Raging Swan Press
The Sunken Pyramid
An Adventure for 7th-level Characters

THE SUNKEN PYRAMID

A Pathfinder Roleplaying Game Compatible Adventure for 7th-level characters by Creighton Broadhurst and Marc Radle

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 Locals and ship's crews alike report signs of increased sahuagin activity in the waters around the Sunken Pyramid. Is the recent rash of disappearances and abductions which have plagued the area connected in any way? Can these abductions be stopped before even more people are taken? Can those already abducted be found and rescued? And what of the strange and often conflicting rumours which whisper of something far more terrible lurking far beneath the Sunken Pyramid?

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The Sunken Pyramid is an aquatic adventure for 7th-level PCs. In addition to the adventure itself, an extensive background on sahuagin culture and tribal society is provided as are complete statistics and motivations for all key members of the sahuagin tribe.

CREDITS

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  Small Niche Games. Some artwork copyright William
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Based on an original evil scheme by Marc Radle.

Thank you for purchasing *The Sunken Pyramid;* we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

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ERRATA

We like to think *The Sunken Pyramid* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNERS

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

An Ennie Award winning designer *(Madness At Gardmore Abbey)* Creighton has worked with Expeditious Retreat Press, Paizo and Wizards of the Coast. He believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he now releases through Raging Swan Press. You can read his thoughts on game design at raging-swan.livejournal.com.

Marc is a professional graphic artist by trade who also does loads of freelance illustration, graphic design, writing, and game design for numerous RPG companies. He is currently the Art Director and primary graphic designer for Kobold Press.

Marc started playing D&D as a kid in the late 70's – good ol' First Edition AD&D! He faded out of gaming sometime after 2nd Edition came out – primarily because all his gaming friends turned into grownups, got real lives and moved away when he wasn't looking!

Third Edition D&D pulled Marc back into the hobby and he is a HUGE fan of the Pathfinder RPG! He is absolutely thrilled with what Paizo has done for gamers everywhere and is even more thrilled that he can still enjoy playing (and contributing to) the game he loves. Thanks, Paizo!

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FOREWORD

The Sunken Pyramid has been a long time coming. When Marc first pitched the idea back in 2011 (I think) it was originally planned to be more of a sourcebook and part of the TRIBES line. However, scheduling issues (and the cancellation of the TRIBES line) temporarily derailed his evil plot.

Then in early 2012 Marc was back and this time proposed to come up with a module concept which I would then flesh out. He dived into the Sunken Pyramid (do you see what I did there) and soon had a finished draft. It was then that my schedule reared its ugly head and slowed work on the module to crawl. Since then, work has proceed in fits and starts as I fitted the design around the day to day running of Raging Swan Press. Luckily, a large block of time opened up in my schedule around November and I broke the back of the design work before Christmas. So, it's been a long journey, but we are finally here!

You hold the final version of *The Sunken Pyramid* in your hands and I hope you think the wait was worth it.

Once you've read The Sunken Pyramid head on over to ragingswan.com/sahuagin to download the module's maps and art, a "patented" drowning track handout to get the players in the mood and check out the other cool web enhancements we'll be making available as a thank you for supporting Raging Swan Press.

As always, I'm jolly keen to get any feedback you might have regards the module. I'd be delighted if you'd write a review, or you can drop me a line at creighton@ragingswan.com.

Finally, any TPKs or unfortunate drowning incidents are wholly Marc's fault. He wanted me to make that very clear.

The Sunken Pyramid includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted [D] are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

USING THIS ADVENTURE

The notes below describe how to use *The Sunken Pyramid*.

ANATOMY OF AN ENCOUNTER

Each encounter in this adventure has several distinct parts:

Title: This section includes the encounter's number, title, EL and total XP value. The second paragraph provides an at-a-glance overview of the encounter.

Initial Set-Up and Read Aloud: The next few paragraphs provide basic information about the encounter and a read aloud section describing what the PCs most likely see (dependant on PCs' actions, the GM may have to modify this text).

Tactics: Details of how the encountered creatures work together to defeat the PCs.

Area Features: This section describes any noteworthy features in the area. Details of items found in the area (but not those carried by the PCs' opponents) appear here.

Stat Blocks: The encounter includes full stat blocks for all creatures present.

Treasure: This section presents information on any noteworthy items carried by the creatures present in the encounter (as well as detailing the various checks the PCs can make to identify the items).

Scaling the Encounter: This section provides brief details of how to increase or decrease the encounter's EL by 1.

Sidebars: Occasionally, encounters include sidebars. Such inclusions could detail relevant (but little-used rules) like fighting in water or provide tips for running the encounter.

READING TRAP BLOCKS

These notes explain how to use the various traps appearing in the adventure. The following sections make up a trap block:

BASIC

Name, CR and XP: The trap's name, followed by its CR and XP value appear first.

Read Aloud: Text to read when the trap activates.

DETECT, DISARM, BYPASS

Search: The required DC to discover the trap.

Type: The trap's type.

Disarm: The Disable Device check required to disarm the trap. This section also includes how long it takes to make the check and the DC for accidentally activating the trap.

Bypass: If there is a special way to bypass the trap, it is noted here.

ATTACK

Trigger: How and when the trap activates.

Reset: How long it takes for the trap to reset.

Effect: The effect of the trap. If the trap has multiple effects, they are presented separately for clarity.

IDENTIFYING TREASURE

During the course of their adventure, the PCs will find treasure that they'll want to identify. Use the notes below to facilitate their efforts.

IDENTIFYING MAGICAL TREASURE

Magic items can be identified in a variety of ways:

Identify a magic item: When the PCs find a magic item it is presented in the following format: *boots of speed* (moderate [DC 18 Knowledge {arcana} transmutation], DC 25 Spellcraft identifies). The first part of the item's listing indicates the strength and type of magic emanating from the item and the Knowledge (arcana) check made in conjunction with *detect magic* needed to identify the magic type; the second part notes the DC required to identify the magic item using *detect magic* and Spellcraft Using *detect magic* and Spellcraft to identify a magic item takes three rounds. A character can attempt to identify a magic item once per day. A PC failing to identify a magic item still determines the strength of the item's aura.

Appraising an Item: A DC 25 Appraise check made on a common item (a ring, piece of jewellery etc.) determines its value and whether it is magical or not (but does not identify the item's magical properties.) This check takes one round. Subsequent checks reveal the same result.

Decipher a Scroll: It takes three rounds to decipher each spell. Success requires a DC 20 + spell level Spellcraft check. A character can only attempt to decipher each spell once per day.

Identify a Potion: Potions can be identified using the method for identifying any normal magic item. Alternatively, a PC sampling the potion and making a DC 15 + spell level Perception check identifies the potion.

IDENTIFYING MUNDANE TREASURE

PCs can use Appraise to identify mundane treasures:

Appraise: A PC making a DC 20 Appraise check determines the value of a common item. If the PC fails the check by five or more, the price is wildly inaccurate. Particularly rare or exotic items require an Appraise check of 25 or more. It takes one standard action to appraise an item.
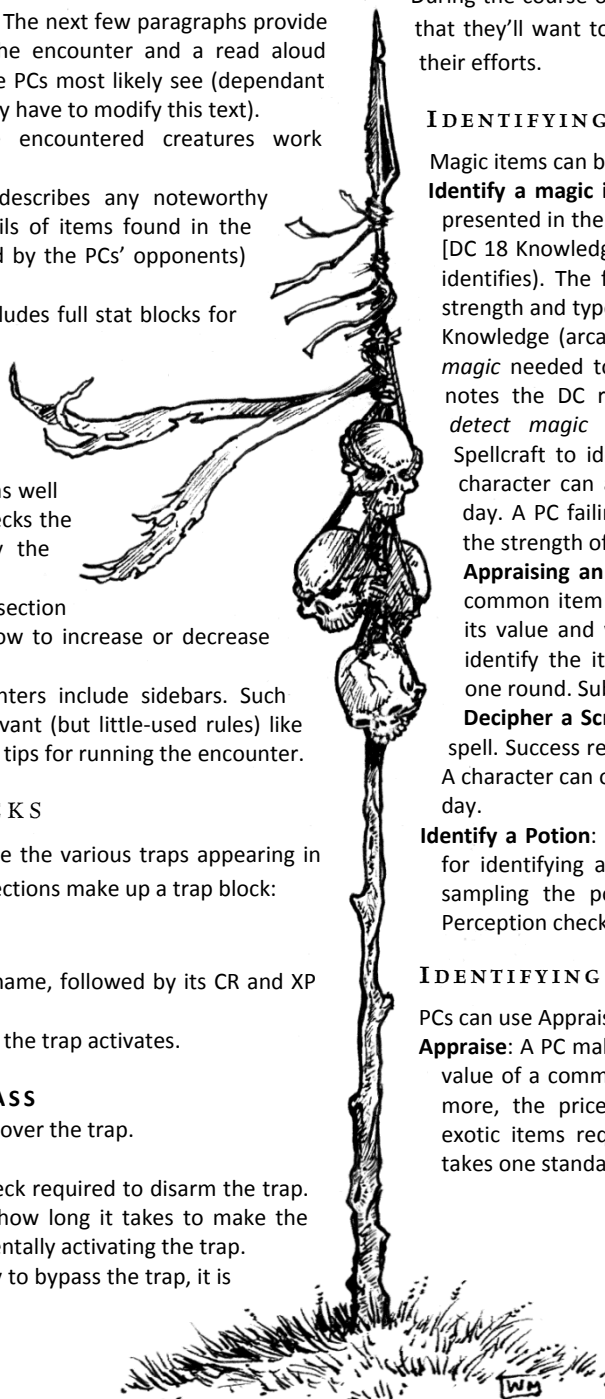
Adventure Background

Only a few miles from a small seaside village, the mysterious underwater edifice known as the Sunken Pyramid lies hidden beneath the waves. The handful of sages and scholars with any knowledge of this massive stone, stepped pyramid-like structure debate whether it is a completely natural rock formation, a natural site that has been intentionally modified, or something built long ago by human, or inhuman, hands.

There are even those who suggest that ancient aboleth may in some way be behind the creation of the Sunken Pyramid. Although there is no actual evidence to support this theory, there are rumours of crude carvings shaped roughly like aboleths on various spots of the formation…

Recent Events

A little over a decade ago, the sahuagin Atl'utaal tribe (which translates loosely as "blood and battle is life") migrated to the Sunken Pyramid and claimed it as their home. The sahuagin are led by Xilochtel, a powerful, four-armed baron who saw the strange formation in a dream. Believing the dream was sent by his gods, Xilochtel led his tribe across a hundred miles of ocean, on what he saw as a religious pilgrimage, to the Sunken Pyramid.

When Xilochtel finally laid eyes on the pyramid, which matched in perfect detail what he had seen in his dreams, the sahuagin baron sacrificed his eldest son to the gods in thanks.

Since that time, the sahuagin have dug deep into the rock below the structure. Recently, while digging deeper into the bedrock below the pyramid than ever before, the sahuagin broke into a massive, natural cavern. Within they discovered a powerful and malevolent sleeping creature – a devil shark. This strange being, known as Nahuatal ("Drinker of Souls"), awakened suddenly from what was a centuries-long sleep at the very moment the sahuagin broke into the strange chamber. The great cavern is now considered the most sacred of all places to the tribe.

Blood Sacrifices

The Atl'utaal quickly learned to both fear and revere Nahuatal, who demands the blood sacrifice of intelligent races. No'chilok, the tribe's high priestess, is convinced Nahuatal is a physical manifestation of their gods sent to bring great favour to Xilochtel and the tribe.

In order to placate the devil shark, the sahuagin have begun a campaign of increasingly violent raids to insure a never-ending supply of captured merfolk, aquatic elves and even surface dwellers to serve as blood sacrifices to Nahuatal.

No'chilok plans on sacrificing a large number of captives during Nemaltem, a five-day holy period which only occurs once every 152 years. The next Nemaltem begins in three days…

Running the Sunken Pyramid

The bulk of *The Sunken Pyramid* involves the PCs making their way to the Sunken Pyramid, exploring the underwater lair and rescuing the captives before they are sacrificed to Nahuatal.

This is an aquatic adventure designed for 7th-level characters, which means the PCs should have access to various methods of swimming, breathing and otherwise surviving underwater, including:

- Spells such as *alter self*, *beast shape*, *freedom of movement* and *water breathing*.
- Class abilities, such as a druid's wild shape class feature.
- Magic items, including *bottle of air*, *cloak of the manta ray* or perhaps even a *helm of underwater action* or *plate armour of the deep*.

Parties without access to such resources will find this adventure hard – or even impossible. If this adventure is forming part of a campaign, a cunning GM should insert such resources into the previous couple of adventures so the PCs have what they need. Alternatively, a travelling merchant can arrive at White Moon Cove with just the right items for sale.

In Your Campaign

Because the centrepiece of this adventure is infiltrating and exploring the Sunken Pyramid, the adventure can easily be dropped into just about any campaign world.

The Sunken Pyramid itself is an ancient aboleth place and as such its construction has little or nothing to do with recent history – thus its placement should pose no real problems for the GM. Attentive PCs will spot the connection with this foul, ancient race and the GM could thus weave the adventure into a much large campaign focusing on the aboleth and their schemes.

Similarly, the early portions of the adventure take place in White Moon Cove, a seaside village easily placed in almost any coastal region. Full details of White Moon Cove appear in this module but, of course, the GM should customise the village to better fit his campaign. If the GM can engineer the PCs visiting the village earlier in their career the events herein will have a greater impact on them and the PCs will have a vested interested in saving the villagers from the sahuagin.

In most cases, the GM should run the introductory encounter (Night Raid [page 14]) to bring the PCs into the adventure. In the encounter, the PCs participate in an exciting battle that pulls them into the adventure's plot.

Depending on the nature of the campaign, however, the GM may instead want to use a different introduction. Any of the following hooks can be used to introduce the adventure. If the GM uses one of these plot hooks instead of running Night Raid, he should be sure to include some of the clues from the encounter to lead the PCs toward the sahuagins' lair (and let them find a *shark's tooth amulet* [page 30]) , for example:

- A few days ago, sahuagin attacked a travelling group of merfolk which included Allariel Myloneir (Area 24) the daughter of the merfolk's king. They were able to drive the sahuagin away, but not before some of the merfolk were killed and many more, including the king's daughter, were carried away by the vile shark men. The surviving merfolk are looking for willing adventurers to rescue the captives and take revenge on the sahuagin.
- The sahuagin recently savaged the Greenwater tribe of aquatic elves, hauling a large number away and killing most of the others who dwelled in the city of Coraldelve. The attack was successful primarily because a malenti sahuagin (Anhual [Area 11]) first infiltrated the sea elves' coral home and eliminated many of its defences. Only a handful of sea elves escaped the brutal attack. They are now desperately searching for adventurers willing to help rescue their tribe mates.
- A small trading ship is raided by sahuagin a few miles off shore. A number of sailors are dragged overboard during the night before the remaining

sailors fight the sahuagin off. Word of the attack quickly spreads once the ship reaches port.
- Alternatively, the PCs themselves could be onboard a ship raided by the sahuagin, allowing them to take part in the fighting. This would also be a good hook for PCs that have a ship of their own.

WHAT'S IN IT FOR US?

Attempting to rescue the innocents dragged to their watery doom by the sahuagin should be reason enough to undertake the adventure for most PCs, but what if the GM has a group of less virtuous PCs? Perhaps the PCs are pirates or other less honourable types primarily out for themselves. Regardless of the reasons, what can the GM do when the PCs seem less than inclined to risk their lives in a daring rescue? What if the PCs simply shrug their shoulders and ask, "So, what's in it for us?" The GM has a few options:

- One tried and true solution is to have the council of White Moon Cove (or some other wealthy individual or group) offer a reward for bringing their people back, alive and well, from the sahuagins' clutches. The offer of a monetary reward, along with the assurance that the PCs can keep anything of value plundered from the sahuagins' lair, will more than likely be enough to spur even the most reluctant or ambivalent PCs into action.
- Another option is to float a rumour about a powerful and/or valuable item which is said to have been aboard a ship that recently sunk in the waters near the Sunken Pyramid. This item could be a magic item that particularly appeals to one or more of the PCs or it could be an item of great monetary value. Whatever the case, if a ship went down that close to the Sunken Pyramid, it is almost certain the sahuagin have found and plundered the shipwreck and now have anything of value in their possession. (Remember to include the item in question in Area 19).

White Moon Cove and the Sunken Pyramid are not static places; things happen in both regardless of the PCs' presence (or lack thereof). Of course, the PCs' actions can have a dramatic effect on the events listed below. The GM should adjudicate such effects based on his campaign and the adventure's progression. The GM should also modify and remove any of the listed events below if he feels they are inappropriate to his campaign. Events can also be added if the PCs' actions warrant such additions.

DAY 1

The PCs arrive in White Moon Cove and likely take rooms at the Sleeping Triton. If the PCs are planning to move on the next day, the GM should proceed to Day 1 (Night).

If however, the PCs are planning to rest in the village for a few days consider postponing the sahuagin attack so the PCs can get to know the village and its folk before the sahuagin strike. Hopefully, by that time the PCs have built up personal relationships with some of the more prominent villagers which makes them far more likely to explore the Sunken Pyramid.

DAY 1 (NIGHT)

The sahuagin attack White Moon Cove as detailed in Encounter 1: Night Raid (page 14). The villagers ask the PCs for help in rescuing their kidnapped fellows.

DAY 2 (MORNING)

The *Mermaid's Mistress* arrives in port (page 16) having also suffered a sahuagin attack. Several of its crew have been captured by the sahuagin and the ship's captain, Markessa, is keen to help in any rescue attempt. She offers to sail the PCs to the Sunken Pyramid if they promise to free her captured crew members.

DAY +3

Three days after the sahuagin raid White Moon Cove, the sacred five-day holy period of Nemaltem begins. To mark each day of the festival, the sahuagin sacrifice some of their prisoners.

DAY +9

After the end of Nemaltem, the sahuagins' bloodlust is temporarily sated and (unless the PCs are launching constant attacks into the Sunken Pyramid) they sink into a stupor. For this day, treat all sahuagin in the pyramid as distracted in regard to Perception checks.

DAY +11

The sahuagin finally stir themselves and start to hunt for new prisoners to sate Nahuatal's blood lust.

DAY 13

A delegation of locathah arrive in White Moon Cove or hail the party's vessel and ask for parley. They have grown weary of the sahuagins' constant raids and seek alliance to destroy the threat. If the PCs agree to aid them, six elite warriors (N male advanced locathah) join the party and serve until the sahuagin are destroyed or the PCs have given up their quest.

FURTHER EVENTS

If the PCs have still not defeated the sahuagin, the GM should design further events as suit his players and their style of play.
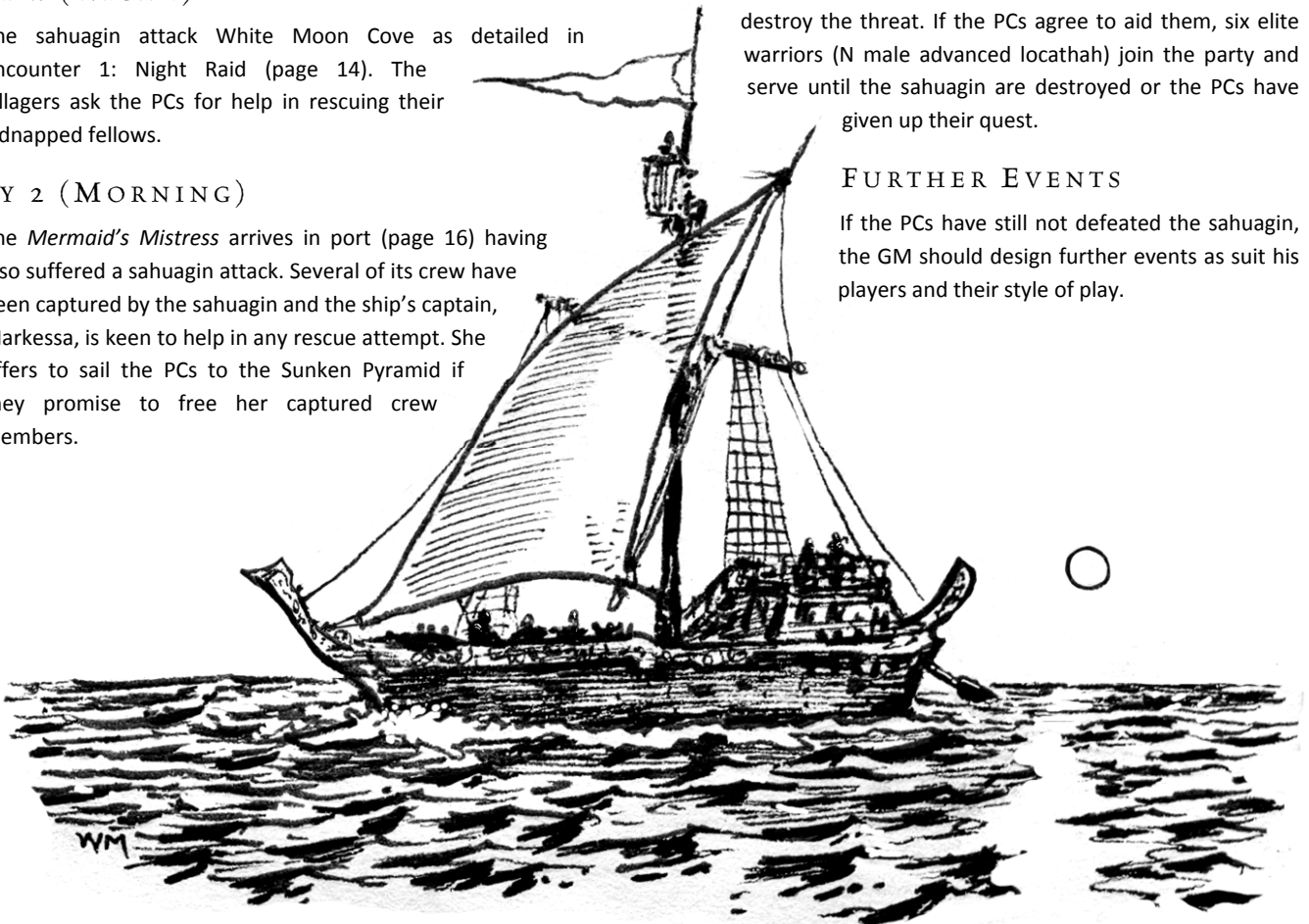
SAHUAGIN CULTURE AND SOCIETY

Ravenous and cruel, the sahuagin are, unfortunately, among the most prosperous oceanic races. Great cities raised by these creatures fill deep ocean trenches, and many are the fortresses where they launch endless raids against their air-breathing enemies who dwell in close proximity to the shore. Warlike and proud, the sahuagin (also called sea devils and devil men of the deep) rarely ally with others, and view most other aquatic races such as the aboleths, the merfolk and their ilk as competitors. The only creatures they seem to respect and adore apart from their own kind are sharks, for in these relentless predators the sahuagin see much of themselves. A sahuagin stands 7 feet tall and weighs about 250 pounds.

Sahuagin are prone to beneficial mutations, and when a mutant is born it almost always rises to the society's nobility or rulership. The most common sahuagin mutation is an extra pair of arms (granting two additional claw attacks or the opportunity to wield more weapons). Rumours speak of the rare malenti— sahuagin who look not like sharkmen but aquatic elves, yet who share their kin's bloodlusts and cruel natures. Malenti often serve as spies and assassins for sahuagin rulers, but rumours of all-malenti tribes in isolated reaches of the sea persist.

ECOLOGY

Sahuagin are cruel sea predators who have been known to venture ashore on moonless nights to plunder coastal towns.

Sahuagin are egg-laying creatures (with multiple hatchlings common). They deal harshly with any young seen as weak or lacking the proper aggressive tendencies – such young are normally eaten by the parents or other members of the tribe. In fact, sahuagin are fixated on all aspects of consumption and are eager to weed out anything they see as weak or unworthy to compete for resources. Savage fighters, sahuagin ask for and give no quarter. They are close allies of sharks and always have sharks living near their lairs.

Much like sharks, a sahuagin's eyes remain open and it continues to swim slowly in place while sleeping.

Sahuagin are the natural enemies of aquatic elves. The two cannot coexist peacefully: wars between them are often prolonged and bloody. Precisely why the two races hate each

other so much is unknown, but what is known is that the presence of an aquatic elf community within several miles of a sahuagin community occasionally causes some sahuagin to be born as malenti; mutants who resemble aquatic elves. The sahuagin hatred toward tritons is only slightly less extreme.

Sahuagin consider the flesh of krakens and giant squids to be a delicacy.

Although rare, sahuagin can be infected by lycanthropy. The resulting sahuagin weresharks are typically viewed with great respect and awe by their tribe mates.

ENVIRONMENT

Sahuagin dwell in warm bodies of salt water. They abhor fresh water, and think of the extreme ocean depths as a frightening and otherworldly place in which nothing living can exist. Their lairs are villages and towns constructed of stone; each group ranges up to 50 miles from home on hunting and raiding excursions.

APPEARANCE

Sahuagin are usually green-skinned, with darker skin on the back and lighter on the belly. Many have dark stripes, bands or spots, but these tend to fade with age. Sahuagin are highly fish-like, with webbed feet and hands, gills and a finned tail. There is additional webbing down their back, at the elbows and, most notably, also where human ears would be. While extremely rare, sahuagin are sometimes born with four arms instead of two. These four-armed mutations are usually black fading to gray in colour. Very often, these four-armed rarities quickly rise to become great leaders within sahuagin society.

Sahuagin find bright light and fresh water painful, but their senses are otherwise remarkably sharp and keen. They can walk on land for short periods of time (normally a few hours at most).

A NOTE ON SAHUAGIN LANGUAGE

There is some controversy regarding the existence of a true sahuagin language. According to the *Bestiary*, the primary language spoken by those dwelling under the sea is Aquan. The sahuagin entry in the *Bestiary* similarly states that sahuagin speak Aquan and Common but make no mention of a sahuagin language. However, the merfolk entry in the same book states that merfolk characters can learn the sahuagin language.

This adventure assumes that there is no separate sahuagin language. The sahuagin speak Aquan (although perhaps a distinct dialect of Aquan). If the GM prefers the idea that a distinct sahuagin language exists, simply change all references of Aquan in the adventure to Sahuagin.

SAHUAGIN NOMENCLATURE

Use these notes to name minor members of the tribe.

Male: Amoxtil, Chumalli, Coyotl, Eleuia, Eztli, Huemac, Iccauhtli, Ixtli, Matlal, Nochtli, Patli, Tenoch, Tepiltzin, Xipil, Yaotl, Zolin.

Female: Aihuaton, Cualli, Cuicatl, Ichtaca, Izel, Manuizoh, Mecatl, Nochtli, Ohtli, Tepin, Tlaco, Xoco, Yolotli, Yoltzin, Zyanya.

SOCIETY

Sahuagin are highly organized, civilized creatures. Their societies are ruled by kings who hold court over cities beneath the waves.

Sahuagin mating rituals are complex and violent, often resulting in permanent bite and claw marks. Such intentional wounds can also occur during courtship – the male often bites the female to show his interest. The females of many sahuagin tribes have even developed slightly thicker skin to better withstand these bites.

Sahuagin are cruel and brutal, with the strongest bullying the weaker. Their laws are strict and unbending; their punishments harsh and sever. They kill those of their number who are injured, ill or weak, feeding them to the sharks or eating them themselves. Duels, used to settle disputes and determine social rank, are always fought with tooth and claw.

Malenti are normally killed at birth, although occasionally a few are allowed to survive to act as spies or assassins among the hated aquatic elves. Malenti are disliked by normal sahuagin but their unusual ability to pass among their racial enemies also means they live something of a privileged, if isolated, life.

Sahuagin society is divided into two main classes: the noble or elite class and the commoners.

All young sahuagin, regardless of social class, receive the same mandatory education. Much of this education involves learning to fight intelligently, tactically and ruthlessly. Another important element of every sahuagin's education centres on learning the Cal'mecac ("Sayings of the Old"), which is the embodiment of sahuagin history, knowledge and religion.

For some reason, sahuagin are drawn to obsidian. They are known for elaborate, carved obsidian idols. Warriors often use obsidian daggers and obsidian-tipped spears.

RELIGION

The priestesses of every sahuagin settlement maintain the Tlalloc (literally the "Chronicle of the Ages"), an ancient and extremely accurate calendar which is intricately tied to their religion and mythology. Every sahuagin temple or shrine has a large circular Tlalloc, most often carved of stone, coral or shell, which serves as both an altar and place of religious contemplation and study.

According to the Tlalloc, one of the most important and sacred religious times is Nemaltem, a five-day holy period which only occurs once every 152 years. The sahuagin believe that during one of the Nemaltem cycles, the entire world will be consumed by the sea. When this happens, they will rise up and kill or enslave every living creature.

Sahuagin religion relates the first shark men came from a strange place in the deepest part of the ocean known as Chaltlastoc, "the Place of the Seven Caves." These ancient sahuagin are said to have brought the first Tlalloc calendar stone with them when they emerged into the open ocean.

Sharks are seen as holy creatures to the sahuagin. Sharks teeth are considered sacred objects and are often enchanted with protective or other divine magic. Dolphins, conversely, are hated for their friendship with aquatic elves – their bones are prized trophies often carved into spear heads or worn as battle totems. The sahuagin make regular, living sacrifices to their gods, typically drawing the creature's blood and then feeding the creature to the sharks which are drawn by that blood.

Sahuagin clergy are always female and are made up of clerics, oracles and druids. These priestesses are initiated in painful rites that leave them sterile at a young age. Sahuagin priestesses act as teachers and holders of sacred lore, controlling every aspect of religious life. Like all sahuagin, priestesses determine rank within the clergy through physical combat.

Sahuagin have complex religious beliefs and practices, most involving sharks and ritual blood sacrifice. Sahuagin religion teaches that a living creature's soul is contained in its blood.

White Moon Cove is a small, respectable fishing village located in a cove which acts as an excellent, natural harbour. The inhabitants of this tightly-knit community are relatively sober, hardworking and amiable fishermen, traders and other sturdy folk who make their living primarily from the sea. While fishing is the village's main industry, there are also a few small farms in the neighbouring countryside. The village holds a weekly market which attracts folk from many nearby smaller settlements.

The village is a peaceful and law abiding place, despite its somewhat isolated location. If anything, this isolation has made its citizens self-reliant and fiercely loyal to one another.

During the day, fishing and other activities connected to the sea's many bounties occupy the villagers' time. After a long day of work, most people retire to their homes for the evening. Before heading home, many stop by the Sleeping Triton, for fellowship, laughter and a hearty meal.

White Moon Cove is a busy hub for trade. Because of this, the people of White Moon Cove live relatively well, despite their simple and generally rugged way of life.

The dock area is small and well ordered, with a single, long pier which extends out into the water. A hodgepodge of rowboats and various other small vessels are typically tied to the pier, along with the occasional larger ocean-going vessel. Businesses and shops cluster around White Moon's marketplace.

DEMOGRAPHICS

Ruler Barro Godwyn
Government Council
Population 328 (including surrounding area; 287 humans, 26 halflings, 6 gnomes, 4 elves, 2 dwarves, 2 half-orcs, 1 half-elves)
Alignments NG
Languages Common
Corruption +0; **Crime** -1; **Economy** +1; **Law** -1; **Lore** -2; **Society** +4
Qualities Insular, populous
Danger 0; **Disadvantages** None

NOTABLE FOLK

Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

Barro Godwyn (location 5; NG male human expert 4) Head of the village council, Barro is a stern fellow.
Corwyn Redcrow (location 3; N male human wizard [transmuter] 7) A reclusive wizard often found at the Sleeping Triton.
Dorna (location 6; N female half orc rogue 4) Operates White Moon Cove's fishmonger shop (and brothel).
Edric (location 1; N male human bard 2/rogue 2) This charming, charismatic man owns Seafoam Trade Goods.
Galen Nrek (location 5; LN male human fighter [polearm master] 4) White Moon Cove's gruff, but capable, constable.

Kandra (location 4; NG female human cleric 5) The quiet and kind priestess officiating at the White Chapel.
Old Grif Serann (location 3; LG male human ex-paladin 1/expert 3) The one-armed, sahuagin-hating village drunkard.
Orin Gwyn (location 2; LG male human expert 3/fighter 1) This bald, brawny man operates Gwyn's Smithy.
Perrin (location 3; CG female halfling expert 3) This middle-aged halfling is the proprietor of the Sleeping Triton.

NOTABLE LOCATIONS

Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **Seafoam Trade Good**s: Edric's Trading Shop is almost always busy with sailors, merchants and local residents alike.
2. **Gwyn's Smithy**: This large building is owned and operated by Orin Gwyn. Items available include sword blades, farming implements, eating utensils and ship's tools.
3. **Sleeping Triton**: The Sleeping Triton comprises a spacious tavern with two dozen cosy rooms. It is easily one of the most popular places in White Moon Cove.
4. **White Chapel**: White Moon Cove's temple is one of the most impressive buildings in the village. Recently constructed, the temple's high-domed roof gleams in the sunlight.
5. **Village Hall**: This building comprises a large central meeting room and a number of smaller chambers and offices. It is well-guarded during the day and securely locked at night.
6. **Dorna's Fishmonger's Shop**: This large building, located near both the marketplace and the docks, is a popular destination of sailors and fisherman alike.
7. **The Cyclops**: Known to locals as "The Cyclops," this old stone lighthouse sits at the mouth of the cove. It is by far the oldest structure in the village.
8. **Marketplace**: Numerous stalls and animal pens fill the area in a semi-organized jumble. A large weekly market day draws people from all over the local area.

MARKETPLACE

Resources & Industry Fishing
Base Value 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive in White Moon Cove, the following items are for sale:

- **Armour** mithral shirt
- **Potion** *potion of levitate*
- **Scroll (Divine)** *scroll of remove fear* and *bless*
- **Weapons** *+1 dagger*, *+2 starknife*, adamantine dagger
- **Wondrous Items** *feather token (tree)*, *gloves of arrow snaring*

Village Lore

A PC making a Knowledge (geography) or (local) check may know some information about White Moon Cove. A successful check reveals all information revealed by a lesser check.

DC 10: White Moon Cove is a large, prosperous and fairly law-abiding fishing village.

DC 15: The village drunkard, an elderly ex-paladin, is said to be quite knowledgeable about sahuagin.

DC 20: The only fishmonger shop in the village is a front of sorts for a brothel (and possibly more sinister practises).

Villagers

Appearance The residents of White Moon Cove tend to have tanned, weather-beaten skin.

Dress The villagers typically dress in comfortable, layered clothing – fewer layers for the warm work days; more layers in the evening to ward off the cool, salt air breeze.

Nomenclature *male*: Atheric, Bosa, Eohric, Liofa, Ulf; *female*: Aebbe, Bebbe, Inga, Saeith; *family*: Alston, Elvey, Isgar, Sirett

Whispers & Rumours

A PC can use Diplomacy to gather information about White Moon Cove and its surroundings. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

D4	RUMOUR
1	A member of the village council is secretly involved with one of "Dorna's Girls" and has gotten her pregnant. He is very keen to keep this from his wife and four children.
2	Something, or someone, ancient and terrible lurks deep beneath the Sunken Pyramid
3	The increased sahuagin activity in the waters around the Sunken Pyramid is connected to the recent disappearances plaguing nearby villages.
4	In addition to being a front for her brothel business, there's something more sinister going on at Dorna's Fishmonger Shop.

The PCs are staying in White Moon Cove. During the night, a sahuagin raiding party wades silently ashore and launches a sudden, ferocious attack! The vile shark men inflict death and destruction but, curiously, they seem more intent on dragging subdued but still-living villagers into the water. The PCs must aid the people of White Moon Cove, if they are to have any hope of driving off the sahuagin.

Late during the night, the sudden sounds of screaming and commotion can be heard coming from the direction of the village's docks. Bells begin ringing throughout the village, signalling a general alarm!

Once the PCs are in the vicinity of the commotion, read:

Although a few villagers are hurriedly grabbing weapons and rushing toward the commotion on the docks, many more are running away in terror.

In the distance, scaly humanoids with fish-like heads, long tails, and arms and legs which end in webbed claws are swarming the area. Wide, toothy maws grin maliciously as they spear townspeople with their wicked tridents. Some of the vile creatures point bone wands at villagers, causing them to collapse, while others quickly scoop up the seemingly lifeless bodies in their powerful, scaly arms.

Clearly, the villagers are unable to fight off this attack and the party must help defend the village. The PCs will not have to fight all the sahuagin. Instead, they must defeat those listed here. When they have done so, the remaining sahuagin retreat with their captives.

TACTICS

The sahuagins' goal is to abduct as many villagers as possible and escape before organized resistance can be mounted.

Ultolnnok uses a bone *wand of sleep* to incapacitate his victims. Other sahuagin then quickly grab the sleeping villagers and place them in large nets located near the edge of the water (each net can hold between three and five adult humans). As soon as their nets are full, the sahuagin shove them into the water and dive in after them. Once in the water, the sahuagin quickly disappear into the depths, dragging the full nets after them. Once underwater, sahuagin wearing *shark's tooth amulets* make sure to stay near the nets at all times so the people inside do not drown.

The sahuagin are not at all pleased to see the well-armed defenders and viciously attack to keep the PCs busy while their fellows continue abducting people.

AREA FEATURES

White Moon Cove's dock area is small and well ordered. A single, long pier extends out into the water. A tavern and various shops form a semi-circle around the open area which leads to the pier.

Illumination: Although the attack takes place at night, star- and moonlight provide dim illumination throughout the area. Thus, combatants have concealment (20% miss chance) against attacks unless their attacker can see in the dark.

Water: The sea is calm (DC 10 Swim), but cold. Within 5 ft. of the shore it is about 3 ft. deep, but it quickly drops away to 10 ft. deep. The areas around the dock are 10 ft. deep or deeper.

Fighting in water is difficult – refer to Water & Movement (page 32) and Water & Combat (page 33) for useful handouts presenting information on moving and fighting underwater.

SAHUAGIN WARRIOR (10) CR 2 (XP 600)

This scaly humanoid has a long fish-like tail, arms and legs ending in webbed claws and a piscine head featuring a toothy maw.

LE Medium monstrous humanoid (aquatic)
Init +1; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +6, Sense Motive +1
Speed 30 ft., swim 60 ft.; **ACP** 0; Ride +6, Stealth +6, Swim +15
AC 16, touch 11, flat-footed 15; **CMD** 15
  (+1 Dex, +5 natural)
Weakness light blindness
Light Blindness (Ex) Sahuagin are blinded for 1 round if exposed to bright light and are dazzled until they leave the area.
Fort +4, **Ref** +4, **Will** +4
hp 15 (2 HD); blood frenzy
Blood Frenzy (Ex [1/day]) A sahuagin damaged in combat flies into a frenzy in the following round. It gains +2 Con and +2 Str, but takes a –2 penalty to AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Space 5 ft.; **Base Atk** +2; **CMB** +4
Melee trident +4 (1d8+3) and
  bite -1 (1d4+1) or
Melee 2 claws +4 (1d4+2) and
  bite +4 (1d4+2)
Ranged underwater heavy crossbow (range 120 ft. [20 ft. underwater]) +3 (1d10/19-20)
Combat Gear bolts (10)

Abilities Str 14, Dex 13, Con 14, Int 14, Wis 13, Cha 9
Feats Great Fortitude
Skills as above plus Handle Animal +1, Survival +6
Languages Aquan, Common; speak with sharks (telepathic; 150 ft.)

Gear as above

Wooden Docks: The wooden docks are 10 ft. wide and stand 5 ft. above the water. Characters on the dock gain the benefit of higher ground (+1 on melee attacks) against targets in the water.

Characters under the docks gain cover (+4 AC, +2 Reflex) against attacks originating from above.

Small Boats: Many small fishing boats bob at anchor along the docks. Characters in a boat gain the benefit of higher ground (+1 on melee attacks) against targets in the water.

However, if a character is fighting in a boat a sahuagin tries to dump him into the water by tipping over the boat. If the sahuagin makes a DC 15 Strength check it tips the boat over and the occupant(s) must make a DC 15 Reflex save or fall into the water.

ULTOLNNOK   CR 4 (XP 1,200)

This scaly humanoid has a long fish-like tail, arms and legs ending in webbed claws and a piscine head featuring a toothy maw. It wears a belt festooned with pouches.

Sahuagin sorcerer (aberrant) 3
LE Medium monstrous humanoid (aquatic)
Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +7, Sense Motive +2
Speed 30 ft., swim 60 ft.; **ACP** 0; Ride +6, Stealth +6, Swim +15

AC 19, touch 14, flat-footed 15; **CMD** 18
  (+3 Dex, +1 dodge [Dodge], +5 natural)
Weakness light blindness
Light Blindness (Ex) Ultolnnok is blinded for 1 round if exposed to bright light and dazzled until he leaves the area.
Fort +7, **Ref** +8, **Will** +9
hp 44 (5 HD); blood frenzy
Blood Frenzy (Ex [1/day]) When damaged in combat, Ultolnnok flies into a frenzy in the following round. It gains +2 Con and +2 Str, but takes a −2 penalty to AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Space 5 ft.; **Base Atk** +3; **CMB** +4
Melee 2 claws +4 (1d4+1) and
  bite +4 (1d4+1)
Ranged Touch acidic ray (30 ft., 5/day) +6 (1d6+1 acid)
Sorcerer Spells Known (CL 3rd; concentration +5; bloodline arcana [polymorph], long limbs)
1st (6/day)—*animate rope*, *enlarge person*, *mage armour*, *shocking grasp*
0—*detect magic*, *mage hand*, *message*, *resistance*, *touch of fatigue* (DC 12)
Long Limbs (Ex) When making a melee touch attack, the sahuagin's reach increases by 5 ft.
Combat Gear *wand of sleep* (25 chgs.), *wand of magic missile* (CL 5th; 20 chgs.), *scroll of resist energy*, *scroll of acid arrow*

Abilities Str 12, Dex 17, Con 16, Int 14, Wis 15, Cha 14
Feats Dodge, Eschew Materials[B], Great Fortitude, Toughness
Skills as above plus Handle Animal +4, Knowledge (arcana) +7, Spellcraft +7, Survival +6
Languages Aquan, Common; speak with sharks (telepathic; 150 ft.)

Gear as above *cloak of resistance +1*, pouch, 3 gp, shark tooth jewellery

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SAHUAGIN CHAMPION (2)   CR 4 (XP 1,200)

This scaly humanoid has a long fish-like tail, arms and legs ending in webbed claws and a piscine head featuring a toothy maw. It clutches a long, thin trident.

Male sahuagin fighter 2
LE Medium monstrous humanoid (aquatic)
Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +9, Sense Motive +2
Speed 30 ft., swim 60 ft.; **ACP** 0; Ride +10, Stealth +10, Swim +19

AC 23, touch 14, flat-footed 19; **CMD** 22
  (+4 armour [*+1 studded leathe*r], +3 Dex, +1 dodge [Dodge], +5 natural)
Weakness light blindness
Light Blindness (Ex) Sahuagin are blinded for 1 round if exposed to bright light and are dazzled until they leave the area.
Fort +9, **Ref** +6, **Will** +7 (+8 vs. fear)
hp 40 (4 HD); blood frenzy
Blood Frenzy (Ex [1/day]) A sahuagin damaged in combat flies into a frenzy in the following round. It gains +2 Con and +2 Str, but takes a −2 penalty to AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Space 5 ft.; **Base Atk** +4; **CMB** +8
Melee mwk trident +10 (1d8+6) and
  bite +3 (1d4+2) or
Melee 2 claws +8 (1d4+4) and
  bite +8 (1d4+4)
Ranged mwk underwater heavy crossbow (range 120 ft. [20 ft. underwater]) +8 (1d10/19-20)
Combat Gear bolts (10), *potion of cure moderate wounds*

Abilities Str 18, Dex 16, Con 18, Int 14, Wis 15, Cha 7
SQ bravery (+1)
Feats Dodge[B], Great Fortitude, Iron Will, Weapon Focus (trident)[B]
Skills as above plus Handle Animal +0, Survival +6
Languages Aquan, Common; speak with sharks (telepathic; 150 ft.)

Gear as above plus belt pouch, shark tooth pendant

Once the sahuagin have been driven off, the PCs may help deal with the chaos and terror that follows the battle. Many of the villagers are inconsolable with grief over the probably fate of those carried away and others are badly wounded. Many villagers want to mount a rescue but cooler heads quickly prevail – the villagers are not powerful or brave enough to succeed in such an endeavour.

A PLEA FOR AID

Shortly after the battle, White Moon Cove's mayor, Barro Godwyn seeks out the party. Barro is friendly and out-going, but this attack has upset him. He knows the villagers cannot rescue those carried off and asks the PCs for aid. Barro is a skilled negotiator and a stern, no-nonsense decision maker. He asks the PCs to follow the sahuagin to their aquatic lair and to rescue the captives. He begs the PCs to hurry as no doubt a terrible fate awaits those carried away in the raid.

SEARCHING THE FALLEN

Beyond looting the bodies of the fallen sahuagin, the party may search the site of the battle for clues.

- **DC 15 Perception**: The PCs recover a strange shark's tooth amulet. The amulet has an odd, jagged triangle symbol carved on one side. Inadvertently dropped by one of the sahuagin during the battle, this is a *shark tooth's amule*t (page 30).

GATHERING INFORMATION

As well as searching the docks and other areas that saw battle, the PCs may question surviving villagers, in search of clues. The villagers want to help, but the savagery of the attack has left them exhausted and confused. A Diplomacy check may reveal useful information. A successful check reveals all information gained from a lesser result.

- **DC 10**: The attack was brutal, sudden and overwhelming.
- **DC 15**: Although they slew many villagers, several of the attackers used magic wands to incapacitate villagers who were then dragged into the sea by warrior sahuagin.
- **DC 20**: The sahuagin withdrew, they were not driven off. That's odd as Old Grif tells anyone and everyone that they are merciless, bloodthirsty killers.
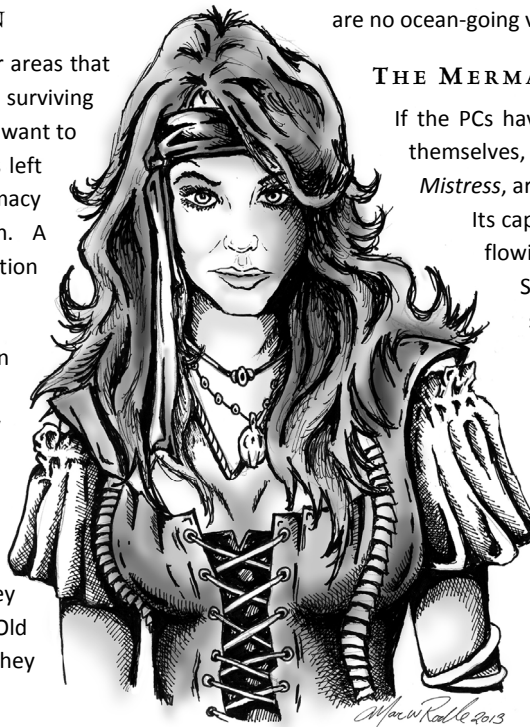
A *calm emotions* or similar spell or magic bestows a +5 to Diplomacy checks made against the target(s) of the spell in regard to the above Diplomacy checks.

WHISPERS & RUMOURS

As well as gathering information on the attack, the PCs hear of the Sunken Pyramid. A successful Knowledge (history) or Knowledge (local) check reveals more information about the structure. A successful check reveals all information gained from a lesser result.

- **DC 10**: The increased sahuagin activity in the waters around the Sunken Pyramid is connected to the recent disappearances plaguing nearby villages. Why the sahuagin are doing this is unknown.
- **DC 15**: Sages and other learned folk cannot agree on the Sunken Pyramid's origin. Some say it was raised by an ancient race of primeval horrors while others claim it to be a bizarre, but natural, rock formation.
- **DC 20**: Something, or someone, ancient and terrible lurks deep beneath the Sunken Pyramid. The sahuagin have woken it, and now do its bidding.

REACHING THE SUNKEN PYRAMID

If the PCs have a seaworthy vessel of their own, they can journey to the Sunken Pyramid easily – several villagers know where it is reputed to lie. However, aside from a few fishing boats, there are no ocean-going vessels docked at White Moon Cove.

THE MERMAID'S MISTRESS

If the PCs have no way to get to the Sunken Pyramid themselves, a small merchant ship, *The Mermaid's Mistress*, arrives just after sunrise the next morning.

Its captain, Markessa, is a beautiful woman with flowing red hair and a fiery temper to match. She reveals her ship was raided by sahuagin the previous night under very similar circumstances to the raid suffered by White Moon Cove.

Markessa knows the general location of the Sunken Pyramid and offers to take the PCs there if they promise to rescue those of her crew dragged overboard by the evil sea devils.

If any of the sahuagin were captured alive, the PCs likely attempt to question them, perhaps using intimidation or even charm spells. Alternatively, if any sahuagin were killed during the raid, the PCs may decide to use *speak with dead* to gain information. Remember in both cases the sahuagin are hostile to the PCs and receive all appropriate Will saves to resist such attempts.

If the PCs are successful in questioning a captured sahuagin or using *speak with dead* on a sahuagin corpse, they learn the following:

- The sahuagin are led by Xilochtel, a mighty, four-armed sahuagin baron.
- The sahuagin are taking people back to their home, a place many call the Sunken Pyramid, to become living sacrifices to Nahuatal, their god.
- A large number of captives are being held until Nemaltem, a five-day holy period which occurs once every 152 years,

according to the Tlalloc. The current Nemaltem cycle begins in three days.
- These captives are being held far beneath the Sunken Pyramid within a cavern called the Sacred Deep.

Under no circumstances are any sahuagin more specific than this, including giving details about what Nahuatal actually is, specific locations of various members of the tribe and so on. They are simply too terrified of what they fervently believe Nahuatal will do to them in the afterlife to reveal anything more.

At this point, the PCs should slowly begin to piece things together. At the very least, they should be able to deduce the sahuagins' raid is linked to the Sunken Pyramid somehow and that they need to go there to rescue the abducted villagers.

2.2 O LD G RIF

Grif (LG male human ex-paladin 1/expert 3) is an old one-armed man who has lived in White Moon Cove longer than most people remember. He can usually be found sitting alone near the water, staring out at the waves or in the *Sleeping Triton*, downing large amounts of ale and regaling fellow drinkers with tales from his long and exciting adventuring days. Grif greatly exaggerates (or in most cases entirely fabricates) his tales of derring-do, however.

History: The sad truth is that long ago, Grif was a member of an adventuring group intent on clearing out a nest of sahuagin. Soon after entering their lair, they were ambushed and most of the party was slaughtered. A massive shark ripped off Grif's arm and left him for dead. This horrific encounter, the sudden and

violent death of his friends and the loss of his arm deeply affected the young paladin and ended his adventuring career. Since then, he has lived in White Moon Cove.

Personality: Grif is well-liked by everyone, although most folks also pity him. His courage and faith were profoundly shaken by his horrific experiences. Although he spent many years learning everything he could about the sahuagin in hopes of someday exacting his revenge on the cruel creatures, he never went on another adventure. Eventually he became the sad, drunken shell of the man he might have been. Grif prefers not to speak of those terrible, long-ago events. He still hates sahuagin, however, and could be of immense value to anyone seeking information about the shark men.

Distinguishing Features: Grif has only one arm. He is also often drunk.

Mannerisms: When drunk, he makes expansive hand gestures and slurs his words.

Hooks: Grif can tell much about the sahuagin to the PCs. If the PCs spend several hours talking with him, he gives them the full benefit of his knowledge. He tells them:

- General information about the sahuagin.
- **Light Blindness**: Sahuagin are blinded or dazzled in bright light.
- **Sharks**: They can speak telepathically with sharks.
- **Bloody Frenzy**: When injured, a sahuagin flies into a blood rage similar to a barbarian's rage.

D EVELOPMENT

By the end of Encounter 2, the PCs should have learned the sahuagin dwell in the Sunken Pyramid and that they have carried away several villagers to an unknowable, but likely grizzly, fate. They should also have learned of the Sunken Pyramid's rough location and have secured a means of reaching the place. The obvious question that should arise from all this is: why are the sahuagin using magic to put land dwellers to sleep, allow them to breathe water and then drag them away into the sea?

A kind and benevolent GM will also have made certain the party has sufficient resources for underwater adventure and that the PCs have fully considered the inherent unique problems and challenges wrapped up in such an endeavour.

The PCs take to the water, either in their own ship or aboard *The Mermaid's Mistress*, and head out to the area where the Sunken Pyramid is believed to be located. The area lies a day's sail away and during their voyage the sea is calm and the weather pleasant. This is an excellent opportunity for the PCs to make plans, memorise spells, ready their equipment and so on.

THE CREW

No matter the ship they are on (their own or the *Mermaid's Mistress*) some of the crew have heard of the Sunken Pyramid. They believe the place to be a fated, evil place and a locale of great danger.

A PC making a DC 20 Sense Motive divines the crew are uneasy and on edge. He further notices several muttering among themselves and casting dark glances into the water. While the crew are not scared enough to mutiny, they are typical sailors – superstitious, hard-drinking types with a healthy fear of the supernatural.

The PCs may learn several things in conversation with the crew. The skill checks below are keyed to a variety of skills as knowledge on such matters is key to drawing forth information from the reluctant sailors. A successful skill check reveals all the information revealed by a lesser result:

- **DC 15 Knowledge (nature)**: Sharks of numerous varieties cruise the waters surrounding the Sunken Pyramid.
- **DC 20 Knowledge (nature)**: The Sunken Pyramid lies approximately 30 ft. below the sea's surface. The water thereabouts is cold and dark.
- **DC 15 Knowledge (history) or Knowledge (local)**: The sahuagin attacks are a recent development. While the sahuagin are vicious predators, attacks on the nearby villages (and passing ships) were almost unheard of until recently.
- **DC 20 Knowledge (history)**: The Sunken Pyramid is unknowably ancient. It features in mariners' tales going back centuries. Sea spirits, gigantic sharks of uncommon ferocity and the ghosts of those drowned nearby are all said to haunt the waters.

THE MERMAID'S MISTRESS

If the PCs are aboard the *Mermaid's Mistress*, Markessa approaches the PCs soon after they put to sea. She explains that, although she is of course anxious to have every last one of her missing crew safely rescued, her primary concern is for Allyseth, her first mate. Markessa reveals that Allyseth is her lover and that she is desperate for her safe return. It is only her devotion to her duty as captain to remain with her ship that keeps Markessa from trying to save Allyseth herself.

MARKESSA

NG female human fighter (mobile fighter) 6

This beautiful sea captain is a canny seafarer who has a good eye for a bargain.

Markessa is consumed with her desire to effect the rescue of her missing crewmembers. To this end, she provides the PCs with any reasonable assistance (as determined by the GM) as well as the specific items listed under "Aid." Use these notes to roleplay the PCs' interactions with the captain.

Background: Literally born at sea to an ocean-going merchant specialising in bringing exotic goods from distant lands to market, Markessa's earliest memories are of loving the ocean. Able to swim before she could walk, she has captained the *Mermaid's Mistress* for the last five years.

Markessa has sailed this stretch of coastline for years and knows it intimately. She has friends in every port and can put in literally anywhere for aid.

Personality: Markessa has a fiery temper, but she is fiercely loyal to her crew and lover. She loves the sea and is never happier than when she is plying the ocean waves with a cargo full of trade goods. However, where her parents were struck with wanderlust and travelled thousands of miles to seek out the most exotic goods, she prefers to ply familiar waters.

Mannerisms: Markessa's anger is quick to manifest itself, but it disappears as quickly. When angry she shouts and screams – her language impressive even for a sailor.

Distinguishing Features: Markessa has beautiful, long flowing red hair.

Aid: If the PCs swear to bring Allyseth back to Markessa, safe and sound, the captain offers them an oiled, waterproof sack containing 2 potions of *water breathing,* 2 potions of *cure light wounds* and 1 potion of *cure moderate wounds.* Markessa even offers to temporarily loan the PCs her *cloak of the manta ray* if the GM feels the party needs this extra help.

TROUBLESHOOTING

If the PCs are using their own ship, but lack the magical resources necessary to undertake this adventure simply engineer a meeting between Markessa and the PCs as they sail to the Sunken Pyramid.

Once both vessels have heaved to, Markessa shares her tale with the PCs and asks for aid as detailed above. If the PCs agree to her request, she sails with them to the Sunken Pyramid at which points she hands over the relevant magical items.
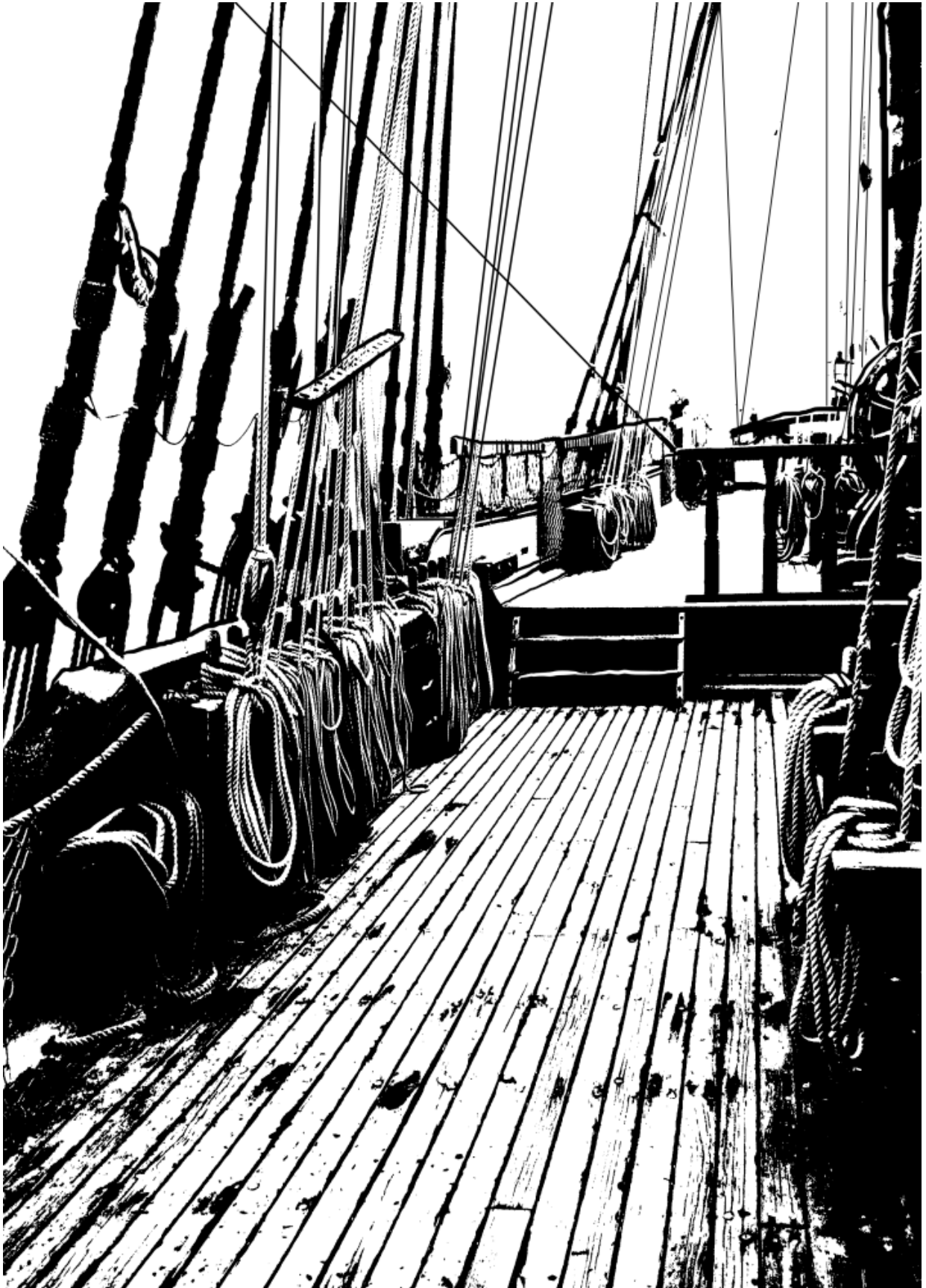
The PCs reach the Sunken Pyramid. Using all the resources at their disposal, the PCs must now enter the cold, dark water and attempt to infiltrate the Sunken Pyramid.

The top of the Sunken Pyramid is approximately 30 feet below the surface of the water. When the PCs approach the pyramid, read the following:

A strange, massive rock formation consisting of complex stone terraces and broad steps slowly comes into view through the murky water. Bounded by near vertical walls, the structure resembles a monolithic, stepped pyramid approximately 300 feet wide on each of its four sides and almost 100 feet high. The tip of the pyramid is at least 30 feet below the water's surface. The entire pyramid-like formation sits on the edge of a wide, flat shelf on the sea floor which drops abruptly into the mysterious black depths of a deep trench.

Once they make their way down to the huge stone formation, the PCs can either enter the Upper Level or discover The Sacred Deep.

The water has several noteworthy features:

Temperature: The water is cold.

Calm: No matter the surface conditions, once characters get about 20 ft. underwater the water is calm (DC 10 Swim).

Visibility: The water is murky. Creatures can see 1d8 × 10 feet.

Sharks: Many sharks live in the area around the Sunken Pyramid. Every ten minutes, the PCs have a 1 in 10 chance of attracting the attention of one or more sharks. Use the below table, to determine what the PCs encounter.

D6	EL	FEATURE
1	4	Sharks (2)
2-3	6	Sharks (4)
4-5	7	Advanced Sharks (4)
6	9	Dire Shark (1)

ADVENTURING UNDERWATER

Refer to Water & Movement (page 32) and Water & Combat (page 33) for useful handouts presenting information on moving and fighting underwater. To facilitate play, provide each player with a copy of both handouts.

WATER FEATURES

SUNKEN PYRAMID CROSS SECTION

Upper Level

Middle Level

Lower Level

The Sacred Deep
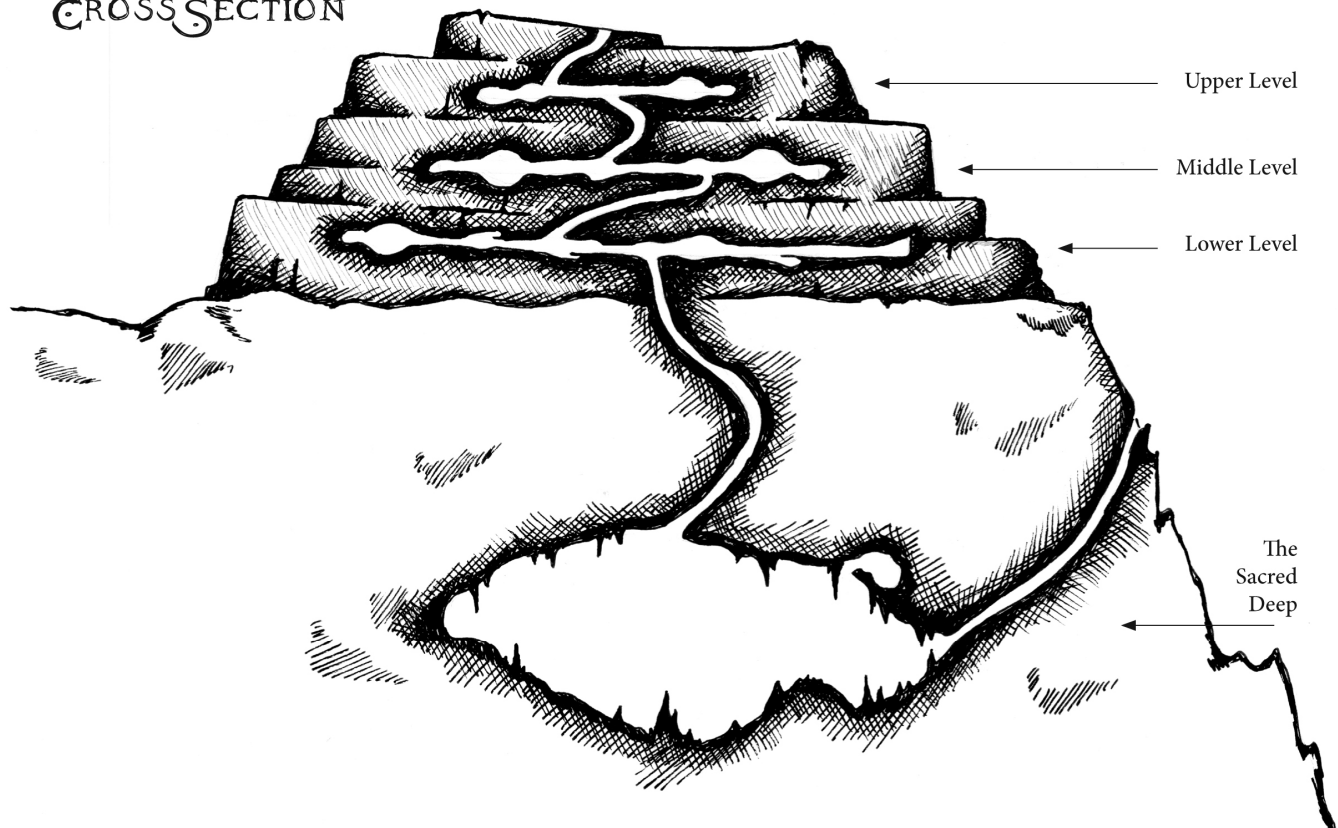
SUNKEN PYRAMID: UPPER LEVEL

Set atop the Sunken Pyramid, the Upper Level guards the approaches to the lower levels. Much of the area is given over to guard rooms and barracks and it is lightly occupied when the PCs first enter the Sunken Pyramid.

A R E A   F E A T U R E S

The Upper Level has several noteworthy features:

Illumination. Darkness.

Water: The water is cold but calm (DC 10 Swim check).

Ceiling: The ceiling is 20 ft. high.

Floor: The floor is of smoothed stone. Corridors are generally free of obstruction, growths (such as sea weed and kelp) and rubble. The sahuagin keep such areas clean and tidy to aid in their swift movement about the place. Because the sahuagin swim and the stone is particularly hard, tracking in much of the Upper Level is impossible.

Tunnels: Most of the tunnels are smoothly hewn and cylindrical in shape; many are wide enough for a large shark to swim through. A DC 15 Knowledge (engineering) check reveals the building is incredibly old and is of unknown origin.

R A N D O M   E N C O U N T E R S

While exploring this level, the PCs may encounter sahuagin going about their daily routine. If the PCs are moving about relatively stealthily, they have a 20% (4 in 20) chance every 10 minutes of having a random encounter. If the sahuagin have raised the alarm, however, the chance increases to 80% (16 in 20). Use the table below to determine what the PCs encounter.

D6	EL	ENCOUNTER
1	4	Sahuagin warriors (2; page 23)
2-3	5	Young sahuagin (4; sahuagin with the young creature template)
4-5	6	Warrior of the Xok Utal (1; page 26)
6	7	Sahuagin warriors (2; page 24), sahuagin champion (2; page 24)

O R G A N I S E D   D E F E N C E

If the PCs adopt hit and run tactics, the highly organised sahuagin quickly organise a defence of their home, placing additional guards in Area 5. (See Area 5 for suggested groups of sahuagin warriors but remember that one of the warriors has orders to retreat to the Middle Level to warn the denizens of that place of intruders). If the PCs continually despoil the Upper level, the sahuagin withdraw to the Middle Level, but carefully watch the sloped passageway leading away from Area 5.

THE SUNKEN PYRAMID

Scale: 1 square = 5'

UPPER LEVEL

1. Hidden Enterance
2. Entry Chamber
3. Place of Sustenance
4. Quarters of the Xok Utal
4a. Leader's Quarters
5. Barracks

To Middle Level

N
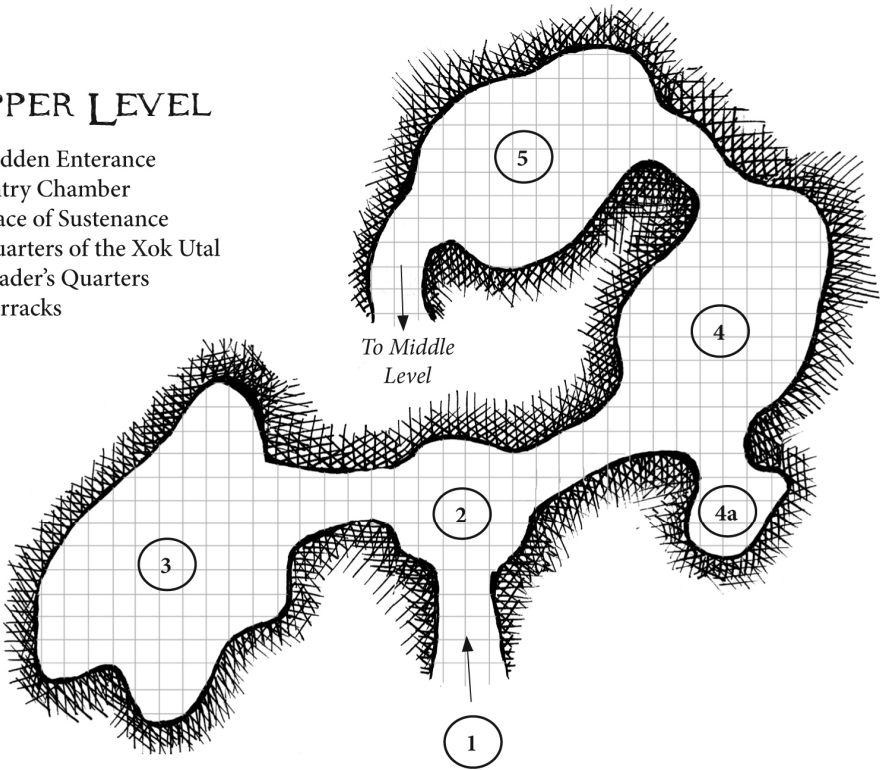
The main entrance to the Sunken Pyramid is a well-hidden, roughly circular opening cut into the very top of the rock formation. The opening is 10-foot in diameter and leads into a tunnel which winds its way down into the darkness.

When the PCs reach this area, read:

The top of the sunken structure is basically flat, Small patches of kelp and seaweed grow here and there, moving lazily in the ocean currents. The top of the structure is about 300 ft. wide and is obviously of intelligent design.

To explore the Upper Level, the PCs must find its single entranceway. An *illusory wall* protects the entrance. If the PCs fail to find the opening, they can either search for other entrances or the GM can use the notes in "Can't Find The Way In" to facilitate their exploration.

AREA FEATURES

The area has several noteworthy features:

SAHUAGIN WARRIOR (2)	CR 2 (XP 600)

This scaly humanoid has a long fish-like tail, arms and legs ending in webbed claws and a piscine head featuring a toothy maw.

LE Medium monstrous humanoid (aquatic)
Init +1; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +6, Sense Motive +1
Speed 30 ft., swim 60 ft.; **ACP** 0; Ride +6, Stealth +6, Swim +15
AC 16, touch 11, flat-footed 15; **CMD** 15
(+1 Dex, +5 natural)
Weakness light blindness
Light Blindness (Ex) Sahuagin are blinded for 1 round if exposed to bright light and are dazzled until they leave the area.
Fort +4, **Ref** +4, **Will** +4
hp 15 (2 HD); blood frenzy
Blood Frenzy (Ex [1/day]) A sahuagin damaged in combat flies into a frenzy in the following round. It gains +2 Con and +2 Str, but takes a –2 penalty to AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Space 5 ft.; **Base Atk** +2; **CMB** +4
Melee trident +4 (1d8+3) and
bite -1 (1d4+1) or
Melee 2 claws +4 (1d4+2) and
bite +4 (1d4+2)
Ranged underwater heavy crossbow (range 120 ft. [20 ft. underwater]) +3 (1d10/19-20)
Combat Gear bolts (10)

Abilities Str 14, Dex 13, Con 14, Int 14, Wis 13, Cha 9
Feats Great Fortitude
Skills as above plus Handle Animal +1, Survival +6
Languages Aquan, Common; speak with sharks (telepathic; 150 ft.)
Gear as above

Illumination: Natural light from the surface provides dim illumination of the surrounding area. This dim light can only penetrate a few feet into the pitch-black tunnel.

Fish: Victims of the sahuagins' shark pets, few fish now swim the waters around the Sunken Pyramid. A DC 15 Perception or Knowledge (nature) check reveals fish are curiously absent from the area.

Illusory Wall: The tunnel opening is hidden by an *illusory wall* (cast by Vol'Ocaan, the tribe's sorcerer). This *illusory wall* makes the opening look exactly like the rest of the Sunken Pyramid's surface.

PCs actively searching the upper-most surface of the Sunken Pyramid through physical examination of the rock discover the tunnel opening with a DC 29 Perception check. Remember, successfully discovering the opening in this way simply means the PC's hand (or whatever was used to probe the rock's surface) passes through what appears to be solid rock. A DC 16 Will save enables the PC to disbelieve the *illusory wall's* and see the passageway beyond.

Seaweed and Kelp: Several small stands of seaweed and kelp grow atop the Sunken Pyramid.

A square of seaweed or kelp provides concealment (20% miss chance) to any creature within it.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 3 (XP 800): Apply the young creature template to both sahuagin warriors (+2 to all Dex-based rolls, -2 to all other rolls; hp 11).

EL 5 (XP 1,600): Apply the advanced creature template to both sahuagin warriors (+2 on all rolls [including damage]; AC 20, touch 15, flat-footed 19; CMD 19; hp 19).

CAN'T FIND THE WAY IN

If the PCs are unable to locate the hidden entrance, two sahuagin eventually return from hunting, approaching from the far side of the pyramid.

As long as the PCs are careful and make some effort to hide, the sahuagin, who are intent on the dolphin carcass they are dragging, do not detect the PCs.

The two sahuagin swim through the opening hidden by the *illusory wall,* completely unaware of the PCs' presence. If the PCs are detected, the two sahuagin forget about the dolphin and swim quickly through the hidden opening to alert the guards in the Entry Chamber (Area 2).

In either case, the PCs should learn the location of the hidden entrance.

The tunnel leads approximately 30 feet downwards before opening into a vaguely spherical, 25-foot diameter chamber.

When the PCs reach this area, read:

The tunnel opens into the ceiling of a vaguely spherical, 25-foot diameter chamber. Tube-like tunnels extend off to the left and right. The chamber is devoid of furnishings.

Two sahuagin warriors led by a champion, guard the entrance chamber. However, the protection afforded by the *illusory wall* has made them lax. When the PCs first arrive, they are distracted (-5 on Perception checks) by the champion who is telling a story of his battle prowess.

TACTICS

The sahuagin guards ferociously attack intruders. If reduced to under half hit points, they retreat to the Xok Utal's Quarters (Area 4) and rouse the sleeping sahuagin therein.

SAHUAGIN WARRIOR (2)　　　　CR 2 (XP 600)

This scaly humanoid has a long fish-like tail, arms and legs ending in webbed claws and a piscine head featuring a toothy maw.

LE Medium monstrous humanoid (aquatic)
Init +1; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +6, Sense Motive +1
Speed 30 ft., swim 60 ft.; **ACP** 0; Ride +6, Stealth +6, Swim +15

AC 16, touch 11, flat-footed 15; **CMD** 15
　(+1 Dex, +5 natural)
Weakness light blindness
Light Blindness (Ex) Sahuagin are blinded for 1 round if exposed to bright light and are dazzled until they leave the area.
Fort +4, **Ref** +4, **Will** +4
hp 15 (2 HD); blood frenzy
Blood Frenzy (Ex [1/day]) A sahuagin damaged in combat flies into a frenzy in the following round. It gains +2 Con and +2 Str, but takes a −2 penalty to AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Space 5 ft.; **Base Atk** +2; **CMB** +4
Melee trident +4 (1d8+3) and
　bite -1 (1d4+1) or
Melee 2 claws +4 (1d4+2) and
　bite +4 (1d4+2)
Ranged underwater heavy crossbow (range 120 ft. [20 ft. underwater]) +3 (1d10/19-20)
Combat Gear bolts (10)

Abilities Str 14, Dex 13, Con 14, Int 14, Wis 13, Cha 9
Feats Great Fortitude
Skills as above plus Handle Animal +1, Survival +6
Languages Aquan, Common; speak with sharks (telepathic; 150 ft.)

Gear as above

AREA FEATURES

The area has several noteworthy features:
　Illumination: Darkness.
　Graffiti: Bored guards have scratched crude graffiti onto the walls. Most images show gigantic sharks tearing apart humans.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:
　EL 5 (XP 1,600): Remove one sahuagin warrior. Apply the young creature template to the other sahuagin warrior (+2 to all Dex-based rolls, -2 to all other rolls; hp 11).
　EL 7 (XP 3,200): Add one sahuagin warrior and apply the advanced creature template to it (+2 on all rolls [including damage]; AC 20, touch 15, flat-footed 19; CMD 19; hp 19).

SAHUAGIN CHAMPION (1)　　　　CR 4 (XP 1,200)

This scaly humanoid has a long fish-like tail, arms and legs ending in webbed claws and a piscine head.

Male sahuagin fighter 2
LE Medium monstrous humanoid (aquatic)
Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +9, Sense Motive +2
Speed 30 ft., swim 60 ft.; **ACP** 0; Ride +10, Stealth +10, Swim +19

AC 23, touch 14, flat-footed 19; **CMD** 22
　(+4 armour [*+1 studded leather*], +3 Dex, +1 dodge [Dodge], +5 natural)
Weakness light blindness
Light Blindness (Ex) Sahuagin are blinded for 1 round if exposed to bright light and are dazzled until they leave the area.
Fort +9, **Ref** +6, **Will** +7 (+8 vs. fear)
hp 40 (4 HD); blood frenzy
Blood Frenzy (Ex [1/day]) A sahuagin damaged in combat flies into a frenzy in the following round. It gains +2 Con and +2 Str, but takes a −2 penalty to AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Space 5 ft.; **Base Atk** +4; **CMB** +8
Melee mwk trident +10 (1d8+6) and
　bite +3 (1d4+2) or
Melee 2 claws +8 (1d4+4) and
　bite +8 (1d4+4)
Ranged mwk underwater heavy crossbow (range 120 ft. [20 ft. underwater]) +8 (1d10/19-20)
Combat Gear bolts (10), *potion of cure moderate wounds*

Abilities Str 18, Dex 16, Con 18, Int 14, Wis 15, Cha 7
SQ bravery (+1)
Feats Dodge[B], Great Fortitude, Iron Will, Weapon Focus (trident)[B]
Skills as above plus Handle Animal +0, Survival +6
Languages Aquan, Common; speak with sharks (telepathic; 150 ft.)

Gear as above plus belt pouch, shark tooth ring (worth 50 gp)

Much of the tribe's food is stored here. The chamber contains the carcasses of various sea creatures hunted by the sahuagin.

When the PCs reach this area, read:

A thick bed of tall kelp and seaweed grows from the floor of this large, irregularly shaped chamber. The carcasses of various sea creatures – including a huge grey and black moray eel – float in the water, held in place by chains attached to stone rings set in the walls.

When the PCs enter this chamber, the two sahuagin within are in the kelp bed, harvesting food for the tribe's next meal. The kelp makes it hard for them to be spotted by the PCs (+10 overall Stealth modifier), but they are distracted by their work (-5 to Perception checks) and may not notice the intruders unless the PCs are carrying light sources or come within range of their blindsense.

The warriors are basically unarmed – having left most of their weapons in their living quarters (Area 9) – and are not expecting trouble.

Sahuagin Warrior (2)   CR 2 (XP 600)

This scaly humanoid has a long fish-like tail, arms and legs ending in webbed claws and a piscine head featuring a toothy maw.

LE Medium monstrous humanoid (aquatic)

Init +1; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +6, Sense Motive +1

Speed 30 ft., swim 60 ft.; **ACP** 0; Ride +6, Stealth +6, Swim +15

AC 16, touch 11, flat-footed 15; **CMD** 15
  (+1 Dex, +5 natural)

Weakness light blindness

Light Blindness (Ex) Sahuagin are blinded for 1 round if exposed to bright light and are dazzled until they leave the area.

Fort +4, **Ref** +4, **Will** +4

hp 15 (2 HD); blood frenzy

Blood Frenzy (Ex [1/day]) A sahuagin damaged in combat flies into a frenzy in the following round. It gains +2 Con and +2 Str, but takes a −2 penalty to AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee dagger +4 (1d4+2/19-20) and
  bite -1 (1d4+1) or

Melee 2 claws +4 (1d4+2) and
  bite +4 (1d4+2)

Abilities Str 14, Dex 13, Con 14, Int 14, Wis 13, Cha 9

Feats Great Fortitude

Skills as above plus Handle Animal +1, Survival +6

Languages Aquan, Common; speak with sharks (telepathic; 150 ft.)

Gear as above

Tactics

If the sahuagin notice the intruders before the PCs spot them, they lurk in the kelp bed either waiting for the PCs to leave or for one of the intruders to venture into the kelp.

If the PCs leave without spotting the sahuagin, they follow and try to get passed the party to warn the lower levels about the intruders.

If forced to fight, both warriors try to escape to alert the rest of the tribe (and to get their weapons). If they make it out of the chamber they swim through Areas 2, 4 and 5 alerting all sahuagin they find to the intruders' presence.

Area Features

The area has several noteworthy features:

Bloody Water: A faint red haze hangs in the water around the animal carcasses.

The water is calm (DC 10 Swim).

Animal Carcasses: The carcasses of a small octopus, two squids, a lizardfolk and a large, 12-foot long moray eel with grey and black markings float in the water.

The carcasses are each kept in place by slightly rusted chains (hardness 9; hp 5; DC 26 Break) ending in hooks. Stone rings anchor the chains to the wall. A DC 15 Knowledge (nature) or Heal check reveals that, unlike the other sea creatures on the chains, the large moray eel was killed very recently. (The eel was the companion of Azurel [Area 13], a captured triton ranger).

All except the eel have been partially butchered.

Kelp and Seaweed: A lush bed of kelp and seaweed, some as high as 7-feet tall, grows from the chamber's floor which is covered with sand and other organic matter.

The kelp provides concealment (20% miss chance) but does not impede movement.

Floor: Deep sand covers the floor of this chamber.

Woven Baskets: A dozen woven baskets complete with lids stand along one wall. Within are bloody cuts of meat from the animal carcass kept here (see above).

Scaling The Encounter

To modify this encounter, apply the following changes:

EL 3 (XP 800): Apply the young creature template to both sahuagin warriors (+2 to all Dex-based rolls, -2 to all other rolls; hp 11).

EL 5 (XP 1,600): Apply the advanced creature template to both sahuagin warriors (+2 on all rolls [including damage]; AC 20, touch 15, flat-footed 19; CMD 19; hp 19).

This chamber serves as the communal living quarters of the Xok Utal. The Xok Utal (literally, Brothers of the Shark*)* are a force of elite sahuagin rangers sworn to protect Xilochtel, Mighty Baron of the Sunken Pyramid, and his people with their lives.

The small chamber to the south (Area 4a) serves as the personal living space of Tlalocan, the wereshark leader of the Xok Utal.

When the PCs reach this area, read:

Numerous carving of sharks engaged in acts of hunting and battle adorn the walls of this oblong room. A large number of weapons, primarily spears, tridents and crossbows, rest securely in stone niches cut into the walls.

Currently two of the Xok Utal are asleep in the chamber. Their eyes are partially open as their bodies float lazily. Occasionally, their arms and legs move gently, propelling them slowly around the room. The sahuagins' shark companions swim back and forth, alert for trouble. If a shark notices intruders (+1 Perception) it wakes its master by bumping into him.

If any of the guards from the Entry Chamber (Area 2) retreated to this chamber, the Xok Utal are awake and preparing for battle.

Tactics

The Xok Utal and their shark companions are skilled combatants well versed in fighting together. The sharks provide flanks for their masters who use Swim-By Attack until they are injured. When a Xok Utal is injured, it flies into a blood frenzy and simply tears into the creature injuring it.

The Xok Utal fight fanatically (and to the death) to keep intruders from reaching the Sunken Pyramid's lower levels.

SHARK ANIMAL COMPANION (2)   CR − (XP 0)
Teeth fill this small, grey shark's maw.

N Small animal
Init +2; **Senses** scent; Perception +1, Sense Motive +1
Speed swim 60 ft.; **ACP** 0; Stealth +10, Swim +13

AC 17, touch 13, flat-footed 15; **CMD** 13
  (+2 Dex, +4 natural, +1 size)
Fort +5, **Ref** +5, **Will** +1
hp 16 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +1
Melee bite +3 (1d4+1)
Atk Options combat trained

Abilities Str 13, Dex 15, Con 15, Int 1, Wis 12, Cha 2
Feats Toughness
Skills as above
Languages link

Area Features

The area has several noteworthy features:

Wall Niches: Eight niches pierce the walls of this chamber. Each contains spears, tridents, underwater crossbows and quivers of bolts. In total, the PCs can recover a dozen of each weapon along with 200 bolts.

WARRIOR OF THE XOK UTAL (2)   CR 6 (XP 2,400)
This scaly humanoid wears studded leather armour and wields a trident. It has a long fish-like tail, arms and legs ending in webbed claws and a piscine head featuring a toothy maw.

Sahuagin ranger 4
LE Medium monstrous humanoid (aquatic)
Init +4 (+6 in water); **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +11 (+13 in water or vs. merfolk, +15 vs. merfolk in water), Sense Motive +2 (+4 vs. merfolk)
Speed 30 ft., swim 60 ft.; **ACP** 0; Ride +13, Stealth +13 (+15 in water), Swim +17

AC 23 touch 14, flat-footed 19; **CMD** 24
  (+4 armour [*+1 studded leather*], +4 Dex, +5 natural)
Weakness light blindness
Light Blindness (Ex) Sahuagin are blinded for 1 round if exposed to bright light and are dazzled until they leave the area.
Fort +9, **Ref** +11, **Will** +6
hp 57 (6 HD); blood frenzy
Blood Frenzy (Ex [1/day]) A sahuagin damaged in combat flies into a frenzy in the following round. It gains +2 Con and +2 Str, but takes a −2 penalty to AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Space 5 ft.; **Base Atk** +6; **CMB** +10
Melee *+1 trident* +12/+7 (1d8+7) and
  bite +6 (1d4+1) or
Melee 2 claws +10 (1d4+4) and
  bite +11 (1d4+4)
Ranged underwater heavy crossbow (range 120 ft. [20 ft. underwater]) +10 (1d10/19-20)
Atk Options Swim-By Attack, favoured enemy (merfolk [+2])
Ranger Spells Prepared (CL 1st; concentration +2; share spells)
1st—*magic fang*
Combat Gear mwk bolts (10), *potion of cure moderate wounds*

Abilities Str 18, Dex 18, Con 16, Int 14, Wis 15, Cha 7
SQ combat style (natural), favoured terrain (water), hunter's bond (shark), track (+2), wild empathy (+2)
Feats Endurance[B], Great Fortitude, Swim-By Attack, Weapon Focus (trident), Weapon Focus (bite)[B]
Skills as above plus Bluff -2 (+0 vs. merfolk), Handle Animal +7, Intimidate +5, Knowledge (geography) +9 (+11 in water), Knowledge (local) +2 (+4 vs. merfolk), Knowledge (nature) +9, Survival +11 (+13 tracking or in water, +15 tracking in water, +17 tracking merfolk in water)
Languages Aquan, Common; link, speak with sharks (telepathic; 150 ft.)

Gear as above

Floor Niches: Eight stone niches pierce the floor. (Thus, perceptive PCs may realise eight warriors dwell here normally). A well-fitted lid (4 in. thick, hardness 8, hp 60, DC 20 Strength opens, DC 28 Break) protects each niche. Each contains the personal items of one of the Xok Utal.

- **Niche 1**: An exquisitely carved stone statue of a half-sahuagin/half-shark with tiny black gems (onyxes) for eyes (worth 300 gp) and two purple transparent stones (amethysts worth 100 gp each).
- **Niche 2**: Four chunks of pink stone (coral each worth 100 gp), 87 sp and 6 pp.
- **Niche 3**: A cold iron masterwork dagger set with an opaque blue-green stone (a turquoise; the whole worth 400 gp) and two flasks of strong whisky (each worth 25 gp).
- **Niche 4**: Two large chunks of crimson stone (coral each worth 150 gp), an intricate stone carving of a gigantic shark from whose mouth project a pair of humanoid's legs (worth 120 gp) and a necklace of shark's teeth (worth 25 gp).
- **Niche 5**: A large (but chipped) china vase decorated with beautiful pictures of sea serpents and other mythical beasts (worth 50 gp) contains 13 gp, 67 sp, two slightly corroded steel vials (containing antitoxin) and a *potion of invisibility* (faint [DC 17 Knowledge {arcana} illusion]; DC 18 Spellcraft or Perception identifies; worth 300 gp).
- **Niche 6**: A half-dozen badly carved (and worthless) carvings that vaguely resemble sharks, a silver statuette of a naked nymph (worth 100 gp), a skull containing 12 gp and 37 sp and a masterwork morningstar.
- **Niche 7**: A mass of sodden papers (now worthless) that may once have been sea charts, below which have been hidden two opaque black stones (jet, each worth 200 gp).
- **Niche 8**: A set of razor-sharp shark teeth earrings (worth 10 gp), a vial of shadow essence poison and a small coffer containing 37 gp, 127 sp and four clear transparent crystals (rock crystals each worth 50 gp).

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 7 (XP 3,200): Remove one warrior of the Xok Utal and apply the advanced creature template to the remaining sahuagin (+2 on all rolls [including damage]; AC 27, touch 18, flat-footed 23; CMD 28; hp 69).

EL 9 (XP 6,400): Apply the advanced creature template to both warriors of the Xok Utal (see above).

4A: TLALACAN'S QUARTERS

This small ante-chamber serves as the living space of Tlalocan, the wereshark leader of the Xok Utal.

When the PCs reach this area, read:

A dozen small crudely-carved niches pierce the walls of this small roughly oval-shaped chamber. Each niche contains a leering skull. Numerous carvings of a half-sahuagin/half-shark creature adorn the walls. The creature is shown biting and tearing at humans, aquatic elves, merfolk and other creatures.

Luckily for the PCs, Tlalocan is not present to aid the Xok Utal warriors in Area 4. If the PCs revisit this area, the wereshark may have returned here to rest, however. (His statistics appear in a free web enhancement available at ragingswan.com).

AREA FEATURES

The area has several noteworthy features:

Niches: A dozen crudely-carved niches pierce the chamber's walls. A DC 15 Knowledge (engineering) check reveals the niches are not of the same style as those in Area 4. They are of a variety of sizes – most only slightly bigger than the skull they hold.

Skulls: A skull fills each niche. Most are of humanoid origin: humans, elves, merfolk and sahuagin are all represented among them. One skull is noticeably much larger than the others. A DC 17 Knowledge (nature) check reveals it to be a shark's skull. A PC beating this check by 5 or more realises the skull is so big the shark must have been over 15 ft. long. (The skull belonged to the wereshark that infected Tlalocan with lycanthropy, but the PCs have no way of knowing this).

Carvings: The wall carvings depict a half-sahuagin/half-shark creature slaying a variety of enemies. In some images the creature is depicted tearing at their flesh with its jaws while in others it wields a trident.

Hidden Floor Niche: The sand on the chamber's floor conceals (DC 25 Perception) a hidden niche (4 in. thick; hardness 8; hp 60; DC 20 Strength opens; DC 28 Break) which Tlalocan uses to store his personal treasures. The niche contains:

- A bag containing dozens of shark's teeth. The teeth are a macabre (and worthless) souvenir of Tlalocan's many victories.
- An upturned shark skull containing 14 pp, 238 gp and 329 sp in a variety of currencies.
- A masterwork cold iron trident decorated with images of sharks along its haft (worth 330 gp).
- A necklace of gold and platinum threads made for a slender neck. Three small charms – extended teardrops each finished with a transparent crystal (rock crystals) – finish the piece. The whole is worth 300 gp.

One of several such chambers located throughout the pyramid (see also Area 14), this chamber serves as barracks for the sahuagin warriors dwelling in the Sunken Pyramid.

Currently no sauhagin lurk in the barracks. The normal residents are hunting and will not be back for a few days. Thus, the area is empty and this is a good place for the PCs to take a break or hide (for a short while).

When the PCs reach this area, read:

Spears, tridents and folded nets are secured in numerous stone niches cut into the walls. Stone chests with heavy stone lids neatly line the flat floor of the chamber. At the far end of the room, a wide tunnel surrounded by an ornate archway decorated with stones and shells leads downward at a sharp angle.

As the area is unoccupied when the PCs first arrive, they can search it at their leisure.

AREA FEATURES

The area has several noteworthy features:

Archway: The large, ornate archway almost reaches to the chamber's ceiling. Edged in pebbles, stones and a few highly-polished stones swirls, circles and whirlpool-like patterns decorate the archway. At the apex of the archway, a section of green stones has been set in a shape that looks vaguely like a fish-like creatures with four long tentacles. A DC 22 Knowledge (dungeoneering) check reveals this could be a representation of an aboleth.

In places, the stones have fallen away and have not been replaced. Of these missing stones, there is no sign.

Ceiling: A large spiral pattern picked out in coloured pebbles and a few larger stones decorates the ceiling. A large, smooth black stone has been set in the very centre of the ceiling. The pattern seems to have no real purpose, but a DC 20 Perception check reveals it loosely resembles a long, curled tentacle emerging from the central black stone.

Kelp and Seaweed: A lush bed of kelp and seaweed, some as high as 7-feet tall, covers much of the chamber's floor and grows from sand and other organic matter deliberately dumped here in hollowed out niches in the floor.

The kelp provides concealment (20% miss chance) but does not impede movement. Characters hiding in the depths of the kelp gain a +2 circumstance bonus to Stealth checks made to hide.

Stone Chests: A dozen stone chests line the chamber's walls. The chests contain personal possessions – stone carvings, battle trophies, interestingly coloured stones and so on – of the warriors dwelling here.

PCs searching the chests may find things of interest (a successful Perception check finds all objects revealed by a lesser check):

PERCEPTION DC	
10	A sodden leather purse containing 12 gp, 15 sp and a small chunk of crimson stone (coral, worth 15 gp).
15	A small black statuette depicting a shark. It is of jade and worth 50 gp (DC 20 Appraise check).
20	Two *+1 heavy crossbow bolts* (faint [DC 16 Knowledge {arcana} evocation]; DC 16 Spellcraft identifies; each worth 46 gp) with hardened seaweed fletchings. Their shafts are covered in faded, black ink.
25	A transparent pink gemstone (a garnet worth 200 gp).
30	Several small, smooth pebbles of a mottled black and grey hue. Each has a small hole drilled through its exact centre. Obviously very old, great skill and patience has clearly been used to smooth them. (The stones are the remains of a necklace found in the Sunken Pyramid when the sahuagin first claimed the place and to a collector are worth 50 gp [DC 25 Appraise values]).

Alcoves: Spare spears, tridents and nets rest in these stone niches. The PCs can collect 15 of each weapon, if they so desire.

Graffiti: Crude carvings of sahuagin slaying all manner of undersea creatures – merfolk, aquatic elves, dolphins, whales and even squid mar this chamber's walls.

A DC 25 Perception check made by a PC studying the graffiti discovers an image of a gigantic shark consuming several humanoids.

DEVELOPMENT

If the PCs continually attack and retreat from the Sunken Pyramid, surviving sahuagin organise a defence here, and use the stone chests to form a barricade across the chamber's entrance. Sample groups of such defenders could include:

EL 6 (2,400 XP): Sahuagin warriors (4).

EL 8 (4,800 XP): Sahuagin warriors (6) and sahuagin champions (2).

APPENDIX 1: NEW STUFF

The Sunken Pyramid features several new magic items. Two of the items are of sahuagin artifice while the third is an ancient merfolk weapon thought lost forever in the ocean's impenetrable depths.

Full descriptions of the relevant items appears below. However, keep in mind that these are powerful items – particularly *The Obsidian Trident* – and that their presence in the campaign could unbalance the party in the long term.

SHARK'S TOOTH AMULET

Crafted by the sahuagin to allow them to take air breathing captives, *shark tooth amulets* are often hung around the necks of such captives on a woven cord of shark gut. Use of a shark tooth amulet enables captives to reach the sahuagins' sunken lair and to be deposited in an airy chamber or other prison there to await their grizzly fate.

The tooth of a huge shark is suspended from thin cording woven from the gut of some sea creature. The tooth has numerous tiny runes and magic symbols engraved into its surface.
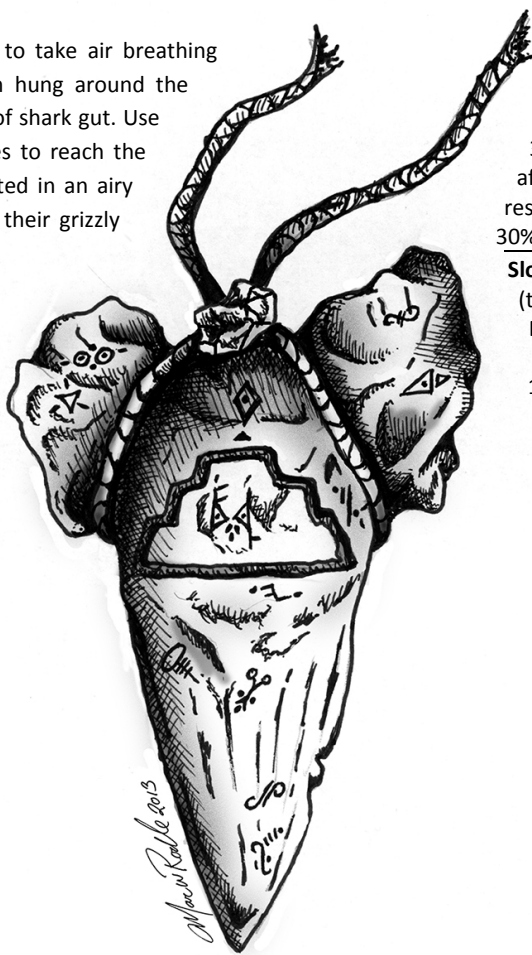
Aura Faint (transmutation; DC 18 Knowledge [arcana]) **Identify** DC 20 Spellcraft

Lore (DC 12 Knowledge [nature]) This tooth came from a shark.

Lore (DC 15 Knowledge [arcana]) The runes carved into the tooth deal with water, magic and air.

Lore (DC 20 Spellcraft) This is a *shark's tooth* amulet. Crafted by powerful sahuagin spellcasters it grants the ability to breath underwater to those nearby.

Abilities On command, a *shark tooth amulet* can cast *water breathing* (CL 5) once per day.

Drawback The sahuagin craft their *shark tooth amulets* with a deliberate drawback. Once affected by the amulet's *water breathing* power, a character must remain within 30 ft. of the amulet. If he does not, the affect (for that character only) ends. This restriction reduces the amulet's price by 30% and keeps prisoners from escaping.

Slot Neck; **Activation** Command word (t'zecol); **CL** 5th

Requirements Craft Wondrous Item, *water breathing*; **Cost** 3,780 gp; **Price** 1,890 gp

SWIM-BY ATTACK

The creature can move before and after it makes an attack while swimming.

Prerequisite: Swim speed.

Benefit: When swimming, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round it makes a swim-by attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

APPENDIX 2: UNDERWATER ADVENTURE

Water & Movement

Moving in water for creatures not native to the environment creates many extra challenges to overcome.

Swim

A character must make a Swim check every round, while it is swimming. Underwater, characters can move in any direction.

Water Condition	DC
Calm water	10 or 0[1]
Rough water	15
Stormy water	20[2]

1: A character can wade in calm water that isn't over its head, without making a check.
2: A character can't take 10 on a Swim check in stormy water, even if it isn't otherwise threatened or distracted.

- **Success**: A character moves half its speed (as a full-round action) or quarter its speed (as a move action).
- **Failure**: If a character fails by 4 or less, it makes no progress. If it fails by 5 or more, it goes underwater and must hold its breath or drown.

Each hour spent swimming, a character must make a DC 20 Swim check or take 1d6 nonlethal damage from fatigue.

Creatures with a Swim Speed

Creatures with a swim speed have several advantages:

- They can move through water at its indicated speed without making Swim checks.
- They can take 10 on a Swim check even if distracted or endangered.
- They can use the run action while swimming, provided they swim in a straight line.

Holding Your Breath

A character can hold its breath for a number of rounds equal to twice its Constitution score. If a character takes a standard or full-round action, the remaining duration is reduced by 1 round.

- **After This Period**: The character must make a DC 10 (+1 per previous check) Constitution check, every round.
- **Drowning**: When the character fails this check, he begins to drown. In the first round, he falls unconscious (0 hp). In the following round, he drops to -1 hp and is dying. In the third round, he drowns.
- **Unconscious Characters**: An unconscious character must make Constitution checks as soon as he is submerged. Once he fails a check he drops to -1 hp; the next round he drowns.

Non-Flowing Water

Lakes and oceans require a swim speed or successful Swim checks to move through. Characters need a way to breathe if they're underwater; failing that, they risk drowning.

Flowing Water

Large, placid rivers move at only a few miles per hour, so they function as still water. But some rivers and streams are swifter.

Water Speed	Downstream Movement[1]	Swim DC[2]
Fast	10-40 ft.	15
Rapid	60-90 ft.	20[3]

1: Move a creature in flowing water downstream the indicated distance at the end of its turn. A creature trying to maintain position relative to the riverbank can spend some or all of its turn swimming upstream.
2: On a failed check, the character takes 1d3 nonlethal damage a round (or 1d6 lethal damage if the water flows over rocks and so on).
3: A character failing its Swim check is swept away.

Swept Away

- Creatures swept away must make a DC 20 Swim check every round to avoid going under.
- **Success By 5 Or More**: The creature arrests its motion by catching a rock, tree limb or bottom snag and is no longer being carried along by the flow of the water.
- **Escape**: Escaping the rapids by reaching the bank requires three consecutive DC 20 Swim checks. Characters arrested by a rock, limb or snag can't escape under their own power unless they swim their way clear.
- **Rescue**: Pulling out a character trapped in rapids is difficult. A rescuer needs a branch, spear haft, rope or similar tool that enables him to reach the victim. Then he must make a DC 15 Strength check to pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole or rope. If both checks succeed, the victim is pulled 5 feet closer to safety. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface.

Very Deep Water

The water pressure of very deep water deals 1d6 damage per minute to characters for every 100 ft. they are below the surface (DC 15+1 per previous check Fortitude save negates).

Very Cold Water

Very cold water deals 1d6 nonlethal damage from hypothermia per minute of exposure.

WATER & COMBAT

Fighting in water for creatures not native to the environment creates many extra challenges to overcome.

STEALTH AND DETECTION UNDERWATER

- **Clear Water**: Creatures can see 4d8 × 10 feet.
- **Murky Water**: Creatures can see 1d8 × 10 feet. Moving water is always murky, unless it's in a particularly large, slow-moving river.
- **Very Deep Water**: It is generally pitch black in very deep water.

ATTACKS FROM LAND

- **Cover**: Creatures swimming, floating or treading water or wading in water at least chest deep have improved cover (+8 AC, +4 Reflex) from opponents on land (unless the opponent benefits from a *freedom of movement* effect).
- **Completely Submerged Target**: A completely submerged creature has total cover against opponents on land unless the opponent has a *freedom of movement* effect.

RANGED ATTACKS

- **Thrown Weapons**: Thrown weapons are ineffective underwater, even when launched from land.
- **Other Ranged Attacks**: Other ranged attacks suffer a -2 penalty on attack rolls for every 5 feet of water they pass through.

SPELLCASTING UNDERWATER

Some spells might function differently underwater, subject to GM discretion.

Casting spells while submerged is difficult, for those who cannot breathe underwater.

- **Concentration Check**: Such a creature must make a DC 15 + spell level concentration check to cast a spell underwater

Creatures that can breathe water are unaffected and can cast spells normally.

INVISIBILITY

An invisible creature displaces water and leaves a visible, body-shaped "bubble" where the water was displaced. The creature still has concealment (20% miss chance), but not total concealment (50% miss chance).

NONMAGICAL FIRE

- **Nonmagical Fire**: Nonmagical fire is ineffective underwater.

MAGIC FIRE

- Blocks Line of Effect: The surface of a body of water blocks line of effect for any fire spell.
- Magical Fire: Spells or abilities with the fire descriptor are ineffective unless the caster makes a DC 20 + spell level caster level check.
- Supernatural Fire: Supernatural fire is ineffective underwater unless its description states otherwise.

COMBAT ADJUSTMENTS UNDERWATER*

CONDITION	SLASHING/ BLUDGEONING	ATTACK/DAMAGE PIERCING	MOVEMENT	OFF BALANCE?[1]
Freedom of movement	Normal/normal	Normal/normal	Normal	No
Has a swim speed	-2/half	Normal	Normal	No
Successful Swim check	-2/half[2]	Normal	Quarter or half[3]	No
Firm Footing[4]	-2/half[2]	Normal	Half	No
None of the above	-2/half[2]	-2/half	Normal	Yes

*The effects of this table apply whenever a character is swimming, walking in chest-deep water or walking along the bottom of a body of water.

1: Creatures flailing about in water (usually because they failed their Swim check) have a hard time fighting effectively. An off-balance creature loses it Dexterity bonus to AC, and opponents gain a +2 bonus on attacks against it.

2: A creature without *freedom of movement* or a swim speed makes grapple checks underwater at a -2 penalty, but deals damage normally when grappling.

3: A successful Swim check lets a creature move one-quarter of its speed as a move action or one-half its speed as a full-round action.

4: Creatures have firm footing when walking along the bottom, braced against a ship's hull and so on. A creature can walk along the bottom if it wears or carries enough gear to weigh it down; at least 16 lbs. for Medium creatures, twice that per size category larger and half that per size category smaller.

Only a few miles from a small seaside village, the mysterious underwater edifice known as the Sunken Pyramid lies hidden beneath the waves. The handful of sages and scholars with any knowledge of this massive stone structure debate whether it is a completely natural rock formation, a natural site that has been intentionally modified or something built long ago by human, or inhuman, hands.

Locals and ship's crews alike report signs of increased sahuagin activity in the waters around the Sunken Pyramid. Is the recent rash of disappearances and abductions which have plagued the area connected in any way? Can these abductions be stopped before even more people are taken? Can those already abducted be found and rescued? And what of the strange and often conflicting rumours which whisper of something far more terrible lurking deep beneath the Sunken Pyramid?

The Sunken Pyramid is an aquatic adventure for 7th-level PCs. In addition to the adventure itself, an extensive background on sahuagin culture and tribal society is provided as are complete statistics and motivations for all key members of the sahuagin tribe.

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