorddu** (aka "The Defender"): +2 *holy defending warhammer*. AL LG; Int 18, Wis 18, Cha 10; speech, telepathy, 120 ft. darkvision, blindsense, hearing. Ego score 28.

Lesser Powers: *bless* allies 3/day, *cure moderate wounds* (2d8+3) on wielder 3/day, 10 ranks in Bluff (total score +10), 10 ranks in Sense Motive (+14).

Greater Powers: *Project image* at will (special; see below), *dismissal* 1/day.

Special Purpose: Defend noncombatants.

Dedicated Powers: *righteous might* (CL 13th).

Languages: Common, Aquan, Flan, Draconic, Celestial

Project Image (Sp): Gosgorddu can project an image which can take any Small or Medium form, to a maximum range of one mile. It does not require line of effect to initiate or maintain but otherwise functions as a *project image* spell (CL 13th) and registers as such to any magical scanning or detection.

Because of the way Gosgorddu's image doesn't interact with the water around it, anyone succeeding on a DC 20 Spot check can recognize that something isn't right about the image. This is sufficient grounds for a disbelieve check (DC 21 Will save) if one is requested.

Personality: Gosgorddu's entire reason for being is to protect the people of Itar (or their descendants) and promote the values of progress and ingenuity that were the original domain of its "father" Vathris. Originally its image power was much more limited and used primarily for conversing face-to-face with its wielder or distracting enemies in combat, but upon the original death of Vathris some of Vathris's residual energy was drawn to Gosgorddu, expanding the ability to its current level. Gosgorddu now uses it to observe and test people to see if they are worthy. (By "worthy" it means good-aligned, willing to promote the interests of the Flan people of the Bright Lands, and willing to defend the innocent.)

While being used by a qualified individual in support of its purpose, Gosgorddu grants its wielder

the Diehard feat (*Complete Warrior*) and *delay death* (*Spell Compendium*). These qualities do not apply while the wielder is on the offensive.

Further details on Gosgorddu's personality appear in the Adventure Background. To use this relic, one must worship Vathris and either sacrifice a 7th-level divine spell or else have the True Believer feat and 13 HD or more.

Strong abjuration; CL 13th; Sanctify Relic, Craft Magic Arms and Armor, *bless, cure moderate wounds, dismissal, righteous might*, creator must worship the original form of Vathris; Price 107,812; Cost 54,062 + 4,312 xp.

ENCOUNTER 5: SENNERAE

☛**Coelanth:** male locathah druid 4; CR 4; Medium humanoid (aquatic); HD 2d8+2 plus 4d8+4; hp 39; Init +1; Spd 10 ft., swim 60 ft.; AC 17, touch 11, flat-footed 13; Base Atk +4; Grp +4; Atk +6 melee (1d8/x3, longspear); Full Atk +6 melee (1d8/x3, longspear); Space/Reach 5 ft./5 ft. (10 ft. with longspear); SA spells; SQ nature sense, wild empathy, undersea stride, trackless step, resist nature's lure; AL N; SV Fort +8, Ref +2, Will +7; Str 10, Dex 12, Con 12, Int 13, Wis 17, Cha 11.

Skills and Feats: Concentration +7, Craft (weaving) +6, Handle Animal +6 (+10 with companion), Listen +9, Knowledge (nature) +4, Speak Language (Common), Spot +9, Survival +9, Swim +8; Rapid Summoning, Spell Focus: Conjuraton, Weapon Focus (longspear).

Languages: Aquan, Common, Druidic.

Undersea Stride (Ex): Equivalent to a normal druid's woodland stride.

Resist Nature's Lure (Ex): +4 on saving throws vs. the spell-like abilities of fey.

Skills: Locathah have a +8 racial modifier to Swim checks to perform a special action or avoid a hazard. They also can always take 10 on Swim checks and can perform the run action while swimming.

Spells Prepared (5/4/3; base DC = 13 + spell level): 0—*cure minor wounds, detect poison, light, mending, resistance*, 1st—*cure light wounds, entangle, magic fang, speak with animals*, 2nd—*heat metal, resist energy, barkskin* (skin appears to be covered in shells).

Possessions: sharkskin armor, masterwork longspear, coral segment*, spell components.

Power-Up Suite (barkskin): AC 19, touch 11, flat-footed 18 (armor +3, natural +5, Dex +1).

Note: The coral segment, which Coelanth wears on a string around his neck, replaces mistletoe as his druid's spell focus.

ENCOUNTER 7: CAUGHT IN THE MIDDLE!

☛**Sahuagin Sergeant:** male sahuagin fighter 2; CR 4; Medium monstrous humanoid (aquatic); HD 2d8+2 plus 2d10+2; hp 28; Init +1; Spd 30 ft., swim 60 ft.; AC 19, touch 11, flat-footed 18; Base Atk +4; Grp +6; Atk +8 melee (1d8+3, trident) or +7 melee (1d4+2, talon) or +5 ranged touch (net); Full Atk +8 melee (1d8+3, trident) and +4 melee (1d4+1, bite) or +7/+7 melee (1d4+2, talons) and +4 melee (1d4+1, bite) or +5 ranged touch (net); SA blood frenzy, rake 1d4+1; SQ blindsense 30 ft. (underwater only), darkvision 60 ft., freshwater

sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +4, Ref +4, Will +4; Str 15, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Handle Animal +6 (+10 with sharks), Hide +10, Listen +11, Profession (Hunter) +8, Ride +3, Spot +11, Swim +10, Survival +5; Great Fortitude, Multiattack, Power Attack, Weapon Focus (talon), Weapon Focus (trident).

Languages: Aquan, Common, Sahuagin.

Blood Frenzy (Ex): 1/day if taken damage in combat, a sahuagin can fly into a blood frenzy the next round, lasting until it or its opponent is dead. +2 to Str and Con, -2 to AC. Cannot end this voluntarily.

Light Blindness (Ex): Abrupt exposure to bright light (such as *daylight*) blinds a sahuagin for one round, after which the sahuagin is dazzled while in the bright light.

Speak With Sharks (Ex): Can communicate basic concepts telepathically with sharks within 150 feet.

Rake (Ex): Attack bonus +5, damage 1d4+1; two are gained when attacking while swimming.

Possessions: +1 trident, net, masterwork sharkskin armor.

ENCOUNTER 9: RETURN

☛**Jozzn/Kyzzn:** male centaur 5; CR 3; Medium monstrous humanoid; HD 3d8+12; hp 30; Init +3; Spd 50 ft.; AC 19, touch 13, flat-footed 16; Base Atk +3; Grp +9; Atk +10 melee (2d4+9, spiked chain) or +7 ranged (1d8+6/x3, mighty composite longbow); Full Atk +10 melee (2d4+9, spiked chain) and +4/+4 melee (1d4+3, 2 hooves) or +7 ranged (1d8+6/x3, mighty composite longbow); Space/Reach 5 ft./5 ft. (10 ft. with spiked chain); SQ darkvision 60 ft.; AL N; SV Fort +5, Ref +6, Will +4; Str 22, Dex 16, Con 18, Int 13, Wis 12, Cha 10.

Skills and Feats: Hide +5, Listen +5, Spot +5, Survival +5, Tumble +5; Exotic Weapon Proficiency (spiked chain), Power Attack.

Languages: Common, Flan, Giant.

Possessions: masterwork spiked chain, masterwork mighty composite longbow (+6), quiver with 20 arrows, masterwork studded leather armor (centaur-sized).

☛**Centaur Archers:** male or female centaur 3; CR 2; Medium monstrous humanoid; HD 2d8+8; hp 20 each; Init +4; Spd 40 ft.; AC 16 (17), touch 14, flat-footed 12; Base Atk +2; Grp +5; Atk +5 melee (1d6+3/18-20, scimitar) or +7 ranged (1d8+3/x3, mighty composite longbow); Full Atk +5 melee (1d6+3/18-20, scimitar) and +0/+0 melee (1d4+1, 2 hooves) or +7 ranged

(1d8+3/x3, mighty composite longbow); SQ darkvision 60 ft.; AL N; SV Fort +2, Ref +7, Will +3 ; Str 17, Dex 18, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +4, Spot +4, Survival +4; Point Blank Shot .

Languages: Common, Giant.

Possessions: masterwork mighty composite longbow (+3), quiver of 20 arrows, scimitar, small wooden shield.

ENCOUNTER 5: SENNERAE

☛**Coelanth**: male locathah druid 6; CR 6; Medium humanoid (aquatic); HD 2d8+2 plus 6d8+6; hp 53; Init +1; Spd 10 ft., swim 60 ft.; AC 17, touch 11, flat-footed 13; Base Atk +5; Grp +5; Atk +7 melee (1d8/x3, longspear); Full Atk +7 melee (1d8/x3, longspear); Space/Reach 5 ft./5 ft. (10 ft. with longspear); SA spells; SQ nature sense, trackless step, resist nature's lure, undersea stride, wild empathy, wild shape; AL N; SV Fort +9, Ref +3, Will +9; Str 10, Dex 12, Con 12, Int 13, Wis 18, Cha 11.

Skills and Feats: Concentration +9, Craft (weaving) +6, Handle Animal +8 (+12 with companion), Listen +10, Knowledge (nature) +5, Speak Language (Common), Spot +10, Survival +13, Swim +8; Rapid Summoning, Spell Focus (conjuration), Weapon Focus (longspear).

Languages: Aquan, Common, Druidic.

Undersea Stride (Ex): Equivalent to a normal druid's woodland stride.

Resist Nature's Lure (Ex): +4 on saving throws vs. the spell-like abilities of fey.

Wild Shape (Su): 2/day, turn into Small or Medium animal.

Spells Prepared (5/4/4/3; base DC = 14 + spell level): 0—*cure minor wounds*, *detect poison*, *light*, *mending*, *resistance*, 1st—*cure light wounds*, *entangle*, *magic fang*, *speak with animals*, 2nd—*heat metal*, *resist energy*, ~~*barkskin*~~ (2)—(skin appears to be covered in shells); 3rd—*dominate animal*, ~~*greater magic fang*~~, *poison*.

Possessions: masterwork sharkskin armor, masterwork longspear, coral segment*, spell components.

Power-Up Suite (*shellskin*): AC 20, touch 11, flat-footed 19 (armor +3, natural +6, Dex +1).

Note: The coral segment, which Coelanth wears on a string around his neck, replaces mistletoe as his druid's spell focus.

☛**Shark Animal Companion**: Large animal (aquatic); HD 9d8+18; hp 58; Init +7; Spd swim 60 ft.; AC 17, touch 12, flat-footed 14; Base Atk +6; Grp +14; Atk +9 melee (2d6+6, bite); Full Atk +9 melee (2d6+6, bite); Space/Reach 10 ft./5 ft.; SQ blindsense 30 ft. (underwater only), evasion, keen scent, link and share spells with Coelanth, low-light vision; AL N; SV Fort +10, Ref +6, Will +7; Str 18, Dex 16, Con 14, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +9, Spot +9, Swim +12; Alertness, Great Fortitude, Improved Initiative, Improved Natural Attack (bite).

Keen Scent (Ex): Can notice creatures by scent in a 180-foot radius and blood in the water at a range of one mile.

Power-Up Suite (*greater magic fang* (4 hrs), *shellskin* (50 min.)): AC 20, touch 12, flat-footed 17; Atk +11 melee (bite 2d6+8); Full Atk +11 melee (bite 2d6+8)

ENCOUNTER 7: CAUGHT IN THE MIDDLE!

All sahuagin have the following abilities:

Blood Frenzy (Ex): 1/day if taken damage in combat, a sahuagin can fly into a blood frenzy the next round, lasting until it or its opponent is dead. +2 to Str and Con, -2 to AC. Cannot end this voluntarily.

Light Blindness (Ex): Abrupt exposure to bright light (such as *daylight*) blinds a sahuagin for one round, after which the sahuagin is dazzled while in the bright light.

Speak With Sharks (Ex): Can communicate basic concepts telepathically with sharks within 150 feet.

☛**Sahuagin Lieutenant**: male sahuagin fighter 3; CR 5; Medium monstrous humanoid (aquatic); HD 2d8+2 plus 3d10+3; hp 36; Init +1; Spd 30 ft., swim 60 ft.; AC 19, touch 11, flat-footed 18; Base Atk +5; Grp +7; Atk +9 melee (1d8+4, trident) or +8 melee (1d4+2, talon) or +6 ranged (1d8/19-20, aquatic crossbow); Full Atk +9 melee (1d8+3, trident) and +5 melee (1d4+1, bite) or +8/+8 melee (1d4+2, talons) and +4 melee (1d4+1, bite) or +6 ranged (1d8/19-20, aquatic crossbow); SA blood frenzy, rake 1d4+1; SQ blindsense 30 ft. (underwater only), darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +4, Ref +5, Will +5; Str 15, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Handle Animal +6 (+10 with sharks), Hide +10, Listen +12, Profession (hunter) +8, Ride +3, Spot +12, Swim +10, Survival +5; Great Fortitude, Multiattack, Power Attack, Weapon Focus (talon), Weapon Focus (trident).

Languages: Aquan, Common, Sahuagin.

Rake (Ex): Attack bonus +5, damage 1d4+1; two are gained when attacking while swimming.

Possessions: +1 trident, aquatic crossbow, 10 bolts, masterwork sharkskin armor.

☛ **Sahuagin Underpriestess:** female sahuagin cleric 3; CR 4; Medium monstrous humanoid (aquatic); HD 2d8+2 plus 3d8+3; hp 32; Init +1; Spd 30 ft., swim 60 ft.; AC 16, touch 11, flat-footed 15; Base Atk +4; Grp +5; Atk +7 melee (1d8+1, trident) or +5 melee (1d4+2, talon) or +7 ranged (1d8+1, *spiritual weapon*); Full Atk +7 melee (1d8+1, trident) and +3 melee (1d4+1, bite) or +5/+5 melee (1d4+1, talons) and +4 melee (1d4+1, bite) or +7 ranged (1d8+1, *spiritual weapon*); SA blood frenzy, rake 1d4+1, rebuke undead 2/day, spells, spontaneous castin (*inflict*); SQ blindsense 30 ft. (underwater only), darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +6, Ref +5, Will +9; Str 12, Dex 13, Con 12, Int 14, Wis 16, Cha 9.

Skills and Feats: Concentration +12, Handle Animal +4 (+8 with sharks), Hide +6, Knowledge (Religion) +4, Listen +12, Profession (Hunter) +8, Profession (Teacher) +5, Ride +3, Spot +12, Swim +9, Survival +7; Great Fortitude, Multiattack, Skill Focus (concentration), Weapon Focus (trident).

Languages: Aquan, Common, Sahuagin.

Rake (Ex): Attack bonus +3, damage 1d4; two are gained when attacking while swimming.

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0—*cure minor wounds* (x2), *guidance*, *resistance*, 1st—*bless*, *command*, *cure light wounds*, *magic weapon**; 2nd—*cure moderate wounds*, *hold person*, *spiritual weapon** (trident).

*Domain spell. Deity Sekolah; **Domains:** Law (law spells at +1 CL), War (Weapon Focus (trident) as bonus feat).

Possessions: Holy symbol of Sekolah (shark fin breaking waves), masterwork trident, spell components.

ENCOUNTER 9: RETURN

☛ **Jozzn/Kyzzn:** male centaur 6/fighter 2; CR 5; Large monstrous humanoid; HD 4d8+16 plus 2d10+8; hp 63; Init +3; Spd 50 ft.; AC 18, touch 12, flat-footed 15; Base Atk +6; Grp +16; Atk +12 melee (2d6+10, spiked chain) or +9 ranged (2d6+6/x3, mighty composite longbow); Full Atk +12/+7 melee (2d6+10, spiked chain) and +6/+6 melee (1d6+3, 2 hooves) or +9/+4 ranged (2d6+6/x3, mighty composite longbow); Space/Reach 10 ft./5 ft. (20 ft. with spiked chain); SA trip; SQ darkvision 60 ft.; AL N; SV Fort +8, Ref +7, Will +5; Str 23, Dex 16, Con 18, Int 13, Wis 12, Cha 10.

Skills and Feats: Hide +2, Jump +19, Listen +6, Spot +6, Survival +5, Tumble +5; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Power Attack, Improved Trip.

Languages: Common, Flan, Giant.

Improved Trip: +14 on opposed Str check.

Possessions: +1 large spiked chain, Large masterwork mighty composite longbow (+6), masterwork Large chain shirt

☛ **Centaur Archers:** male or female centaur 5; CR 3; Medium monstrous humanoid; HD 3d8+9; hp 27 each; Init +5; Spd 50 ft.; AC 18 (19), touch 15, flat-footed 13 (14); Base Atk +3; Grp +8; Atk +8 melee (1d6+5/18-20, scimitar) or +9 ranged (1d8+5/x3 mighty composite longbow); Full Atk +8 melee (1d6+5/18-20, scimitar) and +3/+3 melee (1d4+2, 2 hooves) or +9 ranged (1d8+5/x3, mighty composite longbow); SQ darkvision 60 ft.; AL N; SV Fort +4, Ref +8, Will +3; Str 21, Dex 20, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +5, Spot +5, Survival +4; Point Blank Shot, Precise Shot.

Languages: Common, Giant.

Possessions: masterwork mighty composite longbow (+5), quiver of 20 arrows, scimitar, small wooden shield.

APL 8

ENCOUNTER 5: SENNERAE

All creatures in this encounter have a +8 racial modifier to Swim checks to perform a special action or avoid a hazard. They also can always take 10 on Swim checks and can perform the run action while swimming.

✦**Coelanth**: male locathah druid 8; CR 8; Medium humanoid (aquatic); HD 2d8+2 plus 8d8+8; hp 67; Init +1; Spd 10 ft., swim 60 ft.; AC 18, touch 11, flat-footed 14; Base Atk +6; Grp +6; Atk +8 melee (1d8/x3, longspear); Full Atk +8/+3 melee (1d8/x3, longspear); Space/Reach 5 ft./5 ft. (10 ft. with longspear); SA spells; SQ nature sense, wild empathy, undersea stride, trackless step, resist nature's lure, wild shape; AL N; SV Fort +10, Ref +3, Will +10; Str 10, Dex 12, Con 12, Int 13, Wis 18, Cha 11.

Skills and Feats: Concentration +12, Craft (weaving) +6, Handle Animal +8 (+12 with companion), Listen +11, Knowledge (nature) +8, Speak Language (Common), Spot +11, Survival +17, Swim +8; Augment Summoning, Rapid Summoning (CD), Spell Focus (conjunction), Weapon Focus (longspear).

Languages: Aquan, Common, Druidic.

Undersea Stride (Ex): Equivalent to a normal druid's woodland stride.

Resist Nature's Lure (Ex): +4 on saving throws against the spell-like abilities of fey.

Wild Shape (Su): 3/day, turn into Small, Medium, or Large animal.

Spells Prepared (6/5/4/4/3; base DC = 14 + spell level): 0—*cure minor wounds* (x2), *detect poison*, *light*, *mending*, *resistance*, 1st—*charm animal*, *cure light wounds*, *entangle*, *magic fang*, *speak with animals*; 2nd—*heat metal*, *resist energy*, *barkskin* (2)—(skin appears to be covered in shells); 3rd—*cure moderate wounds*, *dominate animal*, *greater magic fang*, *poison*; 4th—*arc of lightning* (SC), *dispel magic*, *freedom of movement*.

Possessions: +1 *sharkskin armor*, masterwork longspear, coral segment*, spell components.

Power-Up Suite (*barkskin* (90 min.)): AC 20, touch 11, flat-footed 19.

✦**Shark Animal Companion**: Large animal (aquatic); HD 9d8+18; hp 58; Init +7; Spd swim 60 ft.; AC 17, touch 12, flat-footed 14; Base Atk +6; Grp +14; Atk +9 melee (2d6+6, bite); Full Atk +9 melee (2d6+6, bite); Space/Reach 10 ft./5 ft.; SQ blindsense 30 ft. (underwater only), evasion, keen scent, link and share spells with Coelanth, low-light vision; AL N; SV Fort

+10, Ref +6, Will +7; Str 18, Dex 16, Con 14, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +9, Spot +9, Swim +12; Alertness, Great Fortitude, Improved Initiative, Improved Natural Attack (bite).

Keen Scent (Ex): Can notice creatures by scent in a 180 foot radius and blood in the water at a range of one mile.

Power-Up Suite (*greater magic fang* (7 hours), *barkskin* (70 min.)): AC 20, touch 12, flat-footed 17; Atk +11 melee (2d6+8, bite); Full Atk +11 melee (bite 2d6+8).

ENCOUNTER 7: CAUGHT IN THE MIDDLE!

All sahuagin have the following abilities:

Blood Frenzy (Ex): 1/day if taken damage in combat, a sahuagin can fly into a blood frenzy the next round, lasting until it or its opponent is dead. +2 to Str and Con, -2 to AC. Cannot end this voluntarily.

Light Blindness (Ex): Abrupt exposure to bright light (such as *daylight*) blinds a sahuagin for one round, after which the sahuagin is dazzled while in the bright light.

Speak With Sharks (Ex): Can communicate basic concepts telepathically with sharks within 150 feet.

✦**Ssercix, war chief**: male sahuagin mutant fighter 4/occult slayer 1; CR 8; Medium monstrous humanoid (aquatic); HD 3d8+9 plus 4d10+12; hp 66; Init +6; Spd 30 ft., swim 60 ft.; AC 21, touch 12, flat-footed 15; Base Atk +7; Grp +12; Atk +14 melee (1d8+10, trident) or +12 melee (1d6+5, talon) or +9 ranged (1d8/19-20, aquatic crossbow); Full Atk +14/+9 melee (1d8+10, trident) and +10/+10 melee (1d6+5 talons) and +10 melee (1d4+2, bite) or +12/+12/+12/+12 melee (1d6+5, talons) and +10 melee (1d4+2, bite) or +9 ranged (1d8/19-20, aquatic crossbow); SA blood frenzy, 2 extra arms, rake 1d6+2; SQ blindsense 30 ft. (underwater only), darkvision 60 ft., freshwater sensitivity, light blindness, magical defense +1, speak with sharks, water dependent; AL LE; SV Fort +9, Ref +6, Will +8; Str 21, Dex 14, Con 16, Int 14, Wis 14, Cha 9.

Skills and Feats: Handle Animal +4 (+8 with sharks), Hide +11, Knowledge (arcana) +7, Listen +11, Profession (hunter) +9, Ride +4, Sense Motive +9, Spellcraft +7, Spot +11, Swim +13, Survival +6; Great Fortitude, Improved Initiative, Improved Natural Attack, Multiattack, Power Attack, Weapon Focus (trident), Weapon Specialization (trident).

Languages: Aquan, Common, Sahuagin.

Magical Defense (Ex): +1 bonus on saves vs. spells and spell-like abilities.

Rake (Ex): Attack bonus +10, damage 1d6+2; two are gained when attacking while swimming.

Weapon Bond (Su): Any successful attack Ssercix makes with his +1 *trident* against a spellcaster or creature with spell-like abilities deals an additional 1d6 damage.

Possessions: +1 *trident*, aquatic crossbow, 10 bolts, +1 *sharkskin armor*.

☛ **Sahuagin Guards:** male sahuagin fighter 4; CR 6; Medium monstrous humanoid (aquatic); HD 2d8+6 plus 4d10+12; hp 57 each; Init +2; Spd 30 ft., swim 60 ft.; AC 19, touch 12, flat-footed 15; Base Atk +6; Grp +10; Atk +12 melee (1d8+8, trident) or +11 melee (1d4+4, talon) or +8 ranged (1d8/19-20, aquatic crossbow); Full Atk +12/+7 melee (1d8+8, trident) and +8 melee (1d4+2, bite) or +11/+11 melee (1d4+4, talons) and +8 melee (1d4+2, bite) or +8 ranged (1d8/19-20, aquatic crossbow); SA blood frenzy, rake 1d4+2; SQ blindsense 30 ft. (underwater only), darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +9, Ref +6, Will +6; Str 19, Dex 15, Con 16, Int 14, Wis 14, Cha 9.

Skills and Feats: Handle Animal +6 (+10 with sharks), Hide +11, Listen +14, Profession (hunter) +9, Ride +4, Spot +14, Swim +12, Survival +6; Dodge, Great Fortitude, Multiattack, Power Attack, Weapon Focus (talon), Weapon Focus (trident), Weapon Specialization (trident).

Languages: Aquan, Common, Sahuagin.

Rake (Ex): Attack bonus +9, damage 1d4+2; two are gained when attacking while swimming.

Possessions: masterwork trident, aquatic crossbow, 10 bolts, masterwork sharkskin leather armor.

☛ **Sahuagin Priestess:** female sahuagin cleric 5; CR 6; Medium monstrous humanoid (aquatic); HD 2d8+6 plus 5d8+15; hp 60; Init +2; Spd 30 ft., swim 60 ft.; AC 20, touch 11, flat-footed 18; Base Atk +5; Grp +6; Atk +8 melee (1d8+1, trident) or +6 melee (1d4+1, talon) or +9 ranged (1d8+1 *spiritual weapon* [trident]); Full Atk +8 melee (1d8+3, trident) and +4 melee (1d4+1, bite) or +6/+6 melee (1d4+1, talons) and +4 melee (1d4+1, bite) or +9 ranged (1d8+1, *spiritual weapon* [trident]); SA blood frenzy, rake 1d4+1, rebuke undead 4/day (+1 for 2d6+6 HD), spells, spontaneous casting (*inflict*); SQ blindsense 30 ft. (underwater only), darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +9, Ref +6, Will +11; Str 12, Dex 14, Con 16, Int 14, Wis 18, Cha 12.

Skills and Feats: Concentration +16, Handle Animal +6 (+10 with sharks), Hide +7, Knowledge (Religion) +5, Listen +13, Profession (hunter) +9, Profession (teacher) +8, Ride +4, Spellcraft +5, Spot +13, Swim +9, Survival +8; Great Fortitude, Multiattack, Silent Spell, Skill Focus (concentration), Weapon Focus (trident).

Languages: Aquan, Common, Sahuagin.

Rake (Ex): Attack bonus +4, damage 1d4; two are gained when attacking while swimming.

Spells Prepared (5/4+1/3+1/2+1; base DC = 14 + spell level): 0—*cure minor wounds*(x2), *guidance*(x2), *resistance*, 1st—*bless*, *command*, *cure light wounds*, *magic weapon**, *shield of faith*; 2nd—*cure moderate wounds*, *hold person*, *sound burst*, *spiritual weapon**(trident); 3rd—*close wounds* (SC), *dispel magic*, ~~*magic vestment*~~*.

*Domain spell. Deity Sekolah; *Domains:* Law (law spells at +1 CL), War (Weapon Focus (trident) as bonus feat).

Possessions: Holy symbol of Sekolah (shark fin breaking waves), masterwork trident, masterwork sharkskin armor (enchanted to +1 with *magic vestment*), spell components.

ENCOUNTER 9: RETURN

☛ **Jozzn/Kyzzn:** male centaur 6/fighter 4; CR 7; Large monstrous humanoid; HD 4d8+16 plus 4d10+16; hp 86; Init +3; Spd 50 ft.; AC 19, touch 13, flat-footed 16; Base Atk +8; Grp +19; Atk +16 melee (2d6+11, spiked chain) or +11 ranged (2d6+7/x3, mighty composite longbow); Full Atk +16/+11 melee (2d6+11, spiked chain) and +9/+9 melee (1d6+3, 2 hooves) or +11/+6 ranged (2d6+7/x3 mighty composite longbow); Space/Reach 10 ft./5 ft. (20 ft. with spiked chain); SA trip; SQ darkvision 60 ft.; AL N; SV Fort +9, Ref +8, Will +6; Str 24, Dex 16, Con 18, Int 13, Wis 12, Cha 10.

Skills and Feats: Hide +2, Intimidate +6, Jump +20, Listen +6, Spot +6, Survival +5, Tumble +5; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Power Attack, Improved Trip, Weapon Focus (spiked chain).

Languages: Common, Flan, Giant.

Improved Trip: +15 on opposed Str check.

Possessions: +1 *large spiked chain*, large masterwork mighty composite longbow (+7), quiver of 20 large arrows, masterwork large chain shirt.

☛ **Centaur Archers:** male or female centaur 6/ranger 2; CR 5; Large monstrous humanoid; HD 6d8+18; hp 54 each; Init +5; Spd 50 ft.; AC 19 (20), touch 14, flat-footed 14 (15); Base Atk +6; Grp +15; Atk +11 melee (1d8+5/18-20, scimitar) or +12 ranged (2d6+5/x3

mighty composite longbow); Full Atk +11/+6 melee (1d6+5/18-20, scimitar) and +5/+5 melee (1d6+2, 2 hooves) or +10/+10/+10 ranged (2d6+5/x3 mighty composite longbow); SA favored enemy (humans, +2); SQ darkvision 60 ft. wild empathy +2; AL N; SV Fort +7, Ref +12, Will +4; Str 21, Dex 20, Con 16, Int 10, Wis 11, Cha 10.

Skills and Feats: Handle Animal +1, Listen +7, Spot +7, Survival +9; Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (longbow).

Languages: Common, Giant.

Favored Enemy (Ex): +2 on weapon damage and Bluff, Listen, Sense Motive, Spot, and Survival checks vs. humans.

Possessions: Large masterwork mighty composite longbow (+5), quiver of 20 large arrows, large masterwork leather armor, Large masterwork scimitar, small wooden shield.

☛ **Centaur Sorceress:** female centaur 6/sorcerer 2; CR 5; Large monstrous humanoid; HD 4d8+16 plus 2d4+8; hp 54; Init +4; Spd 50 ft.; AC 16, touch 14, flat-footed 12; Base Atk +5; Grp +12; Atk +8 melee (1d8+4/18-20, scimitar) or +9 ranged (2d6+3/x3 mighty composite longbow); Full Atk +8 melee (1d6+4/18-20, scimitar) and +2/+2 melee (1d6+1, 2 hooves) or +9 ranged (2d6+3/x3, mighty composite longbow); SA spells (cast as 6th level); SQ darkvision 60 ft.; AL N; SV Fort +5, Ref +8, Will +8; Str 16, Dex 18, Con 18, Int 10, Wis 12, Cha 17.

Skills and Feats: Concentration +6, Listen +4, Spellcraft +4, Spot +4, Survival +5; Point Blank Shot, Practiced Spellcaster (CA), Precise Shot.

Languages: Common, Giant.

Spells Known (6/5(4); base DC = 13 + spell level): 0—*acid splash, light, mage hand, mending, prestidigitation*; 1st—*mage armor, magic missile*.

Possessions: Large masterwork mighty composite longbow (+3), quiver of 20 large arrows, large masterwork scimitar (used 2-handed), spell components.

Power-Up Suite (*mage armor* (1.5 hours)): AC 20, touch 14, flat-footed 16.

ENCOUNTER 5: SENNERAE

All creatures in this encounter have a +8 racial modifier to Swim checks to perform a special action or avoid a hazard. They also can always take 10 on Swim checks and can perform the run action while swimming.

✦**Coelanth**: male locathah druid 10; CR 10; Medium humanoid (aquatic); HD 2d8+2 plus 10d8+10; hp 81; Init +1; Spd 10 ft., swim 60 ft.; AC 18, touch 11, flat-footed 14; Base Atk +7; Grp +7; Atk +9 melee (1d8/x3, longspear); Full Atk +9/+4 melee (1d8/x3, longspear); Space/Reach 5 ft./5 ft. (10 ft. with longspear); SA spells; SQ nature sense, wild empathy, undersea stride, trackless step, resist nature's lure, venom immunity, wild shape; AL N; SV Fort +11, Ref +4, Will +12; Str 10, Dex 12, Con 12, Int 13, Wis 21, Cha 11.

Skills and Feats: Concentration +14, Craft (weaving) +6, Handle Animal +10 (+14 with companion), Listen +13, Knowledge (nature) +10, Speak Language (Common), Spot +13, Survival +20, Swim +8; Augment Summoning, Boar's Ferocity (CD), Rapid Summoning (CD), Spell Focus (conjunction), Weapon Focus (longspear).

Languages: Aquan, Common, Druidic.

Undersea Stride (Ex): Equivalent to a normal druid's woodland stride.

Resist Nature's Lure (Ex): +4 on saving throws vs. the spell-like abilities of fey.

Wild Shape (Su): 4/day, turn into Small, Medium, or Large animal.

Spells Prepared (6/5/5/4/4/3; base DC = 15 + spell level): 0—*cure minor wounds*(x2), *detect poison*, *light*, *mending*, *resistance*, 1st—*charm animal*, *cure light wounds*, *entangle*, *magic fang*, *speak with animals*; 2nd—*heat metal*, *resist energy*(x2), *barkskin*(2) (skin appears to be covered in shells); 3rd—*cure moderate wounds*, *dominate animal*, *greater magic fang*, *poison*; 4th—*arc of lightning*(x2) (SC), *dispel magic*, *freedom of movement*; 5th—*animal growth*, *commune with nature*, *stoneskin*.

Possessions: +1 sharkskin armor, periapt of wisdom +2, masterwork longspear, coral segment*, spell components.

Power-Up Suite (*barkskin* (90 min.), *stoneskin* (90 min.)): AC 22, touch 11, flat-footed 21 (armor +4, natural +7, Dex +1); SQ DR 10/adamantine (takes 100 damage).

✦**Shark Animal Companion**: Large animal (aquatic); HD 11d8+22; hp 71; Init +7; Spd swim 0 ft.; AC 18,

touch 12, flat-footed 15; Base Atk +8; Grp +16; Atk +11 melee (2d6+6, bite); Full Atk +11 melee (2d6+6, bite); Space/Reach 10 ft./5 ft.; SQ blindsense 30 ft. (underwater only), evasion, keen scent, link and share spells with Coelanth, low-light vision; AL N; SV Fort +11, Ref +6, Will +8; Str 19, Dex 17, Con 14, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +10, Spot +10, Swim +12; Alertness, Great Fortitude, Improved Initiative, Improved Natural Attack (bite).

Devotion (Ex): +4 on saves vs. enchantment spells and effects.

Keen Scent (Ex): Can notice creatures by scent in a 180 foot radius and blood in the water at a range of one mile.

Power-Up Suite (*greater magic fang* (9 hours), *barkskin* (90 min.)): AC 22, touch 12, flat-footed 19; Atk +14 melee (2d6+9, bite); Full Atk +14 melee (2d6+9, bite).

ENCOUNTER 7: CAUGHT IN THE MIDDLE!

All sahuagin have the following abilities:

Blood Frenzy (Ex): 1/day if taken damage in combat, a sahuagin can fly into a blood frenzy the next round, lasting until it or its opponent is dead. +2 to Str and Con, -2 to AC. Cannot end this voluntarily.

Light Blindness (Ex): Abrupt exposure to bright light (such as *daylight*) blinds a sahuagin for one round, after which the sahuagin is dazzled while in the bright light.

Speak With Sharks (Ex): Can communicate basic concepts telepathically with sharks within 150 feet.

✦**Ssercix, war chief**: male sahuagin mutant fighter 4/occult slayer 3; CR 10; Medium monstrous humanoid (aquatic); HD 5d8+15 plus 4d10+12; hp 84; Init +6; Spd 30 ft., swim 60 ft.; AC 22, touch 12, flat-footed 20; Base Atk +9; Grp +15; Atk +18 melee (1d8+13, trident) or +16 melee (1d6+6, talon) or +11 ranged (1d8/19-20, aquatic crossbow); Full Atk +18/+13 melee (1d8+13, trident) and +14/+14 melee (1d6+6, talons) and +13 melee (1d4+3, bite) or +16/+16/+16/+16 melee (1d6+6, talons) and +13 melee (1d4+3, bite) or +11 ranged (1d8/19-20, aquatic crossbow); SA blood frenzy, 2 extra arms, rake 1d6+3, vicious strike, weapon bond; SQ auravision, blindsense 30 ft. (underwater only), darkvision 60 ft., freshwater sensitivity, light blindness, magical defense +2, mind over magic 1/day, speak with sharks, water dependent;

AL LE; SV Fort +10, Ref +7, Will +9; Str 22, Dex 14, Con 16, Int 14, Wis 14, Cha 9.

Skills and Feats: Handle Animal +4 (+8 with sharks), Hide +11, Knowledge (arcana) +7, Listen +11, Profession (hunter) +11, Ride +4, Sense Motive +11, Spellcraft +11, Spot +11, Swim +14, Survival +6; Great Fortitude, Improved Initiative, Improved Natural Attack, Multiattack, Power Attack, Weapon Focus (talon), Weapon Focus (trident), Weapon Specialization (trident).

Languages: Aquan, Common, Sahuagin.

Auravision (Su): See magical auras at a range of up to 60 feet as a free action, as per *detect magic* except that only number present can be determined.

Magical Defense (Ex): +2 bonus on saves vs. spells and spell-like abilities.

Mind over Magic (Su): 1/day, as an immediate action Ssercix can cause a spell or spell-like ability targeted in him to rebound onto the originator, as per *spell turning* at 8th-level.

Rake (Ex): Attack bonus +14, damage 1d4+1; two are gained when attacking while swimming.

Vicious Strike (Ex): Deals double damage on readied attacks to disrupt a spellcaster.

Weapon Bond (Su): Any successful attack Ssercix makes with his *trident of warning* against a spellcaster or creature with spell-like abilities deals an additional 1d6 damage.

Possessions: *trident of warning*, aquatic crossbow, 10 bolts, +2 *sharkskin armor*.

☛**Sahuagin Guards:** male sahuagin fighter 5; CR 7; Medium monstrous humanoid (aquatic); HD 2d8+6 plus 5d10+15; hp 67 each; Init +2; Spd 30 ft., swim 60 ft.; AC 20, touch 12, flat-footed 18; Base Atk +7; Grp +11; Atk +13 melee (1d8+8, trident) or +12 melee (1d4+4, talon) or +9 ranged (1d8/19-20, aquatic crossbow); Full Atk +13/+8 melee (1d8+8, trident) and +9 melee (1d4+2, bite) or +12/+12 melee (1d4+4, talons) and +9 melee (1d4+2, bite) or +9 ranged (1d8/19-20, aquatic crossbow); SA blood frenzy, rake 1d4+2; SQ blindsense 30 ft. (underwater only), darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +9, Ref +6, Will +6; Str 19, Dex 15, Con 16, Int 14, Wis 14, Cha 9.

Skills and Feats: Handle Animal +8 (+12 with sharks), Hide +11, Listen +14, Profession (hunter) +11, Ride +4, Spot +14, Swim +12, Survival +6; Dodge, Great Fortitude, Multiattack, Power Attack, Weapon Focus (talon), Weapon Focus (trident), Weapon Specialization (trident).

Languages: Aquan, Common, Sahuagin.

Rake (Ex): Attack bonus +10, damage 1d4+2; two are gained when attacking while swimming.

Possessions: masterwork trident, aquatic crossbow, 10 bolts, masterwork sharkskin armor.

☛**Sahuagin Priestess:** female sahuagin cleric 7; CR 8; Medium monstrous humanoid (aquatic); HD 2d8+6 plus 7d8+21; hp 78; Init +2; Spd 30 ft., swim 60 ft.; AC 21, touch 11, flat-footed 19; Base Atk +7; Grp +8; Atk +10 melee (1d8+1, trident) or +8 melee (1d4+1, talon) or +11 ranged (1d8+2 *spiritual weapon*, [trident]); Full Atk +10 melee (1d8+1, trident) and +6 melee (1d4+1, bite) or +8/+8 melee (1d4+1 talons,) and +6 melee (1d4+1, bite) or +11/+6 ranged (1d8+2 *spiritual weapon* [trident]); SA blood frenzy, rake 1d4+1, rebuke undead 4/day (+1, 2d6+8 HD), spells, spontaneous casting (*inflict*); SQ blindsense 30 ft. (underwater only), darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +10, Ref +7, Will +12; Str 12, Dex 14, Con 16, Int 14, Wis 19, Cha 12.

Skills and Feats: Concentration +16, Handle Animal +5 (+9 with sharks), Hide +6, Knowledge (Religion) +7, Listen +13, Profession (hunter) +9, Profession (teacher) +10, Ride +4, Spellcraft +7, Spot +13, Swim +9, Survival +8; Great Fortitude, Multiattack, Silent Spell, Skill Focus (Concentration), Sudden Silent, Weapon Focus (trident).

Languages: Aquan, Common, Sahuagin.

Rake (Ex): Attack bonus +6, damage 1d4; two are gained when attacking while swimming.

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0—*cure minor wounds*(x2), *guidance*(x2), *resistance*(x2); 1st—*bless*, *command*, *cure light wounds*, *divine favor*, *magic weapon**, *shield of faith*; 2nd—*cure moderate wounds*, *hold person*, *sound burst*, *silence*, *spiritual weapon** (trident); 3rd—*close wounds* (SC), *dispel magic*, ~~*magic vestment*~~*, *searing light*; 4th—*cure critical wounds*, *order's wrath**, *recitation* (SC).

*Domain spell. Deity Sekolah; **Domains:** Law (**law spells** at +1 CL), War (Weapon Focus (trident) as bonus feat).

Possessions: Holy symbol of Sekolah (shark fin breaking waves), masterwork trident, masterwork sharkskin armor (enchanted to +1 with *magic vestment*), spell components.

ENCOUNTER 9: RETURN

☛**Jozzn/Kyzzn:** male centaur 6/fighter 6; CR 9; Large monstrous humanoid; HD 4d8+16 plus 6d10+24; hp 109; Init +3; Spd 50 ft.; AC 20, touch 13, flat-footed 17; Base Atk +10; Grp +21; Atk +18 melee (2d6+13, spiked

chain) or +13 ranged (2d6+7/x3, mighty composite longbow); Full Atk +18/+13 melee (2d6+13, spiked chain) and +11/+11 melee (1d6+3, 2 hooves) or +13/+8 ranged (2d6+7/x3, mighty composite longbow); Space/Reach 10 ft./5 ft. (20 ft. with spiked chain); SA trip; SQ darkvision 60 ft.; AL N; SV Fort +10, Ref +9, Will +7; Str 24, Dex 16, Con 18, Int 13, Wis 12, Cha 10.

Skills and Feats: Hide +2, Intimidate +9, Jump +23, Listen +6, Spot +6, Survival +5, Tumble +5; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Hold The Line, Improved Trip, Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Languages: Common, Flan, Giant.

Improved Trip: +15 on opposed Str check.

Possessions: +1 large spiked chain, large masterwork mighty composite longbow (+7), quiver of 20 large arrows, +1 large chain shirt.

☛**Centaur Archers:** male or female centaur 6/ranger 4; CR 7; Large monstrous humanoid; HD 8d8+24; hp 72 each; Init +5; Spd 50 ft.; AC 20 (21), touch 14, flat-footed 15 (16); Base Atk +8; Grp +17; Atk +13 melee (1d8+5/18-20, scimitar) or +14 ranged (2d6+5/x3, mighty composite longbow); Full Atk +13/+8 melee (1d6+5/18-20, scimitar) and +7/+7 melee (1d6+2, 2 hooves) or +12/+12/+12 ranged (2d6+5/x3 mighty composite longbow); SA favored enemy (humans, +2), spells; SQ animal companion (hawk, share spells), darkvision 60 ft. wild empathy +4; AL N; SV Fort +8, Ref +13, Will +6; Str 21, Dex 20, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +5 (+9 with companion), Knowledge (geography) +2, Listen +10, Spot +10, Survival +12; Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (longbow).

Languages: Common, Giant.

Favored Enemy (Ex): +2 on weapon damage and Bluff, Listen, Sense Motive, Spot, and Survival checks vs. humans.

Spells Prepared (1; base DC = 11 + spell level): 1st—*resist energy*

Possessions: Large masterwork mighty composite longbow (+5), quiver of 20 large arrows, large masterwork chain shirt, large masterwork scimitar, small wooden shield.

☛**Centaur Sorceress:** female centaur 6/sorcerer 4; CR 7; Large monstrous humanoid; HD 4d8+16 plus 4d4+16; hp 68; Init +4; Spd 50 ft.; AC 16, touch 14, flat-footed 12; Base Atk +6; Grp +13; Atk +9 melee (1d8+4/18-20, scimitar) or +10 ranged (2d6+3/x3, mighty composite longbow) or +9 ranged touch (spell);

Full Atk +9/+4 melee (1d6+4/18-20, scimitar) and +3/+3 melee (1d6+1, 2 hooves) or +10 ranged (2d6+3/x3, mighty composite longbow) or +9 ranged touch (spell); SA spells (cast as 8th-level); SQ darkvision 60 ft.; AL N; SV Fort +6, Ref +9, Will +9; Str 16, Dex 18, Con 18, Int 10, Wis 12, Cha 18.

Skills and Feats: Concentration +10, Listen +4, Spellcraft +4, Spot +4, Survival +5; Point Blank Shot, Practiced Spellcaster, Precise Shot.

Languages: Common, Giant.

Spells Known (6/7(6)/4; base DC = 14 + spell level): 0—*acid splash, light, mage hand, mending, prestidigitation, ray of frost*; 1st—*mage armor, magic missile, ray of enfeeblement*; 2nd—*scorching ray*.

Possessions: Large masterwork mighty composite longbow (+3), quiver of 20 masterwork large arrows, large masterwork scimitar (used 2-handed), spell components.

Power-Up Suite (*mage armor* (5.5 hours)): AC 20, touch 14, flat-footed 16.

ENCOUNTER 5: SENNERAE

All creatures in this encounter have a +8 racial modifier to Swim checks to perform a special action or avoid a hazard. They also can always take 10 on Swim checks and can perform the run action while swimming.

🐟 **Coelanth:** male locathah druid 12; CR 12; Medium humanoid (aquatic); HD 2d8+2 plus 1d8+12; hp 95; Init +1; Spd 10 ft., swim 60 ft.; AC 18, touch 11, flat-footed 17; Base Atk +9; Grp +9; Atk +11 melee (1d8/x3, longspear); Full Atk +11/+6 melee (1d8/x3, longspear); Space/Reach 5 ft./5 ft. (10 ft. with longspear); SA spells; SQ nature sense, wild empathy, undersea stride, trackless step, resist nature's lure, venom immunity, wild shape; AL N; SV Fort +12, Ref +5, Will +13; Str 10, Dex 12, Con 12, Int 13, Wis 21, Cha 11.

Skills and Feats: Concentration +16, Craft (weaving) +6, Handle Animal +10 (+14 with companion), Listen +15, Knowledge (nature) +12, Speak Language (Common), Spot +15, Survival +22, Swim +8; Augment Summoning, Boar's Ferocity, Rapid Summoning, Spell Focus (conjuration), Weapon Focus (longspear).

Languages: Aquan, Common, Druidic.

Undersea Stride (Ex): Equivalent to a normal druid's woodland stride.

Resist Nature's Lure (Ex): +4 on saving throws vs. the spell-like abilities of fey.

Wild Shape (Su): 4/day, turn into Tiny to Large animal or plant.

Spells Prepared (6/6/5/5/4/4/2; base DC = 15 + spell level): 0—*cure minor wounds*(x2), *detect poison*, *light*, *mending*, *resistance*; 1st—*charm animal*, *cure light wounds*(x2), *entangle*, *magic fang*, *speak with animals*; 2nd—*heat metal*, *resist energy* (x2), *barkskin* (2)—(skin appears to be covered in shells); 3rd—*cure moderate wounds*, *dehydrate* (SC), *dominate animal*, *greater magic fang*, *poison*; 4th—*arc of lightning*(x2) (SC), *dispel magic*, *freedom of movement*; 5th—*animal growth*, *commune with nature*, *stoneskin*(x2); 6th—*mass bull's strength*, *transport via plants*.

Possessions: +1 *sharkskin armor*, *periapt of wisdom*+2, masterwork longspear, coral segment*, spell components.

Power-Up Suite (*barksin* (110 min.), *stoneskin* (110 min.)): AC 23, touch 11, flat-footed 21 (armor +4, natural +8, Dex +1); SQ DR 10/adamantine (takes 120 damage).

🐟 **Shark Animal Companion:** Large animal (aquatic); HD 13d8+26; hp 84; Init +8; Spd swim 0 ft.; AC 21, touch 12, flat-footed 17; Base Atk +9; Grp +18; Atk +14 melee

(2d6+7, bite); Full Atk +14/+9 melee (2d6+7, bite); Space/Reach 10 ft./5 ft.; SQ blindsense 30 ft. (underwater only), evasion, keen scent, link and share spells with Coelanth, low-light vision; AL N; SV Fort +12, Ref +8, Will +9; Str 20, Dex 18, Con 15, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +11, Spot +11, Swim +13; Alertness, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Weapon Focus (bite).

Devotion (Ex): +4 on saves vs. enchantment spells and effects.

Keen Scent (Ex): Can notice creatures by scent in a 180 foot radius and blood in the water at a range of one mile.

Power-Up Suite (*greater magic fang* (11 hours), *barkskin* (110 min.)): AC 25, touch 13, flat-footed 21; Atk +18 melee (2d6+11, bite); Full Attack +18 melee (2d6+11, bite).

Power-Up Suite (+*animal growth* (12 min.)): Huge animal (aquatic); HD 13d8+52; hp 110; Init +7; Spd swim 0 ft.; AC 26, touch 12, flat-footed 21; Base Atk +8; Grp +24; Atk +20 melee (3d6+16, bite); Full Atk +20/+15 melee (3d6+16, bite); Space/Reach 15 ft./10 ft.; SQ blindsense 30 ft. (underwater only), DR 10/magic, evasion, keen scent, link and share spells with Coelanth, low-light vision; AL N; SV Fort +18, Ref +11, Will +13; Str 27, Dex 16, Con 18, Int 1, Wis 12, Cha 2.

ENCOUNTER 7: CAUGHT IN THE MIDDLE!

All sahuagin have the following abilities:

Blood Frenzy (Ex): 1/day if taken damage in combat, a sahuagin can fly into a blood frenzy the next round, lasting until it or its opponent is dead. +2 to Str and Con, -2 to AC. Cannot end this voluntarily.

Light Blindness (Ex): Abrupt exposure to bright light (such as *daylight*) blinds a sahuagin for one round, after which the sahuagin is dazzled while in the bright light.

Speak With Sharks (Ex): Can communicate basic concepts telepathically with sharks within 150 feet.

🐟 **Ssercix, war chief:** male sahuagin mutant fighter 4/occult slayer 5; CR 12; Medium monstrous humanoid (aquatic); HD 7d8+21 plus 4d10+12; hp 102; Init +6; Spd 30 ft., swim 60 ft.; AC 23, touch 12, flat-footed 21; Base Atk +11; Grp +17; Atk +20 melee (1d8+13, trident) or +18 melee (1d6+6, talon) or +13 ranged (1d8/19-20, aquatic crossbow); Full Atk +20/+15/+10 melee (1d8+13, trident) and +16/+16 melee (1d6+6, talons) and +15 melee (1d4+3, bite) or +18/+18/+18/+18 melee (1d6+6, talons) and +13

melee (1d4+3, bite) or +13 ranged (1d8/19-20, aquatic crossbow); SA blood frenzy, 2 extra arms, rake 1d6+3, vicious strike, weapon bond; SQ auravision, blank thoughts, blindsense 30 ft. (underwater only), darkvision 60 ft., freshwater sensitivity, light blindness, magical defense +3, mind over magic 2/day, nondetection cloak, speak with sharks, water dependent; AL LE; SV Fort +11, Ref +7, Will +9; Str 22, Dex 14, Con 16, Int 14, Wis 14, Cha 9.

Skills and Feats: Handle Animal +4 (+8 with sharks), Hide +11, Knowledge (arcana) +9, Listen +11, Profession (hunter) +13, Ride +4, Sense Motive +13, Spellcraft +13, Spot +11, Swim +14, Survival +6; Great Fortitude, Improved Initiative, Improved Natural Attack, Multiattack, Power Attack, Weapon Focus (talon), Weapon Focus (trident), Weapon Specialization (trident).

Languages: Aquan, Common, Sahuagin.

Auravision (Su): See magical auras at a range of up to 60 feet as a free action, as per *detect magic* except that only number present can be determined.

Blank Thoughts (Ex): Can become immune to all mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). Can turn this ability on or off as a free action.

Magical Defense (Ex): +3 bonus on saves vs. spells and spell-like abilities.

Mind over Magic (Su): 2/day, as an immediate action Ssercix can cause a spell or spell-like ability targeted in him to rebound onto the originator, as per *spell turning* at 10th level.

Rake (Ex): Attack bonus +16, damage 1d6+3; two are gained when attacking while swimming.

Vicious Strike (Ex): Deals double damage on readied attacks to disrupt a spellcaster.

Weapon Bond (Su): Any successful attack Ssercix makes with his *trident of warning* against a spellcaster or creature with spell-like abilities deals an additional 1d6 damage.

Possessions: *trident of warning*, aquatic crossbow, 10 bolts, +3 *sharkskin armor*.

☛ **Sahuagin Guards:** male sahuagin fighter 7; CR 9; Medium monstrous humanoid (aquatic); HD 2d8+6 plus 7d10+21; hp 88 each; Init +2; Spd 30 ft., swim 60 ft.; AC 20, touch 12, flat-footed 18; Base Atk +9; Grp +14; Atk +16 melee (1d8+9, trident) or +15 melee (1d4+5, talon) or +11 ranged (1d8/19-20, aquatic crossbow); Full Atk +16/+11 melee (1d8+9, trident) and +12 melee (1d4+2, bite) or +15/+15 melee (1d4+4, talons) and +12 melee (1d4+2, bite) or +11 ranged (1d8/19-20, aquatic crossbow); SA blood frenzy, rake 1d4+2; SQ blindsense 30 ft. (underwater only), darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water

dependent; AL LE; SV Fort +10, Ref +7, Will +7; Str 20, Dex 15, Con 16, Int 14, Wis 14, Cha 9.

Skills and Feats: Handle Animal +10 (+14 with sharks), Hide +11, Listen +15, Profession (hunter) +13, Ride +4, Spot +15, Swim +13, Survival +6; Dodge, Elusive Target, Great Fortitude, Mobility, Multiattack, Power Attack, Weapon Focus (talon), Weapon Focus (trident), Weapon Specialization (trident).

Languages: Aquan, Common, Sahuagin.

Rake (Ex): Attack bonus +13, damage 1d4+2; two are gained when attacking while swimming.

Possessions: masterwork trident, aquatic crossbow, 10 bolts, masterwork sharkskin armor.

☛ **Sahuagin Priestess:** female sahuagin cleric 9; CR 10; Medium monstrous humanoid (aquatic); HD 2d8+6 plus 9d8+27; hp 96; Init +2; Spd 30 ft., swim 60 ft.; AC 22, touch 11, flat-footed 20; Base Atk +8; Grp +9; Atk +11 melee (1d8+1, trident) or +9 melee (1d4+1, talon) or +12 ranged (1d8+3 *spiritual weapon* [trident]); Full Atk +11/+6 melee (1d8+1, trident) and +7 melee (1d4+1, bite) or +9/+9 melee (1d4+1, talons) and +7 melee (1d4+1, bite) or +12/+7 ranged (1d8+3, *spiritual weapon* [trident]); SA blood frenzy, rake 1d4+1, rebuke undead 4/day (+1, 2d6+9 HD), spells, spontaneous casting (*inflict*); SQ blindsense 30 ft. (underwater only), darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +11, Ref +8, Will +13; Str 12, Dex 14, Con 16, Int 14, Wis 19, Cha 12.

Skills and Feats: Concentration +18, Handle Animal +5 (+9 with sharks), Hide +6, Knowledge (Religion) +9, Listen +13, Profession (hunter) +9, Profession (teacher) +10, Ride +4, Spellcraft +11, Spot +13, Swim +9, Survival +8; Great Fortitude, Multiattack, Silent Spell, Skill Focus (Concentration), Sudden Silent (CA), Weapon Focus (trident).

Languages: Aquan, Common, Sahuagin.

Rake (Ex): Attack bonus +7, damage 1d4; two are gained when attacking while swimming.

Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level): 0—*cure minor wounds*(x2), *guidance*(x2), *resistance*(x2); 1st—*bless*, *command*, *cure light wounds*, *divine favor*, *magic weapon**, *shield of faith*; 2nd—*cure moderate wounds*, *hold person*, *sound burst*, *silence*, *spiritual weapon*(x2)* (trident); 3rd—*close wounds* (SC), *dispel magic*, *magic vestment**, *magic circle against good*, *searing light*; 4th—*cure critical wounds*, *order's wrath**, *recitation* (SC), *spell immunity*; 5th—*greater command*, *flame strike**.

*Domain spell. Deity Sekolah; **Domains:** Law (**law spells** at +1 CL), War (Weapon Focus (trident) as bonus feat).

Possessions: Holy symbol of Sekolah (shark fin breaking waves), masterwork trident, masterwork

sharkskin armor (enchanted to +2 with *magic vestment*), spell components.

ENCOUNTER 9: RETURN

☛ **Jozzn/Kyzzn:** male centaur 6/fighter 8; CR 11; Large monstrous humanoid; HD 4d8+16 plus 8d10+32; hp 132; Init +3; Spd 50 ft.; AC 21, touch 13, flat-footed 18; Base Atk +12; Grp +24; Atk +21 melee (2d6+15, spiked chain) or +15 ranged (2d6+7/x3, mighty composite longbow); Full Atk +21/+16/+11 melee (2d6+15, spiked chain) and +17/+17 melee (1d6+4, 2 hooves) or +15/+10/+5 ranged (2d6+7/x3, mighty composite long bow); Space/Reach 10 ft./5 ft. (20 ft. with spiked chain); SA trip; SQ darkvision 60 ft.; AL N; SV Fort +11, Ref +9, Will +7; Str 27, Dex 16, Con 18, Int 13, Wis 12, Cha 10.

Skills and Feats: Handle Animal +6, Hide +2, Intimidate +9, Jump +24, Listen +6, Spot +6, Survival +5, Tumble +5; Cleave, Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Hold The Line (CW), Improved Trip, Multiattack, Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Languages: Common, Flan, Giant.

Improved Trip: +15 on opposed Str check.

Possessions: +1 adamantite large spiked chain, large mighty composite longbow (+7) with 20 large arrows, +2 large chain shirt, gauntlets of ogre power.

☛ **Centaur Archers:** male or female centaur 6/ranger 6; CR 9; Large monstrous humanoid; HD 10d8+30; hp 90 each; Init +5; Spd 50 ft.; AC 20 (21), touch 14, flat-footed 15 (16); Base Atk +10; Grp +19; Atk +15 melee (1d8+5/18-20, scimitar) or +16 ranged (2d6+5/x3, mighty composite longbow); Full Atk +15/+10 melee (1d6+5/18-20, scimitar) and +9/+9 melee (1d6+2, 2 hooves) or +14/+14/+14 ranged (2d6+5/x3, mighty composite longbow); SA favored enemy (humans +4, humanoid (goblinoid) +2), spells; SQ animal companion (hawk, share spells), darkvision 60 ft. wild empathy +6; AL N; SV Fort +9, Ref +14, Will +7; Str 21, Dex 20, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +7 (+11 with companion), Knowledge (geography) +4, Listen +13, Spot +13, Survival +14; Endurance, Far Shot, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (longbow).

Languages: Common, Giant.

Favored Enemy (Ex): +4 on weapon damage and Bluff, Listen, Sense Motive, Spot, and Survival checks vs. humans, +2 on same vs. goblinoids.

Spells Prepared (2; base DC = 11 + spell level): 1st—*endure elements, resist energy*.

Possessions: Large mighty composite longbow (+5), quiver of 20 masterwork Large arrows, large masterwork studded leather armor, large masterwork scimitar, large light wooden shield.

☛ **Centaur Sorceress:** female centaur 6/sorcerer 6; CR 9; Large monstrous humanoid; HD 4d8+16 plus 6d4+24; hp 82; Init +4; Spd 50 ft.; AC 16, touch 14, flat-footed 12; Base Atk +7; Grp +14; Atk +10 melee (1d8+4/18-20, scimitar) or +11 ranged (2d6+3/x3, mighty composite longbow) or +10 ranged touch (spell); Full Atk +10/+5 melee (1d6+4/18-20, scimitar) and +4/+4 melee (1d6+1, 2 hooves) or +11 ranged (2d6+3/x3, mighty composite longbow) or +10 ranged touch (spell); SA spells (cast as 10th level); SQ darkvision 60 ft.; AL N; SV Fort +7, Ref +10, Will +10; Str 16, Dex 18, Con 18, Int 10, Wis 12, Cha 18.

Skills and Feats: Concentration +12, Listen +4, Spellcraft +5, Spot +4, Survival +5; Empower Spell, Point Blank Shot, Practiced Spellcaster, Precise Shot.

Languages: Common, Giant.

Possessions: Large masterwork mighty composite longbow (+3), quiver of 20 large arrows, large masterwork scimitar (used two-handed), spell components.

Spells Known (6/7(6)/6/4; base DC = 14 + spell level): 0—*acid splash, dancing lights, light, mage hand, mending, prestidigitation, ray of frost*, 1st—*expeditious retreat, mage armor, magic missile, ray of enfeeblement*, 2nd—*glitterdust, scorching ray*, 3rd—*fireball*.

Power-Up Suite (*mage armor* (5.5 hours)): AC 20, touch 14, flat-footed 16.

ENCOUNTER 5: SENNERAE

All creatures in this encounter have a +8 racial modifier to Swim checks to perform a special action or avoid a hazard. They also can always take 10 on Swim checks and can perform the run action while swimming.

☛**Coelanth**: male locathah druid 14; CR 14; Medium humanoid (aquatic); HD 2d8+2 plus 14d8+14; hp 109; Init +1; Spd 10 ft., swim 60 ft.; AC 19, touch 12, flat-footed 18; Base Atk +10; Grp +10; Atk +12 melee (1d8/x3, longspear); Full Atk +12/+7 melee (1d8/x3, longspear); Space/Reach 5 ft./5 ft. (10 ft. with longspear); SA spells; SQ nature sense, wild empathy, undersea stride, trackless step, resist nature's lure, thousand faces, venom immunity, wild shape; AL N; SV Fort +13, Ref +5, Will +14; Str 10, Dex 12, Con 12, Int 13, Wis 22, Cha 11.

Skills and Feats: Concentration +18, Craft (weaving) +6, Handle Animal +10 (+14 with companion), Listen +17, Knowledge (nature) +14, Speak Language (Common), Spellcraft +5, Spot +17, Survival +22, Swim +8; Augment Summoning, Boar's Ferocity, Rapid Summoning, Spell Focus (conjunction), Steam Magic, Weapon Focus (longspear).

Languages: Aquan, Common, Druidic.

Undersea Stride (Ex): Equivalent to a normal druid's woodland stride.

Resist Nature's Lure (Ex): +4 on saving throws vs. the spell-like abilities of fey.

Wild Shape (Su): 4/day, turn into Tiny to Large animal or plant.

Spells Prepared (6/6/6/5/5/4/4/2; base DC = 16+spell level, 17+spell level for **conjunctions**): 0—**cure minor wounds**(x2), *detect poison*, *light*, *mending*, *resistance*, 1st—*charm animal*, **cure light wounds**(x2), *entangle*, *magic fang*, *Speak with animals*, 2nd—*chill metal*, *heat metal*, *resist energy* (x2), *barkskin* (2)—(skin appears to be covered in shells); 3rd—**cure moderate wounds**, *dehydrate* (SC), *dominate animal*, ~~*greater magic fang*~~, *poison*, 4th—**arc of lightning**(x2) (SC), *dispel magic*, *freedom of movement*, 5th—*animal growth*, *commune with nature*, *stoneskin*(x2); 6th—**fire seeds**(x2), *mass bull's strength*, *transport via plants*, 7th—*electric storm*, **heal**.

Possessions: ring of protection +1, +1 sharkskin armor, periapt of wisdom+2, masterwork longspear, coral segment*, spell components.

Power-Up Suite (*shellskin* (130 min.), *stoneskin* (130 min.)): AC 24, touch 12, flat-footed 23 (armor +4, natural +8, Dex +1, deflection, +1); SQ DR 10/adamantine (takes 140 damage).

☛**Shark Animal Companion**: Large animal (aquatic); HD 13d8+26; hp 84; Init +8; Spd swim 0 ft.; AC 21, touch 12, flat-footed 17; Base Atk +9; Grp +18; Atk +14 melee (2d6+7, bite); Full Atk +14/+9 melee (2d6+7, bite); Space/Reach 10 ft./5 ft.; SQ blindsense 30 ft. (underwater only), evasion, keen scent, link and share spells with Coelanth, low-light vision; AL N; SV Fort +12, Ref +8, Will +9; Str 20, Dex 18, Con 15, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +11, Spot +11, Swim +13; Alertness, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Weapon Focus (bite).

Devotion (Ex): +4 on saves vs. enchantment spells and effects.

Keen Scent (Ex): Can notice creatures by scent in a 180 foot radius and blood in the water at a range of one mile.

Power-Up Suite (*greater magic fang* (13 hours), *barkskin* (130 min.)): AC 25, touch 13, flat-footed 21; Atk +18 melee (2d6+11, bite); Full Attack +18 melee (2d6+11, bite).

Power-Up Suite (+*animal growth* (14 min.)): Huge Animal (Aquatic); HD 13d8+52; hp 110; Init +7; Spd swim 0 ft.; AC 26, touch 12, flat-footed 21; Base Atk +8; Grp +24; Atk +20 melee (3d6+16, bite); Full Atk +20/+15 melee (3d6+16, bite); Space/Reach 15 ft./10 ft.; SQ blindsense 30 ft. (underwater only), DR 10/magic, evasion, keen scent, link and share spells with Coelanth, low-light vision; AL N; SV Fort +18, Ref +11, Will +13; Str 27, Dex 16, Con 18, Int 1, Wis 12, Cha 2.

ENCOUNTER 7: CAUGHT IN THE MIDDLE!

All sahuagin have the following abilities:

Blood Frenzy (Ex): 1/day if taken damage in combat, a sahuagin can fly into a blood frenzy the next round, lasting until it or its opponent is dead. +2 to Str and Con, -2 to AC. Cannot end this voluntarily.

Light Blindness (Ex): Abrupt exposure to bright light (such as *daylight*) blinds a sahuagin for one round, after which the sahuagin is dazzled while in the bright light.

Speak With Sharks (Ex): Can communicate basic concepts telepathically with sharks within 150 feet.

☛**Ssercix, war chief**: male sahuagin mutant fighter 6/occult slayer 5 CR 14; Medium monstrous humanoid (aquatic); HD 7d8+21 plus 6d10+12; hp 123; Init +6; Spd 30 ft., swim 60 ft.; AC 24, touch 12, flat-footed 22; Base Atk +13; Grp +19; Atk +22 melee (1d8+13/19-20, trident) or +20 melee (1d6+8, talon) or +15 ranged

(1d8/19-20, aquatic crossbow); Full Atk +22/+17/+12 melee (1d8+13/19-20, trident) and +18/+18 melee (1d6+8, talons) and +15 melee (1d4+3, bite) or +20/+20/+20/+20 melee (1d6+6, talons) and +15 melee (1d4+3, bite) or +15 ranged (1d8/19-20, aquatic crossbow); SA blood frenzy, 2 extra arms, rake 1d6+5, vicious strike, weapon bond; SQ auravision, blank thoughts, blindsense 30 ft. (underwater only), darkvision 60 ft., freshwater sensitivity, light blindness, magical defense +3, mind over magic 2/day, nondetection cloak, speak with sharks, water dependent; AL LE; SV Fort +12, Ref +8, Will +10; Str 23, Dex 14, Con 16, Int 14, Wis 14, Cha 9.

Skills and Feats: Handle Animal +4 (+8 with sharks), Hide +11, Knowledge (arcana) +9, Listen +13, Profession (hunter) +13, Ride +4, Sense Motive +13, Spellcraft +13, Spot +13, Swim +14, Survival +6; Great Fortitude, Improved Critical (trident), Improved Initiative, Improved Natural Attack, Multiattack, Power Attack, Weapon Focus (talon), Weapon Focus (trident), Weapon Specialization (talon), Weapon Specialization (trident).

Languages: Aquan, Common, Sahuagin.

Auravision (Su): See magical auras at a range of up to 60 feet as a free action, as per *detect magic* except that only number present can be determined.

Blank Thoughts (Ex): Can become immune to all mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). Can turn this ability on or off as a free action.

Magical Defense (Ex): +3 bonus on saves vs. spells and spell-like abilities.

Mind over Magic (Su): 2/day, as an immediate action Ssercix can cause a spell or spell-like ability targeted in him to rebound onto the originator, as per *spell turning* at 10th level.

Rake (Ex): Attack bonus +18, damage 1d6+5; two are gained when attacking while swimming.

Vicious Strike (Ex): Deals double damage on readied attacks to disrupt a spellcaster.

Weapon Bond (Su): Any successful attack Ssercix makes with his *trident of warning* against a spellcaster or creature with spell-like abilities deals an additional 1d6 damage.

Possessions: *trident of warning*, aquatic crossbow, 10 bolts, +4 *sharkskin armor*.

☛**Sahuagin Guards:** male sahuagin fighter 9; CR 11; Medium monstrous humanoid (aquatic); HD 2d8+6 plus 9d10+27; hp 109 each; Init +2; Spd 30 ft., Swim 60 ft.; AC 20, touch 12, flat-footed 20; Base Atk +11; Grp +17; Atk +18 melee (1d8+9, trident) or +17 melee (1d4+5, talon) or +13 ranged (1d8/19-20, aquatic crossbow); Full Atk +18/+13/+8 melee (1d8+9, trident)

and +14 melee (1d4+2, bite) or +17/+17 melee (1d4+4, talons) and +14 melee (1d4+2, bite) or +13 ranged (1d8/19-20, aquatic crossbow); SA blood frenzy, rake 1d4+2; SQ blindsense 30 ft. (underwater only), darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +11, Ref +8, Will +8; Str 20, Dex 15, Con 16, Int 14, Wis 14, Cha 9.

Skills and Feats: Handle Animal +12 (+16 with sharks), Hide +11, Listen +16, Profession (hunter) +15, Ride +4, Spot +16, Swim +13, Survival +6; Combat Reflexes, Dodge, Elusive Target, Great Fortitude, Mobility, Multiattack, Power Attack, Weapon Focus (talon), Weapon Focus (trident), Weapon Specialization (trident).

Languages: Aquan, Common, Sahuagin.

Rake (Ex): Attack bonus +15, damage 1d4+2; two are gained when attacking while swimming.

Possessions: masterwork trident, aquatic crossbow, 10 bolts, masterwork sharkskin leather armor.

☛**Sahuagin Priestess:** female sahuagin cleric 11; CR 12; Medium monstrous humanoid (aquatic); HD 2d8+6 plus 11d8+33; hp 114; Init +6; Spd 30 ft., swim 60 ft.; AC 22, touch 11, flat-footed 20; Base Atk +10; Grp +11; Atk +13 melee (1d8+1, trident) or +11 melee (1d4+1, talon) or +15 ranged (1d8+3, *spiritual weapon* [trident]); Full Atk +13/+8 melee (1d8+1, trident) and +9 melee (1d4+1, bite) or +11/+11 melee (1d4+1, talons) and +9 melee (1d4+1, bite) or +15/+10 ranged (1d8+3, *spiritual weapon* [trident]); SA blood frenzy, rake 1d4+1, rebuke undead 4/day (+1, 2d6+9 HD), spells, spontaneous casting (*inflict*); SQ Blindsense 30 ft. (underwater only), darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +12, Ref +8, Will +15; Str 12, Dex 14, Con 16, Int 14, Wis 20, Cha 12.

Skills and Feats: Concentration +20, Handle Animal +5 (+9 with sharks), Hide +6, Knowledge (Religion) +11, Listen +13, Profession (hunter) +9, Profession (teacher) +12, Ride +4, Spellcraft +13, Spot +13, Swim +9, Survival +8; Great Fortitude, Improved Initiative, Multiattack, Silent Spell, Skill Focus (Concentration), Sudden Silent, Weapon Focus (trident).

Languages: Aquan, Common, Sahuagin.

Rake (Ex): Attack bonus +9, damage 1d4; two are gained when attacking while swimming.

Spells Prepared (6/7+1/5+1/4+1/4+1/3+1/1+1; base DC = 15 + spell level): 0—*cure minor wounds*(x2), *guidance*(x2), *resistance*(x2); 1st—*bless*, *command*, *cure light wounds*(x2), *divine favor*, *magic weapon**, *shield of faith*(x2); 2nd—*cure moderate wounds*, *hold person*, *sound burst*, *silence*, *spiritual weapon*(x2)*

(trident); 3rd-*close wounds* (SC), *dispel magic*, ~~*magic vestment*~~^{*}, *magic circle against good*, *searing light*(x2); 4th-*cure critical wounds*, *order's wrath*^{*}, *poison*, *recitation* (SC), *spell immunity*, 5th-*greater command*, *mass cure light wounds*, *slay living*, *flame strike*^{*}; 6th-*heal*, ***hold monster***^{*}.

^{*}Domain spell. Deity Sekolah; *Domains*: Law (**law spells** at +1 CL), War (Weapon Focus (trident)) bonus feat).

Possessions: Holy symbol of Sekolah (shark fin breaking waves), masterwork trident, masterwork sharkskin armor (enchanted to +2 with *magic vestment*), spell components.

ENCOUNTER 9: RETURN

☛**Jozzn/Kyzzn**: male centaur 6/fighter 10; CR 13; Large monstrous humanoid; HD 4d8+16 plus 10d10+40; hp 155; Init +3; Spd 50 ft.; AC 22, touch 12, flat-footed 19; Base Atk +14; Grp +27; Atk +25 melee (2d6+16 +2d6, spiked chain) or +17 ranged (2d6+7/x3, mighty composite longbow); Full Atk +25/+20/+15 melee (2d6+16 +2d6spiked chain) and +20/+20 melee (1d6+4, 2 hooves) or +17/+12/+7 ranged (2d6+7/x3, mighty composite longbow); Space/Reach 10 ft./5 ft. (20 ft. with spiked chain); SA trip; SQ darkvision 60 ft.; AL N; SV Fort +12, Ref +10, Will +8; Str 29, Dex 16, Con 18, Int 13, Wis 12, Cha 10.

Skills and Feats: Handle Animal +7, Hide +2, Intimidate +12, Jump +27, Listen +6, Spot +6, Survival +5, Tumble +5; Cleave, Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Greater Weapon Focus (spiked chain), Hold The Line (CW), Improved Trip, Multiattack, Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Languages: Common, Flan, Giant.

Improved Trip: +15 on opposed Str check.

Possessions: +1 adamantite vicious large spiked chain, large mighty composite longbow (+7), quiver of 20 large arrows, +3 large chain shirt, +4 belt of giant strength.

☛**Centaur Archers**: male or female centaur 6/ranger 8; CR 9; Large monstrous humanoid; HD 12d8+40; hp 108 each; Init +5; Spd 50 ft.; AC 19 (20), touch 14, flat-footed 14 (15); Base Atk +10; Grp +19; Atk +15 melee (1d8+5/18-20, scimitar) or +16 ranged (2d6+5/x3, mighty composite longbow); Full Atk +15/+10 melee (1d6+5/18-20, scimitar) and +9/+9 melee (1d6+2, 2 hooves) or +16/+16/+16 ranged (2d6+5/x3 mighty composite longbow); SA favored enemy (humans +4, humanoid (goblinoid) +2), spells; SQ animal companion (hawk, share spells), darkvision 60 ft. swift

tracker, wild empathy +8, woodland stride; AL N; SV Fort +9, Ref +15, Will +7; Str 21, Dex 21, Con 16, Int 10, Wis 13, Cha 10.

Skills and Feats: Handle Animal +9 (+13 with companion), Knowledge (geography) +6, Listen +16, Spot +16, Survival +16; Endurance, Far Shot, Improved Rapid Shot, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (longbow).

Languages: Common, Giant.

Favored Enemy (Ex): +4 on weapon damage and Bluff, Listen, Sense Motive, Spot, and Survival checks vs. humans, +2 on same vs. goblinoids.

Possessions: Large masterwork mighty composite longbow (+5), quiver of 20 large arrows, large masterwork chain shirt, large masterwork scimitar, large light wooden shield.

Spells Prepared (2; base DC = 11 + spell level): 1st—*endure elements*, *resist energy*.

☛**Centaur Sorceress**: female centaur 6/sorcerer 8; CR 9; Large monstrous humanoid; HD 4d8+16 plus 8d4+32; hp 96; Init +4; Spd 50 ft.; AC 18, touch 16, flat-footed 14; Base Atk +8; Grp +15; Atk +11 melee (1d8+4/18-20, scimitar) or +12 ranged (2d6+3/x3, mighty composite longbow) or +12 ranged touch (spell); Full Atk +11/+6 melee (1d6+4/18-20, scimitar) and +5/+5 melee (2 hooves, 1d6+1) or +12 ranged (2d6+3/x3, mighty composite longbow) or +12 ranged touch (spell); SA spells (cast as 12th level); SQ darkvision 60 ft.; AL N; SV Fort +7, Ref +10, Will +11; Str 16, Dex 18, Con 18, Int 10, Wis 12, Cha 19.

Skills and Feats: Concentration +15, Listen +4, Spellcraft +6, Spot +4, Survival +5; Empower Spell, Point Blank Shot, Practiced Spellcaster, Precise Shot, Weapon Focus (ranged spell).

Languages: Common, Giant.

Possessions: Large masterwork mighty composite longbow (+3), quiver of 20 large arrows, large masterwork scimitar (used 2-handed), *ring of protection* +2, spell components.

Spells Known (6/7(6)/7/6(5)/4; base DC = 14 + spell level): 0—*acid splash*, *dancing lights*, *detect magic*, *light*, *mage hand*, *mending*, *prestidigitation*, *ray of frost*, 1st—*expeditious retreat*, *mage armor*, *magic missile*, *message*, *ray of enfeeblement*, 2nd—*glitterdust*, *scorching ray*, *cat's grace*, 3rd—*fireball*, *heroism*, 4th—*enervation*.

Power-Up Suite (mage armor (7.5 hours), heroism (75 min.)): AC 22, touch 16, flat-footed 18; Atk +13 melee (1d8+4/18-20, scimitar) or +14 ranged (2d6+3/x3, mighty composite longbow) or +14 ranged touch (spell); Full Atk +13/+8 melee (1d6+4/18-20, scimitar) and +7/+7 melee (1d6+1, 2 hooves) or +14 ranged (2d6+3/x3, mighty composite longbow) or +14

ranged touch (spell); SV Fort +9, Ref +12, Will +13 ; all skills also +2 .

APPENDIX 2: UNDERWATER SUMMON NATURE'S ALLY OPTIONS (AUGMENTED)

Unless otherwise noted, all creatures here have a +8 racial modifier to Swim checks to perform a special action or avoid a hazard. They also can always take 10 on Swim checks and can perform the run action while swimming.

SUMMON NATURE'S ALLY 1

🐡**Porpoise:** CR 1/2; Medium animal (augmented); HD 2d8+6; hp 15; Init +3; Spd swim 80 ft.; AC 15, touch 13, flat-footed 12; Base Atk +1; Grp +3; Atk +4 melee (2d4+3, slam); Full Atk +4 melee (2d4+3, slam); SQ blindsight 120 ft., hold breath, low-light vision; SV Fort +6, Ref +6, Will +1; Str 15, Dex 17, Con 17, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +8*, Spot +7*, Swim +9; Weapon Finesse.

* - Porpoises lose a +4 racial bonus to these stats if their blindsight is negated.

Hold Breath (Ex): A porpoise can hold its breath far longer than their summoning will last (6 x Constitution score).

Power-Up Suite (*animal growth* (variable duration)): Large animal (augmented); HD 2d8+10; hp 19; Init +2; Spd swim 80 ft.; AC 15, touch 11, flat-footed 13; Base Atk +1; Grp +1; Atk +6 melee (2d6+9, slam); Full Atk +6 melee (2d6+9, slam); Space/Reach 10 ft./5 ft.; SQ blindsight 120 ft., DR 10/magic, hold breath, low-light vision; SV Fort +12, Ref +9, Will +5; Str 23, Dex 15, Con 21, Int 2, Wis 12, Cha 6

SUMMON NATURE'S ALLY 2

🦈**Medium Shark:** CR 1; Medium animal (augmented); HD 3d8+9; hp 22; Init +2; Spd swim 60 ft.; AC 15, touch 12, flat-footed 13; Base Atk +2; Grp +5; Atk +5 melee (1d6+4, bite); Full Atk +5 melee (1d6+4, bite); SQ blindsense 30 ft., keen scent; SV Fort +6, Ref +5, Will +2; Str 17, Dex 15, Con 17, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +6, Spot +6, Swim +11; Alertness, Weapon Finesse.

Keen Scent (Ex): Can notice creatures by scent in a 180 foot radius and blood in the water at a range of one mile.

Power-Up Suite (*animal growth* (variable duration)): Large animal (augmented); HD 3d8+15; hp 28; Init +1; Spd swim 60 ft.; AC 15, touch 10, flat-footed 14; Base Atk +2; Grp +13; Atk +8 melee (1d8+10, bite); Full Atk +8 melee (1d8+10, bite); Space/Reach 10 ft./5 ft.; SQ blindsense 30 ft., DR 10/magic, keen scent; SV

Fort +12, Ref +8, Will +6; Str 25, Dex 13, Con 21, Int 1, Wis 12, Cha 2.

🐡**Small Water Elemental:** CR 1; Small elemental (water, extraplanar, augmented); HD 2d8+6; hp 15; Init +0; Spd 20 ft., swim 90 ft.; AC 17, touch 12, flat-footed 17; Base Atk +1; Grp +1; Atk +6 melee (1d6+6, slam); Full Atk +6 melee (1d6+6, slam); SA water mastery, drench, vortex; SQ darkvision 60 ft., elemental traits; SV Fort +6 Ref +0 Will +0; Str 18, Dex 10, Con 17, Int 4, Wis 11, Cha 11.

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

Water Mastery (Ex): +1 on attack and damage rolls if opponent is touching water.

Vortex: Will not be used.

Elemental Traits: Immune to poison, sleep, paralysis, stunning, critical hits, and flanking.

SUMMON NATURE'S ALLY 3

🦈**Large Shark:** CR 2; Large animal (augmented); HD 7d8+21; hp 50; Init +6; Spd swim 60 ft.; AC 15, touch 11, flat-footed 13; Base Atk +5; Grp +14; Atk +9 melee (1d8+7, bite); Full Atk +9 melee (1d8+7, bite); Space/Reach 10 ft./5 ft.; SQ blindsense 30 ft., keen scent; SV Fort +10, Ref +7, Will +3; Str 21, Dex 15, Con 17, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +8, Spot +7, Swim +13; Alertness, Great Fortitude, Improved Initiative.

Keen Scent (Ex): Can notice creatures by scent in a 180 foot radius and blood in the water at a range of one mile.

Power-Up Suite (*animal growth* (variable duration)): Huge animal (augmented); HD 7d8+35; hp 64; Init +5; Spd swim 60 ft.; AC 15, touch 10, flat-footed 14; Base Atk +5; Grp +22; Atk +13 melee (2d6+13, bite); Full Atk +13 melee (2d6+13, bite); Space/Reach 15 ft./10 ft.; SQ blindsense 30 ft., DR 10/magic, keen scent; SV Fort +14, Ref +10, Will +7; Str 29, Dex 13, Con 21, Int 1, Wis 12, Cha 2.

SUMMON NATURE'S ALLY 4

🐡**Medium Water Elemental:** CR 3; Medium elemental (water, extraplanar, augmented); HD 4d8+20; hp 38; Init +1; Spd 20 ft., swim 90 ft.; AC 19, touch 11, flat-footed 18; Base Atk +3; Grp +8; Atk +8 melee (1d8+7, slam); Full Atk +8 melee (1d8+7, slam); SA water mastery, drench, vortex; SQ darkvision 60 ft., elemental traits; SV Fort +9 Ref +2 Will +1; Str 20, Dex 12, Con 21, Int 4, Wis 11, Cha 11.

Skills and Feats: Listen +3, Spot +4 ; Cleave, Power Attack.

Water Mastery (Ex): +1 on attack and damage rolls if opponent is touching water.

Vortex: Once per 10 minutes can turn into a vortex (5 ft. wide, 15 ft. high) for up to 4 rounds. Small or smaller creatures must make a DC 17 Reflex save on contact with a vortex or be swept up into it, taking 1d6 damage each round. Creatures caught inside cannot move on their own, take a -4 penalty on Dex and a -2 penalty on attack rolls, and must make a Concentration check (DC 10 + spell level) to cast spells. A Reflex save may be attempted each round to escape, or a victim may be ejected at will by the elemental.

Elemental Traits: Immune to poison, sleep, paralysis, stunning, critical hits, and flanking.

🐟**Sea Cat:** CR 4; Large magical beast (augmented); HD 6d10+30; hp 63; Init +1; Spd 10 ft., swim 40 ft.; AC 18, touch 10, flat-footed 17; Base Atk +6; Grp +16; Atk +11 melee (1d6+6, claw); Full Atk +11 melee (1d6+6, 2 claws) and +6 melee (1d8+3, bite) SA rend 2d6+8; SQ darkvision 60 ft., hold breath, low-light vision, scent; SV Fort +10, Ref +6, Will +5; Str 23, Dex 12, Con 21, Int 2, Wis 13, Cha 10.

Skills and Feats: Listen +8, Spot +7, Swim +14; Alertness, Endurance, Iron Will.

Hold Breath (Ex): A sea cat can hold its breath far longer than their summoning will last (6 x Constitution score).

Rend (Ex): Requires 2 claw hits on same target.

SUMMON NATURE'S ALLY 5

🐋**Orca Whale:** CR 5; Huge animal (augmented); HD 9d8+66; hp 106; Init +2; Spd swim 50 ft.; AC 16, touch 10, flat-footed 14; Base Atk +6; Grp +24; Atk +14 melee (2d6+15, bite); Full Atk +14 melee (2d6+15, bite); Space/Reach 15 ft./10 ft.; SQ blindsight 120 ft., hold breath, low-light vision; SV Fort +13, Ref +8, Will +5; Str 31, Dex 15, Con 25, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +14*, Spot +14*, Swim +18; Alertness, Endurance, Run, Toughness.

* - Whales lose a +4 racial bonus to these stats if their blindsight is negated.

Hold Breath (Ex): A porpoise can hold its breath far longer than their summoning will last (6 x Constitution score).

Power-Up Suite (animal growth (variable duration)): Gargantuan Animal (Augmented); HD 9d8+84; hp 124; Init +2; Spd Swim 50 ft.; AC 15, touch 7, flat-footed 14 ; Base Atk +6; Grp +32; Atk/Full Atk Bite +16 melee (3d6+21) ; Space/Reach 20 ft./15 ft.; SQ blindsight 120 ft., DR 10/magic, hold breath, low-light

vision; SV Fort +19, Ref +11, Will +9 ; Str 39, Dex 13, Con 29, Int 2, Wis 14, Cha 6.

🐙**Large Water Elemental:** CR 5; Large elemental (water, Extraplanar, augmented); HD 8d8+48; hp 84; Init +2; Spd 20 ft., swim 90 ft.; AC 20, touch 11, flat-footed 18; Base Atk +6; Grp +17; Atk +12 melee (2d8+7, slam); Full Atk +12 melee (2d8+7, 2 slams) ; Space/Reach 10 ft./10 ft.; SA water mastery, drench, vortex; SQ DR 5/-, darkvision 60 ft., elemental traits; SV Fort +12, Ref +4, Will +2 ; Str 24, Dex 14, Con 23, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +5, Spot +6; Cleave, Great Cleave, Power Attack.

Water Mastery (Ex): +1 on attack and damage rolls if opponent is touching water.

Vortex: Once per 10 minutes can turn into a vortex (5 ft. wide at base, 20 ft. high) for up to 8 rounds. Medium or smaller creatures must make a DC 21 Reflex save on contact with a vortex or be swept up into it, taking 2d6 damage each round. Creatures caught inside cannot move on their own, take a -4 penalty on Dex and a -2 penalty on attack rolls, and must make a Concentration check (DC 10 + spell level) to cast spells. A Reflex save may be attempted each round to escape, or a victim may be ejected at will by the elemental.

Elemental Traits: Immune to poison, sleep, paralysis, stunning, critical hits, and flanking.

SUMMON NATURE'S ALLY 6

🐙**Giant Octopus:** CR 8; Large animal (aquatic, augmented); HD 8d8+27; hp 63; Init +2; Spd 20 ft., swim 30 ft.; AC 18, touch 11, flat-footed 16; Base Atk +6; Grp +17; Atk +12 melee (1d4+7, tentacle); Full Atk +12 melee (1d4+7, 8 tentacles) and +7 melee (1d8+3, bite); Space/Reach 10 ft./10 ft. (20 ft. with tentacles); SA improved grab, constrict; SQ ink cloud, jet, low-light vision; SV Fort +9, Ref +8, Will +3; Str 24, Dex 15, Con 17, Int 2, Wis 12, Cha 3.

Skills and Feats: Escape Artist +12, Hide +12, Listen +4, Spot +6, Swim +15; Alertness, Skill Focus (Hide), Toughness.

Tentacles: Giant octopus tentacles can be attacked as per a sunder attempt on a weapon. They have 10 hit points each and the octopus takes 5 damage for each one cut, but attacking one tentacle provokes an attack of opportunity from another.

Constrict (Ex): A giant octopus deals 2d8+6 points of damage on a successful grapple check.

Improved Grab (Ex): Gets free grapple attempt on a hit with a tentacle attack, establishes a hold and constricts if successful.

Ink Cloud (Ex): 20 foot cube once per minute as a free action, provides total concealment and obscures all vision.

Jet (Ex): Can jet back once per round as a full-round action at a speed of 200 feet. Must be a straight line but does not provoke an attack of opportunity.

Power-Up Suite (*animal growth* (variable duration)): Huge animal (aquatic, augmented); HD 8d8+43; hp 79; Init +1; Spd 20 ft., swim 30 ft.; AC 18, touch 9, flat-footed 17; Base Atk +6; Grp +25; Atk +15 melee (1d6+11, tentacle); Full Atk +15 melee (1d6+11, 8 tentacles) and +10 melee (2d6+5, bite); Space/Reach 15 ft./15 ft. (30 ft. with tentacles); SA improved grab, constrict; SQ DR 10/magic; ink cloud, jet, low-light vision; SV Fort +15, Ref +11, Will +7; Str 32, Dex 13, Con 21, Int 2, Wis 12, Cha 3.

🐙Huge Water Elemental: CR 7; Huge elemental (water, extraplanar, augmented); HD 16d8+112; hp 184; Init +4; Spd 30 ft., swim 120 ft.; AC 21, touch 11, flat-footed 18; Base Atk +12; Grp +29; Atk +19 melee (2d10+9, slam); Full Atk +19 melee (2d10+9, 2 slams); Space/Reach 15 ft./15 ft.; SA water mastery, drench, vortex; SQ DR 5/–, darkvision 60 ft., elemental traits; SV Fort +17, Ref +9, Will +7; Str 28, Dex 18, Con 25, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +11, Spot +12; Alertness, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack.

Water Mastery (Ex): +1 on attack and damage rolls if opponent is touching water.

Vortex: Once per 10 minutes can turn into a vortex (5 ft. wide at base, 40 ft. high) for up to 16 rounds. Medium or smaller creatures must make a DC 27 Reflex save on contact with a vortex or be swept up into it, taking 2d8 damage each round. Creatures caught inside cannot move on their own, take a -4 penalty on Dex and a -2 penalty on attack rolls, and must make a Concentration check (DC 10 + spell level) to cast spells. A Reflex save may be attempted each round to escape, or a victim may be ejected at will by the elemental.

Elemental Traits: Immune to poison, sleep, paralysis, stunning, critical hits, and flanking.

SUMMON NATURE'S ALLY 7

🐙Giant Squid: CR 9; Huge animal (aquatic, augmented); HD 12d8+42; hp 96; Init +3; Spd swim 80 ft.; AC 17, touch 11, flat-footed 16; Base Atk +9; Grp +31; Atk +17 melee (1d6+10, tentacle); Full Atk +17 melee (1d6+10, 10 tentacles) and bite +12 melee (2d8+5); Space/Reach 15 ft./15 ft. (30 ft. with tentacles); SA improved grab, constrict; SQ ink cloud,

jet, low-light vision; SV Fort +9, Ref +8, Will +3; Str 30, Dex 17, Con 17, Int 1, Wis 12, Cha 2.

Skills and Feats: Escape Artist +12, Hide +12, Listen +4, Spot +6, Swim +15; Alertness, Skill Focus (Hide), Toughness.

Tentacles: Giant squid tentacles can be attacked as per a sunder attempt on a weapon. They have 10 hit points each and the octopus takes 5 damage for each one cut, but attacking one tentacle provokes an attack of opportunity from another.

Constrict (Ex): A giant squid deals 1d6+10 points of damage on a successful grapple check.

Improved Grab (Ex): Gets free grapple attempt on a hit with a tentacle attack, establishes a hold and constricts if successful.

Ink Cloud (Ex): 20 foot cube once per minute as a free action, provides total concealment and obscures all vision.

Jet (Ex): Can jet back once per round as a full-round action at a speed of 200 feet. Must be a straight line but does not provoke an attack of opportunity.

Power-Up Suite (*animal growth* (variable duration)): Gargantuan animal (aquatic, augmented); HD 12d8+66; hp 120; Init +2; Spd swim 80 ft.; AC 16, touch 8, flat-footed 14; Base Atk +9; Grp +39; Atk +19 melee (1d8+14, tentacle); Full Atk +19 melee (1d8+14, 10 tentacles) and bite +14 melee (3d8+7); Space/Reach 20 ft./20 ft. (40 ft. with tentacles); SA improved grab, constrict; SQ ink cloud, jet, low-light vision; SV Fort +15, Ref +11, Will +7; Str 38, Dex 15, Con 21, Int 1, Wis 12, Cha 2.

🐙Greater Water Elemental: CR 9; Huge elemental (water, extraplanar, augmented); HD 21d8+147; hp 241; Init +5; Spd 30 ft., swim 120 ft.; AC 22, touch 13, flat-footed 17; Base Atk +15; Grp +33; Atk +23 melee (2d10+10, slam); Full Atk +19 melee (2d10+10, 2 slams); Space/Reach 15 ft./15 ft.; SA water mastery, drench, vortex; SQ DR 10/–, darkvision 60 ft., elemental traits; SV Fort +19, Ref +14, Will +9; Str 30, Dex 20, Con 25, Int 8, Wis 11, Cha 11.

Skills and Feats: Listen +14, Spot +14; Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Lighting Reflexes, Power Attack.

Water Mastery (Ex): +1 on attack and damage rolls if opponent is touching water.

Vortex: Once per 10 minutes can turn into a vortex (5 ft. wide at base, 50 ft. high) for up to 21 rounds. Medium or smaller creatures must make a DC 30 Reflex save on contact with a vortex or be swept up into it, taking 2d8 damage each round. Creatures caught inside cannot move on their own, take a -4 penalty on Dex and a -2 penalty on attack rolls, and must make a Concentration check (DC 10 + spell level)

to cast spells. A Reflex save may be attempted each round to escape, or a victim may be ejected at will by the elemental.

Elemental Traits: Immune to poison, sleep, paralysis, stunning, critical hits, and flanking.

APPENDIX 4: NEW RULES ITEMS

BOAR'S FEROCITY [WILD]

(Paraphrased and update from *Complete Divine*)

Prerequisite: Ability to wild shape.

Benefit: If reduced to 0 or less hp but not killed, you can spend one wild shape as an immediate action to continue acting as if not disabled or dying. This effect lasts for one minute.

ELUSIVE TARGET [TACTICAL]

(Paraphrased from *Complete Warrior*)

Prerequisites: Dodge, Mobility, BAB +6.

Benefit: Allows three tactical maneuvers:

Negate Power Attack: If a foe designated with your Dodge feat attacks you with Power Attack, that foe gains no damage bonus but still takes the attack roll penalty.

Diverting Defense: If you are flanked and have designated one of the flankers with your Dodge feat, the first attack of the round from that foe automatically misses you and is instead treated as an attack on the opposing flanker. Subsequent attacks that same round function normally.

Cause Overreach: If your provoke an attack of opportunity by moving out of a threatened square and the foe misses you, you can make a free trip attempt against that foe and cannot be tripped yourself if the attempt fails.

HOLD THE LINE [GENERAL]

(Paraphrased from *Complete Warrior*)

Prerequisites: Combat Reflexes, BAB +2.

Benefit: You can make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge is resolved.

Normal: You only get an attack of opportunity against someone who exits a square you threaten.

IMPROVED RAPID SHOT [GENERAL]

(Paraphrased from *Complete Warrior*)

Prerequisites: Manyshot, Point Blank Shot, Rapid Shot.

Benefit: When using the Rapid Shot feat, you may ignore the -2 penalty on all your ranged attack rolls.

Special: Eligible as a fighter bonus feat.

IMPROVED SNATCH [GENERAL]

(As presented in *Draconomicon*)

Prerequisite: Snatch.

Benefit: As the Snatch feat (see p. 304 of the *Monster Manual*), except that you can grab a creature two

size categories smaller than you with your bite or claw attack.

LARGE AND IN CHARGE [GENERAL]

(Paraphrased from *Draconomicon*)

Prerequisites: Natural reach of 10 feet or more, size Large or larger.

Benefit: When you make a successful attack of opportunity against a foe moving within your threatened area, make an opposed Strength check with a +1 bonus for every 5 points of damage you dealt with your AOO. If you win the opposed check, your opponent is pushed back 5 feet into the space it just left and cannot move any farther in this round.

PRACTICED SPELLCASTER

(Paraphrased from *Complete Arcane*)

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by 4, to a maximum of your total HD. This feat does not affect your spells per day or spells known.

Special: This feat may be chosen multiple times, each time for a different spellcasting class.

RAPID SPELL [METAMAGIC]

(Paraphrased from *Complete Divine*)

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 full minute, and rapid spells with casting times measured in hours can be cast in 1 full hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if its original casting time was one full round. This feat can be applied to spells cast spontaneously as long as its original casting time was longer than 1 full round.

SNATCH AND SWALLOW [MONSTROUS]

(Paraphrased from *Draconomicon*)

Prerequisites: Con 19, dragon, Snatch, Improved Snatch, size Huge or larger.

Benefit: If you begin your turn with an opponent held in your mouth, you can, on a successful grapple check, deal bite damage and swallow the opponent.

A swallowed creature is considered grappled, while you are not. A swallowed creature can try to cut its way free with any light piercing or slashing weapon, or it can

just try to escape the grapple. In the latter case, success puts the creature back in your mouth. In the former case, any damage dealt is deducted from your hit points. If a creature cuts itself free, muscular action closes the hole so that future swallowed creatures must cut themselves free anew.

Swallowed creatures take damage each round they remain swallowed, as shown below:

Dragon Size	Maximum Swallow Creature Size	Physical Damage (Bludg.)	Energy Damage
Gargantuan	Large	2d6	4d6

STEAM MAGIC

(Paraphrased from *Stormwrack*)

Prerequisites: Spellcraft 4 ranks.

Benefits: You need not make a Spellcraft check to successfully cast spells or use spell-like abilities with the fire descriptor targeted on water (see p. 93 of the *DMG*).

SUDDEN SILENT [METAMAGIC]

(As presented in *Complete Arcane*)

Benefit: Once per day, you can apply the effect of the Silent Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Silent Spell normally if you have it.

ARC OF LIGHTNING

(As presented in *Spell Compendium*)

Conjuration (Creation) (Electricity)

Level: Druid 4, sorcerer/wizard 5, Windstorm 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target both of them (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space. The bolt affects all squares in this line.

Arcane Material Component: Two small iron rods.

CLOSE WOUNDS

(As presented in *Spell Compendium*)

Conjuration (Healing)

Level: Cleric 2

Components: V

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless)

This spell cures 1d4 points of damage +1 per caster level (maximum +5).

If you cast this spell immediately after the subject takes damage, it effectively prevents the damage. It would keep alive someone who had just dropped to -10 hit points, for example, leaving the character at negative hit points but stable.

Used against an undead creature, *close wounds* deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw).

DEHYDRATE

(As presented in *Spell Compendium*)

Necromancy

Level: Druid 3

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You inflict the target with a horrible, desiccating curse that deals 1d6 points of Constitution damage plus an additional point of Constitution damage per three levels, to a maximum of 1d6+5 at 15th level. Oozes, plants, and creatures with the aquatic subtype are more susceptible to this spell than other targets. Such creatures take 1d8 points of Constitution damage, plus 1 additional point of Constitution per three caster levels, to a maximum of 1d8+5.

RECITATION

(As presented in *Spell Compendium*)

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies within a 60-ft-radius burst centered on you.

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

The spell affects all allies within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

CROSSBOW, AQUATIC

(As presented in *Stormwrack*)

This special version of a light crossbow is strung especially tautly with thicker wire and reinforced so as not to snap under the increased tension. The aquatic crossbow is not subject to the normal -2 penalty on ranged attack rolls for every five feet of distances (see p. 93 of the *DMG*) and uses its normal range increment of 40 feet both in and out of water.

Cost: 250 gp

Damage: 1d6 (S), 1d8 (M)

Critical: 19-20/x2

Range Increment: 40 ft.

Weight: 4 lb.

Type: Piercing

SHARKSKIN ARMOR

(As presented in *Stormwrack*)

Similar to leather armor in appearance, sharkskin is treated so that the sharp toothlike scales covering the skin remain attached to the outside of the armor. Additionally, shark teeth are embedded along the forearms, shoulders, and legs, which count as armor spikes. They also provide a +6 circumstance bonus on Escape Artist checks made when the wearer is bound with ropes or similar easily cut bindings.

Type: Light armor

Cost: 85 gp

Armor Bonus: +3

Maximum Dex Bonus: +6

Armor Check Penalty: -1

Arcane Spell Failure: 10%

Movement: 30 ft.-20ft.

Weight: 15 lb.

PRESTIGE CLASS

OCCULT SLAYER

(Summarized from *Complete Warrior*)

The occult slayer is driven to confront any arcane or divine spellcaster who crosses her path. Occult slayers

believe that mortals are too irresponsible to wield magic, and that those who dare to do so must be slain. Spellcasters who become occult slayers are considered to have seen the error of their ways – although they may still cast spells, they rely primarily on their battle prowess and their ability to resist magical effects to defeat their enemies.

The occult slayer comes into her own through exhaustive training. Every regimen she performs is an exercise that refines her angers against spellcasters into martial skill. Each occult slayer forms a preternatural bond with her masterwork weapon of choice, which serves as the instrument of her vengeance.

Hit Dice: d8

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Magic defense +1, weapon bond
2nd	+2	+0	+0	+3	Vicious strike, mind over magic 1/day
3rd	+3	+1	+1	+3	Auravision, magic defense +2
4th	+4	+1	+1	+4	Mind over magic 2/day, nondetect cloak
5th	+5	+1	+1	+4	Blank thoughts, magic defense +3

Requirements

Base Attack Bonus: +5.

Skills: Knowledge (arcana) 4 ranks, Spellcraft 3 ranks.

Feats: Improved Initiative, Weapon Focus (any weapon)

Class Skills

The occult slayer's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Gather Information (Cha), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points Per Level: 2 + Int modifier.

Class Features

All of the following are class features of the occult slayer prestige class.

Weapons and Armor Proficiency: Occult slayers are proficient with all simple and martial weapons and all armor and shields.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at least masterwork quality as the focus for her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or creature with spell-like abilities deals an extra 1d6 damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else – no adventuring) to create a new weapon bond.

Mind over Magic (Su): Starting at 2nd level, as an immediate action an occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator, as per the *spell turning* spell (caster level equal to the character's occult slayer level +5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an attack to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, the occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action, as per *detect magic* except that only the number of auras present can be determined.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detection spells. The occult slayer gains magical protection from divinations equivalent to a *nondetection* spell (caster level equals the occult slayer's level), except that it only affects the occult slayer and her possessions.

Blank Thoughts (Ex): At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to all mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). She can suppress or resume this ability as a free action.

PLAYER HANDOUT 1

You are contacted by the wizard Messalina, a Throne Knight of Hardby who was known as an advisor to the past Despotrix of Hardby and is said to also advise her successor. Upon answering her summons, she tells you the following:

"I have heard news that the paladin Lady Karistyne is mounting an expedition to recover Gosgorddu, a sentient hammer that is the last surviving relic of the fallen Flan nation of Itar. Her intent is to keep it out of the hands of the Archmage Rary. I believe she is misguided in this goal, as Rary's intent is only to bring about the restoration of the Bright Lands to a more vibrant state. To do this, though, he needs to unmake the Scorpion Crown, and to do that he needs that hammer. Since Hardby owes Rary much for his aid in past matters, I am inclined to help him, and I am hoping that you will agree that restoring the Bright Lands is also the right thing to do.

"If you share this sentiment then I ask that you go along with the Karistyne mission. Should it prove successful in recovering the hammer, I ask that you take any opportunity you can get to divert the hammer back to my estate instead of Karistyne's possession. I will make sure that it gets passed on to Rary and that you are properly compensated for your efforts."

PLAYER HANDOUT 2

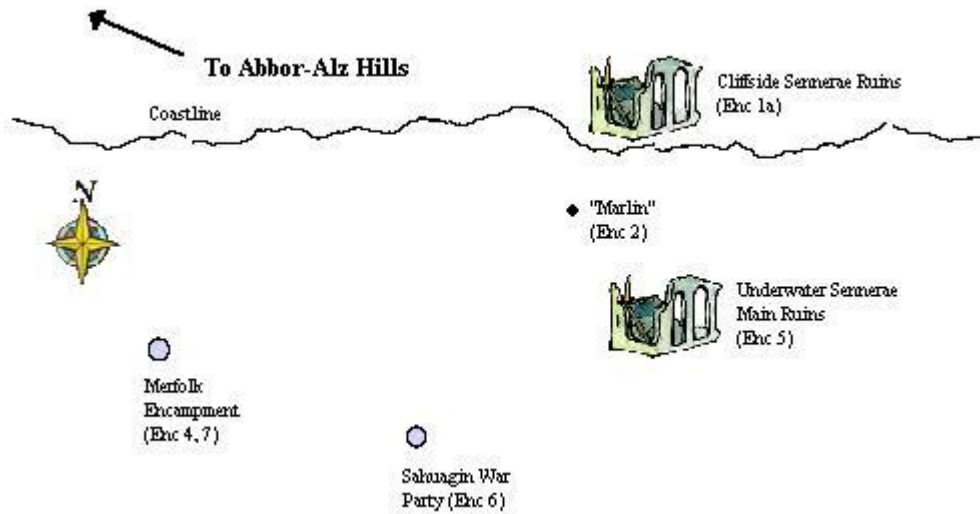
You are contacted by Lady Karistyne, a paladin of Heironeous with a wide reputation as a staunch foe of Rary the Traitor. Upon answering her summons, she tells you the following:

"I have heard rumor that the wizard Messalina, advisor to the Despotrix of Hardby, is mounting an expedition to the ruins of the ancient Flannae city of Sennerae to recover a sentient hammer named Gosgorddu, which is the last surviving relic of the long-fallen Flan nation of Itar. I distrust her intent in this matter, as Hardby's leadership has become increasingly cozy with The Traitor since establishing their independence from Greyhawk. I ask that you join this mission and see what her real intent is. If she intends to hand the weapon over to Rary then I ask that you do your best to help complete the mission but take any opportunity you can get to instead redirect the hammer to me. I will make sure that Rary never gets his filthy hands on it and that you are appropriately compensated for your efforts."

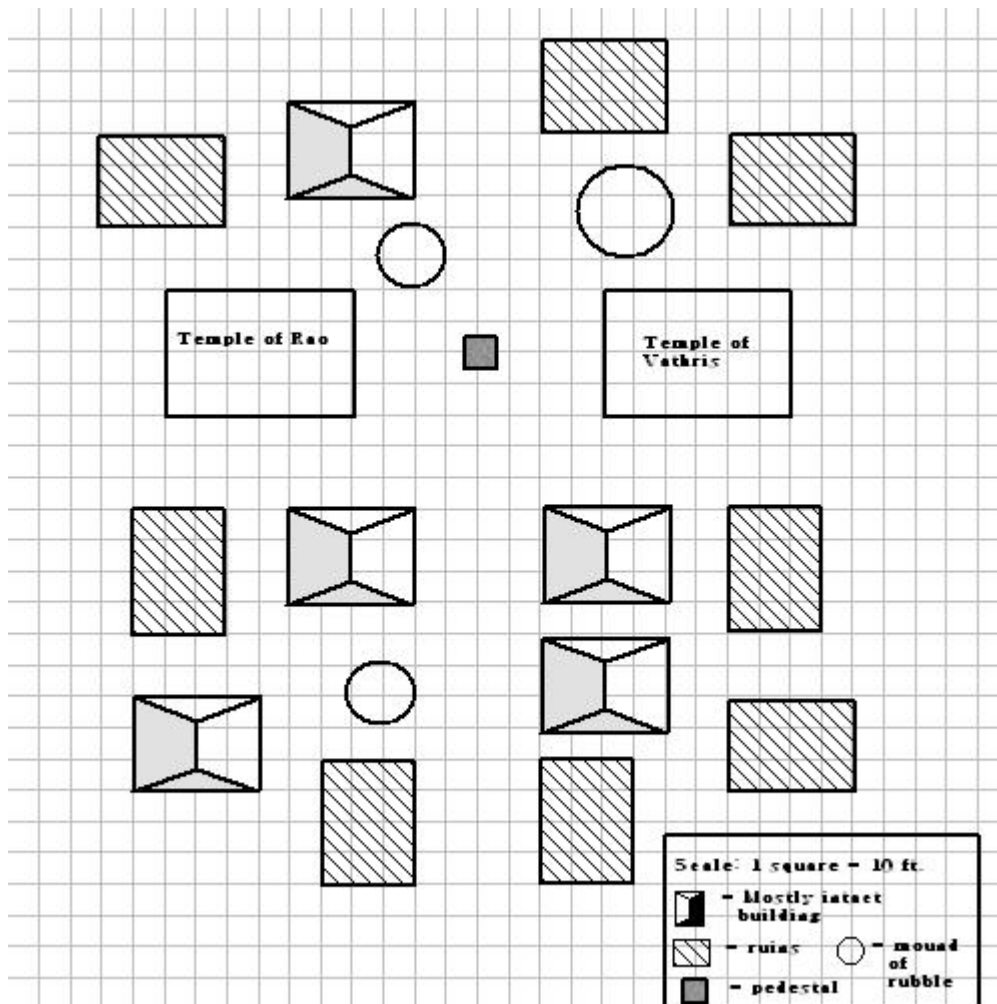
DM'S MAP 1: THE BRIGHT LANDS



DM'S MAP 2: SENNERAE AREA



DM'S MAP 3: SENNERAE



DM'S MAP 4: MERFOLK REEF (ENCOUNTERS 4 AND 7)

