

MOON1-7

TREASURE HUNT

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

BY TIMMY! CREESE

REVIEWED BY JP CHAPLEAU AND SHAWN MERWIN

PLAYTESTED BY JP CHAPLEAU, LENNY LOGAN, VAN BUTLER, JAMES HICKS,
MICKEY TAN, FRED UPTON, PETER HOANG, CHUCK DONAHUE

An old bard's tale, a sunken ship, and a foreign captain: Secrets lost for decades may come to light if you embark on this treasure hunt. You may find riches or be the main course on some beast's table. *Living Forgotten Realms* adventure set in the Moonshae Isles for characters levels 7-10.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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

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

DUNGEONS & DRAGONS, D&D, DM REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast LLC in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2009

Wizards of the Coast LLC.

For rules questions specific to this document, visit www.wizards.com/customerservice.

Permission is granted to photocopy this document for personal use.

RPGA[®] SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event, or you received it from your organizer. To play this adventure and receive rewards for it, 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 enrolled in the Wizards Play Network (or WPN for short). Information on enrolling in the program can be found at www.wizards.com/wpn. The person who sanctions the event, called the organizer, is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and gets reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to run this adventure if you are not the organizer.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for sanctioned RPGA play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on 31 December 2011.

To learn more about RPGA event sanctioning and DM REWARDS, visit the RPGA website at www.wizards.com/rpga.

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

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 organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 7-10. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter – that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success – they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give**

out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

Diseases: Diseases take hold of a character and last until they are cured or they reach their final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

ADVENTURE BACKGROUND

The Moonshae Isles are home to countless buried treasures from ages past. Many pirate captains have squirreled away troves of treasure all over the isles. The jagged shores and secret caves of these islands have lured generations of adventurers to find hidden coves and lagoons. The most dangerous locations have

tempted pirates to navigate their shores in search of a safe hideout. Sometimes the ships found safe passage; sometimes the ships were wrecked by reefs; and sometimes monsters and other menaces won the day.

Over a century ago, an old captain navigated his ship, the *Blazing Axe*, through a narrow dark tunnel on the western shore of the Isle of Norland. Beyond the tunnel, the old captain anchored his ship in a secret lagoon, believing the location to be safe from greedy pirates and adventurers. To his doom, the old captain soon discovered the lagoon to be a haven for sahuagin - and they quickly killed and fed on the captain and his crew.

To this day, the *Blazing Axe* remains safely anchored in the secret lagoon, and the sahuagin still live in quiet seclusion. A sahuagin baron now uses the ship as its palace. The many treasures of the ship still rest at the bottom of the Sea of Moonshae.

In the years since the captain anchored his ship in the lagoon, the passage he took has been made narrower due to seismic shifts.

DM'S INTRODUCTION

The adventure starts with the PCs hearing a common story in the Moonshaes. The story tells of a captain trying to hide his treasure and meeting with failure. The story is unremarkable, told a thousand times in a thousand taverns in a thousand different ways. The bard who sings the tale is a Moonshavian woman named Llewelyn. Llewelyn is in Warlsbry on personal business. The similarities between the old bar tale and Llewelyn's story end there. Llewelyn is working for Captain Clive, a treasure seeker to find a group of veteran adventurers.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

The misty gray air hanging over the island of Alaron is especially wet today. The soft rain is mixed with the spray of waves as they crash into the rocky shoreline.

Inside the Once Dry Toad Inn, however, locals and visitors find a welcome warm fire, good meals, beers, wines, spirits and ales. The inviting atmosphere and warmth of this popular inn are enough to drive away the foul weather.

Mixed in with the locals are a few sailors listening to Llewelyn, a lovely Ffolk brunette with a soft voice. She plucks the strings of a small harp and sings a tale of woe and intrigue heard a hundred times in these islands - a tale of buried treasure for those souls brave enough,

skilled enough, and tough enough to face the perils involved with treasure hunting.

You sit at a large dining table in the middle of the inn with other adventurers.

Have the players introduce their characters at this time. Llewelyn approaches the PC with the highest Charisma (in case of tie, go with a Moonshavian PC).

“Do you have tales of lost treasures, forgotten crypts and daring rescues?” the bard ask you.

Allow the PC a chance to answer before proceeding to Encounter 1.

ENCOUNTER 1: WILY CAPTAIN CLIVE

SETUP

Captain Clive: Captain of the *Spindrift* (male human). Bluff +12, Diplomacy +10, Intimidate +12.

Llewelyn: (female Ffolk human). Bluff +15, Diplomacy +15, Insight +8.

Llewelyn was hired by Captain Clive of the *Spindrift* to keep an eye out for seasoned adventurers. Llewelyn asks the PCs to tell her some tales before she offers them a job that could pay them very well.

- She is looking for seasoned adventurers only.
- She knows that Captain Clive is looking for a treasure of great value and that those who accompany him are to receive a fair share.

Once the PCs have traded a tale of adventure with Llewelyn, she tells them to see Captain Clive aboard the *Spindrift*, currently docked in the harbor.

CAPTAIN CLIVE

The *Spindrift* is a three-masted Waterdhavian galleon. Getting there requires a short rowboat trip. The ship is heavily armed, and its crew is a who's who of the Sword Coast, from Illuskans of the North to the forest folk of Chult. The crewmen are dressed like pirates, talking and acting the part. They are, however, friendly and somewhat polite toward the PCs. Captain Clive does not want to lose any of his valuable crewmembers, so he hires adventures (whom he does not have to pay if they fail in their quest).

A crewman takes the PCs to Captain Clive. Captain Clive is a stereotypical pirate. He speaks using terms commonly heard from pirates and wears an eye patch and a large black hat.

- Captain Clive sails the *Spindrift*, a Waterdeep galleon with 25 hardy souls as crew. The motley band hails from a number of cities and nations, from the Sword Coast to Chult to Waterdeep.
- He claims to be commissioned by a noble from Baldur's Gate to sail the Moonshae Isles in search of buried treasures.
- His right hand bares a scar forming a perfect circle. Some of the locals believe this is a scar from the removal of a pirate tattoo. Captain Clive says it is a painful reminder of a strange blood-sucking beast - which he barely survived (and why he quit adventuring years ago).

- If asked about or accused of piracy, Captain Clive produces papers showing his commission. The papers are dated 3 years ago. He agrees with the accuser, saying, "*I can see ye might be thinkin' I look like a pirate.*" Do not confirm nor deny whether Captain Clive is a pirate at this time. The fun of that NPC is this line between his legitimacy and the obvious appearance.
- He promises each PC a double share (twice as much as what the average sailor gets for the trip), but as a captain he reserves the right for the first share.
- To this end, he insists that any treasure be opened by him, in the presence of the crew (which includes the PCs).

ASKING AROUND

The PCs may wish to inquire about Captain Clive or his crew to the people of Warlsbry. Note that few people here know of him.

PC Knowledge: PCs from Amn, Baldur's Gate, the Sword Coast or Waterdeep can make a DC 25 Streetwise check (the DC is 35 for PCs from any other region) to know of him. He has a reputation as a successful pirate but has no confirmed prize to his name.

Captain Clive's crew: Most of the sailors on the *Spindrift* have been with Captain Clive for a number of voyages. All of them share "pirate-like aspects" with their captain and speak highly of him.

The Mac Lyrrs: The Mac Lyrrs do not know Captain Clive. He has paid his port dues and his men behave while in town. They have never seen him before.

Seamus Duffee: Seamus is the owner of the Once Dry Toad Inn, and he has heard a number of sailors refer to Captain Clive as a pirate. But he has not met the man himself. He is of the opinion that sailors know who is a pirate and who is not.

ENDING THE ENCOUNTER

When the PCs agree to help Captain Clive, proceed to Encounter 2.

ENCOUNTER 2: Row, Row, Row YOUR BOAT

ENCOUNTER LEVEL 8/10 (1,700/2,400
XP)

SETUP

This encounter includes the following creatures at low tier:

- 1 sahuagin priest (P)
- 2 sahuagin raiders (R)
- 3 sahuagin guards (G)

This encounter includes the following creatures at high tier:

- 1 sahuagin priest (P)
- 2 sahuagin raiders (R)
- 8 sahuagin guards (G)

THE TRIP TO NORLAND

Captain Clive and the PCs set sail aboard the *Spindrift* despite the pounding surf and thick, unrelenting fog. Captain Clive is a capable captain, piloting the ship in adverse conditions. He has obviously been to these islands more than once as he navigates around the jagged shorelines and through the treacherous Strait of Oman without incident.

Days later, the *Spindrift* clears the strait and sails northwest until it reaches the coast of Norland. Tall peaks of granite rise from heavily forested islands. The shore is lined with sharp projecting rocks, and shipwrecks occasionally appear along the shores.

DARK TUNNELS

Captain Clive calls you to his cabin as the sailors weigh the anchor and furl the sails. On his desk is an old moldy map. The coast is inhospitable, with sheer cliffs and jagged rocks jutting out of the sea.

*“Well, we have made it to where ye get to earn yer keep. Along that coast there lies a tunnel that opens on a lagoon. I hoped the *Spindrift* could sail through, but the opening is only large enough to allow rowboats. The tunnel entrance is hidden by hanging vines. Make your way through and get whatever treasure ye can get. Remember, any chest or treasure ye find must be opened here with all present,” reminds Captain Clive.*

*Two rowboats are lowered, each large enough to carry three persons. The *Spindrift* remains safely away from the shore. As you approach the area indicated by Captain Clive, dangling vines do hide a passage.*

This waterway cuts through the rocky cliffs of the island. The tunnel is dark, and the tide is flowing out, making it harder for the PCs to row.

As the PCs row through the tunnel, they are attacked by sahuagin. The sahuagin live in underwater caves throughout the area.

The waterway is a tunnel that measures 100 ft. (20 squares) long, 20 feet (4 squares) wide, and the ceiling is 5 feet (1 square) high. The water is 50' deep throughout the tunnel.

If the PCs fly over the encounter, the sahuagin from this encounter join the sahuagin baron in Encounter 3 after 5 rounds of combat.

FEATURES OF THE AREA

Illumination: The 5 feet (1 square) closest to the entry and exit of the tunnel are dimly lit. The rest of the tunnel is void of light and is dark. Creatures that cannot see in the dark are considered blind outside that area.

Aquatic Combat: When fighting underwater, the following modifiers apply:

- Creatures using powers that have the fire keyword take a -2 penalty to attack rolls when using those powers.
- Characters using weapons from the spear and crossbow weapon groups take no penalties to attack rolls with those weapons while fighting underwater. Characters using any other weapon take a -2 penalty to attack rolls.
- Creatures move using their swim speed. A creature without a swim speed must use the Athletics skill to swim, as described in the *Player's Handbook*. See “Water” below for Swim checks.
- If a PC is damaged in combat, he must make a DC 20 Endurance check or lose a healing surge if he is incapable of breathing underwater.

Capsizing: A sahuagin can capsize a rowboat as a standard action. PCs aboard can oppose by taking an immediate reaction to perform a DC 19/21 Acrobatics check. If one PC successfully resists the attempt, the attempt fails.

If the boat capsizes, PCs inside it are moved to the nearest adjacent square of their choice and must begin to swim.

Rowboat: Each round requires a standard action and a DC 14/16 Athletics or Endurance skill check to row the boat 1 square through the cave. The rowboats should be represented by 2x3 tiles.

If the PCs fail the skill check, the boat remains where it is and does not move.

If no PC attempts to row in a given round, the rowboat moves 1 square back out to sea. If the PCs decide to row towards the sea, no check is required and they move 3 squares in that direction.

Underwater: Anyone attacked through the surface of the water has concealment from his attacker. The water is otherwise clear.

Vines: The entry and exit of the tunnel is concealed by numerous long hanging vines that end at the surface of the water. These vines hide the tunnel. The vines provide total concealment to targets across them.

Water: The water is 10 squares deep in the cave and 3 squares deep in the lagoon. Creatures without a swim speed must succeed at a DC 15/17 Athletics or be pushed out to sea by the tide (see Rowboat). Swimming with the tide (out to sea) is a DC 5/7.

Tunnel Walls: The tunnels walls are sheer and very wet. PCs can climb along them with a DC 24/26 Athletics check.

TACTICS

The sahuagin attack when the first rowboat is halfway through the cave. The sahuagin guards start by trying to capsize boats. The sahuagin raiders attack the PCs, focusing on PCs in the water first. If any PC becomes bloodied, the sahuagin eagerly attack the bloodied PC to take advantage of their *blood frenzy*. The sahuagin priest attacks the PCs from a distance, targeting bloodied PCs whenever possible using *spectral jaws* and *water bolt* until *spectral jaws* is recharged.

At the high level version, have the minion guards come up out of the water in waves rather than all at once.

TROUBLESHOOTING: AVOIDING THE ENCOUNTER

Certain parties might entirely avoid the encounter by flying over the tunnel. Doing so, the sahuagin in this encounter join the fray by climbing aboard the *Blazing Axe* in Encounter 3 five rounds after the PCs engage the baron over there.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one sahuagin raider.

Six PCs: Add one sahuagin raider.

ENDING THE ENCOUNTER

It is possible for the PCs to row out of the tunnel and into the lagoon beyond. In the lagoon, the tide does not

affect the PCs vessel and they may land on a beach as the water becomes shallower.

If they seek to board the anchored ship, they trigger the next encounter. Any sahuagin from this encounter join the creatures from next encounter. If this happens, there is no opportunity for the PCs to take a short rest between encounters.

EXPERIENCE POINTS

For successfully completing this encounter, each PC earns 340/480 xp.

TREASURE

@@.

ENCOUNTER 2: ROW, ROW, ROW YOUR BOAT STATISTICS (LOW LEVEL)

Sahuagin Guard (level 9)		Level 9 Minion
Medium natural humanoid (aquatic)		XP 100
Initiative +4 Senses Perception +5; low-light vision		
HP 1; a missed attack never damages a minion.		
AC 23; Fortitude 21, Reflex 20, Will 19		
Speed 6; swim 6		
m Trident (standard; at-will) ♦ Weapon		
+14 vs. AC; 6 damage; see also <i>blood frenzy</i> .		
R Trident (standard; at-will) ♦ Weapon		
Ranged 3/6; +14 vs. AC; 6 damage. The sahuagin guard must retrieve its trident before it can throw it again..		
Blood Frenzy		
The sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.		
Alignment Chaotic Evil		Languages Abyssal
Str 16 (+7)	Dex 14 (+6)	Wis 12 (+5)
Con 14 (+6)	Int 10 (+4)	Cha 10 (+4)
Equipment trident		

Sahuagin Raider (level 10)		Level 10 Soldier
Medium natural humanoid (aquatic)		XP 500
Initiative +9 Senses Perception +6; low-light vision		
HP 102; Bloodied 51		
AC 24; Fortitude 23, Reflex 20, Will 19		
Speed 6; swim 6		
m Trident (standard; at-will) ♦ Weapon		
+15 vs. AC; 1d8 +7 damage, and the target is marked until the end of the sahuagin raider's next turn; see also <i>blood frenzy</i> .		
R Trident (standard; at-will) ♦ Weapon		
Ranged 3/6; +15 vs. AC; 1d8 +7 damage. The sahuagin raider must retrieve its trident before it can throw it again.		
M Opportunistic Strike (immediate reaction, when a flanked enemy shifts; at-will) ♦ Weapon		
The sahuagin raider makes a melee basic attack against the enemy.		
Blood Frenzy		
The sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.		
Alignment Chaotic Evil		Languages Abyssal
Str 20 (+10)	Dex 14 (+7)	Wis 12 (+6)
Con 14 (+7)	Int 10 (+5)	Cha 10 (+5)
Equipment trident		

Sahuagin Priest (level 9)		Level 9 Artillery
Medium natural humanoid (aquatic)		XP 400
Initiative +8 Senses Perception +9; low-light vision		
HP 76; Bloodied 38		
AC 23; Fortitude 20, Reflex 21, Will 22		
Speed 6; swim 8		
m Trident (standard; at-will) ♦ Weapon		
+13 vs. AC; 1d8 +3 damage; see also <i>blood frenzy</i> .		
R Trident (standard; at-will) ♦ Weapon		
Ranged 3/6; +13 vs. AC; 1d8 +3 damage. The sahuagin priest must retrieve its trident before it can throw it again.		
R Water Bolt (standard; at-will) ♦ Weapon		
Ranged 20 (10 out of water); +15 vs. AC; 2d8 +5 damage (1d8 + 5 out of water); see also <i>blood frenzy</i> .		
M Spectral Jaws (standard; encounter; recharges when a target saves against this effect)		
Ranged 20; spectral shark jaws appear and bite the target; +15 vs. Will; 3d6 + 5 damage, and the target takes ongoing 5 damage and takes a -2 penalty to all defenses (save ends both); see also <i>blood frenzy</i> .		
Blood Frenzy		
The sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.		
Alignment Chaotic Evil		Languages Abyssal
Str 16 (+7)	Dex 18 (+8)	Wis 20 (+9)
Con 16 (+7)	Int 12 (+5)	Cha 16 (+7)
Equipment trident, holy symbol, kelp robe		

ENCOUNTER 2: ROW, ROW, ROW YOUR BOAT STATISTICS (HIGH LEVEL)

Sahuagin Guard (level 9)		Level 9 Minion
Medium natural humanoid (aquatic)		XP 100
Initiative +4 Senses Perception +5; low-light vision		
HP 1; a missed attack never damages a minion.		
AC 23; Fortitude 21, Reflex 20, Will 19		
Speed 6; swim 6		
m Trident (standard; at-will) ♦ Weapon		
+14 vs. AC; 6 damage; see also <i>blood frenzy</i> .		
R Trident (standard; at-will) ♦ Weapon		
Ranged 3/6; +14 vs. AC; 6 damage. The sahuagin guard must retrieve its trident before it can throw it again..		
Blood Frenzy		
The sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.		
Alignment Chaotic Evil		Languages Abyssal
Str 16 (+7)	Dex 14 (+6)	Wis 12 (+5)
Con 14 (+6)	Int 10 (+4)	Cha 10 (+4)
Equipment trident		

Sahuagin Raider (level 10)		Level 10 Soldier
Medium natural humanoid (aquatic)		XP 500
Initiative +9 Senses Perception +6; low-light vision		
HP 102; Bloodied 51		
AC 24; Fortitude 23, Reflex 20, Will 19		
Speed 6; swim 6		
m Trident (standard; at-will) ♦ Weapon		
+15 vs. AC; 1d8 +7 damage, and the target is marked until the end of the sahuagin raider's next turn; see also <i>blood frenzy</i> .		
R Trident (standard; at-will) ♦ Weapon		
Ranged 3/6; +15 vs. AC; 1d8 +7 damage. The sahuagin raider must retrieve its trident before it can throw it again.		
M Opportunistic Strike (immediate reaction, when a flanked enemy shifts; at-will) ♦ Weapon		
The sahuagin raider makes a melee basic attack against the enemy.		
Blood Frenzy		
The sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.		
Alignment Chaotic Evil		Languages Abyssal
Str 20 (+10)	Dex 14 (+7)	Wis 12 (+6)
Con 14 (+7)	Int 10 (+5)	Cha 10 (+5)
Equipment trident		

Sahuagin Priest (level 11)		Level 11 Artillery
Medium natural humanoid (aquatic)		XP 600
Initiative +9 Senses Perception +10; low-light vision		
HP 88; Bloodied 44		
AC 25; Fortitude 22, Reflex 23, Will 24		
Speed 6; swim 8		
m Trident (standard; at-will) ♦ Weapon		
+15 vs. AC; 1d8 +4 damage; see also <i>blood frenzy</i> .		
R Trident (standard; at-will) ♦ Weapon		
Ranged 3/6; +15 vs. AC; 1d8 +4 damage. The Sahuagin Raider must retrieve its trident before it can throw it again.		
R Water Bolt (standard; at-will) ♦ Weapon		
Ranged 20 (10 out of water); +17 vs. AC; 2d8 +6 damage (1d8 + 6 out of water); see also <i>blood frenzy</i> .		
M Spectral Jaws (standard; encounter; recharges when a target saves against this effect)		
Ranged 20; spectral shark jaws appear and bit the target; +17 vs. Will; 3d6 + 6 damage, and the target takes ongoing 5 damage and takes a -2 penalty to all defenses (save ends both); see also <i>blood frenzy</i> .		
Blood Frenzy		
The sahuagin gain a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.		
Alignment Chaotic Evil		Languages Abyssal
Str 16 (+8)	Dex 18 (+9)	Wis 20 (+10)
Con 16 (+8)	Int 12 (+6)	Cha 16 (+8)
Equipment trident, holy symbol, kelp robe		

ENCOUNTER 2: ROW, ROW, ROW YOUR BOAT MAP

TILE SETS NEEDED

DU4 Arcane Towers x1



ENCOUNTER 3: ON A SECLUDED SHIPWRECK

ENCOUNTER LEVEL 10/12 (2,500/3,500 XP)

SETUP

This encounter includes the following creatures at low tier:

- 1 sahuagin baron (B)
- 1 skeletal tomb guardian (T)
- 3 skeletons (S)
- 10 decrepit skeletons

This encounter includes the following creatures at high tier:

- 1 sahuagin baron (B)
- 1 skeletal tomb guardian (T)
- 3 skeletons (S)
- 5 skeletal haulers

If the PCs avoided or fled from the previous combat, any remaining creatures follow the PCs onto the anchored ship and join this combat five rounds after it begins.

In the center of the lagoon rests an old ship, rocking back and forth to the rhythm of the waves. The name Blazing Axe is barely legible on the bow.

The PCs can place themselves on any part of the deck. Shreds of sails hang limply from the foremast and the mainmast. Broken wooden steps ascend to the deck of the forecastle. Closed doors lead from the main deck into rooms in the front of the vessel.

Old rusty weapons and bleached humanoid bones and skulls litter the deck. It is impossible to move without stepping over bones for sure footing.

The doors of the forecastle open and a four-armed sahuagin moves onto the deck.

It stands to its full height, easily over six feet tall. In a bubbly, raspy voice it says, "Rise." Many of the bones instantly assemble themselves and a large number of skeletons attack!

The bones are from deceased sahuagin and the crew of the *Blazing Axe*. One of the skeletons is that of a former sahuagin baron. That particular skeleton is the four-armed skeletal tomb guardian.

FEATURES OF THE AREA

Boat: Climbing from the water to the deck requires a DC 15 Athletics check. The deck is two squares above the water level.

Illumination: Full sunlight, unless the PCs decided to wait until nightfall to come ashore, in which case there is no light.

Water: The water is one square deep and is difficult terrain.

Wooden Deck: The ship sways to the left and right. At the start of a creature's first turn, a DC 15/17 Acrobatics check is required. On a failure, the creature slides 2 squares to the left and falls prone.

TACTICS

The baron and the skeletal tomb guardian both wade into melee. The baron orders the non-minion skeletons to provide flank whenever possible. He orders the minion skeletons to attack, and they should rise and attack in waves of 3 or 4 per round.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove 5 decrepit skeletons and 1 skeleton at low tier. At high tier, remove the skeletal tomb guardian.

Six PCs: Add two skeletons at low tier. At high tier, add the skeletal tomb guardian found in the low-level version (level 10).

ENDING THE ENCOUNTER

The PCs can explore the ship. The ship is a rotting wreck with very little left to salvage. Most of what was valuable has been taken by the sahuagin over the years.

- The captain's chamber has an imprisoned hag (see Encounter 4).
- The aft mast is missing, and rudder is disabled.
- The lower levels are filled with sahuagin filth.

EXPERIENCE POINTS

For successfully completing this encounter, each PC earns 500/700 xp.

TREASURE

Among the bones lies a *magic spear* +3. (Unlike other magic treasure that can be changed when it becomes a bundle, this weapon can only be a spear.

ENCOUNTER 3: ON A SECLUDED SHIPWRECK STATISTICS (LOW LEVEL)

Decrepit Skeleton (level 1)	Level 1 Minion
Medium natural animate (undead)	XP 25
Initiative +3 Senses Perception +2; darkvision	
HP 1; a missed attack never damages a minion.	
AC 16; Fortitude 13, Reflex 14, Will 13	
Immune disease, poison	
Speed 6	
m Longsword (standard; at-will) ♦ Weapon	
+6 vs. AC; 4 damage.	
r Shortbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +6 vs. AC; 3 damage.	
Alignment Unaligned Languages –	
Str 15 (+2) Dex 17 (+3) Wis 14 (+2)	
Con 13 (+1) Int 3 (-4) Cha 3 (-4)	
Equipment heavy shield, longsword, short bow, 10 arrows	

Sahuagin Baron (level 10)	Level 10 Elite Brute (Leader)
Large natural humanoid (aquatic)	XP 1000
Initiative +9 Senses Perception +6; low-light vision	
Blood Healing (Healing) aura 10; any ally in the aura that starts its turn adjacent to a bloodied enemy regains 5 hit points.	
HP 256; Bloodied 128	
AC 26; Fortitude 25, Reflex 22, Will 23	
Saving Throws +2	
Speed 6; swim 8	
Action Points 1	
m Trident (standard; at-will) ♦ Weapon	
Reach 2; +15 vs. AC; 2d4 +6 damage; see also <i>blood hunger</i> .	
R Trident (standard; at-will) ♦ Weapon	
Ranged 3/6; +15 vs. AC; 2d4 +6 damage. The sahuagin baron must retrieve its trident before it can throw it again.	
M Claw (standard; at-will)	
Reach 2; +15 vs. AC; 1d6 +6 damage, and ongoing 5 damage (save ends); see also <i>blood hunger</i> .	
M Baron's Fury (standard; at-will) ♦ Weapon	
The sahuagin baron makes a trident attack and two claw attacks.	
Blood Hunger	
The sahuagin baron gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against bloodied enemies.	
Alignment Chaotic Evil Languages Abyssal, Common	
Skills Intimidate +13	
Str 22 (+11) Dex 18 (+9) Wis 12 (+6)	
Con 18 (+9) Int 12 (+6) Cha 16 (+8)	
Equipment trident, headdress	

Skeleton (level 6)	Level 6 Soldier
Medium natural animate (undead)	XP 250
Initiative +7 Senses Perception +4; darkvision	
HP 69; Bloodied 34	
AC 21; Fortitude 18, Reflex 19, Will 18	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 5	
m Longsword (standard; at-will) ♦ Weapon	
+13 vs. AC; 1d8 + 3 damage, and the target is marked until the end of the skeleton's next turn; see also <i>speed of the dead</i> .	
Speed of the Dead	
When making an opportunity attack, the skeleton gains a +2 bonus to the attack roll and deals an extra 1d6 damage.	
Alignment Unaligned Languages –	
Str 15 (+4) Dex 17 (+5) Wis 14 (+4)	
Con 13 (+3) Int 3 (-2) Cha 3 (-2)	
Equipment chainmail, heavy shield, longsword	

Skeletal Tomb Guardian (level 10)	Level 10 Brute
Medium natural animate (undead)	XP 500
Initiative +10 Senses Perception +12; darkvision	
HP 126; Bloodied 63	
AC 23; Fortitude 22, Reflex 23, Will 20	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 8	
m Twin Scimitar Strike (standard; at-will) ♦ Weapon	
The skeletal tomb guardian makes two scimitar attacks against the same target; +13 vs. AC; 1d8 + 4 damage (crit 1d8+12). This also holds true for opportunity attacks.	
M Cascade of Steel (standard; recharge 3 4 5 6) ♦ Weapon	
The skeletal tomb guardian makes two twin scimitar strike attacks (four scimitar attacks total).	
M Sudden Strike (immediate reaction, when an adjacent enemy shifts; at-will) ♦ Weapon	
The skeletal tomb guardian makes a melee basic attack against the enemy.	
Alignment Unaligned Languages –	
Str 18 (+9) Dex 20 (+10) Wis 14 (+7)	
Con 16 (+8) Int 3 (+1) Cha 3 (+1)	
Equipment 4 scimitars	

ENCOUNTER 3: ON A SECLUDED SHIPWRECK STATISTICS (HIGH LEVEL)

Skeleton Hauler (level 1)		Level 11 Minion
Medium natural animate (undead)		XP 150
Initiative +8		Senses Perception +7; darkvision
HP 1; a missed attack never damages a minion.		
AC 25; Fortitude 25, Reflex 22, Will 21		
Immune disease, poison; Resist 10 necrotic		
Speed 6		
m Slam (standard; at-will)		
+16 vs. AC; 7 damage.		
Alignment Unaligned		Languages –
Str 22 (+11)	Dex 16 (+8)	Wis 14 (+7)
Con 20 (+10)	Int 3 (+1)	Cha 3 (+1)

Sahuagin Baron (level 10)		Level 10 Elite Brute (Leader)
Large natural humanoid (aquatic)		XP 1000
Initiative +9		Senses Perception +6; low-light vision
Blood Healing (Healing) aura 10; any ally in the aura that starts its turn adjacent to a bloodied enemy regains 5 hit points.		
HP 256; Bloodied 128		
AC 26; Fortitude 25, Reflex 22, Will 23		
Saving Throws +2		
Speed 6; swim 8		
Action Points 1		
m Trident (standard; at-will) ♦ Weapon		
Reach 2; +15 vs. AC; 2d4 +6 damage; see also <i>blood hunger</i> .		
R Trident (standard; at-will) ♦ Weapon		
Ranged 3/6; +15 vs. AC; 2d4 +6 damage. The sahuagin baron must retrieve its trident before it can throw it again.		
M Claw (standard; at-will)		
Reach 2; +15 vs. AC; 1d6 +6 damage, and ongoing 5 damage (save ends); see also <i>blood hunger</i> .		
M Baron's Fury (standard; at-will) ♦ Weapon		
The sahuagin baron makes a trident attack and two claw attacks.		
Blood Hunger		
The sahuagin baron gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against bloodied enemies.		
Alignment Chaotic Evil		Languages Abyssal, Common
Skills Intimidate +13		
Str 22 (+11)	Dex 18 (+9)	Wis 12 (+6)
Con 18 (+9)	Int 12 (+6)	Cha 16 (+8)
Equipment trident, headdress		

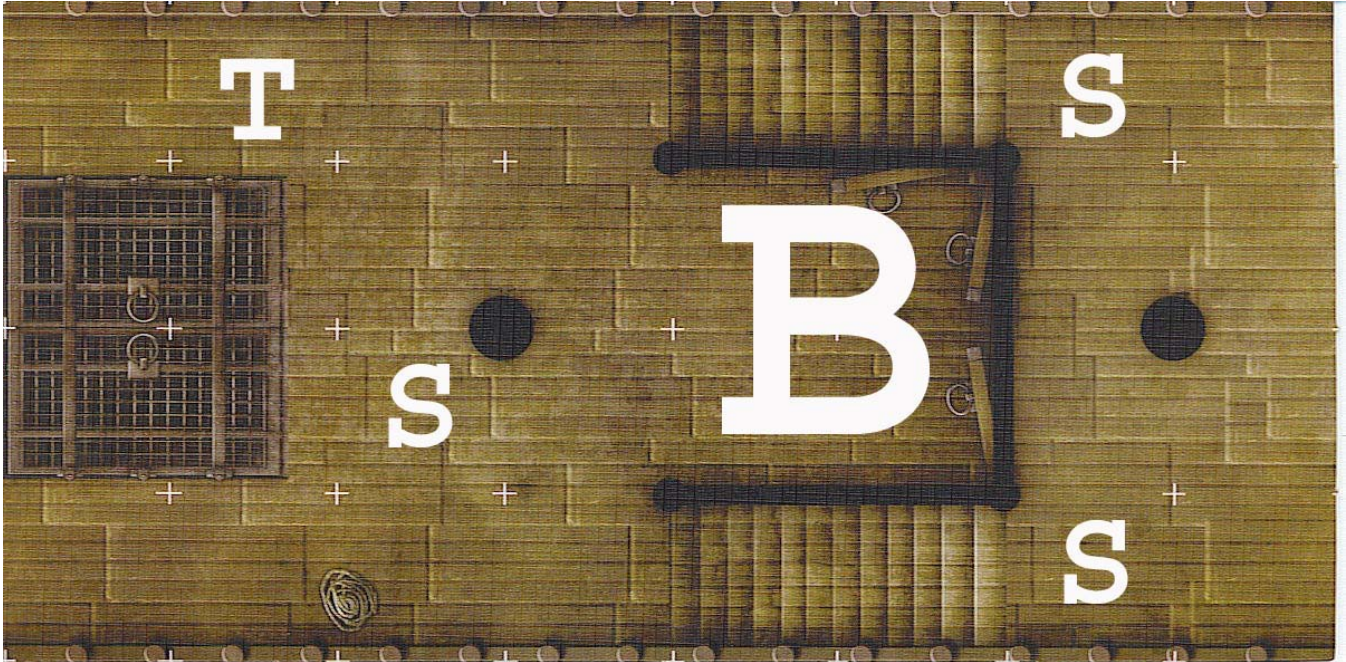
Skeleton (level 6)		Level 6 Soldier
Medium natural animate (undead)		XP 250
Initiative +7		Senses Perception +4; darkvision
HP 69; Bloodied 34		
AC 21; Fortitude 18, Reflex 19, Will 18		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 5		
m Longsword (standard; at-will) ♦ Weapon		
+13 vs. AC; 1d8 + 3 damage, and the target is marked until the end of the skeleton's next turn; see also <i>speed of the dead</i> .		
Speed of the Dead		
When making an opportunity attack, the skeleton gains a +2 bonus to the attack roll and deals an extra 1d6 damage.		
Alignment Unaligned		Languages –
Str 15 (+4)	Dex 17 (+5)	Wis 14 (+4)
Con 13 (+3)	Int 3 (-2)	Cha 3 (-2)
Equipment chainmail, heavy shield, longsword		

Skeletal Tomb Guardian (level 14)		Level 14 Brute
Medium natural animate (undead)		XP 1000
Initiative +12		Senses Perception +14; darkvision
HP 166; Bloodied 83		
AC 27; Fortitude 26, Reflex 27, Will 24		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 8		
m Twin Scimitar Strike (standard; at-will) ♦ Weapon		
The skeletal tomb guardian makes two scimitar attacks against the same target; +17 vs. AC; 1d8 + 6 damage (crit 1d8+14). This also holds true for opportunity attacks.		
M Cascade of Steel (standard; recharge 3-6) ♦ Weapon		
The skeletal tomb guardian makes two twin scimitar strike attacks (four scimitar attacks total).		
M Sudden Strike (immediate reaction, when an adjacent enemy shifts; at-will) ♦ Weapon		
The skeletal tomb guardian makes a melee basic attack against the enemy.		
Alignment Unaligned		Languages –
Str 18 (+11)	Dex 20 (+12)	Wis 14 (+9)
Con 16 (+10)	Int 3 (+3)	Cha 3 (+3)
Equipment 4 scimitars		

ENCOUNTER 3: ON A SECLUDED SHIPWRECK MAP

TILE SETS NEEDED

Ship Tiles x1



ENCOUNTER 4: URSTA, THE HAG

SETUP

Ursta: prisoner of the sahuagin baron (female howling hag). Bluff +11, Insight +10, Intimidate +11, Nature +10. Languages: Common, Elven.

This is purely a role playing encounter where the PCs learn the location of the treasure.

Ursta is held in the captain's quarters of the ancient ship. She is magically shackled to a wall. The chains that bind her allow her very limited movement. The chains lose all magical properties if opened.

PCs should realize that though Ursta is a howling hag, she is helpless in her current condition. She begs the PCs to free her. Play Ursta as a pathetic creature that begs, grovels, whines, pleads and implores for anything.

The doors on deck lead to ancient rooms. The largest room is the old captain's quarters. This once elegant room now serves as a prison. An old and extremely ugly woman is shackled to the wall.

- She has heard the combat on deck and guesses the PCs are here for the sahuagin treasure.
- To show her willingness to help in exchange for freedom, she reveals the treasure's location.
- She has been held captive for so many years that she's lost count.
- The previous sahuagin baron (the skeletal tomb guardian) tricked her and captured her.
- She is ancient even for a hag. Her separation from her coven has left her powerless, except for a few rituals.
- She is willing to perform a Water Breathing ritual on the PCs in exchange for her release.
- She knows that the treasure is safely tucked away in a coral maze in the nearby reef and protected by a number of sahuagin. (She does not know that the PCs already faced them in Encounter 2.)
- Her freedom is worth more to her than any treasure, and though she would like the treasure, she just wants to return to her home.

Ursta can be freed without too much difficulty. If the PCs decide to free her, they can. Similarly, if the PCs decide to kill her, she dies from a single hit (like a minion) and cannot attack. Whatever fate befalls the hag is entirely up to the PCs.

ENDING THE ENCOUNTER

When the PCs learn of the treasure's exact location, proceed to Encounter 5.

If the PCs kill Ursta without obtaining the location of the treasure from her, their adventure ends here as there is no way for them to find it. However, Ursta is so quick to barter for her release that she practically blurts out the location of the treasure. Only the most rash and thoughtless PCs should have this premature ending thrust upon them.

ENCOUNTER 5: CORAL MAZE, HERE THERE BE TREASURE

**SKILL CHALLENGE LEVEL 9/11,
COMPLEXITY 1 (400/600 XP)**

SETUP

This encounter begins when the PCs reach the coral reef west of the island. Read the following:

Breathing underwater is a feeling few land-dwellers ever experience. You find a colorful coral reef to the west of the island. Several narrow passages lead into the heart of the coral, and somewhere within lies the treasure you seek.

Goal: The PCs have a single objective in this skill challenge. They must traverse the coral maze to find the treasure chest.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Acrobatics, Athletics, Endurance

Secondary Skills: Dungeoneering, Nature, Perception, Thievery

Victory: The PCs locate the treasure. With each successful skill check, a random PC sustains minor injuries from the dangerous coral.

Failure: Each time the PCs fail a skill check, they lose a healing surge. The sharp coral cuts and scratches the PCs as they navigate the narrow passages.

Reward creativity, as long as the action helps the party find the treasure. No PCs should be allowed to make more than 1 successful check in the challenge.

Below are a few examples of how the PCs can use some of their skills. The list of example is not exhaustive and should a PC offer another valid explanation, they should be rewarded for creativity.

Acrobatics DC 17/19 (1 success, no maximum)

The PC maneuvers carefully around the coral.

Athletics DC 18/20 (1 success, no maximum)

Swimming falls under this skill. The waters around the reef are considered calm (DC 10), but the tightness of the passages and the odd currents increase the DCs.

Dungeoneering DC 23/25 (1 success, 1 maximum)

The PCs could use this skill to evaluate the currents and shifting movements of the tides.

Endurance DC 15/17 (1 success, no maximum)

One example of this skill is to simply break and destroy the coral. The PC loses one healing surge for each try, but the area is then safe for all other PC. On a failure, the PC loses two healing surge.

Nature DC 14/16 (1 success; 1 maximum)

The PC identifies and avoids dangerous species of coral or fish.

Perception DC 17/19 (1 success; 1 maximum)

The PCs find a shorter path through the coral

Thievery DC 16/18 (1 success; 1 maximum)

Use of the Thievery skill would be similar to “disabling traps” by considering the coral as a trap.

Magic/Powers (1 success, 1 maximum)

The PC may possess a power or magic item that could help them get the treasure. Doing so grants the PC one success but any daily power used will not be available to the PC when they encounter the sharks in the following encounter.

ENDING THE ENCOUNTER

Success: The PCs locate the desired treasure chest, but their presence has alerted some hungry predators.

Failure: The PCs locate the desired treasure chest, but their wounds have bloodied the waters - attracting another shark in the next encounter. Any PC that did not lose a healing surge in the skill challenge so far loses 1 healing surge.

EXPERIENCE POINTS

Once the PCs are victorious in the skill challenge, they earn 80/120 XP each. They receive half if they fail.

TREASURE

The chest is covered with complex arcane wards and seems to be sealed to keep the water out. Any PC making an Arcana check DC 15 realizes that to break them would require a long and complex ritual (longer than the duration of their Water Breathing ritual).

The PCs recover a huge treasure chest. The treasure is given to the PCs in Encounter 7. If the PCs want to open the chest here, remind them that there might be some items within that could be destroyed by water, and Captain Clive requested that the chest be open with everyone present. If they insist, see Encounter 7 for more information on the content of the chest.

ENCOUNTER 6: IN BLOODIED WATERS

ENCOUNTER LEVEL 10/12 (2,500/3,500 XP)

SETUP

If the PCs failed the previous skill challenge, add one shark to this encounter.

This encounter includes the following creatures:
5 fleshtearer sharks (S)

The many wounds incurred in the coral maze has bloodied the waters and attracted sharks. Nearby sharks have smelled the blood and are eager to attack.

As the adventurers enter the area, read:

You emerge from the coral maze with the treasure chest. For a brief moment the dim light above you is cut off. The shadow of a large passing shark warns of danger. That is the slim warning you have, as several hungry sharks dart in.

FEATURES OF THE AREA

3D Attack: The sharks attack the PCs from above, below (unless the PCs are on the ocean floor), and the sides.

Illumination: Underwater presents dim light.

Surface: The surface is 50 feet (10 squares) above the ocean floor.

Treasure Chest: The treasure chest is big enough to provide cover. A PC can move the chest by making an Athletics or Endurance check DC 15/17. Each square moved while carrying the chest costs 2 squares of movement.

TACTICS

The sharks charge into battle using *lockjaw charge*. If successful, it uses *shredding teeth* until the PC is bloodied. It continues using *lockjaw charge* to attempt to grab nearby foes even if doing that means provoking opportunity attacks when moving away from adjacent enemies. Even when facing formidable prey, a fleshtearer shark does not flee, fighting fiercely to the death.

When fleshtearer sharks succumb to *feeding frenzy*, they can attack any adjacent creature. Thus, they may attack each other.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one fleshtearer shark.

Six PCs: Add one fleshtearer shark.

ENDING THE ENCOUNTER

The PCs make it back to Captain Clive's ship without any more encounters.

EXPERIENCE POINTS

For successfully completing this encounter, each PC earns 500/700 xp.

ENCOUNTER 6: IN BLOODIED WATERS STATISTICS (LOW LEVEL)

Fleshtearer Shark (level 8)		Level 8 Brute
Large natural beast (aquatic)		XP 350
Initiative +7 Senses Perception +8; low-light vision		
HP 108; Bloodied 54		
AC 20; Fortitude 21, Reflex 19, Will 20		
Speed 1 (clumsy), swim 8		
M Bite (standard; at-will)		
+11 vs. AC; 2d8 + 6 damage.		
M Lockjaw Charge (standard; usable only while the Fleshtearer shark is not grabbing a creature; at-will)		
The shark charges and makes the following attack in place of a melee basic attack; +12 vs. AC; 2d8 + 6 damage, and the target is grabbed. When the grab ends, the target takes ongoing 5 damage (save ends).		
M Shredding Teeth (standard; at-will)		
Targets a creature grabbed by the fleshtearer shark; no attack roll; 3d8 + 6 damage.		
Feeding Frenzy (when the fleshtearer shark starts its turn within 5 squares of a bloodied creature; at-will)		
The shark must make a bite attack against a creature adjacent to it. If the shark is grabbing a creature, the grab ends.		
Waterborn		
While in water, a fleshtearer shark gains a +2 bonus to damage rolls against any creature without a swim speed.		
Alignment Unaligned	Languages --	
Str 21 (+9)	Dex 16 (+7)	Wis 18 (+8)
Con 18 (+8)	Int 2 (+0)	Cha 15 (+6)

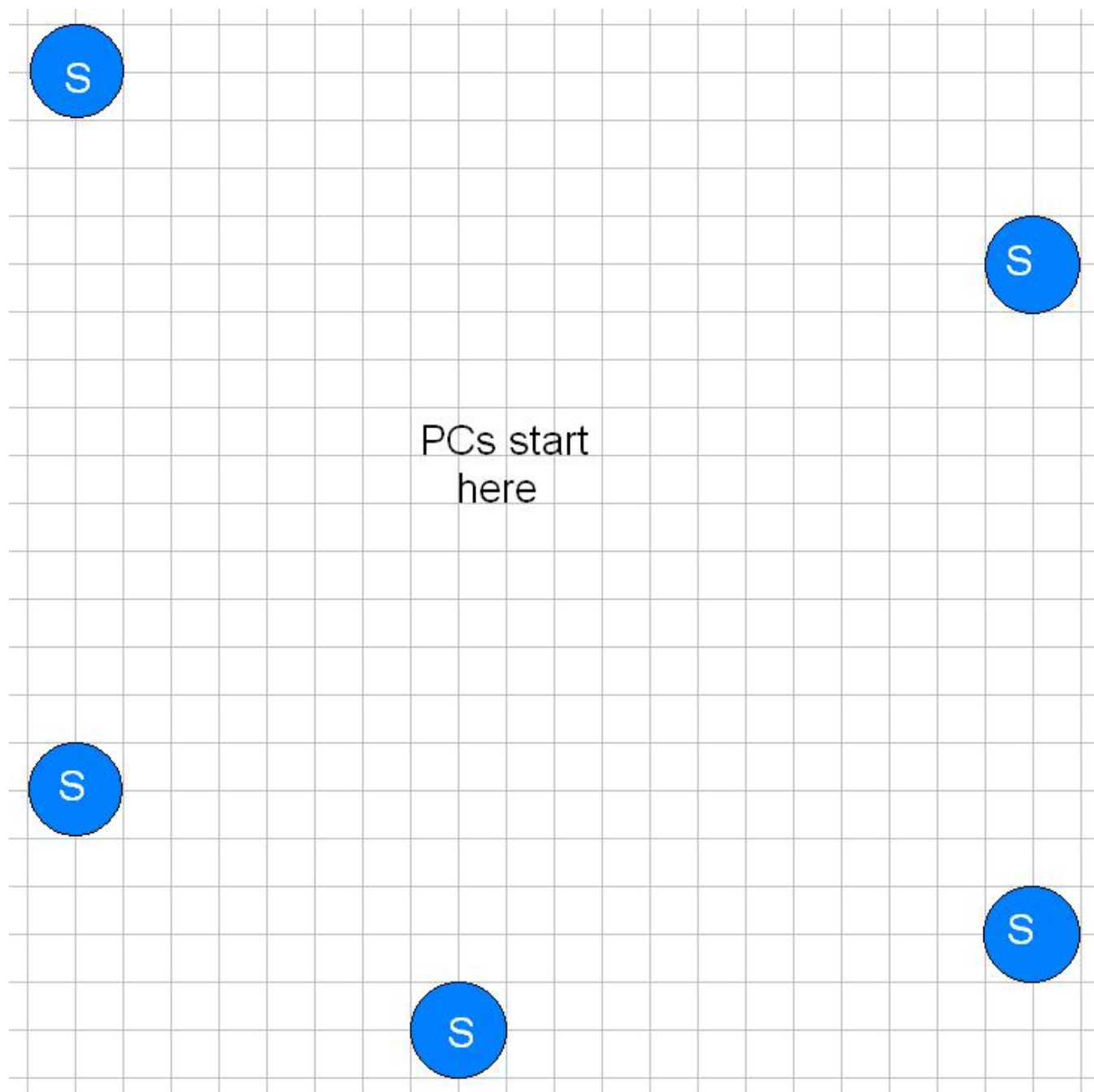
ENCOUNTER 6: IN BLOODIED WATERS STATISTICS (HIGH LEVEL)

Fleshtearer Shark		Level 10 Brute
Large natural beast (aquatic)		XP 500
Initiative +8	Senses Perception +9; low-light vision	
HP 128; Bloodied 64		
AC 22; Fortitude 23, Reflex 21, Will 22		
Speed 1 (clumsy), swim 8		
M Bite (standard; at-will)		
+13 vs. AC; 2d8 + 7 damage.		
M Lockjaw Charge (standard; usable only while the Fleshtearer shark is not grabbing a creature; at-will)		
The shark charges and makes the following attack in place of a melee basic attack; +14 vs. AC; 2d8 + 7 damage, and the target is grabbed. When the grab ends, the target takes ongoing 5 damage (save ends).		
M Shredding Teeth (standard; at-will)		
Targets a creature grabbed by the fleshtearer shark; no attack roll; 3d8 + 7 damage.		
Feeding Frenzy (when the fleshtearer shark starts its turn within 5 squares of a bloodied creature; at-will)		
The shark must make a bite attack against a creature adjacent to it. If the shark is grabbing a creature, the grab ends.		
Waterborn		
While in water, a Fleshtearer shark gains a +2 bonus to damage rolls against any creature without a swim speed.		
Alignment Unaligned		Languages --
Str 21 (+10)	Dex 16 (+8)	Wis 18 (+9)
Con 18 (+9)	Int 2 (+1)	Cha 15 (+7)

ENCOUNTER 6: IN BLOODY WATERS MAP

TILE SETS NEEDED

None



ENCOUNTER 7: CONCLUSION

SETUP

Once back aboard the *Spindrift*, the PCs and the crew gather to open the chest and divide its treasure. The method the PCs use to open the chest is not important. The captain opens the chest if the PCs cannot. After a little effort, they succeed.

If the PCs opened the chest previously, the DM has to adjust accordingly. Basically, it is obvious if the PCs opened the chest, and the magical seals are broken but some magic lingers.

Inside the chest are a number of coins from nearby nations with unfamiliar faces upon them or hailing from nations that no longer exist, together with weapons, jewels and other valuables wrapped in waterproof covering.

Pushing everyone aside, Captain Clive looks inside, digging through the coins until he pulls out a coarse iron crown forming rising flames. "There it is!" He says wrapping the crown in a piece of silk.

"Take yer share boys - ye've earned it." He calls to you and the crew as he heads to his cabin. The crew wastes no time in beginning to share the loot.

If the PCs argue about Clive taking the crown, he claims the 'Articles of the Sea,' where the captain gets first share. The sailors support the captain and though they might have been interested in the crown, they are pleased with their share of the loot. Captain Clive refuses to show the crown to anyone.

The crown is part of a very rare item known as the *regalia of evil*. Captain Clive has no knowledge of this and does not care so long as he gets paid for his trouble. His employer is paying him a princely sum to retrieve this item. The crown may appear in a later *Living Forgotten Realms* adventure.

If the PCs become antagonistic over the crown, Captain Clive admits that his employer asked only for the crown. If the PCs continue to resist or antagonize Captain Clive's further, he tells them that he can let them talk to his employer. He places the crown in a velvet bag for safekeeping, but the bag is magical. It teleports the crown to the employer, and then the magic of the bag dissipates. Under no circumstances can the PCs gain access to the crown or keep it out of the hands of Clive's employer.

ALSO IN THE CHEST

If the PCs open the chest anywhere but with the crew of the *Spindrift*, they unknowingly destroy this book

Also in the chest is a moldy old poetry book. "*Tales of the Twin World*" was written over three hundred years ago by Anders Ui Moray. The book contains mad, poetic rants about a twin world he calls "Abihr" and a sleeping god. Of particular interest is the long and complex tale of Darkturret.

Reading this book completes the first element of QUEST2-1 *Stir Not the World's Doom*.

CONCLUSION

As you have dinner that night, Captain Clive toasts you at the table. "Ye've done well lads," says Captain Clive. The captain and his officers raise their glasses for the toast.

"Now, if you will - tell us your tale of adventure. How you found the chest out at sea," ask the captain.

PCs who made friends with Captain Clive earn the MOON15 **Captain Clive's Friendship**. PCs who antagonized or fought with the captain do not receive this award.

The *Spindrift* sails back to the village of Warlsbry before sailing off on the horizon.

Dropping you off in the village of Warlsbry, the Spindrift takes on supplies before setting sail.

Before the grey foggy mists conceal the departing ship, it makes a turn to the north. Isn't it odd that Captain Clive would head north, when Baldur's Gate is south east of the Moonshae Islands...?

TREASURE

After everyone's share has been split, each PC earns 150/200 gp in coin. In addition, the PCs find a number of ritual scrolls of water breathing and a ritual book of water breathing.

At low level, the PCs also find a set of *exalted armor* +2 and a *lifedrinker weapon* +2.

At high level, the PCs find a set of *hydra armor* +3 and a *rod of dark reward* +3.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 2: Row, Row, Row Your Boat

340/480 XP

Encounter 3: On A Secluded Shipwreck

500/700 XP

Encounter 5: Coral Maze, Here There Be Treasure

80/120 XP

Encounter 6: In Bloodied Waters

500/700 XP

Total Possible Experience

1,120/1,600 XP

Gold per PC

150 / 200 gp

(Encounter 7: 150/ 200 gp)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *exalted armor* +2 (low-level version only) (level 10; PHB)

Found in Encounter 7

Bundle B: *lifedrinker weapon* +2 (low-level version only) (level 10; PHB)

Found in Encounter #

Bundle C: *magic spear* +3 (level 11; PH)

Found in Encounter 3

Bundle D: *rope of climbing* (level 10; PH)

Found in Encounter 7

Bundle E: *hydra armor* +3 (high-level version only) (level 13; PHB)

Found in Encounter 7

Bundle F: *rod of dark reward* +3 (high-level version only) (level 12; PHB)

Found in Encounter 7

Bundle G: *Ritual book of Water Breathing*

Found in Encounter 4

Bundle G: *Ritual scroll of Water Breathing*

Found in Encounter 4

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 350 / 500 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. Normally, if a PC earns

three awards, they may only have 2 of them and must pick which two they want before ending the session (exceptions to this will be noted in the story award text).

MOON15 Captain Clive's Friendship

You have helped Captain Clive retrieve a sunken treasure and secured his friendship. However, the captain's true allegiance remains unclear to you. Since Captain Clive has a lot of friends and enemies in every port, there are places where you may want to keep your ties to the man secret and others where it can help you. Question is... where?

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. How did the PCs deal with Ursta, the hag?

- a. They freed her after learning the location of the buried treasure.
- b. They killed her after learning the location of the buried treasure.
- c. They left her shackled after learning the location of the buried treasure.
- d. They killed her before learning the location of the buried treasure.