

ULP6-02

# Hook, Line, and Sinker (A Fish Story)

A One-Round D&D® LIVING GREYHAWK™  
Principality of Ulek Regional Adventure

Version 1.2

by Dave Brainard

Reviewer: Principality of Ulek Triad

Circle Reviewer: Steven Conforti

The depths of the Azure Sea hold many mysteries: ancient shipwrecks, alien civilizations, singing fish? A Principality of Ulek regional adventure for APLs 2-10, and Part 2 of *Short Stories and Tall Tales*.

**Note:** This adventure will be of particular interest to aquatic adventurers and halflings.

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

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 Open Gaming License and the d20 SYSTEM license, please visit [www.wizards.com/d20](http://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.rpga.com](http://www.rpga.com).

DUNGEONS & DRAGONS, D&D, GREYHAWK, LIVING GREYHAWK, D&D REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc. 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. © 2005 Wizards of the Coast, Inc and the adventure author or authors.

Visit the LIVING GREYHAWK website at [www.rpga.com](http://www.rpga.com).

For questions specific to this document and your region please e-mail your triad point of contact (POC) at [michaeltlh@earthlink.net](mailto:michaeltlh@earthlink.net). For LIVING GREYHAWK campaign questions email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

## 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 table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table 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](http://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 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 the *Appendices*.

Along with this adventure you'll find a RPGA Table 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.
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.

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-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 Regional adventure, set in the Principality of Ulek. Characters native to the Principality of Ulek pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep 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 who 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 Survival check (DC 20), 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.

## ADVENTURE BACKGROUND

Mendas Jenks was a fisherman, plying the waters of the Azure Sea with his nets and lines to eke out a living. Despite the hardships and dangers of a fisherman's life, Mendas was content, happy in his love for the sea, and most especially his love for his wife, Verina.

His happiness came to an end on the fateful day he managed to snag his biggest and deadliest catch of all: the storm giant sorcerer known as Lord Tempest. Quick wits and a quicker tongue saved Mendas from simply being smashed like a jellyfish, but Lord Tempest did transform the poor fisherman into that which he had reaped for so long: a tiny, insignificant fish.

While life as a fish was fraught with danger, Mendas has always felt that the true punishment for angering the giant was being separated from his beloved Verina. Thus, he has wandered the depths, ceaselessly searching for a way to regain his true form. The former fisherman has slipped through the pearly avenues of the sea elves' cities, penetrated the dark lairs of the sahuagin, even slipped into the vile caverns of the aboleths, and at long last, Mendas believes he has found a remedy. All he needs is a little help.

## ADVENTURE SUMMARY

The heroes find themselves in Sunflower Cove, either as part of a military force devoted to fortifying the local lighthouse, or pursuing the rumor of a singing fish in the hopes of selling it to Mildowney's Magnificent Menagerie.

Military personnel have had a difficult time the past few days, straining to get a heavy catapult up to the top of the lighthouse, and the camp commander has granted them a 3-day furlough as a reward for their hard work. With nowhere else to go for entertainment, they find themselves at the Dancing Griffon, Sunflower Cove's inn. Similarly, PCs looking into the rumors about a singing fish find themselves at the Dancing Griffon, gathering information and waiting for nightfall, as the fish only sings at moonrise.

Among the guests at the Dancing Griffon is a young halfling lass named Brandoreen Whitehollow, who is traveling the land looking for a likely husband. She chats with any attractive male halflings in the party, surreptitiously swiping small items and replacing them with flowers and sweets to show her interest. Brandoreen also mentions that she loves pearls, and hopes to get some for her upcoming birthday.

At moonrise, a sad, mournful song rolls across the bay, and the PCs may take a boat to investigate. They find

a small angelfish who claims to be Haarabelu Star Pearl, a sea-elf prince unjustly transformed by a storm giant, and pleads for aid in recovering his true form, offering great wealth and honors from his people to any who help him. The giant has recently left his palace in the care of only a few servants, so the fish proposes slipping in to find a means to reverse his condition. He is able to provide a number of *potions of water breathing* to assist the heroes.

Once the party arrives at the giant's castle, the fish warns that the cruel giant is known to hold a grudge, so killing his servants or stealing his treasures is ill advised. With that warning in mind, the party must defeat an aquatic monster guarding the approach to the palace before entering, ideally without killing it.

With the guardian defeated, the heroes are free to enter the storm giant's home and search for clues. While inside, they encounter his butler and some water elemental servants; they may also discover a mysterious prophetic mirror that can provide some unsettling glimpses into their futures.

Once the servants are dealt with, the adventurers hear the faint strains of a sad song wafting through the door the butler had used. On investigating, they discover a second talking angelfish, this one held captive in a cunning cage. Both fish share their stories as to how they were transformed, and reveal that they are a married couple that were separated years ago by the giant's curse. Before too many congratulations and recriminations can be hurled, the bellowing of a horn outside announces visitors to the giant's domain.

A band of the White Trident sahuagin has arrived with gifts for the storm giant, hoping to purchase his aid as they rebuild their tribe. They attack the party on sight or scent. Once defeated, the heroes may claim their treasure, including a large cache of gold and pearls.

The angelfish are so happy to have been reunited that they no longer wish to be returned to their human forms, and pledge their undying friendship to the heroes who brought them together. A halfling who gives Brandoreen pearls for her birthday earns her favor, but loses a prized possession when she goes on her way. The townsfolk are cheered to hear that true love has won out, and all are hailed as heroes.

## PREPARATION FOR PLAY

Before play starts, ascertain whether any of the PCs have played ULP5-09 *Traveling Tales*, ULP5-08 *Flotsam and Jetsam*, ULP3-06 *A Romantic Interlude*, or ULP5-IN1 *Evanescence*. It would also be worthwhile to note the Spot check modifier of any male halfling PCs, and the Sense Motive check modifier of all PCs.

As the bulk of this adventure occurs underwater, familiarize yourself with the rules for Underwater Combat presented on pages 92-93 of the *Dungeon Master's Guide*. The most important points are summarized here:

- **Ranged Attacks:** Thrown weapons are ineffective underwater; attacks with other ranged weapons suffer a cumulative -2 penalty for each 5 ft. of water they pass through, in addition to the usual range penalties.
- **Fire:** non-magical fire (including alchemist's fire) does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster succeeds at a Spellcraft check (DC 20+spell level).
- **Melee Attacks:** In general, melee attacks with piercing weapons are unaffected by water; attacks with slashing or bludgeoning weapons suffer a -2 penalty to attack, and deal half damage (round down). Creatures without a swim speed or *freedom of movement* effect make Grapple checks at a -2 penalty, but deal normal damage.
- **Movement:** In calm seas, a character must make a DC 10 Swim check to move  $\frac{1}{4}$  its speed as a move action, or  $\frac{1}{2}$  its speed as a full-round action. Characters that fails this Swim check makes no progress and is off balance, losing their Dex bonus to AC and granting opponents a +2 bonus to attack rolls against them. Characters may also walk along the bottom at half their normal land speed, as long as they are weighted down sufficiently.

## INTRODUCTION

This adventure begins in the small coastal village of Sunflower Cove. Principality of Ulek Military PCs are on furlough after several days' hard work fortifying the lighthouse near town, while other PCs have been drawn to Sunflower Cove by the rumors of a magical singing fish, and the potential to earn some gold by selling it to Mildowney's Magnificent Menagerie. Please provide the appropriate section of *Player Handout #1* to each PC.

Read or paraphrase the following to military PCs:

*The past few days have been some of the sweatiest in your military career. Why, it took a good three days just to haul that blasted catapult onto the roof of the lighthouse! Good thing Commander Valen gave everyone a few days' furlough, or he might have faced a mutiny. He didn't authorize enough time for a proper trip to Gryrax or Greutam, but the Dancing Griffon in Sunflower Cove is supposed to be nice, if a bit quiet.*

Read or paraphrase the following to non-military PCs:

*The Royal Army has continued to have great success against the forces of the Pomarj, inspired by Prince Olinstaad Corond's renewed vigor in leading the nation. Similarly, the Royal Navy has finally secured the Principality's coastline, due in no small part to a recent victory over a great pirate fleet. All*

*in all, it has been quiet of late, with little opportunity for adventure or treasure. That is why a gaudy handbill and a rumor of singing fish have brought you to the small village of Sunflower Cove. There must be some adventure to be had in such an unusual story!*

The PCs are all gathered in the Dancing Griffon Inn in Sunflower Cove. Read or paraphrase the following:

*The Dancing Griffon is packed with a boisterous crowd. A great mish-mash of soldiers, sailors, adventurers, and thrill-seekers fill the benches and booths, while merry halfling lads and lasses dance through the common room spreading delicious food and strong ale. You find yourself crammed cheek by jowl at a small table with a likely looking group of companions.*

This is a good time to perform character introductions and descriptions. Once those have been completed, proceed to Encounter 1.

## ENCOUNTER 1: THE DANCING GRIFFON

In addition to the PCs, there are a few folk of interest at the Dancing Griffon. Players may also wish to ask around about interesting happenings about town. PCs who have successfully completed ULP3-06 *A Romantic Interlude* or ULP5-08 *Flotsam and Jetsam* are well received by the folk of Sunflower Cove. In fact, Barnabus Cobblefoot, the town sheriff and proprietor of the Dancing Griffon, gives such characters free room and board for as long as they wish (providing free Standard lifestyle for this adventure.)

### Gather Information

- **DC 10:** Have you heard about the singing fish that has been haunting the cove? Every night for the last week, just at moonrise, this sad song comes rolling across the cove. It's enough to make you weep, I tell you.
- **DC 15:** Let's all give a huzzah for the Royal Navy! They finally put an end to that dread pirate Jolly Roger, and it only took 'em a hundred years to do it!
- **DC 20:** Somethin' funny is goin' on with that crazy old leper. He's got a lot of weird visitors of late.
- **DC 25:** There's something about the sea that gets to you after a while. Folks livin' on it are a moody bunch, unpredictable, but we sure know how to hold a grudge!

Notable NPCs include the following:

**Constable Barnabus Cobblefoot** is an old, gray-haired halfling who serves as Sunflower Cove's sheriff, as well as proprietor of the inn. He warmly greets any PCs

who successfully completed ULP3-06 *A Romantic Interlude* or ULP5-08 *Flotsam and Jetsam*, insisting that they tell the story of their adventures to the assembled crowd, offering free room and board as payment. If asked about the singing fish, Barnabus says:

*"Well, the first night it appeared I rowed out to the breakwater to see what was up. It was singin' pretty good, a really sad-sounding song in a weird language.*

*"Anyway, when I got out there, I saw it was just a little fish! When I asked it what was going on, it just asked me if I was a great hero. Well, I know my limitations, so I said I was just an old constable. He just sighed and went back to singin' after that. Good thing you arrived! I bet there's something mighty special about that fish."*

**Brandoreen Whitehollow** is a pretty young halfling girl, visiting with her great-uncle Barnabus as she travels in search of a likely husband. Brandoreen is a lively and tricksome girl, and shows her interest in a boy by filching a small item and replacing it with a flower, or candy, or a small trinket. She has a Sleight of Hand bonus of +10, and a Bluff bonus of +7 if she gets caught. Halfling PCs who played ULP5-09 *Traveling Tales* may already have piqued her interest, but she flirts with any male halfling PCs. If asked about the singing fish, or if a halfling PC returns her interest, she says:

*"Are you here to listen to the singing fish? It's such a sad song... Sitting on the beach, watching the moon rise with that lovely singing rolling across the waves would be so romantic, don't you think?"*

*"Uncle Barnabus spoke with it, you know! It wants a true hero for some reason. That could be you! If it takes you off on some great undersea adventure, be sure to get some pearls! Oh, I love pearls! Uncle Barnabus said he'd give me one for my birthday, but that's a whole week away!"*

**Odelg Punt** is an aged human, tanned and seamed by a lifetime at sea. He is a veteran fisherman, having plied these waters for almost fifty years, and a singing fish is not even among the ten strangest things he has seen on the Azure Sea. Still, he is interested in learning the story behind Sunflower Cove's latest oddity, and is willing to provide transportation to heroes (Profession (sailor) +9).

*"Askin' about that singin' fish, eh? Well, it don't hold a candle to the mermaids temptin' songs around the Purple Rocks, but it's still a puzzler, all in all.*

*"Ifn you find yourselves in need of a good boat, well, me an' ol' Razor Clam can take you where you need to be goin'."*

The party may pass a pleasant evening, and about two hours after sunset a hush falls across the room as Mendas Jenks starts singing. Proceed to Encounter 2.

## ENCOUNTER 2: AN INTERVIEW WITH A FISH

Please read or paraphrase the following:

*The patrons of the Dancing Griffon fall silent one by one as the faint strains of a sad ballad waft through the open windows. Celene has just cast her first rays across the cove, limning the waves with silver.*

PCs who understand Elven can make out much of the song (which is called “Relentless Tides,” an ancient ballad of love lost), but it is in an unusual dialect with a number of words borrowed from Aquan. Such characters may make a DC 10 Int or Bardic Knowledge check to recognize the dialect as that of the sea elves.

Assuming the PCs wish to investigate, Constable Cobblefoot is happy to loan them a rowboat, or the PCs may swim out to the breakwater (requiring a DC 10 Swim check). Once there, read or paraphrase the following:

*Having followed the melancholy tune across the cove, you find yourselves standing in the shallow lapping waves on the breakwater. A small fish, no larger than a human’s hand, swims in graceful arcs as it sings in a haunting, piping voice.*

*The fish is roughly triangular in shape, a pearly white in color but for a pair of black bands, one crossing its eye, the other midway along its body.*

Characters who make a DC 11 Knowledge (nature) check, recognize it as an angelfish, a reef-dwelling fish common to tropical seas. They do not typically sing in Elven.

*The fish sings for a few moments longer, apparently wrapping up its lament, before speaking.*

*“Art thou heroes of renown?”*

Should any PC answer positively, please read or paraphrase the following:

*“Praise to Sashelas that you have come! I am known as Haarabelu Star Pearl, prince of the sea elf city called Coral Spire in your tongue. A wicked sea-giant mage known as Lord Tempest has cursed me with this wretched form, and at last the chance has arrived to return to my proper self! My people will heap honor and wealth upon you if you aid me in this venture!”*

PCs may make a DC 12 Knowledge (religion) check to recognize Sashelas as Deep Sashelas, god of the sea elves. A DC 20 Knowledge (geography) check allows a PC to recognize Coral Spire as a sea elf community somewhere in the far southern reaches of the Azure Sea.

Since Mendas Jenks was just a poor fisherman before his misfortune, he has decided to pretend to be a sea elf prince from a wealthy kingdom to recruit help. Having spent a good deal of time in sea elf communities looking for a way to break his curse, Jenks is fluent in the sea elf dialect. However, should any PCs defeat Jenks’ Bluff check (apply a -4 penalty to their Sense Motive checks to reflect the difficulty of picking up subtle cues from a fish) or otherwise doubt his veracity, he comes clean, explaining his true plight and offering the location of a very rich shipwreck as reward; he had been hoping to loot it himself once cured.

🐟 **Mendas Jenks, Male Angelfish Rog3:** Bluff +11; see Appendix 6.

The PCs doubtless have questions for Jenks. Some likely questions and replies follow:

- **Why did this Lord Tempest turn you into a fish?** I was on my way to speak with an important human in the land of Keo about a possible alliance against the sahuagin. Doubtless the shark-men convinced Lord Tempest to stop that alliance. As to why he didn’t merely kill me, Lord Tempest is rumored to be quite...whimsical. Perhaps it amused him to see me as a fish.
- **How is it you can talk?** I do not know. It is likely some aspect of Lord Tempest’s magic, although I doubt it was intentional, as it has allowed me to find help to break the curse.
- **Why don’t we just break the spell right now?** If you feel you can succeed, I would be eternally grateful. Lord Tempest is a skilled mage, however, so only a very knowledgeable spellcaster can break his spell. (Lord Tempest backed up his *baleful polymorph* with a *greater bestow curse*, so Jenks can only be returned to his true form by a *greater dispel magic*, *wish*, *miracle*, or *remove curse* from a 17<sup>th</sup> level caster).
- **What would you have us do?** Lord Tempest has left his palace to attend a meeting of giants about something called the “Sackit.” He is to be away for several weeks, and has taken most of his household with him, leaving his palace in the care of a few servants. I believe that a scroll of dispelling penned by Lord Tempest’s own hand could break his curse, so I propose we look for one in his home. (A DC 20 Knowledge (arcana) or Spellcraft check suggests that this is a plausible theory; Jenks got the idea after talking to the Sea Witch).
- **What is in this mission for us?** In addition to my own eternal gratitude, my people are renowned for our skill at raising and enchanting pearls. The bounty of the sea and the friendship of my people will be your rewards.
- **Who is this Lord Tempest, anyway?** He is a giant, over twenty feet tall, with green skin and silver hair.

He is a mighty mage who has dwelt in the Azure Sea for centuries. Lord Tempest is known to be as deadly and capricious as the storms that are his dominion, and to carry grudges for decades. I recommend that you deal no lasting harm to his servants, and refrain from seizing any of his treasures. (A DC 29 Knowledge (nature or local – Sheldomar Valley metaregion) check can identify Lord Tempest as a storm giant, while a DC 20 Bardic Knowledge check reveals that a giant named Lord Tempest has been known to occasionally sink or save ships caught in storms on the Azure Sea.)

- **Where is Lord Tempest's lair?** A short sail to the south. I can guide you, never fear.
- **How do you expect us to help you? We can't breathe water?** A short time back I was investigating a kraken's lair in the hopes of finding a way to break Lord Tempest's curse. I found the remains of some surface-world heroes who challenged the kraken and lost, and was able to liberate some potions that should allow you to survive underwater.
- **Why don't you ask your people for help?** The Azure Sea is incredibly dangerous for a small fish like me. I decided it would be safer to find local help than risk almost certain death crossing hundreds of miles of deep water.
- **You are lying! What is your real story?** All right, all right, you've found me out. My name is Mendas Jenks, and I am just a poor fisherman. I have no wealthy kingdom to reward you for saving me, only a loving wife who I haven't seen in far too long. If gold is what it will take to buy your aid, I know of a few rich shipwrecks I could guide you to. I just thought that adventurers would be more likely to help a rich prince than a poor commoner like me.

Should any of the PCs decline to help the talking fish, they have a pleasant stay in Sunflower Cove.

If the party decides to help Jenks, he suggests they arrange for a boat, get some rest, and prepare for an early start. He'll meet them at the mouth of the cove at dawn.

Characters who successfully completed the optional encounter in ULP5-08 *Flotsam and Jetsam* may wonder why their friend Sir Valier Cresting Wave hasn't already looked into this matter. If any PCs head over to his hut to inquire, proceed to Encounter 3. Otherwise, carry on to Encounter 4.

## ENCOUNTER 3: A KNIGHT OUT

Some PCs may wish to visit their friend Sir Valier Cresting Wave, a knight who protects the southern coast of the Principality of Ulek. He is not in his shack on the

beach, but he did leave a note. Please give *Player Handout #2* to any character who visits Sir Valier Cresting Wave's house.

**Treasure:** Inside the shack are a few personal knickknacks, a *trident of warning*, and 6 potions of *swim* (see DM *Aid: New Rules*). A character that activates the trident suddenly becomes aware that there are two moray eels and a grouper within 680 feet.

## ENCOUNTER 4: MAKING AN ENTRANCE

The old fisherman Odelg Punt is happy to sail some heroes to an adventure aboard his boat, the *Razor Clam*. If nobody spoke with him in the Dancing Griffon, Constable Barnabus is quick to suggest Odelg as a good sailor.

**Treasure:** Haarabelu/Jenks meets the boat as promised, towing a heavy leather belt bearing an empty scabbard and a half-dozen potions labeled *water breathing* (CL 5<sup>th</sup>). He is happy to ride on board in a barrel of seawater, as he is much slower than a sailing ship.

After two days' sail, the fish calls a halt, and offers a few last words of guidance.

*For the past hour or so the deep blue waters of the Azure Sea have grown steadily brighter, as if tiny gems sparkled among the waves. Haarabelu calls for Odelg to drop anchor, and nimbly leaps from his barrel into the sea. A moment later, he rises to the surface.*

*"My friends, we are near Lord Tempest's lair. I would like to repeat my warning about killing his servants or stealing his goods; he is known to have a long memory.*

*"Now would be a good time to quaff those potions. The giant cultivates a variety of jellyfish, and it would be best if we moved along the bottom to avoid the teeming swarms that populate waters over his home."*

*Once underwater, you can make out a vast, sprawling palace seemingly built of coral and pearl. A few spires reach almost to the surface, while the bulk of the structure lies over a hundred feet down, surrounded by luxuriant, colorful gardens of kelp, sponges, and other sea life.*

*Shifting rainbow clouds of what must be thousands of jellyfish drift and flow above the castle, a lovely display of the sea's deadly inhabitants. Haarabelu leads you down to the sandy bottom, well away from the cloud of swarming jellyfish.*

PCs who wish to force their way through the jellyfish to one of the spires must make a Fort save (DC 18, 1d8 Dex/1d8 Dex; a creature that fails either save is



also stunned for one round) against their poison for every 5 ft. traveled (the shortest path is still 60 ft. long) or for each round they remain in the cloud. The jellyfish extend from the surface down to about 15 ft. above the sea floor; Lord Tempest usually keeps them about 30 ft. up, but the swarms have spread in his absence. It is possible to push creatures into the swarms with a successful Bull Rush attempt.

***Making your way through the undersea garden, you are surprised to see that not all is what it seems, here. What appeared to be beautiful flowers are really creatures, while harmless-looking corals bear deadly spines, judging from the helpless fish caught in their grasps. Thus, you are not taken aback when a chitinous horror charges to the attack!***

When the party gets within 30 ft. of the main doors to the palace, Lord Tempest's guardians move to attack. At APLs 2 and 4, the party faces monstrous crabs, while at APLs 6 and 8 they must defeat chuuls that Lord Tempest has *charmed*.

Note that a PC who activates the *trident of warning* any time after leaving the boat automatically knows the nature and location of the guardian beasts.

**Tactics:** Monstrous crabs merely attack the closest creature and crush it until dead, then move on to the next. Chuuls seek to deal with their deadliest foes first, using their swim speed to outmaneuver warriors and grappling spellcasters.

**Development:** If the PCs kill the crabs or chuuls, they earn the **Lord Tempest's Ire** AR effect. Roll stabilization checks for guardians dropped to negative hit points, unless the PCs specifically attempt to stabilize or *coup de grace* their fallen foes.

#### APL 2 (EL 4)

➤ **Large Monstrous Crab:** hp 43; see Appendix 1.

#### APL 4 (EL 6)

➤ **Large Monstrous Crabs (2):** hp 43 each; see Appendix 2.

#### APL 6 (EL 7)

➤ **Chuul:** hp 99; see *Monster Manual*, page 35.

#### APL 8 (EL 9)

➤ **Chuuls (2):** hp 99 each; see *Monster Manual*, page 35.

#### APL 10 (EL 11)

➤ **Fiendish Chuuls (2):** hp 99 each; see Appendix 5.

Once the guardians are defeated, proceed to Encounter 5.

## ENCOUNTER 5: A LOOK AHEAD

***Having defeated the monstrous guardians, you make your way to the gates of the palace. Immense doors of greenish copper stand open; all that bars the way is a great portcullis. A courtyard lies beyond.***

The gaps in the portcullis are nearly two feet across; Small creatures can wriggle through the portcullis without any difficulty, as can Medium-sized creatures in light or no armor. Medium creatures in armor must either remove it to pass, or force a larger opening; this requires a DC 30 Str check, or hacking a larger hole (each bar of the portcullis has hardness 10 and 120 hp; note that slashing weapons deal half damage underwater).

A PC inside the gates can find the mechanism that works the portcullis with a DC 15 Search check. Raising the grill requires a DC 20 Str check as a full-round action; each such check raises the portcullis 5 ft.

***Once past the main gates, you find yourselves in a great courtyard. The undulating masses of jellyfish overhead refract the sunlight into shifting rainbows. To your left is a building that appears to be a stable, scaled for truly immense creatures, while huge windows stand to the right, allowing a glimpse of a library beyond. A broad flight of shallow steps leads to an open doorway ahead.***

The stables hold nothing of interest, although they are apparently home a dozen Huge creatures.

Peeking into the library reveals a large number of books on shelves and stands; several moldering paper tomes lying undamaged suggest that the area beyond the window is full of air rather than water. Haarabelu/Jenks advises against fooling with the windows, as destroying Lord Tempest's library is certain to invite his wrath. If a PC insists on opening a window anyway, a flood of water rushes into the library, destroying several books before a magical wall of stone seals the breach. This earns the PCs the **Lord Tempest's Ire** AR effect.

***The front doors of the castle open into a huge foyer, easily 50 ft. across and over 40 ft. high. The preserved head of a great black dragon hangs over an archway to the left, while that of a bronze dragon decorates the archway to your right. The domed ceiling bears a mural depicting the nighttime sky, each star a finely-cut diamond, and the moons, Luna and Celene, each a great pearl.***

***The most striking feature of the room lies directly ahead, however: A circular mirror, 20 ft. across, hangs in an intricate frame. The ripples of the ocean currents play tricks with your reflections. Some of you appear to be far older than you really are, while others seem much younger.***



PCs who catch a glimpse of their reflection in the mirror must make a Will save (DC 15) or become shaken for 1d4 minutes (this is a mind-affecting fear effect) as they are overwhelmed by images of their greatest failures, past and future; these PCs earn the **Vision of Failure** AR effect. PCs who succeed on the saving throw are heartened by visions of their greatest successes, both already accomplished and yet to come; these PCs gain a +2 morale bonus to attack rolls and saves against fear for 1d4 minutes, as well as the **Vision of Triumph** AR effect. Assume that PCs automatically see their reflections upon entering unless they take specific precautions to avoid doing so.

The mirror is a powerful magical device called the *Pool of Potential*. It radiates a strong aura of magic; a DC 24 Spellcraft check reveals it is of the Divination school. The *Pool of Potential* can provide momentary glimpses into the future, allowing the viewer a single chance to affect his own destiny. The mirror can provide insight to achieve a single incredible success or overcome a horrific failure, but only grants its visions to a given creature once each day.

☛ **Vision of Triumph:** the character may make a skill check with a +20 insight bonus; see the Treasure Summary.

☛ **Vision of Failure:** the character may reroll a failed saving throw with a +10 insight bonus; see the Treasure Summary.

There is a concealed door in the center of the floor (Search DC 25); elves and characters with the Stonecunning ability may discover the door passing near it. Opening the door triggers Encounter 6, as Splshly and his elemental minions are hurrying to check out what has disturbed the water currents in the foyer.

The left hand archway leads through a short hallway into an audience chamber. A vast throne of platinum, ivory, and pearl dominates the room, while finely made chairs and couches built for creatures of all sizes line the walls. Large sealed doors lead deeper into the palace, as well.

The right archway leads to a dining room, with a basalt table the size of a village commons. A huge chair sits at one end, and smaller chairs line the sides; a few chairs suitable for Medium and Small creatures sit on the table itself, with like-sized tables nearby. Large doors beyond most likely lead to kitchens.

One minute after the party enters the foyer, Splshly, Lord Tempest's butler, arrives to investigate; proceed to Encounter 6.

## ENCOUNTER 6: THE BUTLER DID IT

As the party starts to leave the foyer, or after they have spent a minute investigating, a concealed door springs

open in the floor, revealing a water mephit carrying a stiff-bristled broom.

*As you head towards the dragon-warded archway and the room beyond, one of the flagstones in the middle of the foyer pops up, revealing a flight of stairs beneath. A small, winged creature, apparently made of the surrounding sea water and carrying a stiff-bristled brush, glares angrily at you from the opening.*

*"Trespassers!" it screeches, and attacks!*

Splshly is one of Lord Tempest's servants. He considers himself the butler during the absence of the rest of the staff, and commands a small cadre of water elemental menials. Splshly and his minions have already passed by the *Pool of Potential* today, and are thus unaffected by the mirror's power during this battle.

**Tactics:** Splshly begins combat with a *stinking cloud* aimed to incapacitate as many enemies as possible, then focuses on using his breath weapon and ranged attacks from above. Splshly surrenders if restrained somehow (pinned in a grapple, or tied up while unconscious), otherwise, his fast healing ability prevents him from being knocked out for long. He directs his water elemental minions to tie up fighter-types in melee.

**Development:** If Splshly is killed, the party earns the **Lord Tempest's Ire** AR effect. Similarly, if the PCs gouge out any of the diamonds or pearls in the ceiling, Lord Tempest does not soon forget such desecration of his home. He is not terribly interested in the deaths of water elementals; their deaths do not earn the PCs the AR effect.

### APL 2 (EL 3)

☛ **Splshly, Water Mephit:** hp 23; see *Monster Manual*, page 185.

### APL 4 (EL 5)

☛ **Splshly, Water Mephit:** hp 23; see *Monster Manual*, page 185.

☛ **Medium Water Elemental:** hp 33; see *Monster Manual*, page 100.

### APL 6 (EL 8)

☛ **Splshly, Water Mephit Sor6:** hp 57; see *Appendix 3*.

☛ **Medium Water Elementals (2):** hp 33 each; see *Monster Manual*, page 100.

### APL 8 (EL 10)

☛ **Splshly, Water Mephit Sor8:** hp 67; see *Appendix 4*.

☛ **Large Water Elementals (2):** hp 72 each; see *Monster Manual*, page 100.

🔥 **Spleshly, Water Mephit Sor10:** hp 77; see Appendix 5.

🔥 **Greater Water Elemental:** hp 205; see *Monster Manual*, page 100.

As soon as Spleshly has been captured or killed, proceed to Encounter 7.

## ENCOUNTER 7: NOBODY KNOWS THE TROUBLE I'VE SEEN

*The clangor of battle has finally subsided, the strange water creature(s) in service to Lord Tempest having been dealt with. Over the unusual whooshing noise that passes for panting in this underwater realm, the mournful sound of a woman's sad singing drifts up from the tunnel that had disgorged the unusual butler that fought so tenaciously.*

*Haarabelu reacts to the song as if he'd been stabbed. Muttering something under his breath, he darts down the stairs.*

PCs may make a DC 15 Listen check to make out that Haarabelu/Jenks muttered "Bloody 'ell, Verina!" as he leapt into motion, in an accent quite different from his affected noble mien.

Any PCs native to the Principality of Ulek, as well as those with at least one rank in Perform (singing), recognize the song as "Passing Time," a song commonly sung by those in confinement, whether children who have been grounded, soldiers on KP, or prisoners on death row. The performer is quite skilled.

Should any of the party pursue Haarabelu/Jenks, read or paraphrase the following:

*The passage down leads to a winding network of halls and rooms, all sized for Small or Medium creatures. Given the lack of decorations, and the plethora of stores, cleaning supplies, and the like, it is likely the servants' quarters for the castle.*

*Fortunately, they seem unoccupied as you pursue Haarabelu's frantic flight through the maze, until you finally arrive in a larger area, apparently a dining hall or commissary, from the benches and tables arranged about the floor.*

*In the center of the room is a wire mesh cage; trapped inside is a golden angelfish with silver stripes. Her singing cuts off as Haarabelu swims madly around the cage, apparently searching for a way to open it as he babbles excitedly.*

*"Mendas Jenks! How on earth did you find me?!" the strange fish exclaims.*

The two angelfish press close to each other, jabbering away at top speed about how much they've missed each other and what brought them to their current state. PCs who eavesdrop must make a DC 15 Listen check to keep up; success allows them to glean the following information.

- Haarabelu seems to really be a human fisherman named Mendas Jenks.
- The other angelfish is his wife, Verina, but he seems surprised both at her presence and her shape.
- Mendas ran afoul of Lord Tempest three years ago when he accidentally hooked the giant on a fishing trip. He was turned into a fish for his temerity.
- Mendas has traveled extensively through the Azure Sea, even penetrating sahuagin lairs, kuo-toan shrines, and aboleth pits in his search for a way to break the curse.
- Verina set off in search of her husband when he didn't return, traveling across and around the Azure Sea for over two years.
- On her journeys, Verina came into possession of an iron jar that contained a genie. When she released it, the fiery creature granted her wish to be reunited with her husband by turning her into a fish and sending her here. She was quickly captured by Lord Tempest's mephit servants and put in a cage as entertainment. She has been here for several weeks.

Mendas and Verina ignore anything the PCs say or do for several minutes unless physically separated. Once the cage is opened (requiring a DC 22 Str Check or 10 points of damage from a slashing weapon), they settle down a bit and are willing to talk.

🔥 **Verina Jenks, Female Angelfish Brd3:** see Appendix 6.

*"Fellows (and ladies), I'm afraid I've done you a bit of a disservice. I ain't really a prince, nor an elf at all," says Haarabelu once he has settled down a bit. "Mendas Jenks is my name, and I'm nothing but a humble fisherman. I was hoping to get back to my normal shape to I could go back to dear old Verina here" -he pauses at a sniff from the other fish- "little knowin' that she'd set off on her own to find me! It seems that Fortubo smiles on little fishes with us being reunited so unexpected!" Mendas swims in happy little loops while his wife continues.*

*"I do hope you don't hold Mendas' stories against him. It's second nature to fishermen to tell whoppers, after all. I'm certain that he had some plan to reward you for your help, and if not" -she shoots a stern glare at the still-cavorting Mendas- "we'll work the rest of our lives if that's what it takes to even the score."*

The party may take some time to heal their wounds and chat with Whitfellow and Verina, but once they decide to return to exploring the castle, proceed to Encounter 8.

## ENCOUNTER 8: GUESS WHO'S COMING TO DINNER

As the party is dealing with the two talking fish and their own wounds, a diplomatic envoy from the White Trident sahuagin tribe has made its way to Lord Tempest's gates. Under the command of Grshk the Slayer, the sahuagin have brought a gift of pearls and gold in the hopes of gaining Lord Tempest's protection as the tribe recovers from a severe blow dealt by the Royal Navy two years ago. They announce their presence by blowing a narwhal horn.

A character who uses the *trident of warning* is able to determine the number and location of sharks and sahuagin, as they are all within the item's range.

*You have made your way back through the maze of passages to the foyer, accompanied by a constant stream of chatter from the affectionate angelfish. Even their talk falls silent, however, as an ominous booming tone, felt in the bone as much as heard with the ears, rolls through the water.*

*"Sharkmen!" hisses Mendas.*

A storm is approaching from the northeast, so it is a bit darker than when the party first entered the castle; it is bright enough for humans to see normally, but not so bright that the sahuagin are unduly discomfited.

The sahuagin are mounted on their sharks outside the gates, waiting for Lord Tempest's servants to welcome them. As soon as any of the party gets within 30' of the gate, the sahuagin catch their scent, realize that something is amiss, and begin preparing themselves for battle. Any PCs that have the **Enmity of the White Trident Sahuagin** AR effect from either ULP5-IN1 *Evanescence* or ULP5-08 *Flotsam and Jetsam* are the sahuagins' primary targets.

The angelfish take shelter in the portcullis housing. Once battle is joined, Verina uses her *inspire courage* ability to help the PCs in battle. Mendas concentrates on protecting Verina. Once battle is joined, Mendas calls a warning to any elf PCs:

*"Watch out for the one on the big shark! That's Grshk the Slayer, he's killed over a hundred elves!"*

**Development:** Clever PCs may attempt to make it appear that the sahuagin killed the giant crabs or chuul outside the gate. If their plan seems reasonable, and Splishly survived, allow the PCs to avoid **Lord Tempest's Ire** AR effect for killing his guardians.

**Tactics:** Grshk the Slayer performs ride-by attacks against his favored enemies if possible, ordering his

subordinates to focus their attacks on spellcasters. The sahuagin crossbows are made for underwater use; they do not suffer any penalties for firing underwater, but have a range increment of 40 ft.

**Treasure:** The sahuagin carry a heavy wooden chest filled with pearls and salvaged gold. It is sealed with a good lock (DC 30 Open Lock), but Grshk has the key. Grshk also bears a copper plate engraved with a message to Lord Tempest from the chief of the White Trident tribe, written in Aquan. If the PCs are able to read Aquan, provide them with *Player Handout #3*. The PCs can also claim the sahuagins' possessions.

### APL 2 (EL 5)

➤ **Grshk the Slayer, Sahuagin Rgr1:** hp 25; see *Appendix 1*.

➤ **Sahuagin:** hp 14; see *Monster Manual*, page 217.

➤ **Large Shark:** hp 48; see *Monster Manual*, page 279.

### APL 4 (EL 7)

➤ **Grshk the Slayer, Sahuagin Rgr3:** hp 42; see *Appendix 2*.

➤ **Sahuagin Rgr1:** hp 25; see *Appendix 2*.

➤ **Large Sharks (2):** hp 48 each; see *Monster Manual*, page 279.

### APL 6 (EL 9)

➤ **Grshk the Slayer, Sahuagin Rgr5:** hp 58; see *Appendix 3*.

➤ **Killmaw, Medium Shark Animal Companion:** hp 21; see *Appendix 3*.

➤ **Sahuagins Rgr1 (2):** hp 25 each; see *Appendix 3*.

➤ **Large Sharks (3):** hp 48 each; see *Monster Manual*, page 279.

### APL 8 (EL 11)

➤ **Grshk the Slayer, Sahuagin Rgr7:** hp 81; see *Appendix 4*.

➤ **Killmaw, Large Shark Animal Companion:** hp 61; see *Appendix 4*.

➤ **Sahuagins Rgr4 (2):** hp 50 each; see *Appendix 4*.

➤ **Medium Shark Animal Companions (2):** hp 21 each; see *Appendix 4*.

➤ **Huge Sharks (2):** hp 75 each; see *Monster Manual*, page 279.

### APL 10 (EL 13)

➤ **Grshk the Slayer, Sahuagin Rgr9:** hp 99; see *Appendix 5*.

➤ **Killmaw, Large Shark Animal Companion:** hp 61; see Appendix 5.

➤ **Sahuagins Rgr4 (4):** hp 50 each; see Appendix 5.

➤ **Medium Shark Animal Companions (4):** hp 21 each; see Appendix 5.

➤ **Huge Sharks (4):** hp 75 each; see *Monster Manual*, page 279.

Once the sahuagin are defeated and their treasure secure, Mendas points out how dark it has gotten, and suggests taking the loot up to the *Razor Clam*. Up above, it appears that a storm is brewing fast to the northwest.

*Bobbing among the wind-swept spray at the surface, it is hard not to be intimidated by the massive wall of black thunderheads boiling on the horizon.*

*"We might be able to outrun this blow, but we have to leave NOW!" Odelg shouts above the rising wind.*

*Mendas chimes in. "You land folks make for shore! We'll meet up with you at Sunflower Cove! It looks like Lord Tempest is coming back, and in a foul mood! We'll try to misdirect him if he wants to chase you!"*

*With a few more hauls on the anchor line, Odelg gets the Razor Clam underway, and soon you are skipping along the waves, homeward bound.*

*With little to do on the return journey, you turn your attention to the heavy chest the sahuagin were bringing to Lord Tempest. Using the key from around their leader's neck, the box is soon open, revealing dozens of pearls and hundreds of ancient gold coins. Truly, a just reward for a hard-fought battle.*

*There is also an odd copper plate, thickly engraved with a strange, flowing text composed of largely of whorls and spirals. Once deciphered, it may be of some interest to those devoted to protecting the Principality of Ulek's coastline.*

## CONCLUSION

The return trip to Sunflower Cove takes only one day, thanks to Lord Tempest's winds, returning military personnel in plenty of time to report for duty. It takes Mendas and Verina another two days to catch up. During that time, the heroes have time to relax, recover, and dry out.

Halfling PCs who give Brandoreen some pearls for her birthday are treated to an enthusiastic response, kisses, and all manner of praise. A day or two later, however, they learn that Brandoreen has left Sunflower Cove to continue her travels. She takes a minor magical item as a reminder, leaving a note and her lucky lockpick

in exchange. If more than one male halfling PC gives Brandoreen pearls for her birthday, have them roll opposed Charisma checks. PCs who played ULP5-09 *Traveling Tales* gain a +2 bonus on this roll. The winner gains the **Brandoreen's Favor** AR effect.

If the PCs borrowed some of Sir Valier Cresting Waves gear, and returned what they didn't use, Barnabus Cobblefoot fills the knight in on the heroes' adventure upon his return. Sir Valier is so impressed with the PCs courage and honesty that he allows them to purchase the **Borrowed Goods** (see the AR effect).

After two days ashore, read or paraphrase the following:

*You've finally gotten the last of the seawater out of your ears, and are enjoying a warm bowl of chowder at the Dancing Griffon, when a cry from the docks goes up. "He's back! And he's got a girlfriend!"*

*Following the sounds of merriment and wonder down to the docks, you find that Mendas and Verina have indeed made it back to Sunflower Cove.*

If the party managed to rescue Verina without killing any monstrous crabs, chuuls, or Spleshly, and didn't steal or damage anything in Lord Tempest's home, read or paraphrase the following:

*"We hung around until Lord Tempest got back, just to make sure he didn't chase you folks," says Mendas. "By Procan's Tooth he was in a huff! Had all these other giants with him, gray ones, blue ones, even one really sad looking black one with red hair. When he saw those dead sharkmen, and all the mess, he shouted fit to wake the dead! Well, I wasn't gonna let him go kill my friends without a fight, so—"*

*"What Mendas means to say," interrupts Verina, "is that Lord Tempest was angry at the intrusion, but we managed to calm him down by telling him that you were just there to rescue me, and that the sahuagin attacked first. Since none of his servants were killed, and he didn't even know I was there, he ended up laughing at the whole thing. He seems to think its big joke, and soon enough all those other giants were laughing too!"*

If the party killed the crabs, chuuls, or Spleshly, or damaged or stole anything, read or paraphrase the following:

*"We hung around until Lord Tempest got back, just to make sure he didn't chase you folks," says Mendas. "By Procan's Tooth, he was mad enough when he walked up, but when he saw what you did to his house and his servants, it was like watching a volcano explode! Well, I wasn't gonna let him go kill my friends without a fight, so—"*

*“What Mendas means to say,” interrupts Verina, “is that Lord Tempest was so mad about his home being despoiled that he tore one of the gates right off! There were a couple of those blue giants that managed to calm him down, but not before he swore to punish the trespassers. I’d be careful around giants, if I were you.”*

Once the party digests this information, read or paraphrase the following:

*“Well, all that giant foolishness aside, my little lady here—” starts Mendas.*

*“I can speak for myself, thanks for nothing,” Verina cuts in. “Anyway, even though you weren’t able to find a way to change Mendas into his old, hairy self—”*

*“Hey! No need to get nasty. What my wife is so rudely trying to say is that now that we’re back together, it doesn’t really matter what shape we’re in. If you come across a way to turn us back somewhere in your adventures, well, we probably wouldn’t say no, but until then, it really is a great wide world under the sea, as long as I’m with my lady!”*

*“Oh, sweetie...” murmurs Verina, and the two angelfish dip gracefully beneath the wave, swimming fin by fin.*

The PCs receive, in gratitude for helping the couple, the **Thanks from a Fish** and **A Sea Song** AR effects.

## The End

## 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 4

Defeat gate guardian(s).

APL 2: 120 xp.  
APL 4: 180 xp.  
APL 6: 210 xp.  
APL 8: 270 xp.  
APL 10: 330 xp.

### Encounter 6

Defeat Splishly (and minions).

APL 2: 90 xp.  
APL 4: 150 xp.  
APL 6: 240 xp.  
APL 8: 300 xp.  
APL 10: 360 xp.

### Encounter 8

Defeat sahuagin envoys.

APL 2: 150 xp.  
APL 4: 210 xp.  
APL 6: 270 xp.  
APL 8: 330 xp.  
APL 10: 390 xp.

### Story Award

Reunite Mendas and Verina.

APL 2: 45 xp.  
APL 4: 67 xp.  
APL 6: 90 xp.  
APL 8: 112 xp.  
APL 10: 135 xp.

### Discretionary Roleplaying Award

APL 2: 45 xp.  
APL 4: 68 xp.  
APL 6: 90 xp.  
APL 8: 113 xp.  
APL 10: 135 xp.

### Total possible experience

APL 2: 450 xp.  
APL 4: 675 xp.  
APL 6: 900 xp.  
APL 8: 1,125 xp.  
APL 10: 1,350 xp.  
APL 12: 1,575 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. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

#### Encounter 3:

All APLs: L: 0 gp, C: 0 gp; M: *trident of warning* (843 gp), 6 *potions of swim* (25 gp each).

#### Encounter 4:

All APLs: L: 0 gp, C: 0 gp; M: 6 *potions of water breathing* (63 gp each).

#### Encounter 6:

APL 2: L: 0 gp, C: 0 gp; M: 0 gp.

APL 4: L: 0 gp, C: 0 gp; M: 0 gp.

APL 6: L: 0 gp, C: 0 gp; M: *circlet of persuasion* (375 gp), *pearl of power* (2<sup>nd</sup> level spell) (333 gp), *golembane scarab* (208 gp), *pearl of power* (1<sup>st</sup> level spell) (83 gp).

APL 8: L: 0 gp, C: 0 gp; M: *circlet of persuasion* (375 gp), *pearl of power* (2<sup>nd</sup> level spell) (333 gp), *golembane scarab* (208 gp), *pearl of power* (1<sup>st</sup> level spell) (83 gp), *pearl of power* (3<sup>rd</sup> level spell) (750 gp).

APL 10: L: 0 gp, C: 0 gp; M: *circlet of persuasion* (375 gp), *pearl of power* (2<sup>nd</sup> level spell) (333 gp), *golembane scarab* (208 gp), *pearl of power* (1<sup>st</sup> level spell) (83 gp), *pearl of power* (3<sup>rd</sup> level spell) (750 gp), *pearl of power* (4<sup>th</sup> level spell) (1,333 gp).

#### Encounter 8:

APL 2: L: 72 gp, C: 350 gp; M: *potion of barkskin* +5 (100 gp), *potion of bull's strength* (25 gp), *potion of cure moderate wounds* (25 gp).

APL 4: L: 98 gp, C: 350 gp; M: *potion of barkskin* +2 (25 gp), *potion of barkskin* +5 (100 gp), 2 *potions of bull's strength* (25 gp each), *potion of cure moderate wounds* (25 gp), +1 *lance* (193 gp), +1 *sharkskin armor* (103 gp).

APL 6: L: 170 gp, C: 350 gp; M: 3 *potions of barkskin* +5 (100 gp each), 3 *potions of bull's strength* (25 gp each), 2 *potions of cure moderate wounds* (25 gp each), +1 *lance* (193 gp), +1 *sharkskin armor* (103 gp), *wand of resist energy* (CL 3<sup>rd</sup>, 20 charges) (150 gp).

APL 8: L: 78 gp, C: 350 gp; M: 3 *potions of barkskin* +5 (100 gp each), 3 *potions of bull's strength* (25 gp each), 2 *potions of cure moderate wounds* (25 gp each), +1 *bane (elf) lance* (693 gp), 3 +1 *sharkskin armors* (103 gp each), *wand of resist energy* (CL 3<sup>rd</sup>, 7 charges) (53 gp), 2 +1 *lances* (193 gp each).

APL 10: L: 130 gp, C: 350 gp; M: 5 *potions of barkskin* +5 (100 gp each), 5 *potions of bull's strength* (25 gp each), 4 *potions of cure moderate wounds* (25 gp each), +1 *bane (elf) lance* (693 gp), +3 *sharkskin armor* (770 gp), *wand of resist energy* (CL 3<sup>rd</sup>, 20 charges) (150 gp), 4 +1 *lances* (193 gp each), 4 +1 *sharkskin armors* (103 gp each).

#### Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 72 gp, C: 350 gp, M: 1,521 gp – Total: 1,943 gp (450 gp).

APL 4: L: 98 gp, C: 350 gp, M: 1,867 gp – Total: 2,315 gp (650 gp).

APL 6: L: 170 gp, C: 350 gp, M: 3,241 gp – Total: 3,761 gp (900 gp).

APL 8: L: 78 gp, C: 350 gp, M: 4,986 gp – Total: 5,414 gp (1,300 gp).

APL 10: L: 130 gp, C: 350 gp, M: 7,975 gp – Total: 8,455 gp (2,300 gp).

## ITEMS FOR THE ADVENTURE RECORD

#### Special

☛ **Thanks from a Fish:** In gratitude for reuniting Mendas Jenks with his beloved wife, the wily fish has spread word of this PCs' kindness among the fishes of the Azure Sea. This PC gains a +2 circumstance bonus on all Cha-based skill checks made against non-evil denizens of the Azure Sea.

☞ **A Sea Song:** Water carries sound amazingly well, often far beyond its origin. At the start of any combat taking place under the Azure Sea, this character gains a +1 morale bonus to attack rolls, weapon damage rolls, and saves against fear and enchantment, exactly as if affected by a 3<sup>rd</sup>-level bard's *inspire courage* ability, for 5 rounds.

✦ **Brandoreen's Favor:** By giving Brandoreen pearls for her birthday, this male halfling PC has earned her "favor". Choose a magic item in your possession worth at least 1,000 gp (note item here \_\_\_\_\_). Brandoreen has taken that item, leaving in its place a note reading "Now we have a reason to meet again, my sweet little pigeon," and a lockpick (see below, you gain this lockpick without paying for it).

🔒 **Brandoreen's Lucky Lockpick:** While carrying this lockpick, a halfling's racial bonus to saving throws increases by 1, and he may reroll one Reflex save or Dex-based skill check, once per day, choosing the better of the two rolls. Moderate divination and abjuration; CL 9<sup>th</sup>.

✦ **Lord Tempest's Ire:** For committing theft and/or murder in his home, Lord Tempest has warned you in a dream that you will not long evade justice. You suffer a -4 circumstance penalty to all Cha-based checks made against giants, and giants gain a +1 morale bonus to attack rolls against you in their zeal to bring a criminal to justice.

☞ **Vision of Triumph:** Having seen tenuous images of future success, this character is filled with a sense of confidence. This PC may make a single skill check with a +20 insight bonus to the roll. The character may not Take 20 on that check. Use of this ability must be declared before dice are rolled. Mark this vision as USED once the bonus has been taken.

☞ **Vision of Failure:** Having gotten a glimpse of future failings, this character is filled with a sense of caution. This PC may reroll a failed saving throw with a +10 insight bonus and choose the better of the two saves. Mark this vision as USED once the reroll has been taken.

☞ **Borrowed Goods:** Sir Valier Cresting Wave, Knight Protector of the Principality's coasts, is impressed with your heroism and derring-do in the quest to save Verina Jenks. He shows his gratitude by making some of his more useful tools available for purchase. This favor grants access (Frequency: Regional) to purchase *potions of swim* (Spell Compendium) and *tridents of warning*.

## Item Access

APL 2:

- Aquatic Crossbow (Adventure; Stormwrack)
- Masterwork Sharkskin Armor (Adventure; Stormwrack)
- Potion of Barkskin +5 (Adventure; Dungeon Master's Guide)

- Potion of Swim (Adventure; Spell Compendium)
- Trident of Warning (Adventure; Dungeon Master's Guide)

APL 4 (all of APL 2 plus the following):

- +1 Sharkskin Armor (Adventure; Stormwrack)

APL 6 (all of APLs 2, 4 plus the following):

- Circlet of Persuasion (Adventure; Dungeon Master's Guide)
- Golembane Scarab (Adventure; Dungeon Master's Guide)
- Pearl of Power, 1<sup>st</sup> Level Spell (Adventure; Dungeon Master's Guide)
- Pearl of Power, 2<sup>nd</sup> Level Spell (Adventure; Dungeon Master's Guide)
- Wand of Resist Energy (3<sup>rd</sup> level caster, Adventure; Dungeon Master's Guide)

APL 8 (all of APLs 2, 4, 6 plus the following):

- +1 Bane (Elf) Lance (Adventure; Dungeon Master's Guide)
- Pearl of Power, 3<sup>rd</sup> Level Spell (Adventure; Dungeon Master's Guide)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- +3 Sharkskin Armor (Adventure; Stormwrack)
- Pearl of Power, 4<sup>th</sup> Level Spell (Adventure; Dungeon Master's Guide)



## APPENDIX 1 – APL 2

### ENCOUNTER 4

**Large Monstrous Crab:** Large Vermin (Aquatic); CR 4; HD 6d8+9; hp 43; Init +0; Spd 20 ft.; AC 18, touch 9, flat-footed 18 (-1 size, +9 natural); Base Atk/Grp: +4/+17; Atk +8 melee (1d8+5, claw); Full Atk +8 melee (1d8+5, 2 claws); Space/Reach 10 ft./10 ft.; SA constrict 2d8+5, improved grab; SQ amphibious, low-light vision, scent, vermin traits; AL N; SV Fort +6, Ref +2, Will +2; Str 21, Dex 11, Con 12, Int -, Wis 11, Cha 2. *Stormwrack*, page 142.

*Skills & Feats:* Hide +0, Spot +4; Toughness.

**Constrict (Ex):** A monstrous crab deals damage equal to twice its normal claw damage plus its Str bonus on a successful grapple check.

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

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

*Description:* A crab of incredible size lurches out of the undersea flora, clattering its claws menacingly.

### ENCOUNTER 8

**Grshk the Slayer, Male Sahuagin Rgr1:** Medium monstrous humanoid (aquatic); CR 3; HD 3d8+9; hp 25; Init +3; Spd 30 ft., swim 60 ft.; AC 21, touch 13, flat-footed 18 (+3 Dex, +5 natural, +3 armor); Base Atk/Grp: +3/+6; Atk +7 melee (1d8+4/x3, masterwork lance) or +6 melee (1d4+3, talon) or +6 ranged (1d8/19-20, aquatic crossbow); Full Atk +7 melee (1d8+4/x3, masterwork lance) and +4 melee (1d4+1, bite), or +6 melee (1d4+3, 2 talons) and +4 melee (1d4+1, bite) or +6 ranged (1d8/19-20, aquatic crossbow); SA blood frenzy, favored enemy (elf +2), rake 1d4+1; SQ blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent, wild empathy +2; AL LE; SV Fort +5, Ref +8, Will +4; Str 17, Dex 16, Con 17, Int 16, Wis 12, Cha 8.

*Skills & Feats:* Handle Animal +5\*, Hide +8\*, Listen +6\*, Profession (hunter) +3\*, Ride +11 (+13 stay in saddle), Spot +6\*, Survival +3\*, Mounted Combat, Multiattack<sup>B</sup>, Ride-by Attack, Track<sup>B</sup>.

**Skills:** A sahuagin has a +8 racial bonus on all Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. \*Underwater, a sahuagin has a +4 racial bonus on Hide, Listen, and Spot checks. A sahuagin has a +4 racial bonus on Survival and Profession (hunter) checks within 50

miles of its home. A sahuagin has a +4 racial bonus on Handle Animal checks when working with sharks.

**Blindsense (Ex):** A sahuagin can locate creatures underwater within a 30 ft. radius. This ability works only when the sahuagin is underwater.

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

**Rake (Ex):** Attack bonus +4 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

**Freshwater Sensitivity (Ex):** A sahuagin fully immersed in fresh water must succeed on a DC 15 Fort save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

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

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

**Water Dependent (Ex):** Sahuagin can survive out of the water for 1 hour per 2 points of Con (after that, refer to the drowning rules on page 304 of the *Dungeon Master's Guide*).

*Languages:* Common, Aquan, Elven, Sahuagin.

*Possessions:* *potion of barkskin* +5, *potion of bull's strength*, *potion of cure moderate wounds*, masterwork lance, masterwork sharkskin armor<sup>SW</sup>, aquatic crossbow<sup>SW</sup>, exotic military saddle, key. <sup>SW</sup>*Stormwrack*.

*Description:* This shark-man wears ropes of humanoid teeth strung about his neck and arms, and wields a viciously barbed lance.

## APPENDIX 2 – APL 4

### ENCOUNTER 4

**Large Monstrous Crab:** Large Vermin (Aquatic); CR 4; HD 6d8+9; hp 43; Init +0; Spd 20 ft.; AC 18, touch 9, flat-footed 18 (-1 size, +9 natural); Base Atk/Grp: +4/+17; Atk +8 melee (1d8+5, claw); Full Atk +8 melee (1d8+5, 2 claws); Space/Reach 10 ft./10 ft.; SA constrict 2d8+5, improved grab; SQ amphibious, low-light vision, scent, vermin traits; AL N; SV Fort +6, Ref +2, Will +2; Str 21, Dex 11, Con 12, Int -, Wis 11, Cha 2. *Stormwrack*, page 142.

*Skills & Feats:* Hide +0, Spot +4; Toughness.

**Constrict (Ex):** A monstrous crab deals damage equal to twice its normal claw damage plus its Str bonus on a successful grapple check.

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

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

*Description:* A crab of incredible size lurches out of the undersea flora, clattering its claws menacingly.

### ENCOUNTER 8

**Grshk the Slayer, Male Sahuagin Rgr3:** Medium monstrous humanoid (aquatic); CR 5; HD 5d8+15; hp 42; Init +3; Spd 30 ft., swim 60 ft.; AC 22, touch 13, flat-footed 19 (+3 Dex, +5 natural, +4 armor); Base Atk/Grp: +5/+9; Atk +10 melee (1d8+7/x3, +1 lance) or +9 melee (1d4+4, talon) or +8 ranged (1d8/19-20, aquatic crossbow); Full Atk +10 melee (1d8+7/x3, +1 lance) and +7 melee (1d4+2, bite), or +9 melee (1d4+4, 2 talons) and +7 melee (1d4+2, bite) or +8 ranged (1d8/19-20, aquatic crossbow); SA blood frenzy, favored enemy (elf +2), rake 1d4+2; SQ blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent, wild empathy +4; AL LE; SV Fort +6, Ref +9, Will +5; Str 18, Dex 16, Con 17, Int 16, Wis 12, Cha 8.

*Skills & Feats:* Handle Animal +7\*, Hide +11\*, Listen +8\*, Profession (hunter) +4\*, Ride +13 (+15 stay in saddle), Spot +8\*, Survival +9\*, Endurance<sup>B</sup>, Mounted Combat, Multiattack<sup>B</sup>, Rapid Shot<sup>B</sup>, Ride-by Attack, Track<sup>B</sup>.

**Skills:** A sahuagin has a +8 racial bonus on all Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. \*Underwater, a sahuagin has a +4 racial bonus on Hide, Listen, and Spot checks. A sahuagin has a +4 racial bonus on Survival and Profession (hunter) checks within 50

miles of its home. A sahuagin has a +4 racial bonus on Handle Animal checks when working with sharks.

**Blindsense (Ex):** A sahuagin can locate creatures underwater within a 30 ft. radius. This ability works only when the sahuagin is underwater.

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

**Rake (Ex):** Attack bonus +7 melee, damage 1d4+2. A sahuagin also gains two rake attacks when it attacks while swimming.

**Freshwater Sensitivity (Ex):** A sahuagin fully immersed in fresh water must succeed on a DC 15 Fort save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

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

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

**Water Dependent (Ex):** Sahuagin can survive out of the water for 1 hour per 2 points of Con (after that, refer to the drowning rules on page 304 of the *Dungeon Master's Guide*).

*Languages:* Common, Aquan, Elven, Sahuagin.

*Possessions:* *potion of barkskin* +2, *potion of bull's strength*, +1 lance, +1 *sharkskin armor*<sup>SW</sup>, aquatic crossbow<sup>SW</sup>, exotic military saddle, key. <sup>SW</sup>*Stormwrack*.

*Description:* This shark-man wears ropes of humanoid teeth strung about his neck and arms, and wields a viciously barbed lance.

**Male Sahuagin Rgr1:** Medium monstrous humanoid (aquatic); CR 3; HD 3d8+9; hp 25; Init +3; Spd 30 ft., swim 60 ft.; AC 21, touch 13, flat-footed 18 (+3 Dex, +5 natural, +3 armor); Base Atk/Grp: +3/+6; Atk +7 melee (1d8+4/x3, masterwork lance) or +6 melee (1d4+3, talon) or +6 ranged (1d8/19-20, aquatic crossbow); Full Atk +7 melee (1d8+4/x3, masterwork lance) and +4 melee (1d4+1, bite), or +6 melee (1d4+3, 2 talons) and +4 melee (1d4+1, bite) or +6 ranged (1d8/19-20, aquatic crossbow); SA blood frenzy, favored enemy (elf +2), rake 1d4+1; SQ blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent, wild empathy +2; AL LE; SV Fort +5, Ref +8, Will +4; Str 17, Dex 16, Con 17, Int 16, Wis 12, Cha 8.

**Skills & Feats:** Handle Animal +5\*, Hide +8\*, Listen +6\*, Profession (hunter) +3\*, Ride +11 (+13 stay in saddle), Spot +6\*, Survival +3\*; Mounted Combat, Multiattack<sup>B</sup>, Ride-by Attack, Track<sup>B</sup>.

**Skills:** A sahuagin has a +8 racial bonus on all Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. \*Underwater, a sahuagin has a +4 racial bonus on Hide, Listen, and Spot checks. A sahuagin has a +4 racial bonus on Survival and Profession (hunter) checks within 50 miles of its home. A sahuagin has a +4 racial bonus on Handle Animal checks when working with sharks.

**Blindsense (Ex):** A sahuagin can locate creatures underwater within a 30 ft. radius. This ability works only when the sahuagin is underwater.

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

**Rake (Ex):** Attack bonus +4 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

**Freshwater Sensitivity (Ex):** A sahuagin fully immersed in fresh water must succeed on a DC 15 Fort save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

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

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

**Water Dependent (Ex):** Sahuagin can survive out of the water for 1 hour per 2 points of Con (after that, refer to the drowning rules on page 304 of the *Dungeon Master's Guide*).

**Languages:** Common, Aquan, Elven, Sahuagin.

**Possessions:** *potion of barkskin* +5, *potion of bull's strength*, *potion of cure moderate wounds*, masterwork lance, masterwork sharkskin armor<sup>SW</sup>, aquatic crossbow<sup>SW</sup>, exotic military saddle, key. <sup>SW</sup>*Stormwrack*.

**Description:** This shark-man wears ropes of humanoid teeth strung about his neck and arms, and wields a viciously barbed lance.

## ENCOUNTER 6

**Spleshly, Male Water Mephit Sor6:** Small Outsider (Water); CR 7; HD 3d8+6d4+27; hp 57; Init +2; Spd 30 ft., fly 40 ft. (average), swim 30 ft.; AC 22, touch 13, flat-footed 20 (+1 size, +2 Dex, +5 natural, +4 armor); Base Atk/Grp: +6/+3; Atk +8 melee (1d3+1, claw) or +9 ranged touch (spell); Full Atk +8 melee (1d3+1, 2 claws) or +9 ranged touch (spell); SA breath weapon, spell-like abilities, spells, *summon mephit*; SQ DR 5/magic, darkvision 60 ft., fast healing 2; AL CN; SV Fort +7, Ref +7, Will +9; Str 12, Dex 14, Con 16, Int 6, Wis 12, Cha 20.

**Skills & Feats:** Bluff +14, Concentration +9, Escape Artist +8, Hide +12, Listen +7, Diplomacy +10, Disguise +8, Move Silently +8, Spot +7, Swim +9; Combat Casting, Dodge, Point Blank Shot, Precise Shot.

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

**Breath Weapon (Su):** 15 ft. cone of caustic liquid, damage 1d8 acid, Reflex DC 15 half. Usable once every 1d4 rounds. Save DC is Con-based and includes a +1 racial bonus.

**Spell-like Abilities:** Once per hour a water mephit can hurl an acidic blob that functions like *Melf's acid arrow* (CL 3<sup>rd</sup>). Once per day it can create a mass of smelly fog that duplicates the effect of a *stinking cloud* spell (DC 18, CL 6<sup>th</sup>). Save DC is Cha-based.

**Fast Healing (Ex):** A water mephit heals only if it is exposed to rain or submerged up to its waist in water.

**Summon Mephit (Sp):** Once per day, a mephit can attempt to summon another mephit of the same variety, much as though casting a *summon monster* spell, but with only a 25% chance of success. Roll d%. On a failure, no creature answers the summons that day. A mephit that has just been summoned cannot use its own summoning ability for one hour. This ability is the equivalent of a 2<sup>nd</sup>-level spell.

**Languages:** Common, Aquan.

**Sorcerer Spells Known (6/8/7/6/4, save DC = 15 + spell level):** 0 – *detect magic*, *detect poison*, *ghost sound*, *light*, *prestidigitation*, *ray of frost*, *read magic*; 1<sup>st</sup> – *mage armor*, *magic missile*, *ray of enfeeblement*, *unseen servant*; 2<sup>nd</sup> – *blindness/deafness*, *Melf's acid arrow*; 3<sup>rd</sup> – *ray of exhaustion*.

**Precast Spells:** *mage armor*.

**Possessions:** circlet of persuasion, pearl of power (2<sup>nd</sup> level spell), golembane scarab, pearl of power (1<sup>st</sup> level spell).

**Description:** This small, blue winged humanoid wears livery with a thunderbolt on the breast.

## ENCOUNTER 8

**Grshk the Slayer, Male Sahuagin Rgr5:** Medium monstrous humanoid (aquatic); CR 7; HD 7d8+21; hp 58; Init +3; Spd 30 ft., swim 60 ft.; AC 22, touch 13, flat-footed 19 (+3 Dex, +5 natural, +4 armor); Base Atk/Grp: +7/+11; Atk +12 melee (1d8+7/x3, +1 lance) or +11 melee (1d4+4, talon) or +10 ranged (1d8/19-20, aquatic crossbow); Full Atk +12/+7 melee (1d8+7/x3, +1 lance) and +9 melee (1d4+2, bite), or +11 melee (1d4+4, 2 talons) and +9 melee (1d4+2, bite) or +10 ranged (1d8/19-20, aquatic crossbow); SA blood frenzy, favored enemy (elf +4, human +2), rake 1d4+2; SQ blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent, wild empathy +6, animal companion (Killmaw); AL LE; SV Fort +7, Ref +10, Will +5; Str 18, Dex 16, Con 17, Int 16, Wis 12, Cha 8.

**Skills & Feats:** Handle Animal +9\*, Hide +13\*, Listen +11\*, Profession (hunter) +8\*, Ride +15 (+17 stay in saddle), Spot +11\*, Survival +11\*; Endurance<sup>B</sup>, Mounted Combat, Multiattack<sup>B</sup>, Rapid Shot<sup>B</sup>, Ride-by Attack, Spirited Charge, Track<sup>B</sup>.

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

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

**Blindsense (Ex):** A sahuagin can locate creatures underwater within a 30 ft. radius. This ability works only when the sahuagin is underwater.

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

**Rake (Ex):** Attack bonus +9 melee, damage 1d4+2. A sahuagin also gains two rake attacks when it attacks while swimming.

**Freshwater Sensitivity (Ex):** A sahuagin fully immersed in fresh water must succeed on a DC 15 Fort save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

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

**Speak with Sharks (Ex):** Sahuagin can communicate telepathically with sharks up to 150 feet

away. The communication is limited to fairly simple concepts such as “food,” danger,” and “enemy.” Sahuagin can use the Handle Animal skill to befriend and train sharks.

**Water Dependent (Ex):** Sahuagin can survive out of the water for 1 hour per 2 points of Con (after that, refer to the drowning rules on page 304 of the *Dungeon Master's Guide*).

Languages: Common, Aquan, Elven, Sahuagin.

Ranger Spells Prepared (1, save DC = 11 + spell level): 1<sup>st</sup> – quickswim<sup>SW</sup>. <sup>SW</sup>Stormwrack.

Possessions: *potion of barkskin* +5, *potion of bull's strength*, +1 lance, +1 *sharkskin armor*<sup>SW</sup>, aquatic crossbow<sup>SW</sup>, exotic military saddle, key, *wand of resist energy* (CL 3<sup>rd</sup>, 20 charges). <sup>SW</sup>Stormwrack.

Description: This shark-man wears ropes of humanoid teeth strung about his neck and arms, and wields a viciously barbed lance.

**Killmaw, Male Medium Shark Animal Companion:** Medium Animal (Aquatic); HD 3d8+3; hp 21; Init +2; Spd swim 60 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural); Base Atk/Grp: +2/+3; Atk/Full Atk +4 melee (1d6+1, bite); SA –; SQ blindsense 30 ft., keen scent, link, share spells; AL N; SV Fort +4, Ref +5, Will +2; Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills & Feats: Listen +6, Spot +6, Swim +9; Alertness, Weapon Finesse.

Tricks (4): attack, come, heel, stay.

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

**Blindsense (Ex):** A shark can locate creatures underwater within a 30 ft. radius. This ability works only when the shark is underwater.

**Keen Scent (Ex):** A shark can notice creatures by scent in a 180 ft. radius and detect blood in the water at ranges of up to a mile.

**Male Sahuagin Rgr1:** Medium monstrous humanoid (aquatic); CR 3; HD 3d8+9; hp 25; Init +3; Spd 30 ft., swim 60 ft.; AC 21, touch 13, flat-footed 18 (+3 Dex, +5 natural, +3 armor); Base Atk/Grp: +3/+6; Atk +7 melee (1d8+4/x3, masterwork lance) or +6 melee (1d4+3, talon) or +6 ranged (1d8/19-20, aquatic crossbow); Full Atk +7 melee (1d8+4/x3, masterwork lance) and +4 melee (1d4+1, bite), or +6 melee (1d4+3, 2 talons) and +4 melee (1d4+1, bite) or +6 ranged (1d8/19-20, aquatic crossbow); SA blood frenzy, favored enemy (elf +2), rake 1d4+1; SQ blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent, wild empathy +2; AL LE; SV Fort +5, Ref +8, Will +4; Str 17, Dex 16, Con 17, Int 16, Wis 12, Cha 8.

Skills & Feats: Handle Animal +5\*, Hide +8\*, Listen +6\*, Profession (hunter) +3\*, Ride +11 (+13 stay in saddle), Spot +6\*, Survival +3\*, Mounted Combat, Multiattack<sup>B</sup>, Ride-by Attack, Track<sup>B</sup>.

**Skills:** A sahuagin has a +8 racial bonus on all Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. \*Underwater, a sahuagin has a +4 racial bonus on Hide, Listen, and Spot checks. A sahuagin has a +4 racial bonus on Survival and Profession (hunter) checks within 50 miles of its home. A sahuagin has a +4 racial bonus on Handle Animal checks when working with sharks.

**Blindsense (Ex):** A sahuagin can locate creatures underwater within a 30 ft. radius. This ability works only when the sahuagin is underwater.

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

**Rake (Ex):** Attack bonus +4 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

**Freshwater Sensitivity (Ex):** A sahuagin fully immersed in fresh water must succeed on a DC 15 Fort save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

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

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

**Water Dependent (Ex):** Sahuagin can survive out of the water for 1 hour per 2 points of Con (after that, refer to the drowning rules on page 304 of the *Dungeon Master's Guide*).

Languages: Common, Aquan, Elven, Sahuagin.

Possessions: *potion of barkskin* +5, *potion of bull's strength*, *potion of cure moderate wounds*, masterwork lance, masterwork *sharkskin armor*<sup>SW</sup>, aquatic crossbow<sup>SW</sup>, exotic military saddle, key. <sup>SW</sup>Stormwrack.

Description: This shark-man wears ropes of humanoid teeth strung about his neck and arms, and wields a viciously barbed lance.

## ENCOUNTER 6

**Spleshly, Male Water Mephit Sor8:** Small Outsider (Water); CR 9; HD 3d8+8d4+33; hp 67; Init +2; Spd 30 ft., fly 40 ft. (average), swim 30 ft.; AC 26, touch 13, flat-footed 24 (+1 size, +2 Dex, +5 natural, +4 shield, +4 armor); Base Atk/Grp: +7/+4; Atk +9 melee (1d3+1, claw) or +10 ranged touch (spell); Full Atk +9 melee (1d3+1, 2 claws) or +10 ranged touch (spell); SA breath weapon, spell-like abilities, spells, *summon mephit*; SQ DR 5/magic, darkvision 60 ft., fast healing 2; AL CN; SV Fort +7, Ref +7, Will +10; Str 12, Dex 14, Con 16, Int 6, Wis 12, Cha 20.

**Skills & Feats:** Bluff +14, Concentration +11, Escape Artist +8, Hide +12, Listen +7, Diplomacy +10, Disguise +8, Move Silently +8, Spot +7, Swim +9; Combat Casting, Dodge, Point Blank Shot, Precise Shot.

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

**Breath Weapon (Su):** 15 ft. cone of caustic liquid, damage 1d8 acid, Reflex DC 15 half. Usable once every 1d4 rounds. Save DC is Con-based and includes a +1 racial bonus.

**Spell-like Abilities:** Once per hour a water mephit can hurl an acidic blob that functions like *Melf's acid arrow* (CL 3<sup>rd</sup>). Once per day it can create a mass of smelly fog that duplicates the effect of a *stinking cloud* spell (DC 18, CL 6<sup>th</sup>). Save DC is Cha-based.

**Fast Healing (Ex):** A water mephit heals only if it is exposed to rain or submerged up to its waist in water.

**Summon Mephit (Sp):** Once per day, a mephit can attempt to summon another mephit of the same variety, much as though casting a *summon monster* spell, but with only a 25% chance of success. Roll d%. On a failure, no creature answers the summons that day. A mephit that has just been summoned cannot use its own summoning ability for one hour. This ability is the equivalent of a 2<sup>nd</sup>-level spell.

**Languages:** Common, Aquan.

**Sorcerer Spells Known (6/86/76/6/4, save DC = 15 + spell level):** 0 – *detect magic*, *detect poison*, *ghost sound*, *light*, *mending*, *prestidigitation*, *ray of frost*, *read magic*; 1<sup>st</sup> – *mage armor*, *magic missile*, *shield*, *ray of enfeeblement*, *unseen servant*; 2<sup>nd</sup> – *blindness/deafness*, *Melf's acid arrow*, *mirror image*; 3<sup>rd</sup> – *ray of exhaustion*, *slow*; 4<sup>th</sup> – *ernervation*.

**Precast Spells:** *mage armor*, *shield*, *mirror image*.

**Possessions:** circlet of persuasion, pearl of power (2<sup>nd</sup> level spell), golembane scarab, pearl of power (1<sup>st</sup> level spell), pearl of power (3<sup>rd</sup> level spell).

**Description:** This small, blue winged humanoid wears livery with a thunderbolt on the breast.

## ENCOUNTER 8

**Grshk the Slayer, Male Sahuagin Rgr7:** Medium monstrous humanoid (aquatic); CR 9; HD 9d8+36; hp 81; Init +3; Spd 30 ft., swim 60 ft.; AC 22, touch 13, flat-footed 19 (+3 Dex, +5 natural, +4 armor); Base Atk/Grp: +9/+13; Atk +14 melee (1d8+7/x3, +1 *bane* (elf) lance) or +13 melee (1d4+4, talon) or +12 ranged (1d8/19-20, aquatic crossbow); Full Atk +14/+9 melee (1d8+7/x3, +1 *bane* (elf) lance) and +11 melee (1d4+2, bite), or +13 melee (1d4+4, 2 talons) and +11 melee (1d4+2, bite) or +12 ranged (1d8/19-20, aquatic crossbow); SA blood frenzy, favored enemy (elf +4, human +2), rake 1d4+2; SQ blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent, wild empathy +8, animal companion (Killmaw), woodland stride; AL LE; SV Fort +9, Ref +11, Will +6; Str 18, Dex 16, Con 18, Int 16, Wis 12, Cha 8.

**Skills & Feats:** Handle Animal +11\*, Hide +15\*, Listen +13\*, Move Silently +6, Profession (hunter) +13\*, Ride +17 (+19 stay in saddle), Spot +13\*, Survival +11\*, Endurance<sup>B</sup>, Manyshot<sup>B</sup>, Mounted Combat, Multiattack<sup>B</sup>, Natural Bond<sup>CV</sup>, Rapid Shot<sup>B</sup>, Ride-by Attack, Spirited Charge, Track<sup>B</sup>. <sup>CV</sup>Complete Adventurer.

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

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

**Blindsense (Ex):** A sahuagin can locate creatures underwater within a 30 ft. radius. This ability works only when the sahuagin is underwater.

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

**Rake (Ex):** Attack bonus +11 melee, damage 1d4+2. A sahuagin also gains two rake attacks when it attacks while swimming.

**Freshwater Sensitivity (Ex):** A sahuagin fully immersed in fresh water must succeed on a DC 15 Fort save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

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

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

**Water Dependent (Ex):** Sahuagin can survive out of the water for 1 hour per 2 points of Con (after that, refer to the drowning rules on page 304 of the *Dungeon Master's Guide*).

Languages: Common, Aquan, Elven, Sahuagin.

Ranger Spells Prepared (2, save DC = 11 + spell level):  
1<sup>st</sup> – magic fang, quickswim<sup>SW</sup>. <sup>SW</sup>Stormwrack.

Possessions: potion of barkskin +5, potion of bull's strength, +1 bane (elf) lance, +1 sharkskin armor<sup>SW</sup>, aquatic crossbow<sup>SW</sup>, exotic military saddle, key, wand of resist energy (CL 3<sup>rd</sup>, 7 charges). <sup>SW</sup>Stormwrack.

Description: This shark-man wears ropes of humanoid teeth strung about his neck and arms, and wields a viciously barbed lance.

**Killmaw, Male Large Shark Animal Companion:**

Large Animal (Aquatic); HD 9d8+9; hp 61; Init +7; Spd swim 60 ft.; AC 18, touch 12, flat-footed 15 (-1 size, +3 Dex, +6 natural); Base Atk/Grp: +6/+14; Atk/Full Atk +9 melee (1d8+6, bite); SA –; SQ blindsense 30 ft., keen scent, link, share spells, evasion; AL N; SV Fort +9, Ref +9, Will +4; Str 18, Dex 16, Con 13, Int 1, Wis 12, Cha 2.

Skills & Feats: Listen +9, Spot +8, Swim +12; Alertness, Great Fortitude, Improved Initiative, Swim-By Attack<sup>SW</sup>. <sup>SW</sup>Stormwrack.

Tricks (5): attack, come, defend, heel, stay.

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

**Blindsense (Ex):** A shark can locate creatures underwater within a 30 ft. radius. This ability works only when the shark is underwater.

**Keen Scent (Ex):** A shark can notice creatures by scent in a 180 ft. radius and detect blood in the water at ranges of up to a mile.

**Male Sahuagin Rgr4:** Medium monstrous humanoid (aquatic); CR 6; HD 6d8+18; hp 50; Init +3; Spd 30 ft., swim 60 ft.; AC 22, touch 13, flat-footed 19 (+3 Dex, +5 natural, +4 armor); Base Atk/Grp: +6/+10; Atk +11 melee (1d8+7/x3, +1 lance) or +10 melee (1d4+4, talon) or +9 ranged (1d8/19-20, aquatic crossbow); Full Atk +11 melee (1d8+7/x3, +1 lance) and +8 melee (1d4+2, bite), or +10 melee (1d4+4, 2 talons) and +8 melee (1d4+2, bite) or +9 ranged (1d8/19-20, aquatic crossbow); SA blood frenzy, favored enemy (elf +2), rake 1d4+2; SQ blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent, wild empathy +5, animal companion (medium shark); AL LE; SV Fort +7, Ref +10, Will +5; Str 18, Dex 16, Con 17, Int 16, Wis 12, Cha 8.

Skills & Feats: Handle Animal +8\*, Hide +12\*, Listen +9\*, Profession (hunter) +7\*, Ride +14 (+16 stay in saddle), Spot +9\*, Survival +10\*; Endurance<sup>B</sup>, Mounted Combat, Multiattack<sup>B</sup>, Rapid Shot<sup>B</sup>, Ride-by Attack, Spirited Charge, Track<sup>B</sup>.

**Skills:** A sahuagin has a +8 racial bonus on all Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. \*Underwater, a sahuagin has a +4 racial bonus on Hide, Listen, and Spot checks. A sahuagin has a +4 racial bonus on Survival and Profession (hunter) checks within 50 miles of its home. A sahuagin has a +4 racial bonus on Handle Animal checks when working with sharks.

**Blindsense (Ex):** A sahuagin can locate creatures underwater within a 30 ft. radius. This ability works only when the sahuagin is underwater.

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

**Rake (Ex):** Attack bonus +7 melee, damage 1d4+2. A sahuagin also gains two rake attacks when it attacks while swimming.

**Freshwater Sensitivity (Ex):** A sahuagin fully immersed in fresh water must succeed on a DC 15 Fort save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

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

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

**Water Dependent (Ex):** Sahuagin can survive out of the water for 1 hour per 2 points of Con (after that, refer to the drowning rules on page 304 of the *Dungeon Master's Guide*).

Languages: Common, Aquan, Elven, Sahuagin.

Ranger Spells Prepared (1, save DC = 11 + spell level):  
1<sup>st</sup> – quickswim<sup>SW</sup>. <sup>SW</sup>Stormwrack.

Possessions: potion of barkskin +5, potion of bull's strength, potion of cure moderate wounds, +1 lance, +1 sharkskin armor<sup>SW</sup>, aquatic crossbow<sup>SW</sup>, exotic military saddle, key. <sup>SW</sup>Stormwrack.

Description: This shark-man wears ropes of humanoid teeth strung about his neck and arms, and wields a viciously barbed lance.

**Male Medium Shark Animal Companion:** Medium Animal (Aquatic); HD 3d8+3; hp 21; Init +2; Spd swim 60 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural);



Base Atk/Grp: +2/+3; Atk/Full Atk +4 melee (1d6+1, bite); SA –; SQ blindsense 30 ft., keen scent, link, share spells; AL N; SV Fort +4, Ref +5, Will +2; Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

*Skills & Feats:* Listen +6, Spot +6, Swim +9; Alertness, Weapon Finesse.

*Tricks* (4): attack, come, heel, stay.

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

**Blindsense (Ex):** A shark can locate creatures underwater within a 30 ft. radius. This ability works only when the shark is underwater.

**Keen Scent (Ex):** A shark can notice creatures by scent in a 180 ft. radius and detect blood in the water at ranges of up to a mile.

**ENCOUNTER 4**

**Fiendish Chuul:** Large Aberration (Extraplanar, Aquatic); CR 9; HD 11d8+44; hp 99; Init +7; Spd 30 ft., swim 20 ft.; AC 22, touch 12, flat-footed 19 (-1 size, +3 Dex, +10 natural); Base Atk/Grp: +8/+17; Atk +12 melee (2d6+5, claw); Full Atk +12 melee (2d6+5, 2 claws); Space/Reach 10 ft./5 ft.; SA constrict 3d6+5, improved grab, paralytic tentacles, smite good, natural weapons treated as magical for the purpose of overcoming DR; SQ amphibious, cold/fire resistance 10, darkvision 60 ft., DR 5/magic, immunity to poison, SR 16 (HD +5); AL CE; SV Fort +7, Ref +6, Will +9; Str 20, Dex 16, Con 18, Int 10, Wis 14, Cha 5.

**Skills & Feats:** Hide +13, Listen +11, Spot +11, Swim +13; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

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

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

**Constrict (Ex):** On a successful grapple check, a chuul deals 3d6+5 points of damage.

**Improved Grab (Ex):** To use this ability, a chuul must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or, on its next turn transfer a grabbed opponent to its tentacles.

**Paralytic Tentacles (Ex):** A chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 19 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Con-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+2 points of damage from the creature's mandibles.

**Smite Good (Su):** Once per day, the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

**Languages:** Common, Abyssal.

**Possessions:** Likes some large insect or monstrous crustacean, the creature rises from the still pool, its pincerlike claws snapping angrily as torchlight reflects off its mottled, armored carapace. Its small dark eyes fix you with a hungry stare, and the tentacles dripping from its mouth squirm excitedly as it emerges from the water.

**ENCOUNTER 6**

**Spleshly, Male Water Mephit Sorio:** Small Outsider (Water); CR 9; HD 3d8+10d4+39; hp 77; Init +2; Spd 30 ft., fly 40 ft. (average), swim 30 ft.; AC 26, touch 13, flat-footed 24 (+1 size, +2 Dex, +5 natural, +4 shield, +4 armor); Base Atk/Grp: +8/+5; Atk +10 melee (1d3+1, claw) or +11 ranged touch (spell); Full Atk +10 melee (1d3+1, 2 claws) or +11 ranged touch (spell); SA breath weapon, spell-like abilities, spells, *summon mephit*; SQ DR 5/magic, darkvision 60 ft., fast healing 2; AL CN; SV Fort +8, Ref +8, Will +11; Str 12, Dex 14, Con 16, Int 6, Wis 12, Cha 21.

**Skills & Feats:** Bluff +14, Concentration +13, Escape Artist +8, Hide +12, Listen +7, Diplomacy +10, Disguise +8, Move Silently +8, Spot +7, Swim +9; Combat Casting, Dodge, Empower Spell, Point Blank Shot, Precise Shot.

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

**Breath Weapon (Su):** 15 ft. cone of caustic liquid, damage 1d8 acid, Reflex DC 15 half. Usable once every 1d4 rounds. Save DC is Con-based and includes a +1 racial bonus.

**Spell-like Abilities:** Once per hour a water mephit can hurl an acidic blob that functions like *Melf's acid arrow* (CL 3<sup>rd</sup>). Once per day it can create a mass of smelly fog that duplicates the effect of a *stinking cloud* spell (DC 18, CL 6<sup>th</sup>). Save DC is Cha-based.

**Fast Healing (Ex):** A water mephit heals only if it is exposed to rain or submerged up to its waist in water.

**Summon Mephit (Sp):** Once per day, a mephit can attempt to summon another mephit of the same variety, much as though casting a *summon monster* spell, but with only a 25% chance of success. Roll d%. On a failure, no creature answers the summons that day. A mephit that has just been summoned cannot use its own summoning ability for one hour. This ability is the equivalent of a 2<sup>nd</sup>-level spell.

**Languages:** Common, Aquan.

**Sorcerer Spells Known** (6/86/75/7/6/4, save DC = 15 + spell level): 0 – *detect magic*, *detect poison*, *ghost sound*, *light*, *mending*, *message*, *prestidigitation*, *ray of frost*, *read magic*; 1<sup>st</sup> – *mage armor*, *magic missile*, *shield*, *ray of enfeeblement*, *unseen servant*; 2<sup>nd</sup> – *blindness/deafness*, *Melf's acid arrow*, *mirror image*, *see invisibility*; 3<sup>rd</sup> – *dispel magic*, *ray of exhaustion*, *slow*; 4<sup>th</sup> – *enervation*, *wall of ice*; 5<sup>th</sup> – *baleful polymorph*.

**Precast Spells:** *mage armor*, *shield*, *mirror image*, *see invisibility*.

**Possessions:** *circlet of persuasion*, *pearl of power* (2<sup>nd</sup> level spell), *golembane scarab*, *pearl of power* (1<sup>st</sup> level spell), *pearl of power* (3<sup>rd</sup> level spell), *pearl of power* (4<sup>th</sup> level spell).

*Description:* This small, blue winged humanoid wears livery with a thunderbolt on the breast.

## ENCOUNTER 8

**Grshk the Slayer, Male Sahuagin Rgr9:** Medium monstrous humanoid (aquatic); CR 11; HD 11d8+44; hp 99; Init +3; Spd 30 ft., swim 60 ft.; AC 24, touch 13, flat-footed 21 (+3 Dex, +5 natural, +6 armor); Base Atk/Grp: +11/+15; Atk +16 melee (1d8+7/x3, +1 bane (elf) lance) or +15 melee (1d4+4, talon) or +14 ranged (1d8/19-20, aquatic crossbow); Full Atk +16/+11/+6 melee (1d8+7/x3, +1 bane (elf) lance) and +13 melee (1d4+2, bite), or +15 melee (1d4+4, 2 talons) and +13 melee (1d4+2, bite) or +14 ranged (1d8/19-20, aquatic crossbow); SA blood frenzy, favored enemy (elf +4, human +2), rake 1d4+2; SQ blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent, wild empathy +10, animal companion (Killmaw), woodland stride, swift tracker, evasion; AL LE; SV Fort +10, Ref +12, Will +7; Str 18, Dex 16, Con 18, Int 16, Wis 12, Cha 8.

**Skills & Feats:** Handle Animal +13\*, Hide +17\*, Listen +15\*, Move Silently +10, Profession (hunter) +15\*, Ride +19 (+21 stay in saddle), Spot +15\*, Survival +13\*, Endurance<sup>B</sup>, Manyshot<sup>B</sup>, Mounted Combat, Multiattack<sup>B</sup>, Natural Bond<sup>CV</sup>, Rapid Shot<sup>B</sup>, Ride-by Attack, Spirited Charge, Track<sup>B</sup>. <sup>CV</sup>Complete Adventurer.

**Skills:** A sahuagin has a +8 racial bonus on all Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. \*Underwater, a sahuagin has a +4 racial bonus on Hide, Listen, and Spot checks. A sahuagin has a +4 racial bonus on Survival and Profession (hunter) checks within 50 miles of its home. A sahuagin has a +4 racial bonus on Handle Animal checks when working with sharks.

**Blindsense (Ex):** A sahuagin can locate creatures underwater within a 30 ft. radius. This ability works only when the sahuagin is underwater.

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

**Rake (Ex):** Attack bonus +13 melee, damage 1d4+2. A sahuagin also gains two rake attacks when it attacks while swimming.

**Freshwater Sensitivity (Ex):** A sahuagin fully immersed in fresh water must succeed on a DC 15 Fort save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

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

**Speak with Sharks (Ex):** Sahuagin can communicate telepathically with sharks up to 150 feet

away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." Sahuagin can use the Handle Animal skill to befriend and train sharks.

**Water Dependent (Ex):** Sahuagin can survive out of the water for 1 hour per 2 points of Con (after that, refer to the drowning rules on page 304 of the *Dungeon Master's Guide*).

**Languages:** Common, Aquan, Elven, Sahuagin.

**Ranger Spells Prepared** (2, save DC = 11 + spell level): 1<sup>st</sup> – magic fang, quickswim<sup>SW</sup>. <sup>SW</sup>Stormwrack.

**Possessions:** potion of barkskin +5, potion of bull's strength, +1 bane (elf) lance, +3 sharkskin armor<sup>SW</sup>, aquatic crossbow<sup>SW</sup>, exotic military saddle, key, wand of resist energy (CL 3<sup>rd</sup>, 20 charges). <sup>SW</sup>Stormwrack.

*Description:* This shark-man wears ropes of humanoid teeth strung about his neck and arms, and wields a viciously barbed lance.

**Killmaw, Male Large Shark Animal Companion:** Large Animal (Aquatic); HD 9d8+9; hp 61; Init +7; Spd swim 60 ft.; AC 18, touch 12, flat-footed 15 (-1 size, +3 Dex, +6 natural); Base Atk/Grp: +6/+14; Atk/Full Atk +9 melee (1d8+6, bite); SA –; SQ blindsense 30 ft., keen scent, link, share spells, evasion; AL N; SV Fort +9, Ref +9, Will +4; Str 18, Dex 16, Con 13, Int 1, Wis 12, Cha 2.

**Skills & Feats:** Listen +9, Spot +8, Swim +12; Alertness, Great Fortitude, Improved Initiative, Swim-By Attack<sup>SW</sup>. <sup>SW</sup>Stormwrack.

**Tricks (5):** attack, come, defend, heel, stay.

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

**Blindsense (Ex):** A shark can locate creatures underwater within a 30 ft. radius. This ability works only when the shark is underwater.

**Keen Scent (Ex):** A shark can notice creatures by scent in a 180 ft. radius and detect blood in the water at ranges of up to a mile.

**Male Sahuagin Rgr4:** Medium monstrous humanoid (aquatic); CR 6; HD 6d8+18; hp 50; Init +3; Spd 30 ft., swim 60 ft.; AC 22, touch 13, flat-footed 19 (+3 Dex, +5 natural, +4 armor); Base Atk/Grp: +6/+10; Atk +11 melee (1d8+7/x3, +1 lance) or +10 melee (1d4+4, talon) or +9 ranged (1d8/19-20, aquatic crossbow); Full Atk +11 melee (1d8+7/x3, +1 lance) and +8 melee (1d4+2, bite), or +10 melee (1d4+4, 2 talons) and +8 melee (1d4+2, bite) or +9 ranged (1d8/19-20, aquatic crossbow); SA blood frenzy, favored enemy (elf +2), rake 1d4+2; SQ blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent, wild empathy +5, animal companion (medium shark); AL LE; SV Fort +7, Ref +10, Will +5; Str 18, Dex 16, Con 17, Int 16, Wis 12, Cha 8.

**Skills & Feats:** Handle Animal +8\*, Hide +12\*, Listen +9\*, Profession (hunter) +7\*, Ride +14 (+16 stay in saddle), Spot +9\*, Survival +10\*; Endurance<sup>B</sup>, Mounted

Combat, Multiattack<sup>B</sup>, Rapid Shot<sup>B</sup>, Ride-by Attack, Spirited Charge, Track<sup>B</sup>.

**Skills:** A sahuagin has a +8 racial bonus on all Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. \*Underwater, a sahuagin has a +4 racial bonus on Hide, Listen, and Spot checks. A sahuagin has a +4 racial bonus on Survival and Profession (hunter) checks within 50 miles of its home. A sahuagin has a +4 racial bonus on Handle Animal checks when working with sharks.

**Blindsense (Ex):** A sahuagin can locate creatures underwater within a 30 ft. radius. This ability works only when the sahuagin is underwater.

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

**Rake (Ex):** Attack bonus +7 melee, damage 1d4+2. A sahuagin also gains two rake attacks when it attacks while swimming.

**Freshwater Sensitivity (Ex):** A sahuagin fully immersed in fresh water must succeed on a DC 15 Fort save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

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

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

**Water Dependent (Ex):** Sahuagin can survive out of the water for 1 hour per 2 points of Con (after that, refer to the drowning rules on page 304 of the *Dungeon Master's Guide*).

Languages: Common, Aquan, Elven, Sahuagin.

Ranger Spells Prepared (1, save DC = 11 + spell level): 1<sup>st</sup> – quickswim<sup>SW</sup>. <sup>SW</sup>Stormwrack.

Possessions: potion of barkskin +5, potion of bull's strength, potion of cure moderate wounds, +1 lance, +1 sharkskin armor<sup>SW</sup>, aquatic crossbow<sup>SW</sup>, exotic military saddle, key. <sup>SW</sup>Stormwrack.

Description: This shark-man wears ropes of humanoid teeth strung about his neck and arms, and wields a viciously barbed lance.

**Male Medium Shark Animal Companion:** Medium Animal (Aquatic); HD 3d8+3; hp 21; Init +2; Spd swim 60 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural); Base Atk/Grp: +2/+3; Atk/Full Atk +4 melee (1d6+1, bite); SA –; SQ blindsense 30 ft., keen scent, link, share

spells; AL N; SV Fort +4, Ref +5, Will +2; Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

**Skills & Feats:** Listen +6, Spot +6, Swim +9; Alertness, Weapon Finesse.

**Tricks (4):** attack, come, heel, stay.

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

**Blindsense (Ex):** A shark can locate creatures underwater within a 30 ft. radius. This ability works only when the shark is underwater.

**Keen Scent (Ex):** A shark can notice creatures by scent in a 180 ft. radius and detect blood in the water at ranges of up to a mile.

## APPENDIX 6 – ALL APLS

### ENCOUNTER 2

---

**Mendas Jenks, Male Angelfish Rog3:** Tiny animal; CR 3; HD 3d6-3; hp 12; Init +2; Spd swim 30 ft.; AC 15, touch 14, flat-footed 13 (+2 size, +2 Dex, +1 natural); Base Atk/Grp: +2/-10; Atk +6 melee (1d2-4, bite); Full Atk +6 melee (1d2-4, bite); SA sneak attack +2d6; SQ evasion, speech, trapfinding; AL CN; SV Fort +0, Ref +5, Will +2; Str 2, Dex 15, Con 9, Int 12, Wis 13, Cha 15.

*Skills & Feats:* Bluff +11, Gather Information +8, Hide +18, Knowledge (local – Sheldomar Valley metaregion) +7, Listen +7, Move Silently +10, Perform (singing) +11, Profession (fisherman) +2, Spot +7, Swim +13, Tumble +8; Skill Focus (Bluff), Skill Focus (Perform), Stealthy, Weapon Finesse.

**Speech (Su):** For reasons unknown, Lord Tempest's spell left Mendas with the power of speech. He is able to speak above and below the water.

*Languages:* Aquan, Common, Elven.

*Description:* Mendas Jenks is currently an angelfish, a triangular white fish about 6" across. He has a black stripe crossing his eyes like a mask, and a wider black stripe along his midline. Mendas is an inveterate liar, but is deeply in love with his wife and misses her terribly.

### ENCOUNTER 7

---

**Verina Jenks, Female Angelfish Brd3:** Tiny animal; CR 3; HD 3d6-3; hp 11; Init +2; Spd swim 30 ft.; AC 15, touch 14, flat-footed 13 (+2 size, +2 Dex, +1 natural); Base Atk/Grp: +2/-10; Atk +6 melee (1d2-4, bite); Full Atk +6 melee (1d2-4, bite); SA spells; SQ bardic music, speech, bardic knowledge; AL CG; SV Fort +0, Ref +5, Will +4; Str 2, Dex 15, Con 9, Int 14, Wis 13, Cha 15.

*Skills & Feats:* Craft (songwriting) +8, Diplomacy +10, Gather Information +8, Hide +18, Knowledge (local – Sheldomar Valley metaregion) +7, Listen +7, Perform (singing) +11, Sense Motive +12, Spellcraft +5, Swim +13; Negotiator, Skill Focus (Perform), Skill Focus (Sense Motive), Weapon Finesse.

**Speech (Su):** For reasons unknown, Lord Tempest's spell left Verina with the power of speech. She is able to speak above and below the water.

*Languages:* Common, Dwarven, Elven, Gnome.

*Description:* Verina Jenks is currently an angelfish, a triangular golden fish about 6" across. She has a silvery stripe behind her eyes like a necklace, and another wider stripe across her middle like a belt. While Verina projects an aura of sophistication, it is clear that she is deeply in love with her husband, and missed him terribly.

## DM AID: NEW RULES

### NEW FEATS

#### **Natural Bond (*Complete Adventurer*)**

Your bond with your animal companion is exceptionally strong.

**Prerequisite:** Animal companion.

**Benefit:** Add three levels to your effective druid level for the purpose of determining the bonus Hit Dice, extra tricks, special abilities and other bonuses that your animal companion receives (see page 36 of the *Player's Handbook*). This bonus can never make your effective druid level exceed your character level.

#### **Swim-By Attack (*Stormwrack*)**

You can attack in the middle of a fast pass by your opponent.

**Prerequisite:** Swim speed.

**Benefit:** When swimming, you can take a move action and another standard action (such as an attack) at any point during the move. You cannot take a second move action during a round when you make a swim-by attack.

**Normal:** Without this feat, you can take a standard action either before or after your move, but not in the middle of your move.

### NEW ITEMS

#### **Aquatic Crossbow (*Stormwrack*)**

This special version of a light crossbow is strung especially tautly with the 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 distance (see Ranged Attacks Underwater, page 93 of the *Dungeon Master's Guide*), and uses its normal range increment of 40 feet both in and out of the water. Aquatic crossbows are favored by aventi, merfolk, and tritons.

**Cost:** 250 gp; **Damage (S/M):** 1d6/1d8; **Critical:** 19-20/x2, **Range Increment:** 40 ft.; **Type:** Piercing; **Weight:** 4 lbs.

#### **Sharkskin Armor (*Stormwrack*)**

Similar to leather armor in appearance, sharkskin armor 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. Sharkskin armor provides a +6 circumstance bonus on Escape Artist checks made when the wearer is bound with rope or similar easily cut bindings.

**Cost:** 85 gp; **Armor Bonus:** +3; **Maximum Dex Bonus:** +6, **Armor Check Penalty:** -1, **Arcane Spell Failure Chance:** 10%; **Speed (30 ft.):** 30 ft., **Speed (20 ft.):** 20 ft.; **Weight:** 15 lbs.

### NEW SPELLS

#### **Quickswim (*Stormwrack*)**

Transmutation

**Level:** Brd 1, Drd 1, Rgr 1, Seafolk 1, Sor/Wiz 1

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level (D)

This spell increases your base swim speed by 10 ft.; this adjustment counts as an enhancement bonus. It has no effect on other modes of movement, such as land speed, burrow, climb, or fly. If you do not have a swim speed, you gain no benefit from this spell.

**Arcane Material Component:** A scale from any fish.

#### **Swim (*Spell Compendium*)**

Transmutation (Water)

**Level:** Drd 2, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 round

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

**Target:** One creature

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

*Making the sound of crashing waves with your throat completes the spell. With a wave of your hand, your subject seems more streamlined, with a hint of webbed appendages.*

This spell gives the recipient a swim speed of 30 feet (although not the ability to breathe water or hold one's breath beyond normal limits). As long as the creature isn't carrying more than a light load, it can swim without making Swim checks. It also gains a +8 bonus on any Swim checks to perform special actions or avoid hazards, though it still takes the normal penalty for weight carried (-1 per 5 pounds). The recipient can choose to take 10 on Swim checks, even if rushed or threatened, and can use the run action while swimming if it swims in a straight line.

If the creature is carrying more than a light load, it must make Swim checks to move (taking the normal penalty for weight carried), but all other benefits and bonuses of the spell apply.

*Arcane Material Component:* A goldfish scale.



## PLAYER HANDOUT #1 – HOOKS

### ROYAL ARMY/ALLIED MILITARY

THE SOLDIER \_\_\_\_\_ IS HEREBY ORDERED TO REPORT TO THE LIGHTHOUSE AT SUNFLOWER COVE TO ASSIST IN THE ONGOING CONSTRUCTION OF FORTIFICATIONS THERE.

AS A MEMBER OF THE SPECIAL SERVICES, THIS SOLDIER IS EXPECTED TO INVESTIGATE AND DEAL WITH ANY THREATS TO THE PRINCIPALITY THEY MAY ENCOUNTER, AS BEFITS A HERO OF THE REALM.

ADJ. FLINTEGARN COALFIRE

ADJUTANT COALFIRE

---

### ROYAL NAVY/MARINES

THE SAILOR \_\_\_\_\_ IS ORDERED TO REPORT FOR SHORE DUTY AT THE SUNFLOWER COVE LIGHTHOUSE, THERE TO PERFORM GARRISON DUTY, CONSTRUCTION OF FORTIFICATIONS AND ARMAMENTS, AND COASTLINE SECURITY.

AS A VETERAN MEMBER OF THE ROYAL NAVY, THIS SAILOR IS EXPECTED TO INVESTIGATE AND DEAL WITH ANY POTENTIAL THREATS TO THE PRINCIPALITY HE MAY ENCOUNTER, AND UPHOLD THE HONOR OF THE PRINCE AND THE PRINCIPALITY AT ALL TIMES.

CPT. THEOSIUS HALORING

CAPTAIN HALORING

## MINE RANGERS

*To whichever Mine Ranger happens by the chapterhouse next*

*The Royal Navy has decided to pile a bunch of fortifications on a cliff-top lighthouse at Sunflower Cove, so a couple of us better head over that way to make sure the whole thing isn't going to collapse into the sea. Try to help those poor saps out without making them look TOO stupid.*

*Thanks a bunch!*

*Cloak Beren*

---

## NON-MILITARY PCS

**ATTENTION HEROES AND ADVENTURERS!**

**MILDOWNEY'S MAGNIFICENT MENAGERIE SEEKS EXOTIC AND WONDROUS CREATURES TO BRING DELIGHT TO THE PEOPLE OF THE PRINCIPALITY OF ULEK!**

**TOP COIN PAID FOR UNUSUAL ANIMALS, AMAZING BEASTS, AND FANCIFUL CREATURES OF ALL DESCRIPTIONS! LIVING SAMPLES ONLY, PLEASE!**

**(PLEASE, NO BEASTS CAPABLE OF DESTROYING A TOWN WITHOUT PROPER CONTROLS AND SAFEGUARDS!)**

## PLAYER HANDOUT #2: A NOTE ON THE DOOR

*My dear Barnabus,*

*I hope that you have no need of my aid for a time. I have received word that a pack of vampiric devil-rays have escaped from their Scarlet Brotherhood masters and are making incursions into our waters. It should only take me a week or two to stem the invasion, so I pray to merciful Osprem that nothing ill befalls you while I am away.*

*Should a threat arise from the deeps before I return, I trust that you can find some courageous souls for aid, perhaps even some of our friends who proved so noble in their dealings with the Sea Witch. In any case, such heroes may find some useful gear inside, and may borrow it with my blessings as long as their cause is just.*

*May you have gentle breezes and fine fishing until my return, dear friend.*

*Sir Valier Cresting Wave*

*P.S. The trident's command word is "Caution"*

## PLAYER'S HANDOUT #3: A COPPER TABLET ENGRAVED IN AQUAN

*Most Dread and Puissant Lord of Storms*

*Our people have suffered attack, after unjust attack, at the hands of the filthy dwarves and their human chattel from the so-called Principality of Ulek. In recent years, they have raided our fisheries, plundered our territory, and damaged our homes with their heedless activities.*

*However, their earlier slights pale in comparison to their blasphemous assault upon our very home at the height of our most sacred holy day. Not only did they defile our temple with their filthy surface-world boots, they dared to murder helpless children on the very altar of Sekolah himself! Many of our finest folk were struck down as they pleaded for the lives of the young, and dwarven axes clouded the waters of our home with the blood of the fallen.*

*Great Lord Tempest! You are known to be a friend to those who dwell beneath the waves. Please, lend us your favor! Allow us to shelter in your most terrible shadow until our strength is restored and we may avenge ourselves upon the murderers who have polluted our home! Aid us in our just crusade!*

*The dwarves are at war with other surface-dwellers, and our envoys have already made contact with those among them who understand the value of allies beneath the Azure Sea. Should you graciously extend your hand to safeguard our children, the dwarves of Ulek shall reap a ten-fold harvest over the bloody seeds they have sown. Our friends in the Pomarj have promised much for our aid, and we share all with you as tribute. The treasures we send are but a fraction of the wealth that is promised us when the House of Corond is broken and the dwarves back in chains where they belong.*

*Show mercy and compassion, Mighty One! Aid us against the continued aggression we face from the greedy air-breathers!*

*Vklash the Twice-Risen, Chosen of Sekolah and Bearer of the White Trident*

## CRITICAL EVENT SUMMARY: ULP6-02 HOOK, LINE AND SINKER

For use only at MegaCon 2006.

1. Was the party successful in freeing Verina Jenks?

Yes

No

If so, list player names/PC names here:

2. Did the party earn Lord Tempest's Ire?

Yes

No

If so, list player names/PC names here:

3. Was the party able to decipher the copper tablet?

Yes

No

4. If deciphered, did they turn it over to Principality of Ulek authorities?

Yes

No

If so, list whom here:

If not, give the name of the player and PC here:

**Notes:** (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):