SEA KING'S MALICE



By Alex Kammer

FROG GOD GAMES

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Dedication: This book is dedicated to the amazing fans and backers. You all made it happen!

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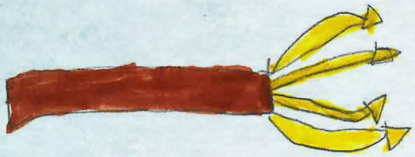
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ISBN: 978-1-62283-731-1

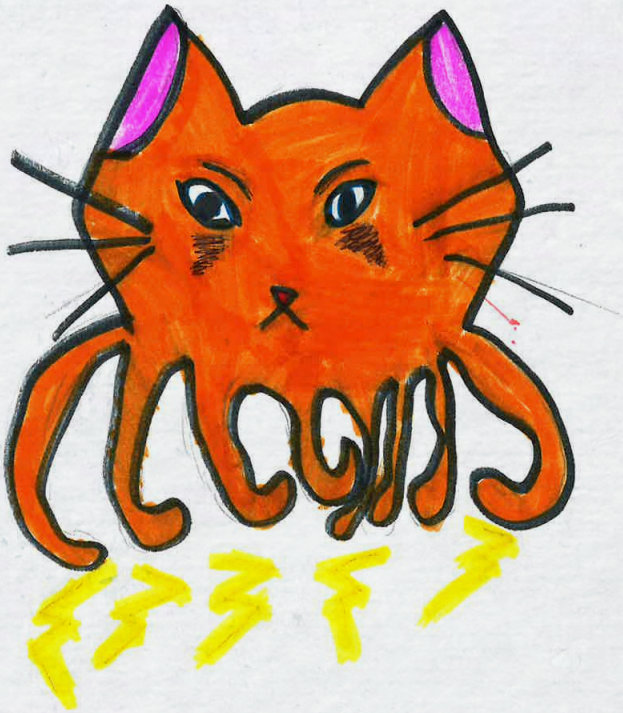
Special Thanks

I would like to thank a number of additional people for their invaluable assistance on this book. First of all, thank you to the Frogs for asking me to write it in the first place and especially to Zach, Edwin, and Casey for putting up with so many questions and comments. Thank you to Scott Fitzgerald Grey for the developmental read and all the fantastic input. Thank you to Skeeter Green for the early read and helpful suggestions. Thank you to Steve Marsh for creating the Sahuagin in the late 1970s as well as to Skip Williams for his excellent supplement, The Sea Devils, which was a true inspiration on this project. Next, I have to thank the lovely country of Costa Rica which directly inspired several elements in the book. Finally, I must thank my wife Kelly for her constant support and encouragement and my two kids, Vivian and Jove, for their numerous suggestions of things that should be in the book, two of which were as follows:









By: Vivian Kommer

Finally, I expressly and fully disclaim any responsibility for any and all aquaphobia, selachophobia, ostraconophobia, thalassophobia, fear of tridents, or general concerns about jellyfish that may result from reading this book.

—Alex Kammer

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Introduction

Due north of the Strait of Praeis, on the east coast of the Crescent Sea, lies the bustling anchorage of Bridgeport, a commercial hub serving as the primary port for the Free City of Brookmere, Mose, and many other cities inland. Since the shoreline stretching from the Falconmere Peninsula up to the Worntooth Peaks is either too low and swampy or too high and rocky to support good moorage for the large vessels that ply the Crescent Sea and the Sinnar Ocean, Bridgeport is the closest safe port for large merchant vessels arriving through the Strait of Praeis and is the last safe port before departing the Crescent Sea. These geographical factors bring Bridgeport much in the way of heavy shipping and merchant traffic that the city does its best to support and encourage. The favorable anchorage is the very reason why initial settlers picked this spot. What began a millennium ago as a humble village clinging to the eastern shore of the Crescent Sea, Bridgeport has since slowly grown over the ages to become the bustling seaport that it is today.

Bridgeport is an ancient city. While it is a busy place humming in tune to the harmony of commerce and business, it pays open homage to its past with a robust Oldtown and its slightly archaic or stilted ways. Travelers find Bridgeporters to be unrelentingly friendly and cheerful, but also a bit provincial in dress and manner. Transactions are all done in person, and a deal is not considered a deal until consummated with a handshake all the while maintaining direct eye contact.

Using this Book

This adventure is designed for use with the ***Swords & Wizardry*** rules. Everything needed to run the adventure is contained in the core rules.

> Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

This adventure is designed for 4–6 characters of 5th to 7th level. They should already know that the adventuring life is for them and be confident in their abilities. They can be of any conceivable class with any possible background. If you are not campaigning in the Lost Lands, "Bridgeport," a medium-sized coastal town, can be placed in any setting in a semi-tropical region.

Each month has 30 days (consisting of four seven-day weeks, plus two festival days in the month) and there are an additional four High Holy Days, one on each equinox and solstice, for a total of 364 days in a year.

The Days of the Week in the Lost Lands

Solsdag	(Day of Solanus – Goddess of the Sun)
Ardsdag	(Day of Arden – God of Life [now a dead god])
Djinsdag	(Day of Da-Jin – God of Death)
Mootsdag	(Day of Market – day of Man's commerce)
Manesdag	(Day of Manes – day of Man's souls)
Sistersdag	(Day of Narrah and Sybil – Goddesses of the Moons)
Thingsdag	(Day of the Heldring assembly [the Thing] – day of Man's government)

"Dag" is the Heldring word for day and reveals the influence of that language upon the common tongue of Westerling. It is often pronounced with the "g" silent, giving it the more traditional "day" pronunciation, though some purists insist on using a hard "g."

The Commonly Used Calendar of the Lost Lands

Common Name	Hyberborean Name	Named For
Oeros	Firstmonth	Oeros, first Imperator of Hyperborea
Foeros	Secondmonth	Foere, House of Overking Macobert
Freyrmond	Thirdmonth	Freyja (Freya), Goddess of Spring
Eostre	Fourthmonth	Eostre (Muir), Goddess of Virtue
Tiwemond	Fifthmonth	Tyr (Thyr), God of Justice
Daan	Sixthmonth	Daan, Hero of Akados
Haymond	Seventhmonth	Haymaking month
Hummidos	Eighthmonth	Battle of Hummaemidon for Hyperborean independence
Mithrond	Ninthmonth	Mithras, God of War, to mark the final month of military campaigns
Blótmond	Tenthmonth	Annual sacrifices (blóts) of the Heldring
Winterfyll	Eleventhmonth	First full moon of winter
Yule	Twelfthmonth	The Feast Month, Yuletide and Hogmanay

Each month has 30 days (consisting of four seven-day weeks, plus two festival days in the month) and there are an additional four High Holy Days, one on each equinox and solstice, for a total of 364 days in a year.


Tchur-i-kahn
Ilber Nole
Toofar
Saeriel River
Karthu Mountains
The Great Akadonian Forest
The Green Realm
Crescent Sea
Trinidar
Tandril Island
Forest Coast
Linn Meriku
Bitter Island
Solis Alunaris
Kothian
Northern Steel Tongue
Verdent Plain
(Gora Harmith)
Emerald Mountains
Southern Steel Tongue
Suömen Gron
Linn Syldryll
Syldryll Vale
Sydryl River
Gold Wine River
Sataama Vierta
Linn Tark
Ajsak Telek
Mud Coast
Cinderflame Mountains
Treachery Bay
Kamis
(West Talon Dragon Heights)
Earldom of Borss
Borss
East Talon
The High Barrens
Braktu
Talanos Peninsula
Barren Coast
Port Ruin
Vilik Strad
Maxilla Isle
Mandible Isle
Strait of Praeis
Falconmere Peninsula
The Mouth of Akados
OCEAN
City-State of Castorhage
The Brine Kleath
Tarry
Seilo Ford
Streeth Ferry
Kingdom of Vast
Eber
Wormtooth Peaks
Tourne
Cailin Lee
Upland Vale
Overlook
Oakhall
Bottomborough
Loagwater
Eldevere Forest
The Dale
Nadi River
Newmire
The Low County
Briarwatch
Free City of Brookmere
Sylvanus
Bridgeport
Kindler's Bell
Principality of Olduvar
Mose
Dundlend
Genev Gap
Westfort
The Grimm Fortress
Barony of Baile
Blackrock Mountains
Iron Hall
Iron Kingdom of Dorriden
Tiroen
County of Roy
Ems
Poiretre
Plains of Eauxe
Demz
Corvusroc
Gilded River
Duchy of Mains
Maing River
Arbo
Lake Escar
Novgorod
Darkhollow
Harwood Forest
Horrik Forest
Broken Mountains
Tranquil Bay
Greenreach
Turin's Crossing
Greentail Wood
Low Hills
The Mean Shor
Ravenscar
Shroudwood
Southern Reach
Barrier Islands

Running the Adventure

If you are a player, stop reading! The rest of this adventure is for the Referee only!

Wherever the characters are from and by whatever means they arrived, Bridgeport proper is where this adventure starts. The tale begins during the Festival of Blooms, Bridgeport's annual spring festival.

> "And on that moon when the tides glisten with blood, the Hunger will awaken and woe to the world of the sun. Their sands, mountains, and green lands will all drown in their own blood."
>
> ***— Translated excerpt from a sahuagin shell carving "liturgy of the tides."***

And as adventure hooks go, any that you prefer are fine, but most likely these adventurers will be looking for work. And they find it in the person of Jaxon Brand.

Adventure Hooks

Hungry for Work: The characters are looking for real adventuring work. While asking around virtually anywhere in town nets the characters the usual sort of advice — that many of the farms are hiring farmhands and that the Galley's Hands (the Rowers and Seafarers Guild) are always looking for some stout oarsmen — they quickly learn of a rumor around town that Jaxon Brand of Zephyr Assimilated is looking to put together an expedition to search for a lost ship.

A Better Offer: The characters are hired as short-term bodyguards for Daniel Kruse, a merchant from Mose who has come to Bridgeport to explore a persisting contract or relationship with one of the major mercantile houses. After arriving in Bridgeport, Kruse sends the characters to inquire of Jaxon Brand of Zephyr Assimilated concerning his potential interest in an introduction to Kruse. The characters find Jaxon greatly distracted. As they endeavor to explain why they are there, Jaxon interrupts them and pointedly offers to hire them, as he is "looking for capable adventurers" and will pay double whatever they are getting paid currently.

After a meeting with Jaxon Brand, the owner of Zephyr Assimilated, a well-known and respected trading company, the characters learn that Mr. Brand has a serious problem. His daughter, Elisa Brand, the best sea captain of his fleet, is missing along with her ship. Captain Elisa Brand and her ship are several months overdue, and Jaxon Brand has no certain information about her or her ship's whereabouts.

Not content to sit and wait any longer for news concerning his missing daughter and ship, Jaxon Brand informs the characters that he is mounting an expedition to search for them. In just a few days, the *Z.A. Bounty* under the command of Jaxon's oldest son, Timothy, will depart heading east toward Warsley, the city of last contact with Elisa and the *Z.A. Zephyr*. Master Brand very much hopes that the characters join that expedition and help find his daughter.

After learning what they can about the fate of the *Zephyr* from sources in and around Bridgeport, the characters depart on the *Bounty*, headed east toward Warsley.

Adventure Timeline

Winterfyll (November) 15th: The *Zephyr* (Captain Elisa Brand) departs from Bridgeport.

Yule (December) 8th: The *Zephyr* arrives at Warsley.

Yule (December) 11th: The *Zephyr* departs from Warsley.

Oeros (January) 17th: The *Zephyr* experiences major damage to the rudder that necessitates extensive on-water repairs.

Late Foeros (February): Jaxon Brand becomes concerned about the lack of news concerning the *Zephyr*.

Freyrmond (March): Bridgeport's Festival of Blooms occurs, and characters are retained by Jaxon Brand; shortly thereafter, the *Bounty*, bearing the characters, departs Bridgeport.

Freyrmond (March) 16th: The *Zephyr* encounters the *Discovery* on the open water of the Sinnar Ocean.

Eostre (April) 4th: The *Zephyr* arrives at Crocodile Island; the characters, on board the *Bounty*, arrive at Crocodile Island some weeks later.

Cast of Characters

- **Baron Goron Ulien**, the Baron of Bridgeport
- **Jaxon Brand**, owner of Zephyr Assimilated
- **Elisa Brand**, Jaxon Brand's eldest child, Captain of the *Zephyr*
- **Bram Zander**, owner of Judicious Passage out of Brookmere
- **Joshua Cree**, former sailor who unexpectedly has information regarding Elisa Brand
- **Timothy Brand**, Jaxon Brand's eldest son, Captain of the *Bounty*
- **Jace Westhoff**, first mate on the *Bounty*
- **Gar Turnbull**, stowaway on the *Bounty*, a doppelganger
- **Jasper Cronks**, sea captain who tells Elisa Brand about Crocodile Island
- **Zeb Quindal (Deceased)**, captain of the *Discovery*
- **Halen Drand** and **Sylros Clearsky**, surviving crewmembers of the *Discovery*
- **Jyrcyx**, **Zogren**, and **Tati**, craniform priestesses
- **Kzanto**, craniform youth who is an escaped slave of the sahuagin
- **Petruska**, prisoner in the Tooth in the sahuagin city of Tzar'Grandula
- **Gamaa the Brackish**, a marid genie emissary from The Palace of Prisms, the seat of rulership for the Great Durbar of the Sequana from the Elemental Plane of Water
- **Enzu**, high priestess of Dajobas, and wife and consort of King Bachzarisaa
- **King Bachzarisaa the Insatiable**, king of the sahuagin city of Tzar'Grandula (City of Feasts), located to the south of Crocodile Island

Once on the open water, the characters, now sailors on the *Bounty*, brave a number of encounters, the most important being locating the *Discovery*, an adrift research ship out of Brookmere. On this ship, for the first time, the party confront the terrible sahuagin and unearth some important clues about the *Zephyr* and Elisa Brand that point the characters to a small, uncharted island.

After arriving at Crocodile Island, the characters find the missing *Zephyr* at anchor and completely empty of life. They discover signs of a combat on the ship that likely involved sahuagin but find no sign of the missing crew or Captain Elisa Brand. However, they do find that Elisa mounted an away team to explore the island.

Having no other leads at this point, the characters go ashore and find the trail of the *Zephyr's* away team. The party has a series of encounters on this dangerous and tropical island while following Elisa Brand's trail, including an odd talk with a volcano giant and the possibility of locating a now long-dead marooned sailor's lair.

> "Anon comes the Slaughter! The Red Feast signals the gorging on the infidel! The consumed apostates will fail to sate the Hunger and time itself will be devoured!"
>
> ***— Translated ravings from a sahuagin priestess***

The characters eventually discover a saltwater lagoon nestled in a valley in the middle of the island. They learn that a band of sahuagin ambushed the *Zephyr's* away team and that the few survivors, likely including Elisa Brand, were taken under the waves as prisoners. Taking prisoners is an unusual practice for the sahuagin.

At this point, the characters meet a peculiar group of humanoids: the craniform. These friendly but very strange creatures welcome the characters as saviors from the terrible sahuagin and offer help in the form of information and a ritual that allows the characters to safely and comfortably exist underwater.

After successfully completing the bizarre ritual, the characters are provided a guide to lead them to Tzar'Grandula, the City of Feasts, where the cruel King Bachzarisaa the Insatiable reigns and where the captured crew of the *Zephyr* were taken. The characters may learn that Elisa Brand and members of her crew were taken alive in order to be sacrificed in a profane ritual to Dajobas, The Devourer, the cruel shark god of the sahuagin.

Fortunately, the characters' guide shows the party a secret way into the heart of the dangerous sahuagin city and directly to the king's "palace" — a long dormant submerged caldera, the most likely location where Elisa Brand and the survivors from the *Zephyr* were taken.

After braving a series of difficult encounters in the sahuagin stronghold, the characters may get a chance to confront the terrible sahuagin king and his evil high priestess consort and free the imprisoned sea captain.



Chapter One: Bridgeport

The characters arrive in Bridgeport as the annual spring festival is in full swing. It takes place each year in Freyrmond (March). The Festival of Blooms celebrates the equinox (Imbolg) and the sowing of new crops so vital to the area.

The Festival of Blooms

When you are ready to start this encounter, please read or paraphrase the following to the players:

> You find yourselves in the bustling seaport of Bridgeport on a warm and sunny early spring day, Freyrmond 20th, 3517 I.R. It is midafternoon, and the crisp smell of sea air combined with the aromas from a variety of outdoor food vendors make a heady mix as you move toward the busiest part of town — the Trademoot. This small coastal city is astir with excitement because Bridgeport's annual spring festival, the Festival of Blooms, is underway.
>
> The local citizenry seems to be wearing their best and brightest, if a bit rustic, attire, and most buildings are festooned with streamers of bright paper and chains of radiant and fragrant floral blossoms.
>
> As you approach the Trademoot, the town's central open-air market, the sense of excitement only increases. You hear many different minstrels vying for attention in the din among a cacophony of celebratory sounds and voices. However, as you take all of this in, one clear and penetrating voice rises above the tumult:
>
> "Step forward my lords and ladies! Come forward and compete in contests of strength, grace, and wit to determine who will be this year's Master of the Blooms! Don't be shy! Any and all are welcome to give it a go! Step up and try to cover yourself in endless glory!"
>
> As you move forward to take a closer look, the crowd parts to reveal an open space where a series of contests have been set up. The barker whose voice you so clearly heard is owned by a middle-aged man bearing an outlandish top hat and a bright blue sash over his dark topcoat. Seeming to catch your eye, he waves you forward to take part in the contests.

The purpose of these contests (beyond determining the winner of the title of Master of the Blooms!) is to allow the characters to show what they can do as well as to see what their soon-to-be party members are capable of.

At this point, explain the nature of each contest and then run each of them. The participant with the most contest wins is the overall winner.

One of the enduring traditions of the Festival of Blooms is a series of friendly contests that are scored to determine a winner who is then crowned the "Master of the Blooms." Contests include mock fighting, lifting, juggling, archery, oration, and history.

Rules

The contests are run in different ways. Some involve an attack roll against a set target. Others require rolling below an attribute score on a certain number of d6s. Other are resolved by rolling 1d20 and adding a bonus or penalty based on the attribute being tested, if applicable. Use the following table to assign bonuses/penalties:

Attribute Score	Bonus/Penalty
6 or less	−4
7–9	−2
10–12	+0
13–15	+2
16 or more	+4

Other townspeople (half the total number of characters) should participate in the contest along with the characters. The townspeople receive no bonuses to their rolls. The contests that call for judging are decided by a variety of local potentates, including guild leaders and well-to-do farmers.

To track the outcome of each contest, award 5 points to the participant who gets first place, 3 points for second, and 1 point for third. Then simply total each participants' points; the contestant with the most overall points wins and is crowned "Master of Blooms."

Mock Fighting: The mock fighting contests involve squaring off with a padded baton against a single opponent in a 10-foot-diameter circle. After the "go" signal, the first participant knocked out of the circle loses. Participants are expected to fight without armor or magic. Townsfolk have AC 9[10] and 3d8 hit points. The padded baton does 1d4 points of nonlethal damage with each successful hit. When a contestant is reduced to 0 hit points, he is pushed out of the ring and loses the match.

It is a double elimination tournament. This means each participant is not out of the tournament until he or she has been bested two times. The initial winner takes on all comers until they either beat everyone or are themselves beaten. That initial winner can try again, as can each participant who has been bested once. Each participant in this contest gets one try to knock off the winner of the previous match and then defend the circle. The winner is determined by which of the contestants remains with only one or zero losses in the circle. Second place is awarded to whoever had the second most wins before suffering their second loss, and so on.

Lifting Contest (Constitution): The lifting contest involves lifting a series of heavy casks off the ground and stacking them onto a sturdy platform while being timed by a one-minute glass. All entrants participate at once. The participant who stacks the most casks (1d20 roll plus bonus/penalty for Constitution score) on the platform wins.

Juggling Contest (Dexterity): The juggling contest requires all entrants to participate at once. Each entrant starts with one papaya and starts tossing it up and down. Each contestant must roll below their Dexterity on 1d6 to keep from dropping the fruit. Each participant is then thrown another papaya that the participant must catch and incorporate into the juggling attempt. The character must now roll below his Dexterity on 2d6 to keep from dropping a papaya. The check is made each round with an additional papaya tossed to the participant (and a subsequent 1d6 increase in die rolls). Thus, if the contest goes for 6 rounds, the participant is juggling 6 papayas and must roll below his or her Dexterity on 6d6. A participant who drops a piece of fruit is out. When only one entrant remains, he or she is the winner. The top three places are determined by how many total papayas the contestants were able to juggle.

Archery Contest: The archery contest involves each participant shooting arrows from a shortbow at a horsehair target 25 yards away. Each entrant gets 5 arrows and must roll to hit. The participant with the most bullseyes wins. The bullseye is 4[15]. As with the other contests, the top three score points.

Oration Contest (Charisma): The oration contest is a judged event where each participant recites a poem, story, joke, limerick, or just about anything else. The entrants whose oration is judged to be the best wins. For this contest, the contestant with the highest check result wins (d20 roll plus/minus Charisma bonus). (You could also allow the players to tell their favorite joke and judge the winner from those around the table.)

History Contest (Intelligence): The history contest is another judged event. Each entrant recites what they believe to be the most meaningful historical fact. The participant whose historical recitation is judged to be the best wins. This contest works exactly like the oration contest above. For this contest, the contestant with the highest check result wins (d20 roll plus/minus Intelligence bonus). **IMPORTANT:** For the history portion of the contest, one of the participants, a retired sailor named **Joshua Cree**, steps forward and states, "I was a sailor on the research vessel *Discovery* out of Brookmere. Among the marvels we experienced, our captain and ships' officers met with emissaries from the sea elf kingdom of Azurelume." What, if anything, the characters do with this information remains to be seen.

This exposition by Joshua Cree is an important story hook. Should the characters talk to Cree following the contest, he reveals that he became violently ill while serving as a deckhand on the *Discovery* and that while healing from the ship's cleric made him feel temporarily better, it did not last.

So as a mutual decision between the *Discovery's* captain, Zeb Quindal, and himself, he was put on another passing ship, the *Spirit* out of Tindledusk, and returned to port. If pressed on the nature of his illness, he somewhat embarrassedly admits that he was likely suffering from some sort of stress-induced illness ("I was feeling all nervy!") while serving on the ship and that once ashore, he has felt much better. He is now retired from sailing for good as a result.

Finally, Joshua Cree relates that after reaching the port city of Tindledusk, he made his way overland back home to Bridgeport and has taken on work as a farmhand on a pineapple plantation owned by Orth Grisk. The farm is located a bit south and east of Bridgeport. He is in town just for the afternoon to take part in the contest and is then returning to the plantation. He has nothing further of interest to tell the party at this point.

Once the contests are over and a winner is determined, please read or paraphrase the following to the party:

> As soon as the last contest concludes, the same ostentatious gentleman who started the event moves over to confer with the judges. After a few moments of huddled consultation, he breaks from this group and shouts:
>
> "Ladies and gentlemen. I am very pleased to announce that the winner of this year's Master of the Blooms contest is ..."
>
> With that, he strides over to the winner and places a laurel crown of beautiful flowers on the winner's head and then continues,
>
> "Please join me in congratulating our most worthwhile champion."
>
> After the applause subsides, the same gentleman says,
>
> "Now that we have a Master of the Blooms, it is my honor to order, as baron of Bridgeport, that a keg of chilled Bridgeport Reserve be brought forward so that all of our esteemed participants may slake their thirst following their arduous labors!"
>
> And just like that, two porters rush forward bearing a keg and place it on the same stage that was used for one of the



strength contests. They work quickly with a mallet and spigot to tap the keg. As soon as the golden liquid contained therein begins to pour, they start filling up wooden tankards to pass out to all the contest participants.

After being handed a tankard and taking a sip, you find the cold beverage to be some sort of citrus ale that is aromatic, strong, and wonderfully refreshing.

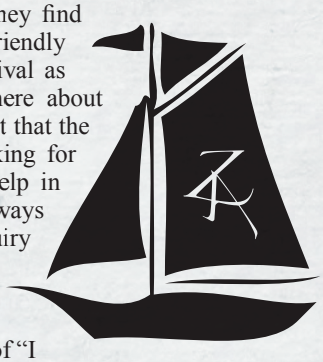
The characters can then talk amongst themselves, regaling each other in explanations of near contest defeats and retelling their own contest victories, or do anything else that they want to do at the festival.

As the characters mill around after the contest, **Baron Goron Ulien**, the emcee of the contest, approaches the party and says, "You lot look like you can handle yourselves better than most. If you are looking for work, Jaxon Brand, a merchant captain here in town, is putting together an expedition. If this sort of thing is of interest to you, head out to the Brand Estate, which is just out of town to the east. Feel free to use my name and tell them that I sent you."

As the afternoon wears to evening, the characters should resolve what to do next, which could include finding lodging or trying to find work. However, in the very likely event that one of the characters is crowned Master of Blooms, it is expected that this individual mingles at the festival and takes part in further celebrations throughout the evening in Bridgeport's various inns and taverns.

Baron Goron Ulien, Male Human Noble: HD 3; **AC** 5[14];
Atk dagger (1d4); **Move** 12; **Save** 14; **AL** L; **CL/XP** 3/60;
Special: none.
Equipment: dagger.

Meeting Jaxon Brand



As the characters explore town, they find Bridgeport to be a prosperous and friendly city, especially with the current festival as its backdrop. Inquiries made anywhere about work yields the universal answers that that the Galley's Hands guild is always looking for strong rowers and that field hand help in many of the surrounding farms is always in short supply. However, any inquiry about work beyond simple menial labor — after a thoughtful moment of reflection on the part of the NPC — results in a statement to the effect of "I heard that Jaxon Brand is putting some sort of expedition together, and he is paying top coin to those who sign on."

Any Bridgeporter who is asked volunteers that Jaxon Brand is head of the Brand family, which owns Zephyr Assimilated, the largest mercantile shipping company in Bridgeport. Further, a character who asks where to find Jaxon Brand is directed to the Brand estate that is located directly east just out of town and told to look for the large white manse with the Zephyr Assimilated sign (a stylized sloop riding a gust of wind) at the beginning of the approach to the manse.

The characters can easily find their way to Jaxon Brand's estate, which is just a few minutes' walk outside of Bridgeport proper. If this visit happens during the day, they find a large ornate archway that features open iron gates (closed after dark) that lead up to a magnolia tree-lined path of pea gravel wide enough for two carriages or carts



to pass. On the very top of the arch is a large sign bearing the Zephyr Assimilated logo. Beneath the sign in raised letters painted with gold are the words "Estate Brand."

The characters see the manse before them as they walk up the approach. The mansion is a sprawling affair, two stories tall, with a broad, open-air veranda on the front. As the party approaches the front steps, a smiling liveried servant moves to greet them. This servant (a middle-aged man with a pale complexion) cheerfully and simply asks, "Good day. What brings you to the Brand Estate?" Any answer relating to the expedition that Jaxon Brand is assembling results in the following response: "Please come with me then. I will take you to Mr. Brand forthwith."

Inquiries made of other subjects result in a courteous, "Please wait here," followed by a 15-minute wait while that servant goes off to find **Martin Brand**, Jaxon's younger son, who handles many of the day-to-day affairs of the estate. When Martin arrives (a young man; short, dark hair; wearing a creased and well-worn vest that looks like it was slept in), he is mildly annoyed and put out by the interruption. He leads those asking about the expedition to his father. Adjust the following text to Martin if they continue speaking with him rather than the servant leading the party to meet with **Jaxon Brand**.

If the characters are escorted to meet Jaxon Brand, please read or paraphrase the following:

> The liveried servant you are following takes you into and through the house, passing a variety of well-appointed rooms. The tour takes you seemingly all the way to the back of the house and into an open-air study that faces an elaborate and well-sculpted walking garden full of brightly blooming shrubs, flowers, and trees. The back wall of the room that faces the gardens is comprised of hinged panel doors that can apparently be closed in inclement weather.
>
> The room itself contains an imposing desk made of some sort of lacquered dark wood, walls covered with charts and maps of many places that you do not immediately recognize, a large table covered with yet more maps and papers, and a set of more casual furniture made of wicker that is arrayed to face the gardens. One of those wicker chairs is filled with a middle-aged man with dark hair now peppered with streaks of gray wearing a loose-fitting white shirt. He is sipping some steaming beverage as you enter.
>
> After you file in, he turns to face you all. With a smile he says, "Welcome friends. What can I help you with today?" As you take a better look at this fellow, you see that despite the smile, his face bears the signs of obvious strain and his eyes look tired.

Jaxon patiently listens to whatever the characters have to say. If the characters are too coy and are not straightforward with their desire for employment, Jaxon quickly dismisses them and directs them to his second, Martin Brand (his second son), who offers the party only menial work around the estate and on the docks.

Zephyr Assimilated

The Brand family owns Zephyr Assimilated. Jaxon Brand, the current head of the family, has done an amazing job of expanding the business over the past 20 years. He has improved and added to the fleet, adding a number of carvels and cogs, while enlarging the number of overall routes. Regular expeditions now include routes to Bret Harth, Martyn's Next, the city of Reme, and even to the distant ports of Quy Tai, Turkad, and San Caseo City. All of this is common knowledge among the residents of Bridgeport.

However, if the party asks about adventuring work, the expedition Jaxon is rumored to be starting, or any sort of straightforward inquiry about employment, Jaxon states:

"I have a problem. The flagship of my fleet, the *Z.A. Zephyr*, is captained by my eldest, Elisa. I fear that something has befallen her and the *Zephyr*.

"She left Bridgeport four months ago on an expedition taking the *Zephyr* south and east first to Warsley and then across the Sinnar to San Caseo City. Well, I know that she arrived at Warsley as expected, about three months ago, and offloaded her cargo as planned. She then reloaded the hold with goods from Warsley to transport and sell at San Caseo. She used a mage of our acquaintance in Warsley to cast *sending* to contact me, so I know these things and that she left Warsley in good order on Yule (December) 11 or so.

"The journey to San Caseo from Warsley should take about a month. But as far as I can tell, she and the *Zephyr* have not arrived. The seas are fickle, so being a bit late is never anything an experienced sailor can get too excited about, but there's been no sending from San Caseo. When the days dragged on without hearing from Elisa or getting any word about the arrival of the *Zephyr* to San Caseo, I became increasingly concerned. She is now over two months late in getting to San Caseo. Elisa is my most competent and efficient captain. However, it is as if Elisa and the *Zephyr* have vanished. I've been seeking the services of a spellcaster powerful enough to cast *scrying* but have so far been unsuccessful.

"Something has happened, I just know it! I cannot tell you how frustrating it is to sit here day after day with no news. So, I have decided to do something about it. I am putting together an expedition captained by my eldest son, Timothy, who will search for the *Zephyr* on the fastest ship of our fleet, the *Z.A. Bounty*, a two-masted schooner. Having no idea what happened to the *Zephyr* or Elisa, I want to be prepared for anything. Therefore, I am looking for capable and brave adventurers to accompany the mission."

Through further question-and-answer roleplaying, the party can learn any of the following:

- Elisa is 28 years old and a veteran of many voyages.
- Elisa is slender and stands about 5ft 6in tall. She has long dark hair.
- Her first command was at age 22, and she has proven to be one of the finest captains in the entire region.
- Timothy is Jaxon's second child and is 25 years old. He has proven to be an average captain, sometimes not using the best of judgment. But Jaxon has great hopes for him nonetheless.
- Jaxon's other children are Martin (23), and his youngest, Tina (19).
- The *Zephyr* is a three-masted clipper built for speed and cargo capacity.
- The *Zephyr's* mission was a lengthy loop beginning by heading to Warsley with a hold full of durable local Bridgeport agricultural products such as cotton and preserved fruits and vegetables. After arriving at Warsley, Captain Brand was to sell the Bridgeport goods to acquire as much grain and copper ore as she could buy; she would then sail across the Sinnar to San Caseo City to sell the grain and ore, both of which are much sought after in San Caseo. Finally, Elisa was to negotiate and buy whatever local products from San Caseo City she thought would sell well in this region before returning.
- The whole mission was to take no more than four months.
- Being a merchant captain involves a lot more than being a good sailor. You must know how to negotiate and have an eye for a good deal.
- The one other ship that Jaxon knows about that could have been in the same approximate part of the Sinnar Ocean as the *Zephyr* is a research mission out of Brookmere called the *Discovery*. Jaxon has checked and learned that the *Discovery* is still at sea and is not expected to return to Bridgeport for several more months.
- He knows that the research cog was funded by Bram Zander out of Brookmere and that the ship is captained by Zeb Quindal, who is well known to Jaxon Brand as he has worked for Zephyr Assimilated in the past. Jaxon further knows that Bram Zander owns the merchant company Judicious Passage. They have a small office in Bridgeport down by the docks.
- Jaxon knows that the *Zephyr* made it to Warsley, offloaded all of its cargo, and took on a hold full of grain and copper ore. The *Zephyr* then departed, heading southeast.
- That departure was more than three months ago in mid Yule (December).
- The *Zephyr* should have reached San Caseo City two months ago.
- Jaxon has received no *sending* from Elisa and has not received any sort of information of any sort concerning her whereabouts or those of the *Zephyr*.
- Jaxon will pay 500gp for any reliable information about the *Zephyr* or his daughter. And, he offers 2000gp each to the party members to undertake this mission: 1000gp each now and 1000gp upon their successful return with Elisa in hand or with definitive information regarding her ultimate fate.
- Finally, if the characters agree, Jaxon informs them that the *Bounty* is set to depart in two days, the close of the Festival of Blooms. They are to report to the ZA pier and board the *Bounty*.

Should the characters reveal that they met a sailor from the *Discovery* named Joshua Cree, Jaxon is astounded. He says things such as "What?! This is amazing! This Cree fellow may have information regarding my Elisa and the *Zephyr*! Do you know where he is? You have already proven your worth! Well done!" and so on. If the characters accept the mission and do not indicate that their priority is to track down and interrogate Cree, Jaxon Brand strongly urges them to do so.

Inquiries after Joshua Cree in town result in the characters being directed to the Grisk pineapple plantation, about a two hour walk east of town.

Roleplaying Jaxon Brand

Jaxon Brand is a forthright and no-nonsense sort of person. He is a ruthless but fair negotiator. He takes the long view on negotiations, recognizing that getting the best deal now might not be the best path to a lasting and mutually profitable relationship. He values family, community, and order. He is good-natured while being naturally reserved.

Common Sayings

- "I like this idea. Maybe we can work something out to our mutual benefit."
- "We have no place for that sort of behavior in this company — only the best from us and for our partners."

Joshua Cree

Finding Joshua Cree is easy enough. The land immediately around Bridgeport is almost completely cultivated. Asking anyone for directions gets the players to the Grisk pineapple plantation. It is about a two-hour walk from the Brand estate. The plantation is fairly typical in that it has a main house owned and occupied by Mr. Grisk and his family, a series of smaller residences for the farmhands and whatever other servants Grisk employs, as well as outbuildings used for a variety of agricultural purposes.

The plantation itself features large flat fields filled with pineapple plants in various stages of maturity. When looked at from afar, the fields look as if they are filled with mounds of green blades stuck up in the air in an endless array of angles.

Anyone who asks after Cree is are pointed to the far end of the plantation where Cree and a few others have been sent to work on clearing more arable space from the nearby forest.

If the characters follow the instructions they were given, they cross nearly a half-dozen pineapple fields before they see the approach of the wood's edge and hear the unmistakable sound of axes striking wood. If the characters make no effort to hide their approach, the four field hands are quite surprised to see them; it is not often that an armed party visits the fields. If the party calls out and asks for Cree, one of the men somewhat nervously steps forward. If the characters interacted with Joshua Cree at the festival, he smiles in greeting as he recognizes them.

However, before any sort of colloquy can take place, please read or paraphrase the following to the party:

> One of the men you recognize as the sailor you spoke with at the festival somewhat nervously steps forward. You hear the unmistakable sounds of cracking and crunching branches emanating from the nearby woods, indicating that something large is heading this way. As everyone shifts nervously toward the source of the cracking sounds, the air is suddenly pierced by a terrifying screech. A huge creature that looks like some kind of massive bear crossed with an owl breaks from the edge of the forest and rushes directly toward you and the field hands. This beast seems quite upset!

The field hands apparently got a bit too close to an **owlbear** nest, which causes the beast to attack. As this owlbear is defending its nest, she fights to the death. The owlbear attacks the field hands and characters indiscriminately. Should the party survive the attack and search for where the owlbear came from, they discover tracks to the nest about 50 yards into the forest from where the field hands were working. Nothing of value is in the nest except the two owl bear eggs that are each worth 250gp in town. Whether Mr. Grisk lays claim to those eggs since they were on his property is, of course, up to you and likely depends on how the characters handle the situation.

Owlbear: HD 5+1; **HP** 33; **AC** 5[14]; **Atk** 2 claws (1d6), bite (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 5/240; **Special:** hug (additional 2d8 if to-hit roll is 18+). (***Monstrosities*** 368)

Once the owlbear threat is handled, the party is free to question Joshua Cree. He knows everything stated in the **What Joshua Cree Knows** sidebar. He freely shares what he knows..

The Discovery

Should the characters decide to follow up on the additional information about the *Discovery* provided by Jaxon Brand, they easily find a small storefront in the docks ward that bears a sign that reads "Judicious Passage." If the party visits during normal business hours, they find the shop manned by a half-elf named **Shaleen Brindlewood**.

There is not much to this shop. It is 15ft wide and 20ft deep. Empty benches sit to the left and right as the characters enter the store. A counter spans the back of the store from left to right. Shaleen stands behind the counter. She greets any visitor warmly, "Welcome to Judicious Passage. How may we be of service?"

If the party asks about the missing research vessel, Shaleen gives a mildly surprised and puzzled response to the inquiry, but she can be convinced to reveal what she knows:

- Judicious Passage is primarily a passenger transport company but does some shipping as well.
- They specialize in custom destination travel options.
- Bram Zander, the owner of Judicious Passage, commissioned the cog *Discovery* to do just that: Explore the southern section of the Sinnar Ocean to chart it and discover new routes.
- The *Discovery* left Bridgeport in Daan approximately nine months ago.
- The *Discovery* is a big boat, a cog, with three masts and a crew of nearly 50.
- It is big enough to survive just about any ocean storm, and the crew was well enough armed to repel just about any conceivable threat.
- Three sages had been hired to do the charting and record all the ship's findings.
- The *Discovery* was not on a strict schedule due to the nature of its work. It was expected that the entire expedition would take approximately one year.
- Despite the *Discovery* still being out to sea on its mission, one sailor on board named Joshua Cree returned early due to an illness. He returned to Bridgeport only about a week ago and now works on a pineapple plantation owned by Orth Grisk. Shaleen can provide directions to this farm should the characters ask.
- Shaleen knows nothing about the fate of the *Zephyr*.

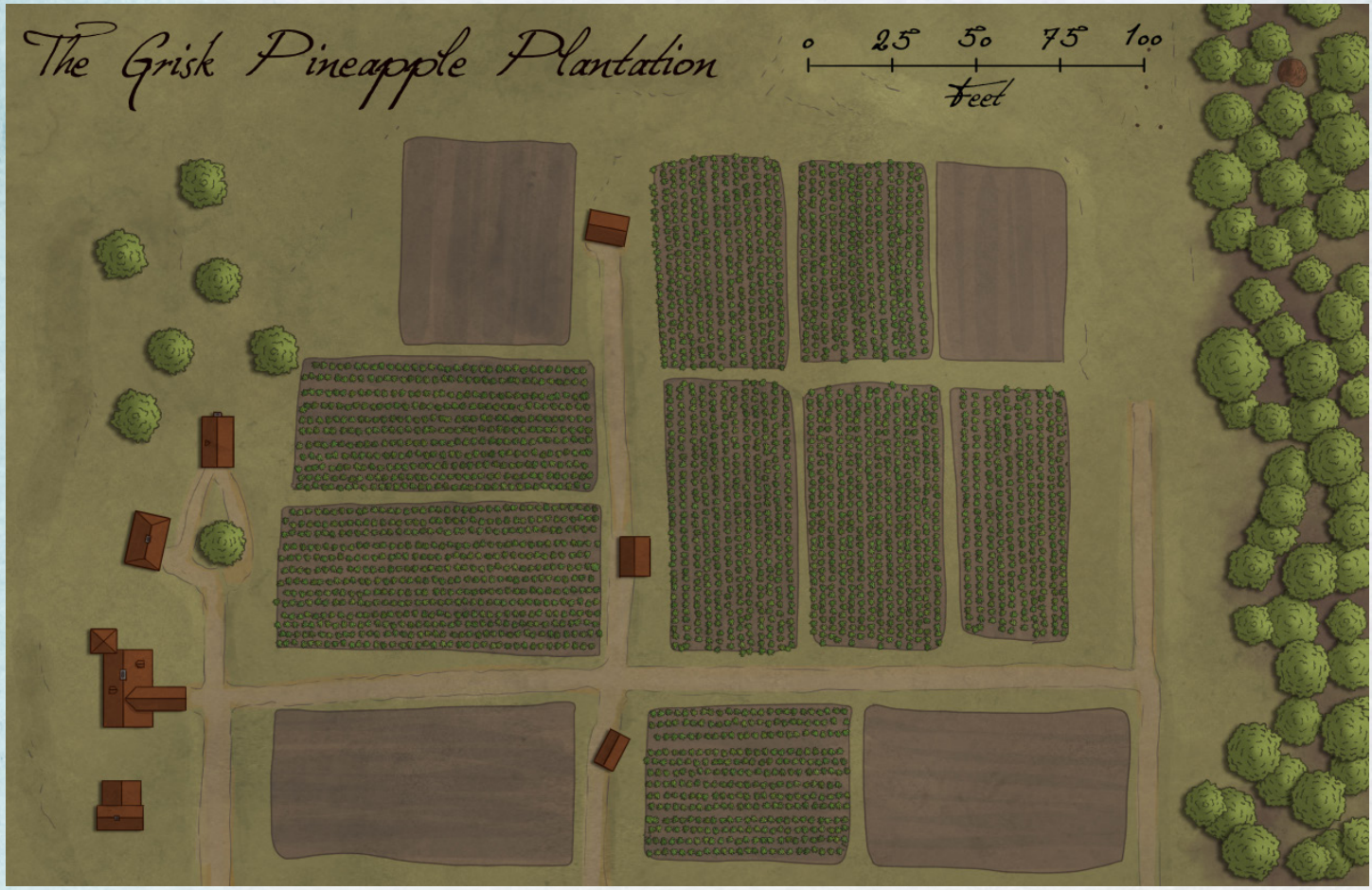
What Joshua Cree Knows

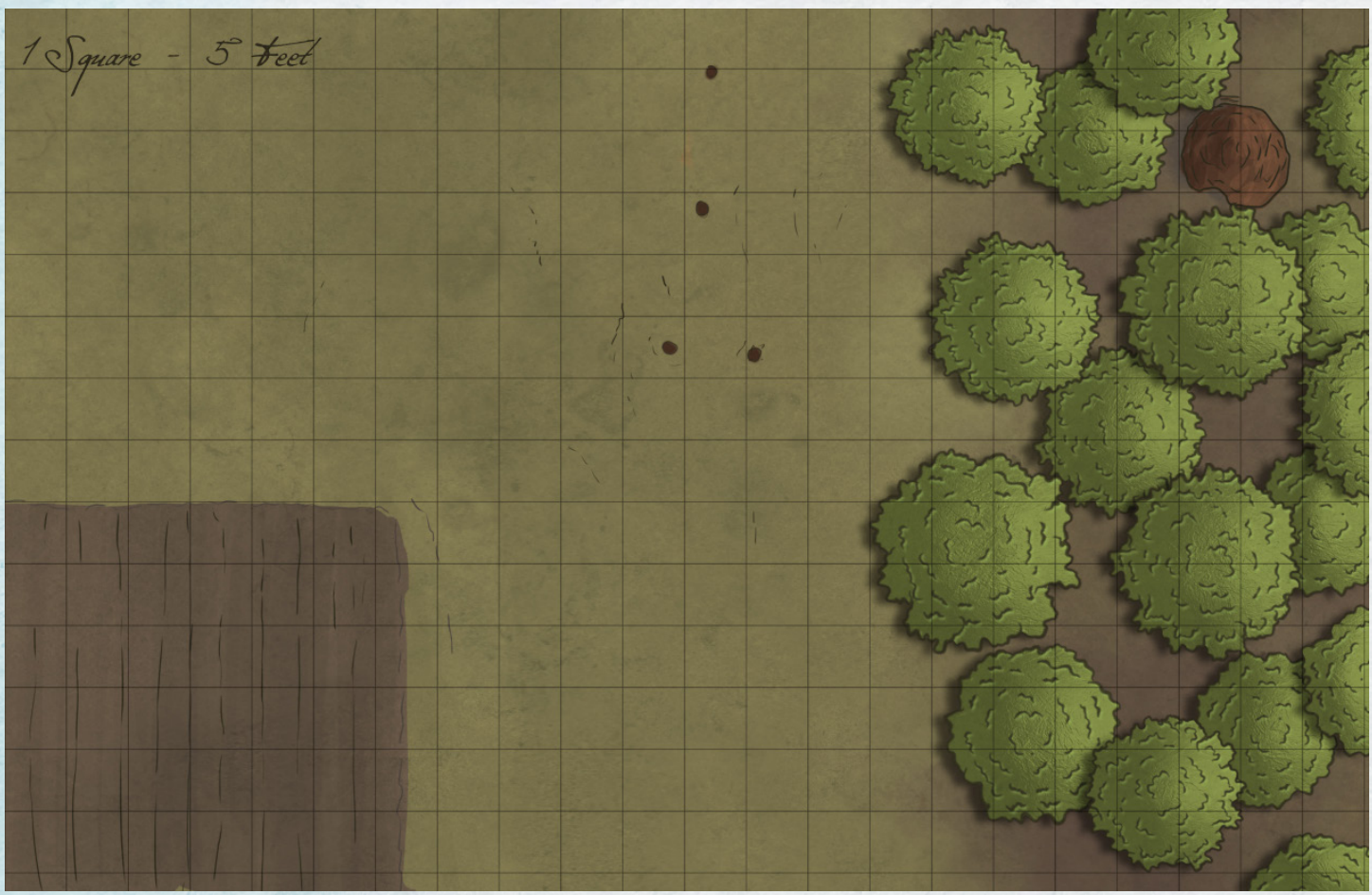
Joshua Cree was a deckhand on the *Discovery* when they encountered the *Zephyr* on the Sinnar. When each boat recognized the other's colors, they pulled up broadside, which is quite normal, in order to exchange information and to see if the other needed anything. An away boat carrying the officers from the *Zephyr* made the short trip to the *Discovery*. Cree witnessed this meeting, and it was obvious to him that the captain of the *Zephyr*, a dark-haired woman, and his captain, Zeb Quindal, knew each other and were friends. In fact, the captain of the *Zephyr* dined with Captain Quindal that evening on the *Discovery*.

This afforded the chance for Joshua Cree to gossip with some of the crew from the *Zephyr*. Cree learned that the *Zephyr* was heading for some island far to the south before turning north and east for San Caseo City, the *Zephyr's* scheduled destination. The *Zephyr* crewmembers that Cree talked with boasted that they were going to find "great riches" on this small uncharted island. They further bragged that precious gems were lying around the place just waiting to be picked up.

This encounter happened about a month ago.

As stated in more detail above in **The Festival of Blooms** section, Joshua Cree had been suffering from bouts of violent illness while serving on the *Discovery*. Shortly after witnessing the meeting between Captain Brand and Captain Quindal, Cree was put on another passing ship, the *Spirit* out of Tindledusk, and returned to port. After reaching the port city of Tindledusk, he then made his way overland back home to Bridgeport. He arrived only about a week or so ago and has since taken on work as a farmhand.


The Grisk Pineapple Plantation
0 25 50 75 100
Feet


1 Square - 5 Feet

Chapter Two: Departure

After a raucous close to the Festival of Blooms the night before (featuring a parade followed by a big outdoor party in the Trademoot), the next day dawns clear and bright with a light easterly wind. The Zephyr Assimilated pier is easy to find based on its sheer size and its signage.

But before arriving at the Zephyr Assimilated pier, the characters cannot help but notice copies of a broadsheet posted at various places throughout Bridgeport as they make their way through town. This broadsheet was published by **Timothy Brand**, the captain of the *Bounty* whom the party will meet shorty. (Give the players **Handout 1: Timothy Brand's Broadsheet** to set the stage for their meeting with the one and only Captain Timothy).

At the end of the pier, the party notices a series of large rowboats that are in various stages of being loaded and rowed out to a ship at anchor a few hundred yards out into the bay. As the characters move forward on the pier, please read or paraphrase the following:

The day has opened bright and clear, but the same cannot be said of many of the sailors and dockworkers around you who all look as if they enjoyed the close of the Festival of Blooms last night immensely. Ahead of you, three bench-seat rowboats are being loaded and rowed to a boat at anchor out in the bay about 200 yards from the end of the pier. As Jaxon Brand described, it is a two-masted schooner. From here, you can see that it is certainly a handsome ship, sleek and complete with a masthead carved like a muscular godlike man at full draw with a longbow.

As you get closer to the activity at the end of the dock, it seems that you were expected. A man with short, sand-colored hair and bearing a clipboard greets you. "Good day masters. Right this way please." He gestures to an open rowboat. After clambering aboard, a sleeveless man already sitting in the rower position silently nods to you all as he grabs the oars and starts rowing you out into the bay. In short order, his sure and practiced strokes take you to a rope accommodation ladder hung over the side of the schooner. After a somewhat awkward climb up the rope ladder, you find yourself on the aft deck of the boat.

The ship is a hive of activity with sailors rushing hither and yon. About 15 feet in front of you, striking a somewhat staged and outlandish pose, is a young man in bright silks complete with a feathered cap and a soft leather booted foot up on an overturned barrel. As he sees you, as if on cue, he finishes a flourish with an incredibly ornate cutlass, neatly and crisply sheathing it with a practiced and pompous air. As the last of you boards the ship, he shouts a greeting: "Welcome to my ship, the *Bounty*! I am Captain Timothy Brand. You may call me "captain" or "sir" or "my lord." I hear you are brave adventurers hired to assist in our rescue mission of my wayward sister. I warned my father that this day would come. But anyway, I am in command here. You will find me a stalwart, brave, and true leader."

Without pause, he gestures to a woman behind him. She wears a black vest over a white shirt; she looks as if she wants to be anywhere but here at the moment. Timothy continues, "This is Jace, my first mate. She will see to all your needs and will show you to your staterooms, for I am far too busy to be bothered with such trifles. It is a great day for sailing! The winds favor us. Greetings and welcome aboard!" With that, Captain Timothy strides away shouting unnecessary and random orders, all of which seem to be completely ignored.

As the captain strides off, Jace stands there shaking her head in apparent embarrassment. Jace then says, "Right this way, masters. Let me show you to your rooms." Jace then starts walking toward the bow of the ship, expecting you to follow.



After crossing the aft deck and taking the stairs down to the main deck, the characters cross the main deck where the hatch doors remain open as supplies continue to be loaded onto the ship. Jace then leads the party, should they continue to follow, to a covered set of staterooms in the bow of the ship. A total of four staterooms easily accommodate two characters per room.

The characters are free to ask Jace any questions they want and to interact with any of the rest of the crew. Otherwise, Jace unceremoniously gestures to the staterooms and begs off as she is needed in order to see that the ship is adequately and properly loaded for departure.

First Mate Jace, Female Human Sailor (Ftr2): HP 13; **AC** 7[12]; **Atk** rapier (1d6) or light crossbow (1d4+1); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30; **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD, +1 to hit strength bonus.
Equipment: leather armor, rapier (as short sword), light crossbow, 20 bolts, 11gp.

The Bounty is a two-masted sailing ship. Use the Small Ship description under **Ship Combat** from the ***Swords & Wizardry Core Rulebook***.

The loading of the ship finishes around noon and without further ceremony, anchor is weighed. The *Bounty* starts across the bay heading west and then south toward the Strait of Praeis.

Roleplaying Captain Timothy Brand

Timothy Brand feels he has always been in the shadow of his older sister Elisa, and for good reason. While Elisa has excelled at virtually every task and challenge, Timothy has struggled. And as is the wont of siblings in such a situation, he resents his big sister. This has made the young man quite insecure, forcing him to constantly attempt to compensate. In turn, he has become impulsive, vain, and a poor leader. He is not a bad or evil person, just one who endlessly compensates for shortcomings that he most of all perceives. His moods wax and wane. Because of this, he can be emotionally inappropriate and says things for no apparent reason. He is the kind of leader who freezes at the worst time and is not one to make good decisions even under the most favorable of circumstances.

Timothy is not comfortable with the characters being on board. This is because they work directly for Jaxon Brand, his father, and as such, enjoy a special status. He is bossy and petulant to the party as a result.

Common Sayings

- "An extra jot of rum for all the crew!" (With no apparent reason for this)
- "Will this cursed voyage never end!" (Despite fair weather)

Getting Seasick

After an hour or so on the water, consider having the characters make saving throws to keep from becoming seasick from the rolling motion of the ship. Any character with a sailor background automatically makes the save. Characters who fail the saving throw rush to the gunwale and enjoy their breakfast for a second time. The affected characters quickly acclimate thereafter.

Should the party seek to talk to Captain Timothy, he tells them he is busy getting the mission underway and does not have time now. He tells them that they will be paid the honor of being invited to dinner in his cabin this evening.

If any of the characters ask about the *Bounty's* destination, First Mate Jace replies somewhat uncertainly, "South then east toward Warsley."

Should the party seek to talk to any of the crew or officers, they find everyone busy at a variety of tasks. The sailors politely answer the characters' questions, but clearly want to get back to their work. If asked about where they are going, no one really knows exactly and simply answers "South, as far as I know." If asked how they feel about Captain Timothy, they answer that he is fine and is their captain. But their answers lack enthusiasm and suggest to the characters that the crew has their doubts about the captain. That said, none express those doubts out loud at this point.

Stowaway

A few hours after departure and once the *Bounty* leaves the safety of Bridgeport and the bay, the party hears shouting from the main deck. If they investigate, they find many of the crew gathered there along with the captain. One of the crew has what looks like a young boy by the collar of his shirt and is thrusting him in the direction of the captain: "It seems we have a stowaway, Captain. What should we do with him?" After a long and somewhat awkward pause while he struggles to find something to say, Captain Timothy finally responds, "Well, he seems like a fine lad. I admire his spirit! Put him to work so that he may earn his keep." And with that, the captain turns on his heel and strides back toward his stateroom.

The rest of the crew then slowly starts to disperse, some of them muttering to themselves about "bad luck" and "ill omens." Shortly, no one is left except a puzzled-looking crewman holding the boy. A quick glance at the boy reveals a kid about 12 years old wearing a slightly smug expression without any outward signs of fear.

The characters may approach and interrogate the boy if they like.

The stowaway says his name is Gar Turnbull and that he ran away from home because he did not want to grow up to be a farmhand like his father.

None of this is true except his first name. Gar is really a **doppelganger** who is simply joyriding and seeking to wreak some havoc for the fun of it. His plan is to cause as much chaos as he can, maybe by starting a fire. When the jig is up, he transforms into a sahuagin, jumps overboard, and swims away to new adventures elsewhere. Gar is not concerned with telling the truth and it is obvious that he is up to something. Such is the indifference of the doppelganger that he takes very little care to hide his intentions.

What happens from here is of course up to the players and you. If the characters take their concerns to the captain, he shrugs them off and mocks the characters for being afraid of a little boy. If the party attacks the doppelganger, he fights back viciously and quickly reveals his true shape.

If the characters do nothing, it is up to you to decide when and in what form Gar's hijinks take shape. Gar may cut a mainstay and send some of the crew in the riggings flying. He may try to light a fire somewhere on the boat. Gar may also get caught trying to poison the food or water supply. It doesn't take long for something to happen as Gar is unwilling to play the role of cabin boy. If he is asked to work, he sulkily refuses.

Whenever and however the confrontation happens, Gar fights until he is reduced to less than one-third of his hit points. He then attempts to flee as outlined above.

All this, of course, scores no points in the captain's favor with the crew. This is just another example of his poor leadership, and the mutterings among the crew to this effect only increase.

Doppelganger: HD 4; **HP** 24; **AC** 5[14]; **Atk** claw (1d12); **Move** 9; **Save** 13 (5 vs. magic); **CL/XP** 5/240; **Special:** immune to sleep and charm, mimics shape. (***Monstrosities*** 129)

Dinner with the Captain

Captain Timothy has the characters to dinner on the evening of their first night at sea. His purpose is to learn about the characters and to see if any of them are a threat to his command.

While Captain Timothy's cabin is certainly fine, it is ill suited for an event such as this as it is simply too small. He has ordered two sea tables to be set up and set with fine china and glassware such as one would find at a high society dinner party. Glassware and china tip and slide with the motion of the boat, frequently spilling onto the white — and once clean — tablecloth. The odd and cramped setting is completed by an embarrassed looking First Mate Jace who was ordered to don an ill-fitting black coat and to serve as the butler for the evening's meal. Captain Timothy either pointedly ignores or simply does not appreciate the incongruity of the scene.



He is high-handed and insulting. However, the characters cannot do much about it given their position on the ship and the fact that Captain Timothy is in charge. If any of the party responds with anything that the captain would deem as "insolence!" he states that the next such incident will find that character in the brig. And the captain is more than petty enough to follow through with that threat.

If asked about the broadsheet essay that the characters found in town, Timothy proudly states that it was of his authorship and that these essays are his way of doing his part to better Bridgeport. He unironically relates that he selflessly shares these thoughts and wisdoms in order to improve the lives of his fellow citizens.

Some examples of what the captain might say to the party are as follows:

- "Oh, I thought you were far more experienced adventurers than that. Hell, my greenest crewmember has wetted his blade more than you!"
- "You all are as green as grass!"
- "Well, if a fight ever breaks out, young ones, stay close to me. You will be safe, and you may even learn something."
- "You can do magic? Can you fly? Can you hurl fire great distances? Can you transport yourself across great distances? Well, what good are you? Any huckster at the carnival can do more magic than you!"
- "Have you ever been to The Green Realm? No? Well, I have."
- "I have a girlfriend from Qui Tai." (If asked what her name is, he embarrassingly and obviously makes up a name on the spot.)
- "I cannot wait to see the look on my sister's face when I rescue her from whatever mess she has gotten herself into!"
- "Oh, my sister! She is such a simpleton! She is really not good at much. It is amazing that father put her in charge of anything, let alone our flagship. It must have been out of pity for her."



Some good roleplaying along the lines of "Why are you being such a jerk?" while reminding the captain that the characters work for Jaxon Brand and not him earns a halfhearted apology from Timothy. He then ceases the verbal abuse.

Castaways

At some point as the ship passes near the island of Greenreach as it heads south toward the Strait of Praeis, the barrelman calls out: "Ahoy! Looks to be a small craft or raft port (left) side ahead about two cables (240 fathoms)!"

Should the party move to the foredeck and look for themselves, they see a raft, about 20ft by 20ft with six smallish robed figures trying to hail the ship. They are waving their hands and jumping up and down. The figures are all wearing hoods covering their heads, but alert characters have a 1-in-6 chance of noticing a clawed reptilian foot peeking out from underneath one of the robed figures.

As the *Bounty* moves within 15 fathoms (30 yards), the party is able to see that the seven robed figures are each around four feet tall.

The robed figures are **6 kobolds** who have grandiose plans of seizing a ship. Normally, kobolds would be way too craven to attempt such piracy, but they are emboldened by the presence of **6 lacedons** clinging to the bottom of the raft. This pack of kobolds has formed a symbiotic relationship with these terrible creatures in that they provide the lacedons fresh meat while the kobolds gleefully pick their victims' bodies clean of any treasure.

When the raft gets within a few fathoms of the ship, the lacedons let go of the raft, swim under the ship, and seek to scale the far side of the ship while the attention remains on the raft. Meanwhile, the kobolds call out in Common for help, wail about being shipwrecked, and generally stall for time. As soon as the lacedons attack, the kobolds leap to the attack as well, attempting to climb up the side of the ship. The lacedons fight to the death. But if the tide of the battle turns against the kobolds, they try to make it back to their raft and flee.

The captain is noticeably absent during this entire encounter.

Kobolds (6): HD 1d4hp; **HP** 4x2, 3x3, 2; **AC** 7[12]; **Atk** short sword (1d6); **Move** 6; **Save** 18; **AL** C; **CL/XP** A/15; **Special:** none. (***Monstrosities*** 277)

Lacedons (Aquatic Ghouls) (6): HD 2; **HP** 14, 13x2, 12, 10, 9; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9 (swim 12); **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immune to charm and sleep spells, paralyzing touch (3d6 turns, save avoids). (***Monstrosities*** 191)

Chapter Three: The Open Sea

Once through the Strait of Praeis, the *Bounty* turns southeast toward open ocean. The Sinnar spreads out in its vast blue glory before the Bridgeport vessel. Good weather and fair winds still accompany the mission, and but for the high-handed presence of Captain Timothy, everyone should be settling into the rhythm of sea life. After a week on board, the characters have met and interacted with most of the officers and crew. Bonds or grudges form as you orchestrate. Use the following stat block for all of the sailors on board. You can adjust as necessary for tougher sailors if needed:

Sailors: HD 2; **AC** 7[12]; **Atk** dagger (1d4) or belaying pin (1d4); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none.
Equipment: leather armor, dagger, belaying pin (club), 1d4gp.

Dragon Turtle

Please read or paraphrase the following:

After a couple of weeks on the *Bounty*, you have settled into the rhythm of life at sea. Despite the questionable leadership of Captain Timothy, the *Bounty's* crew dispatches their daily duties with a practiced efficiency. The weather has been fair and the winds favorable. Land has been out of sight now for a couple of days. Other than the occasional pod of dolphins that has accompanied the *Bounty* for short stretches, the voyage thus far has been almost boring.

That is, until the normal creak of riggings and usual banter among the crew is broken by a sharp cry from the barrelman, "Ahoy! Starboard!" As all eyes swing in that direction, you see quite the sight. Scores of large fish, maybe a school of tuna, break the surface of the water porpoising at high speed. Suddenly, a pointed maw attached to a reptilian head the size of a carriage breaks the surface of the sea and engulfs maybe a dozen of the big silver fish in one swallow. As this monstrosity continues to breach, the ship lists suddenly to port under your feet due to the water displaced by this massive creature.

After regaining your balance, your eyes swing back to the source of the disturbance: a huge turtle-like creature with a long tail and neck with large, taloned flippers. This massive creature is easily as large, if not larger, than your ship in length and width. As water continues to stream off the crenulations of its shell, its huge head swings in your direction. With baleful eyes fixed on the *Bounty*, it surprisingly speaks in Common; its powerful voice sounds like a combination of hissing and a beast clearing its throat: "Well, what do we have here? It has been many moons since I have tasted landbound flesh. Maybe you have something delicious for me?"

Just as the characters are taking in the **dragon turtle** and trying to get their bearings, a high and panicked voice shrieks out, "What is that thing?! Kill it! Destroy it!" The voice belongs to the obviously panicked Captain Timothy who is heading toward the characters from his quarters.

This outburst draws nervous and dark looks from the crew as they stare in shock at Captain Timothy's outburst.

The dragon turtle, having just eaten, patiently awaits a response from the *Bounty*. Fortunately, First Mate Jace has not lost her nerve and steps

A Trip to Warsley?

The characters may decide that a good place to stop and seek information concerning Elisa Brand and her ship is the port city of Warsley. Captain Brand had gotten word to her father that she had arrived, offloaded her cargo, refilled her hold, and departed from Warsley all in good order approximately three months ago.

If the characters suggest this course to Captain Timothy, he brushes it off as "foolishness" and "a wild goose chase." However, should they convince or intimidate him, Warsley is roughly a one-week journey east from the Strait of Praeis. Warsley is a city of 3500 inhabitants with primary industries of agriculture, mining, and shipping trade.

Sailors frequent a small temple to Quell located near the docks. The head cleric is named **Jesmond Mald**. An appropriate offering gets Mald to volunteer that he is familiar with Zephyr Assimilated, Captain Elisa Brand, and the *Zephyr*. He can confirm that the *Zephyr* was in port approximately three months ago and that there were no incidents or troubles, at least as far as he was aware of. He further directs the characters to a ramshackle dockside tavern called The Tangled Rigging in order to search out a sailor named Jasper Cronks. Mald believes Cronks used to sail for Zephyr Assimilated before he was terminated for his endless and excessive drinking.

Alternately, asking around the docks after Captain Elisa Brand, the *Zephyr*, or Zephyr Assimilated directs the characters to The Tangled Rigging where they learn the same information as above. Warsley's Harbormaster is Gand Adams.

The Tangled Rigging was in fact the place where Elisa Brand encountered Cronks months before. It was at this meeting where Cronks filled her head with tales of a small island filled with easy riches. He convinced her that the island really exists. Captain Brand then decided to take Cronks with her to help find the island. Captain Elisa Brand, Cronks, and the *Zephyr* are long gone by the time the party arrives at Warsley.

Minna Buckley, the proprietress of The Rigging, readily relates that Cronks was filled with absurd and wild tales of "vast riches" on a small tropical island he called "Crocodile Island." She further informs the party that Cronks used to go on and on about the active volcanoes on the island. Finally, she tells the character that she, along with the rest of her bar patrons, laughed these stories off as being the typical ravings of a hopelessly drunken and delusional sailor. Minna also relates that Captain Brand visited The Rigging three months or so ago and had a lengthy meeting with "the filthy drunk" Cronks. Finally, Minna Buckley tells the party that when Captain Brand shipped out, she took Cronks with her.

That is the extent of useful information the characters can obtain in Warsley.



Sailors' Roster

A list of the names of some of the sailors on board the *Zephyr*:
Farren Uberto, bosun
Benton Snowdon, bull ensign
Shelley Stonebridge, helmsman
Joss Raven, carpenter
Wystan Shell, conning officer
Albertina Netle, ensign
Claribel Merton, ensign
Idell Notleigh, purser
Gene "Brown Tooth" Dewl, pilot
Ludie Sharman, sailor
Winona "No Cash" Smit, sailor
Faith Shirley, sailor
Quince Taylor, sailor
Elwell Stevens, sailor
Halsey Claridge, sailor
Gilmer Trollope, sailor
Tarleton "Whale" Whulsup, sailor
Burgess Salvodore, sailor
Edbert "Squealer" Zeph, sailor
Rawlins "Three-Teeth" Fawcett, sailor

forward and yells in response, "O Great One! What could we have that would please you? We are nothing more than a mere sailing vessel."

The dragon turtle then responds, "Certainly you must have an extra crewman or two for me to snack on?" A croaking noise that is the creature's laugh follows this question.

At this point, Captain Timothy completely loses control. In a fit of swearing, he orders the crew to attack and destroy the beast. The now-unhinged Captain Timothy shouts things like, "Give it nothing!" and, "Destroy the beast!"

Dragon Turtle: HD 14; **HP** 105; **AC** 2[17]; **Atk** 2 claws (1d8), bite (3d10); **Move** 3 (swim 9); **Save** 3; **AL** N; **CL/XP** 15/2900; **Special:** break ships (50% chance to capsize), breath weapon (90ft long steam, 112 damage). (***Monstrosities*** 142)

The dragon turtle is more than a match for the *Bounty* and the characters at this point. All of the crew, excepting Captain Timothy, knows this. Random crewmembers hiss statements like "Shut him up!" at the characters.

It is quite clear that the dragon turtle is not amused by the ongoing antics of Captain Timothy. It starts to turn from a relaxed broadside position to one facing the Zephyr in a posture ready to attack.

Quick intervention by the characters at this point can save the day. They can either calm Captain Timothy down or bodily restrain (grapple) him. If Captain Timothy is successfully grappled, he is so embarrassed that he does not attempt to break free.

Meanwhile, First Mate Jace works on a solution. She knows that dragon turtles, like their airborne relatives, love flattery and meat. As

the characters are dealing with Captain Timothy, she orders a cask of preserved pork back thrown overboard for the monster while she delivers the following flattery, "O Magnificent One! Please accept this trifle as a thank you for gracing us with your noble presence!"

If the characters keep Captain Timothy under control while First Mate Jace treats with the dragon turtle, the dragon turtle scoops up the offering and, without a backward glance, disappears into the briny deep from which it came.

If the dragon turtle attacks the ship, and the ship survives, there will likely be considerable damage. If the characters opt to help look for damage, allow them a 1-in-6 chance to find the damaged sheet that might otherwise play a pivotal role in the upcoming storm encounter.

Because the dragon turtle has a full belly, it is not spoiling for a fight. However, if attacked, it attacks the ship for two rounds and then swims off, bored by the whole thing.

<<Insert dragon turtle image here>>

The crew notes a successful intervention with the dragon turtle, which results in many nods and smiles of appreciation and even a few "Huzzahs!"

Doldrums

After several weeks at sea and with the *Bounty* heading ever southward, the ship encounters a stretch of calm that challenges the nerve of the crew and sees even more erratic behavior on the part of Captain Timothy.

Please read or paraphrase the following to the party:

> After weeks of favorable winds, the weather took an unfortunate turn three days ago. Since then, the *Bounty* has been caught in a slow drift because the winds have all but disappeared. While the helmsman has been able to keep the ship pointed in the right general direction to the southeast, the *Bounty* has barely moved at all beyond drifting listlessly on the waves.
>
> These doldrums have had a severe impact on the morale of the crew. Where you used to see a generally cheerful bunch, everywhere you look you now see dark and solemn faces on the crew. There is very little talk and very little noise of any kind beyond the normal creaking sounds from the ship.
>
> That is, excepting for Captain Timothy, who has taken to bouts of open rage as he stalks across the decks shouting imprecations and insults at anyone and everyone he sees. This behavior is wearing thin on the crew. In his wake, Captain Timothy leaves crew members shaking their heads and muttering about what they would like to do to him. The overall mood on the *Bounty* is spiraling downward toward possible violence.

While the characters can do nothing about the weather (presumably), they can try to improve the morale of the crew. The characters can do several things to try to improve the situation. Through effective roleplaying, the characters can improve the mood of individual crewmembers by doing things such as sharing kind words, asking after families back home, or even leading the crew in song.

First Mate Jace can read the mood as well and could hint to the characters that opening up a cask of rum and throwing an impromptu party might be just the thing to turn the mood of the crew around. If they pass on the suggestion to anyone but Captain Timothy, the idea is received with gusto. Again, that goes for everyone except Captain Timothy. The captain does not protest too stridently, however, as he knows that he is on tenuous footing with the characters due to their being hired directly by his father and, as a result, not under his command.

Should the characters go ahead with this plan, a cask gets opened and the crew cheerfully partakes, even offering up some "huzzahs!" for the party. However, after a few minutes of merriment, Captain Timothy storms out of his stateroom, his face reddened with rage and flecked with spittle, and demands, "Who ordered that spirits be opened?! This is a mutiny!"

The mood darkens quickly, with many crewmembers reaching for their weapons and shifting their bodies around in anticipation of violence.

Any party member may diffuse the situation by answering the captain and giving reasonable explanations such as "Because we thought it was the right thing to do" along with rolling below their dexterity on 3d6. If successful, Captain Timothy stomps off after delivering an awkward, "Well all right then. Carry on."

If unsuccessful, First Mate Westhoff forcibly intervenes by bodily dragging Captain Timothy back to the captain's quarters. No one sees anything of Captain Timothy for the rest of the day. Fortunately, the next day dawns bright and clear and brings with it a return of the favorable winds. The *Bounty* once again is able to resume its course. The morale of the crew, still improved from the party the day before, is buoyed and the crisis is past.

Oddly, when Captain Timothy emerges the next day, he acts as if nothing untoward happened the day before and actually acts with a sort of manic and over-the-top cheerfulness that only results in puzzled looks from the crew.

Storm

Many weeks into the voyage and with memories of land recalled like wistful dreams, a violent storm strikes the *Bounty*. The storm builds quickly, starting with increasing winds that change direction by the minute, followed by dark and ominous clouds that appear to stack densely over the ship. When the storm strikes, it is with tremendous violence and requires courageous and composed actions by the crew and the characters to survive it.

When you are ready to run this encounter, please read or paraphrase the following to the party:

> The storm, which you and the crew have been preparing for over the last couple of hours, is here. What began as some brisk and swirling winds and choppy water has since developed into a raging gale. As the angry storm clouds piled up above the ship earlier today, the crew of the *Bounty* busily struck all the yards and battened down everything that could be secured. Now, with your stomach lurching in response, you can feel the sea rise beneath you as it tosses the ship from one furious mountain of water to the next. And the noise! The din of the tempest combined with the groaning of the ship makes even shouted words hard to hear. It is as if Quell himself was trying to tear the *Bounty* apart.
>
> As you hunker down in your staterooms knowing that all that could be done to prepare for the storm was done, you suddenly hear a loud crack over the noise of the storm. A quick look out of one of your porthole windows reveals that a spar from the foremast has broken free and is being whipped around by the howling winds. As you watch, you see one of the crew, a fellow you recognize as Quince, bravely run out from somewhere on the main deck to grab a trailing piece of rigging attached to the broken spar. You see him struggle to get the broken piece of mast under control when a sudden and violent gust of wind lifts him off of his feet and sweeps him up and overboard, hanging in midair for the moment, saved only by the strength of his grip.



Swift action by the characters can save poor Quince but doing so will not be easy. First, any party member seeking to get to the rope on which Quince clings must roll below his or her dexterity on 4d6 to keep from losing balance in the lashing wind and rain, and to keep from being swept overboard (see **sharks** below). Characters who lash themselves together or to the ship only need to roll 2d6 to make the check.

Assuming that step one is successful, the character must make a saving throw in order to grab the rope on which Quince clutches and haul him back aboard. Again, creative solutions should be rewarded. However, if the dragon turtle attacked and damaged the rigging previously, and the damage was not found and repaired, this saving throw is made with a –1 penalty.

As bad as the storm is, this is not the end of the party's peril. Using the storm as cover, a band of **10 merrow** are in the process of climbing the side of the ship seeking some easy prey. They correctly assume that the ship's crew are unprepared for such a raid because of the storm.

Anyone outside of the staterooms on any of the decks has a 2-in-6 chance of seeing the merrow creeping over the gunwale of the ship. Any party members in their staterooms have a 1-in-6 chance of spotting the invading merrow out of one of their porthole windows.

If the merrow are not seen by the party, the characters hear a scream and upon investigating, they see a merrow plunging over the side of the ship with a helpless crewmember in its clutches. At this point, they cannot miss the rest of the raiders.

Ten merrow are taking part in the raid. They are roughly equidistant from each other on the main deck as they climb the side of the ship. Each merrow tries to escape if it can subdue and abduct a crewmember, or the remaining merrow flee if half of their number are slain.

Due to the terrible conditions, any character attempting to move at normal speed anywhere on the deck must roll below their dexterity on 3d6 to keep from losing balance and falling in the lashing wind, rain, and the huge waves crashing onto and over the ship. Characters who move at half their normal speed do so without making a check. A character who falls the check must make a saving throw to keep from being swept over the railing and into the water below. Spellcasters must make a successful saving throw or their spell is interrupted by the difficult conditions.

In an effort to keep this combat manageable, consider rolling 1d4 – 2 (minimum 0) each round and having the result be the number of crew members incapacitated and snatched by the merrow. Use that same number to reflect the number of merrow that perish that round as well.

The party should face their own group of merrow. When facing off against characters, the merrow attempt to strike them with their harpoons and, if successful, grapple them overboard and into the shark-filled waters below.

In addition to the merrow, **3 medium sharks** patrol the waters around the *Bounty* hoping that the merrow's efforts result in an easy meal for them.

Merrow (Bestial Mermen) (10): HD 2; **HP** 14, 12x2, 10x3, 9x3, 8; **AC** 7[12]; **Atk** harpoon (1d8) or bite (1d8) and 2 claws (1d6); **Move** 1 (swim 18); **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** breathe water. (***Monstrosities*** 328)
Equipment: harpoon.

Medium Sharks (3): HD 5; **HP** 34, 30, 25; **AC** 6[13]; **Atk** bite (1d6+2); **Move** 0 (swim 24); **Save** 12; **AL** N; **CL/XP** 5/240; **Special:** feeding frenzy (1-in-6 chance to attack another shark). (***Monstrosities*** 420)



The officers and crew join the party in battling the merrow. Captain Timothy is noticeably absent from this fight. If confronted about this later, he claims that he was unaware of the attack because of the din from the storm, a claim everyone finds hard to credit.

Adrift Research Ship: The Discovery

The *Discovery* is a three-masted cog. Use the Large Ship description under **Ship Combat** from the ***Swords & Wizardry Core Rulebook*** in the unlikely event that the shipped is towed into a harbor and repaired.

Several uneventful days after surviving the terrible storm and the merrow attack, the *Bounty* encounters a drifting ship listing badly to port with two of its three masts destroyed. Once approached and boarded, the characters find that this ship is the *Discovery* out of Bridgeport. Unfortunately, they find the crew all slain, but find some important clues that help them on their quest to find Elisa Brand and the *Zephyr*.

When ready to start this encounter, please read or paraphrase the following:

> This day was just like any of the past few following the terrible storm and the harrowing attack by the merrow. Well, it was until a sharp cry from the lookout startles everyone: "Ship ahoy! Ship ahoy! Starboard, maybe half a league!" Of course, this is big news as you have not seen another vessel in quite some time. Everyone not doing something critical at the moment rushes toward the bow, starboard side, to see if they can catch sight of the ship. As you strain to see, you spot a large ship, canted or listing severely to its port side, apparently adrift.
>
> As you and the crew crowd around trying to get a better look, Captain Timothy starts pushing his way forward, shouting, "Make way, make way for your captain!" As he reaches the gunnel near you, he says, "What is this? Have we found my wayward sister?"

The crew of the *Bounty* is quick to point out (and are clearly chagrined at their captain's inability to tell) that this adrift vessel cannot be the *Zephyr* based on the ship's shape and size alone. The *Zephyr* was a clipper; the boat before them is a cog, a much wider and slower ship.

Crewmembers speculate that the storm must have hulled the boat to cause it to be in this sorry state. Any character who inspects the ship has a 2-in-6 chance to catch signs of damage beyond what the recent, terrible storm could have caused. Those who are successful spot gashes and gouges likely caused by edged weapons. Further, a broad swath of charred railing on the drifting ship was almost certainly caused by magical fire. This ship is in fact the *Discovery* commissioned from Brookmere. Characters who look recognize that the tattered colors indicate that Bridgeport was the ship's port of origin. If the party fails to realize the identity of the boat, several sailors shout this information out loud.

As thick as Captain Timothy is, he is quickly forced to accept that the unmoored and severely damaged ship before them is clearly not the *Zephyr*. Obviously disappointed and with visible effort, Captain Timothy restrains himself and says, "Well, we may as well approach and see who we are dealing with."

He then shouts orders to the helm to turn starboard on an intercept course. At this point, please read or paraphrase the following to the characters:

> After hearing the bosun's whistle, the crew dashes to fulfill those piped orders and trim the sails accordingly. The *Bounty* turns smoothly starboard toward the ship apparently dead in the water. As your ship turns, the other ship comes more into view. You see the tattered remnants of sail on the heavily damaged mizzenmast but cannot see any signs of either the main or foremast. The big ship is severely damaged and canted heavily to port, with the ship's decks facing you almost at a 45-degree angle. The port gunnel of the ship is very close to the waterline. You see no signs of movement anywhere on the ship's decks. As you and the rest of the crew take all this in, Captain Timothy speaks up, "Well, we are going to need an away team. I suggest the brave adventurers that my father hired. I mean, this was what you were hired for, right?"

While Captain Tim is not well liked, his suggestion seems to make sense with the rest of the crew. Everyone turns expectantly toward the characters. Assuming the party assents, a dinghy (or two) is lowered and two crewmembers are assigned to row the party over to the drifting boat.

The characters are quickly and efficiently rowed over to the apparently deserted boat. The rowers maneuver the dinghy up to the port side of the ship. The gunwale of the canted ship is only 10ft or so above the heads of the seated party. Any effort to throw a rope over the side of the ship is successful. It is then a short and easy climb to board this drifting ship. As the characters approach the damaged ship, they cannot help but see the damage to the ship's rudder and the large hole on the ship's port side.

The deck of the ship is tipped at an angle, but not so severely so that walking is impossible. Once on board, the party sees that no one is on any of the decks. They also see the "stumps" of the forward two masts. It is clear that they were torn off with a great deal of force. They further notice obvious signs of combat: congealed blood, scorch marks, and scattered rents and cuts made by edged weapons on the railings and surfaces of the ship. All of this confirms the characters' initial observations. Finally, at the aft end of the main deck, they find the tattered remnants of the ship's colors.

As the party begins moving around on the deck of the *Discovery*, characters have a 2-in-6 chance to hear the sounds of bumping and scraping from belowdecks, as if heavy objects are being moved around in the hold. See **Area 8** below for more information on this.

When the characters deal with the trouble belowdecks (see **Area 7**), they can explore the rest of the ship at their leisure. Specific locations of the *Discovery* are as follows:

Area 1: Main Deck

Beyond the broken mast, four hatches to access the hold below, steps up to the aft deck, steps up to the forecastle, and the detritus and wreckage from the storm, nothing of interest is here. With respect to

What Happened to the Discovery?

The *Discovery* in fact encountered the *Zephyr* and Elisa Brand many weeks before, leagues to the south and east of the party's current location. The *Discovery*, captained by Zeb Quindal, was engaged in its charting mission when the *Zephyr* was sighted. When the *Zephyr* was approached and hailed, Elisa Brand came aboard and had dinner with Captain Quindal. That evening over dinner, she excitedly described a large island far to the south located out in the middle of the Sinnar Ocean called "Crocodile Island." She was very excited about the prospects of exploring the island. She learned of the island from Jasper Cronks (see Elisa Brand's journal excerpts found on the *Zephyr* in **Chapter 4** for more information regarding Cronks), who spoke of a bounty of peridot and onyx on the small island. She and the *Zephyr* had left Warsley and were headed to this previously unknown island when they encountered the *Discovery*.

Elisa confided all this to Captain Quindal, including map coordinates to "Crocodile Island," because she and the captain were already familiar with each other, as Captain Quindal had occasionally worked for her father. Knowing and trusting Captain Quindal as she did, Elisa was excited to share this information with her friend and colleague. See **Player Handout 2: Captain Zeb Quindal's Journal (Excerpt)** and the ship's manifest below.

Unfortunately, a safe return to Bridgeport was not in the cards for either Captain Quindal or the *Discovery*. While riding out the same terrible storm that the *Bounty* survived just days before, the *Discovery* was beset by one of the most fearsome and legendary sea creatures in existence: a kraken.

Such was the ferocity of the storm that it roused the kraken from its fathomless rift in the depths of the Sinnar. This beast had not seen the surface in years and when it felt the savagery of the storm, it came as if summoned to celebrate its destructive power.

The kraken severely damaged the *Discovery* quite by accident. When it broke the surface in a flurry of tentacles and ferocity in joyous homage to the raging storm, the *Discovery* just happened to be close by. The sheer force of the cresting kraken ripped off two of the *Discovery's* masts and damaged the third, severely damaged its rudder, and holed the ship just above the waterline on the port side. The *Discovery* then took on a good deal of water that caused it to list, which is the state in which the party finds it. The kraken moved on, not even noticing the *Discovery* in its passing.

Unfortunately, this was not the end of the *Discovery's* woes. The storm eventually stilled, but it left the ship seriously and obviously disabled. Then, just the day before the characters and the *Bounty* discover it, a force of sahuagin raiders from the distant sahuagin realm of King Bachzarisaa attacked the *Discovery*. The severely damaged *Discovery* was easy pickings for the merciless sahuagin. When the characters board the *Discovery*, most of the raiders had previously departed, leaving only a handful of sea devils lingering belowdecks to torture the few remaining survivors.



the access points to the hold below, all four hatches are on this deck. The two fore hatches are open, and the two aft ones are closed. Each hatch is supplied with a set of stairs down.

Area 2: Forecastle

This is the crew's quarters. Dozens of individual berths have been thoroughly tossed. Clothing and mesh hammocks are scattered and torn up. Many bloodstains can be found but no bodies. But there are signs bodies being dragged out of this part of the ship toward the main deck. Some scattered valuables amounting to 8gp, 35sp, and a small leather bag of 6 garnets valued at 20gp each can be found.

Area 3: Helm (Aft Deck)

This is where the wheel and binnacle are located. The wheel is bent and bears marks from something blunt repeatedly striking it. The compass mounted on the binnacle has been smashed. Nothing else of interest is in this area.

Area 4: Pilot's Quarters (Aft Staterooms)

This stateroom is in a sorry state. The raiding sahuagin thoroughly looted it. Clothing and mundane personal items are scattered about. Two nautical navigation tools can be found: One is a brass sextant, bent and unusable; the other is an azimuth compass set in a small wooden box made of some dark wood that has mother of pearl inlay that was apparently missed by the sahuagin (value 65gp). Beyond that, the room contains a myriad of torn and damaged charts, the creation of which was the *Discovery's* mission in the first place.



Area 5: Officers' Quarters (Aft Staterooms)

This stateroom contained three individual berths. The former occupants are now deceased because of either the storm and kraken or the sahuagin raiders. Personal effects are scattered everywhere. What little furniture there was is smashed. Nothing of value is here.

Area 6: Officers' Quarters (Aft Staterooms)

Same as **Area 5** above except characters can find a spellbook that belonged to one of the magic-users hired to help with the charting and protecting the ship. The spellbook contains the following wizard spells: 1st level—*hold portal*, *light*, *magic missile*, *sleep*; 2nd level—*darkness 15ft radius*, *levitate*, *wizard lock*; 3rd level—*haste*, *protection from normal missiles*, *water breathing*.

Area 7: Captain's Quarters (Aft Staterooms)

When the characters enter this area, please read or paraphrase the following:

> This formerly elegant stateroom has seen better days. The few pieces of furniture have been smashed into kindling. Feathers are everywhere, the scattered remains of the bedding that once adorned the hinged sea bed that was mounted on the wall. Unlike the rest of the staterooms on the ship, this one has more woodwork and other small refined touches. You surmise that this must have been the captain's quarters. As you stand in this room trying to puzzle out what the layout was before being ransacked, you see the remnants of a small writing desk in the corner, a bed on the other side of the room, and a small wardrobe.

Several things of interest are in the captain's stateroom that the party can find: **Captain Zeb Quindal's Journal:** This leather-bound journal (**Player Handout 2: Captain Zeb Quindal's Journal [Excerpt]**) is on the floor and is mostly obscured by some torn cloth that may have once been a shirt. This journal provides the characters with some important information about the possible location of Elisa Brand, including a hand-drawn portolan chart showing the location of Crocodile Island (**Player Handout 3: Crocodile Island**). The chart is tucked in at the location of a specific journal entry, Foeros 16th. This entry is from a couple of weeks ago and discusses encountering the *Zephyr* and Captain Brand. This same entry specifically mentions that Captain Brand is headed to a previously unchartered island called "Crocodile Island" and that she wishes for Captain Quindal to inform her father of this detour when the *Discovery* returns to Bridgeport. Finally, the entry states that Elisa was pursuing tales of "vast riches" on this island. The rest of the journal contains mundane details of the voyage and is of no interest to the party.

Specifically, with regard to the map, the location marked on the hand-drawn map is in a previously uncharted section of the Sinnar Ocean, thousands of leagues away from any known civilized habitation. Consulting with the helmsman, pilot, or first mate of the *Bounty* reveals the same.

Ship's Manifest: This large folio is under the detritus that was formerly the desk. It contains a list of all the officers and crew onboard; all the supplies taken on when they departed from Bridgeport months ago, Daan (June) 10th; and of most interest to the party, it notes the date the *Discovery* encountered the *Zephyr*, Freyrmond (March) 16th.

Captain Quindal's Saber: Unfortunately, the sahuagin raiders caught Captain Quindal without his family heirloom, his saber. It is a *+1 saber* (use longsword stats) and bears a large ornate "Q" on the butt end of the pommel. It is deeply buried under what is left of his bed and bedding. The sahuagin must have missed it as they tore apart the ship.

Captain Quindal's Treasure Cache: If the characters carefully examine the floorboards, they find one that is loose. Once found, it is then a simple matter to pry it up to reveal a coffer containing the following: 75pp, 2 diamonds worth 500gp each, a *potion of extra healing*, two *scrolls of water breathing*, and *gauntlets of swimming and climbing*.

Area 8: Hold

Most of the sahuagin left, but a small group remains torturing two remaining *Discovery* crewmembers as more winnow and destroy the contents in the hold. There are 8 sahuagin in the hold. A **sahuagin priestess** and **2 Sinnar sahuagin** are busily and lustily torturing the two remaining crewmen: Halen Drand, a rank-and-file crewmember, and Sylros Clearsky, a half-elf ensign. The remaining **5 Sinnar sahuagin** are rifling through the stores in the hold.

As stated in **Area 1**, 4 access points to the hold are on the main deck. The two fore hatches are open, and the two aft ones are closed. Each hatch is supplied with its own set of stairs down.

The sahuagin below are quite preoccupied with their current endeavors and are convinced that they are alone on the ship.

Sinnar Sahuagin (7): HD 2; **HP** 15, 13x2, 12, 11; **AC** 5[14];
Atk trident (1d8); **Move** 12 (swim 18); **Save** 16; **AL** C;
CL/XP 2/30; **Special:** none. (***Monstrosities*** 407)
Equipment: trident.

Sahuagin Priestess of Dajobas: HD 4; **HP** 27; **AC** 5[14];
Atk mace (1d8); **Move** 12 (swim 18); **Save** 13; **AL** C;
CL/XP 4/120; **Special:** spells (2/1). (***Monstrosities*** 407)
Spells: 1st—*cure light wounds*, *detect magic*; 2nd—*hold person*.
Equipment: mace.

When the party is ready to descend into the hold, please read or paraphrase the following to the characters:

> As you descend into the darkness of the hold, you hear sloshing water, the sound of crates and casks being moved around with considerable violence, and the sound of an odd slurry-sounding language being spoken by several individuals. Underneath all of this, you hear the faint sounds of someone whimpering in pain.
>
> As your eyes adjust to the dim, you see many dark green, toothy, and clearly marine humanoids of some sort busily tearing apart the hold while three of them loom over two severely injured looking humans. Water is everywhere, deeper on the port side of the hold matching the overall cant of the ship.

The lighting conditions are dim light, and the entire hold is considered difficult terrain (half movement) because of the water and scattered cargo.

The sahuagin savagely attack as soon as they become aware of the characters' presence. They fight until either half of their number are slain or the sahuagin priestess is killed. At either of these two points, the survivors attempt to flee through the hull breach located in the aft portion of the port-side hold.

If the characters subdue and question one of the sahuagin, please refer to the **Why Take Live Prisoners?** sidebar below. This is an opportunity for the characters to learn just how terrible the sahuagin are.

Halen (human) and Sylros (half-elf), the two surviving crewmembers, are both alive but badly injured. They are extremely grateful for the rescue and happily join the crew of the *Bounty*. Either of them can relate as much of the material as you wish from the **What Happened to the *Discovery*?** section above, importantly including the *Discovery's* rendezvous with the *Zephyr* and Captain Elisa Brand's supping with Captain Quindal.

In addition, these rescued sailors describe a bizarre and macabre scene they witnessed just hours before. It involved the sahuagin surfacing with what appeared to be a partially inflated jellyfish, loading a couple of alive but unconscious captives into the creature, including Captain Quindal, and then submerging. They have no further information to share about this strange event. For more information, see the **Why Take Live Prisoners?** sidebar as well as The Meat Locker (**Area K-2b** in **Chapter Five**).

Nothing else is of immediate use to the party. When the party returns to the *Bounty* and reports what they found, Captain Timothy orders the *Bounty* tied up to the *Discovery* for salvage efforts. After tying up, the rest of the day is spent with the crew scavenging everything useful from the *Discovery*. There is no further sign of the sahuagin.

Halen Drand, Male Human Sailor: HD 1; **AC** 7[12]; **Atk** club (1d4); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none.

Sylros Clearsky, Half-Elf Female Ensign: HD 2; **AC** 7[12]; **Atk** short sword (1d6); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** darkvision (60ft), detect secret doors (4-in-6 chance).

Mutiny on the Bounty

With map coordinates in hand, the *Bounty* now heads toward the mysterious and previously unknown "Crocodile Island" with the hope of finding Elisa Brand and the *Zephyr*.

However, weeks of service on the *Bounty* under Captain Timothy have worn on the crew, officers included. One night, the characters hear a polite knock on their stateroom door to find First Mate Jace Westhoff standing there. After asking to come in and after the party acquiesces, please read or paraphrase the following to the characters:

> Before you stands the first mate, hat literally in hand, looking a bit embarrassed and nervous at the same time. After a few uncomfortable seconds of silence, the first mate speaks, "Good evening, masters. I come to you with a matter most grave and urgent. As you certainly know, Captain Timothy is not well liked by the crew. However, that happens on long voyages. Such is the sailor's life. What is happening on the *Bounty* is something else, something more dangerous. The captain's reckless decisions, his obvious lack of courage, and his constant highhanded and insulting ways have worn dangerously thin on the crew. They are on the brink of rebellion, a mutiny. And, after discussing this with my fellow officers, I cannot disagree as much as it shames me to admit. The crew is openly calling for a change in leadership. The crew want me to take command.
>
> "As reluctant as I am to take command under these circumstances, I worry that if I decline, the crew will choose someone else who does not have my, well, restrained temperament. What I am saying is that if I took command, I assure you that no harm would come to Timothy Brand. He would not be turned out of his quarters or imprisoned. He would simply become a passenger with no duties on the ship."What say you?"

The characters have a decision to make. First Mate Jace has proven her worth many times over on this voyage and certainly would be a much better sea captain than Timothy Brand. However, Timothy is the son of the characters' employer. Because Jaxon Brand hired the party, they enjoy a special status on the *Bounty*. If they decide to back the crew's wishes and agree to allow Jace to replace Captain Timothy, then she likely asks the characters to provide some support for her decision to remove Timothy Brand as captain to Jaxon Brand when, and if, they return to Bridgeport.

On the other hand, the party can counsel caution and restraint. Characters who choose this path can convince Jace and the crew to grudgingly allow Captain Timothy to retain command and for them to go back to their duties.

Should the characters confront Captain Timothy, he is indignant and outraged: "How dare you insult your betters in such a base manner?!" "You sirrahs, are no gentlemen!" "My father will be outraged at this slight!"

But when facing the reality of unanimous opposition and rightly fearing for his own safety, he sullenly relents.

In any event, whatever the party decides to do with Captain Timothy, this leadership crisis breaks him. Going forward, he is extremely deferential to the characters and sullenly, but silently, accepts his fate, whatever it may be. Fortunately, whether the characters decide to back the crew led coup to install Jace as the new captain or if they urge restraint in support of Captain Timothy, the rest of the journey to Crocodile Island is uneventful.

Chapter Four: Crocodile Island

The *Bounty* has an uneventful 10 days or so of travel as the crew follows the chart found on the *Discovery* in search of the mysterious Crocodile Island. As the *Bounty* comes within view of Crocodile Island for the first time, please read or paraphrase the following to the party:

After spending nearly a month on the open sea in pursuit of what at times has felt like a fool's errand, the ship's pilot informs you that you could sight Crocodile Island at literally any moment. With viral speed, this welcome news quickly spreads through the crew. Because of this hopeful development, members of the crew now scan the surrounding water in all directions with the hope of catching a glimpse of the fanciful and mysterious island that is the object of your expedition. After an entire morning is spent in suspenseful expectancy, a sudden cry comes from the nest on the main mast, "Land ho! Starboard! 35 degrees!"

Everyone not engaged in some vital operation on the ship rushes to the starboard rail, straining to see the object of the hue and cry. And sure enough, as the *Bounty* crests each wave, you see a dot on the horizon that must be the enigmatic island. The helmsman shouts order for a change in direction. A fair wind assists as the ship begins its turn to starboard, now heading directly toward the distant and secretive island.

After this exciting turn of events, the next hour spent cleaving through the waves toward the island seems interminable. Finally, you hear the helmsman shout orders for the *Bounty* to be brought about to starboard. As the ship settles in broadside facing the island, you can finally take in the full panorama of the land mass. You immediately see that the island is aptly named. At about a quarter-mile distant, the island indeed looks like a massive crocodile patiently floating in brooding menace. You estimate that it must be at least fifty miles long from tail to snout. From your current vantage, you see that a small set of hills rises in the location of the crocodile's "head" following a dip down to the neck. Then, just like the profile of a real crocodile, the land rises again in a ridge of low-lying mountains to a high point in the middle of the beast's back, followed again by a gradual descent to a low point at the far end of the island, the tip of the crocodile's tail. The head of the island is facing north.

Finally, you see that the island is surrounded by intermittent sandy beaches interspersed with a rocky shoreline. The entirety of the landmass is blanketed by dense tropical forest and at the spot where the crest of the creature's back would be, at least a couple of peaks produce some sort of white smoke. This smoke partially obscures the top ridgeline of the island and explains the slightly acrid and sulfuric smell that you cannot help but notice. You immediately suspect some sort of volcanic activity.

General Notes on Crocodile Island

Crocodile Island is a volcanic island that has been active for thousands of years. As a result, areas of the island contain concentrations of caustic sulfur dioxide gas that belch forth from volcanic vents. These areas of higher gas concentration are indicated on the map of the island. In those areas, air-breathing creatures who remain in the gaseous area for one hour must succeed on saving throw or take 1d6 points of damage and suffer a –1 penalty to hit, damage, and future saving throws. A character who continues to remain in the area must make another saving throw every hour or suffer or suffer an additional 1d6 points of damage.

Further, like a beacon, centuries ago the volcanic activity of this remote island caught the attention of the grand duke of the City of Brass. This efreet often visited the molten depths of the island to relish the extreme heat of the volcano — a heat level that is unusual on the Prime Material Plane. Because of his repeated and extensive cavorting in the volcanic depths of the island, a bridge to the Elemental Plane of Fire formed, which in turn created an extraplanar field that surrounds the island. It is not visible, and the characters will not feel it in any tangible way. If *detect magic* or another similar spell is cast, the entire area radiates faint magic. The only practical effect of the field is that it interferes with certain types of magic as detailed below.

Any divination spells cast within the region or aimed at the region have a 50% chance of failure. If the spell fails, it just does not work, and nothing happens. Some exemplar spells are *detect evil*, *detect magic*, *find traps*, *read languages*, and *read magic*. Finally, some divination spells just don't work under any circumstances. These are spells that involve communication or remote sensory inputs that are foiled by the extraplanar field. Examples of spells that never work on or near Crocodile Island are *clairaudience*, *clairvoyance*, *commune*, *locate animal*, *locate object*, and *wizard eye*. All other magic operates normally. In addition, such spells cast by the long-term residents of the island (namely the craniform) are not affected by this field.

It is assumed that the *Bounty* approaches Crocodile Island from the west or northwest. From this vantage, the characters will not see the *Zephyr* as it is at anchor on the far side of the island (the east side). The *Bounty* can anchor virtually anywhere around the island. Due to rising shallows, the ship runs aground if it gets closer than 200ft to the island. This fact is immediately apparent to any of the ship's sailors.

If the *Bounty* circumnavigates the island, they do not see any sort of structures or other signs of an intelligent or structured society. However, the anchored *Zephyr* is easily spotted. The direction of approach is irrelevant, but as the *Bounty* rounds the island and approaches the east side of the island, please read or paraphrase the following:

Now that the *Bounty* is closer to the island as it circles the landmass, you more clearly see the island's rugged geography and that its heights are obscured with some clinging fog or mist that is slightly yellow in color. You also cannot help but notice the sour and acrid smell of sulfur that seems to suffuse the entire area. The odor is caustic enough to cause your eyes to water and your nostrils to sting. Despite this seemingly tainted air, the island is far from lifeless. You hear the hoots



and calls of innumerable birds and other animals and easily spot the bright plumage of a great variety of tropical looking birds as they swoop and caper among the tall, dense, and lush trees.

As you stare transfixed at the verdant island, your reverie is interrupted by a sharp call from the watch, "Ship, ho! Straight ahead! Four cables!" In response, you and most of the crew rush forward to the bow rail. As you find a position among the press of bodies to see what lies ahead, you spot a three-masted clipper that matches the description of the *Zephyr*, but do not see any signs of movement on the ship or any colors flying.

This is in fact the *Zephyr*. However, all the crew were either slain or captured by sahuagin**,** so it is deserted. Likely, the characters want to investigate the ship. As with the exploration of the *Discovery*, longboats are lowered and the short distance between the two ships is quickly covered. The ship is eerily silent as the characters approach, with the only sound being the rhythmic lapping of waves against the *Zephyr's* hull.

No convenience ladder or lines hang over the ship's side to assist with boarding. So, boarding the ship requires a character to climb the slippery hull (–10% Climb Wall check for thieves; 25% chance for all others). Those who fail end up in the water. Once accomplished, it is a simple matter to drop a line to assist those who follow. Once above decks, the signs of combat are obvious. Rents and nicks are on nearly every surface, obviously caused by edged weapons, and



Entering the Wrong Side of the Island?

The adventure contemplates the characters' arriving on the western side of Crocodile Island on board the *Bounty*. Seeing nothing of note on that side of the island, most parties will want to circle the small island before deciding on a course of action. And, in the process of doing so, they find the *Zephyr*, at anchor, on the east side of the island. After picking up the trail of the object of their quest, Elisa Brand, the characters follow her trail inland going from east to west.

The critical encounter on the island lies at the very center of the island as part of the Hidden Valley section below. So, if a group of characters decides to land on the west side of the island and go inland, it is a simple matter to run all of the encounters as written but to simply change the direction from east to west to west to east. Characters will still arrive at the same crucial location: the saltwater lagoon detailed in the Hidden Valley section.



Why Take Live prisoners?

The sahuagin are famous for their cruelty and brutality. In fact, one of their most notorious hallmarks is not leaving behind survivors of any attack. So why did they take Captain Brand and at least one of her officers and undertake the effort to deliver them alive to King Bachzarisaa? The reason is the influence of King Bachzarisaa's wife, Enzu, a high priestess of Dajobas, the Shark God. Devotees of Dajobas, who is also known as the Devourer, believe that eating the fresh blood and flesh of the powerful increases the strength of the consumer. As a result, King Bachzarisaa believes that eating recently slain "important" air-breathing humanoids further bolsters his power and venerates Dajobas. In an effort to curry favor with their barbarous king, sahuagin raiders scour the area seas for likely targets, especially sea captains, to eventually grace King Bachzarisaa's dinner table.




CROCODILE ISLAND
Path of Elisa Brand
N
W
E
S
0 2 4 6 8 10
MILES
Caustic Gas Zone
Brand/Sahuagin Attack
Craniform Colony
Pass
High Moor
Zephyr
Uder
Blackbeard's Cave
Bounty
Caustic Gas Zone
HIDDEN VALLEY
1 Square - 5 Feet
Marshland
Path up to Pass
Underground Entrance to Craniform Colony
To Ocean (Underground)
BLACKBEARD'S CAVE
1 Square - 5 Feet
Sail Cloth
Sleeping Mat
Up

copious bloodstains are everywhere. Claw marks can be found on the decking that are comparable to what the party found on the *Discovery*.

The remnants of the *Zephyr's* colors, a corner of which peek out from underneath a pile of damaged rigging and sail, can also be found.

Finally, any characters that look to shore from the decks of the *Zephyr* cannot help but notice the smashed remnants of two longboats on the beach.

The *Zephyr's* sails are damaged but reparable. By using the extra yard stored on the *Bounty*, the *Zephyr* could be made seaworthy with 24 hours of concerted effort. Use the Small Ship description under **Ship Combat** from the ***Swords & Wizardry Core Rulebook***.Overall, the characters find a ship that was thoroughly tossed. The hold has been ransacked and is now full of smashed crates and jumbled cargo. Grain and copper ore are scattered everywhere. The grain is ruined, but the copper ore is salvageable. However, all the tuns that held the ore are smashed. The sahuagin had no use for either grain or copper ore, so they did their best to destroy it all.

Characters looking to shore from the either of the two boats see the destroyed remnants of two away boats about 20ft up on the beach away from the water's edge. At this point, they also notice the flotsam of various crate remnants and barrel staves washed ashore as a result of the sahuagin rampage through the *Zephyr's* cargo.

The officer's quarters are on the aft deck. Four separate staterooms are on this deck. A search of them reveals heavily damaged furniture and personal effects. In the first three, nothing of value or particular interest remains.

However, the captain's quarters are easy to find based on their size and quality (despite the damage) of the accommodations. As the characters enter this stateroom with its obviously broken lock, please read or paraphrase the following:

> This once-handsome stateroom has certainly seen better days. Despite the riot of smashed furniture, rent fabric, and scattered papers, it remains obvious that this is the nicest room on the ship. Some scratches and dents aside, the woodwork remains mostly intact and the two porthole casings are of obvious high quality. A cursory search reveals scattered personal items: an ivory hairbrush; a pair of hair sticks that seem to be made of ebony; many pieces of well-made clothing, now torn and rent, fitting someone slight and of short stature; a drawer that formerly resided in a writing desk containing a small coffer that appears to have been forced open and is now empty; and many damaged books covering an array of subjects from history to nautical charting.

Among the smashed sea bed, splintered wardrobe, and damaged writing desk, characters can find an intact leather-bound journal that bears the Brand crest embossed on its cover. This is Elisa Brand's journal and provides the characters with some useful information and answers. It contains notes from years of sailing, the vast majority of which are of no help or interest to the characters. The excerpts from her journal (contained in **Player Handout 4: Elisa Brand's Journal**), however, should prove most illuminating to the party.

As is common, while the ship's purser oversees all financial matters relevant to the ship, the ship's captain maintains actual physical possession of the ship's coffer. The coffer was in Elisa's now destroyed desk. The sahuagin raiders found the strongbox and looted it, but they missed something. The drawer containing the coffer has a false bottom.

Once discovered, the false bottom contains a gold Zephyr Assimilated signet ring (value 200gp, but worth three times that to the Brand family) and a leather purse with 100pp and 6 garnets worth 300gp each.

At this point, the characters will most likely want to go ashore to determine the final fate of Elisa Brand. The information provided in her journal excerpts should make that plan of action the most reasonable.

The characters may be tempted to mount a huge expedition by largely emptying the ship and moving onto the island with a large force of sailors. Any such suggestion is met with strong disapproval by any and all of the *Bounty's* officers and sailors at large.

The deserted and recently attacked *Zephyr* has everyone spooked, and the officers argue that they need every able-bodied sailor to defend the *Bounty* and recover the *Zephyr* as well. However, characters can reach an unenthusiastic agreement to send an equal number of sailors as there are characters. These unfortunate and sulking "volunteers" are selected by drawing lots. It should be very clear to the characters that these men and women do not want to accompany them onto the island, but that they will grudgingly follow the orders they were given.

Flora and Fauna of Crocodile Island

Because of the ancient and active volcanoes that created this island, there are some unusual genetic variations and adaptations based on the unique environmental conditions on the island. Generations of flora and fauna on Crocodile Island have been exposed to the caustic gases from the incessant volcanic activity, and now, all plants, animals, and creatures are immune to the toxic volcanic gases on and around the island. Further, all such lifeforms are immune to poison damage and the poisoned condition.

To Shore

One or two away rowboats are sufficient to bring the party to the island's sandy shore. Once disembarked from the boats and on the beach itself, please read or paraphrase the following:

> The short but tense ride from the *Bounty* to shore is now behind you. You now find yourselves standing on the sandy beach of Crocodile Island. After so many weeks at sea, it feels disorienting to be standing on solid ground again. As you look around, you see that your compatriots are experiencing the same as they seem to weave slightly in place as they struggle to get their bearings.
>
> The raucous hoots and calls from the jungle ahead of you are even louder now that you are on shore. The dense canopy, starting approximately 30 feet from shore, looks like a solid wall of vegetation. And the stinging and burning sulfur smell that you could not help noticing from the deck of your ship is that much stronger now that you are actually on the island. Your eyes sting and your nostrils burn as you take in the scene around you.
>
> After reconciling your senses to being on solid ground as opposed to a pitching deck, and after observing the lush, verdant jungle ahead of you, you sight the remnants of two thoroughly smashed away boats about 20 feet inland from shore. The entire area you stand in seems churned by different footprints. Many of the prints were obviously made by booted individuals, likely members of the *Zephyr's* crew, but others are strangely shaped.

As the characters have already encountered sahuagin, they can easily tell that sahuagin made these other tracks.

Getting Lost in the Jungle

The trail left by Elisa Brand and company and, for a short while, the pursuing sahuagin is easy to follow and leads directly to a small break in the jungle heading directly inland. However, once off the beach and attempting to follow Elisa Brand's trail farther inland, at least one of the characters must successful roll below their wisdom on 4d6 for every hour of travel in order to keep heading in the right direction. If two such checks are failed in succession, the party wanders into a concentration of caustic volcanic gas and has to make a saving throw consistent with the information contained in the **General Notes on Crocodile Island** sidebar. After those saves are attempted, the characters experience a **saber-toothed jaguar** attack. See the **Spending the Night** sidebar for further information.

Saber-Toothed Jaguar: HD 4; **AC** 6[13]; **Atk** 2 claws (1d3), bite (2d4); **Move** 24 (climb 12, swim 12); **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** none. (***The Tome of Horrors Complete*** 633)

Volcanic Gases and the Characters' Route

The caustic gases that belch forth from several active volcanos on the island generally suffuse the entire island, depending on the winds. However, in times when the winds are down, the gases pool around the cones of the volcanos themselves. That is the case when the characters arrive at Crocodile Island. Presently, the north and south ends of the island each contain heavy concentrations of sulfur dioxide (as indicated on the map of the island). Fortunately for the party, and due to the laxity of the winds, the middle band of the island is free of these heavy gas concentrations. This area is still saturated with the terrible smell and irritants that plague the characters, but they are not subject to the more serious effects of the sulfur dioxide gas. That is, unless the characters stray far from the path either to the north or to the south, consistent with the effects stated in the **General Notes on Crocodile Island** sidebar.

At the point where the party enters the jungle, the island is a bit less than 20 miles across as a parrot flies. It is a very rough and winding trail that requires an ascent replete with many switchbacks before encountering a pass between the volcanic peaks followed by a descent to a valley in the approximate center of the island. Should the characters follow Elisa Brand's tracks to their conclusion, it requires three days of travel up and over the volcanic range and then down to the valley containing the saltwater lagoon, to the location where the sahuagin overpowered and captured Elisa and company.

As noted above, the characters see obvious tracks leading from this place directly inland into the canopy. A ranger, elf, or druid who rolls below his or her wisdom on 4d6 can tell that 15 humanoids left the beach and headed inland, but that there appear to be sahuagin tracks in the sand as well. If the check succeeds by 5 or more, the party learns that the sahuagin prints overlay the humanoid prints, suggesting that the sahuagin arrived at this spot after the humanoids and then followed them inland.

Interestingly, the sahuagin prints go both inland and back toward the water. As the sahuagin must be periodically submerged in water, they followed the Brand/*Zephyr* crew trail inland for about an hour before giving up and turning around to head back to the soothing waters of the Sinnar.

If the characters take the time to search the beach in this area for any of the gems referenced in Elisa Brand's journal, characters can discover a handful of small peridot and onyx stones after approximately 30 minutes of careful searching. These small stones seem to have been mixed into the sand as a result of all the recent foot traffic. The party can find 10 stones total, with an average value of 25gp each.

Should the party decide to broaden their gem search either up or down the beach away from their landfall spot, the characters find a mixture of 5 peridot and onyx stones with an average of value of 50gp each. After moving away and searching for more than an hour in either direction from their original landing spot, the party notices that the sulfur smell intensifies and goes from annoying to being caustic. At this point, they are close to entering the marked areas on the map containing denser concentrations of sulfur dioxide. See the **General Notes on Crocodile Island** sidebar for the effects of prolonged exposure to the island's caustic volcanic gases.

The trail that leads inland starts out sandy, but quickly turns to soft and loamy soil interspersed with large patches of rough volcanic rock. The characters notice two things immediately after leaving the beach and walking underneath the canopy: 1) the ground begins to rise as they head inland; and 2) the temperature and humidity increase dramatically. After a few minutes of following Elisa and company's apparent tracks inland, please read or paraphrase the following:

> With just a few steps into the jungle, the beach behind you and the glimmering Sinnar Ocean are quickly swallowed by the heavy emerald-green canopy. You still catch occasional glimpses of the sky through small fissures in the dense and enveloping foliage above. The briny, crisp air behind you is now replaced with stagnant, humid, and burning ventilation seemingly caused by the heavy jungle and the volcanic activity of this island.
>
> As you proceed inland, you feel the ground beneath your feet gradually incline as you wind around massive tree trunks and outcroppings of volcanic rock. Your clothing and armor stick to you unpleasantly, and the hum of biting insects accompany each of your steps. You feel like you are being engulfed by the cacophony of jungle sounds, including the warbles and calls of countless colorful birds and the hoots and racket of unseen monkeys. Despite the uncomfortable temperature and sour air, you cannot deny the raw beauty of this place. You are surrounded by massive trees draped in vines bearing amazing flowers of ineffable allure, featuring color combinations you have never seen before.

After 100ft or so in, the trail that the characters follow narrows, allowing only single-file travel. Should the party spend time to search for precious stones, they find 1d6+2 worth 50gp each. The difference is that the stones will not be in loose sand but are encased in the ubiquitous and sharp formations of igneous rock. Any such stones found are easily pried out of the enfolding rock. Finally, if the characters decide to do an extended gem hunt, use

the same limits and toxic gas effects as stated above in the beach exploration section.

As mentioned above, if any of the characters are making regular wisdom rolls to stay on the trail and follow the tracks of Elisa Brand and company, they notice that the trailing sahuagin prints stop after about an hour's travel in from the beach. The sahuagin doubled back at this point. The sahuagin, due to their amphibious nature, cannot stay out of the water for more than a few hours.

Unwitting Allies

Unfortunately for the party, after Elisa Brand and her away team passed this way, a camouflaged **giant saw-toothed beetle** settled in near the trail hoping to catch an easy meal. The beetle has a 4-in-6 chance to surprise the characters.Complicating things is the presence of **4 spell parrots** in the trees above. The characters should not take any notice of them since they look exactly like normal parrots. The jungle is full of a vast array of brightly plumed birds including many parrots and macaws, so encountering them here should not be of any moment to the party.

If the party attacks the beetle with any arcane spells, there is a chance that each of the parrots may mimic the spell and affect a target at random, including the characters and the beetle. The mindless beetle attacks the party until it is killed. The beetle does not have anything of value. If attacked, the parrots fly away.

Giant Saw-Toothed Beetle: HD 4; **HP** 25; **AC** 7[12]; **Atk** bite (2d6 + grab); **Move** 12; **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** grab (automatic 1d6 damage after bite). (***The Tome of Horrors Complete*** 53)

Spell Parrots (4): HD 2; **HP** 14, 12, 10, 9; **AC** 7[12]; **Atk** bite (1d4), 2 claws (1d3); **Move** 6 (fly 24); **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** spell mimicry. (see **Appendix C**)

Dangerous Flora

At any point that makes sense (but while still ascending), the characters encounter an aggressive plant-like creature. Among the many colorful blooms of the jungle, a **blood orchid** sits near the trail looking for some easy prey.

Because of its large size and bright red hue, characters have a 4-in-6 chance to notice it when they are within 50ft of the plant. However, if noticed, it merely looks like a big flower with three downward-curving petals of flesh with dark, pebbly outer hides and pallid whitish undersides. If any of the characters come within 30ft of the plant, it flies and attacks. Should the party steer around the blood orchid and stay at least 30ft away from it in doing so, it remains quiescent.

If attacked by multiple adversaries and reduced by more than half its hit points, the blood orchid attempts to flee.

Blood Orchid: HD 5; **AC** 7[12]; **Atk** 8 tentacles (1d4 + blood drain); **Move** 6 (fly 12); **Save** 12; **AL** N; **CL/XP** 6/400; **Special:** blood drain (automatic 1d6 damage each round after 2 tentacles hit), telepathy (60ft). (see **Appendix C**)

The High Moor

Depending on their rate of travel, but likely early in Day 2 of following Elisa Brand's trail, the party notices that the ground here surprisingly flattens. They further notice that the already damp air becomes even more humid and that the ever-present stinging insects become even more numerous. Over the millennia, a small fen developed here in this slight depression on the slope of the volcanoes. The roughly circular moor is about 100 yards in diameter.

The trail skirts the swamp to the south. Depending on how the party proceeds, they may be able to pass this locale without event. However, if they fail to make attempts to be quiet and careful in their passage, they attract the attention of a mated pair of **bog beasts** that call this small marsh home.

The creatures are quite territorial and resent any intrusions. As a result, they viciously attack until one of their number is slain and the other is reduced by 75% or more of its hit points.

Should the party strike out across the fen instead of around it, they are attacked by **4 swarms of poisonous frogs** in succession.

Nothing of value is in this moor.

Bog Beasts (2): HD 5; **HP** 33, 29; **AC** 5[14]; **Atk** 2 claws (1d6 + swamp fever); **Move** 12; **Save** 12; **AL** N; **CL/XP** 6/400; **Special:** rend with claws (additional 2d6 damage if both claws hit target), swamp fever (movement halved, –2 penalty to AC and saves, –2 save each day to resist). (***The Tome of Horrors Complete*** 65)

Swarm of Poisonous Frogs (4): HD 4; **HP** 30, 27, 23, 21; **AC** 8[11]; **Atk** swarm (1d6 + poison); **Move** 9; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** poison (save or –2 to hit, damage, and saves for 24 hours). (***The Tome of Horrors Complete*** 532)

Spending the Night

Crocodile Island is a verdant and dangerous place. For each eight hours spent camping or resting in one place, there is a 50% chance of an encounter. If an encounter happens, either choose one of the following that suits the situation or determine one with a 1d6 roll:

1d6	Encounter
1	Saber-toothed jaguar
2	Giant sloth
3	Mobat
4	Giant badger
5	Giant fly
6	Allosaurus

Saber-toothed jaguar attack. This nocturnal hunter smells the party's camp and approaches. The large cat circles the camp looking for a good place to attack, seeking to surprise its prey and drag off a delicious character. If reduced to less than 50% of its hit points, it flees to seek easiery prey.

Saber-tooth Toothed: HD 4; **AC** 6[13]; **Atk** 2 claws (1d3), bite (2d4); **Move** 24 (climb 12, swim 12); **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** none. (***The Tome of Horrors Complete*** 633)

Giant sloth at graze. At some point while camping, anyone serving watch duty hears the unmistakable sound of something large moving through the jungle near them. It is a **dire sloth** foraging. The massive herbivore ignores the characters if unmolested, and the creature moves on after a few minutes, barely taking notice of the party. However, if it is attacked, it fights back to the best of its ability.

Dire Sloth: HD 3; **AC** 7[12]; **Atk** 2 claws (1d4), bite (1d6); **Move** 6 (climb 12); **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** rend (additional 1d4 damage if both claws hit target), slow (either move or attack each round), surprise (1–2 on 1d6 in wooded environment). (***The Tome of Horrors Complete*** 199)

Mobat attack. As the party rests, the characters are attacked by an equal number of mobats. They press the attack until half of their number are killed.

Mobat: HD 4; **AC** 3[16]; **Atk** bite (1d8); **Move** 9 (fly15); **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** sonic screech (20ft radius, stunned for 1d3 rounds, save resists). (***The Tome of Horrors Complete*** 48)

Giant badger encounter. While this campsite may have seemed like a safe and reasonable location, the party did not realize that they were setting up camp close to an underground badger lair. At some point, the 5ft-long, aggressive, weasel-like creature investigates who has come for a visit. It is very interested in the characters' food supplies and rends and tears backpacks to pieces to get what it wants. If reduced to less than 50% of its hit points, it retreats to its hidden lair.

Giant Badger: HD 3; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d6); **Move** 6; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none. (***Monstrosities*** 28)

Giant fly visit. Just like real-life flies, this encounter is not dangerous, just annoying. As the characters rest, six giant flies descend on the camp to investigate the delicious smells they detected. They hover and fly around for several minutes looking for food. They buzz off if one of their number is killed or leave on their own after 10 minutes of thoroughly annoying the party.

Giant Fly: HD 3; **AC** 5[14]; **Atk** bite (1d6); **Move** 12 (fly 24); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** none. (***The Tome of Horrors Complete*** 251)

Allosaurus attack. No uncharted, tropical, and volcanic island would be complete without a dinosaur or two. As the party camps, they are set upon by a vicious allosaurus. The vicious predator attacks until it is slain.

Allosaurus: HD 9; **AC** 5[14]; **Atk** bite (3d6); **Move** 15; **Save** 6; **AL** N; **CL/XP** 9/1100; **Special:** none. (see **Appendix C**)

Pass

Based on speed of travel, the party should reach the pass between two adjacent calderas sometime in the middle of Day 2. At this spot above the tree line of the jungle, the characters are afforded a spectacular view of the island and the surrounding sea. They can look behind them and see the two ships at anchor on the east side of the island. After moving 50ft or so along the length of the rocky pass, they can see down into a valley featuring a small sparkling lake surrounded by sandy beach. Beyond the valley with the small lake at the bottom, the characters see the volcanic hills rise to form the far side of the valley.

From this spot, it looks as if it would take a few hours to reach the floor of the valley ahead of them. This is the approximate center of the island with respect to east and west. As to the pass itself, a smaller trail leads away to the right (north) and winds farther up the side of that volcanic peak. The main trail bears the unmistakable signs of recent passage continuing west. However, this small side trail shows no such recent traffic. This newly discovered side trail bears signs of aged tracks heading north and up toward the eastern face of the peak. A barefoot human appears to have made these sparse tracks. There is no way to accurately date these tracks beyond recognizing that they are longstanding. This trail leads to Captain Garth Blackbeard's hideout.

Captain Garth Blackbeard's Cavern Complex

The steep and winding trail leads to the hidden cave where Captain Garth Blackbeard made the best life he could for himself while marooned on this island many years ago. The single-track winds for about 300 yards, making for a total ascent from the pass of approximately 50ft. The mouth of the cave is not visible from anywhere on the pass. Once the party rounds a final bend in the trail, they see the cave mouth, facing east, a mere 20ft away from them. There are no signs of movement in the cave mouth nor any sounds emanating from within.

The Sad Tale of Captain Garth Blackbeard

A score of years ago, Captain Blackbeard was leading a trade expedition across the Sinnar Ocean out of the port city of Freegate aboard his ship, the *Dauntless*. Beset by a terrible storm, his ship was torn asunder, resulting in a complete loss of almost all hands onboard. Captain Blackbeard survived by clutching a large piece of floating spar and also due to his wonderous *ring of water breathing*. He floated for countless days until the currents deposited him on the shores of Crocodile Island. Exhausted and severely dehydrated, Captain Blackbeard made his way into the jungle where he fortunately found some sweet water in the form of a small stream. After reviving a bit, he made his way inland to try to figure out where he was. Wandering the same trail that Elisa Brand would take many years later, he discovered a small cavern complex high up on the slopes of one of the volcanic peaks. He had no supplies other than the clothes he wore, the few weapons he bore when the storm stuck, and the spar and piece of sail, left on the beach, that kept him afloat all those days on the open water.

Captain Blackbeard spent many years exploring the island while carefully surviving the dangers of the jungle. He observed the craniform colony from a distance but never made contact with them out of fear. Other than taking the steps necessary to keep himself alive, he spent his days sitting in front of his cave keeping a vigil for any ship that might pass near the island. After many such years spent on his aerie, hoping in vain for a glimpse of any vessel and more than just a little insane at this point, he finally died in his sleep one night while secure in his cavernous home.



As the party approaches Captain Blackbeard's cave, please read or paraphrase the following:

> Breathing hard after climbing the short, winding, and very steep trail, you emerge on a small plateau approximately 20 feet across that affords a spectacular panoramic view to the south, east, and north. You see tiny forms of the *Bounty* and the *Zephyr* at anchor far below you and back the way from which you came.
>
> Ahead of you and to the left on the far side of this small clearing sits an open cave mouth facing northeast. Other than the swirling and noxious yellow vapors belching forth from the two active volcanoes to the north and south of your position, and the constantly teeming motion in the treetops below you, there are no other signs of movement.

If the party searches for tracks, they find none on this windswept mesa. The cave opening is approximately 6ft tall and 8ft wide. It is made of the same igneous rock that dominates the entire island. Sunlight entering the cave entrance illuminates the cave with dim light. The cave widens after the opening to approximately a 12ft-wide-by-15ft-deep chamber. The ceiling remains the same six feet or so as the cave aperture.

The floor is littered with fish bones, cracked shells, and the desiccated husks of some sort of large seed or fruit. Nothing else of interest immediately presents itself.

However, after entering the cave, characters can detect a slight draft coming from deeper within the cave. A narrow fissure in the very back of the cave is covered with a cleverly fit piece of heavy canvas. Any careful examination of the canvas leads the characters to recognize it as a piece of sail.

The fissure is not perfectly oriented straight up and down but rather is diagonal going from left to right and from floor to ceiling. The fissure is approximately 3ft deep before a larger space opens beyond it. It is completely dark beyond the fissure.

While a tight fit, a medium-sized creature can squeeze through this opening. If anyone examines the crevice itself, they see that the leading edges and inner faces of it seem worn smooth. This was due, of course, to the repeated passage of Captain Blackbeard. Characters who examine the opening can determine that the wear is from some repeated passage by some unknown creature pushing through the crevice.

Beyond the fissure was Captain Blackbeard's residence until he died of natural causes, greatly accelerated by malnutrition and poor mental health.

Not comfortable relying on his camouflaged door alone, Captain Blackbeard rigged a trap on the far side of the crevice as a further line of protection. Two inches or so above the floor on the far end of the crevice, Captain Blackbeard rigged a trip "wire" (thinly woven vine strands) that triggered a spring type scythe trap.

Anyone jostling or "tripping" the tripwire (2-in-6 chance) pulls the restraining peg free and allows the

spring-loaded wooden arm to violently snap toward the opening of the fissure.

Captain Blackbeard built this trap out of a bamboo-like wood. He then mounted a long, dagger-shaped piece of volcanic rock on the end that was designed to impale any would-be invader. Fortunately, the years have dried the spring-loaded wooden arm and made it less effective than it was when the trap was first set. The volcanic rock does 1d6 points of damage to whoever sets off the trap.

Beyond the crevice is Captain Garth Blackbeard's former quarters and his final resting place. This lentiform natural cavern is quite narrow but quickly widens to a space of nearly eight feet across before tapering to a point in the far end of the cavern, roughly 10ft away from the fissure.

Beyond the trap on the eastern end of this small and vaguely turnip-shaped room, there is a sleeping mat that contains the remains of Captain Blackbeard and a small set of crude wooden shelves adjacent to the mat before the room tapers to the west. After the characters enter this room and clear the trap, please read or paraphrase the following:

> After clearing the crude but dangerous trap at the far end of the fissure, you find yourself in a cramped cavern that widens as you move away from the fissure to a width of nearly eight feet. At the midpoint of the room, it begins to taper down again until the chamber terminates in a punctiform fashion roughly ten feet away from you to the west.
>
> Beyond the vaguely turnip shape of the room, you immediately notice two features: one appears to be a sleeping pallet or mat made of desiccated fronds and leaves, on top of which lies a supine skeletal body clad in tattered bits of clothing; next to and a bit behind the pallet and body stands a small crude shelf, about three feet tall with two shelves. The shelves appear to be heaped with all kinds of shells and rocks.

The body is that of Captain Garth Blackbeard. The poor and tormented captain died in his sleep. Besides the tattered remains of his clothing, his body bears his *ring of water breathing*. It is on the corpse's second finger on its left hand. Lying next to the body's right hand is a hand axe that glimmers faintly if any light source is brought into the room. If examined, it shows no signs of rust or wear. It is a *+2 hand axe of lightning*. It was Captain Garth's prized possession, and

Handaxe of Lightning

Any successful attack with this hand axe deals an additional 1d6 points of lightning damage.

Ring of water breathing

This magical ring creates a bubble of air that surrounds the head and allows the wearer to speak and breathe normally underwater.

its magic played a big role in helping him survive on this island for as long as he did.

On the small shelving unit that Captain Blackbeard fashioned sits his collection of odds and ends that he gathered on the island over his years of being marooned here. Among the interesting shells and the pretty but worthless rocks are the following gemstones: 5 peridots worth 100gp each, 3 peridots worth 200gp each, 6 onyx gems worth 50gp each, and 2 fire agates worth 500gp each.

The Sulking Giant

Whether or not the party investigates Captain Blackbeard's hideout, they likely continue to follow the trail of Elisa Brand as it continues west. The trail now descends back into the dense jungle toward the valley below after leaving the pass behind. As they reach the end of the pass and before they start down the other side of this mountain, please read or paraphrase the following:

> As you reach the end of this high pass, you realize that the island is not composed of volcanic peaks all arrayed in a perfect line. Your eyes are immediately drawn to a small sparkling blue lake far below you. It seems that a valley is hidden among the peaks in the center of this island. The lake or lagoon is outlined by a beach that surrounds it and stands between the water's edge and the encroaching dense jungle. The trail you follow heads down and toward this distant valley.

However, before getting back into the jungle proper and only a few hundred yards down from the pass the characters just navigated, they see a strange sight: a brooding **volcano giant** lost in thought, staring out over the valley below.

Uder Conbar, Volcano Giant: HD 15; **HP** 103; **AC** 2[17]; **Atk** spear (4d6); **Move** 12; **Save** 3; **AL** N; **CL/XP** 16/3200; **Special:** breath weapon (3/day, 30ft cone of sulfuric gas, coughing and choking, save resists), immune to fire, throw boulders (2d8 damage). (***The Tome of Horrors Complete*** 280)

As the party approaches, please read or paraphrase the following:

> As you make your way down the rocky trail still heading west on the trail of Elisa Brand, you come upon a most strange and startling sight. About 25 yards farther downslope and still above the jungle sits a very large humanoid of some sort. It seems to be staring down at the valley below. You can see its broad back as it sits on a boulder; the boulder itself is at least six feet tall. You see that its skin is a leathery dark brown and that it wears only a wrap by way of clothing around its



Helping Uder

If the characters are willing to help Uder and say anything to that effect to him, he mentions that the grand duke brought him here through a planar portal. This portal is in the depths of the volcano and Uder has not seen the grand duke use it since. Uder can lead the party there, and after a one-hour winding descent through hot, stale, and acrid (sulfur) air-filled tunnels, the group arrives at a landing 400ft above a large lake of molten lava. The heat here is nearly unbearable.

In the middle of this landing is a 10ft-diameter circle of inscribed arcane runes on the ground. A character who rolls below his intelligence on 4d6 can activate the portal. If successful, the earth shakes as the portal blazes with magical energy. A hazy image of a view from the Hellsgate Peaks mountains appears within the circle's bounds. Uder immediately recognizes what he is seeing and without a backward glance, strides into the circle and immediately disappears. The circle then stills, and the runes go dark.



waist. The creature must be 18 feet tall or so. Propped up next to the rock is a massive spear that looks to be at least 12 feet in length. As you stand there taking in this amazing creature, its head turns toward you, clearly seeing you all. Its heavyset features take you in evenly and dispassionately. If anything, the large humanoid bears a slightly mournful expression.

This is Uder Conbar, a volcano giant brought to this remote island to serve at the pleasure of the grand duke of the City of Brass. The efreet visits the island frequently and sought a servant suited to the intense temperatures and conditions of a series of active volcanos. Uder was taken from the rest of his tribe who reside under the Hellsgate Peaks mountains. He now serves at the grand duke's pleasure here on this remote island far away from his family and friends. This all makes for a sad giant.

Uder is not looking for a fight but certainly battles with gusto if given an excuse. He would likely be more than a match for the party, so caution should be the order of the moment. Please note that volcano giants feel that their shadows are actually their souls and will not suffer any creature who dares trod upon it.

If the characters are cautious and not overtly hostile, Uder can actually be a good source of information for them. Any sort of approach made with non-threatening gestures and words makes Uder well-disposed to the characters. As he is exceptionally bored, he is happy to speak with them.

Roleplaying Uder Conbar

Uder Conbar is a mature male volcano giant. He is reasonably good-natured, but his forced servitude has made him resentful and melancholy. Overall, he is largely indifferent to the affairs of humans and their related "little people" races. He misses his tribe and his homeland. Had he not been taken, he likely would have a wife by now. He longs to return home and responds very positively to any suggestion of help in accomplishing that goal (see the **Helping Uder** sidebar). While not overtly aggressive, he is quick to anger and responds to anything that he takes as an insult with violence.

Common Sayings

- "Easy for you to say. Once you are done here, you have the means to return to your homes and to your people."
- "Tribe and honor are everything."
- "The twisting caverns of this island are beautiful, but I miss my home."

Finally, if any of the characters get near Uder, they feel powerful heat radiating off the giant. This heat is not dangerous as long as the characters do not get too close.

In the course of conversation, the party can learn the following from Uder:

- Uder Conbar hails from the Hellsgate Peaks mountains.
- He was convinced to come here and serve the grand duke of the City of Brass, an efreet who was not entirely honest with him about the terms of his servitude.
- He was under the impression that he could return to his home whenever he wished, but he came to learn that this is not the case.
- Uder longs to return to his home, his tribe, and his family.
- The grand duke is not present currently.
- The grand duke comes and goes without warning.
- Uder comes to this spot occasionally to watch the valley below and to pass the time.
- There is a surface vent a few hundred yards to the north of where he currently sits that he uses to access the surface.
- He did not see a party of humans pass this way but did note some sort of disturbance or fight between humans and some sort of aquatic-looking creatures many days ago.
- He was able to watch it unfold from this very spot.
- The fight took place in the valley below, near the beach at the edge of the tree line on the shore of the lagoon below.
- He could not tell who prevailed.
- He does not care who prevailed.
- He thinks the disturbance took place 14 days ago but is not exactly sure about that.
- He did notice some of the craniform observing the conflict.
- A colony of humanoid craniform live in a series of underwater caverns somewhere underneath the lagoon.
- He does not know anything more about the craniform, the humans, or the aquatic creatures.

Uder is willing to talk with the characters for as long as they like, for as long as they are respectful, because he really has nothing better to do. If asked, he respectfully declines an invitation to join the party as his duties to the grand duke continue. Should the characters survive their interaction with Uder, the trail beckons leading down the mountain and into the valley below. Likely, the party wants to head to the location that Uder indicated, or if they did not talk to Uder, the path they follow takes them eventually to that spot anyway.

Dangerous Pet

Not all of the grand duke's minions are as welcoming and amiable as Uder. Knowing that his pet would enjoy the unique mineral composition of the volcanic island, the grand duke brought his **red bulette** to Crocodile Island years ago. It usually spends its time in the depths of the island as it eagerly consumes the rare minerals embedded in the volcanic rock. But unfortunately for the party, it is grazing on mineral clusters just 20ft below the surface and about 50 yards downslope from the spot where the characters met Uder.

As the character pass overhead, it is attracted by the unusual metals they carry and bursts up in the middle of the party to randomly attack a character. The ground rumbles slightly beneath the characters' feet, which grants the characters a 1-in-6 chance to realize that something is approaching the party at speed from underground.

Because it is not carnivorous and is interested in the party only because of the refined metals they carry, the bulette dives back into the metamorphic rock of the island and flees if it is reduced to fewer than half of its hit points.

In the event that Uder remains where the party met him, he watches the attack with amusement. He does not intervene unless it looks as if the party is in serious trouble. In that event, Uder heaves his massive spear through the air to strike the bulette broadside. This blow drives off the bulette. If asked, Uder states that he "never liked the dirty beast anyway."

It takes half a day to get down from the pass and down to the floor of the valley if the characters are traveling on foot. The hot, humid, and pungent-smelling jungle remains their constant companion.

Red Bulette: HD 10; **HP** 64; **AC** –1[20]; **Atk** bite (5d12) and 2 claws (3d6); **Move** 15 (burrow 18); **Save** 5; **AL** N; **CL/XP** 15/2900; **Special:** detect metal (60ft), heat (10ft radius, 2d6 damage per round, save for half), immune to fire, swallow whole (natural 20 to hit, automatic 2d6 damage per round), vanish underground (sink into earth to escape).

Mud Slide

As the party continues to plow through the oppressive and damp jungle while continuing to stay on the trail of Elisa Brand, the characters have to endure one more hazard before reaching the valley floor and the small lake at its center.

The steep grade of the descent into the valley, the shallow topsoil, and the heavy humidity have made for perfect mudslide conditions. About an hour after fighting off the bulette, the soft ground suddenly shifts under the characters' feet. With astonishing speed, a huge swath of jungle ferociously tumbles down the side of the mountain and sweeps up everything in its path, including the characters.

Everyone must roll below their dexterity on 4d6 or take 6d6 points of damage and be buried alive and suffocates in 1d4+2 rounds. Those who succeed take 2d6 points of damage and avoid being buried. A character who is not trapped can dig itself or another character out in 1d6+2 rounds. Assuming the characters extricate themselves from this muddy morass, the rest of their journey to the valley floor is uneventful.

The Hidden Valley

After several days of hot and harrowing travel through the tangle of the island, the characters arrive at the spot where Elisa Brand's away team was assailed by the sahuagin. The exact spot of the confrontation is a small, sandy clearing at the edge of the jungle where it meets the beach of the lagoon. As the party arrives, please read or paraphrase the following:

> At this point, you are thoroughly tired of this godforsaken island with its stinging insects, dangerous plants, and poisoned air. Your eyes burn, and your nose is raw from wiping. At least you have descended from the heights to this scenic valley while following the trail of the elusive Elisa Brand and her away team.
>
> While the tracks you have followed these few days have remained consistent, you have yet to sight any of the *Zephyr's* crew. However, immediately before you lies a small, sandy clearing that sits on the edge of the jungle where the jungle meets the narrow beach surrounding the small lake you spotted from the pass above. You notice that the sand looks heavily churned, and you see what appear to be the remains of a few broken weapons. It is then that you notice a foul odor separate from the sulfur smells of the island. You cannot deny the stench of animal decomposition. Finally, you note a few oddly-shaped lumps at the edge of the clearing and just under the surrounding verge. As your eyes focus, you recognize that what you are seeing are the shapes of several bodies tangled together and lying at impossible angles.

If the characters investigate, they discover that a melee fight involving at least 10 combatants occurred in this clearing and spilled over onto the beach. Because this fight took place nearly two weeks

A Saltwater Lake in the Middle of the Island?

The saltwater lagoon in the middle of the island is fed by underground water-filled passages that extend out to the surrounding ocean. However, without knowing this geography, an inland saltwater lake with sandy beaches might strike the characters as odd. As the characters approach the lake, the brine smell of saltwater is noticeable over the pervasive smell of sulfur. The telltale signs of a gentle tide affect this lake. They are able to pick out the striated layers of sand deposited by the tide on the beach surrounding the lagoon.

ago, some of the signs are harder to pick up than others. A ranger, elf, or druid has an additional 2-in-6 chance to pick up traces of sahuagin prints moving both away from the water's edge and into the clearing as well as toward the lagoon. Faint traces of blood can be found mixed into the sand in the clearing, but these have mostly faded away. Finally, several booted figures walked toward the lagoon amid many sahuagin prints heading in the same direction. These prints halt at the edge of the water.

If the characters investigate, they find the remains of four mangled humanoid bodies that are the source of the powerful rotting stench that suffuses the entire area. There are two females (both human) and two males (one human and one elf), and all appear to have been sailors. While the characters do not recognize any of the decedents, they do recognize the general garb and kit the bodies bear, all of which identifies them as sailors. These unfortunate sailors were part of Elisa Brand's away team who were caught and beset by the sahuagin. These four were killed in the recent attack. The marauding sahuagin stripped the sailors of anything of value, including their weapons.

Importantly, none of the bodies matches the description of Elisa Brand.

If the characters try to discern how exactly these people were killed, these poor souls bear wounds inflicted by sahuagin claws, teeth, and spears.

Unfortunately for the party, the scent of the ripening bodies has caught the attention of **2 trolls** that call this part of the island home. The trolls arrive shortly after the characters start examining the bodies. The badly decomposed bodies smell delicious to the trolls and they will not be driven off this find — along with the fresh meat that the party represents. They fight to the death to defend their planned meal.

Trolls (2): HD 6+3; **HP** 47, 42; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** regenerate 3hp/round. (***Monstrosities*** 489)

The Craniform (Crab Men)

Unbeknownst to the characters, a contingent of crab men known as craniform unique to the island have been watching them from just under the surface of the water close to shore. Shortly after the fight with the terrible trolls, please read or paraphrase the following:

Just when you thought things could not get any stranger on this bizarre and pungent island in the middle of nowhere, 15 or so impossibly strange crab-like humanoids break the surface of the water and walk up the beach toward you. They each bear an obsidian-tipped spear. They stop at least 25 feet away from you and one, the leader of the group, steps forward and lays its spear on the ground. It then extends its lower set of arms toward you, pincers pointed upward in a sign of non-aggression. The trailing creatures then each sink to their knees and bow forward, cancriform heads almost touching the sand, in clear genuflection toward you. As they kneel, each places their spear flat on the sand.

The creatures themselves appear to be some sort of cancriform humanoid. Each of them bears a carapace of chitinous composition, eyestalks that fixate on your group, antennae, and a pair of mandibles set to either side of a complementary set of horizontally-aligned maxillae that constitute the creatures' mouths. Extending outward from the neck of each crab creature is a set of short but large chitinous arms, each of which terminates in a seemingly oversized claw. Below these larger claws is another set of arms. These extend from either side of the upper torso, not unlike how arms extend from shoulders in more familiar humanoids. This second set of smaller chitinous arms each ends with a smaller pincer. The creatures' torsos and legs are covered by the same chitinous exoskeleton that extends to cover their clawed feet.

As you try to make sense of what you see before you, the leading crab creature takes a step forward and slightly bows its head toward you and speaks. Well, at least you think it is speaking. After a moment, you realize that it is speaking to you. As you listen, you sort out what it is saying. Its odd voice is a collection of rasping sounds and clicks. You are able to make out: "You are most welcome breathers of air. Long have the folk awaited your coming. Please. Only your friendship do we want. Welcome to the embrace of the Sea Mother."

And with that, the crab creature looks at you, awaiting your response.

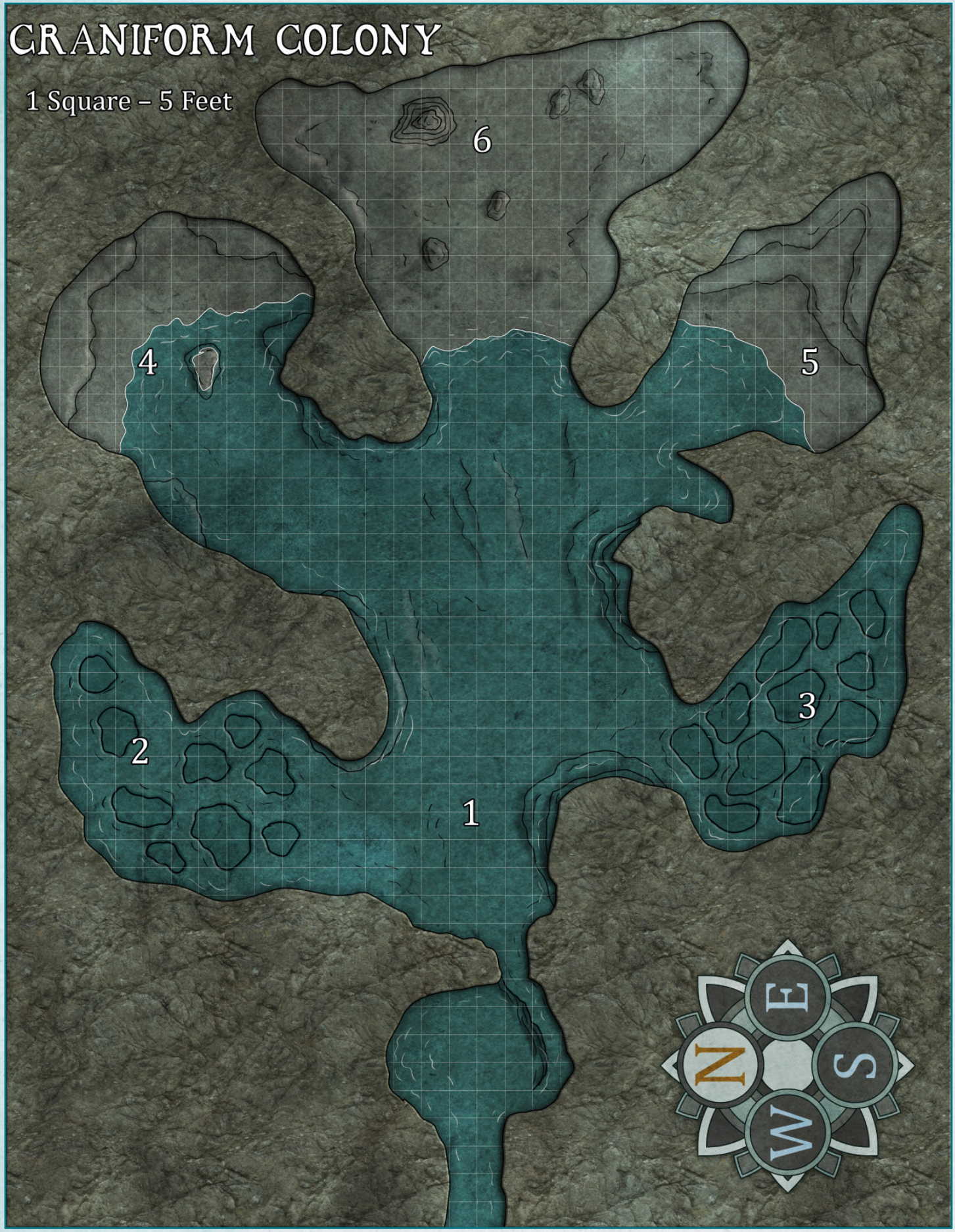
The characters are faced by **Jyrcyx**, a **craniform priestess** and spiritual leader, and **14 craniform**. They hope and sincerely believe

Roleplaying Jyrcyx

While able to speak common, Jyrcyx and all craniform are quite foreign to land dwellers. They have a fundamentally different understanding of the world around them than that of the characters. For the craniform, the sea is everything. The characters' world is of course much broader. The characters should find Jyrcyx's communication stilted and odd. Her sentences are short, and it is often hard to figure out exactly what she means. Jyrcyx — as well as any other craniform trying to communicate with the characters — are prone to unneeded corrections and repetitions. Because the craniform are so foreign, they are almost impossible to offend. Many basic terms that normal humanoids use are completely foreign and unknown to the craniform. Finally, Jyrcyx and all the craniform are peaceful and nonaggressive people.

Common Sayings

- "Everything is Sea Mother and Sea Mother is everything."
- "Without the sea, there is nothing."
- "The tides provide."
- "The craniform are the true vision of the Sea Mother."


GRANIFORM COLONY
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that the characters are their promised saviors. Jyrcyx speaks a stilted form of Common and speaks for the craniform. Should the characters attack or make any overt hostile gestures, the craniform flee back to the lagoon and return to the safety of their underwater caverns in order to consider their existential crisis brought on by the party's hostilities toward them. However, should the party take a "see what happens next" approach or even move toward the craniform without obvious aggression, Jyrcyx is more than happy to speak with them.

This encounter is likely unnerving to the characters. The craniform will not move until the party does something. The priestess that addressed them is ready and eager to speak further with the characters. She answers any questions the characters pose to the best of her ability. Even though strange and foreign looking, Jyrcyx is truthful and honest.

Jyrcyx, Female Craniform Priestess (Crab Man): HD 7; **HP** 48; **AC** 4[15]; **Atk** 2 claws (1d4) and spear (1d6); **Save** 9; **Move** 9 (swim 9); **AL** N; **CL/XP** 8/800; **Special:** alert (1-in-6 chance of being surprised), spells (2/2/2/1/1). (***Monstrosities*** 75)
Spells: 1st—*cure light wounds*, *light*; 2nd—*bless*, *find traps*; 3rd—*cure disease*, *prayer*; 4th—*cure serious wounds*; 5th—*create food*.
Equipment: spear.

Craniform (Crab Men) (14): HD 4; **HP** 30, 27, 26x3, 25, 23, 22, 20x4, 19x2; **AC** 4[15]; **Atk** 2 claws (1d4) and spear (1d6); **Save** 13; **Move** 9 (swim 9); **AL** N; **CL/XP** 4/120; **Special:** alert (1-in-6 chance of being surprised). (***Monstrosities*** 75)
Equipment: spear.

The Prophecy

Generations of craniform have suffered at the clawed hands of the sahuagin. Over the ages, every attempt to fight back was met by a brutal repression. The craniform survived through the years only by appeasing the voracious appetites of the sahuagin by sacrificing a percentage of each generation of craniform young. For an intelligent species, this makes for a terrible existence.

While the concept of pulling up stakes and moving is inconceivable to the craniform, they are not completely unaware of the greater outside world. The craniforms' oral traditions tell of past terrestrial visitors to the island and tales of a savior group of air-breathers who will free the craniform from the subjugation at the hands of the vicious sahuagin. The central tenet of this belief is that the craniform must be true in their faith and believe in this salvation, and only then will the promised succor be delivered to free them from this terrible reality. This one hope has afforded the craniform the will to persevere in the face of the relentless depredations by the sahuagin.

Hidden Valley Craniform

The craniform are an intelligent race of humanoids that inhabit the still and temperate waters of this saltwater lagoon. Their colony is located in a series of submerged caverns on the eastern side of the lagoon, a bit south of where the characters first encounter them. The waters of the brine lagoon are fed by passages that lead to the greater sea around the island. While these tunnels are vital to the survival of the craniform colony and allow them to access the sea in order to hunt and forage for food, they are also the means by which they were first visited by the marauding sahuagin.

Since this first raid decades ago, this intelligent and peaceful race has been preyed upon for generations by the predatory sahuagin whose city, Tzar'Grandula, is not far to the south and west in the depths of the Sinnar Ocean. In order to keep from being completely wiped out by the marauding sahuagin, the craniform pay tribute to the sahuagin by offering some of their young craniform to be taken back to the King Bachzarisaa's submerged city to serve as slaves and, ultimately, as food for the terrible sahuagin. These steps have helped preserve this peaceful race. The craniform speak Aquan and Craniform.

Unfortunately for Elisa Brand and her sailors, her arrival at this fascinating and hidden saltwater lagoon coincided with a visit by the dreadful sahuagin there to pick up their doomed craniform tribute. The sahuagin knew that there were air-breathers on the island as they had attacked the *Zephyr*. They then tracked the team inland a bit before returning to the safety of the water. The sahuagin were delighted to see Elisa Brand and company appear on the shore of the lagoon so close to the home of their servitor craniform.

As evidenced by the remains in the clearing, the crew of the *Zephyr* did not go quietly. They battled the sahuagin until they were overwhelmed by the superior numbers of the aquatic predators.

Elisa Brand and three of her fellow crewmembers were taken alive. Two more slain crewmembers were also taken to serve as immediate food for the sahuagin.

The craniform observed the fight between the sahuagin and Elisa Brand's party as well as the characters' clash with the trolls. The bravery and fierceness exhibited by both groups merely confirms what the craniform believe, that the characters represent salvation and their deliverance from the depredations of the sahuagin (see **The Prophecy** sidebar below).

Speaking with Jyrcyx can be frustrating, but she is eager to communicate with the characters. This of course is a very fluid encounter. The characters can speak to her at length here on this strand. Should a lengthy colloquy take place here or not, Jyrcyx invites the party to join her and the rest of her clan in their colony, about 100ft to the south. Jyrcyx reassures the characters that the journey underwater is short ("Just a few grasses down," see the **Craniform Units of Measurement** sidebar), and that some of their subterranean caves are not water-filled but are filled with air and are dry.

What follows summarizes what the characters can learn from Jyrcyx. There is a lot here, and it could very well come out in a series of conversations. It can be delivered either in summary fashion or roleplayed out in all of its oddness. What Jyrcyx knows:

- We have lived in the shoals and shallows in this sanctuary (the saltwater lagoon) for many birthings (generations).
- We have no memory of living anywhere else.
- Sea Mother (the sea itself and their deity — distinct concepts) provides all.
- We reach the embrace of the Sea Mother (the greater sea) by ways (submerged tunnels under the island).
- The vile (sahuagin) used to regularly raid our colony.
- They attacked us until we were nearly sand (dead or gone).
- Before we returned to the sand, we had to make a shift (deal or exchange).
- Once every third moon (month), we must deliver five of our young to the vile.
- Choice is made by driftless selection (drawing lots).
- They use them as servants and food.
- This sacrifice is terrible, but it must be.
- It is the deepest sadness of the folk.
- Buoyancy (hope or faith) keeps us swimming.
- Because of an oracle (vision or prophecy) many birthings ago by a great Gifted (priestess), we have kept buoyancy.
- The oracle tells of a group of air-breathers that will free us from the vile.
- Fifteen sunsets ago the vile came for their price (tribute of young slaves).
- At the same time, a different group of air-breathers arrived at our shores.
- They were attacked by a large school of vile.
- They tried to help us and save our cherished (young craniform).
- The air-breathers fought fiercely despite having a much smaller school.
- Several air-breathers died.
- Four were taken alive by the vile into the waves.
- Four air-breathers walked into the waves, and two were dragged.
- The four walking air-breathers were different sizes.
- Two others not alive were dragged into the waves.
- Whether they live or die, only Sea Mother knows.
- The vile forced the air-breathers to take air bladders that the vile use to swim air-breathers down to their reef.
- What is hair? (If asked about identifying characteristics such as hair or hair color.)
- The king of the vile is called Bachzarisaa.
- His city is many kelps from here.
- The city is called Tzar'Grandula, which means "City of Feasts."
- It is in the deep and warm blue water. (Points to the south.)
- Your fierceness is effervescent.
- You must be the air-breathers that were oracled!
- You will destroy King Bachzarisaa and free us from the viles!
- This tide has been awaited for many birthings!
- We can help you!
- We can help you survive the waves!
- The folk have a ritual that will deliver the Blessing of the Sea Mother!
- You can be like the folk then, breathe both above and below the waves.
- Will you take the ritual and free us from the vile?!

The Craniform Colony

One hundred feet down the beach to the south, Jyrcyx indicates that the craniforms' home is down underwater and then back and up underneath the beach to the east. As the characters inspect the beach, they notice that the beach itself slopes appreciably down to the surface of the lake. The pitch is such that the drop from the clearing where the characters fought the trolls to the surface of the water is currently approximately 10ft.

In any event, Jyrcyx suggests that it is easiest for air-breathers to approach the craniforms' colony during low tide. Despite being a saltwater lake in the middle of the island, due to the tunnels connecting the lake to the greater sea, the water level of the lagoon is affected by the tides. It is assumed that the characters follow this suggestion. If not, many of the areas described below are filled with water.

She further relates that waiting for the water lever to lower will make the approach much easier for air-breathers. If the characters

Craniform Colony General Conditions

All areas in the craniform cavern complex are completely dark. The volcanic rock walls are slick. Specific areas in the colony are underwater during high tide. The Sea Mother's Shrine (**Area 6**) is always dry. It is the high point in the cavern complex. Unless otherwise stated, the approximate ceiling height in each cave is 10ft.

At any given time, at least 100 craniform, including young, are present in the colony. Sixty or so of these are fully grown and capable of defending the colony. Another 25 craniform are out foraging and hunting in the sea to help meet the colony's food needs.

The craniform are curious but respectful of the characters. The principle of the saviors is commonly known and understood in this community. However, only Jyrcyx and her two disciples can speak Common, so unless the characters undertake special communication efforts or have some magical ability they can use, or if any of the characters speak Aquan, the party will not be able to speak with any of the other craniform colony members.

If the characters search the caverns, they find loose and uncut volcanic gems collected in various places. In fact, they are so common that craniform young play with them. Unless the party tries to completely "clear out" the craniform of their gems, they do not object to the characters taking any since gems like these are just that common on the island. The scattered gems are peridot and onyx stones. Their values range between 25gp, 50gp, and 100gp each. There are literally dozens of each type of precious stone present. If the characters spend the time necessary to do so, they find 30 of each type of stone of the various values indicated above.

wait two hours, the water level drops nearly 5ft, at which time Jyrcyx indicates that now is a good time to make the short swim down.

Assuming the characters explore during low tide where Jyrcyx indicates, after wading out from the sandy beach they discover that the floor of the lagoon suddenly drops to surprising depths. They further find that a sheer volcanic rock headwall extends about 5ft down until there is a broad opening that allows a swimmer to head east toward the side of the island where the *Zephyr* and *Bounty* are moored.

By this point, the party should have at least one magic device or scroll that allows them to explore underwater without concern for drowning. In the unlikely event that they are not so equipped, it is a swim of less than one minute.

Jyrcyx and her people guide and even help characters who cannot swim well.

After getting under the imposing headwall and a swim of less than 20ft back to the east (underneath the island), the party ascends to the surface of the water and find themselves treading water in an underground and circular subterranean pool roughly 30ft or so in diameter. The rest of the walls surrounding the pool are sheer rock that terminate in a low ceiling just 5ft above the water's surface. Finally, they see a rocky ledge on the far eastern side of the pool that slopes down and into the water.

The rock shield that slopes into the subterranean pool is slick but should pose no challenge to the characters. A short climb up brings them to the entrance to craniforms' home and their network of caverns under the island.

Area 1: Entrance Chamber

This area is submerged at high tide. As the characters enter this area, please read or paraphrase the following:

> Dripping wet, you find yourselves standing in a dark and damp subterranean cavern. The walls seem to be made of the same volcanic rock that is everywhere else on this island. The air feels heavy, bearing a humid and sharp saline smell. You cannot help but notice all the craniform of different sizes who approach cautiously and curiously. They don't seem threatening at all and, if anything, they appear reverential. You assume that the smaller ones are children, but guessing ages based on crab features is not your strong suit. Otherwise, your guide, Jyrcyx, gestures and asks you to follow her.

Denizens of the craniform colony gather to stare at the air-breathers, but they do not crowd or impede the progress of the party in any way. Unless the characters have other ideas, Jyrcyx leads them to the Sea Mother's Shrine (**Area 6**). As they proceed, the characters are able to look into the side chambers as Jyrcyx leads them steadily east. They also notice that the floor rises steadily the deeper they go into the cavern complex.

Area 2: Craniform Nursery

This area is submerged at high tide. This cavern is full of shallow pools, even at low tide, which makes it suitable for the care of craniform young. After hatching and for the first 8–12 months of their lives, craniform cannot breathe air and require constant submersion. This chamber is guarded at all times by at least **6 armed craniform**. However, the characters are not stopped if they wish to enter.

Craniform (Crab Men) (6): HD 4; **HP** 31, 28, 27, 24, 20, 19; **AC** 4[15]; **Atk** 2 claws (1d4) and spear (1d6); **Save** 13; **Move** 9 (swim 9); **AL** N; **CL/XP** 4/120; **Special:** alert (1-in-6 chance of being surprised). (***Monstrosities*** 75)
Equipment: spear.

Area 3: Craniform Egg Pools

This area is submerged at high tide. The female craniform lay their eggs here. A series of shallow pools are in this chamber, even at low tide. As with **Area 2**, this part of the colony is similarly supervised. While they may enter this area, the characters are not allowed to touch or interfere in any way with the laid eggs resting in the pools.

Craniform (Crab Men) (6): HD 4; **HP** 29, 26x2, 23, 21, 20; **AC** 4[15]; **Atk** 2 claws (1d4) and spear (1d6); **Save** 13; **Move** 9 (swim 9); **AL** N; **CL/XP** 4/120; **Special:** alert (1-in-6 chance of being surprised). (***Monstrosities*** 75)
Equipment: spear.

Area 4: Craniform General Living Cavern

This western/lower portion of this cavern is submerged at high tide. The bulk of the craniform colony resides here. At any given time, food preparation, spear fashioning, resting, playing, and any other possible activity can take place. The characters can enter this chamber at any time.

Area 5: Craniform General Living Cavern

This western/lower portion of the cavern is submerged at high tide. Other than the dimensions, it is exactly the same as **Area 4**.

Area 6: Shrine to the Sea Mother

This area is never submerged, even during high tide. As the characters enter this area, please read or paraphrase the following:

> Your brief journey through the craniform caverns has been more than a little surreal. Everywhere you look, you see curious craniform of various sizes staring at you. Their eyestalks wave as you pass, and you hear the faint clicking sounds coming from them which you assume is their whispering. Their foreign visages make you wonder what they are thinking as they watch you move through their home. As Jyrcyx leads you deeper into the colony, while unquestionably fixated on you, the craniform maintain a respectful distance.
>
> You realize that as you move deeper into the complex the uneven stone floor slowly rises. After moving past several of what must be living spaces for these creatures, you get to a point where the air feels a bit less humid and the stone walls don't glisten with much moisture. You must have ascended to a point above the waterline.
>
> As you approach what seems to be the very end of the warren, a final cavern mouth stands open directly ahead of you. Jyrcyx slows her pace, and you slow yours to match. While still moving forward, she bows her head slightly as she enters this unknown cave.
>
> Entering, you are greeted by an even stranger sight. This roughly oval cavern is approximately 40 feet long and 20 feet deep and is a place of great significance to the craniform. The far wall is covered with a series of paintings or murals. Looking closer reveals that these images are a series of depictions of the subjugation and enslavement the craniform have suffered at the hands of the sahuagin. The panels show sahuagin slaughtering craniform, with craniform of all sizes being led off in bondage. They show images of apparent sadness with the craniform with their heads bowed standing around bodies of presumably dead craniform. However, the final panel shows something completely different. It appears to be an image of a ship, and on that ship are sailors hewing and hacking sahuagin apart with swords and axes.
>
> Looking then to the left of this last mural, and at the highest point in the room, there lies a three-stepped dais topped with a statue or carving of some sort hewn out of dark black stone. Kneeling at either side of the statue are two craniform, their heads bowed in apparent reverence. As your group fully enters the cavern, both kneeling craniform take notice of you. No other craniform are in the room.

The two craniform flanking the statue are **Zogren** and **Tati**, **2 craniform priestesses**. Along with Jyrcyx, they are the only craniform who can speak with the characters.

Zogren and Tati, Female Craniform Priestesses (Crab Man) (2): HD 7; **HP** 45, 41; **AC** 4[15]; **Atk** 2 claws (1d4) and spear (1d6); **Save** 9; **Move** 9 (swim 9); **AL** N; **CL/XP** 8/800; **Special:** alert (1-in-6 chance of being surprised), spells (2/2/2/1/1). (***Monstrosities*** 75)
Spells: 1st—*cure light wounds*, *light*; 2nd—*bless*, *find traps*; 3rd—*cure disease*, *prayer*; 4th—*cure serious wounds*; 5th—*create food*.
Equipment: spear.

Craniform Units of Measurement

Because the world of the craniform is quite limited, they have not developed complicated distance measurements. There are essentially two: "grasses" and "kelps." "Grasses" refer to the ubiquitous green and wispy sea grass that grows all around the shoals of Crocodile Island. A "grass" is approximately 6ft. A "kelp" refers to the common green and brown seaweed that grows at slightly deeper depths all around the island. A "kelp" equates to approximately 200ft.

In addition to the above from Jyrcyx, the party can learn any of the following from any of the three:

- Only female craniform can become priestesses.
- A priestess is a favored of the Sea Mother.
- They are referred to as "Gifted" among the folk.
- The first awareness of this favor comes in the form of a vision from the Sea Mother.
- This vision reveals the Sea Mother's true form: a massive sea turtle.
- The statue is a likeness of the Sea Mother (a sea turtle roughly carved out of obsidian).
- This chamber is a holy and important place for the craniform.
- Everything from education of the young to fertility ceremonies takes place here.
- The sahuagin have plagued the craniform for many birthings (generations).
- These three priestesses and the whole colony believe that the characters are their prophesized saviors.
- The priestesses are ready to perform the ritual — the Sea Mother's Blessing — whenever the characters are.
- The vile worship a terrible god called Dajobas the Devourer.
- The vile yearn for the release of the terrible Dajobas and believe that sacrificing to Dajobas by feasting on weaker species hastens the terrible god's return.

The characters are free to go anywhere in the craniform caverns that they wish and can leave entirely should they so desire. Jyrcyx, Zogren, and Tati are willing to answer any questions the characters may have to the best of their ability. They are also prepared and ready to perform the ritual to give the characters the ability to pursue the sahuagin under the waves and to the sahuagin city whenever the characters wish. After all, the craniform have been waiting a long time for this day and are eager to be free of the sahuagin yoke.

The Ritual

The ritual itself is straightforward. The three craniform priestesses have a mildly caustic concoction that renders the imbiber temporarily unconscious and triggers a dream-like state that allows that subject to experience a connection with the Sea Mother herself.

The actual mechanics of the ritual require the priestesses to serve each participating person a shell filled with some thick and inky black liquid. The mixture is made up of sea anemone poison, octopus ink, lionfish blood, and gelatinous jellyfish tissue.



Note on the Sea Mother's Blessing

The craniform priestesses do not know the full effect of the blessing on air-breathing humanoids. All they know is that it allows air-breathers to breathe underwater and to swim well. They do not know the specifics of these abilities nor are they aware of any potential drawbacks.

The ritual can accommodate as many of the characters as are willing to go through it at once. The priestesses simply produce as many shellfulls of the pungent brew as necessary. The party may elect to designate one of their number to go through it alone first as a sort of trial balloon for the rest of the group.

Regardless of the number of participants, when ready, the ritual begins with a craniform kneeling before each supplicant with head bowed while holding forth a shell of the liquid described above. They then encourage each petitioner to drink deeply of the "bounty of the sea."

As each character drinks, the priestesses collectively chant in their stilted and odd Common:

> *You must die before you live,*
> *drink deeply and drown in what is she,*
> *swim larvae swim,*
> *to the Sea Mother you must join,*
> *hatch reborn and perfect.*

To those not participating in the ritual, they see each imbiber who drinks any amount of the liquid slump immediately to the ground unconscious. They see that each comatose character seems to be breathing, but if checked, they do not detect any sign of a heartbeat. This unconscious state lasts for approximately five minutes and the blacked-out character(s) cannot be revived by any means.

The Sea Mother's Blessing

Successfully completing the Sea Mother's Blessing ritual confers the following abilities on the characters:

Amphibious: The characters can breathe air and water. **Depth resistance:** Characters are immune to the effects of water pressure and cold water at any depth.

Slime skin: The affected character's skin becomes translucent and slimy, and the creature can't regain hit points unless submerged in saltwater (even by magical means). When the creature is outside a body of saltwater for more than three hours, it takes 1d8 points of damage every hour unless saltwater is applied to the skin.

Sunlight sensitivity: While in sunlight, characters take a –1 to-hit penalty.

Swim: Characters gain swim 12.

Understand Aquan: Characters gain the ability to understand but not speak Aquan.

Underwater Attack: Characters may attack underwater normally.

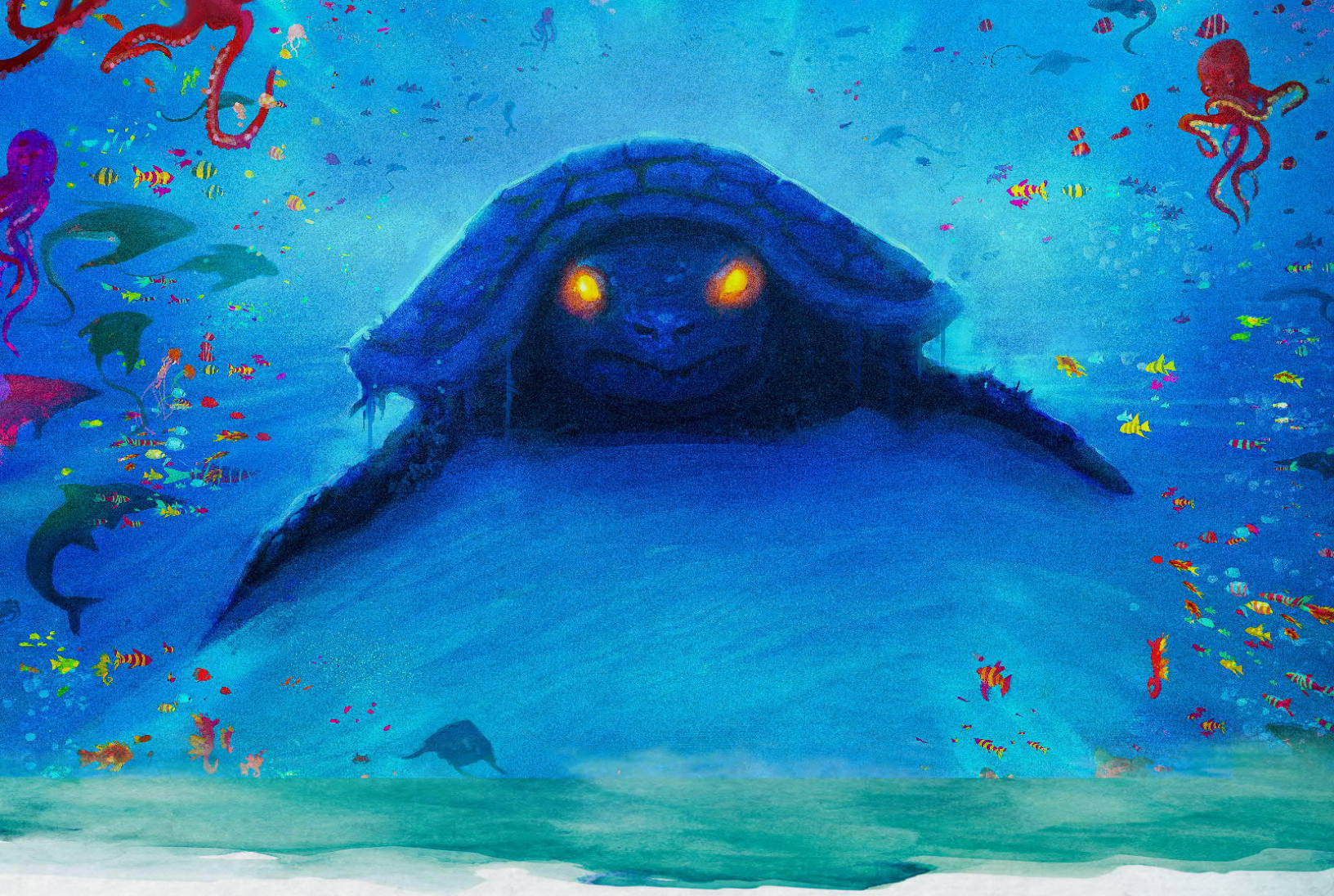
All armor, weapons, and possessions borne by the character are transformed in that they do not affect the characters' swim speed or ability to move and act underwater. Finally, a *remove curse* spell ends the blessing and removes all effects.

The Sea Mother's Blessing Effects

In addition to the effects above, roll or have each character who undergoes the ritual of the craniform roll 1d12 for one additional effect each. If two different characters end up getting the same effect, considering having one of those characters re-roll to ensure variety in the party:

1d12	Effect*
1	The character's teeth fall out and, in their place, they grow tiny tentacles. The character gains the ability to speak Aquan.
2	The character's eyes grow disproportionately large, solid black, and glassy. The character gains darkvision 60ft. If the character already possesses darkvision, the range increases by 60ft.
3	The character grows a stalk from his or her forehead with a two-inch-diameter phosphorescent ball on the end. The character gains the ability to cast *light* at will through the phosphorescent ball.
4	The character's fingers grow webbing between them and the character gains swim +10.
5	The character's teeth grow and distort in such a way as to allow that character to unhinge his or her jaw for a bite attack that does 1d4 points of damage.
6	The character becomes translucent while completely submerged in saltwater. While submerged, the character is invisible per the spell *invisibility* except that only the character's body becomes invisible — equipment, clothing, etc., remain visible.
7	The character gains the capacity to ingest a large amount of saltwater and then forcefully eject it in any direction. Thus while submerged in saltwater, the character can jet in a 60ft line.
8	The character gains an affinity for electric eels. As a bonus action while completely submerged in saltwater, at will, the character may emanate a field of electrical energy that causes all creatures within 5ft to taking 2d6 points of damage (save for half). The character also resists electrical damage (half damage).
9	The character's body becomes covered in tightknit and iridescent green fish scales (natural AC 6[13]).
10	The character's skin becomes dusky and mottled in appearance while underwater, resulting in a form of underwater camouflage. Thieves and monks gain a +20% bonus to Hide in Shadows checks. All others gain a 20% chance to Hide in Shadows.
11	The character sprouts tiny anemone tentacles on its face and is immune to poison.
12	A large claw replaces one of the character's hands. The claw does 1d8 points of damage with a successful melee attack, and the target must make as saving throw or be grappled (Open Doors check to escape). Actions that require two hands, e.g. wielding a two-handed weapon, are no longer possible.

*Please note that should any character polymorph or transform into any other sort of creature through whatever means, these above effects do not alter the assumed shape that character takes. These effects only manifest when characters are in their native forms.



Tip

The ritual — which involves the characters drinking some unknown substance that does who knows what to them — should be a moment of great tension. If some portion of the party less than the whole group undertakes the ritual at once, those who participate in the ritual should have the below read or paraphrased to them outside of the presence of those who do not. Each character should experience this moment of uncertainty and unease before hearing what others of their party have gone through.

For those who participate in the ritual, they experience a powerfully transitive and psychedelic episode. This hallucinatory journey culminates in the characters having a brief encounter with the Sea Mother herself and confers upon them the abilities they need to confront the sahuagin in their own element.

For characters who do participate in the ritual, please read or paraphrase the following:

With an immense amount of trepidation, you follow the craniforms' guidance and sit on the stone floor in this hallowed chamber. The cave drawings seem to sit in mute judgment of you as you wonder what is going to happen next. After sitting, one craniform kneels before you, bows its head, and with extended arms, thrusts a shell filled with some sort of thick, oily, and inky black liquid toward you. Their direction and meaning are clear: You are to drink this stuff.

As you raise the shell to your lips, you catch the heavy fish smell of the chunky concoction, and as you taste it, you notice its sharp brine taste.

You starting to drink must have been a signal to the craniform, because the three priestesses start to chant in their weird voices:

"You must die before you live, drink deeply and drown in what is she, swim larvae swim, to the Sea Mother you must join, hatch reborn and perfect."

After your first swallow, you gag as your stomach roils in response to the noxious beverage. Then you feel a moment of panic as you realize that you cannot breathe. As hard as you try to pull air into your lungs, all that you get in return is the sensation of feeling faint. That is the last thing you remember as darkness washes over you.

As you come to, you immediately realize that you are not you. You are now something tiny and insignificant. This out-of-body experience has brought you somewhere deep underwater. You are swimming, sort of. It is more of a wiggle. Somehow your wiggling motion propels you forward. You realize that you are not alone. All around you are thousands more that look exactly like you — some sort of underwater larvae all struggling toward the same goal. You are struck by how exposed and vulnerable you are in this vast and deep place.

With a lurch, your existence suddenly shifts. You are still swimming, but now it feels more purposeful and controlled.

While still small, you realize that you are some sort of shrimp-like creature that uses a miniature version of a lobster tail to propel itself forward. As before, you are not alone. You are surrounded by other prawn-shaped creatures all struggling toward the same unknown goal.

With another lurch, your experience shifts again. You quickly appreciate that you are no longer swimming. You are now on the floor of a massive and deep sea, walking up a sandy rise on spindly and armored legs. You then realize that you are taking in your surroundings through a pair of eyestalks that not only see your two large and chitinous claws that seem to lead the way before you, but also that you again are not alone. Other hard-shelled crabs scramble and struggle along with you to climb this sandy slope toward an unknown goal.

After an interminable battle against the loose sand, you finally attain the summit of this sandy rise. Before you is a truly awe-inspiring sight: Resting in a valley of inestimable size is a massive sea turtle that looks as big as the sea itself. This massive creature seems to be holding court as thousands of other sea creatures, from the smallest plankton to colossal squid, surround her on all sides in apparent homage. As you try to make sense of what you see before you, the titanic creature turns its head in your direction. Its amber-colored eyes seem to be the size of moons. As you lock your gaze with this creature, you again feel a shift. But this time it is different. With a rush you feel that your spirit is flung far and wide through the vast sea. During this bizarre and dizzying journey, you witness innumerable forms of sea life and seascapes.

Finally, with a spinning lurch, you come to, back in your own body, coughing violently, on your back but completely dry. You are back in the holy cavern of the craniform, the place where you started your most strange hallucinatory odyssey. Above you stand the same craniform that gave you the caustic liquid to drink. As you reacquaint yourself with your body and your surroundings, you cannot help but realize one thing: You now feel a deep affinity for the sea and are quite convinced that you would feel quite comfortable submerged in its depths.

Thus, the characters have completed the ritual and received the Sea Mother's Blessing. The characters quickly come to understand the benefits and drawbacks associated with their new state. They also quickly appreciate that their appearances have changed. Inform characters who roll below their wisdom on 3d6 all the details in **The Sea Mother's Blessing** sidebar.

This is obviously not an insignificant experience for the characters. They have been fundamentally altered in obvious ways. In the event the characters are upset with the craniform, other than being confused by the characters' reaction to these gifts, the craniform can do nothing to reverse the effects of the ritual.

Kzanto's Story

The characters likely want to spend some time experimenting with their new abilities. Other than being able to communicate that they can now "breathe as we," Jyrcyx, Zogren, and Tati cannot give the characters any further specifics.

However, Jyrcyx, Zogren, and Tati can offer the characters some direction from here. If the party does not think to ask, any one of the craniform priestesses approaches the party at some point after the ritual to tell them some specifics concerning the location of the sahuagin stronghold where they believe Captain Brand and company were taken.



The priestess explains that the sahuagin inhabit a city called Tzar'Grandula many kelps (about 3 miles) to the south and west. The city sits in a deep basin. From the sea floor in that basin springs a series of low rising spires that compromise the largest structures of the city. The largest of these spires and the grounds around it in the very center of Tzar'Grandula is the seat of King Bachzarisaa, his court, and his guards. It is called "the Tooth." From this spire, King Bachzarisaa rules Tzar'Grandula. She explains that it lies "75–80 kelps away, as the fish swims." Additionally, she explains that the entire region is teeming with patrolling sahuagin and their dangerous allies, including several species of sharks.

The priestesses do offer at least a partial solution to this problem and that is in the form of Kzanto, a half-grown craniform male (not that the characters can readily tell male from female) who had been sacrificed as a slave to the vile many moons (16 months or so) ago. He quite unexpectedly returned to the craniform colony one moon ago. He brought with him tales of the ineffable cruelty of his sahuagin captors — stories of torture and blood sport — as well as of how he made his escape. While characters who accepted the Sea Mother's Blessing can understand Aquan, the priestesses eagerly act as translators should the characters want to converse with Kzanto.

If they are interested, Kzanto relates the following:

One moon ago or so, Kzanto was discharging his daily cleaning duties in and around the Tooth. More specifically, he was cleaning the king's coral gardens that surround the base of the Tooth. King Bachzarisaa is obsessed with his coral gardens and will not suffer the merest imperfection in them. One of King Bachzarisaa's favorite pets, a massive shark called "the beast," lives in the coral gardens to ensure that no undesirables intrude anywhere near the grounds surrounding the Tooth.

That day, Kzanto was disposing of some waste in a downward flowing vent located in the gardens used solely for waste discharge. So sickened and saddened by his terrible existence was he that Kzanto conceived on the spot to "throw himself away." He then climbed into this waste vent full of detritus from the gardens and the inedible parts of the beast's victims and swam and crawled his way down into and

through the filth. To his surprise, the volcanically created vent flattened out after a few grasses. He then followed this passage for what he describes as feeling like "many tides" but readily admits that he does not know how long in either time or distance his journey really was, other than that it was "many kelps."

He finally located an exit to this tunnel-like vent and after cautiously peering out, he realized that he could not see any of the sahuagin city, any of the sahuagin spires, or any of their patrols. After emerging from this hidden vent entrance, he was then able to swim safely back to his colony.

In summary, Kzanto can tell the characters that:

- The tallest and most central spire in Tzar'Grandula, called "the Tooth," is where King Bachzarisaa lives and rules.
- This spire is surrounded by a series of elaborate coral reef gardens which in turn are patrolled and guarded by a massive shark called "the beast."
- Kzanto escaped via a vent used for waste disposal. The vent surfaces in the middle of the coral gardens, about 10 grasses (60ft) away from the base of the tooth.
- Kzanto knows of only one entrance into the tooth and that is through the top of the caldera.
- The very top of the Tooth is an arena in which King Bachzarisaa entertains by putting on a number of blood sports.
- This area is not heavily patrolled because no creature would be able to make its way through the city to the Tooth unchallenged.
- He and his fellow slaves, prisoners, and future arena combatants were housed in the level underneath the arena.
- The level underneath this slaves' level is where King Bachzarisaa's guard is garrisoned.
- He believes that the temple to the sahuagin god is somewhere underneath that.
- He also believes that King Bachzarisaa's court and residence is somewhere underneath that, but his duties never took him to either the temple or the King's court.
- Many dozens of sahuagin and other creatures are in the Tooth at any one time.
- Kzanto can guide the characters back to the mouth of this vent from which he made his escape.
- If asked, he can also draw a crude map of the king's spire.
- Finally, he did not see the humans that the characters describe, but he does know of at least one location where captives are held and can indicate that on the map (**Level 3: The Prison**).

Provide the characters with **Player Handout 5: Kzanto's Map**.

What he will not do under any circumstances is venture back through the waste vent or go anywhere near the sahuagin city. He would rather die than return.

The Effects of the Depths

Characters who do not partake of the blessing because they have a magic item or ability that allows them to breath underwater are in for an unfortunate surprise. Swimming through deep water is much like traveling at high altitudes because of the water's pressure and cold temperature. For creatures without a swimming speed, they must make a saving throw each hour spent swimming at a depth greater than 100ft or be exhausted (movement halved; –1 penalty to attacks, damage, and saves). Those swimming for an hour at a depth greater than 200ft must make the saving throw with a –2 penalty each hour or find their movement reduced to one-quarter normal and also take a –2 penalty to attacks, damage, and saves.

Where from Here?

At this point, the characters should be in the approximate middle of Crocodile Island among the craniform. The *Bounty* and *Zephyr* are at anchor on the eastern side of the island. Now that the characters are such adept swimmers, it would be a simple matter to swim back east through the submerged tunnels in order to rejoin the two ships. However, the appearances and physical natures of the characters have been dramatically changed. How will the crew react? The question of what to do with the two ships and how exactly the party goes about involving these ships is, of course, completely up to them. Tzar'Grandula is to the south and west of Crocodile Island.



Chapter Five: Into The Depths

Tzar'Grandula sits at the bottom of a deep basin three or so miles southwest of Crocodile Island. The main structures of the city are a series of volcanic spires or stalagmites of sorts that lie along the same fault line that created Crocodile Island and its currently active volcanos. The central spire from which King Bachzarisaa rules is called "the Tooth." It is immediately surrounded by a series of coral gardens. Radiating outward, a visitor would find smaller spires inhabited by sahuagin princes and barons, hundreds of common residences, mussel beds, more coral reefs, and finally a series of guard structures at the perimeter of the city.

The journey to that part of the Sinnar Ocean where Tzar'Grandula lies from Crocodile Island is a short one. The characters likely either swim there led by Kzanto or might take the two ships to the spot, again with the aid of Kzanto. That short journey can be as eventful as you like.

Light and Sound Underwater

Despite the depth, 500ft is still within the sunlight zone. So during the daytime, Tzar'Grandula is suffused with bright light.

As to sound, under normal circumstances, vocalization — the use of air pressure to cause vocal cords to vibrate resulting in sound — is vastly diminished underwater. Fortunately, the Sea Mother's Blessing conferred upon the characters affords them the ability to speak and be heard underwater. Any character with the amphibious racial feature or who can breathe underwater for any other reason can speak normally underwater as well.

Potential Aquatic Encounters

1d4	Result
1	As the characters swim along, a massive shadow moves over them. The huge shape was a passing whale.
2	The party encounters a random hunting party of **10 merrow**. They believe the odd-looking swimmers to be easy prey. They press the attack until half of their number are slain.
3	The characters are spotted by a pair of **killer whales** that think they look delicious. When one is slain, the other thinks better of its menu choice and flees.
4	Shark attack! It seems that everything in the depths is hungry and that the characters look like easy kills. A **giant shark** attempts to take the characters by surprise and make one of them a meal. It does not flee unless it has a chance to do so after being severely wounded.

Tzar'Grandula
200 Feet
8 Squares
Section through tunnel
The Hook



Giant Shark: HD 13; **AC** 5[14]; **Atk** bite (1d10+8); **Move** 0 (swim 18); **Save** 3; **AL** N; **CL/XP** 13/2300; **Special:** feeding frenzy (1-in-6 chance to target another shark). (***Monstrosities*** 420)

Killer Whales (2): HD 12; **AC** 4[15]; **Atk** bite (3d10); **Move** 24 (swim); **Save** 3; **AL** N; **CL/XP** 12/2000; **Special:** none. (***Monstrosities*** 508)

Merrow (Bestial Mermen) (10): HD 2; **AC** 7[12]; **Atk** harpoon (1d8) or bite (1d8) and 2 claws (1d6); **Move** 1 (swim 18); **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** breathe water. (***Monstrosities*** 328)
Equipment: harpoon.

In any event, the party reaches the obscured vent access point from which Kzanto made his escape some weeks before. It is roughly 500ft under the surface of the ocean. The entrance is obscured by a stand of some sort of long brown fronds that root on the ocean floor in front of the entrance. Kzanto quickly parts the thick stalks and moves confidently into the grove.

The entrance lies at the far side of this 20ft-deep or so stand of long, broad-leafed tangle. It is roughly circular in shape, and the edges of the portal are very smooth. The entrance sits about 5ft off the floor of the sea on the vertical surface of a large ridge of rocky hills that runs approximately east and west. This tunnel was likely created by volcanic activity, but that this vent was created long ago.

Kzanto knows that this ridge forms the edge of the undersea basin wherein Tzar'Grandula sits and shares this fact with the party. Unless the characters contrived a way to speak to Kzanto, he becomes agitated if any of the characters indicate that they want to swim up and over the ridge to take a look. Kzanto knows that there is a chance of being spotted by the sahuagin perimeter if they were to carelessly swim up and over this ridge. He strenuously urges caution if any of the party members declare their intention to go take a look at the city. The profile of this ridge varies, but it averages 50ft or so in height.

Should the characters look over the ridge, they see the city of Tzar'Grandula spread out before them. It is quite a vista. It is assumed that the characters attempt this during the day. If it is at night, please adjust the following text as necessary. As the characters look at the city, please read or paraphrase the following:

> Arrayed before you on the far side of this low range of rocky hills is quite the sight. The sahuagin city of Tzar'Grandula sits brooding before you. Such is its breadth that you are pretty certain that you cannot see the far side of the city. You first recognize what must be watchtowers arrayed along the outer edge of the city. The closest one to you is less than 200 feet away. It is approximately 40 feet tall and has a domed gallery

on top. Towers are located at regular intervals, around 500 feet apart, along the entire perimeter of the city.

From your vantage you also notice numerous depressions in the seafloor, some covered in nets, a much larger depression that seems to be an underwater amphitheater, hundreds of low domed structures that you assume to be residences, and kelp and coral gardens everywhere. All that aside, the most prominent feature that you cannot help but notice is the series of spires that thrust upward from the seafloor. They form a line that runs right through the middle of the city. The spires vary in size, with the shortest being near the outer limit of the city. You would guess that these smaller towers are roughly 50 to 60 feet tall. They increase in height as they approach the center of the city. The tallest one, shaped like a massive, roughhewn villiform tooth, lies in the very center of the city, and that spire appears to be more than 150 feet tall. This must be the spire of which your escaped craniform spoke.

Amid these physical structures, the sahuagin city is astir with activity. You see what likely amount to hundreds of sahuagin engaging in a variety of activities along with dozens of sharks and other creatures that you are too far away to recognize.

One thing is abundantly clear and that is that Tzar'Grandula is a busy and dangerous place.

Just as Kzanto warned, there are patrols. Unless the characters are cautious, they have a 3-in-6 chance of being noticed by a sahuagin patrol. Cautious groups have a 1-in-6 chance of being noticed. The patrol is composed of **5 Sinnar sahuagin** and **2 medium sharks**. The characters notice the patrol as well and see them coming, which allows them to drop back down behind the ridge. The zealous patrol follows and fights to the death.

Sinnar Sahuagin (5): HD 2; **HP** 15, 13x2, 12, 11; **AC** 5[14]; **Atk** trident (1d8); **Move** 12 (swim 18); **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none. (***Monstrosities*** 407)
Equipment: trident.

Medium Sharks (2): HD 6; **HP** 43, 38; **AC** 6[13]; **Atk** bite (1d6+2); **Move** 24 (swim); **Save** 11; **AL** N; **CL/XP** 6/400; **Special:** feeding frenzy (1-in-6 chance of attacking a shark). (***Monstrosities*** 420)

The passage itself is completely dark and has a diameter of approximately 4ft, which is more than large enough to accommodate any medium-sized swimming creature. After entering, the vent runs roughly south toward the heart of the sahuagin city. The characters have to swim in single file if they elect to follow Kzanto's escape route. It is completely dark.

The meandering tunnel descends slightly over 1500 yards. The characters encounter many brightly hued fish, many forms of coral growth, waving stalks from countless plants, and dozens of different crab species while traversing the passage. Fortunately, all of them are harmless.

The same cannot be said though of the end of the passage where it turns and ascends. From this "elbow" in the tunnel, it is only 20ft or so to the surface of the seafloor and to the access point Kzanto described as King Bachzarisaa's coral gardens. At this elbow of the passageway, a **giant anemone** has taken up residence. Because of the refuse regularly deposited by King Bachzarisaa's slaves, this creature is provided with a steady and regular food source.

Kzanto failed to mention this creature because he would have hardly noticed it during his passage. The combination of their exoskeleton and the poison immunity conferred by Crocodile Island results in craniform all but ignoring these sorts of creatures. The characters will not be so lucky.

The anemone blends in extremely well with the other growths in the passage. The characters have a 1-in-6 chance to recognize the mass of brightly colored and waving tendrils to be anything other than standard sea flora. If they recognize it, they realize that it is quite large and that it effectively blankets this entire section of passage. The tunnel is too narrow to allow anyone to go past the creature without coming close enough for the creature to strike with its tendrils. Consider allowing creative solutions for bypassing this creature without killing it such as forcibly moving it up and out of the way or temporarily covering it with a blanket or bed roll.

Great Sea Anemone: HD 8; **HP** 53; **AC** 8[11]; **Atk** tendrils (paralysis); **Move** 0 (immobile); **Save** 8; **AL** N; **CL/XP** 10/1400; **Special:** acid cloud (1/day, 20ft radius, 1d8 damage for 1d3 rounds), paralysis (save resists), swallow whole (paralyzed targets swallowed in next round). (***The Tome of Horrors Complete*** 21)

After getting past the anemone, it is a simple matter to ascend the 20ft or so past and through the accumulated refuse from the gardens and emerge on the seafloor in the middle of King Bachzarisaa's coral gardens. When they emerge, please read or paraphrase the following:

As you peer out of the waste vent and take in your surroundings, you immediately recognize that you are in a spectacular coral garden. If not for the tense circumstances, the amazing array of colors, shapes, and life around you would be breathtaking. The reefs vary in height with a range of five to fifteen feet.

You see that the topographically complex coral reefs are laid out to form a sort of a maze that circles the entire base of the massive spire before you. Throughways dissecting the reefs radiate in every direction through the gardens.

The base of the huge spire is no more than 60 feet away from you. Its diameter here at the seafloor must be a couple of hundred feet at least. It towers to a height of well over 100 feet above you where it terminates in a broad, flat top. You know from Kzanto's description that the top is open and forms the entrance to the spire.

Other than the dizzying array of brightly colored fish and the unbelievable variety of small invertebrates that teem among the corals, there is no sign of movement anywhere near the spire.

No sahuagin sentries are anywhere in immediate view as the characters emerge from the waste disposal vent. They are free to explore the coral gardens immediately adjacent to the vent access

Spellcasting Underwater

Under normal circumstances, an air-breather would have a very hard time casting a spell with a verbal component underwater. However, those characters who underwent the Sea Mother's Blessing will not have to deal with that hurdle. As a result, because of the benefits of the blessing, spells are cast as normal. However, that does not mean their effect is normal or unchanged. Take fire-based spells for example: Keep in mind that creatures fully immersed in water take half damage from fire (and can usually make a saving throw to take just a quarter damage).

Trantiztua's Tale

Trantiztua formerly was a successful member of the King's Guard. This means that he was among the most capable and terrifying of all of the sahuagin warriors. How he contracted lycanthropy is unknown. However, it immediately put him in a precarious position with his people.

The sahuagin loath any sort of deformity or deviation from the physical norm. Hatchlings that display just about any unusual characteristics (other than the mutation that results in a second set of arms) are quickly put to death.

However, lycanthropes enjoy an odd position in sahuagin society. While definitely pariahs, they do enjoy a status of sorts in that the sahuagin believe that lycanthropes have been shown the direct favor of their shark god and view the lycanthropy as more of a gift than as a curse.

point without risk of being seen by anyone. However, once they venture either up toward the top of the spire to enter it, or if they swim to the other side of the spire, they encounter the Beast.

Run of the Beast

The reason there are no sentries immediately around the Tooth is because this area is regularly patrolled by a **wereshark** who is a favorite of King Bachzarisaa. No one, sahuagin or otherwise, approaches the spire without good reason because of the presence of this creature. The wereshark, a sahuagin named Trantiztua, almost always stays in giant shark form and is in that form when the characters encounter him. He is always accompanied by his **2 pet sharks**.

Trantiztua is the king's champion, and he immediately and viciously attacks anyone or anything that looks as if it does not belong.

Trantiztua, Sinnar Sahuagin Wereshark: HD 7; **HP** 49; **AC** 6[13]; **Atk** bite (2d6); **Move** 12 (swim 24); **Save** 9; **AL** C; **CL/XP** 8/800; **Special:** +1 or better magic or silver weapons to hit, lycanthropy. (see **Appendix C**)

Medium Sharks (2): HD 6; **HP** 45, 40; **AC** 6[13]; **Atk** bite (1d6+2); **Move** 24 (swim); **Save** 11; **AL** N; **CL/XP** 6/400; **Special:** feeding frenzy (1-in-6 chance of attacking a shark). (***Monstrosities*** 420)

From the coral gardens looking up, the shapes of several sharks performing lazy circles around the circumference of the Tooth can be seen about 60ft up from the sea floor. Unless the characters conceive of a way to get past Trantiztua without the creature noticing them, the wereshark attacks and fights to the death. The rest of the residents of Tzar'Grandula give the Tooth a wide berth because of Trantiztua. Because of this fact, no alarm is raised if open combat results.

Either bypassing or slaying Trantiztua allows the characters access to the top of the Tooth, the only way to enter the central spire.

The Tooth

Level 4: Arena

The Tooth functions as the seat of Tzar'Grandula's government in addition to being the residence of King Bachzarisaa. Every important administrative and religious function is performed in this long-quiescent volcanic spire.

The top of the caldera is open to the surrounding water. Its rim towers over the rest of the city. After dealing with Trantiztua, the characters may ascend the exterior of the spire without event. Once they reach the top and look down into the top of the spire, please read or paraphrase the following:

> After ascending the exterior of the old volcano that makes up the tallest spire in the very middle of this underwater city, you recognize that the top of the spire is open to the surrounding water. The rim or opening on the top is probably 75 feet to 100 feet in diameter.
>
> Looking down over the rim and into the spire, you see that it forms a natural bowl. Your eyes are immediately drawn to what appear to be two sahuagin combatants close to the bottom of the bowl. They appear to be battling just above two pieces of opposing grating that are partially open at the very bottom of the bowl, 40 feet below you. You readily understand that this opening would allow access to the deeper sections of the spire. They each wield some sort of long spear.
>
> While keeping an eye on the sahuagin combatants who do not seem to see you yet, you also surmise that this caldera has been turned into an arena or amphitheater of sorts. Not far down from your current position is a rectangular-shaped platform that is skirted with low walls and contains a handful of carved stone chairs or maybe even thrones. Opposite this platform on the other side of the arena you notice a stone pen or paddock that has a "roof" of netting. Lastly, you notice that the entire bowl has even ridges on the inside of it that were carved at regular intervals that would seem to form seating.

The **2 sahuagin elite guards** are not actually fighting but are merely sparring. They are both members of the spire guard and are currently assigned to guard the opening into the spire. As is their wont, they pass the time by sparring.

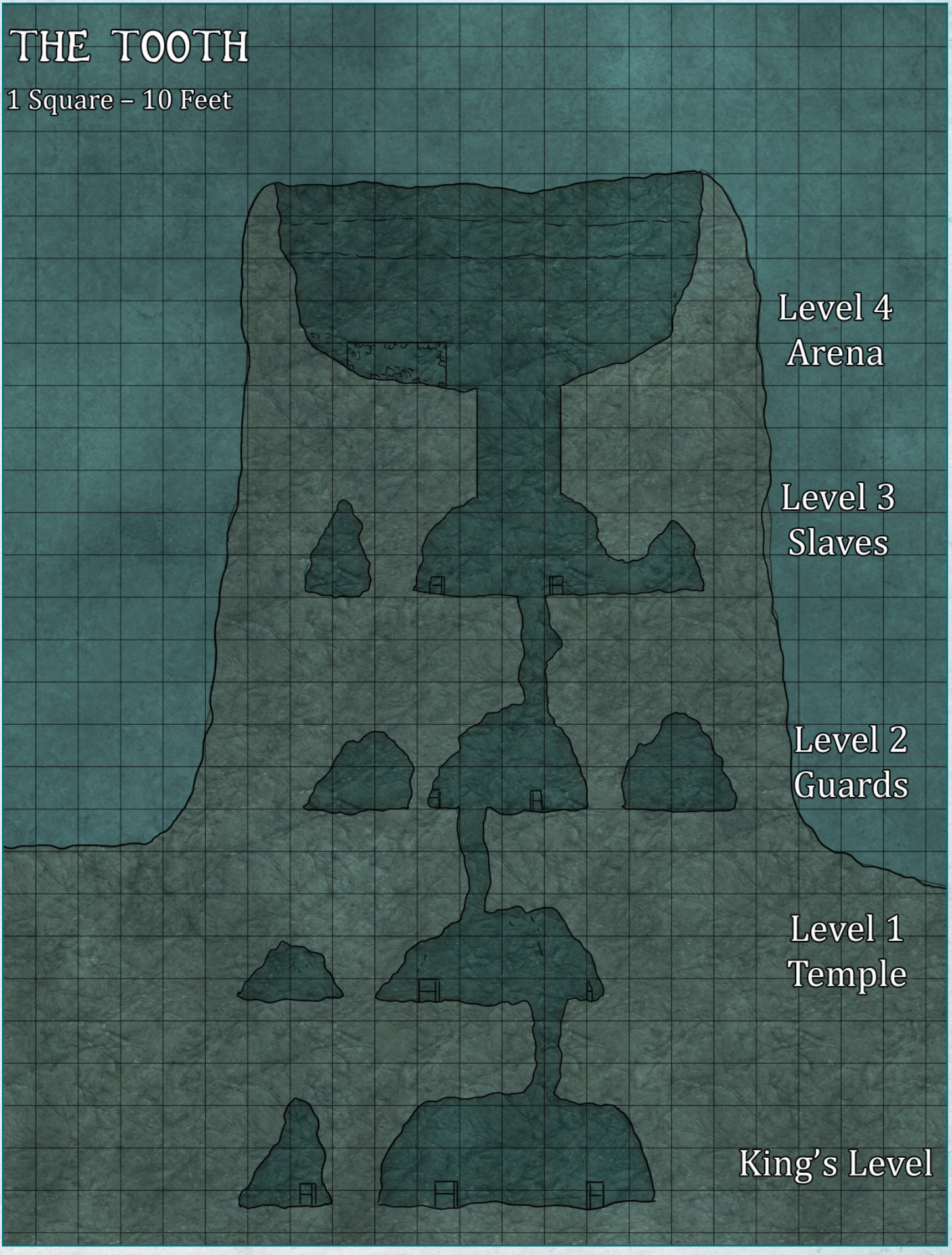
The two guards are intent on their sparring, so they don't notice the characters as they descend from above unless and until they approach within 20ft of them. Given their belief in their prowess as members of the spire guard, they fight to the death instead of taking the wiser course of fleeing into the spire in order to raise the alarm.

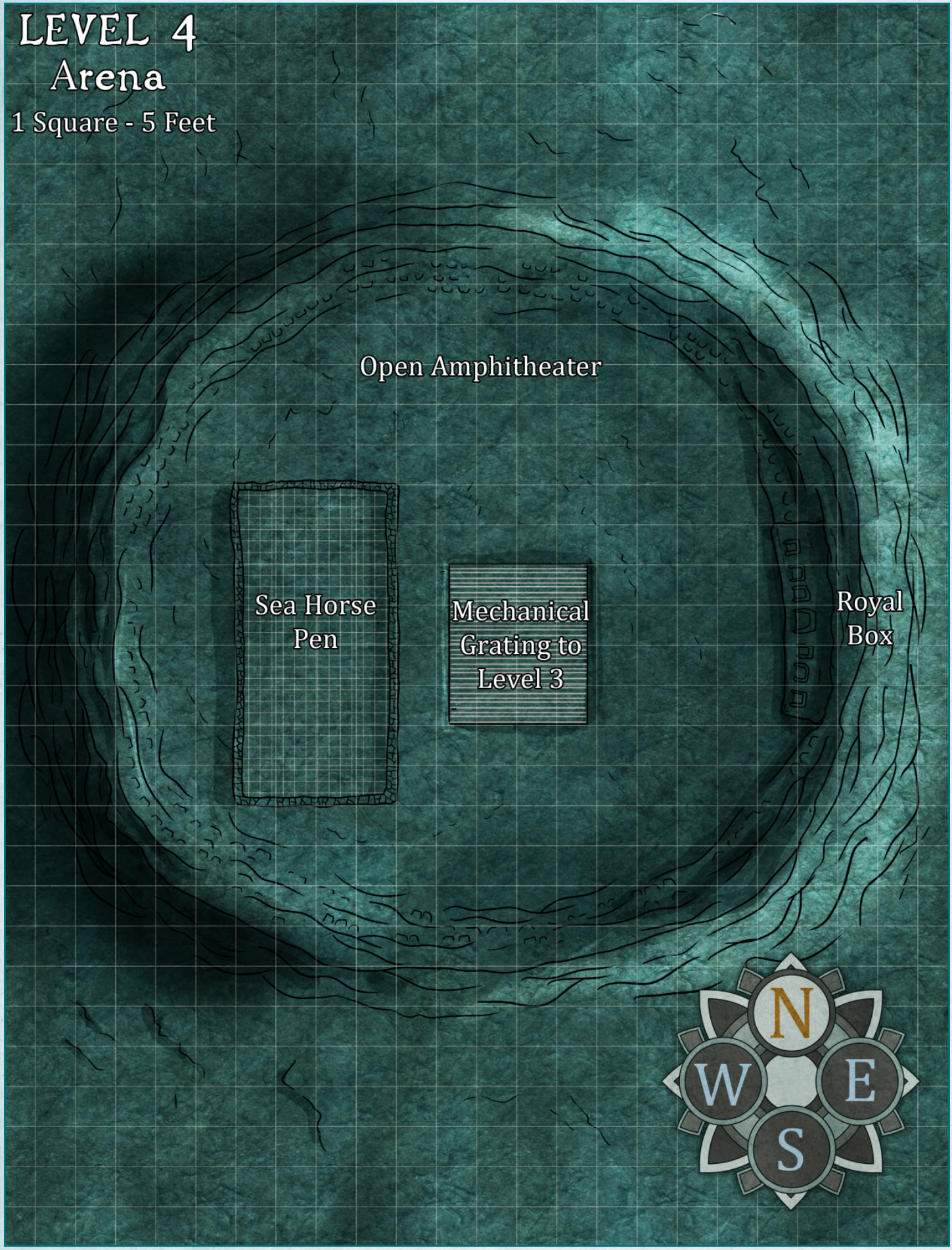
Sinnar Sahuagin Elite Guards (2): HD 4; **HP** 30, 26; **AC** 5[14]; **Atk** trident (1d8); **Move** 12 (swim 18); **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none. (***Monstrosities*** 407)
Equipment: trident.

After the characters deal with these two guards, nothing prevents them from descending through the opening between the two gates.

The platform described above is the royal box. Seven carved stone chairs affixed to the front of the platform are each positioned to maximize the viewing potential of the seated spectator. The middle chair is much more of a throne than the rest and features shark heads as arms of the chair. Nothing else of value or interest is here.

The 20ft-deep, 40ft-long, and 10ft-tall paddock contains **10 giant sea horses**. These creatures casually mill about this space and take


THE TOOTH
1 Square – 10 Feet
Level 4
Arena
Level 3
Slaves
Level 2
Guards
Level 1
Temple
King's Level


LEVEL 4
Arena
1 Square - 5 Feet
Open Amphitheater
Sea Horse Pen
Mechanical Grating to Level 3
Royal Box
N
W
E
S

The Sahuagin

Contrary to a likely assumption, sahuagin society is complex and deeply structured. That said, this complex and deeply hierarchical society is based on one simple overriding principle. That principle is that the strongest rule. This core precept permeates virtually every stratum of sahuagin society. Thus, the greatest virtues among the sahuagin are self-reliance and obedience to one's superiors. The necessary consequence or corollary to these concepts is that only those that are inadequate fail. This is why virtually every dispute and attempt at social climbing is resolved through a blood duel. These contests do not have to be to the death, but often are. These duels do not necessarily always involve combat. For example, adversaries could agree to a skill challenge such as contests of swimming or hunting prowess. Those are much less common than the traditional blood duel. However, the sahuagin are not simple creatures by any stretch. Just as other intelligent races, they feel love, hate, anger, fear, joy, and sadness. Different from most surface races, these common emotions are filtered through the lenses of specific sahuagin values thereby reinforcing their ordered society and world view. But all that aside, when it comes to the rest of the world and how they view the creatures living in it, it is pretty simple: Meat is meat.

no notice of or interest in the characters. Each of these creatures bears what looks like some sort of bridle. These are the trained mounts used by the sahuagin elite.

Giant Sea Horses (10): HD 3; **HP** 22, 21x2, 20, 19x3, 17, 15x2; **AC** 7[12]; **Atk** bite (1d6); **Move** 24 (swim); **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none. (***Monstrosities*** 413)

The opposed set of metal grating at the very bottom of the door functions as the gates for the spire. These sliding mechanical grates also are important in the operation of the arena above. Unwilling combatants are escorted out of the cell(s) and into the arena staging area immediately underneath the grating. They are then ushered up into the amphitheater to amuse the spectators with their ability to tear their opponents asunder or by having the same done to them.

These horizontal grated gates are controlled with a simple set of mechanical pulleys and chains from underneath in the staging area. Because of the caustic saltwater environment, these grates require constant maintenance including preservation magics cast by the sahuagin priestesses. These metal gates are the pride of King Bachzarisaa as the sahuagin have virtually no ability to forge or manipulate metal. These grates were looted from a sunken cog and retrofitted into the Tooth to function as gates. If the gates are closed, an opening for a medium-sized creature can be forced with a successful Open Doors check.

As the characters descend through the gates and into Level 3 of the Tooth, please read or paraphrase the following:

After swimming down past the thick and imposing horizontally aligned gates, you emerge into a roughly circular chamber which is approximately 40 to 50 feet across. The first thing you notice is a hole in the floor that appears to be a passage down. It is approximately 10 feet wide.

Beyond that feature, this naturally formed chamber and its uneven stone floor contains five square-shaped structures that are evenly spaced around the circumference of the room. They look like a type of wall hanging constructed from a variety of pearlescent-hued materials somehow fastened together. They are each about four feet wide and five feet tall.

Finally, you immediately notice a set of dangling chains adjacent to the gates you just passed through. You surmise that these chains are involved in operating the gates.

Level 3: The Prison

The characters have found their way to the prison section and slave quarters portion of the Tooth. Two of the chambers radiating from this central hub are housing for slaves while the other three contain specific prisoners detailed below. Any examination of the five structures reveals that they are doors of some sort indicated as such by the bone hinges on the top and bottom edges of the doors. See **A Note on Sahuagin Doors** sidebar for further details. If the characters asked him, this is the area on Kzanto's map where he would have indicated some prisoners were kept.

The Tooth General Conditions

Unless otherwise stated, the floors and ceilings are all rough, unfinished, and uneven. Ceiling heights in the Tooth vary between 10ft and 15ft. Lighting is generally dark.

A Note on Sahuagin Doors

The most common building materials for the sahuagin are bone and coral. Unless otherwise stated, all doors in the Tooth are constructed of these materials and are all, in effect, double doors. Unlike terrestrial doors, the seam for a set of double doors is horizontal, not vertical. And instead of the two doors being adjacent to each other like a set of surface double doors, sahuagin doors overlap. Both the top and bottom doors have points or teeth that engage with the opposite door when closed. The reason for this is to resist the gentle currents of water created by virtually any movement in any underwater room. The only way to open these sorts of doors is to pull the two halves outward and toward the opener.

Sahuagin are, of course, adept at opening these doors as they have lived with them for their entire lives. Visitors from the surface are likely to initially struggle with their operation. A character must roll below his intelligence on 4d6 to figure out how they work. In the alternative, an Open Doors check forces such a door open but damages it in the process and makes it impossible to completely close it again until repaired.


LEVEL 3
The Prison
1 Square - 5 Feet
Mechanism to open/close Gates
3-1
3-2
Arena Staging Area
Mechanical Grating Up to Level 4
3-5
3-3
3-4
Down to Level 2
N
W
E
S

Note on Sahuagin Senses

Sahuagin hearing does not work like that of terrestrial creatures. Terrestrial hearing is based on sound waves that are vibrations in the air striking an eardrum and making it vibrate. The sahuagin perceive sound as a function of vibrations that travel through the water that strike their entire body. So while underwater, sahuagin hearing is much more acute than terrestrial hearing.

Sahuagin vision is roughly analogous to surface dwellers' vision.

Finally, the sahuagin sense of smell is very sensitive to blood. They can sense blood in the water from as much as a mile away and can use this enhanced olfactory ability to very effectively track even a lightly wounded creature. Fortunately for adventurers, the scent of blood does not travel nearly as quickly as does sound underwater.

Two of the three prisoner cells are locked. More accurately, they are barred. Each of the five doors has an external locking mechanism. It is a cleverly designed coral bolt that crosses the mesh point between the top and bottom doors. When the bolt is in the down position, the doors cannot be opened unless forced. Characters that don't find the bolt can force the door with a successful Open Doors check.

As to the grates now above the characters, their operation is quite simple. There are two chains. Pulling one down opens the grates further. Pulling the other closes them. Should the characters seek to disable the grates, the tracks that the grates run in are bendable if the characters have a prybar.

There are **2 sahuagin elite guards** loitering in the passageway between **Levels 3** and **2**. They are supposed to be on the prisoner floor but were bored and migrated down the passage to the next level to watch the sport some of the guards are having torturing a craniform slave. That has all of them rather distracted.

The characters do not see these two sentries unless they move over and look directly down the passageway. The passage to the next level is approximately 30ft down. The two guards are watching the festivities from where the passageway down opens into the level below.

Sinnar Sahuagin Elite Guards (2): HD 4; **HP** 29, 25; **AC** 5[14]; **Atk** trident (1d8); **Move** 12 (swim 18); **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none. (***Monstrosities*** 407)
Equipment: trident.

The torture spectacle taking place on the floor below provides enough cover that the sahuagin below do not hear what the characters are up to on the prisoner level. However, should the characters speak to each other within 5ft of the passage down, the two sahuagin sentries at the bottom pick up on the odd speech over the general din caused by the sahuagin sport.

Further, should the characters tarry for more than 30 minutes on the prisoner level, the scent of the blood from the fight with the two sahuagin who were guarding the gate above makes its way down to where the sentries watch. They and the rest of the sahuagin present (for a total of **8 sahuagin elite guards**) on the floor below investigate immediately should they sense blood in the water.

Sinnar Sahuagin Elite Guards (Up to 8): HD 4; **AC** 5[14]; **Atk** trident (1d8); **Move** 12 (swim 18); **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none. (***Monstrosities*** 407)
Equipment: trident.

The side chambers on Level 3 contain the following:

Area 3-1: Domestic Slave Pen

The door to this chamber is closed but not locked. This is where the sahuagins' slaves are housed. Those slaves are exclusively craniform these days. Some of the craniform are at their duties in the lower levels in the Tooth. However, **6 craniform** are present currently. They are startled when the door opens and the strange figures of the characters are standing there. Unless someone in the party speaks Aquan, Craniform, or has some magical ability to speak, there is no way to communicate with the craniform.

If one of the characters communicates with these unfortunate craniform, they quickly assimilate that the characters are their long-promised saviors and act accordingly. They bow, scrape, and plead with the party to save them. They tell the party of the terrible things done to them by the awful sahuagin and that they deeply miss their brethren. They are desperate to be freed and believe that the characters represent their salvation.

These craniform can describe the areas in **Level 2** and **Level 1** in general terms.

Nothing of value is in this chamber.

Craniform (Crab Men) (6): HD 4; **HP** 28, 27, 24, 20x2, 18; **AC** 4[15]; **Atk** 2 claws (1d4) and spear (1d6); **Save** 13; **Move** 9 (swim 9); **AL** N; **CL/XP** 4/120; **Special:** alert (1-in-6 chance of being surprised). (***Monstrosities*** 75)

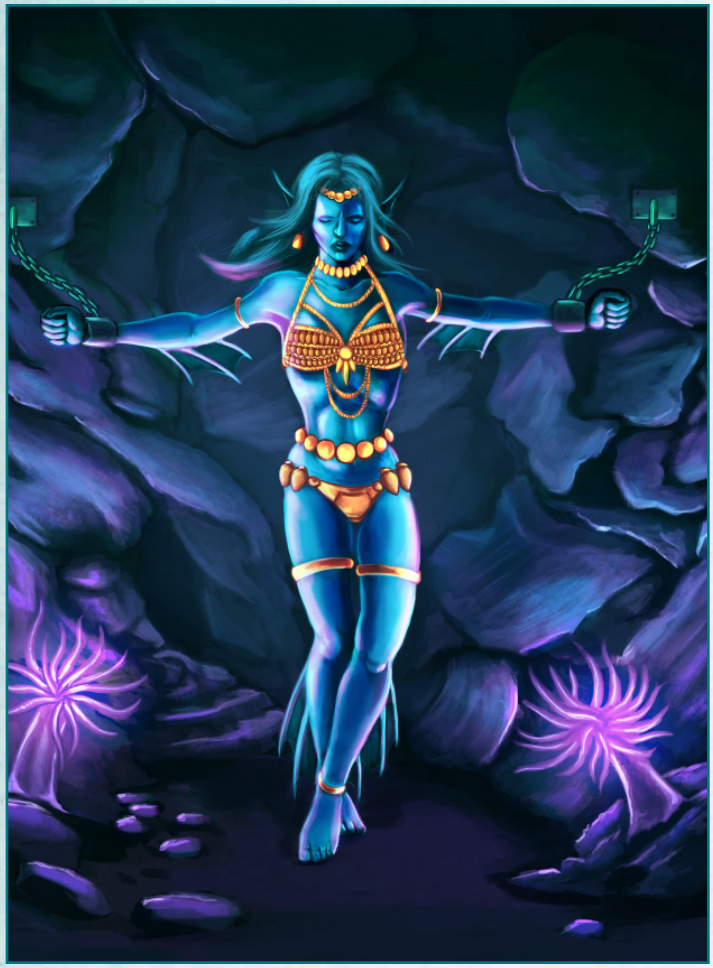
Area 3-2: Domestic Slave Pen

This area is similar to **Area 1** and is unlocked as well, but no craniform are currently present. However, a prisoner is chained against the wall. As the characters open the unlocked door, they see what appears to be a sea elf manacled to the wall. This is **Petruska**. She is not a sea elf as she appears. In fact, she is a malenti, a mutant variation of a sahuagin. However, she does her best to convince the party that she is an imprisoned princess from the sea elf city of Azurelume, which is located many leagues northeast of Tzar'Grandula, and is fated to end up on King Bachzarisaa's table.

Petruska, Sahuagin Malenti: HD 4; **HP** 26; **AC** 5[14]; **Atk** trident (1d8) or dagger (1d4); **Move** 12 (swim 18); **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** +2 save bonus vs. traps and magical devices, backstab (x2), deceptive appearance (malenti appear to be sea elves), read languages, thieving skills. (***Monstrosities*** 407)
Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.
Equipment: dagger, trident.

She makes the following claims:

- She is a princess and is in fact the third daughter of King Brinemere of Azurelume. (King Brinemere is the King of Azurelume, but the rest is false)
- If rescued and returned to Azurelume, the king would handsomely reward her saviors. (False)
- As part of her courtly training, she was trained to be a spy and was captured while attempting to spy on Tzar'Grandula. (She does have those skills, but the rest is false)
- The sea elves are the sworn and most-hated enemies of the sahuagin. (True)
- King Bachzarisaa and the garrisons of Tzar'Grandula would love nothing more than to slaughter each and every sea elf and lay waste to Azurelume. (True)
- She was taken before King Bachzarisaa deep below and into the lowest level of the Tooth before being chained here. (True)
- She likely knows where King Bachzarisaa is holding the sea captain the characters seek. (True)



Roleplaying Petruska

Petruska is very clever and excels at lying. These skills were forced on her in order to help her survive. As a malenti, she suffers an uncomfortable position in sahuagin society. She is universally regarded as being disgusting and weak. At best, malenti are tools to be employed against the hated sea elves. Because the characters represent her best chance at even a slight upgrade in status, she does her absolute best to deceive them. She should be played exactly as she seems without giving any obvious clues suggesting that she might be anything other than what she is attempting to portray. She does her best to present a regal and imperial bearing.

When it comes to encountering other sahuagin before her planned moment of betrayal, she tries to stay toward the back of the characters in combat and fights sahuagin only if she has to. If confronted about her lack of fighting zeal, she states, "I am not a warrior" and "I had others do my fighting for me in the elven court."

Finally, if she is able to maintain the ruse long enough and she gets to the moment of her planned betrayal, she attempts a sneak attack with her assassinate feature on the character she deems the most dangerous. This attack should likely be made with surprise.

- The captain is likely in a place called "The Meat Locker." (True)
- The Meat Locker is just two levels down. (False)
- She will lead the party to where it is. (False)
- She wants nothing more than to defy King Bachzarisaa and damage his plans. (False)
- She happily joins the party in exchange for her freedom. (True)
- They are completely aligned in interest. (False)

Being thoroughly sahuagin despite her appearance, Petruska has absolutely no intention of aiding the party. However, the clever malenti is quick to recognize an opportunity. She is currently very much in disfavor with Enzu, the king's wife and high priestess of Dajobas. This is why she is chained in the slave quarters.

If the characters decide to free Petruska, the manacles can be unlocked or forced open.

Petruska does her level best to deceive the characters into allowing her to lead them to their doom below where she promptly betrays the party and, thereby, regains the good graces of her majesty. She begs the characters to arm her. She wants a short sword but settles for a dagger.

Petruska's plan is ill-conceived and desperate but she is in a tough spot. Leading the party down to Level 2 and then betraying them to the guards there is probably her best move. If the characters believe Petruska and allow her to lead them, she betrays the party as soon as fighting breaks out with the sahuagin elites below. She attempts to assassinate any lightly armored spellcaster in the confusion of melee.

Area 3-3: Arena Slave Pen

The door to this room is not locked. This chamber has one resident: **Jathor**, a captured female **sea giant**. This wise and proud creature was overwhelmed by a war party of sahuagin and brought back to Tzar'Grandula months ago as a prize for King Bachzarisaa. Enzu, the king's wife and high priestess, fashioned a magical collar to manage Jathor. Unfortunately for Jathor, this collar is a far more effective restraint than any door lock could be.

Enzu holds the control device — a clamshell etched with runes — and activates the collar and summons Jathor to aid her against the party as soon as she is alerted to their presence in the Tooth.

Jathor, Sea Giant: HD 14; **HP** 103; **AC** 2[17]; **Atk** trident (6d6); **Move** 15 (swim 18); **Save** 3; **AL** N; **CL/XP** 15/2900; **Special:** hurl boulders, increase pressure (5 rounds/day, 10ft radius, 1d8 damage), spell-like abilities. (***The Tome of Horrors Complete*** 278)
Spell-like abilities: 5/day—control water (flood [water rises 20ft], part water, redirect current, whirlpool [pulls creatures

Roleplaying Jathor

Jathor is from the Bathhare Trench many leagues to the west of Tzar'Grandula. Should the party encounter Jathor while she is not being dominated by Enzu (most likely), they find her to be melancholic and stoic. She chafes against her captivity and longs to be free. She answers all the characters' questions freely and as well as she is able. She has not been any deeper into the Tooth than her current position on the slave level. She was exploring far from her home when the sahuagin overwhelmed her. She sulkily points to the silver-hued collar in answer to any sort of "Why are you here?" type questions. She readily explains that Enzu, the high priestess and wife to King Bachzarisaa, placed the collar on her and can command Jathor through it. So far, Enzu has ordered Jathor to fight in the arena above for the amusement of the sahuagin court.

Collar of Giant Control

This rune-etched silver collar automatically expands to fit the neck of any giant-kind. With the collar closed, the giant is under the control of the wielder of the control device (in this case a clamshell). The user can command the collared giant to do just about anything other than direct self-harm. The holder of the control device can unlock the collar at will. Otherwise, the collar can be removed in only two ways: unlocked using thieves' tools or with a successful *dispel magic* spell cast vs. a 12th-level caster.

within 20ft toward center for 1d6 damage per round, roll below strength on 4d6 to escape pull]).
Equipment: trident, *collar of giant control* (see **sidebox**).

If freed, Jathor immediately attempts to swim away. While appreciative, Jathor does not have it in her to actively help the party rescue the missing sea captain. She is utterly indifferent to the affairs of air-breathers and really to the affairs of anyone.

If the party fails to free Jathor and if Enzu summons her to aid her against the party, the characters are in trouble.

Area 3-4: Arena Slave Pen

The door to this chamber is locked. Something large is moving on the far side of the door. The source of that movement is **2 crazed fanged sea serpents** that the sahuagin have kept for many months in order to participate in arena combats above. As soon as the door to their chamber opens, they attack anything they see and do not cease until slain or incapacitated. The poor creatures have been driven mad by the cruelties heaped on them by the sahuagin.

The repeated charging and bashing of the door by the crazed serpents has greatly weakened the door. Sensing the characters outside the door, the serpents begin to smash at their door in earnest. It takes them three rounds to break free and come for the characters.

Fanged Sea Serpents (2): HD 8; **HP** 54, 47; **AC** 3[16]; **Atk** bite (1d8 + lethal poison); **Move** 18 (swim); **Save** 8; **AL** N; **CL/XP** 9/1100; **Special:** constrict (after bite, automatic 1d8 damage), lethal poison (save or die). (***The Tome of Horrors Complete*** 479)

Area 3-5: Arena Slave Pen

The door to this chamber is locked. When opened, the party is greeted with an odd sight: A creature shaped like a huge eye floats in the center of the room. This is an **eye of the deep**. Its unblinking gaze locks onto the characters as they open the door. Because it does not recognize the party, it is unsure what to do so it continues to float motionlessly until it is either addressed or attacked. If addressed, it replies in terse sentences. Similar to the other gladiator inhabitants on this level, it was captured and is periodically forced to fight above in the arena. Engaging it in conversation causes it to leave the character alone as it attempts to escape its imprisonment out the top of the caldera.

However, if the party attacks, it defends itself to the best of its abilities until either slain or incapacitated.

Eye of the Deep: HD 10; **HP** 68; **AC** 4[15]; **Atk** eye rays (see below), 2 pincers (2d4 + constrict), bite (1d6); **Move** 3 (swim 9); **Save** 5; **AL** C; **CL/XP** 13/2300; **Special:** constrict (save or 2d4 automatic damage), eye rays (150ft range, as 12th-level caster, *hold person* [left eyestalk] and *hold monster* [right eyestalk] or *phantasmal force* [combined]), stun cone (30ft range, save or stunned for 2d4 rounds). (***The Tome of Horrors Complete*** 237)

How Do the Sahuagin Manage the Open Water Arena?

When it is festival day, the Daughters of the Shark and High Priestess Enzu oversee the festivities. They help manage the combatants and make sure that they get to where they are supposed to be with their spells and spell-like abilities. They also take steps to make sure that none of the slave gladiators escapes during the games.

A Long Rest in The Tooth?

The party will likely need to take a rest if they are going to have any chance of surviving the hazards of The Tooth. If the characters successfully clear Level 3: The Prison and Level 2: The Garrison, they may successfully complete a long rest on either of these two levels as there is very little traffic down to Level 1: Shrine to Dejobas and below.

Level 2: The Garrison

Six sahuagin elite guards are arrayed in the central landing hub of this level. Two of the six are standing close to the northern edge of the passage up to **Level 3**. These two are facing the commotion located on the northern side of this central chamber. There, the rest of the sahuagin (four of them) are circled around a **craniform** currently down on what serves as its hands and knees.

They are jeering and poking the unfortunate craniform with their spears as they force it to eat a live scorpionfish. The terrible sahuagin are impressed with the craniforms' ability to seemingly shrug off the poisonous effects of the scorpionfish. They are of course unaware of the poison immunity the craniform enjoy as a result of living for generations adjacent to Crocodile Island. However, the stinging fish still hurts the craniform, as do the spear points.

All six of these sahuagin are distracted by their games, but they are hard to take by surprise given their sensitive hearing.

Five sahuagin doors lead to the five chambers on this level. None of them is locked.

Sinnar Sahuagin Elite Guards (6): HD 4; **HP** 27, 24x2, 20, 17, 14; **AC** 5[14]; **Atk** trident (1d8); **Move** 12 (swim 18); **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none. (***Monstrosities*** 407) **Equipment:** trident.

Craniform (Crab Men): HD 4; **HP** 24 (currently 6); **AC** 4[15]; **Atk** 2 claws (1d4) and spear (1d6); **Save** 13; **Move** 9 (swim 9); **AL** N; **CL/XP** 4/120; **Special:** alert (1-in-6 chance of being surprised). (***Monstrosities*** 75)


LEVEL 2
The Garrison
1 Square - 5 Feet
2-1
2-2
2-3
2-4
2-5
Up To
Level 3
Down To
Level 1
N
W
E
S

Area 2-1: Sahuagin Barracks

This room contains four sleeping berths, a weapons rack, and four 1ft-tall, 2ft-wide, and 1ft-deep limestone boxes. No sahuagin are present.

The sleeping berths are suspended nets that look more like hammocks than they do traditional terrestrial beds. The weapons rack contains two spears, two tridents, and two javelins of sahuagin manufacture. Their shafts are constructed of porous coral, while the tips are made of either sharpened stone or bone.

The four boxes contain the personal effects of the four sahuagin not present. They are all of simple construction and their respective lids simply lift off. In sahuagin society, no one would think to steal from another. If one sahuagin desired anything possessed by another, it would be settled by a blood duel.

The four boxes contain a variety of detritus, pieces of valueless coral, shells, and pieces of bone, but also contain some more interesting things as follows:

Box 1: A small, soft ball about two inches in diameter. It is a poison gland harvested from some undersea predator. It holds 2 doses of poison. A creature that ingests a dose of this poison takes 2d6 points of damage, or half as much on a successful saving throw.

Box 2: A dented and heavily tarnished silver cup that has seen better days. Its only value is its weight in silver, which is 5sp.

Box 3: A glass vial that contains some dark and thick liquid. Any reasonable investigation reveals that it contains oil.

Box 4: A pewter spork. Beyond the conjecture of where a sahuagin would have scavenged such a thing, it has no value.

Area 2-2: Sahuagin Barracks

Same as **Area 2-1**, excepting that this weapons rack contains only one trident and two javelins. Beyond the useless junk, the four limestone boxes in this room contain the following:

Box 1: An old, but whole, wool sock. Any colored dye it once had has long since washed away.

Box 2: A stoppered glass flask contains a luminescent liquid. The substance was harvested from moon jellyfish and provides dim light to 5ft.

Box 3: A broken but ornate short sword. All that remains is the pommel, crosspiece, and a few inches of blade. However, the pommel is set with a large transparent red spinel worth 100gp.

Box 4: Inside is a 15-inch-long metal wand with a small blue crystal affixed to the tip. It is a *wand of magic detection*.

Area 2-3: Occupied Sahuagin Barracks

Like the rest of the doors on this floor, the door to this chamber is unlocked. However, unlike the four other rooms on this level, this chamber is occupied. There are **4 sahuagin elite guards** currently asleep in their berths. Fighting outside this room will not wake them as they are used to sleeping through the ruckus that usually takes place in the central hub outside their door. However, they wake immediately if either the door to the room is opened or if any sahuagin blood seeps into their chamber as a result of combat taking place outside of their room. It takes the blood five minutes from the time the first sahuagin wound is sustained in combat immediately outside of this door to seep in and alert the sleeping sahuagin.

Beyond that, the other details of the room are substantially similar to those of **Area 1**, excepting that the weapons rack is full and contains four spears and four tridents. Of final interest are the things in each of the limestone footlockers:

Box 1: A gold ring mounted with a small diamond. It looks like a wedding band favored in many terrestrial cultures and is worth 350gp.

Box 2: A salvaged glass jar covered with a mesh netting that contains an ornate blue fish with long flowing fins.

Box 3: A rusted and useless curved dagger. The wood-inlaid handles have long since disappeared.

Box 4: A jade cat figurine about 6 inches tall worth 75gp.

Sinnar Sahuagin Elite Guards (4): HD 4; **HP** 29, 26, 22, 20; **AC** 5[14]; **Atk** trident (1d8); **Move** 12 (swim 18); **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none. (***Monstrosities*** 407)
Equipment: trident.

Area 2-4: Sahuagin Barracks

Same as **Area 2-1**, excepting that this weapons rack is empty but for a great axe that shows no sign of rust or aging. Any inspection reveals the words "Hog's Bane" inscribed on the haft of the axe in Common. It is a *+1 battle axe* that constantly whispers favorite recipes to the bearer, most commonly those for roast boar. It was taken long ago off the body of a human sailor. Beyond the useless junk, the four limestone boxes in this room contain the following:

Box 1: A small and stoppered glass vial. This is a vial of *universal solvent* (see **sidebox**). This vial contains six doses of the useful substance.

Box 2: A finely woven bit of netting that was fashioned into a sack, complete with drawstring, contains an array of severed claws. From what species they were harvested is hard to say.

Box 3: A silver brooch bearing inset matching pink pearls worth 300gp.

Box 4: A roughly 1ft-by-1ft square piece of black soapstone that has elven characters inscribed in it. It is part of a sahuagin liturgy and is written in Aquan. If translated, it reads, "Flesh rends, bones crunch, and blood flows like the tides. The blessed feast on the weak and the faithless. The Red Feast comes anon! Rejoice the voracity of Dajobas the Devourer!"

Universal Solvent

This vial of milky liquid smells strongly of alcohol. It can be poured onto any surface where it instantly dissolves up to 1 square foot of adhesive that it touches, including webs.

Area 2-5: Sahuagin Barracks

Same as **Area 2-1**, excepting that this weapons rack contains two spears and two tridents. Beyond the useless junk, the four limestone boxes in this room contain the following:

Box 1: Nothing of interest.

Box 2: A silver belt buckle stylized to look like a mermaid complete with two aquamarine stones serving as her eyes, worth 275gp.

Box 3: A humanoid skull. It is probably elven based on the size and shape.

Box 4: A gold amulet shaped like a running antlered deer, worth 150gp.

The passage down to **Level 1** is approximately 40ft in length.

Level 1: Shrine to Dajobas

Unlike the upper levels in the Tooth, the passage down from **Level 2** to **1** contains a sahuagin door at the bottom of the passage, effectively in the ceiling of **Level 1**. At all times, directly underneath this door, are **2 King's Guard sahuagin**. For sahuagin, the King's Guard are the best of the best and do not shirk any aspect of their duties. They are always vigilant and most likely sense the approach of anyone coming down the passage toward them.

The central hub of this level is similar to the two above it but different in a couple of key aspects. While there are five sahuagin doors (situated on the locations indicated on the map), one of them is a


LEVEL 1
Shrine to Dajobas
1 Square - 5 Feet
1-3
1-4
1-2
Down To
King's Level
Up To
Level 2
1-5
1-1
N
W
E
S

different type of door from those the party has previously encountered. Instead of two solid halves coming together at the horizontal junction, the door to the southwest looks more like a gate. It functions the same as the other doors experienced, but it is composed of a lattice of vertical and horizontal struts that have large holes in between the struts whereas the rest of the doors previously encountered were solid. The characters notice the flow of a current in this hub as opposed to the two hubs above. This odd door and the current are explained in **Area 1-1** below.

In addition to these deviations, there is one further distinction that this hub enjoys from the two above it: Two additional doors or baffles cover the mouths of the passage up and the passage down. These doors function the same as the other doors the characters have encountered, but the party notices that they are of heavier construction and each has a heavy-duty locking bar and bolt on the bottom or downward facing side of each door. Neither of these doors is currently locked.

Beyond the two sahuagin guards, this central hub is otherwise empty.

The door on the ceiling that covers the passage up to **Level 2** is closed. As mentioned above, it is lockable, on the down or **Level 1** hub side. Fortunately for the characters, it is not locked. The party can open it as they descend simply by pushing against it and allowing the two parts of the door to part and open before them.

Before opening the door, characters who inspect the door have a 3-in-6 chance to notice movement beyond the door (1-in-6 if they don't take precautions). The sahuagin King's Guard almost certainly sense the movement of the characters coming down the passage toward them, but they are not alarmed as movement up and down the passages of the Tooth is far from uncommon. These two King's Guard sahuagin act as a checkpoint to make sure that anyone coming down to **Level 1** of the Tooth has a legitimate reason to be there.

These two guards quickly assimilate that the characters are a threat and rush to the attack. These four-armed brutes are the finest sahuagin warriors alive. They believe that they can easily dispatch any interlopers and so rush to attack in a frenzy rather than attempting to raise the alarm. They both fight to the death or incapacitation.

The source of the current in this hub is through the strange grated door to the southwest (**Area 1-1**).

King's Guards (Four-Armed Sahuagin) (2): HD 6; **HP** 40, 35; **AC** 4[15]; **Atk** *+1 trident* (1d8+1) or 4 claws (1d6); **Move** 12 (swim 18); **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** none. (***Monstrosities*** 407)
Equipment: *+1 trident*.

Area 1-1: King's Mussel Bed

The appetites of King Bachzarisaa the Insatiable are legendary among the sahuagin of Tzar'Grandula. While the king aspires to eat fresh humanoid every meal and as successful as his hunters are, that is just not possible given the depths of his appetites.

So as a partial solution, the king has ordered the cultivation of a carefully curated mussel bed here inside the Tooth. Many types of mussels are grown here, including blue mussels, horse mussels, zebra mussels, and box mussels.

As filter feeders, a consistent current is key to the health of mussels as they feed on plankton and other microscopic sea creatures that are free-floating in seawater. King Bachzarisaa's adherents engineered around this problem and it makes for quite a sight.

It is a simple matter for the characters to peer through the gaps in this door to see at least some of the details of the chamber beyond. If any of the characters decide to examine the door and the room beyond, please read or paraphrase the following:

> As you approach this out-of-place-looking grated door, you feel a water current flowing out of that room and through the door toward you. As you get closer, you notice that it is not a constant current, but rather that it seems to pulse intermittently and regularly.
>
> Looking through the gaps in the door and into the chamber beyond, you see a series of raised stone or coral beds covered with small clam-like shelled creatures. Finally, you notice some sort of rhythmic motion in the far back of the room that you surmise is the source of the current you feel. However, you cannot determine its source from this vantage point.

Despite the gaps in the door, this door functions just like all of the other sahuagin doors the party has encountered.

The source of the pulsating current that provides sustenance to the mussel beds is a chained **sea cow** that displaces large amounts of water with its flippers as it "treads water" in place. Its caretaker and the overseer of this mussel farm is a **sea troll** that is in the process of feeding the sea cow some kelp as the characters approach. Finally, **2 sahuagin elite guards** — very bored guards — stand at the far end of the chamber.

The sea troll and sahuagin guards ignore anything that happens outside of this chamber. However, if the characters enter the mussel chamber, the sea troll and the sahuagin attack immediately seeking to protect their charge, these mussel beds. The sea troll and sahuagin fight until they are slain or otherwise incapacitated.

Sinnar Sahuagin Elite Guards (2): HD 4; **HP** 25, 21; **AC** 5[14]; **Atk** trident (1d8); **Move** 12 (swim 18); **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none. (***Monstrosities*** 407)
Equipment: trident.

Sea Troll: HD 7; **HP** 46; **AC** 4[15]; **Atk** 2 claws (1d8), bite (2d4); **Move** 12 (swim 18); **Save** 9; **AL** C; **CL/XP** 9/1100; **Special:** darkvision (60ft), piscine mutation (bite [2d4 damage]), regenerate (3 hp/round), rend (additional 1d6 damage if both claws hit target), resist fire (50%). (see **Appendix C**)

Sea Cow: HD 6; **HP** 37; **AC** 7[12]; **Atk** slam (1d6); **Move** 6 (swim 12); **Save** 11; **AL** N; **CL/XP** 6/400; **Special:** none. (see **Appendix C**)

Area 1-2: Chambers of the Daughters of the Shark

The door to this chamber is unlocked. This is the private chamber of the Daughters of the Shark, the highest level of clergy of the Shark God Dajobas short of the high priestess herself.

There are **2 Daughters of the Shark** present. They are currently at rest relaxing in their berths. They aggressively attack as soon as they realize the characters are present. They gleefully fight the invading infidels to death or incapacitation.

This cavern houses 5 total Daughters. Two of the three Daughters are at ritual in the Fane of the Shark God (**Area 1-3**) and the final Daughter is in the Kitchen (**Area 1-4**) overseeing the preparation of the king's meal.

Sahuagin Daughters of the Shark (2): HD 5; **HP** 35, 29; **AC** 5[14]; **Atk** 2 claws (1d6), bite (2d4); **Move** 12 (swim 18); **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** spells (4/2/1). (***Monstrosities*** 407)
Spells: 1st—*charm person*, *detect magic*, *magic missile*, *sleep*; 2nd—*invisibility*, *phantasmal force*; 3rd-*lightning bolt*.

Beyond the net-like sleeping berths, each daughter has a small chest for her personal possessions. These five chests vary slightly in size but


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Dajobas, the Shark God and Devourer of Worlds

Servitors of Dajobas yearn for the release of the terrible Dajobas, the scourge of the seas, currently imprisoned in the deep and sunless chasms of the undersea. Adherents strive to bring forth the Red Feast, a slaughter so devastating that the seas of the world run red with spilled blood. This rapture will draw Dajobas from the depths and once more to the world of sunlight where he will feed ceaselessly on the unbelievers in the waves as well as on those on the shores of the world. There, the sun worshipers who foolishly believed they were safe from the devastation and glory of Dajobas' gory maw as they splashed in the shallows will suffer the apocalypse of his raging hunger and will despair.

are all crafted of coral with bone clasps. The hinges are made of some unknown thick hide. Chests two and five are trapped as noted below. In addition to mundane or uninteresting personal possessions, they contain the following:

Chest 1: A bloated human hand and forearm acquired recently, likely within the week. The upper ends of the ulna and radius where they would meet the elbow have been recently chewed upon.

Chest 2 (Trapped): Inside is a *necklace of firebaubles* cut off the head of an unfortunate ship's wizard some time ago. The chest is trapped with a runes carved into the lip of the lid. Opening the chest causes a flash that affects all creatures within 5ft who must make a saving throw or be paralyzed for 1 minute.

Chest 3: A fine silver tiara of high craftsmanship. It features two stylized dolphins that seem to be swimming away from each other and is inlaid generously with mother of pearl, worth 2500gp.

Chest 4: Among the detritus in this chest is a vial containing three doses of *potion of invisibility*. Oddly, the vial looks empty but when picked up, it quickly becomes apparent that it is filled with liquid.

Chest 5 (Trapped): This chest contains a series of gruesome trophies, including a necklace of what look like elven ears; a small box filled with a variety of humanoid thumbs; and a bracelet of humanoid teeth. A creature who is a not a devotee or worshipper of Dajobas who opens the chest triggers the trap. The creature

opening the chest must make a saving throw or be charmed. While charmed in this way, the creature is compelled to worship and serve Dajobas. Specifically, the creature is compelled to move immediately to the Fane of the Shark God (**Area 1-3**) and genuflect before the altar therein. Considering what is going on in the fane presently, a character who does this is likely in trouble.

A new save is possible after either the creature genuflects before the altar in **Area 1-3** or is attacked by an enemy. Otherwise, the affected creature moves at normal speed to fulfill its compulsion. If other characters try to physically intervene by holding back the affected character, the affected character tries to break free.

Notes: For the full effect, either via a passed note or through a quick side conference away from the rest of the party, consider giving the charmed characters some Dajobas devotional sayings that can be muttered as they make their way in an almost zombie-like fashion to the fane as commanded. Some examples are: "Glory to the sanguine feast!" "I ache with hunger! The hunger to serve." "The devourer comes! Praise to he who consumes all!"

Area 1-3: Fane of the Shark God

The door to this part of the Tooth is unlocked. Unlike just about every other cavern in the Tooth, this door opens to a passageway before opening to the chamber proper. After the characters open the door and enter the passage beyond, please read or paraphrase the following:

> As soon as you open the doors to whatever lies beyond them, you are struck by how different the passageway looks in comparison to the rest of the sahuagin stronghold. Every other portion of the Tooth has been either of natural or very utilitarian construction. This passageway is different. If not for the intensely macasbre scenes depicted, the reliefs and carvings would be almost astonishingly artistic and beautiful.
>
> The walls of this passageway, at least 20 feet long, are covered in incredibly lifelike reliefs depicting scenes of sahuagin conquest over other humanoids. Sharks and shark-headed creatures suffuse all the carvings.
>
> One figure dominates all the reliefs. If the artists were attempting to create images to scale, this creature would be the largest shark the world has ever known. Image after image depicts this massive and terrifying creature destroying cities and swallowing sea vessels whole.
>
> If anything, as the passage continues, the reliefs become increasingly elaborate to the point where they appear more like carved stone shark head mounts than relief depictions. The level of detail and craftsmanship is impressive. The end of this passage widens into a chamber beyond.

The images are of course all in homage to Dajobas. If a character is under the compulsion from the chest trap in **Area 3**, they touch the reliefs reverently, muttering praise to Dajobas as they move forward.

All these images are in tribute to Dajobas, the Shark God and Devourer of Worlds.

Beyond lies the Fane of the Shark God, the sahuagin temple of Dajobas and the locus of the Devourer's power in the region. As the characters enter the fane, they interrupt **2 Daughters of the Shark** and **2 sahuagin priestesses** in the middle of a profane ritual.

On the orders of the High Priestess Enzu herself, these priestesses just finished ritualistically sacrificing one of the remaining live captives from the *Zephyr's* crew. The next step is then to serve this just sacrificed, and therefore fresh, body to King Bachzarisaa.

At this point, there are three remaining crew members of the *Zephyr* alive and kept in the Meat Locker (**Area K-2b**): Elisa Brand; the *Zephyr's* first mate, Nora Snape; and one rank-and-file sailor named Nesbit. The plan is to sacrifice all three of the remaining prisoners in an orgiastic and profane feast in a few days. High Priestess Enzu believes that this sanguine feast may be enough to inflame Dajobas into breaking free from his bonds and initiating the true Red Feast.

Because of the recent bloodletting, the entire fane is suffused with blood. All the priestesses are in an ecstatic state of blood frenzy as the characters enter. Finally, as soon as the party enters the passageway to the fane, the priestesses are aware of their approach.

As the characters enter the temple, please read or paraphrase the following:

> As you make your way past the startlingly realistic shark heads jutting from the walls on either side of the passage and enter the chamber beyond, you first notice the unmistakable coppery taste of blood mixed in the seawater all around you.
>
> Entering the cavern beyond the ornate passageway, you are immediately struck by the shimmering glow of the walls of this surprisingly large chamber. It is probably 50 feet deep and 40 feet wide. You quickly realize that the luminescent

sheen is from hundreds if not thousands of shells coated in mother of pearl mounted on the walls and ceiling.

As distracting and unusual as this sight may be, your gaze is yanked to the center of the cavern where a handful of sahuagin surround a presumably dead and naked human male lying on a black stone plinth while the sahuagin lustily hack the poor soul to pieces. The surrounding water is thick with blood as it drains from this recently slain human man.

As you enter and take stock, all the sahuagin turn toward you, halting their grisly work.

Any non-sahuagin who enters the Fane of the Shark God is a shocking profanity and so the collected priestesses zealously fight until dead or incapacitated.

The priestesses each bear a sacrificial dagger made of coral and bone. Each has a stylized shark on its haft. They are otherwise normal daggers. The priestesses don't carry anything else of value.

Sahuagin Daughters of the Shark (2): HD 5; **HP** 34, 31; **AC** 5[14]; **Atk** 2 claws (1d6), bite (2d4); **Move** 12 (swim 18); **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** spells (4/2/1). (***Monstrosities*** 407)
Spells: 1st—*charm person*, *detect magic*, *magic missile*, *sleep*; 2nd—*invisibility*, *phantasmal force*; 3rd-*lightning bolt*.

Sahuagin Priestesses of Dajobas (2): HD 4; **HP** 29, 25; **AC** 5[14]; **Atk** mace (1d8); **Move** 12 (swim 18); **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** spells (2/1). (***Monstrosities*** 407)
Spells: 1st—*cure light wounds*, *detect magic*; 2nd—*hold person*.

Equipment: mace, ceremonial sacrificial dagger.

Area 1-4: Kitchen

The door to the chamber is unlocked. Presently, **4 craniform** slaves supervised by a **Daughter of the Shark** wait for this priestess' sisters to enter with the remains of their grisly ritual from the fane (**Area 1-3**). The sahuagin priestess is shocked by the appearance of the characters and leaps to the attack. The craniform are surprised and confused by the appearance of the characters and cower in the farthest reaches of the room.

While everyone who accepted the Sea Mother's Blessing can understand Aquan, they cannot actually speak to the craniform unless some magical means are employed. Under no circumstance are the craniform hostile or aggressive.

All of King Bachzarisaa's meals are prepared here under the oversight of the Daughters of the Shark. Enzu, the king's wife, is a fanatical follower of Dajobas. She has infected King Bachzarisaa with her zeal and convinced him that if each meal, especially those featuring the flesh of enemies, is sanctified by a ritual to Dajobas, the Shark God's power will flow into the king and increase his personal power and strength.

This cavern contains a series of low stone tables. The king's meals are prepared on these tables. There are also piles of shallow netting baskets with a variety of different netting patterns. These are serving trays, and the variety of different netting types are designed to accommodate different types of food.

The craniform can describe portions of the lower level where the king and his wife await their meal. This includes the passage down to that level, the guards waiting at the bottom of that level, and the throne room in which they are to serve the king and the high priestess. In the normal course, the craniform carry the king's meal down to the King's Level on the netting trays found in this room. They then serve him his meal in the throne room (**Area K-2**) while being supervised by one of the Daughters of the Shark. If the characters can communicate with the craniform, they willingly accept any instructions given.

Sahuagin Daughters of the Shark: HD 5; **HP** 34, 31; **AC** 5[14]; **Atk** 2 claws (1d6), bite (2d4); **Move** 12 (swim 18); **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** spells (4/2/1). (***Monstrosities*** 407)
Spells: 1st—*charm person*, *detect magic*, *magic missile*, *sleep*; 2nd—*invisibility*, *phantasmal force*; 3rd-*lightning bolt*.

Craniform (Crab Men) (4): HD 4; **HP** 27, 25, 23, 21; **AC** 4[15]; **Atk** 2 claws (1d4); **Save** 13; **Move** 9 (swim 9); **AL** N; **CL/XP** 4/120; **Special:** alert (1-in-6 chance of being surprised). (***Monstrosities*** 75)

Area 1-5: Guest Chambers

A **marid genie** from the elemental plane of water is currently visiting the court of King Bachzarisaa. Her name is **Gamaa the Brackish**. She is in Tzar'Grandula to investigate the troubling rumors that King Bachzarisaa and his consort, Enzu, the high priestess of Dajobas, are actively attempting to free the dread Shark God from his undersea prison. While such talk and sentiment are common among single-minded creatures such as the sahuagin, the powers that be from the Palace of Prisms (the seat of rulership for the Great Durbar of the Sequana and dominant power on the



Roleplaying Gamaa

Gamaa is amused at the characters' rescue effort. She is utterly indifferent to terrestrial affairs and is unlikely to help the characters. That said, she is no fan of King Bachzarisaa and the fanatical Enzu. She is happy to give the characters information — delivered in a teasing and lighthearted way.

Common Sayings

- "Bizarre little fish, why should I help you?"
- "How is it that you wretched surface dwellers can survive under the waves?"
- "Someone has taken a liking to you and went through all the bother of improving you."
- "I guess I should be impressed, but I just can't bring myself to feel anything other than pity for you."

Elemental Plane of Water) want to make sure that this ambitious sahuagin king and his fanatical wife have not actually found a way to free the terrible Shark God.

King Bachzarisaa is tolerating Gamaa's visit because he really has no choice. She is a powerful adversary, and he is not foolish enough to provoke the Palace of Prisms.

Could Gamaa swoop in at a critical moment to save the party? Well, that depends on how the characters treat with her. She will certainly not hinder the party in any way unless they foolishly decide to attack or insult her.

The baffle door on the floor of this level is not locked. The passage leads down to the **King's Level**.

Gamaa, Marid Genie: HD 11; **HP** 75; **AC** 5[14]; **Atk** 2 fists (1d8); **Save** 3; **Move** 10 (swim 18); **AL** N; **CL/XP** 13/2300; **Special:** spell-like abilities, whirlpool (cyclone sinks ships in 1d4+4 rounds). (***The Tome of Horrors Complete*** 268)
Spell-like abilities: at will—*create water*, *invisibility*, *polymorph self*.

The King's Level

The waterfilled passage from **Level 1** down to the **King's Level** is about 50ft. Like the top of this passage, it is sealed with a sahuagin double baffle door. This door at the bottom of the passage and on the ceiling of the level below is 15ft above the floor of the level below.

At all times, **2 King's Guard sahuagin** are stationed here. They immediately attack any non-authorized creature, sahuagin or otherwise, that comes through the door on the ceiling.

Like the levels above, the chambers of this level radiate off a central hub. This level features three doors. The doors to **Areas K-1** and K-**3** are identical. However, the door to **Area K-2** is twice the size of normal sahuagin doors and is covered with Aquan runes (see **Area K-2** for details).

King's Guards (Four-Armed Sahuagin) (2): HD 6; **HP** 39, 31; **AC** 4[15]; **Atk** *+1 trident* (1d8+1) or 4 claws (1d6); **Move** 12 (swim 18); **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** none. (***Monstrosities*** 407)
Equipment: *+1 trident*.

Area K-1: King's Guard Barracks

The door to this chamber is unlocked. Resting here are **3 off-duty King's Guard sahuagin** are in this cavern. While unconcerned about any disturbance they sense outside of their barracks, they immediately leap to the attack if the door to their chamber is opened by anyone other than a member of the King's Guard.

A weapons rack is against the south wall. It contains three spears, two tridents, and five javelins of sahuagin manufacture. The shafts of these weapons are constructed of porous coral, while the tips are of either sharpened stone or bone. One spear is from the surface world. Despite the caustic environment, the metal tip remains rust free and the wooden shaft remains true. It is a *+2 spear* taken during a raid years ago.

A total of 10 berths are in these barracks. Instead of a footlocker or box approach, each member of the King's Guard keeps his or her meager personal possessions in a netting sack attached to their respective berth. In addition to mundane things, they contain the following:

Sack 1: A large and unfinished agate worth 250gp, but twice that amount if finished by a competent gemologist.

Sack 2: A rusty keyring containing five rusted skeleton keys that open unknown locks.

Sack 3: A collection of four sea elf skulls.

Sack 4: A large clamshell that radiates if *detect magic* is cast on it. If opened, the opener is greeted with bright light. The shell contains a smooth, one-inch diameter stone that was the beneficiary of a *light* spell made permanent.

Sack 5: A heavily frayed and barely held together coin purse containing 65pp.

Sack 6: A set of 7 jade polyhedral dice. Value 100gp.

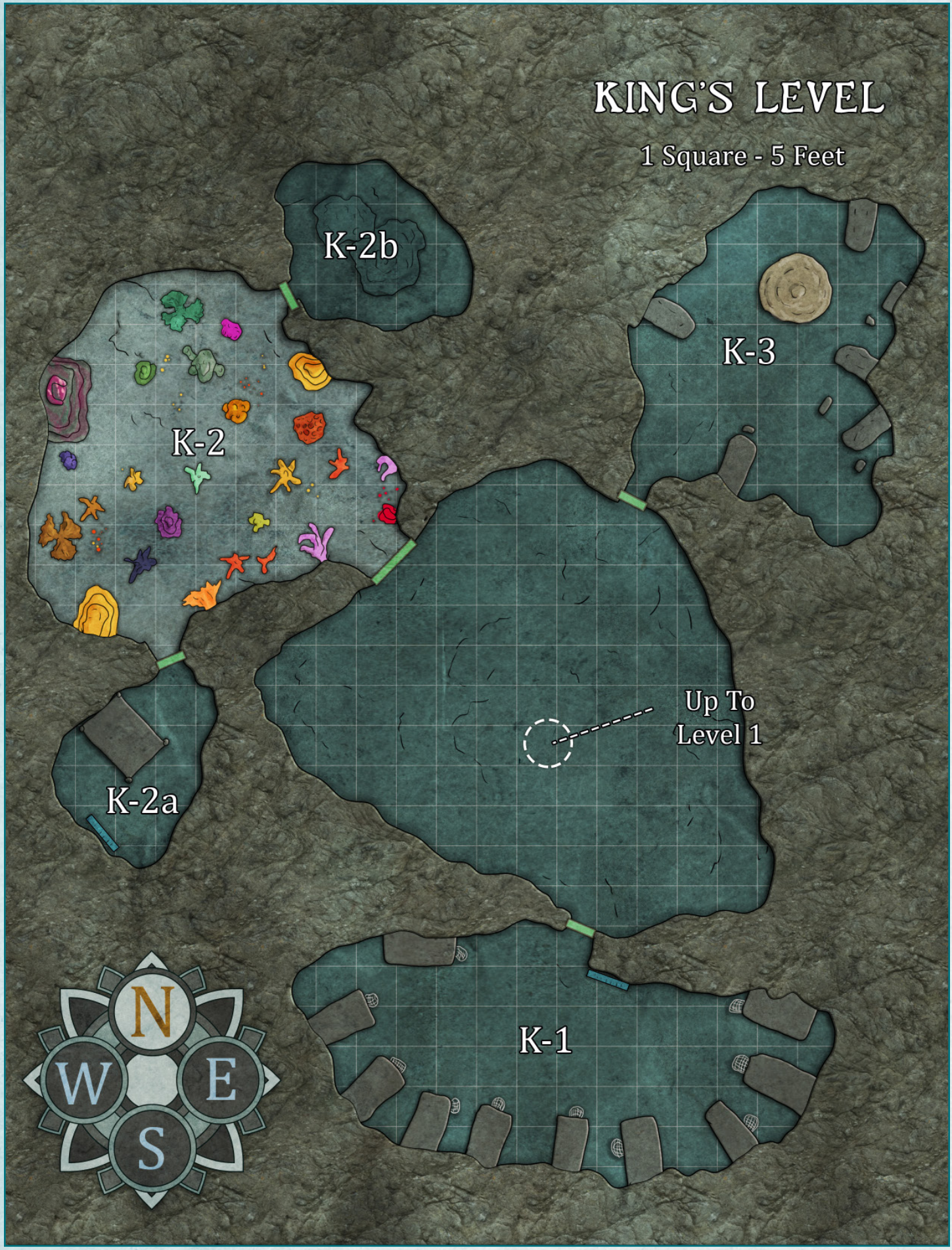
Sack 7: A battered pair of eyeglasses with only one of the crystal lenses remaining. They are magical, in fact, *lenses* (now lens) *of charming*. The one lens still works on its own, but the user gets a headache if used. This headache imposes a –1 penalty on attacks and saves for one hour, and the creature that meets the gaze of the wearer gets a +2 save to resist being charmed.

Sack 8: A set of three long bone shards that have been purposefully carved. They are humanoid femur bones that have been fashioned into eating utensils.

Sack 9: A stone idol to Dajobas. It is 10 inches tall and looks like a sahuagin with a shark's head. **Sack 10:** A completely rust-free and ornate gauntlet. It radiates magic if subjected to a *detect magic* spell. It is be one gauntlet from a set of *gauntlets of ogre power*.

Unfortunately, the matching gauntlet of this set was lost long ago. And while only one can be used at a time, they were designed to be used as a pair. If a character dons and attempts to use the single gauntlet, he or she gains a +6 damage bonus from strength. However, because the magic powering it is not balanced by its lost twin, the user must roll below his dexterity on 4d6 or become overbalanced to the side bearing the gauntlet and fall prone.

King's Guards (Four-Armed Sahuagin) (3): HD 6; **HP** 45, 41, 34; **AC** 4[15]; **Atk** *+1 trident* (1d8+1) or 4 claws (1d6); **Move** 12 (swim 18); **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** none. (***Monstrosities*** 407)
Equipment: *+1 trident*.


KING'S LEVEL
1 Square - 5 Feet
K-2b
K-3
K-2
Up To
Level 1
K-2a
K-1
N
W
E
S



Area K-2: Throne Room

The door to this room is not locked, but it is trapped (see sidebar **Trial of the Shark God**). The Aquan runes around the larger door to this part of the complex is a partial liturgy to Dajobas that Enzu modified and reads as follows:

> Rejoice those gluttonous for blood! Beyond lies the sanctum of the coming Red Feast. Only those of the keenest hunger and purest zealotry in Dajobas, the Devourer of Worlds, may pass unharmed. Surrender to your voracious appetite and declare your faith or suffer the pain of your apostasy.

If someone in the party can read Aquan, read this aloud to the character and provide them **Player Handout 6: Aquan Liturgy**. If not, the runes remain indecipherable.

The High Priestess Enzu crafted these Aquan runes to provide another layer of protection for herself and her king while compelling yet further devotion to her dark master, Dajobas the Devourer. These runes form the *Trial of the Shark God*. If the characters are able to translate the runes, inform the successful character of all that is contained in the **Dajobas, the Shark God and Devourer of Worlds** sidebar. However, any characters reading the runes also discover that the runes trigger some potentially destructive effects.

Trial of the Shark God

The *Trial of the Shark God* is a spell-like effect that is triggered by any denier or disbeliever in Dajobas. Any creature that touches the door without first verbalizing some sort of devotion to Dajobas triggers the trial.

When triggered, the trial erupts with magical energy in a 20ft-radius half sphere centered on the door and radiating out into the central hub of this level. Each creature in the area must make a saving throw as lightning explodes outward. A creature takes 6d6 points of damage on a failed saving throw, or half as much damage on a successful one.

To touch the door without triggering the effect, the opener must mutter some form of devotion to Dajobas. It can be as simple as "I serve you, Dajobas."



Once past the doors, please read or paraphrase the following:

As you move past the menacing doors and into the massive chamber beyond, you cannot help but be impressed by the breathtaking beauty arrayed before you. It is as if you have stepped into another realm entirely. Gone is the uniformly drab, dark, and profoundly utilitarian sahuagin sea cavern complex. Replacing it is an undersea world of unimaginable beauty and astonishing whimsy. Unlike the rest of the sahuagin stronghold, this cavern is almost bright with every mote of light seemingly reflecting off myriad shimmering surfaces.

Spectacular and purposefully sculpted coral gardens sweep ahead of you and feature an array of colors and textures that seem simply otherworldly and impossible. Brightly-hued fish, shrimp, and crabs dart and cavort throughout as if they are all moving to some unheard music.

Looking more closely, you see many other small creatures living on these reefs. Many of them glow with their own light. Included are innumerable species of urchins, starfish, and sponges. You cannot help but notice that the corals are generously inset with pearls of every size and color imaginable. Lastly, you see that the coral reefs and shoals create a gently winding path through the surrounding opulence to the far side of this dazzling undersea exhibition.

In all, it feels as if you have stepped into an underwater fairy tale. That is until you spot what awaits you at the far end of the chamber. The wonderous gardens and fantastic corals all lead to an assemblage of figures on the other end of the cavern, three standing and one seated, atop a three-stepped dais.

Of this cluster of figures, the two creatures at the very top seize your immediate attention. Seated on a shimmering throne that seems to have been carved out of some sort of colossal and striated crystal is the largest sahuagin you have ever seen. Leaning forward slightly in its impressive throne while clutching an 8-foot-long, gleaming trident in one of its four claws, you see that its hide is dark charcoal gray. Even at this distance of 75 feet or so, you would guess that the creature must weigh in excess of 400 pounds. And unlike any other sahuagin you have ever seen, it seems to be wearing shell armor of some sort. It bears a rune-covered breastplate apparently fashioned out of a huge clamshell.

Not to be outdone, however, is the creature standing to the left of the seated sahuagin. This sahuagin is much slighter in stature but not in any way less impressive. Unlike the three others on the dais, this one has only two arms. However, both of those arms are covered in bangles or bracelets of many different glinting colors. As it stands there glaring at you, you also take notice of the twisting coral staff that it holds. At its head, it appears to bear a carving of a shark head with jaws spread wide as if it is about to swallow something whole. You can almost feel the hate and zealotry radiating toward you off this creature.

A step down from the pair of figures on the top step are two more of the massive, four-armed brutes that you have previously encountered.

As you stand there trying to assimilate all this beauty contrasted by the menacing figures before you, the seated sahuagin speaks in clear Aquan, and despite not shouting, its words reach you as if it were much closer. "Well, it seems that we now have an explanation for the delay in my dinner."

This is **King Bachzarisaa the Insatiable**, **High Priestess Enzu of Dajobas**, and **2 King's Guard sahuagin**.

King Bachzarisaa's initial demeanor is one of amusement. However, High Priestess Enzu barely restrains herself from lashing out. King Bachzarisaa allows the party to approach and even speaks with them. That said, there is only one outcome acceptable to the king and his consort: the characters' deaths followed by the king and his consort consuming them in an orgiastic tribute to their shark god.

This grand chamber is 90ft deep and 50ft wide. The natural cavern ceiling averages 30ft in height. Due to all the bioluminescent creatures and the reflective surfaces, the entire throne room is brightly lit.

King Bachzarisaa the Insatiable, Sahuagin King: HD 8; **HP** 59; **AC** 2[17]; **Atk** *Sea King's Trident* (2d8+3) or 2 claws (1d6), bite (2d6); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 8/800; **Special:** none. (***Monstrosities*** 407)
Equipment: *Sea King's Trident*.

Enzu, Sahuagin High Priestess of Dajobas: HD 7; **HP** 46; **AC** 5[14]; **Atk** *staff of Dajobas* (2d6) or 2 claws (1d6), bite (2d4); **Move** 12 (swim 18); **Save** 9; **AL** C; **CL/XP** 7/600; **Special:** spells (4/3/2/1). (***Monstrosities*** 407)
Spells: 1st—*charm person*, *detect magic*, *magic missile*, *sleep*; 2nd—*detect invisibility*, *invisibility*, *phantasmal force*; 3rd—*dispel magic*, *lightning bolt*; 4th—*dimension door*.
Equipment: *staff of Dajobas* (see **Appendix D**), control device for *collar of giant control*.

King's Guards (Four-Armed Sahuagin) (2): HD 6; **HP** 42, 37; **AC** 4[15]; **Atk** *+1 trident* (1d8+1) or 4 claws (1d6); **Move** 12 (swim 18); **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** none. (***Monstrosities*** 407)
Equipment: *+1 trident*.

Roleplaying King Bachzarisaa

The ancient king has ruled Tzar'Grandula for hundreds of years. He has survived countless challenges to his authority and now rules in complete confidence in the fact that he is the master of his realm. The more than 600-year-old king is famous for his legendary appetites. His consort, Enzu, believes that the king's insatiable hunger clearly marks him as a favorite of Dajobas. He is more than just a little curious about the sudden appearance of the characters. To the extent that King Bachzarisaa is willing to treat with the characters, it is in a high-handed and vastly superior manner.

Finally, decades of focused worship of Dajobas overseen by the zealous Enzu has made King Bachzarisaa an extremist. He believes he has the power to release the Great Devourer from its prison in the depths. King Bachzarisaa is convinced of his destiny in this respect and has little time or interest in hearing the wishes of mortal surface dwellers. The characters are simply meat to King Bachzarisaa.

Common Sayings

- "The shark does not negotiate with the cuttlefish."
- "Meat is meat."



Staff of Dajobas

Made from coral as hard as iron and bearing Aquan runes, the staff is topped with a magically enlarged shark head with its jaws agape. The wielder gains a swim speed of 12 but is filled with an unabating hunger and must eat and drink six times the normal amount each day.

The wielder gains a +3 bonus to hit, and the staff does 2d6 points of damage with a successful hit (no charge).

The staff has the following additional abilities:

• Three times per day, the wielder can call forth the bite of Dajobas to attack any creature within 60ft with the spectral head of a huge shark. If the attack succeeds, the bite does 4d6 points of damage. This use requires 3 charges.

• Once per day, the wielder can summon **2 giant sharks** that appear within 300ft and obey commands until they are destroyed or until dawn of the next day. This use requires 2 charges.

Any non-Chaotic creature who touches the staff must make a saving throw. On a successful save, the creature takes 6d6 points of damage. On a failed save, the creature dies.

Sea King's Trident

The wielder of the *Sea King's Trident* gains a +3 bonus to hit and damage. On a hit, the trident deals 2d8+3 points of damage and pushes the target back 10 ft.

The bearer gains a swim speed of 12 but also develops an excessive interest in their self and their physical appearance and feel that they are the best at everything. They have an unending need for admiration and suffer from a lack of empathy for other people.

King Bachzarisaa is interested in knowing if the characters are a lone group or are the vanguard of a full invasion force. Some good roleplaying or good checks by the characters should be rewarded with the characters taking the king and his guards by surprise. Not Enzu, though, as she is single-minded in her vigilance. For example, the characters could pretend to be emissaries from the craven surface world. Or they could pretend to be devotees of Dajobas on a pilgrimage to witness his Aquan avatar (King Bachzarisaa). However, the moment any of the characters display any overt sign of hostilities or do anything tactical such as spreading out, the intelligent king orders the attack.

Tactics: Enzu becomes aware of the characters' presence as they work on the door to the throne room, if not before then. Enzu immediately activates the *collar of giant control* to summon Jathor (**Area 3-3**). If the characters failed to free Jathor of the collar, she arrives five rounds after the characters enter the throne room. If they released Jathor, nothing happens when Enzu attempts to activate the collar's control device.

As soon as hostilities commence, the two King's Guard sahuagins move forward to engage whatever party members are closest to the royal couple. The king joins the melee shortly thereafter but waits until at least the second round of melee combat. He engages the most formidable-looking fighter.

Enzu attacks the most dangerous-looking spellcaster with the *bite of Dajobas* from her staff and then follows by summoning sharks via her staff as well as casting whatever spells she deems most effective. The sahuagin all fight until dead or incapacitated. No quarter is asked, and certainly none is given. The king and high priestess are inflamed by the strength of their faith in Dajobas and their belief that they are destined to trigger the Red Feast and the end of the civilized world. Finally, the king would prefer to take a few of the characters alive in order to restock his Meat Locker (**Area K-2b**).

Pearls of just about every conceivable variety are embedded in the ornamental corals all over this chamber. If they spend the time searching, the characters find opaque, lustrous white, lavender, yellow, and pink pearl varieties that vary in size and average 100gp in value. Hundreds of pearls are in this chamber, so the number the party finds really is just a function of how much time they spend harvesting them. Each character can find and remove 20 pearls for each hour spent searching; they can take up to a maximum of 200 total pearls.

The throne is carved out of a massive piece of fluorite. Its layered colors of greens, pinks, and oranges make for an impressive sight. It weighs several tons and is of inestimable value.

When the characters have an opportunity to explore the throne room, they discover sahuagin doors leading into smaller side chambers, one to the south and one to the north.

Area K-2a: Royal Bedchamber

This door is unlocked. Given the opulence of the throne room, this small chamber is almost startlingly plain. Instead of the usual netted sleeping berths common throughout the Tooth, this room features a structure that looks more like a terrestrial bed. It has four posts forming the corners of a large stone rectangle. Nets stretched across the body of the rectangle create the surface of the bed.



On the far southern wall is a large weapons rack. It contains a variety of sahuagin weapons including spears, tridents, and javelins. Several terrestrial weapons are also on the rack, the fruit of hundreds of years of raiding. The rack contains a *+1 longsword*, a *+2 longbow*, a *+1 war hammer*, and a *+1 flail*.

The other notable feature in the room is a great stone chest at the foot of the bed. It is unlocked and not trapped; no sahuagin would dare attempt to steal from King Bachzarisaa. Contained in the chest are the king's favorite pieces of tribute and plunder. The characters find: three different carved idols of Dajobas made of jade, lapis lazuli, and onyx (100gp, 150gp, and 75gp); a fine netted sack of 15 polished fire agates (50gp each); 632gp worth of coins of a variety of mintings; 210pp; a small netted pouch of 5 opaque pure pearls (500gp each); a platinum crown featuring a stylized stag in mid-leap on its brow, but marred by a deep cut on one side (1000gp; 1500gp if repaired); a gold ring set with a large, deep-green colored emerald (2000gp); a loose ruby the size of a chicken's egg (4000 gp); 3 *potions of extra healing*; a *ring of spell storing* (magic-user); a *ring of protection +2*; a *wand of web* (12 charges); and a *gem of seeing*.

Area K-2b: The Meat Locker

The door to this chamber is unlocked. When the characters open this door, they are confronted by quite a sight. When they enter, please read or paraphrase the following:

> As you enter this otherwise unadorned stone cavern, you are confronted with what looks like two large inflated balloons. You see that the two, whatever they are, are attached to each other. One is slightly larger than the other.

> The skin or surface of the two objects is diaphanous, so you can at least make out what they contain. The smaller one closest to you is empty. However, the second one contains a slight supine figure. Looking closer, you see that it is a human female matching the description of Captain Elisa Brand. You can hardly believe what you are seeing. As you peer intently, you can make out the very faint rise and fall of her chest. She is alive! But she is definitely unconscious. After recovering from the shock of finally seeing the object of your seemingly endless quest, you notice that the big balloon-like things are approximately eight feet in diameter and that they both have some sort of tentacles draping from the sides of them.

Elisa Brand is unconscious, rendered so by the poison of the now-dead creature within which she lies. The balloon-like things are huge jellyfish that have somehow been inflated with air. A stone peg juts out of the far northern wall. On it are five linked metal bracelets that each bear Aquan runes on the separate silver links. These bracelets are designed to protect terrestrials from the effects of water pressure. wA glint of silver metal can be detected on Elisa Brand's right wrist — one of these bracelets. The second jellyfish is used as an airlock of sorts and allows the sahuagin to install and remove alive but unconscious humanoid victims from the Meat Locker. The priestesses cut the membranes of the two jellyfish open as needed and then repair them. Periodically, these membranes are taken to the surface of the sea to re-inflate them.

The question then remains: How to safely extract Elisa Brand from her prison and safely get her to the water's surface. By now,

the characters should have some sort of mechanism for underwater breathing beyond their Sea Mother's Blessing. A good plan is a must for seeing Elisa Brand safely out of the dangerous sahuagin city.

Area K-3: Nursery, Incubator, Consorts

The door to this chamber is unlocked. The **5 female sahuagin** are the current consorts of King Bachzarisaa. Their **10 sahuagin young** are presently in the nursery. As is the king's routine, a new set of consorts rotates into service every few months or so. Each set of females produces two hatches of young, with only the strongest few of each hatch surviving to adolescence. Most prized are the mutated, four-armed offspring that may eventually join the King's Guard. However, being birthed with four arms guarantees nothing. These hatchlings must survive the gauntlet of sahuagin youth just like any other.

Sinnar Sahuagin Consorts (5): HD 2; **HP** 13, 11, 10, 9, 7; **AC** 5[14]; **Atk** 2 claws (1d6); **Move** 12 (swim 18); **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none. (***Monstrosities*** 407)

Sinnar Sahuagin Young (10): HD 1; **HP** 8x2, 6x3, 5, 4, 3x2, 2; **AC** 5[14]; **Atk** 2 claws (1d4) or spear (1d6); **Move** 12 (swim 18); **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none. (***Monstrosities*** 407)
Equipment: spear.

Sahuagin Mating Relationships

Strength of the sahuagin race is the overriding ethos in sahuagin culture. This concept permeates virtually every aspect of sahuagin society. So it should come as no surprise that even an axiomatic function such as reproduction is viewed through this lens. As a result, rarely, if ever, do male and female sahuagin mate for life as is common in other humanoid societies. No, the sahuagin take a rather pragmatic approach to reproduction, and that is that males and females rotate mates, without respect to class or status, to ensure that no distinct bloodlines are formed. This secures uniformity, a bedrock tenant of sahuagin society. While this may seem licentious or wanton to surface dwellers, it is just another example of the pragmatic and unsentimental natures of sahuagin.

The five females are supervising the young "at play." These young sahuagin each have short spears and are busily attacking each other. The central feature of the room is a large circular limestone incubator. These females laid their second batch of eggs into the incubator weeks ago. The young sahuagin fighting in the room currently are the surviving few of these females' first hatch. The incubator containing the second hatch will not be opened for several more weeks.

Sleeping berths and other valueless personal items are scattered about the room.

The incubator is made from sandstone. It is circular with a diameter of approximately 8ft. Several characters can work together to open the lid given its size.

Inside are 25 or so sahuagin hatchlings. At this early stage, they look like big toothy bullfrogs. It takes them several minutes to realize that the ceiling has been removed from their prison. In the meantime, they fight each other, and the characters even see a couple of the nasty little things munching on the corpse of one of their fellows. At this stage of development, the sahuagin hatchlings are not fed. They are thereby forced to feed on each other to ensure that only the strong survive incubation.

The five females immediately attack any intruders, and the sahuagin young quickly join in. As with all sahuagin, they won't surrender and fight until dead or incapacitated.

Conclusion

It takes a well-conceived plan to get the weakened Elisa Brand out of Tzar'Grandula. Trying to leave through the city proper is suicide. The most reasonable plan is likely to leave the same way they came. If the sequana genie Gamaa the Brackish is still present, she is not displeased to hear of the passing of King Bachzarisaa and the zealous Enzu. She might very well be willing to help the characters escape the city.

The *Bounty* and *Zephyr* are still at anchor wherever the characters left them. The crew is very glad to see the characters and the returned Captain Brand. Even Captain Timothy is grudgingly pleased.

The journey home west, back across the Sinnar Ocean, can be as eventful as you like. For example, spreading the crew of the *Bounty* between two ships likely makes the return journey more difficult. Should they return to Bridgeport in one piece, Jaxon Brand is most delighted by the successful rescue and return of his daughter. He owes each character 1000gp and happily pays it.

So ends Sea King's Malice.

Appendix A: Gazetteer

Bridgeport

Population: 32,679
Alignment: Neutral
Rulers: Baron Goron Ulien
Government: Oligarchy
Race Breakdown: human 80%, halfling 10%, dwarf 5%, other 5%
Languages: Common, Elven, Dwarven, Halfling
Religion: Regional, Moderate
Technology Level: Medieval

Modest fortifications and stone buildings hover over the rocky shoreline, protecting the piers and docks that are the lifeblood of Bridgeport. Most of the shoreline stretching from Falconmere Peninsula up to the Worntooth Peaks can't support the large structures needed to form a good harbor as the shoreline varies from high and rocky to soft and swampy. Bridgeport is the closest safe port for large merchant vessels arriving through the Strait of Praeis and, of course, the last safe port before departing the Crescent Sea, providing it with very heavy shipping and merchant traffic that the city does its best to support and encourage.

History and People

Like many of the areas nearby, Bridgeport was once under the control of the Kingdom of Foere but that control fell away when Foere turned its focus on the Eastern Provinces. Olduvar's open revolt against the crown and the simple presence of Brookmere help keep Bridgeport independent. Most of the citizens are human residents of Foerdewaith descent but there is also a significant population of halfling craftsman and dwarves that migrated here from Brookmere years ago. A healthy mix of other races resides here as well; Bridgeport sees enough merchant traffic through its harbor that occasionally visitors decide to stop here and take up residence.

The foundations here are deep and ancient. As one of the few areas able to support a sizeable harbor along this stretch of coastline, there has been a city of some type here for thousands of years. Warfare, piracy, and even massive storms have changed the shape and form of the city over time, as well as its residents. This location is ideal for traders and merchants, so even in the face of catastrophe the city is always rebuilt. The present structures have been standing for several centuries but the flooded catacombs beneath the city are from a distant, unrecorded past.

Religion

All religions are welcome in Bridgeport as the city leaders do not want to alienate any merchants or traders. The Temple District is inland from the Trademoot and contains many temples, some grand and others quite humble. The leading among these are temples to Sefagreth (trade), Quell (the sea), and Belon (trade). A temple to Muir is smaller and has fewer devotees. The Green Father is also worshipped here with a well-maintained temple and altar.

Trade and Commerce

Trade is the major lifeblood of Bridgeport, whether it is agricultural goods traveling to the port to be transported out or goods from the ships docking here meant to be sent inland, most of the city is devoted to attracting and keeping merchant traffic going through. After agriculture, fishing and shipbuilding and repair are the next-largest contributors to the city's coffers, with the various smaller guilds following closely behind.

While shipping and trade are certainly the primary concerns of Bridgeport, farming runs a not-so-distant second. The entire region is known for its large plantations. These farms fan out inland around Bridgeport and line the trade way to Brookmere. The semi-tropical climate, the fertile ground, and easy access to distant and eager markets make this region an agricultural hotbed.

While there are farms that raise livestock, the vast majority of the plantations in the region produce cash crops, with the most significant ones being allspice, figs, cotton, gold melon, pineapple, maize, millet, olives, oranges, and turnips.

Another of Bridgeport's primary features is that it boasts one of the few true shipyards of the Crescent Sea. Shipwrights here are capable of building ships of almost any size and capability, and the shipyard can also perform repairs on damaged boats. The one drawback to the shipyard here is that it is small enough that only one major ship can be built at a time, and each ship takes a considerable amount of construction time.

Three major trade houses are located in Bridgeport. They are Risen Star, The Tamil Group, and Zephyr Assimilated. These three concerns, and others, are responsible for shipping the local agricultural products abroad as well as inland. They then return with a vast array of goods from far-flung points in the Lost Lands to sell locally in Bridgeport or the surrounding cities.

Of these three major mercantile houses, Zephyr Assimilated is the biggest and most widely known. Zephyr trades and ships all over the Lost Lands and frequents every major port of call. If you want something reliably shipped, pay Zephyr. They enjoy an excellent reputation for honest and reliable dealings.

Because of these other strong economic sectors, there is a robust guild presence in Bridgeport as well. Many of the guilds focus on the peripheral aspects of the seafaring trades. Leading guilds are the Sailmakers Loft, Shipwrights, Galley's Hands, Victuallers, Ropers, Tanners, Wheelwrights, Drawers, Chandler, and Spicers, among dozens of other smaller guilds.

Many other important businesses in Bridgeport play important roles in day-to-day life there. Tallard's Festhall is one of them. In addition to being a casino and a brothel, it is the base of operations of the Tallard family, the most significant and influential organized crime operation in Bridgeport. Tallard's is essentially the thieves' guild. If there is an unsavory task that needs doing, for the right number of coins spent at Tallard's, that task will be done.

Another seminal business in Bridgeport is the Rising Sun Coinhouse. Most of the major businesses and concessions in Bridgeport have accounts at the Rising Sun. A note or marker from the Rising Sun is accepted as legal tender in all the major cities in the Lost Lands.

The busiest part of the city is the Trademoot. Close to the docks, the Trademoot is a combination open-air market and auction arena. The booths are filled with locals selling their wares and produce, and the open-air auction house is where all manner of things are sold. Most of the influential guilds and finest shops in Bridgeport surround the Trademoot.

Loyalty and Diplomacy

Bridgeport has a mutual defense treaty with the Free City of Brookmere, but, in truth, it would expect any attack against it to come from the sea, making the treaty of little benefit. Trade agreements with the City-State of Castorhage, Brookmere, the Kingdom of North Heath, and even distant Reme help maintain trade traffic through the

city. There are no present agreements with the Free States of Taicho, but there is considerable trade traffic with merchant vessels from the far side of the Crescent Sea.

Government

Bridgeport is a barony, but not exactly in the classic sense. While the baron is the nominal ruler of Bridgeport, he is advised by a council of city leaders called "The Seven." The Seven are the heads of powerful and influential families residing in Bridgeport. Most of the members of The Seven are either from one of the major merchant houses or are plantation owners, the two biggest industries in Bridgeport (trade and farming). So the baron is more like a mayor, working with the advice and consent of The Seven, than a baron in the traditional sense.

The baron serves an indefinite term, one basically determined by the confidence and support of The Seven. This means the baron is forced to consider his supporters in all the decisions he makes. Baron Ulien has made it his goal to become as important as possible to the livelihood of the Free City of Brookmere, as he believes it can only enhance and protect Bridgeport's status. Lax laws and reasonable tariffs ensure that a great deal of trade runs through the city, but without the support of a larger city or nation-state, Baron Ulien and others of the city's elite believe their chances of growing larger are limited.

Laws here are enforced by a well-armed and organized militia, but these laws are designed to encourage trade and visitors, not turn them away. Import laws with respect to drugs and other items are equally friendly. There is a single court system in town managed by judges picked by the mayor, usually with the approval of various city leaders. Corruption in the courts is common; wealthy patrons have little to fear in the court system.

Military

The militia here is officially under the control of Colonel Girese Longcoat, who commands the guardsmen of the city. Bridgewater has a small but effective navy that patrols the waters just outside the harbor and periodically makes rounds to watch over active fishermen and whalers. Captain Coral White oversees the navy which is made up of one galley and three longships. While the militia here is not very large, they are well-trained, making their defensive positions formidable in the event of an attack. Most of the work of the militia comes in the form of acting as guardsmen policing the city for violent crimes.

Major Threats

Baron Ulien and the city leaders believe that Bridgeport's major threat is its dependence on trade. So they are making a concerted effort to encourage more skilled craftsmen to come to the city and hope to encourage the proliferation of its already robust agricultural sector.

Notable Inns

The Blushing Cabin Boy, The Wagon Wheel, and The Sprite's Trist.

Notable Shops

Judicious Passage, Seafarer's Sundries, Ash's Implements, and Ace Armaments.

Tzar'Grandula, the City of Feasts

Population: Unknown
Alignment: Chaos
Rulers: King Bachzarisaa the Insatiable
Government: Dictatorship
Race Breakdown: Sahuagin
Languages: Sahuagin, Aquan
Religion: Extreme, Radical
Technology Level: Unknown

Tzar'Grandula — which means "City of Feasts" in sahuagin — lies on a seafloor basin in the southern Sinnar Ocean. It sits at a depth of approximately 500ft under the surface of the sea. The primary geological aspects include a set of low "hills" that encircle the city and a series of long dormant calderas from a quiescent fault line. These peaks form a rough line through the heart of the city and over the ages have gradually been partially hollowed out to become the primary residences of the king, his court, as well as for other powerful sahuagin. The central tower known as "The Tooth" stands at the very center of the city. This tower is surrounded by ornamental coral gardens and clam beds.

Beyond the existence of a ring of watch towers that encircle the city, little else is known about Tzar'Grandula. Any population number would be a guess at best. There are certainly hundreds of sahuagin that reside there, but more exact information simply does not exist. The scant amount known about the sahuagin city was gleaned from captured sahuagin raiders before they were summarily executed.

Appendix B: Nautical Terms

Aft The back part of a ship or boat.

Azimuth Compass An azimuth compass is a nautical instrument that is used to measure the magnetic azimuth, which is the angle of the arc on the horizon between the direction of the sun or some other chosen celestial object and magnetic north.

Barrelman A barrelman is a sailor stationed in the barrel of the foremast or crow's nest of a ship to serve as a navigational aid. In many early ships, the crow's nest was a barrel or basket that was lashed to the tallest mast. It later became a specially-designed platform that had a protective railing.

Binnacle A binnacle is a waist-high case or stand found on the deck of a ship. It is generally mounted in front of the helmsman and is where navigational instruments are placed for easy and quick reference and helps protect the delicate instruments.

Bosun The officer who is responsible for the sails, ropes, rigging, and boats on a ship. The bosun issues commands to the crew of a ship via a pipe.

Bow The front part of a ship.

Bull Ensign A senior ensign who assumes additional responsibilities above and beyond other ensigns.

Cable A measure of length or distance that is equivalent to 120 fathoms.

Carpenter An officer who is responsible for the hull, masts, spars, and boats of a vessel. The carpenter is also responsible for all of the woodwork aboard a ship.

Clipper A very fast sailing ship with three or more masts, a square rig, a long, low hull, and a sharply raked stem.

Cog A large cargo ship with multiple masts.

Conning Officer An officer on a naval vessel who is responsible for giving instructions to the helmsman on which course to steer. The officer is said to *"have the conn"* while performing this duty.

Deck The outside, top part of a ship upon which sailors walk, fight, and perform other activities.

Dinghy A small boat, usually a rowboat, that a larger vessel often carries or tows as a ship's boat.

Ensign An ensign is the lowest-ranking officer on a ship.

Fathom A nautical unit of measurement. One fathom is equal to one yard.

Forecastle The front part of a ship.

Foremast A three-masted ship's forwardmost mast.

Galley A ship's kitchen.

Gunwale The upper edge of the side of a boat or ship.

Helmsman An officer in charge of steering a ship.

Hold The area of a ship where cargo is transported.

League Nautical unit of measurement. One league is equal to 3.45 miles.

Main Mast A three-masted ship's centermost mast.

Mast A tall, vertical pole found on a ship. Horizontal yards hang from it to supports the ship's sails.

Mizzenmast A three-masted ship's rearmost mast.

Pilot A ship's navigator.

Port When you are facing forward on a ship, port is to your left.

Porthole A small window found on the side of a ship.

Portolan Chart Portolan charts are navigational maps based on compass directions. They are used to estimate distances observed by pilots at sea.

Purser An officer who buys and sells all stores on a ship, including victuals, rum, and tobacco.

Spar A thick and strong pole on a boat used to support something — often the sails.

Starboard When you are facing forward on a ship, starboard is to your right.

Stern The rear part of a ship.

Appendix C: Sea King's Malice Bestiary



This appendix contains new monsters featured in this adventure.

Allosaurus

Hit Dice: 9
Armor Class: 5[14]
Attacks: bite (3d6)
Saving Throw: 6
Special: None
Move: 15
Alignment: Neutral
Number Encountered: 1, 1d2
Challenge Level: 9/1100

An allosaurus is a 30ft-long bipedal dinosaur with a massive skull on a short neck. It has a slightly sloping tail that helps balance its upper body. Its small three-fingered forelimbs are p. It resembles the larger tyrannosaurus rex. They weigh approximately 3000 pounds. The speedy dinosaur chases down prey and attacks with a deadly bite.

Allosaurus: HD 9; **AC** 5[14]; **Atk** bite (3d6); **Move** 15; **Save** 6; **AL** N; **CL/XP** 9/1100; **Special:** none.

Blood Orchid

Hit Dice: 5
Armor Class: 7[12]
Attacks: 8 tentacles (1d4 + blood drain)
Saving Throw: 12
Special: blood drain, telepathy
Move: 6/12 (Fly)
Alignment: Chaotic
Number Encountered: 1, 1d2
Challenge Level: 6/400

Blood orchids have three downward curving "petals" of flesh with dark, pebbly outer hides and pallid whitish undersides. The petals converge at the blood orchid's center and end with split tips. On its underside at the center, dangle a swarm of writhing pallid tentacles: sixteen manipulator arms and eight thinner tendrils with red eyes at the ends. At the center of these tentacles is a sphincter-shaped mouth at the end of a flexible trunk one foot long and six inches in diameter. At the apex of the creature, there is another cluster of eye tendrils.

A blood orchid attacks with 8 tentacles that strike at any creature within 5ft. Any creature that is hit by two or more tentacles is held and suffers an automatic 1d6 points of damage each round as the plant drains its blood.

Blood orchids occasionally develop sorcerous talents and transform into savants. When their abilities have reached a certain level, they can evolve into a grand savant. Normally each colony of blood orchids is led by a single grand savant, and another cannot evolve while one is present. Typically, a blood orchid savant ready to become a grand savant leaves the colony with a few followers and sets out to establish a new brood elsewhere.

Blood Orchid: HD 5; **AC** 7[12]; **Atk** 8 tentacles (1d4 + blood drain); **Move** 6 (fly 12); **Save** 12; **AL** N; **CL/XP** 6/400; **Special:** blood drain (automatic 1d6 damage each round after 2 tentacles hit), telepathy (60ft).

Blood Orchid Savant: HD 8; **AC** 5[14]; **Atk** 8 tentacles (1d4 + blood drain); **Move** 6 (fly 12); **Save** 8; **AL** N; **CL/XP** 9/1100; **Special:** blood drain (automatic 1d6 damage each round after 2 tentacles hit), telepathy (60ft).

Bulette, Red

Hit Dice: 10
Armor Class: –1[20]
Attacks: bite (5d12), 2 claws (3d6)
Saving Throw: 5
Special: detect metal, heat, immune to fire, swallow whole, vanish underground
Move: 15/18 (Burrow)
Alignment: Neutrality
Number Encountered: 1, 1d2+1
Challenge Level: 15/2900

The red bulette spends much of its time underground, feeding on the rare minerals and rocks found there. With a skin temperature that varies between 500º F and 1200º F, the red bulette moves through bedrock and earth by swimming through it at its full movement rate. While not necessarily carnivorous, they are attracted to all refined metals and happily swallow a warrior for the metal content of its weapons and armor. Red bulettes like rare metals (refined or raw ore) best of all. This makes the mere sighting of one in the wild a real and present threat to any local treasure vaults or royal economies.

The red bulette often burrows 20ft underground, then surfaces below one or more creatures to attack. Any character in a 10ft area must make a saving throw to avoid being knocked prone and splashed with globules of molten rock (2d6 damage, save for half). If the bulette rolls a natural 20 to hit, it swallows its opponent whole, doing an automatic 2d6 points of damage per round.

If attacked by a larger foe, the red bulette heats its skin to the point that it simply sinks into the rock to escape.



Red Bulette: HD 10; **AC** –1[20]; **Atk** bite (5d12) and 2 claws (3d6); **Move** 15 (burrow 18); **Save** 5; **AL** N; **CL/XP** 15/2900; **Special:** detect metal (60ft), heat (10ft radius, 2d6 damage per round, save for half), immune to fire, swallow whole (natural 20 to hit, automatic 2d6 damage per round), vanish underground (sink into earth to escape).

Lycanthrope, Wereshark

Hit Dice: 7
Armor Class: 6[13]
Attacks: bite (2d6)
Saving Throw: 9
Special: none
Move: 12/24 (swim)
Alignment: Chaos
Number Encountered: 1, 1d4
Challenge Level: 8/800

Weresharks are found in coastal and deep waters. They can take the form of a large shark, a humanoid, or a shark-like biped. Anyone attacked and brought below 50% hit points by the wereshark becomes a wereshark.

Wereshark: HD 7; **AC** 6[13]; **Atk** bite (2d6); **Move** 12 (swim 24); **Save** 9; **AL** C; **CL/XP** 8/800; **Special:** +1 or better magic or silver weapons to hit, lycanthropy.

Sahuagin

Hit Dice: 2
Armor Class: 5[14]
Attacks: weapon (1d8)
Saving Throw: 16
Special: none
Move: 12/18 (swim)
Alignment: Chaos
Number Encountered: 1d6 x 10 or 1d10 x 10 (lair)
Challenge Level: 2/30

Sahuagin are fish-men with a lamprey's round mouth filled with shark-like teeth. They live in saltwater, sometimes at considerable depths, and raid the surface world for plunder and sport. These beings are thoroughly Chaotic and evil. Their society is highly organized, and their lairs are often guarded by sharks. Some sahuagin have entangling nets they use to ensnare opponents. These ferocious raider-predators hate aquatic elves and tritons with an almost insane intensity and attack them in preference to any other foe that opposes them in battle. The species has two common mutations: 1 in 100 sahuagin are born with 4 arms, and (raising many questions) 1 in 100 sahuagin are born identical in all respects to a sea elf (and are known as malenti). Sahuagin leaders can grow to great size and can have as many as 8 hit dice.

Sahuagin: HD 2; **AC** 5[14]; **Atk** weapon (1d8); **Move** 12 (swim 18); **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none. (***Monstrosities*** 407)

Sahuagin Daughter of the Shark

The sword arm of the dread shark god Dajobas, these especially cruel and powerful sahuagin priestesses are focused on one singular goal: freeing their terrible god from the sunless rifts of the undersea and returning this nightmare creature to the world of the living. To accomplish this, they seek to launch the Red Feast, a slaughter so



devastating and massive that the seas will run red with blood. The Red Feast alone is a ritual powerful enough to return Dajobas to the shores of the world.

Daughters of the Shark are powerful and fanatical of sahuagin priestesses. Their cruelty is legendary, and few non-sahuagin survive an encounter with one of these creatures to tell the tale. Fortunately for terrestrials and intelligent humanoids of the seas and oceans, there are not as many Daughters when compared with the legions of normal sahuagin priestesses. As a result, they are a preciously guarded resource usually found in the depths serving as the primary advisor or consort of sahuagin royalty.

Sahuagin Daughter of the Shark: HD 5; **AC** 5[14]; **Atk** 2 claws (1d6), bite (2d4); **Move** 12 (swim 18); **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** spells (4/2/1). (***Monstrosities*** 407)
Spells: 1st—*charm person*, *detect magic*, *magic missile*, *sleep*; 2nd—*invisibility*, *phantasmal force*; 3rd-*lightning bolt*.

Sahuagin Elite Guard

Strength — and more specifically, strength displayed as prowess in battle — is the highest of sahuagin virtues. Only the best sahuagin warriors ascend to the ranks of elites. These sahuagin fighters are larger, stronger, and more skilled than rank-and-file sahuagin. Elites often lead raiding parties or sahuagin war bands as well as serve as personal guards of other powerful and/or noble sahuagin.

Sinnar Sahuagin Elite Guard: HD 4; **AC** 5[14]; **Atk** trident (1d8); **Move** 12 (swim 18); **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none. (***Monstrosities*** 407)
Equipment: trident.

Sahuagin, King's Guard

As their name implies, these few and rare sahuagin are almost universally reserved for service to sahuagin royalty. These massive four-armed brutes are picked from the best of the best. Larger and stronger than any other sahuagin fighters, they are a terror to behold. Because leadership in sahuagin society is merit-based with the merit metric being strength in arms, King's Guard sahuagin usually end up becoming royalty themselves by deposing their former leader through a traditional sahuagin challenge.

King's Guard (Four-Armed Sahuagin): HD 6; **AC** 4[15]; **Atk** *+1 trident* (1d8+1) or 4 claws (1d6); **Move** 12 (swim 18); **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** none. (***Monstrosities*** 407)
Equipment: *+1 trident*.

Sahuagin Priestess

Sahuagin worship the shark god Dajobas. Only female sahuagin are allowed to channel their god's power; therefore, sahuagin priestesses hold positions of prestige and power in sahuagin cites.

Sahuagin Priestess of Dajobas: HD 4; **AC** 5[14]; **Atk** mace (1d8); **Move** 12 (swim 18); **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** spells (2/1). (***Monstrosities*** 407)
Spells: 1st—*cure light wounds*, *detect magic*; 2nd—*hold person*.
Equipment: mace, ceremonial sacrificial dagger.

Sea Cow

Hit Dice: 6
Armor Class: 7[12]
Attacks: slam (1d6)
Saving Throw: 11
Special: none
Move: 6/12 (Swim)
Alignment: Neutrality
Number Encountered: 1, 1d2, 3d6
Challenge Level: 6/400

Sea cows are large, fully aquatic, mostly herbivorous marine mammals. They have paddle-like flippers and are slow, peaceful plant-eaters similar to cows on land. They often graze on water plants in tropical seas. They can hold their breath for 1 hour to graze on land.

Sea Cow: HD 6; **AC** 7[12]; **Atk** slam (1d6); **Move** 6 (swim 12); **Save** 11; **AL** N; **CL/XP** 6/400; **Special:** none.

Spell Parrot

Hit Dice: 2
Armor Class: 7[12]
Attacks: bite (1d4), 2 claws (1d3)
Saving Throw: 16
Special: spell mimicry
Move: 6/24 (Fly)
Alignment: Neutrality
Number Encountered: 1, 1d2
Challenge Level: 2/30

The incredibly rare spell parrot appears to be an entirely ordinary parrot. When it speaks, however, it can utter the words of a spell, and arcane energy begins to swirl about the bird. They otherwise look, think, and act primarily like parrots, despite their higher-than-normal intelligence.

Whenever the spell parrot hears a spell being cast, it can attempt to mimic the spell on its next turn. Roll 1d6 when the bird speaks and check the table below to see if the spell is successfully cast. Once a spell parrot mimics a spell, it cannot do so again until it rehears that spell.

Spell Level	Success (on 1d6)
1st–2nd	1–4
3rd–4th	1–2
5th+	1

Spell parrots can be tamed as pets, but since they occur spontaneously (within any of the larger parrot species), it is difficult to discover one young enough to socialize it properly. Careful training by someone with exceptional animal handling skills can result in a spell parrot that only mimics spells at a signal from its humanoid handler. However, they can be cantankerous creatures, and moody, with questionable senses of humor, and even the best-trained spell parrot may choose to disobey its handler.

Spell Parrot: HD 2; **AC** 7[12]; **Atk** bite (1d4), 2 claws (1d3); **Move** 6 (fly 24); **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** spell mimicry.

Troll, Sea

Hit Dice: 7
Armor Class: 4[15]
Attacks: bite (1d6), 2 claws (1d8)
Saving Throw: 9
Special: darkvision, piscine mutation, regenerate, rend, resist fire
Move: 12/18 (Swim)
Alignment: Chaos
Number Encountered: 1, 1d2, 2d6
Challenge Level: 9/1100

Sea trolls live near the large bodies of water of the world. Due to mutations, sea trolls have become viable hunters on land and in the water. Those that have mostly piscine diets have even taken on some of the physical traits of their prey (roll once on the **Piscine Mutations** Chart below). Due to their extended time in water, sea trolls have adapted to have a heightened sense of hearing instead of smell similar to echo location. Their bodies have become more resistant to fire as well (half damage).

Piscine Mutations Chart

1d8	Mutation
1–2	Bite (2d4 damage)
3–4	Poison quills (additional 1d4 damage per claw attack, save vs. poison or –1 to hit and saves until healed)
5–6	Tentacle (1d8 damage + grapple; automatic 1d8 damage after hit; Open Doors check to escape)
7–8	No mutation

Sea Troll: HD 7; **AC** 4[15]; **Atk** 2 claws (1d8), bite (1d6); **Move** 12 (swim 18); **Save** 9; **AL** C; **CL/XP** 9/1100; **Special:** darkvision (60ft), piscine mutation (bite [2d4 damage], poison quills [1d4 additional to claw, save vs. poison or –1 to hit and save], or tentacle [1d8 damage + grapple; automatic 1d8 damage after hit; Open Doors to escape]), regenerate (3 hp/round), rend (additional 1d6 damage if both claws hit target), resist fire (50%).

Appendix D: New Magic Items

This appendix contains descriptions of new magic items found in this adventure.

Greater Miscellaneous Magical Item

Collar of Giant Control

This rune-etched silver collar automatically expands to fit the neck of any giant-kind. With the collar closed, the giant is under the control of the wielder of the control device (in this case a clamshell). The user can command the collared giant to do just about anything other than direct self-harm. The holder of the control device can unlock the collar at will. Otherwise, the collar can be removed in only two ways: unlocked using thieves' tools or with a successful *dispel magic* spell cast vs. a 12th-level caster.

Lesser Miscellaneous Magical Item

Universal Solvent

This vial of milky liquid smells strongly of alcohol. It can be poured onto any surface where it instantly dissolves up to 1 square foot of adhesive that it touches, including webs.

Ring

Ring of Water Breathing

This magical ring creates a bubble of air that surrounds the head and allows the wearer to speak and breathe normally underwater.

Staff

Staff of Dajobas

Made from coral as hard as iron and bearing Aquan runes, the staff is topped with a magically enlarged shark head with its jaws agape. The wielder gains a swim speed of 12 but is filled with an unabating hunger and must eat and drink six times the normal amount each day.

The wielder gains a +3 bonus to hit, and the staff does 2d6 points of damage with a successful hit (no charge).

The staff has the following additional abilities:

- Three times per day, the wielder can call forth the bite of Dajobas to attack any creature within 60ft with the spectral head of a huge shark. If the attack succeeds, the bite does 4d6 points of damage. This use requires 3 charges.
- Once per day, the wielder can summon **2 giant sharks** that appear within 300ft and obey commands until they are destroyed or until dawn of the next day. This use requires 2 charges.

Any non-Chaotic creature who touches the staff must make a saving throw. On a successful save, the creature takes 6d6 points of damage. On a failed save, the creature dies.

Weapons

Hand Axe of Lightning

Any successful attack with this hand axe deals an additional 1d6 points of lightning damage.

Sea King's Trident

The wielder of the *Sea King's Trident* gains a +3 bonus to hit and damage. On a hit, the trident deals 2d8+3 points of damage and pushes the target back 10 ft.

The bearer gains a swim speed of 12 but also develops an excessive interest in their self and their physical appearance and feel that they are the best at everything. They have an unending need for admiration and suffer from a lack of empathy for other people.

Player Handouts

Handout 1: Timothy Brand's Broadsheet

Essays of Brilliance, Wisdom, and Profundity

by Sir Captain Timothy Brand.

Essay #6: Sir Captain Timothy's Guide to Dealing with Ingrates, Commoners, and the Unwashed

Despite being crushingly busy and even with the grave import of the myriad of my daily duties, I still have somehow found time to compose these essays for the benefit of my fellow citizens of Bridgeport. Such is the depth of my civic virtue and the extent of my genuine desire to improve the lives of those around me.

Today's lesson is an important one: Dealing with those who are beneath you.

I understand that this can be a touchy subject for some. But too often I see members of high society, some of them almost of a stature to be considered my peers, coddle their servants. It is an outrage! Citizens of Bridgeport, household servants are not pets to be spoiled. No. Those of the lower caste should be dealt with severely and strictly, as their lowly status demands.

Just the other night I was at a society dinner when I witnessed the hostess and lady of the house, who shall remain nameless, not only allow a household servant to address her as if it were an equal, but also then share a laugh over some doubtless bawdy and tasteless jibe. I was shocked! Outrageous! This sort of conduct only encourages the hoi polloi to assume airs and allow them to mistakenly believe that they can address their betters in any manner in which they please. This cannot stand!

Consider me old fashioned, but servants should rarely, if ever, be allowed to speak in our presence. Impudence and impertinence of any nature, including speaking out of turn, must be met with immediate, harsh, and severe punishment. Proper relations with the unwashed require an absolute zero tolerance policy. While I understand that it is no longer considered fashionable to beat one's servants, I for one strongly believe that corporal punishment is a key element in running a proper household.

Servants are servants for a reason. Mollycoddling the vulgus spells nothing but trouble for us, their betters. Please consider this a clarion call for proper master/servant relations. Allow me to once again grant some exemplary guidance while continuing to provide a shining example of proper conduct and decorum. I strongly suggest that everyone of proper society retain a servant whose sole duty is to punish your other servants. You do not want to sully your own hands in striking one of these curs. As tempting as it is to beat your help, such conduct is beneath you. Please take my suggestion under serious consideration. Hire a servant to beat your servants for you.

As always, you are welcome for this sagacity.

Yours in fidelity, Sir Captain Timothy Brand.

Handout 2: Captain Zeb Quindal's Journal (Excerpt)

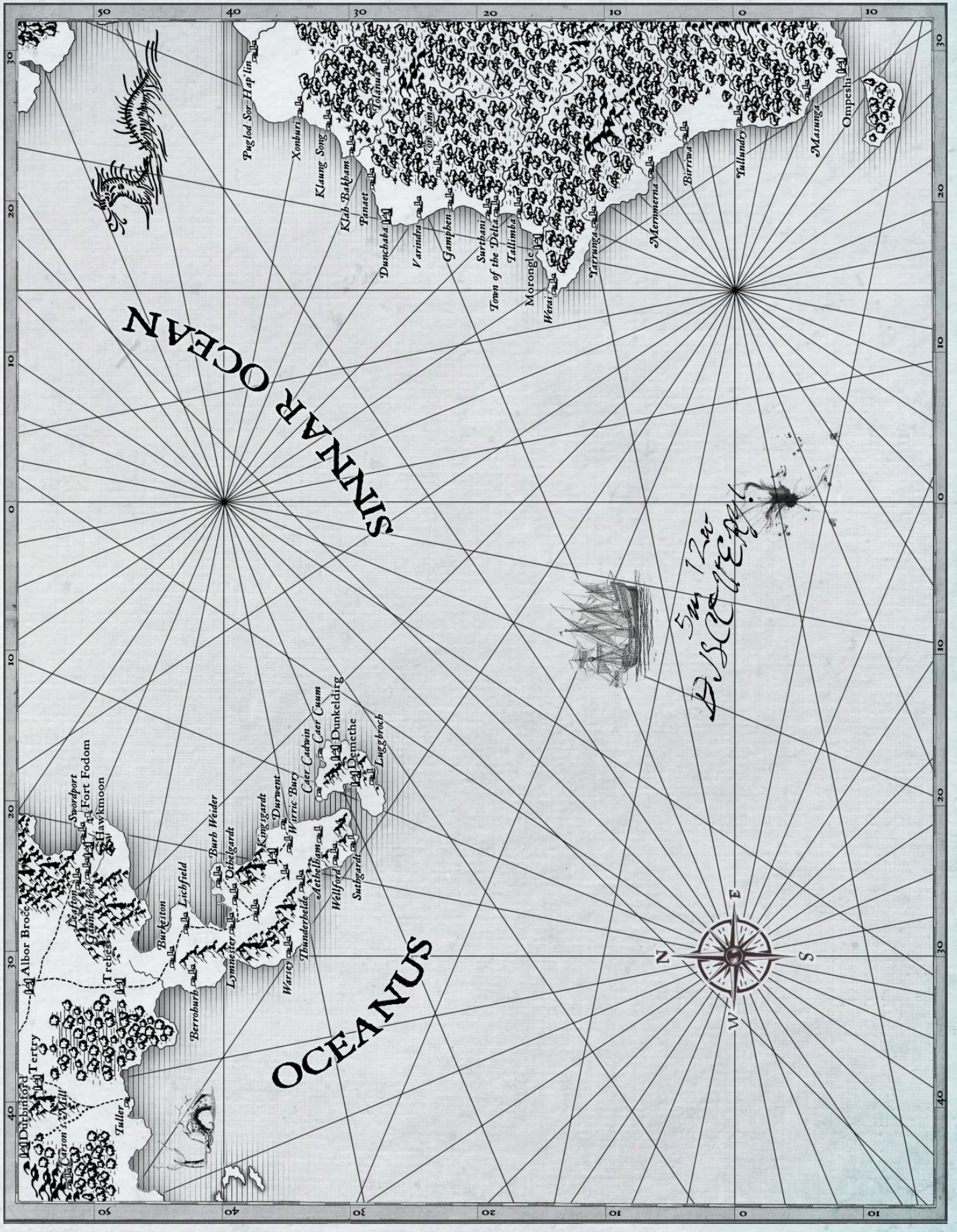
Oeros 2nd

A most unusual encounter today. We spotted the ZA Zephyr out of Bridgeport today. It was great to see Elisa Brand so unexpectedly. I haven't seen her since the last time she was my first mate when she was still learning the trade. It was delightful to see that she was as fierce and energetic as ever.

After she and her officers were rowed over, we hosted them all for dinner. She was most excited to tell me about a previously uncharted island that they were headed for. In fact, she barely mentioned the serious repairs the Zephyr had to perform on the open water to their rudder. But in any event, I have never heard of this mystery island myself. She called it Crocodile Island and even shared its believed location with me.

She apparently learned of this island from Jasper Cronko. It is folly to trust anything that old sea dog has to say, but Elisa is a fine sea captain and I trust her judgement. And it seemed that she has the backing of her crew. She believes this small island out in the middle of the Sinnar is full of precious gems of some sort that are just lying around to picked up. I will believe it when I see it. I certainly wish her well with this. Her family are old friends and an unexpected boon could not happen to a nicer family.

Handout 3: Crocodile Island



Handout 4: Elisa Brand's Journal (Page 1)

Winterfyll 15th

Depart Bridgeport for Warsley and then onto San Caseo City. I have a fine crew and a hold full of cotton and local produce. We should be able to turn a solid coin in Warsley and in turn take on much grain and copper ore at Warsley, both of which are much sought after in San Caseo. Here is to another successful expedition!

Yule 8th

Without event, arrived at Warsley and started the process of selling our goods and buying new ones for our run to San Caseo. Ran into that old drunk Jasper Cronks at The Tangled Rigging. He was bursting to tell me a 'big secret.' Cronks used to work for us before his drinking got the best of him. Drunk as he was, he seemed to earnestly want to make it up to me by telling me about a small and uncharted island out in the Sinnar that he happened across on his way back west. He claims that it is volcanic and that there is a bounty of peridot and onyx just lying about the place. I admit, the samples he showed me were indeed fine. He says that he and five of his sailors put ashore to look for fresh water. He said the sour stink of the place quickly changed his mind about looking for water, but that he found dozens of the stones just lying about on the beach. Finally, he told me that when he and his crew started to hack and cough because of the smell, they thought it best to bugger off.

I let him mark the spot on my chart but told him that it sounded like a fools quest. The old sot remained insistent that what he was telling me was true. And, while certainly a drunk, I have to admit that I never knew Cronks to be a liar. It still seems a fools errand to chase to some fanciful island off the known charts. But as I felt bad for him and was more than a little intrigued by this story of a treasure-filled island, I decided to hire him back. I made no promises about diverting to this fanciful island, but he was thrilled at the prospect of being at sea again.

Yule 10th

The past two days have been busy with selling our Bridgeport cotton and produce and buying grain and ore to sell in San Caseo. We have done very well indeed! I was able to get better prices than I had hoped for. Weighing on my mind is this island that the old soak Cronks spoke of. 'Crocodile Island' indeed. How could a croc survive out in the middle of the ocean? Madness. But if I am being honest with myself, I am excited about the very thought of a fortune like that just lying about. It could take our business to a completely different level. We could live like kings! I must think on this longer.

Yule 11th

Now that our business in Warsley is behind us, this idea of a short side trip south to this little island is sounding like a better and better idea. We are already ahead of schedule, so a couple of

Handout 4: Elisa Brand's Journal (page 2)

weeks at most spent finding the place followed by a few days of filling chests with precious gems will not only not cost us any time but will make us the richest family in the region. Cronks is confident that he can navigate us to this island. The crew is behind me on this, so I would never forgive myself if I did not take advantage of this opportunity. It is what father would do. Fortune favors the bold!

Oeros 17th

Damned rudder is broken. Here we are in the middle of the Sinnar and have to undertake a rudder repair while at sea! That is not easy under the best of conditions. But I have a good crew and my carpenters are the best there are. We will get this done. Well, we really don't have any choice, do we?

Foeros 3rd

That was a damned tricky fix. It took three separate tries to lower the repaired rudder into place as the damned waves would not give us a moments respite! But now we are ready to go. We are quite a bit off course, having been blown south and west due to our lack of a rudder. The winds are favorable, so now onward to this mysterious island!

Freymond 16th

What a fortunate day! Both Quell and Belon were with us this day as we sighted the Discovery, a ship known to me, as is its captain, Captain Quindal. I had a chance to have dinner with Captain Quindal on his fine ship. It was good to see him again. I told him of our recent travails concerning out rudder. He graciously provided us some extra timber to replace that which was used in the repairs.

Because he has worked for us before and did more to train me in the seafaring life than any other, I trusted him with the details of our trip to the treasure-laden island. In fact, I shared the map coordinates Cronks gave me and encouraged Captain Quindal to trek there and explore it for himself. He pointedly asked after my father. I got the none-too-subtle hint. I assured him that I would hire a wizard in San Caseo to send an arcane message to father. That is our SOP in any event. Father always wants to hear that his ships and crews are well and on schedule. He will be in for quite a surprise when he learns of the vast fortune that I will have secured for the family!

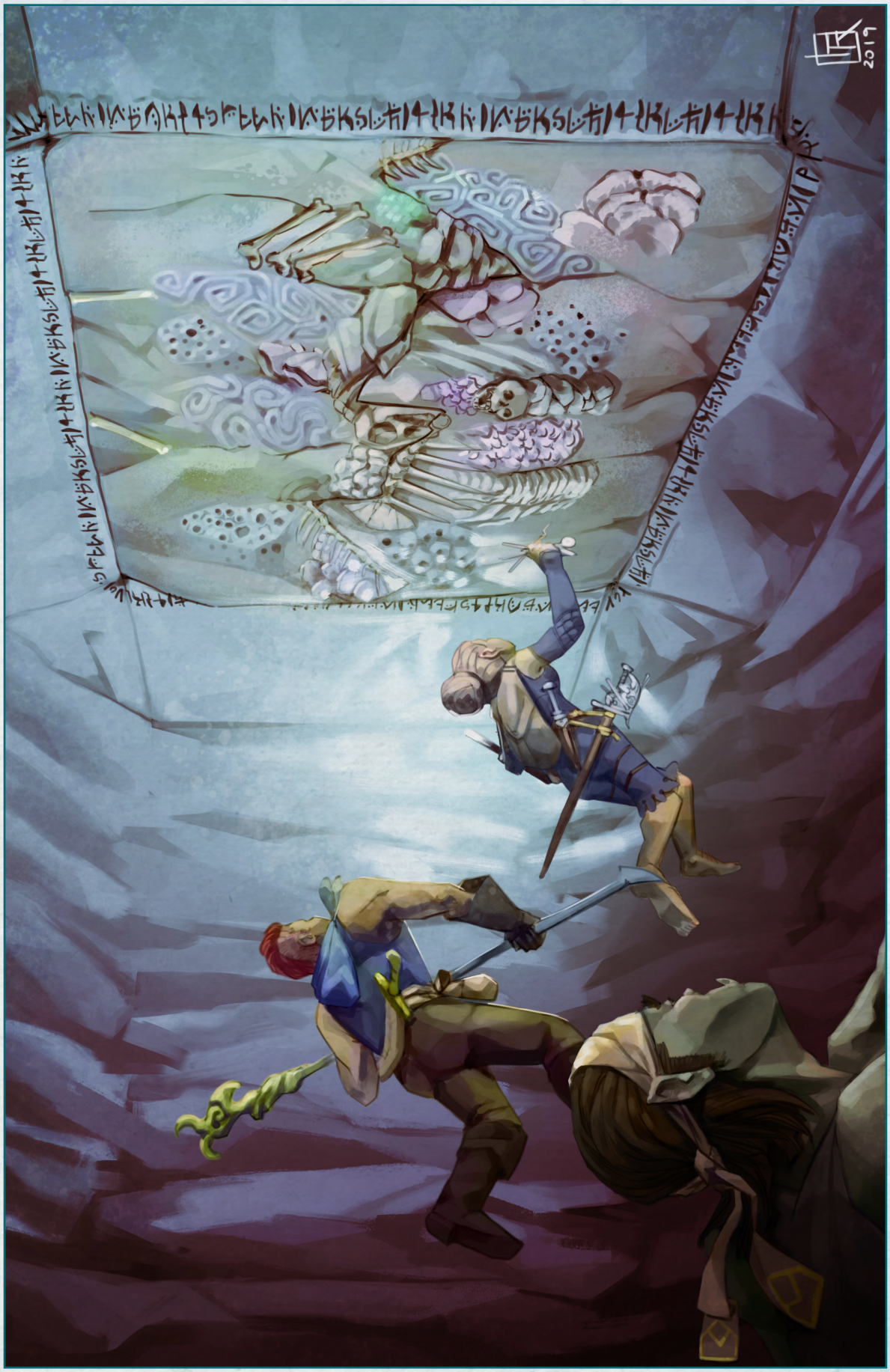
Eostre 4th

Belon has been with us for we have found the island! It is not very big and is clearly volcanic. Cronks was not exaggerating about the smell. Despite the nasty fumes, the place seems to flourish with life. We have anchored for the night. In the morning, I will lead an away team of two boats onto the island to claim our riches!

Handout 5: Kzanto's Map



Handout 6: Aquan Liturgy



Player Maps

The Grisk Pineapple Plantation



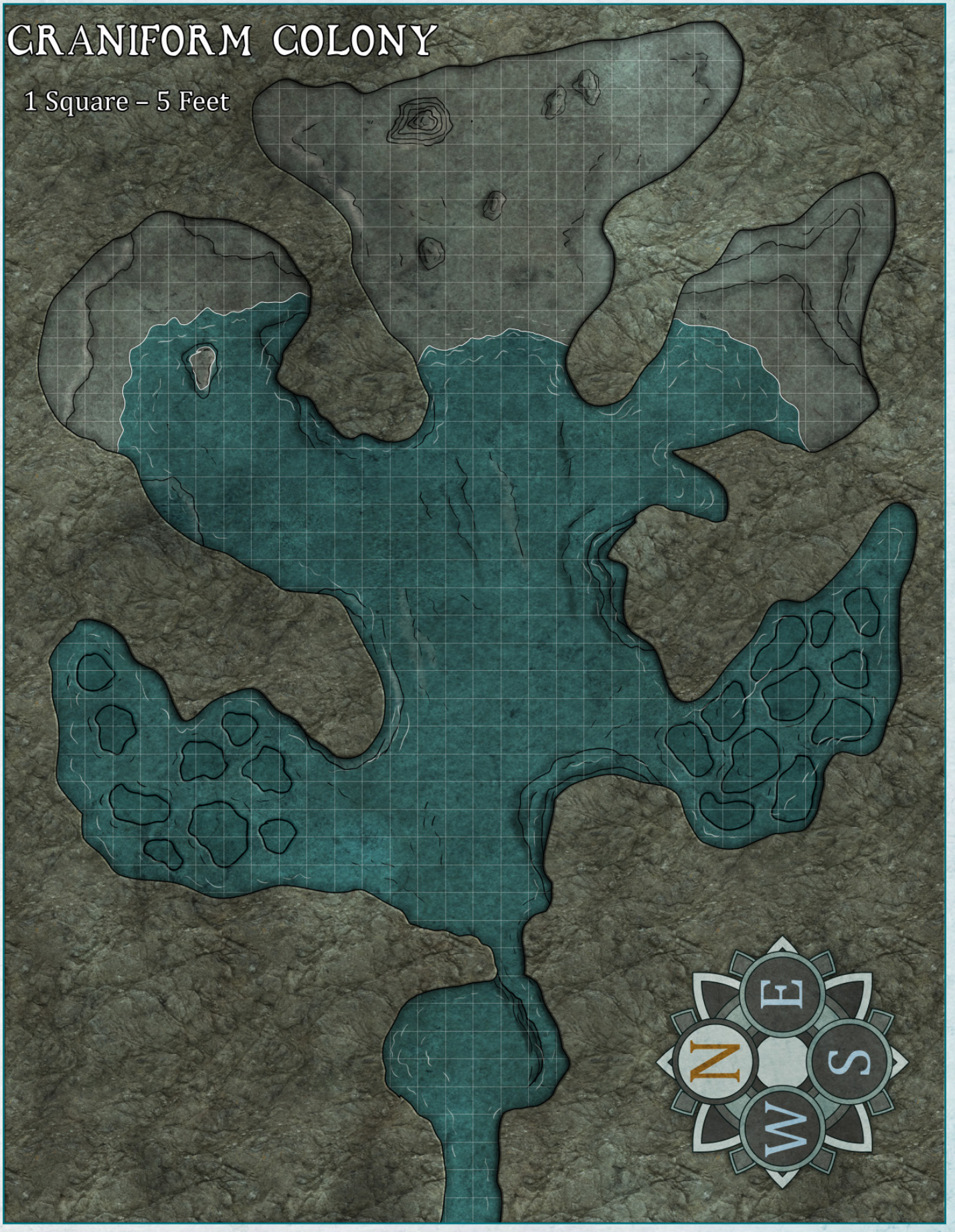
The Grisk Pineapple Plantation – Encounter Map



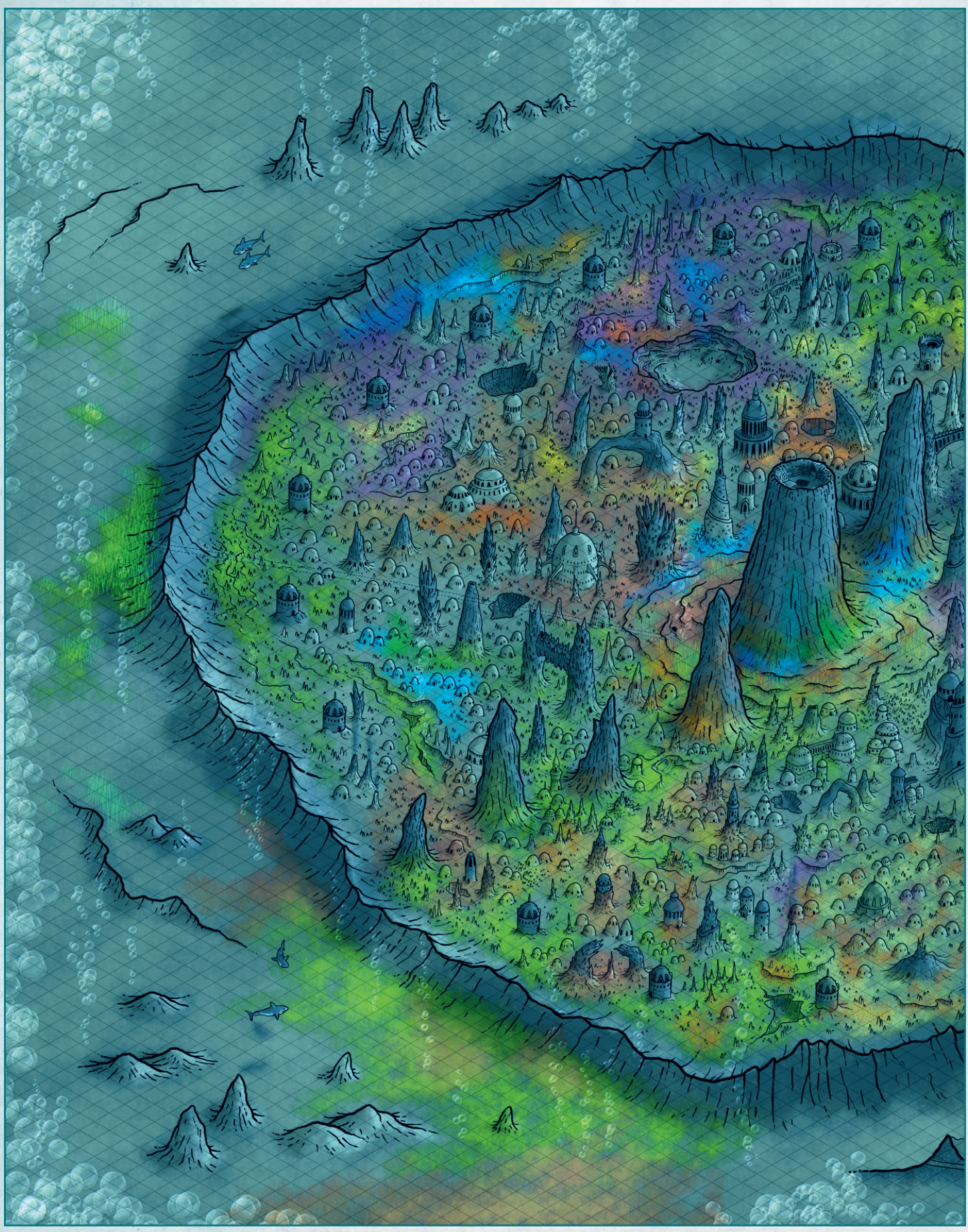
Crocodile Island



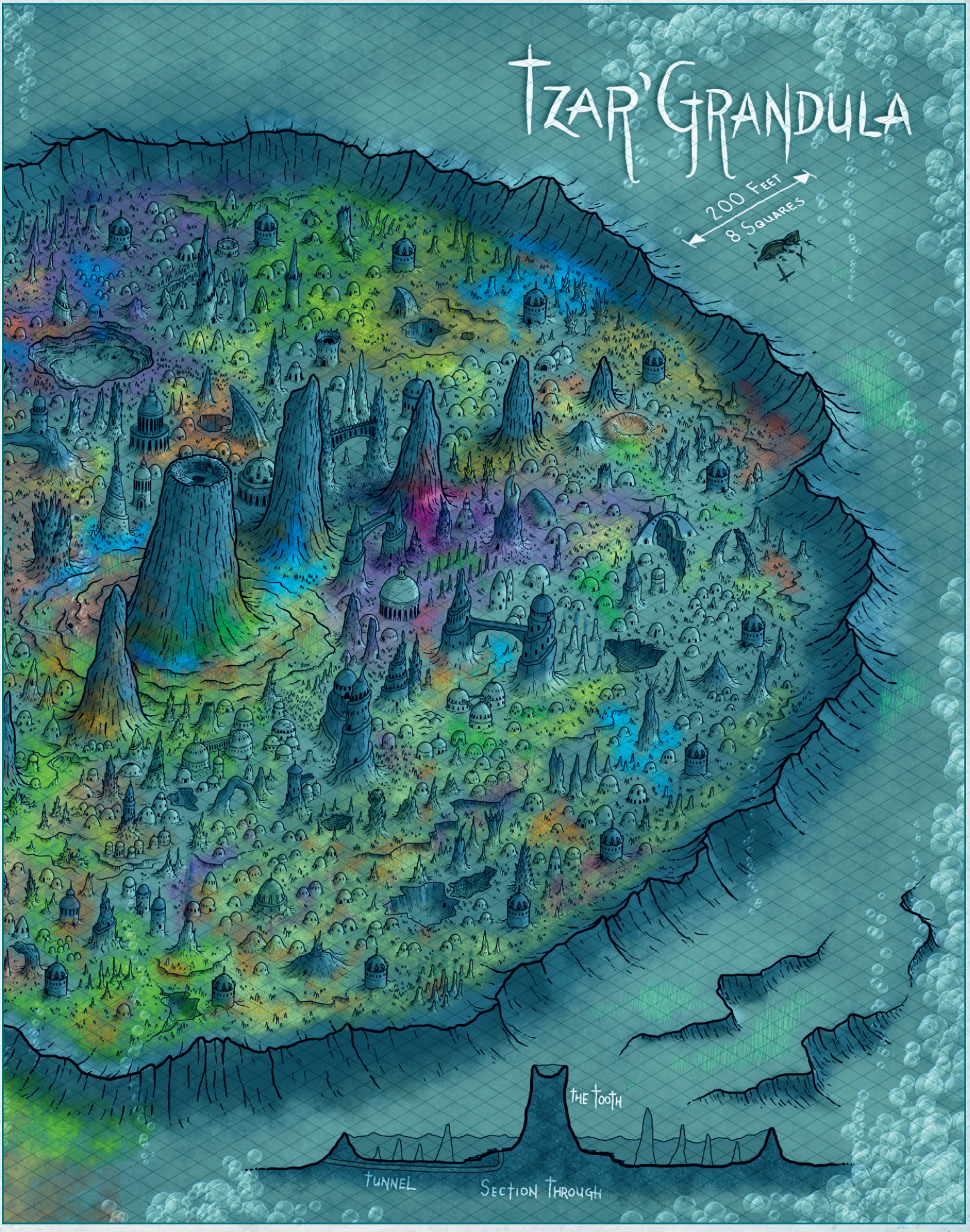
Craniform Colony



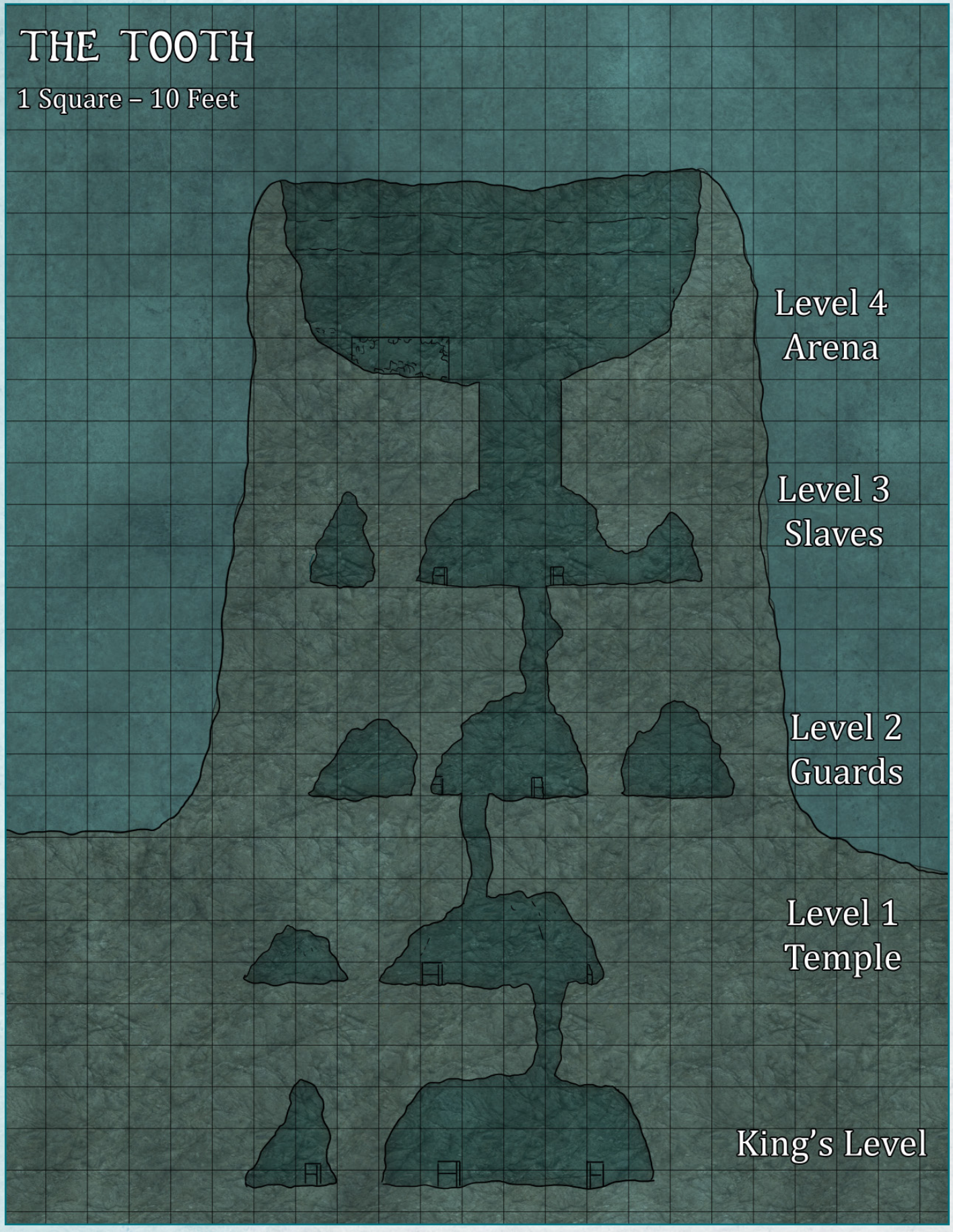
Tzar'Grandula – Part 1



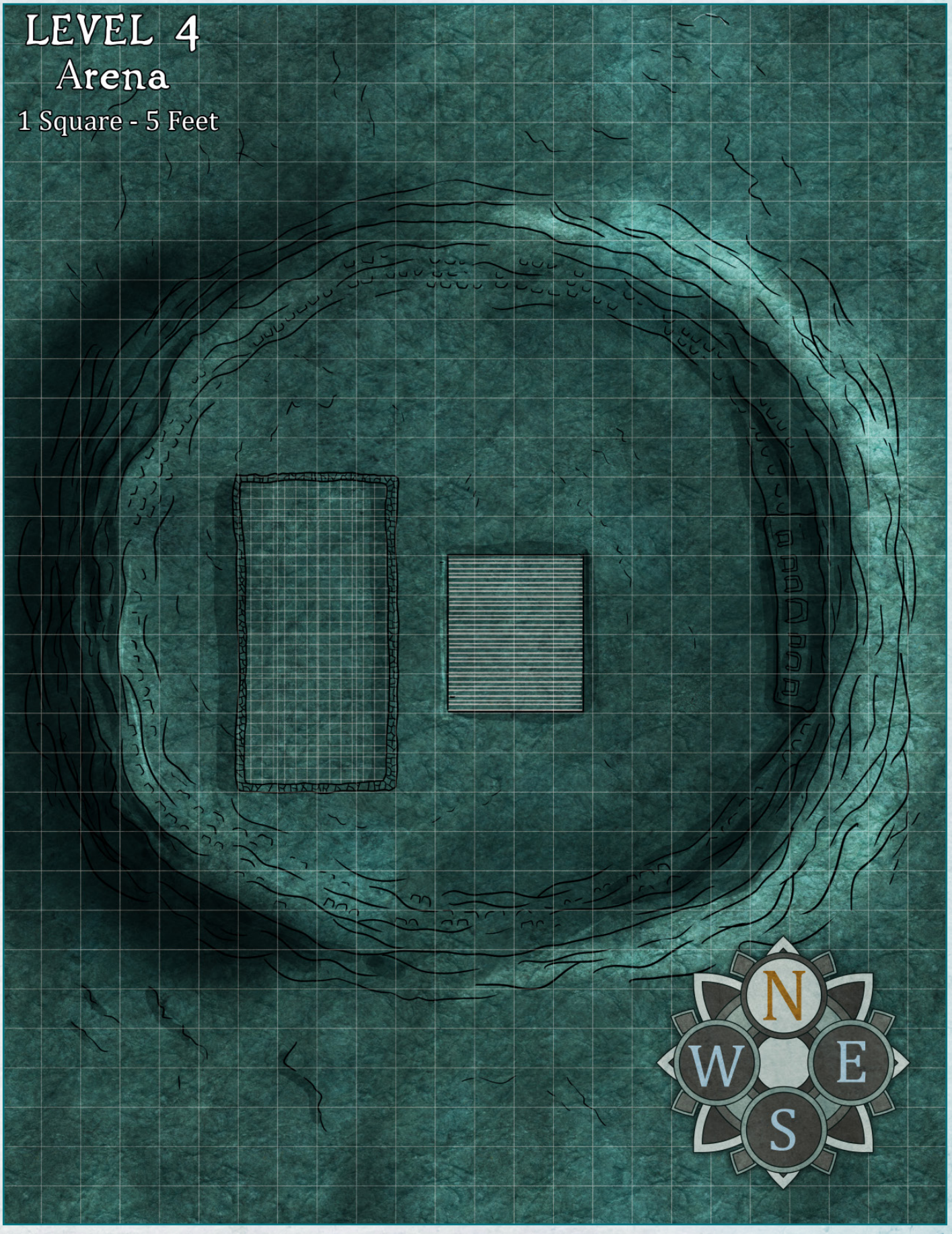
Tzar'Grandula – Part 2



The Tooth – Side View



The Tooth – Level 4



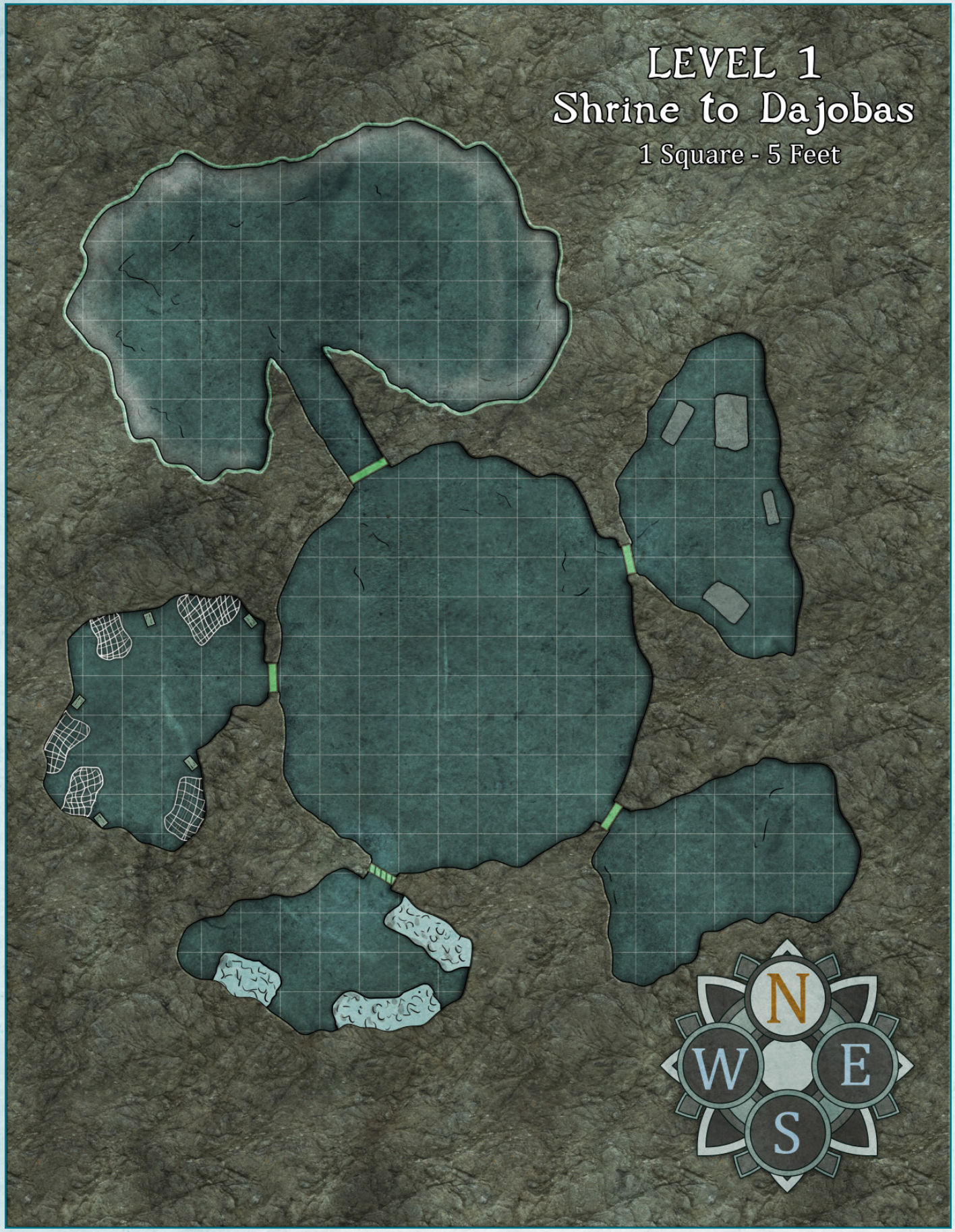
The Tooth – Level 3



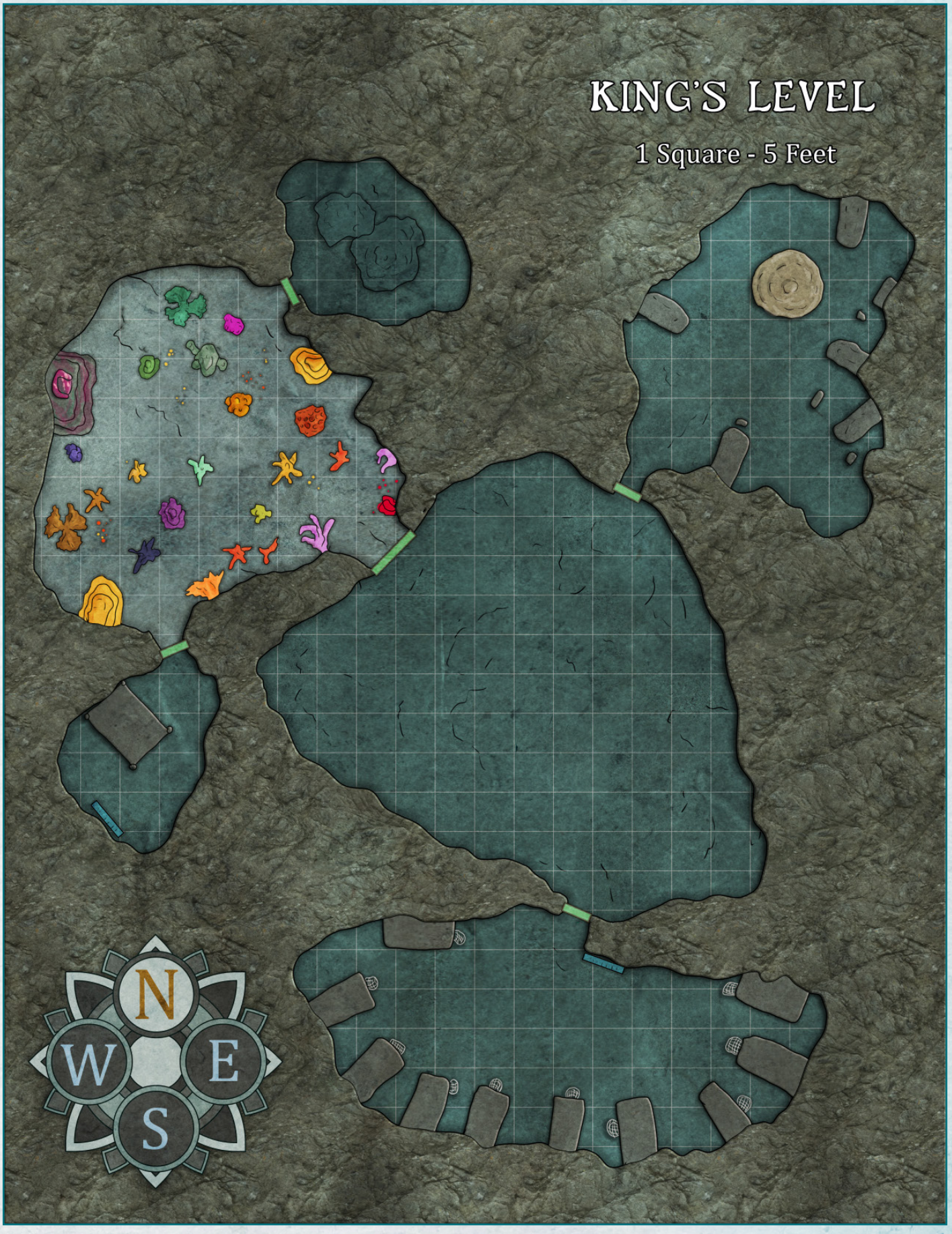
The Tooth – Level 2



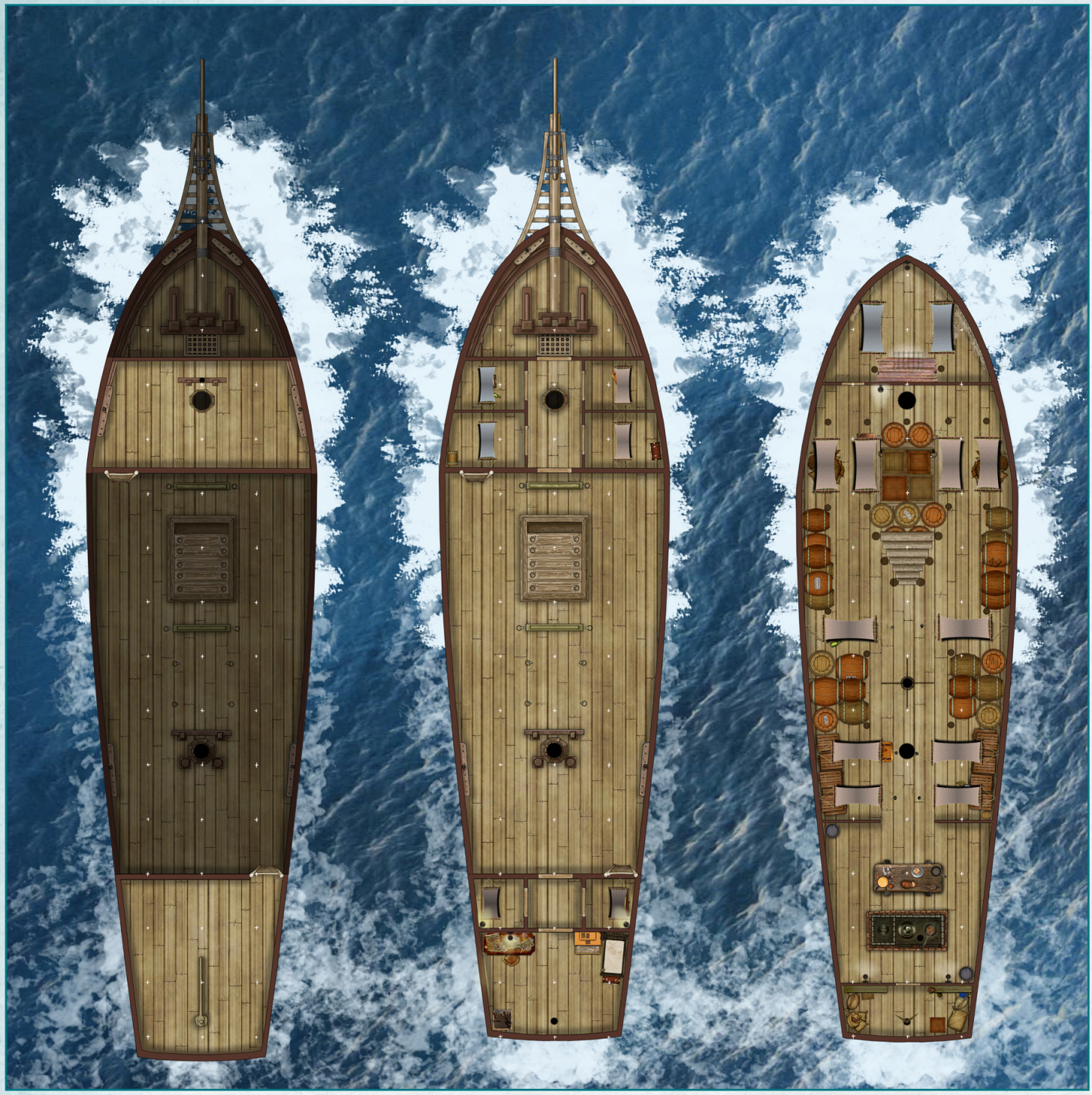
The Tooth – Level 1



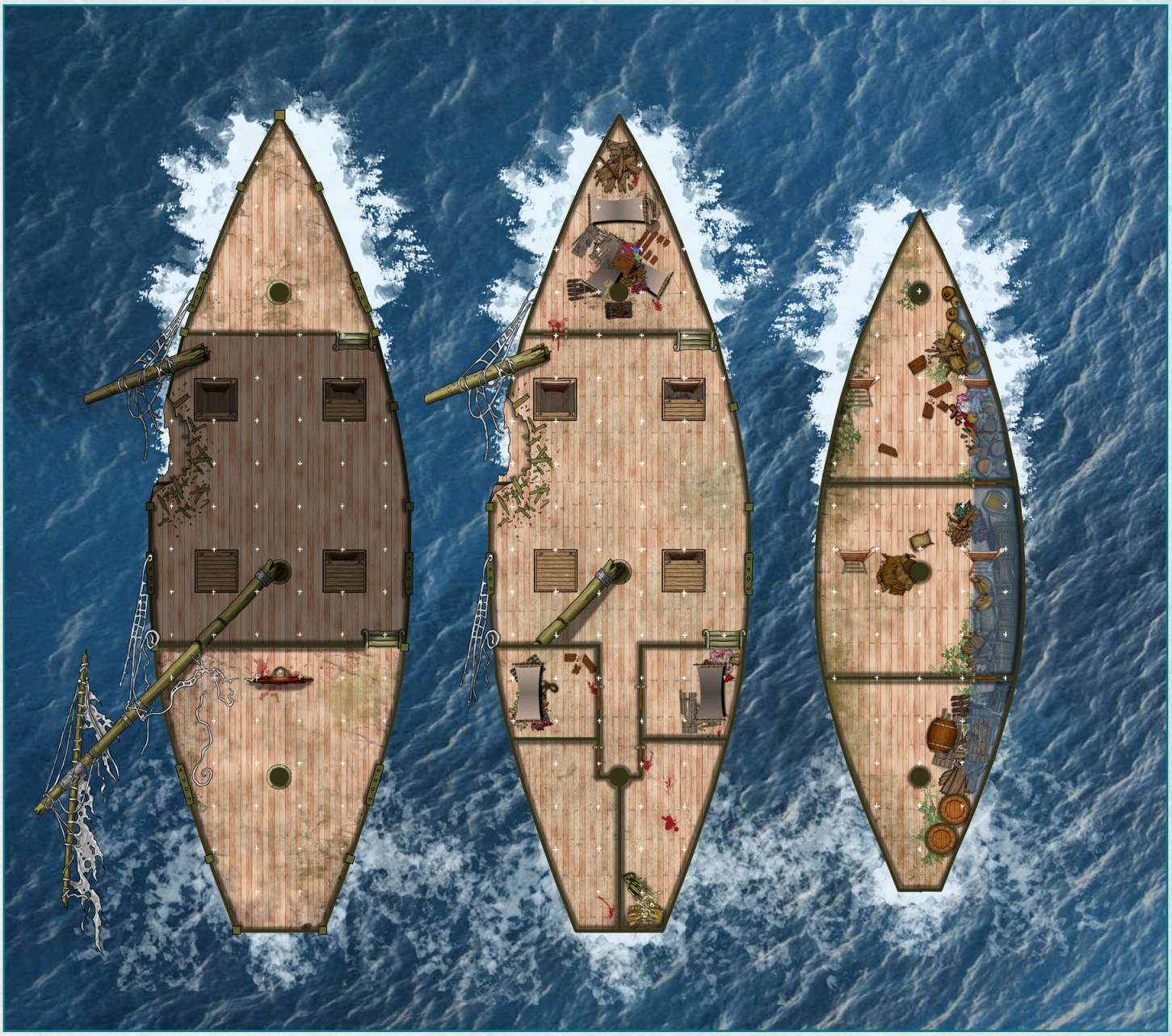
The Tooth – King's Level



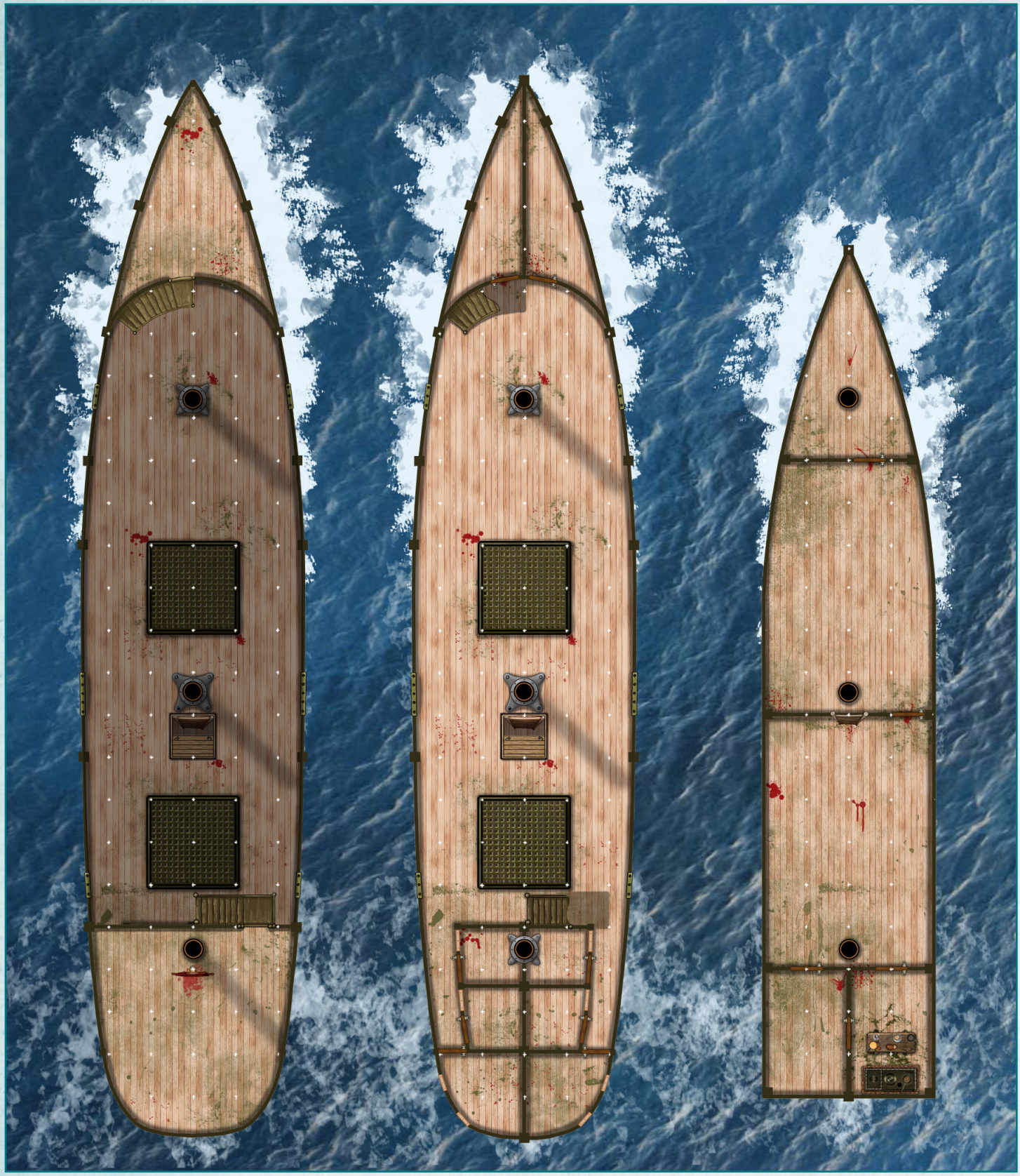
The Bounty



The Discovery



The Zephyr



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SEA KING'S MALICE

In the cold and merciless depths sits a brooding menace, ancient, indescribably evil, and ravenously hungry. Perched on his massive throne, the Sea King idly dreams of the delightful taste of land-dweller flesh. He fantasizes his massive jaws bathing in runnels of terrestrial blood. His hate-filled dreams suffuse him with visions of a glorious and bloody feast where his despised enemies, those both above and below the waves, drown in a tide of their own blood, torn apart by his fierce warriors.

Only the most desperate or truly foolhardy would seek out this horror in the murky and abyssal depths to confront the terrible Sea King in his court and primeval seat of power.

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