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The Sea People

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UNDERWATER ADVENTURES

This booklet contains hints and tips on how to establish an underwater campaign using the creatures described in the *Sea People* book. It also takes a detailed look at the devilfish which plague the lives of every underwater creature, and introduces a new type of devilfish: the warrior. The remainder of the booklet is taken up with nine short adventures featuring some of the many creatures which inhabit the oceans of the world, and a detailed 18-page adventure: "Voyage to the Bottom of the Sea."

CAMPAINING IN UNDERSEA

Campaigns set in around and Undersea can vary a great deal depending on the types of player characters involved. Adventures can be set in Undersea itself or may deal with events taking place outside its borders.

A party containing tritons is most likely to be concerned with adventures that affect Undersea. These can take a number of forms: patrolling and exploring the areas around the kingdom, acting as advisors to merrow threatened by the devilfish, rooting out the undead which still inhabit the ruins of the Taymora, getting involved in political events which affect the kingdom, or simple treasure hunts where the adventurers explore sunken ships and the Taymora ruins along the Terraces. All of these adventures can easily include other races of sea creatures who either work for Undersea or are members of a party including tritons. All sea creatures can have some reason to support Undersea, whether because Undersea is the best ally they have, or because it pays well.

Adventures can also take place entirely outside of Undersea. The Sunlit Sea contains many dangers and unexplored ruins that can keep any group of adventurers occupied for a long time. Whether they support Undersea or not, all races are threatened by the actions of the devilfish. The struggle for survival in the face of continued devilfish aggression provides plenty of opportunities for heroic actions.

Other campaign themes involve the shark-kin's war against the surface dwellers for control of their sacred islands. Characters can either be shark-kin who have a vested interest in regaining their islands or characters who are sympathetic to the shark-kin's plight. The piracy of the chaotic kna against the Minrothad Guilds can be developed into a major campaign theme with player characters assisting the kna or being sent to spy on them and report on their actions. Whether the Minrothad Guilds will carry out their threats of reprisals against the kna is up to you. If it occurs, Undersea will be forced to take up arms against the surface dwellers. Player characters may find themselves chosen as envoys to deal with the surface dwellers in an attempt to prevent or halt such a war. PCs may also become involved in attacks against Minrothad ships, or be sent to spy on the shore defenses of the Guilds. Commando raids launched by sea dwellers with *air breathing* spells are also a distinct possibility.

War against the Minrothad Guilds may or may not occur, but the war waged by the devilfish is a reality. These servants of Saasskas the Hissing Demon threaten not only Undersea but also all of the Sunlit Sea with their attacks. Devilfish provide excellent antagonists for a group of adventurers to deal with. Devilfish can raid the homes of the adventurers, or else the adventurers can be sent to seek out the devilfish's bases in the depths of the sea.

Within Undersea all is not well. Lycanthropy afflicts Baron Kitas of Nortens, and he is busily spreading his disease among his subjects, not all of whom will resist the violent urges that affect weresharks as well as Kitas himself does. If the weresharks go "rogue," they will attack other creatures on an indiscriminate basis, causing great distress in Undersea and leading to hunts against the weresharks.

Caxctiou the velya and Baron of Calitar is restocking the ruins of the Taymora with his undead slaves. Caxctiou's servants could be discovered carrying out such a task, which would quickly lead to suspicions falling on the baron. Alternatively, the undead may become restless and leave their crypts to devour any life energies they can find.

Undersea is changing. The complacent attitude of its rulers is being jarred by threats from all directions. Basically anything can happen, and this provides you with a neat opportunity to mold events to suit your own designs and the actions of your players.

STARTING THE CAMPAIGN

Because of the wide differences in powers and abilities between the small nixies and the large sea giants, underwater campaigns can begin with characters who are already 0-level and others who are very young. Young tritons who miscast their spells and sea giants who burst into tears every time they get hit can be a lot of fun to play. More mature characters in such a party can be charged by the young ones' parents to look after them, and also be placed in tricky situations where they have to explain why their charges come back from adventures covered with wounds.

Suitable adventures for beginning characters involve hunting and foraging expeditions where the adventurers have to deal with survival in the Sunlit Sea. These provide ideal opportunities for you to introduce various encounters and mini-adventures for the PCs to swim into as they go about their daily business.

Territorial struggles against roving bands of shark-kin or merrow are another possibility. The ruins of the Taymora can also keep a low-level party happily engaged in clearing out the skeletons and zombies which infest them. As the adventurers gain in power, they can take on increasingly more powerful undead monsters.

MONSTERS OF THE SEA

The seas are home to a wide variety of creatures, many of which are detailed only in AC 9, *The Creature Catalogue*. You'll find that a copy of *The Creature Catalogue* will be invaluable, both as a sourcebook for some of the player character races detailed in this product, and also because of its extensive indices which list the location of every monster in the D&D® Basic, Expert, Companion and Master rulebooks.

Undead: The undead of the sea resemble their land counterparts in many ways. Skeletons and zombies can be created from any race that exists in the sea, as well as from humans. Skeletons and zombies from land-based races are unable to swim and must walk along the sea floor. Those that are created from sea races will be able to swim as they did in life: skeletons swim at half the speed they had in their previous life, and zombies at three-quarters of their previous movement speed. For example, a shark-kin swims



at 240' (80'), so a shark-kin skeleton has a swimming speed of 120' (40'), and a zombie a swimming speed of 180' (60').

Other undead may also be able to swim. A wight from an aquatic background swims at three-quarters of its speed in life, and spectres and wraiths swim at their flying speeds as given in the *Expert Rulebook*.

Use common sense whenever you're in doubt about whether an undead creature can swim: any creature that was previously a sea creature before becoming undead should be able to swim, no matter how slowly. Bear in mind that if your undead cannot swim, then your player characters will be able to escape from them by simply swimming toward the surface.

Other Creatures: Certain creatures can be converted fairly easily to aquatic varieties. Sea scorpions and spiders exist and these can be used from the rulebooks simply by converting their walking speeds to swimming speeds. Don't feel that you have to be constrained just because the rulebooks don't describe a creature as being aquatic. As long as it's not an outrageous change, such as an aquatic wolf or bear, your players will have nothing to complain about. Be creative and have fun, for the sea teems with just as much life as the land.

The Devilfish

Devilfish are a constant threat in the Sunlit Sea. They attack without warning, waylaying travelers and raiding settlements and the temporary camps of nomadic groups. They are the kind of enemy that appear often, either as wandering monsters or as part of a scenario.

The D&D® *Master DM's Book* gives only a partial view of the devilfish, based on devilfish groups encountered by land dwellers. These groups contained devilfish clerics, but devilfish warriors also exist. Contrary to popular opinion, devilfish can be encountered in groups of less than 20 members. The larger groups known to land-based sages are the only ones that venture close to the surface of the sea. Smaller groups of devilfish can frequently be found swimming in the deeper reaches of the sea and invading the waters of the Sunlit Sea.

Two kinds of devilfish exist: clerics and warriors. Only devilfish clerics can exist comfortably in depths of 50' or less, but the player characters should find this out only through experience. Devilfish warriors will never enter shallow waters, even when in pursuit of their prey, except at night (see "Devilfish Warriors" below).

All devilfish can see even in total darkness, but only to a range of 30'. Using their ability to smell/taste the surrounding waters, devilfish can detect other creatures up to 90' away. Devilfish are capable of affecting creatures which can normally be hit only by magical weapons.

Devilfish Clerics: These are described on page 26 of the *Master DM's Book*. The only major change made is that there is no minimum number of devilfish that may be encountered.

Alternatives to Energy Drain Attacks: If the idea of devilfish vampires draining the adventurers' hard-earned experience levels does not appeal, then you can simply change this power so that it has a less devastating effect. For example, the attack can cause a temporary reduction in levels which lasts for 3d6 turns, or it may cause paralysis un-

less a successful Saving Throw vs. Paralysis is made. Other possibilities include letting the attack inflict the same effects as a *slow* spell; or reducing the victim's to hit rolls, Saving Throws, and Armor Class by 2 points for each hit, with the effects lasting for 3d6 turns; the victim is afflicted as though *feebleminded* (negated by a Saving Throw vs. Spells).

Because devilfish vampires rely on their level draining abilities to cause damage in the form of lost Hit Dice, you should consider increasing their damage to 1-6/1-8 to compensate for their no longer being able to use their energy drain power.

Devilfish Warriors

Armor Class:	5 or less
Hit Dice:	1 or more
Move (Swimming):	120' (40')
Attacks:	1 tail/1 bite
Damage:	1-4/1-6 or more
No. Appearing:	1-20 (20-120)
Save As:	Fighter Level
Morale:	12
Treasure Type:	Ax2 + F per 20
Alignment:	Chaotic
XP Value:	See below

Devilfish warriors are bred to fight and die for the glory of their species. They are similar in appearance to normal devilfish, but they are slightly larger and their tails are covered in stinging barbs. Their large mouths are filled with razor-sharp teeth. Warriors are darker in color than normal devilfish, and can easily be taken for manta rays from a distance of 50' or more.

Like devilfish clerics, some warriors are larger and more powerful than others, possessing more Hit Dice and inflicting greater amounts of damage.

HD	Swimming	Damage	Control		
			Rating	AC	XP
1	120' (40')	1-4/1-6	2	5	10
2	120' (40')	1-4/1-6	4	5	20
3	150' (50')	1-6/1-8	6	4	35
4	150' (50')	1-6/1-8	8	4	75
5	180' (60')	1-8/1-10	10	3	175
6	180' (60')	1-8/1-10	12	3	275
7	210' (70')	1-10/1-12	14	2	450
8	210' (70')	1-10/1-12	16	1	650
9	240' (80')	1-12/2-16	18	0	900

Control Ratings

Devilfish warriors are fanatical and will gladly die for their religion. This has proved to be a problem for the devilfish clerics, as the warriors are reluctant to leave combat once blood has been spilled. Devilfish warriors possess a *Control Rating* which is equal to twice their Hit Dice; this indicates how easily they can be directed by devilfish clerics once combat begins. Larger warriors are easier to control than the smaller ones: experience and size have taught them that it's better to retreat and fight another day than to die gloriously in the waters of battle.

Control Rating Checks are made in the same way as Ability Checks: to make a Control Check, roll 1d20 and com-

pare it to the devilfish's Control Rating; if it is less than or equal to the Control Rating, he can be successfully controlled. For example, devilfish warriors with a Control Rating of 8 will be controlled on a roll of 8 or less.

Devilfish clerics are able to exercise control over their warriors during combat. For every HD they possess, devilfish clerics can increase the warriors' control number by 2. Thus, a 5 HD devilfish patriarch has a +10 modifier and controls 1 HD devilfish warriors as though they had a Control Rating of 12. Devilfish clerics with bonuses to their HD are considered to be one Hit Die higher for the purposes of determining their Control Rating modifiers. So, a devilfish elder with 3+3 HD has a Control Rating modifier of +8.

A devilfish cleric can attempt to control devilish warriors up to a range of 120', but to do anything other than order a retreat, it must be able to see the warriors.

A Control Check is required only after blood has been drawn. Prior to that, warriors do as they are told. To get the warriors to obey commands the cleric may attempt one Control Check per round. The result is applied against all devilfish present, so it is possible for a devilfish cleric to bring the higher HD warriors under control but not the ones with lower HD. This Check is made with a cumulative -2 penalty to the die roll after the first round, so a cleric will soon reach a point where it is impossible to control the warriors.

Example: Swallower of Fish, a devilfish curate with 3 HD, is hunting for shark-kin with a group of six 1 HD warriors and Ripper of Carrion, a 3 HD warrior. Some shark-kin are sighted and Swallower leads the warriors to attack. The shark-kin flee upward after one of their number is wounded. Suspecting a trap, Swallower attempts to stop the warriors from following them. Swallower has 3 HD (a Control Modifier of +6) so he increases the 1 HD warriors' Control Rating from 2 to 8, and Ripper of Carrion's (HD 3) from 6 to 12. He rolls a 10, enough to control Ripper, but not the 1 HD warriors. They swim upward after the shark-kin. Next round, Swallower tries again. He suffers a -2 penalty, so he now needs a 6 or less to control the 1 HD warriors. Ripper remains under his control automatically. Swallower rolls a 17, and the 1 HD warriors continue their chase. They are attacked by the shark-kin's waiting sharks. Figuring that it's only a matter of time before the shark-kin finish off the warriors, Swallower and Ripper swim hastily away.

Warriors who go out of control attack the nearest enemy and always follow fleeing foes. They display no tactical abilities and are slow to respond to new events. Warriors can easily be drawn off and ambushed. No matter how many times it happens to them, they always fall for the same tricks. Only the clerics are capable of directing them effectively and responding to new situations.

The Effects of Sunlight

Any devilfish warrior who rises above a depth of 50' during the day suffers 1d8 points of damage per round from the light of the sun. Their skin burns and blackens, and gives off a dark, oily smoke which rises in black glistening bubbles to the surface. A warrior reduced to 0 or less hp by sunlight will burn up totally in another 1-4 rounds.



Devilfish Deployment

Devilfish warriors will nearly always be encountered with one or more clerics. If they are ever encountered on their own, it is because they have previously gone out of control. A cleric may be following them, or it might have given up trying to control them altogether. If they survive, warriors will return to the depths after 1-3 days.

Devilfish warriors appear in groups of 1-20. Larger numbers may be encountered, but these will contain multiple groups of warriors. The HD of encountered devilfish warriors and clerics should be based on the experience of the player characters. Decide on the type of opposition you want the PCs to face and work from there.

Devilfish Religion: The devilfish worship beings from the Sphere of Entropy. They seek to pervert the other creatures of the sea to their diabolic aims, or failing that, to de-

stroy them. In the depths of the seas and oceans of the world, their vampiric clerics sacrifice many who fall into their clutches. Others they drain of their life energies, turning them into wights. Vampiric devilfish never create other vampires, except among their own kind. Once a devilfish cleric has proved itself, it is transformed during a diabolical ceremony into a vampire.

The devilfish are fanatical in their devotion. The appearance of Saasskas the Hissing Demon has convinced them that they are the chosen people of the depths. Their mission is to bring death to all they find. Corpses are either eaten or turned into zombies or skeletons by the clerics.

Devilfish Lairs: Devilfish infest old abandoned ruins and sunken vessels. In the depths of the sea they lair in deep cracks in the ocean floor. Undead creatures are used by the devilfish to guard their lairs.

Aquatic Adventures

The following adventures are all set in or around Undersea. They can be played with widely different party types, including a group of suitably equipped surface dwellers. At the top of the first column is a section which provides general information on the adventure, listing the *location*, *average character HD*, *total gp XP*, and two types of *monster XP*.

Location: The approximate location of each adventure is given, allowing you to place the adventure in a convenient location for your campaign.

Average Character HD: Rather than being rated by experience levels, the adventures are rated in terms of Hit Dice. This makes it easy to determine how suitable they are for characters who have yet to reach 0-level. At low levels, the average HD are based on characters who do not start with multiple HD. For a party comprised entirely of these types of characters, the average HD can be used unchanged. For parties containing characters with multiple HD, slight changes may be in order to make the adventures challenging for these tougher characters. Parties which contain a 4 HD sea giant Fingerling can handle tougher opponents than one where every character begins with just 1 HD. To compensate, all you have to do is increase the number of opponents or alternatively increase their number of hit points.

Once a party has been adventuring for a while and has gained some experience, the HD between different character types becomes less of a problem. The larger creatures may start off a lot tougher, but they gain new experience levels much more slowly. Any adventure rated as being suitable for characters with 4 HD or more can be used unchanged. But what if you want to use an adventure for a party whose members have higher or lower HD averages than those listed? These adventures can easily be altered to suit characters of different levels. Just beef up or reduce the opposition, and increase or decrease the treasures appropriately.

Total gp XP: This lists the total value of monetary treasures available to adventurers who successfully complete the adventure. It also contains awards for any magical items which may be found. All of the treasures available are included in this figure, and appropriate subtractions should be made if the adventures fail to find all of them.

Monster XP: This shows the total number of XPs available for killing, defeating the monsters, or otherwise successfully completing an adventure by using clever ploys or ingenious solutions. It also includes extra XP awards based on the difficulty of any traps and tricks that the party has to deal with. The XPs listed under *Retreat* are awarded if the adventurers retreat from the encounter having decided that it is beyond their capabilities. This allows you to reward the adventurers even though they failed to complete it. They have learned from their experience, even if they were unable to finish the adventure.

Role-playing Bonuses: You should also consider awarding additional XPs to those who show a flair for role-playing their characters. Players who really get into their roles should be awarded an additional bonus of 10-25%, on top of their earned experience.

Set Up: Two or three possible introductions are provided for each encounter, introducing the adventurers to the situations which lie ahead. To make it easy for the encounters to be slipped into a gaming session at any time, each encounter set up includes a hook to entice players to explore further, even though they may be involved in another adventure.

Skills

If your player characters are using skills, be sure to give skills to any intelligent monsters that they encounter. Also, certain skills can be given to non-intelligent creatures; a giant manta ray is likely to be able to use the Silent Glide skill, and a shark could quite easily possess the Fighting Instinct skill.

FRIENDSHIP BONDING (Dolphins or Sharks)

Location: Somewhere in the Sunlit Sea

Average Character HD: 1-3

Total g.p. XP: 1,000

Monster XP: 500; *Retreat:* 125

Set Up

* A tribal shaman or wicca has a dream in which he sees a dark cave in a reef where wounded dolphins or sharks lie dying. He sends the adventurers to aid the creatures.

* While swimming in the Sunlit Sea the adventurers come across a blood trail leading into a dark and narrow cave entrance.

* The characters receive a message from one of the wounded sharks or dolphins. Dolphins tell the characters that they are trapped, while sharks radiate their fear to shark-kin characters.

The Lair

This adventure is suitable for merrow, triton, and aquatic elf characters who haven't yet gained a dolphin friend. Alternatively, it can be used with shark-kin characters who don't have any shark pets. In the first case, dolphins are the wounded creatures; in the second case, the creatures are mako sharks. The creatures in question have been attacked and chased by their enemies and have fled into a narrow, dark cave where they have become trapped. There is an equal number of creatures trapped in the cave as there are suitable player characters. For example, if a party consists of three merrow, a triton, a sea giant, and a kna, there will be four dolphins trapped in the cave, as neither sea giants or kna normally have dolphin companions.

The cave lies in a coral reef which is guarded by either a dolphin or a mako shark. As the adventurers swim toward the cave, a dolphin or shark moves to attack. The dolphin only attacks shark-kin or kopru characters, but the mako shark attacks all who approach. Shark-kin characters may attempt a shark empathy roll to pacify the shark. If a character is successful, the shark leaves without attacking.

The Entrance

The cave opening is only 2' wide and covered with sharp, cutting corals. Scrapings of skin (identifiable as being from either sharks or dolphins) can be seen on the edges of the corals. A strong current flows into the cave. To enter safely, characters need to make a successful Dexterity Check or take 1d4 points of damage while squeezing through this narrow gap.

Characters with dolphin song or shark empathy can communicate with the trapped creatures from outside the cave and at any point after they enter. The sharks radiate only fear and anger, and have even attacked each other in their panic. Trapped dolphins, while similarly scared, are able to tell the adventurers of their plight: attacked by a group of

Aquatic Adventures

sharks, they found themselves outnumbered and fled into the cave to escape the attack. In their haste to enter the cave, they were sucked down a narrow passage into a small cavern from which they have been unable to swim back up. They fear they are going to die here unless rescued.

Eels

The entrance opens up into a 6'-diameter chamber containing 10 weed eels, resembling a tangled mass of seaweed. At the far end of the chamber, another narrow (3'-wide) passage leads steeply downward. The current flows down this passage. Characters who state that they are carefully observing the cave before entering see that the seaweed growths are eels. Adventurers who swim in without first looking are attacked by the eels. The eels wrap themselves around the characters, preventing them from using their arms or legs. They attempt to hold the characters fast, preventing them from moving while automatically biting them for 1 point of damage per round. To break free, a character needs to roll Strength or less on 3d8. The eels are a tasty delicacy and if cut open, four 250 gp pearls are found.

10 Weed Eels: AC 8; HD 1; hp 3; MV 150' (50'); #AT 1 bite + constriction; Dmg 1; Save Fighter 1; ML 7; AL Neutral; XP 10.

The Narrow Descent

The passage leading from the eels' chamber is swept by a strong current which sucks in all characters who approach within 1'. This may be avoided with a successful Strength Check. Characters who are sucked down suffer 1d6 points of damage. The passage descends for 12' before entering a circular chamber swept by a strong whirlpool.

The passage may be descended safely by characters who succeed in a Strength Check at -5, otherwise they take damage as above. A rope made from seaweed fronds can be used to lower characters down, but a Dexterity Check is required to avoid taking 1d3 points of damage from being slammed into the sides of the passage.

The Whirlpool

A strong undercurrent spins the water into a whirlpool at the bottom of the passage. Strength or Dexterity Checks (whichever is the best for the characters) are needed to avoid being sucked under and thrown against the sharp rocks at the bottom. Characters who hit the rocks take 1d6 points of damage. Adventurers who are lowered down on a rope can easily brace themselves against the wall and avoid being sucked under. They make their Checks at +5, but anyone who rolls a 20 automatically fails.

Three passages lead from the whirlpool. Two have strong currents in them, but they soon narrow to only 6" wide. The third passage is wider and leads to the wounded creatures. Here a pocket of air trapped near the ceiling has kept the dolphins alive.

The Escape

The creatures have been unable to ascend the passage leading from the eels' chamber. The characters, who have the advantage of having hands, can help the sharks or dolphins to ascend the passage. To ascend the passage, characters need to make Strength Checks at -3; if seaweed ropes are available this increases to a +3 bonus. The dolphins or sharks can then be pulled up to freedom. Alternatively, the characters can attempt to smash their way out of one of the narrow passages. This takes an hour with three successful Strength Checks made at a penalty of -5.

Rewards

Both types of creature are glad to be rescued and willingly make friends with the characters. They allow themselves to be ridden and stay with the characters unless their friendship is abused.

Dolphin: AC 5; HD 3; hp 15; MV 180' (60'); #AT 1 head butt; Dmg 2-8; Save Dwarf 6; ML 10; AL Lawful; XP 50. Telepathy with other dolphins in a 50 mile range; can detect magic underwater (360' range); must surface every 15 minutes for air.

Mako Shark: AC 4; HD 4; hp 20; MV 180' (60'); #AT 1 bite; Dmg 2-12; Save Fighter 2; ML 7; AL Neutral; XP 75.

The Ruins of The Taymora (Skeletons and Zombies)

Location: The Ruins of the Taymora

Average Character HD: 2-3

Total g.p. XP: 3,500

Monster XP: 600; Retreat: 150

Set Up

* Rumors spread of the presence of undead horrors in the vicinity of the Taymora Ruins.

* A messenger has turned up missing, last headed past the ruins of the Taymora. The adventurers are sent to find out what has happened to him.

* The adventurers pass by the ancient ruins and see ghostly forms enter them.

The Lair

This adventure takes place in one of the many buildings making up the scattered settlements of the Ancient Taymora, but it can easily be expanded by adding more buildings and undead.

You should be flexible regarding the number of undead who appear in this adventure. A party containing a cleric or shaman capable of Turning Undead can handle more undead than a party which has to rely on physical combat to defeat them.

An unwholesome stench fills the water as the adventurers approach the ruins. The stench flows from the windows of a flat-topped building. No doors are visible, as these are buried beneath the layers of mud which have built up over the centuries. The building is made from stone blocks, and many of these are cracked and flaking. The windows are 3' square.

Lurking in the ground floor is a powerful zombie which controls the skeletons which haunt the house and makes them more difficult for a cleric to turn. Within the house, the skeletons are treated as zombies for the purpose of being turned by a cleric. Any skeletons which are turned flee to the ground floor where they seek to protect the zombie.

The Top Floor

Because of the mud which has built up over the ages, only the top floor is visible from outside. Twelve human skeletons covered in rust (all that remains of their armor) wait in this room to attack any who enter. The skeletons do not respond to intruders until they pass through the windows. If the skeletons are turned, they flee down a dusty stone staircase to the basement of the house.

The staircase is covered in thick mud which rises into the air when the skeletons flee down it or when the adventurers

make their way to the next story. The mud limits vision to 5' and causes characters who fail a Constitution Check to gag and choke for as long as they remain in the house. Choking characters fight at -2 to hit. Any character who rolls a 20 is incapable of any action until helped from the house.

The First Floor

This room was once a bed chamber, but all the furnishings rotted away long ago. Windows are visible blocked by huge banks of mud which have seeped into the room to a depth of 3' in front of the windows. If the mud blocking the windows is disturbed it flows into the room, filling it to a depth of 4'. The mud on the floor is easily disturbed and, if the skeletons have fled through here, it has the same effects as on the top level.

Eight more skeletons guard this room, attacking as soon as anyone enters. One of these skeletons wields a spear +2.

The Ground Floor

An old, rotted wooden door is visible in this room as well as shuttered windows. The mud has seeped into the wood and has preserved it, but the wooden door and shutters crumble if touched, causing mud to flow into the room. This fills the room entirely in four rounds, trapping any characters who have not fled by then. Characters may be pulled from a mud slide by making a successful Strength Check at -3. Otherwise they suffocate in 10 rounds.

Hiding in the mud covering the floor is the powerful zombie. It waits until the adventurers enter before reaching up through the mud with its bony hands. It attempts to pull characters under the mud and suffocate them. Any character caught in this way can be pulled free by another character who makes a successful Strength Check at -4.

The zombie has controlled any skeletons who fled from the floors above, directing them to attack. If they are turned successfully, they huddle in a corner and take no further part in the combat until the duration of the turning ends.

20 Skeletons: AC 7; HD 1; hp 4; MV 60' (20'); #AT 1 spear; Dmg 1-6; Save Fighter 1; ML 12; AL Chaotic; XP 10.

Super Zombie: AC 6; HD 5; hp 21; MV 120' (40'); #AT 1 claw; Dmg 1-10; Save Fighter 2; ML 12; AL Chaotic; XP 175.

Hidden among the mud are relics dating to the days of the Taymora civilization. These include four gold chalices (valued at 100 gp each), two silver candlesticks inlaid with lapis lazuli (valued at 250 gp each), a gold brooch set with a large sapphire (valued at 1,000 gp); this item also functions as a ring of protection +2, a gold ring (valued at 50 gp), and 200 gp in Taymora currency. If these items are sold to a collector of Taymora artifacts, they are worth 500 gp more.

The Sunken Ship (Devilfish and Zombies)

Location: Any coral reef in the Sunlit Sea

Average Character HD: 4

Total g.p. XP: 6,500

Monster XP: 2,000; Retreat: 500

Set Up

* Following a severe storm, the characters hear of a ship belonging to the Minrothad Guilds which was sunk during the storm.

* Devilfish have been sighted in nearby waters, and a kna trader says that he and his family were attacked by them. He hires the adventurers to rescue his brother who is missing after the attack.

* The adventurers come across the remains of a wreck lying on a reef.

The Lair

The vessel is a small sailing ship which has been grounded on a coral reef. Its sails move in the waves which lap over the reef. Even from a distance, a gaping hole is apparent in the ship's hull where it struck the reef. Unknown to the adventurers, the devilfish have beaten them to the wreck. By the time the adventurers arrive, a devilfish lama has cast an *animate dead* spell on the crew. It intends to use the zombies to carry the ship's treasure into the depths. The adventurers arrive as the zombies are loading the treasure, prior to carrying it away.

Standing on the deck is a kna zombie which was created by the lama on the preceding day. It is armed with a heavy crossbow with 10 bolts which it fires at any who approach within 150'. The first shot by the kna zombie alerts the devilfish who are supervising the unloading operation. The warriors pour out of the hole in the hull to attack. The devilfish lama leaves them to their fate as it hurries into the ship's hold to urge the zombies onwards.

10 Devilfish Warriors: AC 5; HD 1; hp 5; MV 120' (40'); #AT 1 tail/1 bite; Dmg 1-4/1-6; Save Fighter 1; ML 12; AL Chaotic; XP 10.

Kna Zombie: AC 6; HD 8; hp 38; MV 120' (40'); #AT 1 crossbow or spear; Dmg 2-8+5 or 1d6+5; Save Fighter 4; ML 12; AL Chaotic; XP 650.

The Sea Snakes Arise

Five rounds after it enters the hold, the devilfish lama blocks the hole in the hull by casting a *snake charm* spell on two water snakes which live in the reef. The lama then casts its *growth of animals* spell on one of the snakes. It then casts its *darkness* spell to conceal the snakes.

Water Snake: AC 6; HD 3; hp 12; MV 90' (30'); #AT 1 bite; Dmg 1+ poison*; Save Fighter 2; ML 7; AL Neutral; XP 50.

Big Water Snake: AC 6; HD 3; hp 12; MV 90' (30'); #AT 1 bite; Dmg 1-4+ poison*; Save Fighter 2; ML 7; AL Neutral; XP 50.

* The poison from the snakes causes 2d4 additional points of damage to any bitten character who fails a Saving Throw vs. Poison.

Entering the Wreck

The adventurers can brave the devilfish's *darkness* or enter from above. The lama watches them from a crack in the hold. If the adventurers enter from above, it directs the zombies past the charmed snakes and away from the wreck. If the adventurers brave the darkened hold, the lama sends the zombies over the side farthest from the adventurers. The lama waits in the wreck to ambush the adventurers with its spells until the zombies have had time to get out of sight. It then follows after them.

Devilfish lama: AC 6; HD 4+3; hp 21; MV 120' (40'); #AT 1 tail/1 bite; Dmg 1/1; Save Cleric 8; ML 8; AL Chaotic; XP 275.

Spells: *Cause light wounds, fear, darkness, blight, silence 15' radius, snake charm, growth of animals, bestow curse.*

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The Top Deck

Even if engaged in melee combat, the kna zombie on the deck continues to load and fire its crossbow until it runs out of bolts. Only then does it use its spear. Clever adventurers may steal its spear before it uses it. If turned, it dives overboard and swims away. The ship's sail still flaps across the deck as the waves wash over it. This obscures vision, but as it moves a ghastly shape is seen clinging to the ship's wheel. Its teeth are clenched together and it stares with unseeing eyes as it frantically turns the wheel from side to side. This is the body of the ship's helmsman. He's quite dead, but he's lashed to the wheel which is moving as water strikes the rudder, making him appear to be alive. Searching his body reveals a *dagger +2*, potions of *heroism* and *invisibility*, a gold ring (valued at 50 gp), and 75 gp in Minrothad currency.

The Forecastle

The forecastle is at the front of the ship and smells bad even underwater. Hammocks are strung between beams and personal items are strewn across the room or else lie in sodden heaps. Unless the adventurers are interested in flea-infested human clothing, there's nothing to interest them here.

The Captain's Cabin

Situated to the rear of the vessel, this room is plushly furnished. Soggy velvet drapes cover the windows and a large oaken desk and a fine bed dominate the room. The water in here tastes funny, as a casket of rum has leaked into the room and still resides in the water. Constitution Checks are required for characters who spend four or more rounds in here. A failed Check results in the character becoming slightly inebriated: -2 to hit rolls, Saving Throws, and Dexterity Checks for 1d4 hours.

The desk is locked (one of the zombies has the key—see below), but if broken open it will be found to contain the ship's log wrapped in oilskin. If this is opened underwater it is ruined immediately. The Minrothad Guilds will pay 500 gp for the safe return of the captain's log. Next to the log is a purse containing 6 x 100 gp pearls, and 500 gp in Minrothad currency.

The Hold

Bales of waterlogged cloth goods lie slashed open here. Broken cases of crockery and fine tableware are strewn about, and barrels of spices, spoiled by saltwater, cover the floor. An inspection of the floor reveals signs of feet having dragged their way through the debris. The trails may lead to the deck above or through the hole in the side, depending on which way the zombies went. Anyone searching outside soon turns up the zombies' trail. The zombies fight if attacked, otherwise they shuffle off in the direction of the Terraces.

Each zombie carries a chest, containing gold and silver ingots and silver candlesticks valued at 300 gp. One zombie is better dressed than the others. This was the captain, who has a *cutlass +1*, a *ring of fire resistance*, a potion of speed, the keys to his desk, and a gold medallion (value 500 gp).

8 Zombies: AC 8; HD 2; hp 9; MV 90' (30'); #AT 1 claw; Dmg 1-8; Save Fighter 2; ML 12; AL Chaotic; XP 20.

Island of the Dry Skins (Humans)

Location: Any small island in the south of the Sunlit Sea

Average Character HD: 5

Total g.p. XP: 14,000

Monster XP: 2,000; Retreat: 500

Set Up

* Humans have invaded the sacred isle of a tribe of shark-kin. Hakkak, the tribal leader, grows older and weaker with each tide, and is unlikely to last much longer. To ensure that a new elder can be chosen, the characters are sent to rid the island of the dry skins.

* A nearby tribe of shark-kin calls upon the characters for aid. When the tribe ventured onto the island to elect a new elder they were attacked and driven back into the sea with heavy losses. The shark-kin offer the characters monetary rewards to rid them of the invaders.

* A tribe of shark-kin, who have proved themselves loyal in battles against the devilfish, face extinction at the hands of the surface dwellers. As part of its pact with the shark-kin, the characters are sent by Undersea to restore the island to the shark-kin.

The Lair

The humans consist of a party of 28 pirates and a cleric who are using the island as a secret base from which they raid shipping in the area. They have established a stockade on the south side of the island, beneath the shark-kin's sacred mountain. The island is volcanic and is shrouded in mists created when the heat of the volcano meets the colder winds blowing from the northwest.

The stockade consists of an 8'-high wooden fence with sharpened stakes on top. It is built around the mouth of a river where the pirates' small sailing ship is moored. Within the stockade are four wooden buildings where the pirates live. The mouth of the river is protected by wooden gates which extend for 3' under the water.

Two guards are always on duty at the ship and another two patrol a walkway running around the stockade. During the day, two pirates wander the island looking for game, fruit, and other food supplies. If these two are killed or captured, no more parties are sent out. The pirates have enough supplies to last them for another two weeks. The cleric has established a small temple in one of the buildings.

Approaching During the Day: During the day, four of the guards are sleeping in one of the huts. Another four guard the stockade and the ship. The others spend their time gambling, sharpening weapons, and repairing sails. In the event of an attack the humans snatch up their bows and swords and rush to defend the stockade. It takes them only five rounds to be ready.

Approaching At Night: Only the four guards are awake at night; the others sleep in the huts. If attacked, it takes the sleeping humans 12 rounds to respond. The guards on watch raise the alarm by shouting if they spot anyone in or near the stockade.

Entering the Stockade: The adventurers can swim under the river gates into the stockade. There is a 2 in 6 chance that they are spotted at night. During the day, this rises to a 4 in 6 chance.

The source of the river lies close to the volcano, so the adventurers can cross overland and then swim down the river into the stockade. The pirates are not expecting an attack from this quarter so there is only a 1 in 6 chance that they will be spotted entering this way at night. The daytime chances remain unchanged.

Our heroes could try scaling the walls, but this increases their chance of being spotted to 4 in 6 at night, and they are spotted automatically during the day.

Negotiating with the Humans: A friendly approach by one or two characters results in the pirates' willingness to parley. They invite the adventurers into the stockade and then attempt to capture them. Shark-kin are slain immediately and then skinned. Other characters are placed in chains and kept alive for a day at most. Offering the pirates large sums of money—at least 1,000 gp—spares the characters' lives until the money arrives. The pirates have no intention of honoring any deals they make.

If two characters have been captured, one is allowed to return to where the other adventurers wait. If only one character has been captured, or the characters choose to parley from a safe distance, the pirates send one of their number to make the arrangements. They want the money to be left at the gates of the stockade before they'll agree to releasing any prisoners or leaving the island. Of course, the pirates intend to keep the money and carry on as normal.

Drawing the Humans Out of the Stockade: After spying out the pirate's base, the adventurers may attempt to lure the pirates out. They may do this by ascending the volcano to make it look as though the shark-kin have returned, and then either ambushing the pirates or attempting to sneak into the stockade. The adventurers could also leave piles of treasure on the beach to make it appear as though it had been washed up on the shore. The presence of driftwood and other items will help make this ruse more effective. There is a 2 in 6 chance that any pirate discovering the treasure will bury it and keep its location hidden from the other pirates. Otherwise, a party of six pirates will be sent to bring the treasure into the stockade.

Other ideas may occur to the adventurers. Allow the cleric a Wisdom Check (Wisdom 13) to see through the deception, with positive or negative modifiers to the Check based on how effective you consider their plan to be.

Hoist the Jolly Roger: Once a week the pirates leave to raid shipping. Four pirates are left behind to guard the stockade. The ship is away for $1d4 + 2$ days. When it returns, 10 of the pirates will be wounded (6 hp each).

Getting Rid of the Pirates: Once half of their number have been captured or killed, the pirates flee to their ship and leave the island. It is up to you whether they later return or not.

Rewards

The pirates' treasure is buried beneath the hut used by the cleric. It may be noticed by anyone who inspects the floor closely, or it may be revealed by one of the pirates in exchange for his life. Wrapped in an oilskin are 12 shark-kin skins that the pirates hoped to sell in Minrothad; a chest containing 2,000 gp; a chest containing 4,000 sp; and 3,000 cp and 1,100 ep in leather bags. All of the caches of coins are drawn from countries all over the Known World. Buried another 2' below the chests and bags are a pile of gold ingots worth a total of 5,000 gp, and a casket holding 5,000 gp in mixed gems and jewelry. All the chests and casket are locked and the key is held by the cleric.

In one of the huts are two magical tridents, one is +1, the other is +2. These belonged to shark-kin slain by the pirates.

28 Human pirates: AC 6 leather and shield; Fighter 2; hp 10; MV 90' (30'); #AT 1 sword or bow; Dmg 1-8 or 1-6; Save Fighter 2; ML 9; AL Chaotic; XP 25.

Human cleric: AC 5 (chain mail); Cleric 6; hp 32; MV 90' (30'); #AT 1 mace +1; Dmg 1-6 +1; Save Cleric 6; ML 9; AL Chaotic; XP 725.

Spells: *Light, protection from evil, hold person, speak with animals, striking.*

The Nixie Grotto (Nixies)

Location: Shallow coastal waters

Average Character HD: 5

Total g.p. XP: 6,000

Monster XP: For successful negotiation, 4,000;

Retreat: 1,000

Set Up

* Rumors reach the characters of two hunters who disappeared in the shallow waters surrounding a small volcanic island. The hunters' families offer a reward for return of their loved ones.

* While out hunting, the adventurers run into a band of nixies who set their giant bass on them while they flee into a coral outcrop.

The Lair

A band of weresharks have attacked the nixies' grotto. To confuse the nixies of the weresharks' true identity, half of the weresharks attacked in merrow form. The nixies, fearing another attack, have decided to *charm* any who approach within 100' of their grotto. Having *charmed* two merrow, the nixies returned to their grotto where they now hold the merrow, who strenuously deny that any merrow were involved in the attack.

Approaching the Grotto

The nixies are prepared for an attack and have a patrol of 10 nixies and 10 giant bass guarding their lair. The adventurers run into the patrol as they near the lair. Rather than risk a battle, the nixies hope to drive any who approach away with their fish, and if that fails, to *charm* one of the adventurers.

The giant bass swim into attack to distract the adventurers. If the adventurers fight back, the nixies pass overhead and cast their *charm* spell. Three rounds after the giant bass attack, any adventurer who succeeds in an Intelligence Check at -5 sees the nixies swimming above them. One round later, the nixies cast their spell on the largest character. Whether successful or not, they then swim off into the coral outcropping which conceals their grotto. If a character is *charmed* he is taken with the nixies. Two rounds later the giant bass break off their attack and follow the nixies.

10 Giant Bass: AC 7; HD 2; hp 14; MV 120' (40'); #AT 1 bite; Dmg 1-6; Save Fighter 1; ML 10; AL Neutral; XP 20.

The Grotto

Following the nixies, the adventurers enter the coral outcropping. Here they notice that the coral has been cunningly cut with small passages only 2' wide. The edges of the coral are sharp, and characters who attempt to follow the nixies

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may get badly cut. Any character taller than 6', or any character who has a fat physique (with the exception of nixie characters), cannot make his way into the grotto. Other characters can pass through, but they take 1d4 points of damage if they fail a Dexterity Check. Inside the coral is a bewildering array of maze-like passages cut through the coral. To reach the center containing the grotto, characters must make a successful Intelligence or Wisdom Check. Those who succeed reach the center after traveling down a further 1d4 passages. Characters who fail the Check must travel down 1d4 passages, plus an additional number of passages equal to the amount by which they failed their roll. For example, a character fails his Intelligence Check by 5 points, so he must travel down an additional 1d4 + 5 passages. Dexterity Checks are required in each passage to avoid taking 1d4 points of damage. While in the passages, the characters are subject to attacks by the nixies' giant bass. There are 22 giant bass in total, minus any which were killed when the adventurers approached the lair. The bass use "bite and swim" tactics to harry the adventurers: one swims down to block a passage, while other bass attack from behind and from the sides. After biting the characters, the bass flee to make room for more bass to harry the adventurers.

As an alternative to the passages, characters who swim upward to examine the top of the coral outcrop discover a 4'-wide passage leading down to a 6'-diameter coral chamber. From here another 4'-wide passage descends further into the outcropping to an 8'-diameter chamber. Through a small 2"-wide gap in the coral, the adventurers can see into the grotto (see below). This chamber is trapped. As soon as the adventurers enter, the nixies release a potent sleeping drug into the water. Unless the characters make a Saving Throw vs. Poison at -3, they fall into a deep sleep. Characters who make their saves become drowsy and are at -2 to hit rolls and Saving Throws. They are quickly surrounded by 8 naked human males carrying spears who enter the chamber from concealed entrances. The humans order the adventurers to drop their weapons. The humans attack until slain if the adventurers do not comply.

8 Human fighters: AC 8; Fighter 3; hp 13; MV 90' (30'); #AT 1 spear; Dmg 1-6+1 (Strength bonus); Save Fighter 3; ML 12; AL Neutral; XP 50.

Inside the Grotto

The center of the coral contains the nixies' grotto. Fabulously colored coral stacks have been lovingly carved by the nixies into intricate shapes. Hanging from the stacks and strung between them are curtains of gossamer silk that give the interior of the grotto a misty appearance. Huddled in the center are 22 nixies surrounded by 18 human fighters. The nixies' giant bass attempt to circle behind any characters who have entered through the smaller tunnels.

The nixies look scared and stare at the adventurers through tearful eyes. They have one *charm* spell remaining which they cast on the first character to enter the grotto.

The Nixies' Plea

The nixies intend to fight to the death in defense of their home if necessary, but they first demand to know why the adventurers are attacking them. "What have we ever done that the merrow attack us and bring sharks to foul our sacred grotto?" If the nixies have managed to capture the adventurers, this question is put to them after they have been securely bound by kelp ropes.

Assuming that the adventurers don't attack, and that they try to come to some understanding of the situation,

the nixies explain their predicament. Two nights ago, merrow and sharks entered the grotto, killing many of the nixies' human males and giant bass before fleeing with the nixies' shaman as their prisoner. The nixies are afraid and have resorted to desperate measures to protect themselves. They decided that any who approached their grotto meant them no good, so they decided to capture them. They hold their other captives in a chamber just off the main grotto. The nixies beg the adventurers to aid them and find their leader. In exchange they offer the adventurers three potions of *fire resistance*, a suit of merrow- or triton-sized magical *shell-piece armor +1*, and 5,000 gp in assorted jewelry. The nixies also agree to let their prisoners go free. The nixies have no idea where their attackers came from.

In the event that the adventurers continue to attack, the nixies fight until the bitter end.

22 Nixies: AC 7; HD 1; hp 5; MV 120' (40'); #AT 1 trident or dagger; Dmg 1-6 or 1-4; Save Elf 1; ML 12; AL Neutral; XP 13.

Sharks Were Here (Weresharks)

Location: Any group of Taymora ruins in the Sunlit Sea

Average Character HD: 6

Total g.p. XP: 6,000

Monster XP: 3,000; Retreat: 750

Set Up

* Agreeing to help the nixies in the previous adventure, the player characters ask around and hear rumors of sharks attacking merrow camps.

* A triton mage asks the adventurers to enter the Taymora ruins and bring him back any artifacts they can find.

* Local tritons or merrow have been subject to night attacks by vicious mako sharks who have killed many of their number; they beg the adventurers to help them.

The Lair

The weresharks are merrow renegades from the Barony of Nortens. Having grown bored with Baron Kitas's tediously slow policy to spread lycanthropy, and the settled life of the triton weresharks, the merrow weresharks have decided to take matters into their own fins. The weresharks have taken a Taymora village as their new home. From here they raid neighboring waters and seek to spread their disease among any they encounter.

The Village

The adventurers may be expecting to encounter undead in the village, but the weresharks have methodically cleared the buildings of undead. The weresharks use a large building as their headquarters.

Approaching During the Day: The weresharks are in merrow form, and are sleeping in a large building at the center of the village. A wereshark in merrow form sits on the top of the building watching for intruders. As soon as he sees anyone approach, he dives through a hole in the roof to wake up the others. As soon as he wakes one of his companions, the merrow swims back to the roof and goes to greet the adventurers. He stalls for time as long as he can.

It takes the other weresharks five rounds to awaken and leave the building. The wereshark wicca hides in the basement of the large building and casts a *phantasmal force* spell

on himself so that he appears to be a large golden idol. He waits here for the adventurers to be drawn in by his fellow weresharks. Six weresharks scatter across the village and hide in buildings overlooking the large building. The other five emerge from the large building to greet the adventurers.

If the adventurers enter the village unnoticed or go straight in, they catch the weresharks by surprise. In this case, the weresharks claim that they were out hunting late last night, and are spending the day resting. If any of the adventurers are wounded, they notice the weresharks licking their lips and staring at the wounded characters.

The weresharks attempt to draw the adventurers into the large building by telling them of a great treasure they have discovered in its basement. They tell the adventurers of a solid gold idol encrusted with gems. If the adventurers show an interest in the idol, the weresharks look worried as though they have said too much. They then reluctantly agree to show the adventurers the idol.

The large building shows signs of having been excavated. Large piles of mud are piled outside of it, and shovels made from whalebone are carelessly stuck into the mud piles. The weresharks eagerly lead the adventurers to the basement. The wicca waits until the adventurers are in the room and then casts a *hold person* spell on them. The weresharks spend the next round transforming into their mako shark forms and then attack. Any adventurers who try to escape are allowed to, as the weresharks are confident that the six weresharks outside the building will be able to deal with them. The wicca stays in merrow form to cast spells. If he is physically attacked or runs out of spells, he changes into a mako shark and attacks.

The adventurers may well be rightly suspicious of the weresharks. Here is a group of merrow without a dolphin in sight. If asked about this, the weresharks claim that the dolphins are out hunting and should be back in a few hours. "The . . . er . . . dolphins were guarding our treasure last night. One cannot be too careful in these . . . er . . . troubled times." Also, merrow are unlikely to use whalebones for digging with, as they do not hunt whales. Mentioning this causes the weresharks to look embarrassed. They then scatter into the large building and head for the basement as quickly as they can, hoping to draw the adventurers after them. On the way they transform into mako sharks.

Approaching at Night: A night approach can take a number of different forms. If it is a night of the full moon, the weresharks are forced into their mako shark forms as soon as the moon rises. Gripped with bloodlust, they pour out of the village with an uncontrollable desire to kill.

On a night without a full moon, the weresharks leave the village at midnight to go hunting. There is a 2 in 6 chance that they sense the adventurers' presence. If they do, they swim away for 10 minutes before circling back to surround the adventurers and close in for the attack.

Adventurers who approach after the weresharks have left to go hunting have the opportunity to explore and plan an ambush for when the weresharks return. The weresharks return to the village an hour before dawn, tired but satisfied from their night's hunting. Each wereshark fights at -2 to hit until it bites an adventurer, but then its fatigue is overcome by its killing instinct and it attacks normally.

Treasures of the Weresharks

Securely bound in a locked room (the wicca has the key) of the large building is a captured nixie shaman (see "The Nixie Grotto" adventure). The wereshark wicca has kept her alive in the belief that her shamanistic powers can be

used to heal any wounds they incur. So far she has refused, and has been severely beaten and abused by the weresharks. Fallala the nixie is in a very weakened condition, but if freed she uses her healing spells on herself. She is indebted to the adventurers and offers to do anything in her power to aid them.

The weresharks' treasure is hidden behind a secret panel in the basement of the large building. It consists of three potions: *animal control*, *speed*, and *undead control*; an amulet of protection from crystal balls and *ESP*; a magical scroll containing four clerical spells: *cure disease*, *protection from evil 10' radius*, *commune*, and *cure all*, all at 14th level. In a silver box (valued at 100 gp) are 10 x 500 gp gems, and a silver and gold bracelet (valued at 1,000 gp).

Wereshark wicca: AC 4; HD 6; hp 22; MV 180' (60'); #AT 1 bite; Dmg 2-12; Save Magic-user 6; ML 7; AL Chaotic; XP 775.

Spells: *Magic missile*, *sleep*, *phantasmal force*, *mirror image*, *dispel magic*, *haste*.

12 Weresharks: AC 4; HD 4; hp 20; MV 180' (60'); #AT 1 bite; Dmg 2-12; Save Fighter 2; ML 10; AL Chaotic; XP 75.

In merrow form: AC 6; HD 4; hp 20; MV 120' (490'); #AT 1 trident; Dmg 1-6; Save Fighter 4.

The Train of the Kna (Kna)

Location: The north of the Sunlit Sea

Average Character HD: 7

Total g.p. XP: 57,000

Monster XP: 25,000; **Retreat:** 6,250

Set Up

* Chaotic kna have been raiding the shipping of the Minrothad Guilds to the north of Undersea. The adventurers are sent by Undersea to find out what is going on and put a stop to the attacks.

* While swimming through the Sunlit Sea, the adventurers come across a ship wrecked upon a coral reef.

The Lair

Kna pirates have attacked a ship belonging to the Minrothad Guilds. After looting the ship, they head for the safety of the kna's deep water pool. The kna are edgy and attack all who approach them.

The Wrecked Ship

The waters around the ship are filled with blood which has attracted four orcas (killer whales) feasting on the bodies of the drowned sailors. The orcas break off from their meal to drive the adventurers away, sweeping in to bite any characters who do not flee. An orca swallows any character under 4' tall whole, if it rolls a 20 on its hit roll. The character takes 1d6 points of damage per round until cut free.

4 Killer whales: AC 6; HD 6; hp 28; MV 240' (80'); #AT 1 bite; Dmg 2-20; Save Fighter 3; ML 10; AL Neutral; XP 275.

The killer whales do not pursue any fleeing adventurers; they wish only to be left to finish their meal in peace. Characters who possess the dolphin song ability may communicate with the orcas and attempt to convince the killer whales that the adventurers have no desire to steal the orcas' lunch. On a reaction roll of Uncertain or better, the orcas stop their attacks and watch the adventurers warily,

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waiting for them to leave. On a reaction of Possibly Friendly, the orcas tell the adventurers that kna were responsible for pulling the ship onto the reef. They also tell them that the kna were heading north when the orcas passed on their way to the wreck.

Lying on the sea floor are 20 human bodies. Most of these show signs of death by drowning, but eight of them were killed by powerful spear thrusts. The bodies have been stripped of all valuables.

If the adventurers examine the ship, it can be seen that it was holed by being dragged onto the reef. Large spear holes have also punctured the hull at regular intervals below the waterline. At the bow, large spikes have been driven into the wood. These have rings on the end through which the kna attached chains to enable them to hitch up their mashers to the ship.

Following the Kna

Some of the kna were wounded during the attack, and although steps were taken to stem the flow of blood, a faint blood trail leads north. Following this trail, the adventurers reach a point where the trail divides: a very faint trail continues north, and a more pronounced trail veers off west.

The Western Trail: After 15 minutes, the adventurers catch up with a single kna carrying a dead giant bass under his arm, from which blood slowly leaks into the water. Redeye, the kna, is under attack by two great white sharks which surprised him as he laid his trail.

Wounded kna: AC 5; HD 7; hp 22 wounded (43 full); MV 150' (50'); #AT 1 spear; Dmg 1d6+5; Save Fighter 7; ML 10; AL Chaotic; XP 450.

2 Great white sharks: AC 4; HD 8; hp 36, 22 (wounded); MV 180' (60'); #AT 1 bite; Dmg 2-20; Save Fighter 4; ML 12; AL Neutral; XP 650.

The sharks attack in sweeping curves, biting into the kna every other round. They are frenzied, and continue to attack until the kna is dead.

If the adventurers rescue Redeye, he is grateful in a grudging sort of way. He lies freely and glibly about what he's doing in these waters. "I caught the bass, and I was just about to eat it when I was attacked. Here, you can have it as a reward." If asked about the raid on the ship, "Huh! Nothing to do with me, mate. I'm only out here getting a snack." If threatened, charmed, or dominated by a kopru, Redeye tells the truth, "Yeah, we hit a Guild ship. So what? They got what they deserved." He then tells the adventurers that the kna pirates are heading for the deep water pool.

The Northern Trail: After 30 minutes, the adventurers know they are on the right trail, as masher droppings unmistakably litter the sea floor. If they caught up with Redeye (see above), they join the northern trail at this point. Soon the darker, cooler waters of the deep water pool lie ahead. Approaching its edge are two kna trains.

The Kna Trains

These each consist of eight floaters pulled by a masher. The kna are prepared for an attack and have no desire to communicate. They open fire from the tops of the platforms as soon as they spot the adventurers. Each train has 10 kna, led by an 8th-level kna with 8th-level wicca abilities. Two kna on each train continue to guide the mashers toward the deep water pool during the combat. The mashers do not attack unless a character is foolish enough to move within 30' of their mouths.

The wicca has already used some of her spells during the

attack on the ship. Twelve of the kna were wounded on the attack on the Guild ship.

Kna wicca: AC 4; HD 13, Wicca 8; hp 68; MV 150' (50'); #AT 1 trident +3; Dmg 1d6+8; Save Fighter or Magic-user 13; ML 11; AL Chaotic; XP 5,150.

Spells: *Magic missile, mirror image, detect invisible, ice shard, ice storm/wall.*

20 Kna: AC 5; HD 7; hp 32 (wounded 16); MV 150' (50'); #AT 1 spear or heavy crossbow; Dmg 1d6+5 or 2d4+5; Save Fighter 7; ML 10; AL Chaotic; XP 450.

2 Mashers: AC 7; HD 20; hp 110; MV 90' (30'); #AT 1 bite; Dmg 3-24; Save Fighter 4; ML 12; AL Neutral; XP 4,175.

The Kna's Loot

The trains are filled with treasure stolen from the ship. If the adventurers are working for Undersea, they will be expected to return with the treasure, but some of it could get lost on the way back! If they capture the treasure for themselves, they will have gained quite a haul: 20 jars of oil (valued at 100 gp each), four crates of glassware (valued at 1,000 gp each), 40 barrels of preserved fish (valued at 150 gp each), 10 gold ingots (valued at 600 gp each), 100 x 10 gp gems, 50 x 20 gp gems, 10 x 100 gp gems, 5 x 1,000 gp gems, 2 x 5,000 gp gems, a gold and platinum necklace (valued at 10,000 gp), and 10 assorted items of jewelry totaling 10,000 gp.

The Sea Hag

Location: Any shallow coastal region

Average Character HD: 8

Total g.p. XP: 43,000

Monster XP: 4,000; Retreat: 1,000

Set Up

* A hideous human woman has moved into the shallow coastal waters surrounding one of the islands in the Sunlit Sea. She frightens away all who approach her subterranean lair.

* One of the adventurers' relatives or friends has not returned from a hunting trip which took her into shallow island waters.

* The adventurers pass a coral reef in coastal waters where the sea life looks diseased and the water tastes of death and decay.

The Lair

A sea hag has recently left the coast of Karameikos to escape the attentions of a band of surface dwellers. She has traveled into the Sunlit Sea and established a new lair in a coral reef near an inhabited island. The sea hag has been using her power to transform any sea dwellers who approach too close to her lair into wights.

The lair consists of a dark, uninviting cave entrance previously inhabited by a small colony of aquatic elves. An aquatic elf will know that this cave once contained his cousins.

The once rich vegetation around the entrance looks withered and diseased. Strange, pale, and bloated fish swim around the reef feeding on the sick vegetation. The fish are undead created by the sea hag. They attack all who approach the cave mouth. They may be turned as wights.

6 Undead fish: AC 5; HD 2; hp 8; MV 90' (30'); #AT 1 bite; Dmg 1 + paralysis*; Save Fighter 2; ML 12; AL Chaotic; XP 25.

* Characters who fail their Saving Throws vs. Paralysis are paralyzed for 2d6 turns.

After three rounds, the battle with the fish draws 12 aquatic elves, who have been transformed into wights, to attack.

12 Wights: AC 5; HD 3; hp 13; MV 150' (50'); #AT 1 touch; Dmg energy drain; Save Fighter 3; ML 12; AL Chaotic; XP 50.

Inside the Cave

Fetid kelp fronds are washed limply back and forth by water lapping into the cave. The passage opens out into a once fine chamber, but the sunlight which previously shone through the coral roof now bathes the cave in an unpleasant brown light. Looking up, the adventurers see that a thick brown mold now covers the carved coral roof. This mold is harmless unless eaten. Any character dumb enough to do so should be penalized heavily by making him suffer for the next 1d4 hours from terrible stomach cramps which prevent any action other than painful retching.

Two exits lead from this chamber. Down the one to the left the adventurers can hear the sound of loud groans. From the one to right comes the sound of discordant and very unpleasant singing, as though someone was strangling a cat.

The Left Passage: After 30', the passage to the left leads to a bleak cavern where excrement and filth floats in the water. Constitution Checks are required even to enter this room, and anyone who takes a breath here must make a Saving Throw vs. Poison or be overcome with nausea and vomiting. Affected victims can do nothing for 1 turn, after which they may attempt another Saving Throw at +3. Failing this save results in the character being afflicted by a debilitating disease for 1d4 days, during which time the character can only groan miserably and look forward to better days.

Chained against one of the walls and looking much the worse for wear is Vallarai, a 10th-level aquatic elf who is treated to regular abuse by the sea hag. Vallarai is greatly weakened and it takes all her strength to be able to speak. In a croaking and barely audible voice she tells the adventurers to flee before she comes to trap them in here. Vallarai then collapses. The chains can be broken on a successful Strength Check made at a penalty of -6, or the lock can be opened using the keys carried by the sea hag.

The Right Passage: The singing grows louder and sets the adventurers' nerves on edge as they advance along this passage. After 50', the passageway ends. Overhead, light plays on the surface of the water, outlining the edge of a pool. Characters brave enough to put their heads into the air that lies beyond are in for a shock.

The sea hag sits in what was once a resplendent elven hall. With her long, black claws she is scraping out the inside of an elven head while she sings to herself. The sea hag has matted seaweed for hair, and long fangs protrude from her overly large mouth. Her bloodshot eyes sweep around to look at the pool as the adventurers break the surface. That's all the characters take in before they need to make Saving Throws vs. Spells with a -6 penalty. Those who fail flee in fear for 1d20+5 rounds. Those who succeed would be advised to follow their fleeing comrades, as the sea hag becomes alerted by the adventurers' presence. Next round, she cackles loudly and her breath erupts into the air like the stench of the grave. Then she plunges into the water into the midst of the adventurers to drain their energy levels.

She does not pursue any who flee from her lair, but she seeks out a new lair almost immediately, forcing the adventurers to track her down to her new abode.

Sea hag: AC 4; HD 8; hp 47; MV 150' (50'); #AT 1 dagger/1 touch + gaze; Dmg 1-6/energy drain + special; Save Fighter 8; ML 10; AL Chaotic; XP 2,300.

Rewards

Inside the lair the adventurers find the despoiled remains of a young Frond of Life. Robbed of care and attention, it has withered in the foul waters. Heaped around its base, in a disorderly pile, are the treasures of the aquatic elves and other victims of the sea hag. Magical items marked with a * belonged to the elves, and Vallarai wishes to keep two of these items (see below). She is not concerned about the money.

The treasure consists of a *wand of ice blast** (20 charges), a *bowl of commanding water elementals**, a *girdle of giant strength**, a suit of *layered-shell armor +3**, a clerical scroll containing a *restore* and a *raise dead fully* spell; 10,000 gp, 2,000 pp, and jewelry with a total value of 20,000 gp.

Once freed from her foul prison, Vallarai asks her rescuers to accompany her to the Aquarendi settlements near Alfeisle. She offers them their choice of two of the elves' magic items and promises to give them a weapon of great power: an intelligent trident +3/+5 vs. undead, with the power to *detect undead* in a 10' radius, upon reaching Alfeisle.

SOME LIKE IT HOT (KOPRU)

Location: Any volcanic area of the Sunlit Sea

Average Character HD: 9+

Total g.p. XP: 37,000

Monster XP: 16,000; **Retreat:** 4,000

Set Up

* The kopru living next to a volcano are proving to be troublesome to a triton baron or merrow tribe. The adventurers are asked to go sort them out. Each member of the party is given a *potion of fire resistance* to help complete the mission.

* While passing close to an underwater volcano, the adventurers are attacked by a flame salamander directed by an unseen foe. If possible, one of the characters is *dominated* by an invisible kopru who then flees into the hot waters surrounding the volcano.

The Lair

The kopru who inhabit this volcano take great delight in *dominating* passing creatures. They then boil them in the hot waters of the volcano and devour their victims' cooked flesh.

The approach to the lair is guarded by a flame salamander and a kopru who wears a *ring of invisibility*. When they spot approaching characters, the flame salamander attacks while the kopru swims close enough to use its domination power. The kopru and salamander always withdraw after the kopru has used its power, whether successfully or not, in the hopes of luring adventurers deeper into their trap.

The Volcano

The temperature of the water within 50' of the volcano is just under the boiling point. Within 10', the water bubbles gently in the vast heat escaping from numerous vents in the

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sea floor. Characters entering these areas of heated water without some form of fire protection take the following amounts of damage each round. Protected characters take no damage.

Distance from Volcano	Damage Per Round
60'	0
50'	1d4
40'	1d6
30'	1d8
20'	2d8
10'	3d8

Entering the Volcano

A 6'-wide crack is visible in the volcano wall, and the flame salamander and invisible kopru head for this. The crack descends toward the base of the volcano for 20' before it enters a circular chamber with another crack leading from it. Two flame salamanders wait here to waylay the party. Another two kopru leave the volcano from a hot water vent higher up its side and enter the crack behind the characters in an attempt to take them by surprise. They use their domination abilities first, directing any characters they successfully dominate to attack other party members. The invisible kopru turns and fights at this point.

If the combat goes badly for the kopru, the two kopru flee back the way they came, while the invisible one swims down the crack leading from the chamber. The flame salamanders remain behind to fight to the death.

The Cracks Go Ever Onward

A series of maze-like passages riddles the outer walls of the volcano. These wind and interconnect with each other, with one passage leading to many others. While the prospect of getting lost is likely to concern the adventurers, they soon learn that this is the least of their worries. The kopru are capable of channeling hot lava down the passages. Fortunately for the adventurers, the lava moves at the rate of 10' per round, giving them an opportunity to escape. To increase the tension and atmosphere, you should point out to the characters how the lava flows seem to be converging on them. The first passage they take becomes suddenly warmer as they turn a corner and see a solid wall of lava flowing toward them. Turning to flee, they discover that another lava flow blocks the way they came. Only one way lies open, and that doesn't look too inviting, as it slopes downwards. As the adventures scurry down it, they hear the lava flowing behind them.

Just in case anyone feels like diving into the lava, you might like to point out that, even magically protected, the characters cannot breathe lava, and its intense heat is going to fry them very quickly indeed (at the rate of 3d6 points of damage per round). Characters without fire protection are unlikely to have made it this far.

Treat the characters to a desperate run for their lives as they attempt to escape from the lava. If they get complacent, you can always have some lava drip on them for 1d6 points of damage.

As the adventurers come close to despairing, but before their fire protection runs out, they scramble up a steep slope and enter a large chamber filled with bubbling, muddy water. They are safe from the lava in here, but the chamber contains a 5th-level kopru and the survivors of the previous encounters. The muddy water cuts visibility to only 2'. The 5th-level kopru uses its domination ability on the first character into the chamber. If this is success-

ful, the dominated character is directed to attack other party members.

The kopru then attack, but flee from the volcano if the combat goes badly for them. Searching the room, the adventurers find: 5,000 gp, 10,000 ep, 30,000 sp, and 50,000 cp in mixed coins from all over the Known World. Stashed in a narrow crack in the wall is a jade and ivory necklace set with diamonds (valued at 20,000 gp), and an electrum casket (valued at 1,000 gp) containing four potions: *elemental form*, *invulnerability*, *growth* and *super-healing*.

3 Flame salamanders: AC 2; HD 8; hp 49; MV 120' (40'); #AT 2 claws/1 bite; Dmg 1-4/1-4/1-8; Save Fighter 8; ML 8; AL Neutral; XP 1,200.

3 Kopru: AC 3; HD 8+4; hp 52; MV 150' (50'); #AT 1 bite/1 tail; Dmg 1-4/3-18; Save Fighter 9; ML 10; AL Chaotic; XP 1,400.

5th-level kopru: AC 3; HD 12+4; hp 80; MV 150' (50'); #AT 1 bite/1 tail; Dmg 1-4/3-18; Save Fighter 13; ML 10; AL Chaotic; XP 2,300.

Getting Out

You can either have the adventurers wander through more passages, escaping with only moments to spare before their fire protection runs out, or else you can have the volcano rumble and shake as it begins to erupt. As the characters rush for the nearest passage, they feel the water pressure build up behind them. Even swimming as fast as they can, they cannot escape the force of water blasting down the passage behind them. It suddenly grabs them and unceremoniously flings them out of the volcano into cooler waters. Magic items and gold coins spray all around, causing 2d6 points of damage to all characters (1d6 for characters who make a successful Saving Throw vs. Breath Weapon). Once free of the volcano, the adventurers can pick up their loot and go home.

Voyage to the Bottom of the Sea

This adventure is designed for characters with 5-7 HD. It is recommended that the party contain at least one cleric or shaman capable of Turning Undead. If one is not available, you should consider adding an NPC with this ability to the party. Large creatures like sea giants and kopru are capable of inflicting large amounts of damage in combat. A party containing these creatures is more powerful than one comprised of merrow and other smaller creatures. To balance the scenario with a party containing large creatures, it might be necessary to increase the power of the opposition by upping the HD of opponents or by increasing their numbers.

The adventure takes the player characters to the deep water research station of Hamish McGregor, the Glantrian emigre (see "Personalities of the Sea"). Hamish's station is under attack by the devilfish; using a magical device of his own invention, he sends a desperate message for help in the hopes that someone will rescue him. The adventurers come to his aid, only to find that Hamish has been abducted and taken to a sunken city in the depths. There the devilfish intend to sacrifice him to the dreaded kraken of the deep. The adventurers then descend into the depths to save Hamish from a fate worse than death.

The Distress Signal

While swimming around minding their own business, player characters with the dolphin song ability pick up a strange sing-song message broadcast to them by Hamish using a special device of his own design. For maximum effect, read the following in a mechanical voice: the type commonly used by robots in science-fiction movies will do fine, but be sure to add your best Scottish accent.

ZZZZT! Och the noo. Can anybody oot there hear me? CRACKLE. RUMBLE. RUMBLE. This is Hamish McGregor calling from . . . SCREET . . . research station. Am under attack. Please come quick. I canna hold oot long. If you can ken what I am saying . . . SCREECH!

As the message fades out, the sound of spitting and hissing fills the air. These are the sounds of devilfish drowning after Hamish polymorphed them into cats.

If no characters possess the dolphin song ability, or the adventurers decide to ignore the message, or report it to someone else, after 10 minutes they meet the narwhal, Eternal Voyager (see "Personalities of the Sea"). Eternal Voyager swims majestically toward the adventurers, her white skin shining brightly in the light. All of the adventurers become aware of a beautiful song which floats on the waters as Eternal Voyager approaches. Her song can be understood by all present. Eternal Voyager tells the adventurers about the distress signal, if they did not hear it. Eternal Voyager suggests that the adventurers go and see what is happening, and promises to send a message to whoever the adventurers wish her to.

Use Eternal Voyager to motivate the PCs if they seem reluctant. She has a number of ploys that she will try. She plays on triton and merrow loyalty to their people, pointing out that Hamish McGregor is highly thought of by both races. Sea giants should go as it can only mean trouble in

the depths which might spread to their own families. To more mercenary characters, she suggests that Hamish is likely to reward handsomely any who come to his aid. If all this fails, you can resort to having a band of devilfish attack the party later, and then have them descend towards Hamish's station. The adventurers might not follow, but at least you can have the satisfaction of giving them a hard time.

On no account does Eternal Voyager agree to accompany the characters. She has better things to do, but she has no intention of telling the adventurers what they are.

What's Known about Hamish McGregor

The fact that Hamish McGregor exists is common knowledge. Tales of the strange surface dweller and his eccentric activities have traveled far and wide. Not all of them are true, of course, but then few suspect that Hamish is crazier than he appears. The following rumors have all circulated at one time or another and will be known to the PCs. You should divide the rumors among the characters. Shark-kin may even have passed by the research station, but that's for you to decide. If they have, use the description of the station given later to inform a shark-kin of its external appearance.

- * Hamish McGregor is a refugee from the injustice of the surface world.
- * He has the support of the queen of the tritons.
- * He dresses strangely and speaks in a weird way. Few can understand what this alien says to them.
- * Some say that he wears a skirt and a funny hat.
- * Since arriving in the sea, he has hidden himself away in a stone castle, lit by bright lights, at a depth of 800'.
- * He carries out strange experiments within his castle. No one knows what they are, but any surface dweller who chooses to live down there can be up to no good.
- * He is friendly with the shark-kin. Any shark-kin or kna will know the approximate location of the research station. Eternal Voyager can supply this information if necessary.

If the players want to know any more about Hamish, you can either embellish by adding bits from Hamish's NPC description, or simply tell them that the above information is all they know.

Reusing the Signal: Assuming that one of the characters is able to pick up Hamish's message, you can use similar messages whenever you think the adventurers are going too slowly or are in danger of being sidetracked. You could stop all messages before the adventurers get too close to the research station, or you can assume Hamish has set his dolphin/whale song device to keep repeating the same message. The adventurers will most likely try to communicate with him once they get into range, but they won't get any response.

The Descent to the Terraces

The research station is situated on one of the Terraces (see Map 1).

As the adventurers approach the edge of the Sunlit Sea they notice that the temperature of the sea drops by a few degrees. They also taste blood in the water. The blood is drifting up over the edge of the Terrace.

Voyage to the Bottom of the Sea

Death on the Terrace

On reaching the beginnings of the Terraces the adventurers see a sheer cliff cut by huge gorges falling away for 120' to where the seaweed-covered remains of the Taymora ruins can be seen. Below that lies dark water. Fifty feet below the edge, a pale shape can be seen sprawled on a ledge. From it spreads a thin trail of blood.

The shape is the body of a male triton mage who escaped from the research station during the attack. The triton swam upwards but was caught by devilfish warriors and a vampiric devilfish cleric. The warriors ripped up his body, but left him barely alive so that the cleric could drain his remaining life energy and turn him into a wight. The wight lies within the triton's dead body.

Before the adventurers can approach, they see the blue-gray shapes of five mako sharks swimming up from the ruins below. The sharks have been attracted by the blood and attack anything that moves. Any shark-kin in the group may attempt to end the sharks' feeding frenzy by making a Wisdom Check, a successful Check resulting in the sharks not attacking the adventurers and leaving in 1d4 rounds.

If the adventurers do not empathize with the sharks and try to hide instead, any sharks which notice them attack. Otherwise, the sharks move toward the body, only to swerve away at the last instant, beating a hasty retreat. They look a shade whiter and glance nervously behind them to make sure the wight is not following.

5 Mako sharks: AC 4; HD 4; hp 18 each; MV 180' (60'); #AT 1 bite; Dmg 2-12; Save Fighter 2; ML 7; AL N; XP 75 each.

Attacking sharks make long curving passes, tipping chunks out of their victims as they pass. In the following round, the sharks swallow their "food" and turn around ready to attack again the next round. They continue to attack in this way until they are killed or the adventurers flee.

The Wight: From a distance of 30' the adventurers can see the lifeless eyes of the triton staring up at them. If they approach within 10', the wight rises up and attacks. Should the adventurers ignore the dead body, the wight will follow them at a discreet distance and attempt to attack them by surprise.

Triton wight: AC 5; HD 3; hp 13; MV 120' (40'); #AT 1 touch; Dmg energy drain; Save Fighter 3; ML 12; AL C; XP 50.

An examination of the body reveals the telltale signs of devilfish teeth marks and tail stings. It is obvious from his wounds that the triton did not die from them. Rolling the body over, the adventurers notice a blue glass phial clutched in his left hand and what looks like a long, sleek fish lying under the body.

The phial contains a wax-coated parchment map showing the exact location of the station. The wax has been applied as a protective covering and does not obscure the map in any way. If the wax is scraped off, the ink on the map runs, making it illegible.

The fish has been specially bred by Hamish and can spit darts from its mouth. The darts have a range of 20'/40'/60' and inflict 1d6 points of damage. The darts are pushed into the fish's mouth by hand, where they are stored in a sac in its neck. Up to 20 darts can be held within the fish. To fire the darts, the body of the fish has to be gently squeezed, causing the fish to spit one dart per round from its mouth.

The fish gun is still alive, but it cannot swim. Hamish has prevented it from doing so by making its body rigid. His first experimental designs used to swim away if left unattended. The fish has no darts left in it, the triton having fired them all before being attacked. A *speak with animals* spell will reveal its purpose; otherwise, the fish gun's function remains a mystery for now.

The Ruins on the First Terrace

During the descent the adventurers pass over the ruins of the Taymora civilization. The shark-kin think that the ruins below are haunted—and they're right. The ruins contain hordes of undead which wait patiently for Saasskas the Hissing Demon to summon them, or in the meanwhile for any foolish enough to enter their watery lairs. To the west and east are ruins inhabited by the shark-kin. The shark-kin don't like visitors from the waters above.

The adventurers should pass over this area as quickly as possible. Providing they don't stop to explore, they won't run into any problems.

The Shark-kin Ruins: Any non-shark-kin approaching the ruins will be met by a hunting band of 0-level shark-kin and sharks. The band contains three times as many shark-kin and mako sharks as there are player characters. They are led by a 5th-level shark-kin. The shark-kin move in and attack. Once blood has been spilled, only those shark-kin who fail a Wisdom Check (Wisdom 9) pursue the adventurers.

Player character shark-kin who approach the shark-kin are made welcome, but the shark-kin here know nothing about events at the research station, and are unaware of what happened to the triton.

The Haunted Ruins: The adventurers shouldn't approach the ruins during this adventure. They are answering an SOS call and don't have time to explore. If they do go for a closer look, emphasize how dark and sinister the ruins look, and play on the unwholesome feeling that each adventurer receives from them. If they observe them closely, let the adventurers see ghastly white and black shapes, then point out that more wraiths are already on their way to attack. The adventurers will either get the message, or you'll have to let them continue their explorations of the ruins. In that case, keep sending undead against them until they retreat.

The Descent

The adventurers must descend for 400', but they also have to travel south for six miles before they reach the research station. As they go deeper the light begins to fade. At a depth of 600' visibility is down to 70', and at the extent of their vision the adventurers see what looks like a huge orange jellyfish hovering at the edge of the Terrace. Its tentacles hang down to grip the rocks.

The Hot Water Balloon

This is one of Hamish's inventions, a hot water balloon. It was released during the attack on the research station by the unfortunate triton discovered earlier by the adventurers. The basket became snagged on the rocks and the triton attempted to escape by swimming, but the devilfish intercepted him. The devilfish are now returning to the area, minus their vampiric cleric who has returned to the depths.

The devilfish attack as the adventurers are inspecting the balloon (see "The Devilfish Attack").

The balloon works on a principle similar to that of a hot air balloon, except that water is heated in the balloon by a trapped fire elemental, the warmer water then rising upward and lifting the attached basket.

Hamish has designed the hot water balloon to resemble a large domed jellyfish, but anyone who approaches within 30' will be able to see that it's made from an innumerable number of bladders stitched together, with a wickerwork basket strung underneath. At the bottom of the balloon the water shimmers as it comes into contact with the metal prison holding the fire elemental. The elemental in its desire to escape has been busily heating the water in the balloon to near the boiling point.

The balloon is caught on the rocks by two ropes hanging from underneath the basket. If these are cut or pulled free (requiring a successful Strength Check for either action), the balloon will soar upward at a speed of 120' per round. The speed drops by 10' per round for every 50' it rises. This balloon cannot be made to descend as the fire elemental is intent only on reaching the surface.

The fire elemental is coming close to causing the fantasy equivalent of a meltdown. If the elemental is not released soon, it's going to burst its way out of its prison. It's up to you to decide when it does so, but give the adventurers time to search the basket (see below) before it blows. Build some atmosphere by describing how the balloon is swelling and that the water around the metal case is very hot and starting to boil. You can even have it explode during the fight with the devilfish (see below).

When the fire elemental bursts its way out, all characters within 30' suffer 1d8 points of damage from exploding metal fragments and an additional 2d6 points of heat damage. A Save vs. Breath Weapon reduces the damage from each attack by half. Once exposed to the water, the fire elemental takes its anger out on the adventurers.

Fire elemental: AC 2; HD 8@; hp 41; MV 120' (40'); #AT 1; Dmg 1-4@; Save Fighter 8; ML 10; AL Neutral; XP 650.

@ The elemental loses one HD per round (treat as 4 hp per round) for being immersed in water. The damage it is capable of inflicting is halved from normal.

The Basket: This contains a suit of *shell-piece armor* +2 which was left behind by the triton in his hurry to escape the pursuing devilfish. Underneath the armor is a wooden box containing two glass phials (potions of *agility* and *antidote*) and a leather bag holding 40 1"-long darts for a fish gun (see "Death on the Terrace"). If the PCs have the fish gun with them, they may be able to figure out what the darts are for, but don't give them any clues.

The Devilfish Attack

As the adventurers are investigating the balloon (or as they swim by if they decide to ignore it), the band of devilfish who attacked the triton move in for the kill. The devilfish attempt to surround the adventurers and attack them from above and below.

Four of the 10 warriors have been wounded by the triton's fish gun. As the devilfish close with the adventurers, darts can be seen sticking in the warriors' skins. The cleric in charge of this group has already cast some of its spells and so



doesn't have a full spell complement. Once four warriors have been slain, the cleric attempts to control the others and flee to the safety of the depths. If the cleric is in danger of being killed, it flees leaving the warriors behind.

10 Devilfish warriors: AC 5; HD 2; hp 10 (four have been reduced to 4 hp each); MV 120' (40'); #AT 1 tail/1 bite; Dmg 1-4/1-6; Save Fighter 1; ML 12; AL Chaotic; XP 20.

Big devilfish warrior: AC 4; HD 4; hp 20; MV 120' (40'); #AT 1 tail/1 bite; Dmg 1-6/1-8; Save Fighter 4; ML 12; AL Chaotic; XP 75.

The 1 HD warriors have an adjusted Control Rating of 10, and the 4 HD warrior has one of 16.

Devilfish bishop: AC 6; HD 4; hp 17; MV 120' (40'); #AT 1 tail/1 bite; Dmg 1/1; Save Cleric 4; ML 8; AL Chaotic; XP 175.

Spells: *fear, curse.*

If a devilfish is interrogated effectively, or if any devilfish is dominated by a kopru, all the devilfish believe that Hamish is still defending his research station.

The Research Station

Up ahead, the adventurers see an eerie yellow light illuminating the gloom. Approaching it they can see the outline of the research station. It resembles a wizard's tower, constructed from blocks of stone covered in thick growths of seaweed festooned with clinging barnacles.

The light comes from the top of the tower, which is made of specially hardened glass. An open entrance is visible overlooking the southern edge of the terrace.

Voyage to the Bottom of the Sea

The Outside of the Station

There are only two ways into the station: through the main entrance (area 3), or through the gate to the submarine dock (area 5). The main entrance is open, but guarded by devilfish (see area 3 for more information). Characters who descend beneath the level of the tower will notice two large stone doors which lead to the submarine dock. Lurking on a ledge beneath the doors is a giant octopus which attacks if the adventurers approach within 20' of it or the doors (see area 5 for more information). The doors to the submarine dock are locked from the inside, so the adventurers will have to use magic to enter: a *knock*, *passwall*, or similar spell is useful. Brute force may also open the doors, but to have any effect characters need a combined Strength of at least 20, and they must roll under half of their total Strength scores twice in succession to open the doors.

The Glowing Dome: The top of the dome is constructed from magically hardened glass which can be treated as having AC 0, and 200 hit points if the adventurers attempt to break through. The glass is impervious to magical attacks and spells cannot be cast through it. If the adventurers look through the glass, refer to area 1. Inside, they can see a devilfish cleric staring out at them. The devilfish is "hovering" four feet off the floor, and it watches the adventurers for as long as they remain visible to it, swimming around the dome if necessary to keep the party in view. Standing behind the devilfish is what looks like a human, wearing Highland dress and clutching a broad sword in his hands. The figure appears to be immobile and rigid as though subject to the effects of a *hold person* spell. The figure is actually a mannequin decked out in McGregor tartans and war gear, but the players will be unable to tell this from outside. You should do your best to mislead them into believing that this is Hamish.

Inside the Station

Hamish has designed and built the research station to be powered by elementals. In every room of the station various bright lights flash up conduits in the wall, and deep, resonating thrumming sounds vibrate through the floors. Devices for controlling the fire, water, air, and earth elementals are in the laboratory (area 4), with auxiliary controls situated on the observation deck (area 1).

If you have a copy of AC 11, *The Book Of Wondrous Inventions*, you can easily add some of the nifty and bizarre home appliances described there to the research station. Items such as the *Economy Super-Wash Laundromagic II* or *Melrond's Foolproof Dishwasher* make ideal additions to Hamish's living area, and *Vanserie's Wondrous Elemental Heater* can be used to keep the station at a nice warm temperature.

Down in the Flood: With the exception of the deck containing the living quarters, the station is filled with water. Hamish has long since given up trying to keep it dry. Just before he was captured, Hamish activated an air elemental to pump the water out of his living quarters. By doing so he succeeded in trapping a devilfish cleric in the observation deck. The devilfish have tried unsuccessfully to reflood the area using the controls in the laboratory (see area 4).

The Stairwell: Running from the top to the bottom of the station is a spiral staircase made of stone, circling



around an open space in the center. On the rare occasion when the interior of the station is dry, the stairs allow characters to move from one floor to the next. The open space in the center extends all the way up the tower, and provides an easy way for swimmers to travel from floor to floor when the tower is flooded.

Only sea giants, kna, and kopru are likely to experience any problems moving from floor to floor. Kna and kopru who are fat, or sea giants of normal or fat physique, require a Dexterity Check to avoid becoming stuck in the staircase. If a character gets stuck, a successful Strength Check is required to free him: each failed Strength Check results in the stuck character taking 1 point of damage. On a successful check the character takes 1d4 points of graze damage in finally getting free.

The Hot Water Pipes: The water in the interior of the tower is much warmer than that outside. Hamish heats the water using a fire elemental and then pumps it through the 3"-diameter pipes which run around the walls of the station. These pipes have AC 0 and will burst if they take 12 or more points of damage. Anyone within 10' takes 2d8 points of damage (Save vs. Breath Weapon for half damage) when the steam explodes into the room.

Lighting: The interior is lit by continual light spells set around the stonework of the central staircase.

Signs of Battle: Hamish and his triton helpers put up a good fight before being overrun by the devilfish. As a consequence, blood stains the water a pale red color, and drowned cats float throughout the station. The blood is sufficient to cause sharks and shark-kin to become filled with bloodlust once they get within 150 feet of the station.

The cats are devilfish polymorphed by Hamish using his wand of polymorphing. They all show signs of death by drowning, and stark terror is deeply etched in their eyes.

Sea Giants Like to Have Fun: The rooms in the station are 20' high, so sea giants aren't likely to bang their heads on the ceiling. Everything else is on a much smaller scale: sea giants are likely to have difficulty moving in the station without breaking things. Have any sea giants make a Dexterity Check for each round they are engaged in combat or when ascending or descending the stairwell; a failed Check means that they accidentally break something. This also applies to any sea giants who enter and move around in the Seaview (see area 5).

Events in the Station

The station is an alien environment to the player characters, the product of a crazed, eccentric genius, which makes it not entirely safe or stable. The devilfish clerics have been tampering with the controls of the station rendering it even more unstable. Events are used to simulate this and you can use an Event whenever you feel one is in order. Particularly appropriate times are when a sea giant fails a Dexterity Check, or when someone meddles with or bashes a piece of equipment. Roll 1d6, or choose an event:

1. **Air Blast:** A blast of air blasts out from a wall or floor of the station. Bubbles obscure vision for 1d3 rounds in a 10'-radius area. In addition, any character standing directly in front of the air blast (your decision) must make a successful Dexterity Check or be shot across the station into a wall, the stairwell, another character, or a delicate piece of equipment. Characters take 1d4 points of damage for every 10' they travel before hitting an obstacle.

2. **Water Swirl:** A swirl of water forms in the room and sweeps around like a mini-whirlpool. Characters must make a successful Strength Check or be lifted off their feet and flung into a wall for 1d8 points of damage.

3. **Steam Jet:** A 5'-wide jet of superheated steam sprays into the room up to a range of 40' (1d4 x 10'). Any character hit by the jet takes 2d6 points of damage (halved by a successful Save vs. Dragon Breath).

4. **Rumblings:** The thrum which fills the station turns into a rumbling which shakes the floors and walls. Characters must make a successful Dexterity Check or be flung to the floor taking 1d4 points of damage.

5. **Lights Out:** The station is plunged into darkness as the light spells are magically dimmed. They stay dark for as long as you want them to. They then flare up, momentarily blinding everyone and causing them to fight at -2 to hit for 1d4 + 1 rounds.

6. **Emptying and Filling:** The water in the station suddenly empties down the stairwell in the submarine dock, as air rushes into the station. The metal doors at the entrance in area 3 slam shut and seal the station. Characters must first make a successful Dexterity Check to catch hold of an item and then a Strength Check to hold on. Success means they are left high and dry on whichever deck they are on: anyone who can't breathe air is likely to be in trouble. On a failed roll, a character takes 1d6 points of damage for each level he is sucked down: new Dexterity and Strength Checks may be attempted on each level the character passes. Anyone sucked down to the bottom of the stairwell is flushed out of the station just below the location of the

octopus (see area 5). Depending on the situation, the octopus may attack, content itself with feasting on devilfish corpses, or simply ignore events. You can use the octopus to scare characters, rather than kill them. Give them a fright, but make it possible for them to escape.

After sufficient time has passed for water breathers to be going blue in the face, the station refills from the top. Use the same procedure as before, and anyone swept all the way down is again ejected just below the octopus.

Ugloosh the Hydrax

Ugloosh the Hydrax (see the *Dungeon Masters Companion*, p. 41) is only a young hydrax, having first met Hamish when the station was under construction. The two established a rapport and Ugloosh has been a regular visitor to the station ever since.

Ugloosh provides the link to the next part of the adventure, which takes place after the adventurers have explored the station. He has followed the devilfish who kidnapped Hamish and has overheard their plan to sacrifice Hamish to the kraken (see *The Creature Catalogue*, p. 72) in their lair in the depths. While the PCs are in the station, Ugloosh returns to seek their aid. This event is best kept until the PCs have had an opportunity to explore the station and establish that Hamish is not present.

Ugloosh swims up to the station and enters through the main entrance. His appearance is likely to cause the PCs some alarm. It's not everyday that they are confronted by an intelligent crab-like being who appears to be made of ice. Ugloosh approaches them in what he hopes is a non-threatening manner. He holds his claws up in the air, and says "Me, come in peace. You help me. Rescue Hamish. Big reward for help."

If attacked, Ugloosh backs off, only to try again later. If the adventurers listen to him, he tells them the following: "Flat fish take friend. Deep, deep. No light. In stone building. Tie up friend, Hamish. They go cut him up. Soon, soon. Unless you come. Me hear say, cut Hamish next tide. Give big octopus, rise up destroy Undersea. Kraken kill, kill, kill. Big reward, you get lots. Flat fish have lots. Hamish give plenty treasure."

Ugloosh is from the Elemental Plane of Water, and does not speak the kna language very well. His grasp of other Prime plane languages is even worse. Ugloosh is fascinated by the activities of dwellers on the Prime plane, and observes them closely. Play Ugloosh as an overenthusiastic tourist visiting an exotic country: he wants to try everything, and eagerly gets in the way of the adventurers.

Ugloosh the Hydrax: AC 2; HD 5**; hp 32; MV 180' (60'); #AT 2 claws; Dmg 1-10/1-10; Save Fighter 10; ML 11; AL Lawful (with Neutral tendencies).

Spells: Ugloosh can cast *detect invisible* at will; *detect magic*, *web*, *dispel magic*, *ice storm/wall*, and *water to ice* three times per day (all as if a 9th-level magic-user).

Ugloosh does his best to persuade the adventurers that time is short. They must make the best speed possible if they are to arrive in time to prevent the devilfish from sacrificing Hamish. Ugloosh can guide them into the depths to the ancient town of Tamoraz (see Map 1) where the devilfish prepare to sacrifice Hamish to the kraken. Their only chance of arriving in time is to go in the Seaview (see area 5). If asked to provide more details on the promised re-

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ward, Ugloush tells them that the devilfish have plenty of treasure in their sunken city, and that Hamish will gladly repay them for saving his life.

The Decks of the Station

The station consists of five decks. The following room descriptions start at the top and work downward. Therefore the first room to be described is the observation deck.

1. Observation Deck

The way into this deck is through the airlock between this deck and the living quarters (see area 2). As the trapped vampiric devilfish patriarch hears the airlock cycle, it casts its *continual darkness* spell, centered on the airlock. The devilfish is quite capable of seeing through the darkness. As the characters emerge into the room, the patriarch attacks using its remaining spells. It may be turned as a vampire by a cleric.

Devilfish patriarch: AC 6 (harmed only by silver or magical weapons); HD 5**; hp 26; MV 120' (40'); #AT 1 tail/1 bite; Dmg 1-4/1-6 + double energy drain; Save Cleric 10; ML 12; AL Chaotic; XP 750.

Spells: *Cure light wounds* x 2 (for personal use), *fear*, *speak with animals*, *silence 15' radius*, *continual darkness*, *curse*, *cure serious wounds*, *dispel magic*.

Hamish's Body: You can prevent the PCs from getting a good look at the mannequin during the fight by having it swirl around and be carried out of reach by currents created by the combat. Once the fight is over, it becomes obvious that it is nothing more than a mannequin.

The Controls: An auxiliary set of controls are here, the same as those in the laboratory (see area 4).

The Dolphin Communicator: This looks like a metal skullcap with wires attached to it. The wires run to the control panel for the station. The skullcap is fitted over the head and allows creatures to broadcast messages in the form of dolphin or whale songs. Like most of Hamish's inventions, it malfunctions frequently.

Any character brave enough to wear it will notice blue sparks whizzing up the wires toward his head. A successful Dexterity Check is required to remove the skullcap before the sparks reach the character's head; failure results in the character taking 1d4 points of damage per round that it is worn. Anyone who keeps it on can send and receive signals from any dolphins or whales in a vicinity of 1d20 miles, roll each round to determine a new range. The messages tend to be garbled, and the electricity zapping into the character's head makes it difficult for him to remain coherent. The device also crackles and buzzes a lot, picking up interference from the Ethereal and Astral planes.

If they persevere, the characters might be able to contact Eternal Voyager, who asks for a detailed progress report, thereby prolonging the time that the character wears the skullcap. No help is forthcoming unless you decide the adventurers need assistance. If he has a dolphin friend nearby, a character may communicate with it.

The Room: Hamish's buckler (in reality a *wand of polymorphing*) and broad sword (actually a *dagger +2/+4 vs. aquatic creatures*) are in this room. The buckler floats in the water and the broad sword lies on the floor. Determining their true nature is possible with a successful Saving Throw to disbelieve illusions. Otherwise, the dagger may

be used as a thrusting sword, but does only dagger damage. The wand will feel strange to any attempting to use it as a shield and conveys no AC modifier.

The chairs around the outside of the room provide a comfortable place to sit and enjoy the view. On a table near the east wall are two crystal decanters (valued at 100 gp each) containing alcoholic spirits. As these are a very rare commodity in Undersea, they are very effective when drunk by characters with healthy livers. Any character drinking from these must make a Constitution Check at half score (round down) or become inebriated. Affected characters slur their words and are at -5 to hit rolls, Saving Throws, and to any Dexterity Checks for 1d4 hours. A successful Constitution Check is required at the end of this period to avoid a hangover. Hungover characters suffer a -2 penalty to the same rolls as above.

2. The Living Quarters

The water in this chamber is only 2' deep, but the room is covered by an illusion which makes it appear to be filled with water. The illusion causes characters to believe themselves to be still underwater. Only once a character begins to "drown" on air will the room's true nature become apparent. This occurs five rounds after the characters enter the room. Any characters who cannot breathe air must make a successful Constitution Check or pass out for a number of rounds equal to the amount by which they failed the Check.

Before this happens, observant characters notice that the debris in this room (including two drowned cats) floats only 2' above the floor. Characters who successfully disbelieve the illusion see the room as it really is.

Lurking behind the stairwell is a 7 HD devilfish warrior. It waits until any character keels over from lack of water before attacking. If this doesn't occur, it attacks any who approach within 10 feet of the stairwell.

Devilfish warrior: AC 2; HD 7; hp 28; MV 210' (70'); #AT 1 tail/1 bite; Dmg 1-10/2-12; Save Fighter 7; ML 12; AL Chaotic; XP 450.

The Airlock: At the top of the stairwell is a functioning airlock leading to the observation deck. Hamish fitted this when the station was constructed, as he wanted to keep the observation deck flooded. The airlock is operated by pressing a switch on the wall. This causes the hatch to slide back allowing characters into the airlock. Once the characters enter it, the hatch closes, and water gushes in, filling it in 10 rounds. The top hatch then opens, letting characters into the observation deck.

The Room: The room is lined with glass tanks which contain live fish and sea vegetables. Hamish breeds the fish and uses them as his main source of food, supplemented by the sea vegetables.

On the east wall is what appears to be a small iron safe. This feels warm to the touch and is used by Hamish to cook his food. It contains a fire elemental which shoots out a jet of flame if the door is opened. This causes 1d8 points of damage, but it can be avoided altogether by making a Save vs. Breath Weapon. Hamish avoids the flame by standing to the side when he opens the door.

On a bench next to the oven are cupboards full of kitchen ware and soggy cookbooks written in the Glantrian language.

Hung on the walls are mementoes from Glantri and Scotland: dirks, broad swords, bucklers, McGregor tartans, bagpipes, and other items, none of which are magical.

Hamish sleeps on a waterbed against the west wall. This is made from pigs' bladders.

The Debris: Floating in the water are jars which contain hair gels, various pigments, and dyes. All the jars detect as magical, but only one actually contains a magical substance. The others are magically waterproofed; anything placed in them remains protected from the water, even if the top is removed, until the contents are taken out of the jars.

The magical substance is Hamish's seaweed hair restorer. If this is placed on any part of the body, hair begins to grow immediately, up to a length of 3'. Creatures who do not normally have any hair sprout tendrils instead.

Most of the pigments and dyes can be used for dying clothes, skin, and such, but two of them contain octopus ink. If the ink is emptied into water it expands to a 20'-diameter circle which blocks all vision for 1d4 turns.

Elsewhere in the room can be found Hamish's personal items: spare clothes, brooch pins (valued at 500 gp, 250 gp, and 100 gp), a ceremonial dirk (valued at 300 gp), brush and comb sets (valued at 200 gp each), and other items. If the adventurers loot his personal items, Hamish will be very annoyed after his rescue (see "The Rewards of Hamish").

3. The Entrance Deck

The bent and buckled metal door leading into the station hangs on only one of its hinges. Sucker marks from the giant octopus which burst it open can be seen on the door and the nearby rock. The octopus does not attack anyone entering or leaving through this door.

Just inside is a small room covered in rusty metal. In the early days, Hamish fitted an airlock here, but it hasn't been used for a long time. Anyone examining the wall to the east will notice two metal studs. Pressing these has no effect as they have long since ceased to function.

Inside the entrance deck, the adventurers see a circle of continual darkness covering the stairwell with five devilfish zombies floating before it. The zombies move to attack as soon as the adventurers enter the room. The zombies have been recently animated by a devilfish bishop hiding in the darkness, and they bear numerous fish gun darts and trident wounds.

At the same time the devilfish bishop casts a *hold person* spell from out of the darkness, four devilfish warriors sweep out to attack. The bishop remains inside of the darkness, casting spells, but once it runs out of spells, or if it is in danger of being attacked, it retreats to the laboratory (area 4).

4 Devilfish zombies: AC 8; HD 2; hp 9; MV 90' (30'); #AT 1 tail/1 bite; Dmg 1-4/1-6; Save Fighter 1; ML 12; AL Chaotic; XP 20.

4 Devilfish warriors: AC 4; HD 3; hp 12; MV 150' (50'); #AT 1 tail/1 bite; Dmg 1-6/1-8; Save Fighter 3; ML 12; AL Chaotic; XP 35.

Devilfish bishop: AC 6; HD 4; hp 19; MV 120' (40'); #AT 1 tail/1 bite; Dmg 1/1; Save Cleric 4; ML 8; AL Chaotic; XP 174.

Spells: *Cause light wounds, protection from evil, hold person, silence 15' radius, disease.*

The Room: Two triton bodies, slain by the devilfish, float in the room. They both show signs of having provided a source of quick snacks for the devilfish. A fish gun containing 10 darts floats next to one triton. The other triton wears a *ring of protection +2*, and still grasps a trident in his lifeless hand. Among the kelp webbing around the triton's waist is a magical scroll from the surface world held inside an ivory scroll case (valued at 200 gp). The scroll works normally underwater. It holds four clerical spells: *striking, protection from evil 10' radius, cureall, and restore.*

A used and blank scroll floats up near the ceiling, and its gold-inlaid ivory case (valued at 500 gp) can be found lying on the floor. Three dead cats also float in the water.

4. The Laboratory

This room is where Hamish conducts his magical experiments. It currently contains three devilfish priests and three devilfish warriors. Two of the priests are trying to remove a *trident of skewering*. This is a *trident +2* which does the same damage when it is removed as it did when first used to attack; treat it as doing double damage in combat. The third priest is attempting to operate the controls on the south wall, to little effect.

If the devilfish bishop from the entrance deck escapes, the three warriors swim up and attack the characters. The wounded warrior enters the combat with the trident still stuck in it.

The priests wait ready to cast their *fear* spells at the adventurers when they enter. If the adventurers go upward instead of descending, the clerics follow them one turn later.

3 Devilfish warriors: AC 5; HD 2; hp 11 (the wounded one has 4); MV 120' (40'); #AT 1 tail/1 bite; Dmg 1-4/1-6; Save Fighter 2; ML 12; AL Chaotic; XP 20.

3 Devilfish priests: AC 6; HD 2; hp 10; MV 120' (40'); #AT 1 tail/1 bite; Dmg 1/1; Save Cleric 3; ML 8; AL Chaotic; XP 25.

Spells: Each priest has *cause light wounds and fear*.

The Controls: On the south wall is a bank of levers and dials, resembling standard mad scientist equipment. Lights and flashes of electricity shoot up and down the insides of glass tubes for no apparent reason. You can treat the controls in two ways: whatever the characters do causes an Event (see above), but has no other effect; or the characters can be allowed Intelligence Checks to figure out how the controls operate, but they should also get their fair share of random Events first.

The controls are used to regulate the station's elementals: the heating can be turned up or down; the submarine deck doors can be opened or closed, as can the air lock doors on the entrance deck; air can be forced into the tower (sufficient supplies remain to fill the tower another three times); the lights can be turned on or off; and so on. Refer to the list of Events for the type of effects possible. Just because the PCs figure out how to operate the controls doesn't mean you have to stop using Events, as the controls may affect certain features, but others have been damaged by the party's and the devilfish's meddling.

In the event that the adventurers decide to destroy the controls, the station's elementals are released. If the area is flooded they are attacked by a 12 HD water elemental, or a 12 HD air elemental if it is dry. These elementals emerge from the control

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bank and attack until destroyed. All Random Events are ended and the station is plunged into darkness.

Other Features: Various alchemical tubes and bottles are on a table. Colored liquids bubble and fizz in them. These are harmless and useless; all they do is color the water, but let the adventurers find this out only by releasing them. A box on the table contains eight potions: a potion of *air breathing* (drinker can breathe air for 4 hours, anyone drinking this in water begins to drown after 5 rounds; treat as a 12th-level spell effect for purposes of *dispel magic*); a potion of *water breathing* (can be used to counter the potion of *air breathing*); a clearly labeled (in Glantrian) potion of *shark repellent* (sharks will not approach within 120' of the characters, but any giant octopi within a mile are attracted to the drinker); potions of *speed*, *defense* (+4 protection), *water elemental form*, (all labeled in Glantrian) and three potions of *super-healing*, marked with red crosses.

Lining the walls are glass cases containing various preserved species from the sea: a deep sea fish with bulging eyes and a great tooth-filled mouth, a large plankton, a giant amoeba, an octopus, a manta ray, and a smashed case which once held a devilfish warrior. This now floats at the bottom of the stairwell (see area 5).

A tank holds five immature fish guns. These rigid fish lie at the bottom of the tanks and observe the characters through emotionless eyes. If anyone attempts to load them, the fish choke and die on the darts.

A desk on the east wall has writing slates on it. Most of these contain Hamish's notes and can be deciphered with a *read languages* spell. Descriptions of the potions on the table, including their side effects, are described here by Hamish, as are details on how to load, care for, and feed the fish guns. One of the slates contains three magic-user spells: *ice shard*, *rapid swim* and *hold monster*.

In the drawer of the desk are writing implements (grease, a stylus, and a knife), and a small coral box containing what look like a pair of goggles. These are *lenses of dark vision* which allow the wearer to see 30' in total darkness, but when in the presence of any light source, they appear as opaque coal-black pieces of glass which block all vision.

On the north wall are racks holding six fully loaded fish guns, and underneath is a box containing 87 darts.

To the right of the guns are two experimental fish prods. These look like one-foot-long metal rods with a button at the bottom. Any fish touched by them receives a light electric shock. Unfortunately, Hamish hasn't quite worked out how to insulate them. When used in the air they work fine (apart from the lack of living fish), but when activated underwater, they inflict 2d6 hits on anyone within a 5' radius of them. If the adventurers discover a way of using these as effective weapons, you can always have the prods stop working.

5. The Submarine Dock

The stairwell leading to the submarine dock is blocked by a dead devilfish, the one from the case in the laboratory. After taking it out of the case and examining it, the clerics left it here. Although dead, the devilfish looks very much alive. Its eyes appear to blink and it steadily rises and falls as currents pass around it. Any character who approaches within 10' will see that it has given up the ghost long ago. Removing it from the stairwell is a simple matter.

The room contains Hamish's greatest invention: the *Seaview*, a deep-water submersible. The *Seaview* resembles a bloated fish with a dorsal fin and retractable fins at the sides. It stands five feet above the floor on three metal, extendable legs. That it is some form of metallic underwater boat is obvious. Hatches, one in the top, the other in the bottom, allow characters to enter the *Seaview*.

The Submarine Deck Doors: The doors leading from the dock to outside are closed when the adventurers first enter here. From within the dock, the door can be opened or closed by pressing a stud on the wall. Unless the adventurers have already dealt with it, the giant octopus attacks anyone and anything that passes through the doors (see "Leaving the Station" below).

The Seaview

The *Seaview* is constructed from metal plates and is painted deep blue. It works on the same principle as an underwater boat, and is propelled by a water elemental in the rear area. Heating is provided by a fire elemental contained in the hull, and air supplies are pumped into the *Seaview* by an air elemental.

The *Seaview* is AC 0 and has 100 hull points. It has a top speed of 100 miles per day (160' per round) and is capable of descending to great depths. It's fitted with two forward-firing harpoons (range 100'/200'/300'; Dmg 1d10+6 each) which take three rounds to load.

Inside the Seaview

The *Seaview* is filled with water when the adventurers enter, and is fully lit by lights set into the ceiling. Both situations may change once the *Seaview* gets underway.

Staging the Seaview

You can handle the *Seaview* two ways: 1, it works perfectly and causes the characters no problems; or 2, it works perfectly until they leave the research station, then it starts to go wrong. The second way is more fun, but places the characters at risk. Also, the players may not enjoy being teased; if the malfunctioning *Seaview* stops being fun, either let the PCs get out and leave it behind, or have it begin to operate without mishap. Until then, the hatches stay clamped shut, defying all attempts to open them.

Only if and when the adventurers decide to take the *Seaview* in pursuit of Hamish will it malfunction; until then it works perfectly. After that, things start to go wrong with an alarming frequency (see "The Journey into the Depths").

Details of the Seaview

A. The Hatches: There are two entrances to the *Seaview*, one in the floor and one overhead in the roof. These consist of round metal plates which are locked into position by turning a wheel in the center. As in the stairwell in the station, large characters may get stuck here. If the character is not released within 4 rounds, the hatch closes itself automatically. Clamps extend from the inside and grip the character's body, forming a waterproof seal. This causes no damage, but it prevents all further attempts to free the character. During the voyage the character's legs stick out-



side of the Seaview where they'll be nibbled on by passing fish.

B. Periscope: This extends from the ceiling if pulled, or if anyone says, "Down Periscope". It can be retracted only by saying, "Up Periscope". If not retracted, the periscope will get in the characters' way, causing them to hit their heads on it whenever the Seaview lurches suddenly. The periscope is fitted with *dark vision lenses*. Unless used in absolute darkness, a character sees only inky blackness through the periscope. When used properly, a character can see 120' in pitch darkness.

C. The Chairs and Controls: The five chairs are designed for human-sized creatures. Each one has a magical seat belt fitted to it: once fastened they can be opened only by saying, "Release". They may be cut or ripped open at any time.

Above the control panel are two circular viewing ports which provide a forward view.

The controls for operating the Seaview consist of levers, dials, and wheels. Just think in terms of vintage science-fiction comics and serials in order to envisage the sophistication of this system. To help him remember what everything does, Hamish has labelled the controls in the Glantrian language. A *read languages* spell will reveal the function of each of the items. Otherwise, the adventurers are going to have to experiment. Show them the view of the Seaview's controls and let them choose which levers to pull and which knobs to turn.

When steering the Seaview to avoid mishaps, either use the Underwater Boat skill or Dexterity -3.

1. Steering: Two columns resembling airplane joysticks are positioned before the two front seats. These are used to make changes in depth and direction. The steering columns are linked to each other, so moving one moves the other. If two characters attempt to move them in opposite directions, have the characters make Strength Checks; the one who succeeds by the most gains control. You can also have the columns bend under the strain; this has no game effects unless taken to extremes, in which case one of the columns snaps and becomes useless.

The top of each column lifts up to reveal a fire button for both harpoons. A character firing the harpoons rolls to hit as normal.

2. Depth Gauge: Clearly marked as such, it is incremented in 50' depths.

3. Compass: Given in standard North, South, East, West. Unfortunately, the compass is not isolated from the metal of the hull, so it constantly points north.

4. Speedometer: Graduated in simple to understand terms: slow, not so slow, okay, fast, very fast, wheee!

5 and 6. Air Infiltration System: If button 5 is pressed, air blasts into the Seaview through the vents at 6 and elsewhere in the Seaview. Characters are pinned by the blast until all water is expelled. There is enough air for this to happen twice.

7. Start Button: Pushing this once "warms up" the water elemental and causes the Seaview to vibrate and "thrum". Pushing it again disengages the water elemental.

8 and 9. Water Replacement System: If button 8 is pressed when the Seaview is filled with air, water floods through the ducts at 9. As a side effect, it also causes the Seaview to crash dive. Pressing this button has no effect if the Seaview is already flooded.

10. Legs: Pulling this down retracts the legs; pushing it up extends them.

11 and 12. Lateral Fin Control: The one on the left controls the left fin; the one on the right, the right fin. Depending on the position of the lever, the fins can either be in, out, or anywhere in between. Having only one fin extended causes the Seaview to roll in a circle. Without both fins extended, the Seaview cannot ascend or descend, but can still crash dive or surface rapidly.

13. Dorsal Fin Control: Extends and retracts the dorsal fin. If retracted, the Seaview cannot turn left or right.

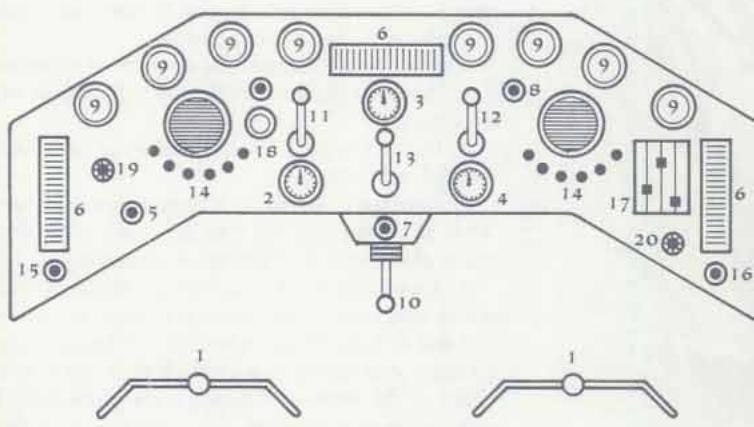
14. Music System: Six small buttons which select six different bagpipe tunes: *Scotland the Brave*, *The March of the Death Watch*, *The Pipes Are Calling*, *The Glens of Kintyre*, *Bonnie Prince Brannan*, and *Danny Boy*. All tunes play extremely loudly and deafen the characters for 1 turn. Whacking the panel with a heavy metal implement is the only way to turn the volume down; whacking it twice in succession turns it off.

15 and 16. Harpoon Firing Buttons: Pressing one of these fires the harpoon on that side. A character firing a harpoon rolls to hit as normal.

17. Heating Controls: These are broken: no matter what the PCs do to them, they cannot alter the heating.

18. Electrification System: A red light flashes next to this button if anything attaches itself to the hull. If a character is trapped in one of the hatches, this light flashes constantly. Pressing the button electrifies the hull, causing $1d6 + 1$ points of damage to all in contact with it, including

CONTROLS OF THE SEAVIEW



1. Metal Columns
2. Glass-Covered Dial
3. Glass-Covered Dial
4. Glass-Covered Dial
5. White Button
6. Grill-Covered Cavities
7. Red Button
8. Blue Button
9. 2" Protruding Metallic Tubes
10. Lever
11. Lever
12. Lever
13. Lever
14. Hearing Trumpets with Six Buttons underneath
15. Green Button
16. Orange Button
17. Three Wooden Beads on Metal Rods
18. Red Glass Dome with a Yellow Button next to it
19. Gold Knob
20. Silver Knob

anyone inside the *Seaview*, unless it is filled with air. Any creature attached to the hull automatically lets go after taking a blast of electricity.

19. Interior Lights: Depending on how far this knob is turned, it dims, brightens, or turns off the interior lights.

20. Exterior Lights: *Continual light* spells are activated in the nose of the *Seaview* which provide illumination up to a distance of 30'. They also make the *Seaview* immediately noticeable to any creature within 120'.

D. Air Supply: These tanks hold compressed air. If punctured they blast a character against the opposite wall for 2d6 points of damage (Save vs. Breath Weapon for half damage). One of these is emptied each time the air filtration system is used.

E. Food and Supply Lockers: These are locked. They contain supplies of fish and sea vegetables. The right-hand locker also contains a first aid box with two rolls of bandages, four potions of *super-healing*, and a magic-user's scroll with a *heal* spell on it. At the bottom of the first aid box are two pairs of *dark vision goggles* (see area 4).

F. Cavity Hull Heating System: The fire elemental in here heats the hull and keeps it nice and cozy.

G. Propulsion: The water elemental which powers the *Seaview* works behind here. If anyone starts to open the hatch leading to the water elemental, bright warning lights of blinding intensity flash on and off all over the *Seaview*, and a klaxon-type noise blares loudly in everyone's ears. Closing the hatch quickly shuts off the warning system. If the hatch is opened all the way, the 16 HD water elemental escapes into the rest of the vessel and attacks. The *Seaview* goes dead as soon as the elemental pours through the hatch.

H. Harpoons: The tubes for the harpoons are visible here. It takes three rounds to load a harpoon. Twelve normal harpoons (Dmg 1d10+6) are strapped to the wall (six on either side). There are also four harpoons with bright red points. These are tipped with a variant of the *delayed blast fireball* spell and cause 8d6 points of damage in a 5' radius when they hit. These explosive harpoons may be used as hand-thrown missiles by any character over 7' tall, but Dexterity Checks are required in cramped or dangerous conditions to avoid prematurely setting off the warheads.

Leaving The Station

At the request of Uglyosh, the adventurers leave the station and descend into the depths to rescue Hamish. If they exit from the main entrance (without the *Seaview*, of course) they have no problems. If they go through the submarine deck doors they must contend with the giant octopus if they haven't already done so.

Leaving in the Seaview: The *Seaview* cannot fit through the doors if its lateral fins or legs are extended. If they are, the *Seaview* gets stuck; retracting the fins and the legs lets it pass safely. Unless the fins are then immediately extended, the *Seaview* starts to roll.

The Giant Octopus: The octopus is a servant of the devilfish. It waits below the doors to the submarine deck and attacks all who approach it.

Giant octopus: AC 7; HD 8; hp 50; MV 90' (30'); #AT 8 tentacles/1 bite; Dmg 1-3 (x8) or 1-8 points of hull damage/1-6; Save Fighter 4; ML 7; AL Neutral; XP 650.

Swimmers: The octopus attempts to grapple characters with its tentacles. It squeezes them, inflicting 1d3 hits per round, and then lifts one character to its beak and repeatedly bites him or her until the character stops struggling. The character is then swallowed. A tentacle can be severed by causing six or more points of damage to it with an edged weapon in a single round.

The Seaview: If the *Seaview* leaves the submarine deck, the octopus grapples it (roll against AC 9 to be successful). The octopus then constricts the *Seaview* causing it to rock from side to side and causing 1d8 points of hull damage. Dexterity and Strength Checks are required by the characters to avoid taking 1d4 points of damage per round. Electrifying the *Seaview*'s hull causes the octopus to let go and jet away in a cloud of ink.

The Journey into the Depths

The voyage to where the devilfish have taken Hamish takes roughly 12 hours. This gives the adventurers time to rest and heal wounds, but also for the *Seaview* to malfunction in a number of ways. To make matters worse, Ugloosh is very excited at being able to travel in the *Seaview* for the second time. His natural curiosity causes him to pull and push levers, twist knobs, and peer meaningfully at dials. In short, he gets in the adventurers' way, makes their lives miserable, and in general acts in such a way that the characters want to throw him out of the hatch.

Problems With the *Seaview*: Here are some of the things that can go wrong with the *Seaview*. You can use these plus any others you think of to enliven proceedings whenever things get dull.

The Steering Columns: A number of things can go wrong with the steering columns once the *Seaview* is underway: pushing them all the way forward trips the crash dive sequence. This causes the lights to flash and the *Seaview* to dive nose first toward the ocean floor. Characters not strapped into their seats require Dexterity Checks to catch hold of a solid object, and then Strength Checks to keep hold. Otherwise, they are flung forward, bouncing over the controls as they go: firing the harpoons, flushing the *Seaview* with air, turning the lights out, or activating the rapid surface sequence—the reverse of the crash dive sequence.

Pulling out of the crash dive is possible by pulling back hard on the steering columns, but a successful Dexterity Check is necessary to avoid the rapid surface sequence from being activated (see above). If two characters pull back at once, the sequence is automatically tripped.

Moving the columns to the side causes the *Seaview* to rotate on its axis. Providing the lateral fins are extended this causes no problems, but if they're not, the *Seaview* goes into a spin with the same effects on the characters as though it had crash dived. It continues to spin until the fins are extended; a successful Dexterity Check brings it back under control at this point.

Collisions: These can occur if the *Seaview* crash dives into the sea floor, or if the adventurers run into a solid object while they are unable to see where the vessel is going. Each time the *Seaview* hits a large object it takes 2d10 points of hull damage. If hull points ever drop to 0, the elementals escape and the *Seaview* becomes a metal hulk. A crash into the sea floor can result in the *Seaview* becoming



stuck. In such a case, Strength scores totaling 30 or more are required to free it.

Air Infiltration: The air infiltration triggers itself. The water flushing system fails to work, so the characters have to force one of the hatches open and then figure a way to displace the air from inside.

Frying Tonight: The heating system climbs to uncomfortable levels. Everyone gets very sweaty, but playing with the controls has no effect. Bashing the hull with a heavy implement causes the fire elemental to turn the heating down.

UGLOOSH LENDS A HAND

Ugloosh proudly tells everyone that he's traveled in the *Seaview* before. It's true, Hamish took him for a spin around the tower. Ideally, he'd like to pilot the *Seaview*, and gullible adventurers might let him. The first problem is that the *Seaview* is not hydrax-shaped. He sprawls uncomfortably over the seats at the front. Any character unfortunate enough to be strapped into one of the seats gets sat on by a creature of living ice, weighing over a ton, for 1d6 points of damage per round. His claws then wave over the controls, bashing the joysticks all over the place and flicking switches with uncoordinated abandon.

If told to back off, Ugloosh whines about the controls not being made of ice, and that these foreign designs are inferior to what he's used to back home. He's willing to offer advice, whether anyone is listening or not, "Pull that, go whoosh!" Even if he's not allowed to pilot, he's eager to try things out. Any time it gets dull, Ugloosh skitters forward

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and pushes and pulls a few things. "Hamish do this, make everything great." or "Gee! What does this do? Oh, wow!" The *Seaview* starts to spin out of control as the sound of *Scotland the Brave* blasts through the metallic hull.

As well as being a charming and helpful traveling companion, Uglyoosh can also be a lot of fun in an emergency. Let's say that the air infiltration system has been triggered; as air rushes into the *Seaview*, Uglyoosh panics. He's from a place where air doesn't exist, so he's terrified. His claws and legs flail out, hitting anyone who fails a Dexterity Check for 1d4 points of damage. Uglyoosh runs around in circles, getting in everyone's way before finally flinging himself onto the control panel.

Uglyoosh is a useful guide, but he can guide just as well while clinging to the outside of the hull. If anyone suggests this, Uglyoosh looks hurt, but grudgingly complies.

The Descent

While they are having fun in the *Seaview*, the adventurers are also descending into the depths of the sea. As they get deeper the adventurers notice various changes and have a number of external problems to cope with. These are given in terms of depths.

900 feet: A giant amoeba swims along and takes an interest in the *Seaview*. It clamps itself across the bow, distorting the view with its nucleus and causing the *Seaview* to begin to dive under its weight. Unless it is removed, the amoeba begins to dissolve the hull at a rate of 1 hull point per round. If it's not removed soon, the adventurers are likely to run into various rock outcroppings as they descend past the last terrace.

Giant amoeba: AC 9; HD 10; hp 48; MV 30' (10'); #AT 1 acidic touch; Dmg 2-12; Save Fighter 7; ML 10; AL Neutral; XP 1,000.

1,000 feet: It gets very dim down here, with visibility down to less than a foot. Collisions are again a possibility. If the adventurers turn the bow lights on, after a few moments three great white sharks swim into the beam of the lights and attack. The sharks cause 1-4 points of hull damage per round by ramming the *Seaview*.

3 Great white sharks: AC 4; HD 8; hp 37; MV 180' (60'); #AT 1 bite; Dmg 2-20; Save Fighter 4; ML 7; AL Neutral; XP 650.

Now's a good time for the adventurers to use the harpoons. They may even use the *shark repellent potion* to drive the sharks off. This works fine, but after 10 minutes two giant squids swim after the *Seaview* and clamp themselves to the hull, blocking the viewing ports and the periscope, and causing 1-10 points of hull damage per round each with their tentacles and another 2 hull points each with their beaks.

2 Giant squids: AC 7; HD 6; hp 30; MV 120' (40'); #AT 10 tentacles/1 bite; Dmg 1-4 (x10)/1-10; Save Fighter 3; ML 7; AL Neutral; XP 275. A tentacle can be severed by a single blow, with an edged weapon, which inflicts 6 or more points of damage.

1,200 feet: By now it's totally dark. Light has long since given up trying to penetrate this far. If the adventurers use the periscope, they can see with no problems, but if they try

to navigate in total darkness, they travel in circles for a while. Every now and again, unlikely looking creatures swim past the *Seaview*. None attack, but the unnerving sight of pasty white fish with huge bulging pale eyes peering into the lit *Seaview* can be used to keep the adventurers on their toes.

1,300-20,000 feet: It's all downhill from here, a good time for the adventurers to catch up on their sleep, memorize new spells, and generally relax. By the way, Uglyoosh snores, making a sound like the cracking of huge ice floes swept by howling Arctic gales. This is the type of noise that could keep everyone else awake.

20,000 feet: Welcome to the edge of the Abyss and the beautiful and scenic town of Tamoraz. Next stop, the temple of the devilfish.

The Town of Tamoraz

Guided by Uglyoosh, the *Seaview* arrives at the ancient town of Tamoraz. When the sea swept over the ancient Taymora civilization, the rock slab which provided the foundations of Tamoraz was torn from the face of the land and carried into the depths, where it came to rest on a shelf overhanging the Abyss. The town sits precariously balanced over the Abyss. It leans at an angle of 60 degrees and threatens to continue its slide into oblivion at any moment.

The great temple of the Tamora is where the devilfish intend to sacrifice Hamish in order to bring the dread kraken of the deep under their control. Hamish will be sacrificed and his life energies placed into a device which will be used to control the kraken. As the adventurers arrive in Tamoraz, the devilfish have just awakened the kraken and are busily drawing it to the temple where it will be bound to the wishes of the devilfish. Once they have the kraken under their control, the devilfish plan to turn it against Undersea. If the adventurers rescue Hamish before it is too late, the kraken turns on its summoners and pulls Tamoraz into the Abyss.

To be successful, the adventurers need to enter the temple, snatch Hamish before the devilfish ceremony is complete, and then escape from the doomed town.

Inhabitants of Tamoraz: Tamoraz seethes with undead, deep sea ghouls, and devilfish. It is guarded by giant squids and octopi which attack anything larger than a devilfish. For years the devilfish have bred and grown in power here. It's a place of great evil and great danger.

Leaving the Seaview: The *Seaview* will attract attention if it is taken into Tamoraz. Giant octopi and squids will sense its presence and move to attack. The characters may electrify the hull to get rid of aggressors, but at a cost of electrifying themselves in the process. It's far better to travel outside. After the journey down, the adventurers will probably be glad to get out of the *Seaview* for a change.

If the PCs insist on continuing in the *Seaview*, then a random mishap is in order. As it enters the town, the *Seaview* lurches to the side and strikes a building; the characters take 1d6 points of damage each and the *Seaview* sinks into the street where it falls over onto its side. Before it can rise, a giant octopus attacks it. If the PCs continue, the *Seaview* has to pass along a narrow street and gets stuck. Freeing it will take hours, unless the party has rescued Hamish, in which case it frees itself immediately. If they travel above the town to reach the temple, they see the tentacles of at least four octopi and squids waiting ready to catch them.

Light and Darkness: Tamoraz lies in perpetually dark waters. Light has long since ceased to penetrate to these great depths. This does not affect the devilfish or the other denizens of Tamoraz, but poses a problem for the PCs. Using the *Seaview's* periscope, the adventurers can see 120 feet, which is sufficient to give them a good overall view of the town. But unless they wish to risk discovery and possibly a fatal accident, the adventurers need to leave the submarine behind.

Characters wearing goggles of *dark vision* can see 30 feet, and can guide other party members. Uglush can also guide the adventurers, and he proves surprisingly adept at this. Young and enthusiastic he may be, but he's smart enough not to take unnecessary risks in such a dangerous place. Using lights to see by draws devilfish, ghouls, and other creatures at an alarming rate. Adventurers lit up in this manner have an encounter (see below) each turn until they put their lights out. Lights are best kept until the climactic fight in the temple when the adventurers are already fighting for their lives.

Outside the *Seaview*: The first thing the adventurers notice is that the water is very cold down here. Constitution Checks are in order to avoid taking 1d4 points of damage when the characters emerge from the *Seaview's* heated interior.

The adventurers then notice a steady vibration which emanates from the temple. The water carries an unwholesome sound, reminiscent of souls in torment, which sets the adventurers' nerves on edge (Save vs. Spells or suffer a -2 penalty to hit rolls). This is the sound of devilfish chanting. A *remove fear* spell counters the effects of the chanting.

The buildings of Tamoraz are mainly in ruins. Walls lie crumbled or else lean at precarious angles. Roofs are mainly missing, and the ground slopes away at a steep angle.

ENCOUNTERS IN TAMORAZ

There are few set encounters in Tamoraz. The map shows the position of giant octopi and squids guarding the temple; these creatures attack anyone who approaches within 20' of them.

Giant squid: AC 7; HD 6; hp 30; MV 120' (40'); #AT 10 tentacles/1 bite; Dmg 1-4 (x10)/1-10; Save Fighter 3; ML 7; AL Neutral; XP 275. A tentacle can be severed by a single blow, with an edged weapon, which does 6 or more points of damage.

Giant octopus: AC 7; HD 8; hp 50; MV 90' (30'); #AT 8 tentacles/1 bite; Dmg 1-3 (x8) or 1-8 points of hull damage/1-6; Save Fighter 4; ML 7; AL Neutral; XP 650. A tentacle can be severed by any blow, from an edged weapon, which does 6 or more points of damage.

Other encounters may take place if the adventurers enter buildings, or as they make their way to the temple. There is a 50% chance that any building entered by the PCs is occupied; either roll on the table below or select an encounter. If the adventurers are not using light sources, they surprise occupants on a roll of 1-3 on 1d6. If they have a light source, they may never surprise the occupants and are themselves surprised on a roll of 1-4 on 1d6.

Random Encounter Table

- 1-2, 2-12 **Ghoul fish:** These creatures of the deep have huge pale eyes which bulge out of their heads, and they have an impressive array of teeth. Once scavengers and hunters, they have been turned into ghouls by the devilfish.
- 2-12 **Ghoul fish:** AC 5; HD 2; hp 9; MV 120' (40'); #AT 1 bite; Dmg 2-12 + paralysis (for 2-8 turns); Save Fighter 2; ML 9; AL Chaotic; XP 25. Immune to sleep, charm, and mind-affecting spells.
3. 2-8 **Devilfish warriors:** These devilfish are simply waiting for something to do. To help pass the time they could be fighting each other, eating, sleeping, or arguing about who is the toughest, meanest, or hardest to control. These devilfish warriors can possess any number of HD.
4. 1-4 **Devilfish curates:** More refined than the warriors, the clerics will be insulting each other and trying to score points off one another.
- 1-4 **Devilfish curates:** AC 6; HD 3; hp 14; MV 120' (40'); #AT 1 tail/1 bite; Dmg 1/1; Save Cleric 5; ML 8; AL Chaotic; XP 50.
- Spells:** *Cause light wounds, fear, hold person, silence 15' radius.*
5. 1-3 **Great white sharks:** Out for a bit of fun, they attack anything they meet.
- 1-3 **Great white sharks:** AC 4; HD 8; hp 37; MV 180' (60'); #AT 1 bite; Dmg 2-20; Save Fighter 4; ML 7; AL Neutral; XP 650.
6. 5-8 **Devilfish warriors and clerics:** A mixed group containing two warriors for every cleric. Use the statistics given above.

Events

The approach to the temple should be scary, but not deadly, unless the adventurers do something stupid. To build the tension you need to orchestrate events so that they climax in the final scene. The chanting grows louder and faster. As it increases in intensity, a deep rumbling sound emanates from the Abyss as the kraken stirs. The rumbling grows louder and the buildings start to shake as rubble falls downward and a few buildings begin to slide into the Abyss. A few Dexterity Checks might be in order to avoid minor damage (1d4) to the PCs, but don't overdo it. Nobody likes getting killed just because a random building fell on them.

By the time the adventurers reach the temple, it should be obvious that something large is approaching the town. Perhaps they catch a glimpse of a huge tentacle as the kraken anchors itself to a building near the temple.

As well as having to contend with the town's steady destruction, there are also patrols of devilfish and fish ghouls to avoid. If the adventurers are using light sources, give them a few easy encounters from the table above until they get the message. If they continue to advertise their presence, they are in trouble. Send larger and more powerful groups of devilfish against them. If the adventurers continue to flaunt their presence, the devilfish seek to destroy them. Giant squids and octopi move into attack supported by a hundred assorted devilfish.

With any luck, it won't come to that. Adventurers with the correct mental attitude are going to try to avoid encoun-

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ters until they reach the temple. Let them do so. They can spot approaching creatures and have a chance to hide, or the creatures pass by without noticing them. Roll a few dice in secret and look meaningfully at the results, then tell the players that their plan is successful. Frighten the party as much as you can by having unexplained noises emanate from behind walls, and letting strange creatures flit by at the edges of their sight. Have fun, but remember, the big fight takes place at the temple, not before.

The Temple

The temple is easy to find. All the adventurers have to do is follow the sound of the devilfish's chanting. The temple is built from cut stone blocks and has a large dome in its center. Like the rest of the buildings in Tamoraz, the temple leans at an angle of 60 degrees, and overhangs the Abyss. There are two ways in: through the main doors, or through the broken wall at the back of the temple which hangs over the Abyss.

Entering through the Wall: This is the most dangerous approach, as the adventurers will find themselves caught between the devilfish and the kraken. To discourage them from taking this entrance, emphasize that the deep rumblings that they've heard since leaving the Seaview come from the Abyss before them. Further discouragement can be provided in the form of one of the kraken's huge tentacles rising up before them. If this doesn't work allow them into the temple where they come face to face with the devilfish who are anxiously expecting the imminent arrival of the kraken. Full details of the situation are given in area 12, but the adventurers, because of their position, are the ones whom the kraken attempts to grab.

Entering through the Doors: This way is the best way into the temple and is only lightly guarded. The following descriptions assume that the PCs enter this way. To avoid confusion, the following room numbers continue on from those used in the research station.

6. The Entrance

Steps lead up to this once impressive structure. Huge 3'-diameter pillars rise up 30' to support a slab of white marble above. The double doors are made from copper and are covered in green copper oxide. Tendrils of deep sea fungus cling to them and waft eerily in the current flowing through the temple. One door is closed tight, but the other is wedged open by an 18'-tall, white marble statue of a male human figure. This slid between the doors when Tamoraz fell into the sea, and has held the doors open ever since.

7. The Ghouls of the Deep

Eight ghoul fish attack the adventurers when they enter this room, fighting until destroyed.

8 Ghoul fish: AC 5; HD 2; hp 9; MV 120' (40'); #AT 1 bite; Dmg 2-12 + paralysis (for 2-8 turns); Save Fighter 2; ML 9; AL Chaotic; XP 25. Immune to sleep, charm, and mind-affecting spells.

Large silver doors lead into the central hall of the temple. Through these comes the sound of the devilfish's chanting. Anyone who examines the doors sees that they are engraved with scenes of pastoral life. Happy, smiling humans carry baskets of fruit and follow teams of oxen as they plow

fields. The dress is reminiscent of that worn in ancient Greece.

A slight current flows around the doors. If this is followed to the top, a 2"-wide gap is discovered. Through this, the adventurers can see what is happening in area 12. Use the description of the ceremony given there to describe what is happening, but the adventurers still have sufficient time to make their way around and stop the ceremony. It is essential that you do *not* start the six round countdown from here (see area 12).

The doors are magically sealed, but they may be *knocked* open or bypassed by other magical means. If opened with a *knock* spell, the doors fly upward toward the adventurers (remember that the temple slopes downward at a 60 degree angle), allowing them to enter the room beyond. They then silently shut, sealing the adventurers in area 12 with the devilfish.

At the foot of the doors are broken pedestals and shards of pottery. Among these are various small gold statues, small pieces of jewelry (total value 5,000 gp), and 1,000 gp in coins left here as offerings. All these items are from the ancient Taymora civilization and are worth five times more to a collector in the surface world.

8. Passage of Contemplation

A current flows toward the adventurers, carrying with it the taste of death and decay. It is very dark in here, and moving along the passage stirs the mud on the floor, reducing all types of vision to 5' (including *dark vision*). Rotted wooden doors lead from the passage at either side. The rooms behind them are empty, except for the occasional remains of skeletons and broken statues.

9. Fetid Death

A powerful elder ghoul fish waits in the passage at this point. Its bloated form blocks the passage and prevents all attempts to pass by. Its sightless eyes glow with an unwholesome green light which expands at a rate of 5' per round when it becomes aware of the adventurers' presence. The adventurers first encounter the light from its eyes at a distance of 20' from the ghoul. If they retreat, the light extends only another 5' before stopping. If they enter the light, a Saving Throw vs. Spells is required to avoid being at a -2 penalty to hit and damage rolls.

Elder ghoul fish: AC 4; HD 5; hp 38; MV 15' (5'); #AT 1 bite; Dmg 2-16; Save Fighter 4; ML 11; AL Chaotic; XP 175.

The ghoul fish attacks all who approach within 5'. It is capable of moving down the passage at a rate of 5' per round. It may be turned as a mummy by a cleric. If it is destroyed, it may be hacked out of the way in 3 rounds. Pressed into the mud of the passage is a platinum box inlaid with sapphires and emeralds (valued at 5,000 gp) which contains another 10,000 gp in assorted jewels and jewelry.

10. Passage of Bile

The current flowing down this passage is more wholesome than that in the other passage, but it still carries an unpleasant taste, reminiscent of bile. The rooms leading from here contain little of interest: only a few bones and broken shards of pottery.

11. Death on the Fin

A wereshark in mako shark form waits here along with three devilfish warriors. They attack until destroyed. The room was once a ritual cleansing chamber for the priests of the Taymora. A large 3'-diameter gold basin (valued at 1,000 gp) is set into the floor. On it are two carved platinum statues of dolphins (valued at 1,000 gp each) with eyes made from large emeralds (valued at 1,000 gp each).

Wereshark: AC 4; HD 4; hp 18; MV 180' (60'); #AT 1 bite; Dmg 2-12; Save Fighter 2; ML 12; AL Chaotic; XP 100. Hit only by magic or silver weapons; may cause lycanthropy in anyone they bite.

3 Devilfish warriors: AC 4; HD 4; hp 19; MV 150' (50'); #AT 1 tail/1 bite; Dmg 1-6/1-8; Save Fighter 4; ML 12; AL Chaotic; XP 75.

12. The Central Chamber

The sound of chanting devilfish is very loud along the two passages leading to this chamber. Inside, the devilfish are engaged in summoning the kraken and drawing Hamish's life energy into a magical representation of the kraken.

Hamish lies strapped to an altar in the center of the room. His chest heaves and his long, red beard and hair stand on edge. Floating next to him is a devilfish matriarch which presses the kraken model against Hamish's chest. Arrayed around it are four devilfish curates, with twelve warriors around them. Their attention is on the tip of a huge tentacle which is feeling its way into the chamber. All of the devilfish are chanting and the water is filled with an electrifying evil which should make the adventurers feel very uneasy.

The devilfish matriarch is drawing Hamish's life energy from his body into the kraken model which it intends to use to control the kraken. The ceremony continues for another six rounds unless interrupted. On the fifth round, the kraken's tentacle is drawn to the model, placing it within the devilfish's power. At that point Hamish's life energy is totally drained and he dies, only to rise three rounds later as a wight under the control of the devilfish. The kraken and the wight will be directed to attack the adventurers.

Devilfish matriarch: AC 6; HD 6; hp 32; MV 120' (40'); #AT 1 bite/1 tail; Dmg 1-4/1-6 + double energy drain; Save Cleric 12; ML 11; AL Chaotic; XP 950.

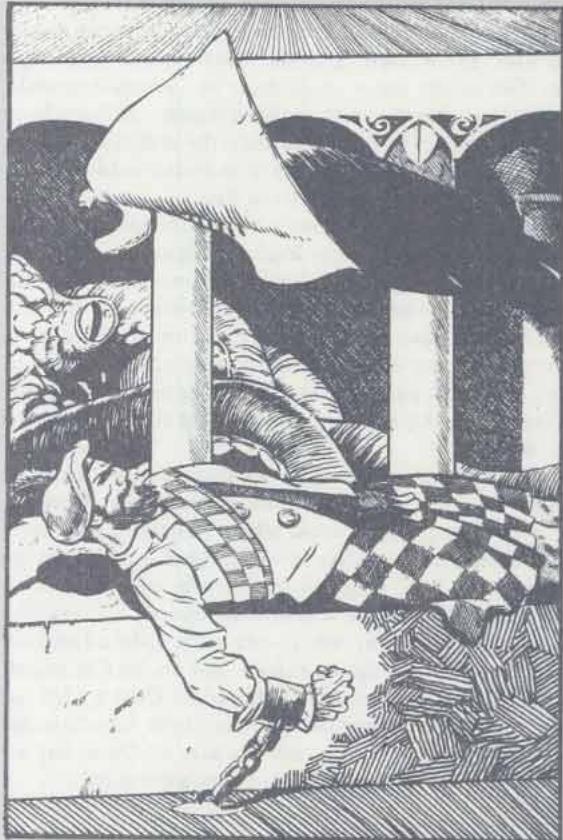
Spells: Cause light wounds x 2, fear, protection from evil, blight, hold person x 2, silence 15', continual darkness, cause blindness, cause disease x 2, animate dead, cause serious wounds, dispel magic, truesight, cure critical wounds, undine.

4 Devilfish curates: AC 6; HD 3; hp 14; MV 120' (40'); #AT 1 tail/1 bite; Dmg 1/1; Save Cleric 5; ML 8; AL Chaotic; XP 50.

Spells: Cause light wounds, fear, blight, silence 15' radius.

12 Devilfish warriors: AC 4; HD 3; hp 15; MV 150' (50'); #AT 1 tail/1 bite; Dmg 1-6/1-8; Save Fighter 3; ML 12; AL Chaotic; XP 35.

The mighty kraken: AC 0; HD 64 + tentacles; hp 440 body + 60 per tentacle; MV 240' (80'); #AT 1-10 tentacles/1 bite; Dmg 7-42 (x10)/8-80; Save Fighter 36; ML 10; AL Chaotic; XP 26,000.



The ceremonial hall contains four solid gold statues (valued at 2,000 gp each) of the ancient Taymora. The eyes of the statues are made from large star sapphires (valued at 5,000 gp each).

When Do the Adventurers Enter? Unless the adventurers have been particularly slow in carrying out their rescue, they arrive with six rounds to spare. If they've taken their time, they can arrive with less time available, or even as the kraken's tentacle touches the model.

Halting the Ceremony: The best way to halt the ceremony is to break the matriarch's concentration by a physical attack or by casting a successful spell. The adventurers have caught the devilfish by surprise, unless they have alerted the town, in which case they are unlikely to have made it this far. The party has two rounds in which to act before the devilfish react. Throughout the combat the matriarch attempts to complete the ceremony, each round that its concentration is broken buys the adventurers extra time, on a one to one basis. For example, if they prevent it from concentrating for two rounds, those two rounds are not counted when determining when the ceremony is completed.

The other devilfish use spells and physical attacks to protect the matriarch.

Freeing Hamish: Hamish is bound tight. It takes two rounds to cut or snap his bonds. The drain on his powers has been great, and he is of no use to the adventurers in this fight. The matriarch attacks any who attempt to free Hamish, making it an effective but highly dangerous way of extending the ceremony.

Snatching the Model or Killing the Matriarch: This breaks the devilfish's hold over the kraken. Angry at being

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disturbed, the kraken directs more of its tentacles into the room. Every two rounds a new tentacle appears, until there are four. The tentacles grab the nearest creature, usually a devilfish unless you want to make the adventurers really sweat. It crushes its victim and then throws the lifeless body into the Abyss. The temple shakes as the kraken's other tentacles tear at the walls, and everyone feels a sudden jolt, as the temple is pulled closer to the Abyss.

Hamish yells for someone to bring the model to him. Upon grasping it his energy levels are restored, but he is still too weak to cast spells. He smashes the model on the floor and demands to be released. He then swims across the room to get his clothes and sporran. No matter what happens, Hamish will not leave without his sporran. Once he has it, he takes out a pair of *dark vision goggles* and leaves the temple as quickly as he can, while yelling at the adventurers to follow him.

The temple shudders again and starts to lean at a steeper angle, as a tentacle breaks through the dome. Dexterity Checks are required to avoid taking 1d6 points of damage from falling rubble. Brave swimmers head out through the newly made hole, others retreat the way they came in. A fast retreat secures the adventurers' escape, but any who stay to loot or pick up other items must make a Dexterity Check or be hit by falling rubble: 1d4 on the first round; 1d6 on the next; then 1d8; 1d10; 1d20. Once a 1d20 has been rolled, the temple falls into the Abyss. Any characters inside the temple who successfully Save vs. Death Ray are flung clear and escape; otherwise they are crushed.

The Flight From Tamoraz

The kraken continues to rampage. After 15 minutes Tamoraz will be destroyed for all time. Sensible adventurers head for the *Seaview* and escape. Dumb ones suffer the same fate as characters who stayed in the temple.

Once in the *Seaview*, Hamish takes the controls, but the submarine lurches violently to the side. Hamish opens his sporran calmly and takes out a spanner. He whacks the controls and orders it "Home, yoo piece a' junk." The *Seaview* duly responds and returns to the research station without further mishap.

On the way, Hamish thanks his rescuers, and claims back any of his own items that they may have. He does not ask for any items found in the possession of his triton assistants.

Aftermath

The above descriptions assume that Hamish survives and that the devilfish fail to control the kraken. But what if Hamish dies and the devilfish are victorious? First, the adventurers have to escape while pursued by the devilfish. You can make this as exciting as you like: perhaps the adventurers only just get back into the *Seaview* and get away, or maybe they abandon the *Seaview* and barely manage to elude their pursuers.

The kraken does not pose an immediate problem, but in a week's time it will have risen to the Sunlit Sea where it starts to destroy all in its way. Devilfish clerics and warriors accompany it on its rampage of destruction. The fate of Undersea hangs in the balance. Whether it falls or not depends on where you want your campaign to go next.

In the best possible world, the adventurers save Hamish and foil the devilfish's plan. Rewards from Hamish are detailed below. For preventing a disaster of epic proportions, give the adventurers a bonus of 1,000 XP each. They've earned it.

The Rewards of Hamish

Hamish is grateful for being rescued and indebted to the adventurers. Any help they want from him they can have (within reason). He also rewards them with a magic item each. You should choose the best ones to suit your campaign. In addition, he gives them each a 1,000 gp pearl. Hamish may also offer them a place to stay at his research station. On returning to the research station, Hamish insists that any of his personal items which are missing from the station be returned to him. Hamish's powers have returned by this time, so if the adventurers decide to argue, they'll be facing an 18th-level wizard.

CREATING CRUCIBLE™

Official DUNGEONS & DRAGONS® Game Supplement

The Sea People

by Jim Bambra

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The Sea People

Bubbles float upwards from the mouth as the fins and crest wave rhythmically along the top of the creature's head and down its back. The arms extend as a quizzical expression washes over the large face of the humanoid fish. "Blooodooloop. Klick, shooool." The eyes roll from side to side as the silver crest wriggles and waves.

"Uh . . . hold on a moment, please. Just get this tongues spell cast and we'll find out what Silvercrest, our kna guide, is trying to tell us. All right, here it goes."

The large blue eyes roll forward as the mouth opens. "Welcome, surface dwellers, to the waters beneath the waves," the kna says, as its mouth splits in a wide fishy grin.

Welcome to *The Sea People*, the third in the CREATURE CRUCIBLE™ series of D&D® game supplements. In this product, you'll find rules for creating and adventuring with all kinds of player characters who have the sea as their natural habitat. Some of these characters are similar to conventional characters, but others are very different indeed. Players can take on the roles of aquatic elves, merrow (mermaids and mermen), tritons, and nixies. Or, if you prefer something more exotic, you can play a kna, kopru, sharkkin, or a young and immature sea giant. And that's not all. Special rules are provided so that any character may become a spellcaster of the sea.

To bring underwater settings to life, this product also includes tips on how to stage underwater adventures, and presents new rules for aquatic adventuring. Life underwater has similarities to life on land, to be sure, but for the most part it is very different. Spells function differently underwater and the sea peoples have developed many new spells unique to their environment. This is a setting where three-dimensional movement is taken for granted, and where many different races live side by side in a watery world.

"Secrets of the Sea Peoples" introduces the player character races and provides background information on each race. The descriptions are seen either through the eyes of characters from the surface world or from the perspective of the underwater races themselves. More background, including a large campaign setting, is presented in "The World of Undersea." This chapter looks at life underwater, the way the various races interact with each other, and the geography and history of the Sunlit Sea. It provides a colorful background for player characters to adventure in and around.

To enable you to begin adventuring immediately, nine short adventures detail some of the common locations of the setting. An extended 16-page adventure takes a band of adventurers deep below the surface of the sea and involves them in a titanic struggle to save Undersea itself.

Which Sections Can I Read?

Where to begin depends on the types of player characters involved. Players with characters from the surface world should read only the "Secrets of the Sea Peoples" section. The rest of the information in this booklet should be discovered only as they journey underneath the waves and interact with the local inhabitants, or by consulting a sage who specializes in underwater environments.

Players with sea creature characters may read all of this booklet with the exception of "Personalities of the Sea," which is for the DM only.

The first section, "Underwater Adventuring," introduces you to the major differences between normal and underwater adventuring environments.

The "Creature Heroes" section details the new rules necessary for creating and adventuring with sea creature player characters. Players should use this to create their characters; DMs can use it to develop further NPCs to add to those in "Personalities of the Sea."

The information in "The World of Undersea" gives the DM and players a colorful look at life in Undersea and at the surrounding waters of the Sunlit Sea. It also shows how the sea peoples view their neighbors who live on the islands above their waters. Mainly written from the perspective of the aquatic races themselves, it not only provides background information, but also gives many insights into the sea peoples' beliefs and attitudes. In this section is information which outlines the history and principal geographic features of the campaign area, plus a look at how the tritons, the main power in the Sunlit Sea, organize their society.

The next section, "Personalities of the Sea," details many of the prominent NPC characters who are active in the setting. As this section contains information which the PCs are initially unaware of, it is for the DM only.

Players running characters with spell casting abilities should look at the final section of the first book: "Sea Magic," where new spells are described and any changes to conventional D&D® game spells are noted.

If you play the AD&D® game you can easily convert this product to AD&D game rules by following the guidelines on page 64.

The Adventures Book contains information for the DM only. Players should never read this booklet as it will spoil their suspense and fun. Using this book, the DM can easily create an extended campaign set in the Sunlit Sea or simply use it as a source of individual adventures to provide a change of pace and environment from normal adventure settings.

Optional Rules

The rules in *The Sea People* are all optional to some extent or other. If you don't want to use sea creature player characters in your game, that's fine. You can simply take the background and use that instead. *The Sea People* is now yours to do anything you like. Feel free to change it so it fits with your own desires and designs. And don't feel constrained by anything you read here. Add your own personal touches, and tweak the rules and background as much as you like. It's your game. Have fun.

UNDERWATER ADVENTURES

Munanska pulled hard on his pipe and frowned. He took it out of his mouth, peered closely at the rising smoke, and then examined the bowl. After assuring himself that all was well, he put the stem back into his mouth and resumed his frowning. He glanced at Yuri, and then inhaled deeply.

Yuri leaned forward and tugged the pipe from Munanska's mouth. He pressed his face a little too close to Munanska's and grated, "Well, this isn't much of a service. It distinctly said Sage on the door, not absent-minded old fool! Or maybe you didn't hear me. I said . . ."

"No need to repeat it. I'm not deaf," Munanska remarked as he effortlessly pulled the pipe out of Yuri's hand. "I was merely reminiscing on the time I spent in the Kingdom of the Tritons. You see, I couldn't smoke there. No. It's very hard to light fires underwater," the sage sighed as he blew smoke into Yuri's face. Yuri, remembering his manners, retreated to a polite, smoke-free distance from the sage.

Suddenly putting down his pipe, Munanska became animated. "Now, you came for information, and information you shall have. You say you want to go underwater? Do you have the requisite magics?"

"I have knowledge of the water breathing spell," Yuri replied proudly.

"It'll do for a start. But there's more to going underwater than just being able to breathe. Life under the waves is very different from life on land. During my time there, I made many remarkable discoveries. Did you know that because of the difficulty of forging iron and steel underwater, these metals are rarely used by the sea peoples? Instead, the sea dwellers rely on shell, bone, and coral for their tools and weapons."

"Also, the sea people move in three dimensions. While we are restricted to two-dimensional movement, the sea people can move not only to the east, west, north, and south, but also upward and downward. It is as though they were flying through the sea, with the lowest reaches being the depths of the ocean floor where little light penetrates."

"Hmmm. There is much you need to know before you venture beneath the waves."

LIGHT AND VISIBILITY

Near the surface of the sea there is plenty of light, at least during the day, but the water distorts the light and reduces visibility. Within 50' of the surface, visibility in the Sunlit Sea extends for 180'. Use the following table to determine visibility at greater depths.

Depth	Visibility	Depth	Visibility
Distance		Distance	
0-50'	180'	551-600'	70'
51-100'	170'	601-650'	60'
101-150'	160'	651-700'	50'
151-200'	150'	701-750'	40'
201-250'	140'	751-800'	30'
251-300'	130'	801-850'	20'
301-350'	120'	851-900'	10'
351-400'	110'	901-950'	5'
401-450'	100'	951-1,100'	1'
451-500'	90'	1,101+	0'
501-550'	80'		

Light sources are required to see at depths beyond 1,100'.

Regardless of depth, the effectiveness of any light source is halved, so a *light* spell would illuminate only a 15' diameter area; a *continual light* spell a 30' diameter area.

ENCOUNTER DISTANCES

When determining encounter distances underwater, two factors need to be taken into account: sight and hearing.

Sighting Enemies: To determine the distance at which approaching creatures are first seen, roll 3d6 and multiply by 10 to find the distance in feet. If the number rolled exceeds the current visibility distance, the encountered creatures are seen only when they enter the range of visibility.

Hearing Enemies: Underwater, sound carries farther than light. It is quite likely that characters will hear approaching creatures before they actually see them, particularly when operating at great depths. To keep things simple, assume that characters can detect approaching creatures (but not those using the *Silent Glide* skill—see "Skills") out to a range of 180' ($3d6 \times 10'$) on a successful Hear Noise roll.

VISION

Some sea creatures possess peripheral vision which allows them to see to the sides as well as to the front. This reduces the chance of their being surprised to a roll of 1 on 1d6. Creatures with peripheral vision include kna, shark-kin, and kopru. All other sea creatures described in this product have normal vision.

SOUND

Sea creatures suffer penalties to their hearing rolls whenever they are out of water, because they rely on water to amplify sounds. When in air, they find it harder to hear. All sea creatures, with the exception of aquatic elves, have their Hear Noise rolls halved when out of water. Players of underwater heroes should role-play their relative deafness whenever they venture out of water.

"Halt, and declare your business," the guard cried as he leveled his spear toward the advancing shark-kin. Glazik looked at the guard, then faltered slightly in his steps before rushing forward. No dry skin was going to call him a bugfish!

DEPTH AND PRESSURE

At great depths, the effects of pressure are tremendous. Normally, sea creatures do not venture much below 1,100'. But by descending slowly in underwater boats (see the "Sea Magic" section), the effects of pressure can be regularized. Characters who descend to great depths in an underwater boat are safe from the effects of pressure. When descending or ascending outside of a vessel, it is necessary to rest for one turn for every turn spent ascending or descending. Failure to do so results in characters suffering 1d8 points of damage for each turn that they go without rest.



Movement

Movement underwater is conducted in feet per round or turn, *not* yards. Most aquatic races prefer to swim and suffer no penalties or bonuses to movement when diving or ascending. Visitors from the surface world who enter this alien environment have their movement rates halved while ascending or diving. This penalty does not apply to characters who are walking along the sea floor; any ascents or descents made while crossing an obstacle are ignored.

Walking on the sea floor is the preferred method of movement for sea giants. Any surface dwellers wearing armor heavier than leather also have to walk along the sea floor. Walking characters suffer no penalties to their movement rate, but they have to contend with such hazards as mud banks, coral reefs, kelp forests, underwater hills and mountains, and other such obstacles to movement. Swimmers can simply pass over the top of most of these obstructions.

Armor: Any creature wearing armor will tend to sink unless energy is expended to negate the drag of the armor. Creatures in armor suffer normal penalties to movement for encumbrance, and may ascend at only half speed. Any time an armored creature does not expend energy to float, he sinks at the same rate as his encumbrance penalty. For example, a human wearing chain mail armor has his movement rate reduced to 90' (30'), so he sinks at the rate of 30' per round. Any character who is treading water suffers a -2 penalty to hit rolls.

Direction Sense: Sea creatures are born in the sea and suffer no orientation penalties. They always know which way is up. Surface dwellers are not so fortunate. A Wisdom or Intelligence Check is required in any situation where one has been swept away by a current and cannot see either the surface of the sea or its floor. A failed Check results in swimming the opposite way to that intended.

Spell and Missile Ranges

The effects of water resistance and visibility reduce the effective range of spells and missiles. Treat all ranges as feet, and do *not* convert to yards even when in open waters. However, spell and missile ranges on or above the surface of the sea are converted to yards as normal.

Spellcasting Underwater: Commentaries on spells used by surface dwellers, and information on underwater magic can be found in the "Sea Magic" section on pages 60-63.

Speech

Underwater communication is conducted on many levels. It involves large amounts of body language with the movement of fins, spines, eyes, arms, legs, as well as inclinations of the head, all helping creatures to communicate. Certain creatures also employ color changes to emphasize their speech. Fortunately for players and DMs, normal speech is also used, so you don't have to worry about getting too sophisticated.

Any time undersea characters want to communicate between species, they use the kna trade language which, in an amended form, is spoken throughout the seas of the world. Where the kna would move their fins and roll their eyes, other races have created word sounds to convey the same thoughts. Characters from the surface are going to find it difficult when they attempt to communicate with the kna unless they have another character to translate for them.



Racial tongues are also spoken, and the tritons and merrow frequently speak the common tongue of nearby surface dwellers. Alignment languages are not used by underwater races; instead, all characters speak the kna trade language. Underwater races therefore speak their racial tongue, the kna language, plus any other languages that their Intelligence score gives them (see the D&D® Basic Set Players Manual, p. 36).

Taste and Smell

As aquatic creatures use gills to filter oxygen from the water, they have a constant stream of water passing over their taste buds: they don't so much smell odors, as taste them. Sayings such as, "He leaves an unpleasant taste in my mouth," or "He makes me sick to the gills," take on a whole new meaning during underwater adventures.

A Fish Out of Water

Most sea creature races are able to leave the sea to venture onto land. Any creature with legs faces no major problems regarding movement on land. Creatures without legs, such as the kna and shark-kin in their normal state, face tremendous problems moving around, being able to move at only 10' per round.

Drowning: Any sea creature who cannot breathe air, and any surface dweller who cannot breathe water, begins to drown once he can no longer hold his breath. Drowning on air may seem odd, but if you've ever seen a fish out of water gasp for breath, it no longer sounds so strange. Characters may hold their breaths for a number of rounds equal to their Constitution Scores if they do not exert themselves

(halve the number of rounds if the character is fighting, running, swimming, etc.). After that time, Constitution Checks are required or the character begins to drown. The first of these Checks is made normally, but subsequent Checks are made at a cumulative -1 penalty. Once a Check is failed, the character begins to drown and dies after a number of rounds equal to one-third of the character's Constitution Score (unmodified by previous Checks). Characters may be prevented from drowning if they can be given either water or air to breathe (depending on racial needs) before death. Drowned characters may be raised from the dead normally.

Any creature who is holding his breath and is hit for more than 10 points of damage must make a Constitution Check to prevent his breath from being expelled.

Dehydration: While some sea creatures are able to breathe air naturally, and others can do so with the aid of *air breathing* spells, the greatest problem that faces all sea creatures is dehydration. A sea creature can stay out of water for only one day without suffering any adverse effects. On the second day, he begins to feel ill, and suffers a cumulative -2 reduction on Attack rolls, Saving Throws, and Constitution each day, until he immerses himself in salt water. Any character whose Constitution reaches 0 dies immediately and cannot be raised from the dead.

The initial immersion removes the first day's penalties; penalties for spending additional days out of the water are removed at the same rate as they were incurred: +2 per day spent immersed. Sea creatures with the Endurance skill (see "Skills") can stay out of water for longer periods of time by making an Endurance Check each day. A successful Check allows one to ignore the effects of being out of water for that day. Note that the Endurance skill is reduced if a character loses any Constitution points.

Nixies and Shark-kin with Legs: These are special cases. Nixies are water sprites who must remain in contact with water or suffer a loss of hit points (full details are given in the description of nixies in "Heroes of the Sea"). Shark-kin whose legs have grown (see "Secrets of the Sea Peoples" and "Heroes of the Sea") go through numerous physical and psychological changes which adapt them to life on land. They suffer no penalties for remaining out of the water, but normal "legless" shark-kin do.

UNDERWATER CONFLICTS

Munanska placed his pipe on the table and looked at Yuri. "I trust that you are not going on your own, as you'll not last long without aid."

Yuri's eyes narrowed and he started to rise. "How dare you insult me!"

"Sit down, it wasn't meant as an insult. I have far better ways of doing that." Munanska pulled some charts from a drawer and laid them before Yuri. "Here, these show the common methods of attack used by the inhabitants of the seas. Unless you've had lots of experience in aerial combat, I suggest you study these closely, and take along some strong swimmers with you. Better still, try to enlist the aid of the kna. They should be able to help you find some merrow to act as bodyguards."

"You'll soon discover that your spells are not as effective underwater as you might wish. Fighters will come in very handy when it comes to gaining time to cast, and to provide protection once any aggressors close. Don't for-

get that you will be a visitor from an alien world. As far as some of the undersea races are concerned, you'll be an unwelcome visitor. There are also plenty of predators living in the sea who'll consider you to be nothing more than a tasty morsel. You need to know how they will fight, because you are going to be at a disadvantage."

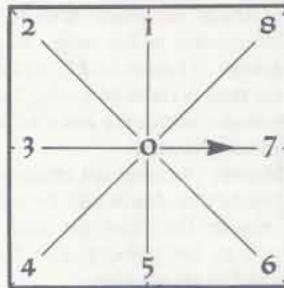
UNDERWATER COMBAT

Unlike most normal fights, underwater combats nearly always take place in three dimensions. The advantages of being able to attack enemies from above and below, as well as from the sides, are rarely overlooked by underwater creatures. Aquatic races always attempt to gain an advantage by attacking their enemies from all possible directions. Only when forced to fight in enclosed spaces, such as caves and buildings, will they not employ three-dimensional (3-D) combat.

Three-dimensional combat techniques involve surrounding foes so that attacks can be launched from all sides. It is much easier to maneuver into a position where it's possible to hit an enemy in the back if he is assailed from four or more directions at once. Most intelligent attackers attempt to encircle their enemies before moving in for melee combat. During the encirclement, missiles are launched to weaken the enemy as much as possible. Once in position, attacks are launched from every possible angle.

A typical defensive strategy is to attempt to reach a position which limits the number of angles of attack. Rising to the surface, or descending to the sea floor negates attacks from above or below. Rock formations are also used to prevent attacks from behind.

Planes of Attack: It is up to the DM to determine at which range enemies encounter each other. This can be determined in advance, during the design of a scenario, or by using the procedures given above (see "Encounter Distances"). Once the distance has been determined, the plane of attack needs to be considered. This may involve attacks from above or below, as well as attacks from the back or sides, or even a combination of the two. The diagram below is a handy way of determining the plane of attack.



The "O" represents the position of the adventurers. To discover the height of the encounter and its direction relative to the adventurers, roll 1d8 and consult the diagram. A roll of 1 = an attack directly from above; 2 = from behind and above; 3 = an attack from behind; 4 = from behind and below; 5 = an attack from below; 6 = from in front and below; 7 = from directly in front; 8 = from in front and above. For example, an adventuring band swims toward some devilfish. The encounter occurs at 100', and a roll on the diagram yields a result of 6. The devilfish are in front of the adventurers, and launch their attack from below.

UNDERWATER ADVENTURES

Representing 3-D Combat: The representation of 3-D combat can pose a few problems when playing out battles involving large numbers of characters on each side. In smaller battles, miniatures can be placed on dice or other solid objects to show their relative heights. Characters can also keep a record of how far above or below the plane of combat their characters are. With larger groups, visual aids can be a great asset.

Paper marked with hexagonal grids (hexes) is ideal as it makes adjudicating distances far easier. Squared paper can also be used, but it is important to remember that any diagonal movement counts as $1\frac{1}{2}$ squares of straight movement. Each hex or square represents 10' (a diagonal move on a square therefore equals 15'). A character moving 30' per round would move three hexes or squares. Characters may move upward or downward by staying in the same square and making a note of their new height, or by moving forward and down (or up). For example, a character moves one hex forward (10') and descends for 10' (another 10' of movement) for a total of 20'.

Surface Dwellers: All surface dwellers suffer a -4 to hit penalty when fighting or firing missiles underwater. As they become more experienced with underwater combat, this penalty may be reduced. Make an Intelligence Check for each month spent underwater and, on a successful Check, reduce the penalty by 1 until it no longer exists.

Weapons: Cutting and smashing weapons are next to useless underwater. Anyone who insists on using axes, swords, maces, etc., suffers a -10 to hit penalty and inflicts only half damage. Weapons suited for use underwater are the thrusting weapons: spears, staves (1d4 damage only), tridents, daggers, short swords, and lances when used from the back of a mount.

Bows will not function underwater, and only crossbows made by the underwater races operate properly.

Metal Weapons and Armor: Non-magical metal weapons and armor rust in salt water if they are exposed to air. Steel and iron armor and weapons continue to function normally if they are kept underwater. Each time that steel or iron weapons are exposed to air there is a 2 in 6 chance that they will become rusty. This *Rust Check* is made one month after the items have been in contact with air. Any weapons which become rusty suffer a cumulative -1 penalty to hit and damage rolls each time they fail a *Rust Check*. Armor deteriorates at the same rate: armor which fails a *Rust Check* loses -1 from its AC; so after failing two *Rust Checks*, plate mail is reduced to AC 5 (AC 3 - 2).

Magical weapons and armor are not affected by salt water, and are highly sought after.

Firing from Mounts: Certain sea creatures can be used as mounts in the same way that horses are used on the surface world. All missile fire from the back of a moving mount is at a -2 to hit penalty. Fire from stationary mounts is conducted at no penalty.

Bleeding: Blood loss is the greatest danger in any combat. Even a tiny scratch can send nearby sharks into feeding frenzies, as well as draw other predators and scavengers to the scene of the fight. After any combat, all underwater creatures (with the exception of the shark-kin) apply algae bandages to stem the flow of blood. They then quickly retreat to a distance of at least 500'. Any predators and scavengers, meanwhile, busy themselves with any dead bodies that remain behind. In the event of there being no convenient bodies to leave behind, the normal recourse of underwater heroes is to move as quickly as possible to a place of safety, or to leave behind false trails. Trails can be left by a

strong swimmer who heads off in a different direction from the group, while slowly releasing blood from a bladder. Alternatively, nearby passing fish can be deliberately killed in order to distract pursuing predators.

It's up to you to decide on the likelihood of predators and scavengers appearing on the scene: they should be a risk, but your players will soon get annoyed if they show up after every fight. You can either decide to have them appear only when you think it's a dramatic moment, or else you could set different probabilities depending on location; say, a 1 in 6 chance along the Terraces, a 1 in 8 chance in the Sunlit Sea, a 1 in 10 chance near any settlements, and a 1 in 20 chance inside a settlement.

FIRE, BLISTERS, AND BURNS

Sea creatures are born and raised in the sea. Few races other than shark-kin and aquatic elves ever venture onto dry land. When they do, they are very vulnerable to fire-based attacks. Sea creatures Save vs. fire-based attacks at -2, and fire damage inflicts an extra point of damage per die against sea creatures. The kopru are an exception to this, as they can withstand large amounts of heat.

Example: Kerwo the wizard throws a fireball spell against a triton. Kerwo is a 10th-level spellcaster and rolls 10d6 + 10 (+1 per die). Luctius the triton tries to dodge, and attempts his Saving Throw, subtracting -2 from the result. He fails and ends up toasted. Meanwhile, Gormaka the dwarf swings his lit torch at a merrow. The merrow suffers 1d6 + 1 hit points of damage.

BRINGING IT ALL TO LIFE

Underwater adventuring is different from normal land-based adventures. It is up to you as the DM to really bring this to life for your players. Using the map of the Sunlit Sea on the cover of this product, you can easily describe the depth of the sea and the various terrain features to your players. At first, you should emphasize the flow of the currents and the pull of the tide each day as it rises and falls. Describe the rich colors of the coral, and the effect of the light filtering down from above.

Whenever the player characters venture out into deeper waters, make a point of describing how dark and cold the water feels. Have large bubbles rise up from below, suggesting the presence of something best left unseen. If the adventurers descend into the twilight realms where the light barely reaches, then describe the claustrophobic effects of being able to see only a few feet in any direction, and the dim, ghostlike glow cast by a *light* spell. Characters who venture into the real dark, where no light penetrates, can be treated to sights of eerie glowing lights which bob around just out of reach, and of shapes that bump into them unseen in the dark. The denizens of the deep are strange and weird, with lights faintly glowing from their heads, or even from their tongues.

It's not all strange, dark places, though. The castles of the tritons are wondrous to behold and the Sunlit Sea is a colorful place, with shoals of brightly colored fish swimming here and there, and manta rays skimming through the water. Use your descriptive powers to the fullest and let your players know that this is an environment very different from the one their characters normally adventure in. But above all, have fun.

SECRETS OF THE SEA PEOPLE

In this section, we take a look at the lifestyles of the sea peoples.

THE TRITONS AND UNDERSEA

Munanska the Sage gives us the benefit of his knowledge.

Munanska leaned his arms on the desk while he collected his thoughts. "Now, about the tritons. First thing to get clear is that although they appear similar to the mermen and mermaids of the Sea of Dread, vast cultural differences exist between the two. Whereas the merrow, as the merfolk call themselves, are freedom-loving wanderers with a very loose social organization, the tritons prefer to arrange their lives around a much more structured and civilized pattern. Their arts are much more defined. Each one of them is knowledgeable in the ways of magic. Some of them possess incredible powers, being able to control the very sea itself."

"But I'm starting to ramble. Let's concentrate on the physical differences for now. Tritons are, on average, taller than the merrow. Not by much, but noticeably so. They also have a distinctive blue sheen to their skins. Not much chance of mistaking a triton for a human. Mind you, a few magical apprentices I've met have sported very unusual skin colors. But that's more a result of experiments going wrong. Now, I remember when I was studying in Glantri . . ."

Yuri coughed and looked at the sage, "Glantri's not by the sea, so I'm not interested. Tell me about the tritons."

"Of course, of course. Ah! The impatience of youth. Tritons also have distinctive shell-shaped ears and aquiline noses. Curly green hair is very common, blue hair less so. Whether they and the merrow ever were the same race is hard to say. They might be descended from a common stock, but you can tell the difference between them now. It's just like when you first see a bunch of humanoids, they all look pretty much alike, but once you know what to look for you can soon tell the goblins from the hobgoblins, the hobgoblins from the bugbears, the orcs from the . . ."

"Okay, I get the message," sneered Yuri.

" . . . gnolls. It's rude to interrupt! Do not do it again!" commanded Munanska, his eyes full of flame. Yuri bit back his next comment. Maybe this old fool was not as doddering as he looked.

Munanska lit his pipe and stared at Yuri. "Ready to listen again?" Yuri nodded slowly. "Good. We were discussing anatomy. Like the merrow, the tritons have twin tails which allow them to walk upright. Although they can breathe air freely, they have no desire to leave the sea, as their tails are incapable of supporting them for any length of time."

The tritons of the Sunlit Sea live in the Kingdom of Undersea which lies roughly between the Isles of Ierendi and the Minrothad Guilds. Queen Tarovra rules over her people from the coral castle of Smaar. Well, that's the way it was when I was last there, she might have taken a mate by now. The castle is a wondrous place built into a living coral reef. It starts at a depth of about 150', but its topmost pinnacles are only a few feet below the surface of the sea. It's brightly colored and a marvel to behold. At Smaar, the queen's advisors and barons gather to help her rule her realm. The barons also have their own holdings which are arrayed around the castle. They also live in coral castles, all as beautiful as the queen's, but smaller in size.

"The political reach of the queen and her barons covers most of the sea floor between Utter Island in Ierendi and

Trader's Island, the capital of the Minrothad Guilds. They have friendly relations with the merrow, the kna, the Aquarendi—they're the aquatic elves, by the way—the nixies of the coastal regions, and the sea giants. Members of all these races can be found living within Undersea, just as you find dwarves living in human kingdoms.

"Undersea has been engaged in a long, smoldering, 'er, now what's the word, bush war? No. Hmm! Ah! Kelp war. Yes, there's been a smoldering kelp war with the devilfish of the deep for almost as long as anyone can remember. Those vile creatures will eat anyone they find. Fortunately the fighting has been contained to border skirmishes of late, but the tritons remain vigilant for any signs of a mass attack by the devilfish.

"The tritons are unusual among sea dwellers in that they maintain a standing army. This habit comes from their settled lifestyle, with so many of them involved full-time in administration, farming, and crafts, that they need to have full-time warriors as well. Not that full-time has the same meaning for us as it does for them. The tritons, in common with most aquatic folk, have a very relaxed attitude toward work.

"Tritons favor spears and tridents, with nets being employed to capture enemies. But don't be fooled into thinking that normal tritons are a bunch of sedentary wimps. Most of them are capable of zapping you with some magic. Triton weapons are made from fish bones, shells, and coral, with bronze being popular as well. The tin and copper used for making the bronze is brought from the surface by the families of kna, the underwater traders. The kopru smelt these metals in the great heat of the underwater volcanoes, and they have recently been experimenting with iron and steel production. In exchange for metals, the tritons supply magical ingredients and foodstuffs, much of which finds its way to the laboratories of Alphatia and Glantri.

"The army tends to be composed mainly of cavalry—sea horse riders to be exact. These majestic 15-foot-long creatures are capable of very quick bursts of speed and carry their riders willingly. An attack by a sea lancer can be a very painful experience! In addition, trained swordfish are also used, as are manta rays, both for cavalry mounts and for transporting the infantry around.

"On the whole they are a peaceful folk who delight in life. They grow their own food, and fish herding is one of their main sources of livelihood. Vast forests of kelp are carefully maintained to provide a staple food source. By mixing this kelp with other sea vegetables and small crustaceans, the tritons can create some wonderful tasting foods. And the types of fish herds they have are just incredible. All manner of fish provide them with their meat. The fish are allowed a fairly free course, but trained dogfish are used to prevent them from wandering too far. A ready supply of food fish is kept close to every dwelling place, with these being replenished on a daily basis.

"The tritons tend to live in the more scenic parts of the sea, and avoid the deeper, cooler waters. It's also darker down there, and their eyes are not really suited to seeing in the depths of the sea. This shows good sense, if you ask me. The deeper parts are home to the dreaded krakens and other fearsome beasts. That's probably why the devilfish and the shark-kin are so mean—they have to be in order to survive.

"So, triton homes can be found in those shallow waters which boast good visibility and warm currents. The more picturesque the setting, the more they like it. Underwater fairy grottoes are what they really go for. They are not too



fond of the volcanic areas since a baron's castle was destroyed in a volcano a few hundred years ago, a time still within living memory for some elder tritons, as they often live to be 250 years old. And that's it. Any questions?"

The Merrow

The merrow, Haldo Waverider, introduces us to the lifestyle of the merrow.

"Greetings! I'm Haldo Waverider and I've been chosen to tell you of the ways of my people. As I've worked with the Royal Navy of Ierendi, I was considered to be the most qualified to get across the differences between my folk and yours, mainly because I'm well versed in your tongue, but also because I possess an extensive knowledge of the ways of you land dwellers."

"Now, let's get started. First, there are two types of merrow: the dwellers of the Sunlit Sea, and the Deep Ocean merrow. I'm from the Sunlit Sea, the relatively shallow sea which surrounds the Ierendi and Minrothad Isles. This sea is warm in comparison with the deeper ocean to the south, where the sun's warming rays penetrate only the uppermost part of the great oceanic abyss. However, there are many volcanoes under the sea which serve to warm the darker reaches and make them habitable.

"But I'm not here to give you a geography lesson. Suffice it to say that the major differences between the two types of merrow are more cultural than physical, at least as far as I'm aware. Our skin coloration does tend to differ, though. We who live in the Sunlit Sea tend to be browner, while our deeper water brethren are greener. Of course, the degree of skin color is not set. Great variations exist between different merrow, with some Sunlit Sea dwellers being very green. Much as you humans vary in the color of your skins, we merrow vary in ours.

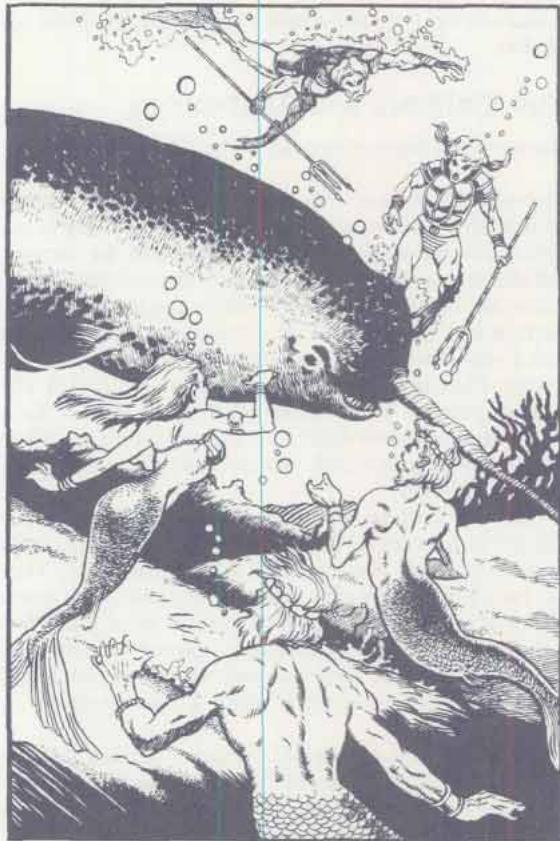
"As you can see, I'm what you call an amphibian, a creature able to breathe both air and water equally as well. To do this, I have gills and lungs. My lungs are like yours, and my gills work like any other fish's, used to filter air from the water when I'm submerged. When I'm in the water my lungs fill with water, but this is no problem as long as I stay submerged, as the water has no effective weight. Upon entering the world of air, though, it is necessary to 'blow' the lungs to avoid their becoming heavy.

"Once the water has been expelled, the lungs then work normally, and the gills close into recesses on the side of the neck." Ducking under the water, Haldo took a deep draft of water and then rose up to expel it, taking pains to point out his closing gills. "We can continue to breathe air for as long as we wish. And, as I just demonstrated, it is a simple matter for us to breathe water again. All we have to do is inhale it and our gills take over.

"From the waist up, you can see that I look very much the same as you. In fact, there are some who claim that you are descended from us, but that is a topic for another time. From the waist down, I resemble a fish, albeit a fish with two tails, much like your legs, in fact. My tails are scaled and have fins at the end.

"You'll see that I also have webs between my fingers. These are useful for swimming, as they make my hands into extremely efficient paddles. At the same time, they do not hinder my movement in any way, allowing me to grasp implements and weapons. For we, like you, are tool users.

"We merrow are the most populous of the races of the Sunlit Sea. Our tribes range from Elegy, in the west of the



Ierendi Isles, to Alfeisle, in the east of the Minrothad Isles. As a people, we live very simply, possibly too simply for some of you land dwellers to be entirely comfortable with. I refer of course to our lack of clothing. Except when we expect to enter battle, we adorn ourselves with just a few colorful shells and stones. We feel no shame in living the way we do, for Manwara, the Old Merman of the Sea, created us this way. We carry our weapons on these belts crafted from seaweed. The seaweed is in fact alive, and grows around our bodies, under our careful guidance of course. By entwining the strands it is possible to make them grow very strong so that they can support great weights with no problem.

"As water dwellers who frequently swim upon the surface of the sea, we have little use for implements made of iron or steel, as these start to corrode once they come into contact with air. The majority of our tools are made from shells, bones, stones, or coral. When cut and polished carefully, they can carry a sharp edge and are fairly strong.

"Our lifestyle is very different from yours, and indeed, from that of many other sea dwellers. Although our merrow cousins to the south lead a far more settled life, we prefer the freedom of the sea. The many tribes of merrow who inhabit the Sunlit Sea all do so peacefully. There is plenty of water and food here for everyone, so there is no need for us to fight one another for waters. But, we have been known to raid each other's schools of fish. It keeps us in shape, and it is really just for sport. Anyone who gets raided can always go out and raid somebody else. If their schools get too depleted, well, other tribes can always turn a blind eye while the tribe replenishes its stock from other schools. If the worst comes to the worst, it's possible to live on the kelp and the smaller fish that swim here. Some tribes do turn bad and attack others out of malice, but these we drive away.

"The tribes consist of 50 to 100 members, including the young and the old. During the year we follow our schools of fish as they swim around the rich waters of the Sunlit Sea. On the way we harvest kelp, always taking care to ensure that it will continue to grow freely."

"Our most trusted friends are the dolphins, and many live among us. Land dwellers are often mistaken in thinking that we catch and train the dolphins, but this is very far from the truth. The dolphins aid us because they want to. They work with us to keep the sea a safe place for their young and ours. True, we ride on their backs, but this is because we are their friends, not their masters."

"Our food consists of fish and shellfish, eaten fresh of course, not burned like human food. Shark is one of our delicacies, as are squid and octopus. We also eat lots of sea vegetables, particularly kelp."

The Aquatic Elves

Sardrendil, Keeper of the Sacred Frond, enlightens us on the mysteries of the aquatic elves.

"We, the Aquarendi, are the elves of the sea. We are not dissimilar to the elves of the land, but you should not mistake us for the Meditor Water Elves of Minrothad. Unlike them, we are born of and in the sea. We breathe the elements of water and air with ease. Like many of the sea dwellers, we Aquarendi have blue or green hair, and eyes of a similar color. But we are not the same as the merrow or the tritons. Look at my legs and feet, see how they are similar to yours. Only the webbing between my toes and fingers shows that I am of the sea. I can walk the land, just as easily as I swim the sea. My gills allow me to breathe the water, and my lungs, the air. And yet, we prefer the comfort of the sea to the hardships of the land."

"We are the oldest of the old. When the world was new, water was all around, covering everything in its life-giving protection. But change is a natural part of Time, and the powers of Energy looked upon the peaceful world and desired to change and pervert it to its own ends. They called to Matter and showed how the earth was covered by water. As Air looked thoughtfully on, Energy and Matter stoked fires deep under the ocean which blistered the rocks and caused deep cracks to appear in the ocean floor. The water rushed into these fissures and boiled with the heat below. Great gouts of molten rock were blasted into the sky as the ocean sank deeper into the world. The ocean floor buckled under this assault, sending up great ridges of rock. When the worst was over, the continents had been created and were claimed by Matter. Flung out of the safety of the ocean, the land underwent great changes, changes which beckoned to many of us."

"We aquatic elves left the seas to explore the land and lost our ability to breathe water. We settled in Evergrun where we lived in harmony with the land elves. Many, taking delight in the trees and life of the land, turned their backs on the water. They joined with the land elves in accepting the pollution of Blackmoor and its filthy technology. Those of us who held to our origins called to Manwara to return us to the ocean. But the Old Elf of the Sea was angry that we had forsaken him to follow the sphere of Energy and live upon the surface of Matter. He gave us an ultimatum, return now to the sea or be forever sundered from it. We who entered the seas were few in number, but the tides raged in our blood, and we could not forget the old ways."

"Disaster struck our land brethren and almost broke the world. Manwara, Calitha Starbrow, and the other great powers wiped Blackmoor and Evergrun from the world. It was centuries before we learned that some of the land elves were still alive. These elves settled upon the shores of the sunken sea until the forces of Energy and Matter again struck the sea. Fires boiled the great ocean, earth flung itself outward to cover more ocean, but Manwara was waiting. He moved the ocean back, and so that earth fell, crushing the fires of Energy which assaulted from below. As his enemies fought each other, Manwara sent the ocean back and reclaimed much of what had been previously lost. At the intercession of Calitha Starbrow, he spared the Meditor elves and left them on islands in the sea. The humans and lizardmen to the east he also spared, leaving them the Ierendi Isles."

"Since then, Time has flowed smoothly, with a natural state of affairs being accepted among the Spheres. The seas have changed little in that time, but the war is not quite over. Fires still rage on the sea floor, and volcanoes smoke and erupt on the islands in the sea. But this is the way of the world, and it shall continue. We have lived for so long that we know that Time brings change, and that the other Spheres have their own aims. Our aim is to maintain the flow, so that all else can continue to exist."

"I, Sardrendil, Keeper of the Sacred Frond, tell you this not because you ask, but because you need to know. The water is Time, ever flowing and ever changing, giving birth to all living things. Treat it with respect and you shall grow wise."

"Now I will take you beneath the waves to Airandal. Drink this, it will enable you to breathe. Ready? Let's go." Sardrendil dived toward the coral reef below. Yuri had difficulty keeping up with the slender female elf and soon lost sight of her. At the edge of the coral, she spoke to him, but he could only barely make out her form, so well did she blend with the corals. "Airandal lies before you," she said, pointing at a large expanse of coral. Yuri blinked, but could see nothing other than a school of dolphins playing among the outcrops of the reef.

"It is well hidden," she remarked, "so that it becomes part of the natural surroundings. Most Aquarendi settlements are like this. We prefer reefs and occasionally lagoon bottoms for our homes. We try to change things as little as possible on the outside."

Sardrendil glided forward and swam over to a piece of coral. Yuri followed her and discovered an opening leading into the middle of the reef. Inside, colored fish swam between seemingly endless forests and groves of seaweed. Sardrendil beckoned him along seaweed shrouded paths to a large cavern lit by a soft white light. Here they swam upward and shortly emerged into a large carved-coral chamber lit by dappled sunlight which played softly over the walls as the waves above washed over the coral.

"This is Frarandal, the Cavern of the Sun," she said, sweeping her arm around the chamber. "As you can see we are not totally aquatic. Here we come when we wish to be dry and breathe the air. We also store our perishable goods and iron implements in smaller chambers elsewhere in Airandal. When we returned to the sea, we kept many of the things we had grown to love on the land. In the many rooms leading from here, we create magical potions and other items of use to the Meditor elves. We use these preparations and the pearls from our oyster beds to trade with the Meditor elves for the goods that we cannot manufacture ourselves."

"You may make yourself at home. The only place where you cannot go is to Kellaalri, the Cavern of the Frond, as it



is forbidden that the eyes of an outsider should ever fall upon our sacred artifact.

"See, we are not that different from the elves of the land. We have our mysteries and our love of natural beauty just as they do. Even after thousands of years of separation, we aquatic elves do not differ that much."

The Kna

In an inn on the Island of Ierendi, we learn about the ways of the kna.

Horan Landas drained the offered glass and placed it on the table. She peered closely at the wasted, pale figure before her. The man was a mage, no doubt about that. Thirty years or so old, shifty looking, with a strong streak of malice. "What do you want?" she asked. The mage smiled. Horan could tell that it hurt his face. "I require some information," he said. "I was told that you were the woman to speak to."

"Well, that depends," Horan replied, "on how much you're offering."

The mage slipped his hand into his robe and pulled out a pouch. He dropped it onto the table where it landed with a heavy clink of coin. Horan picked it up and thumbed through the gold. She looked at the mage a bit more pleasantly now. She didn't like the man, but his money could tide her over that slight disagreement. "What do you want to know?" she asked.

His teeth pulled back into a feral smile. "Tell me about the kna," Yuri said. "I believe you worked for them at one time?"

"Yeah, I did," she answered, "not that it made me rich or anything—the kna are a strange people," she replied. "They're basically a bunch of fish-eyes who swim round the sea carrying goods. They are the traders and merchants of the deep. They spend their lives traveling the seas and oceans, keeping the keels of commerce flowing, so to speak. Every now and again they turn up in Ierendi, Alphatia, Karameikos, the Northern Reaches, the Five Shires, anywhere except Minrothad."

"Why not there?" Yuri asked.

"Same reason no one else trades there—the Guilds don't like it. In the old days the kna used to go there, but the Guilds forced them out. They shut them down. Fairly bloody it was, too. Lots of kna floating around on their sides with their eyes popped out of their heads. The Guilds don't like anyone trading in their waters, although they'll never admit to the killings. 'The work of privateers,' they say, but who are they trying to kid?"

"Mind you, it's not as though Minrothad is really in a position to supply all the stuff that the kna could get. Things like pearls and magical ingredients are now all bought by Guildsmen from traders in other ports, who get it from the kna anyhow."

"You never seen a kna?" she asked. Yuri shook his head. "Well, for fish-eyes they're pretty impressive. Ten to 12 feet tall, bright orange skin, with big fins along their backs and heads. Pretty strong, too—I've seen one snap a shark in two with its bare hands. But, they're really just a bunch of overgrown tropical fish. They live in small family groups consisting of a couple of parents and their offspring. Big families will have three, maybe four generations of kna. Small families are usually a young couple just striking out on their own. Anyway, each family has its own pet masher which they use to tow their homes and floaters around with."



"A masher? What's one of those?" Yuri asked.

"Ye gads, where are you from? A masher is a sea worm, about 100 feet long, with a huge mouth and a poisonous stinger in its tail. Normally, these black monsters crawl over the sea floor eating anything they come across, or sense moving. They're blind, but I hear that their sense of smell is pretty good. Most fish-eyes leave them well alone, even though—except during their breeding seasons—they're pretty safe unless you antagonize them. But watch out when they turn red, that means they're getting ready to mate, and they don't take kindly to people interfering with them. They just writhe around all over the place in a big bunch."

"The kna catch the mashers while they're young and rip their stingers right out. This makes them less dangerous, and also prevents the mashers from breeding, which makes them doubly safe. Each family normally has only one masher, but sometimes you'll see two, usually when they are training a young masher to replace the older one."

"Once the kna have trained them, they use the mashers to tow their homes and cargo pods around. The kna trade with everyone in the ocean, and they don't seem to mind how far or how deep they have to go. Any place there's salt water, you can bet that a kna family has been there. I hear tell they trade with the devilfish, shark-kin, anyone but the Minrothad Guilds. Kind of says something about the Guilds, doesn't it? The main reason they trade with the devilfish is in order to get the light internal shells of the giant squids. These they decorate with shells and precious stones, each family having its own distinctive pattern of swirls and motifs. The kna force air into squid shells and seal them up. This makes the shells float and makes it easy for one masher to tow as many 10 floaters behind it. By

varying the amount of air according to the weight of cargo carried, they can keep their floaters at any depth they like.

"The kna also deal in fish skins, which they use to waterproof any goods bound for the surface world. This means that the kna can always deliver dry goods, even through they may cross thousands of miles of ocean along the way."

Yuri pursed his lips and poured a drink for Horan. "Why do they hire humans?" he asked.

"To act as shore-based factors," Horan replied, pausing briefly to sip the offered drink. "They can't breathe air very well. They're okay at first, but after about minute, they fall over and flop around, just like a goldfish that's been knocked out of its bowl. Makes any kind of business deal kind of hard to sort out. They also employ mermen, tritons, and Aquarendi. Anyone who can breathe out of water. One group hired a group of nixies once, but it didn't work out. The people they were meant to be doing business with were more interested in diving into the water and cuddling the nixies than talking trade. Looked like the nixies were happy with that, as they left, taking the traders with them.

"I guess you could describe me as a go-between, a surface interface. An oiler of works."

Yuri's ears pricked up. "I heard not all kna are quite as you describe them. There was talk in Minrothad of their being pirates and murderers. Is there anything in that?" he asked.

"Now that you mention it, yes. But get me another drink first," she said, handing her glass to Yuri. When he returned she downed the wine in one gulp. "The Minroths call it piracy, but they started it by cutting off the kna's trade. Some of the kna families decided to get their own back. They swim up to Guild ships, hitch up a couple of mashes and head off to the nearest reef or whirlpool. Once the ship founders, they pull the crew under the waves and finish them off. They then take the cargo and sell it somewhere else. At least that's the way I heard it."

The Kopru

Drazlik, the kopru, gives us the lowdown on the new spirit of enterprise.

... fester, fester, hate, hate, hate, eat, eat, eat, fester, hate, control, control, fester, hate ...

"Times are hard. Our civilization collapsed long ago. Our cultural heritage washed away on the currents of the sea. So we sit and fester, hate, and eat. After years of doing this I got bored. I mean, is this any life for someone as good looking and intelligent as I am? Look at my eyes. See how big and wide they are? You just can't help falling into them. Now, sit still and stop fidgeting. No, I don't want a kiss. Try to resist my highly attractive fanged and sphinctered mouth, will you? A kiss from me may be not all you expect.

"Yeah, I've got smarts and looks. I've got a good physique, too. Slender, well muscled, with three excellent tails ending in nice sharp hooks. Ideal for ripping, rending, and crushing. Feel the shiny smoothness of my head. Look, I told you to stop trying to kiss me. I know you'll do anything for me, you poor demented fool, but just sit there and listen. I don't want to be pawed.

"For years, we just sat around festering in our hatred of humans. I mean, what a thing to get all chilled down

about. It's not even that any humans come anywhere near us—the bleeding wimps would melt before they even got anywhere near an active volcano. Oh, sure, I could live up above on the land, but I can do without the aggravation. Humans, dwarves, elves, and those half things coming around to pester you all the time. They're either looking for treasure, or off on some fool quest to right some imaginary wrong. Hate them? Of course I hate them. Poking their noses where they're not wanted. Knocking over self-respecting monsters while all we're trying to do is make a living preying on the natives, and varying our diets with any tasty morsels that get shipwrecked on the coast.

"Naw. I gave all that up when we moved downstairs into the water. Besides, I love basking in this hot water. No problems with sweating too much and dehydrating. You can just sit here all day, drink as much as you like, and sweat out the poisons from the jellyfish you ate for lunch.

"Yeah, it's better down here, but it can still get boring. You can pump out all of your energies into hating humans and anything that resembles them. But where's it get you? Nowhere. It's not a very rewarding experience sitting around hating and festering and eating. Naw, I don't mean that. Eating's all right.

"So, I thought that I needed change. Get about a bit. See some more of the world. Go visit a few folks. Well, I tried it, but it just didn't work out quite right. That's not to say people weren't friendly. I met quite a few who were falling over themselves to be my friends. But they say travel broadens the mind. More like the diet. Well, what are friends for, if not to help you out in times of need? So, I ate a few of them. I think it was boredom, really, for now my friends stay around a lot longer. My diet's not so varied these days, but you can't have everything.

"What I realized was that sitting around festering and hating a race I hadn't seen for years was coloring my whole attitude. Humans. *Pah!* Last human I helped out was a total nerd. Ye gads! He came from some barren land called Ylaruum. Obsessed with praying all the time. I told him to knock it off, and he almost died. I sent him back there, told him to kill all the clerics he could find. I guess he must have tried, either that or some dirty human negated my control with a spell. *Shark's droppings the lot of them.* My control was good, I've tested it over the years. Stretches as far as I want. All I've got to do is get a puny human mind in my control, and they're powerless. But humans, you can't trust them. Do them a favor and they can't even repay you by carrying out a simple task like killing each other. Bunch of stinking slimes, not even fit enough to be eaten.

"Anyway, what I needed was something to take my mind off humans. Get a job, I thought. Do something useful and constructive. Stop being a menace to society and take my rightful place in it. So I thought, what does the world really need that I can offer it? Well, I can resist high temperatures for a start. That could be handy. I have this ability to make friends easily. That's good. So, I decided to be an entrepreneur. Nothing too demanding. Just get a few saps to do the hard work, and I'd be made.

"Being an entrepreneur wasn't a lot of use around the volcano. All anyone ever wants to do there is sit around festering and thinking up ways to cause trouble. It was obvious I needed to move and find a corner of the market that a kopru of my talents could exploit. So I headed off for Undersea. The initial welcome wasn't that great, but after a few tritons came around to my way of thinking, it got better. Following a heavy discussion with the queen of the tritons, I got the exclusive rights to underwater smelting and forging.



"Ideal, you see. No one else could work in the intense heat of the volcanoes, and any iron and steel had to be imported before. I went back home, recruited a few fire salamanders to work the metals, picked up a few other kopru to help make people friendly, and we set up. Things went well, lots of metal nodules on the sea floor. The kna families didn't like it much at first, and they seemed unimpressed with our friendly personalities. But once I offered them the transportation rights on my goods, they were happy enough to stop trading the nodules with the surface world."

"Since then I've branched out a bit—I now have a recruitment agency. My staff of highly trained kopru will find the right person for any job. No matter how dirty, unpleasant, repugnant, or anti-social, we'll find someone who'll do the job with a smile on his face and a glow in his heart. Mind you, he'll probably be human. We fix them up with a yearly contract, and give them good benefits; *water breathing* spells for a year, and a guaranteed no-livestock clause—that means we won't accidentally eat them. Humans, I may hate them, but they've got their uses."

Nixies

Far from the nearest land, we discover that the lure of the nixies is strong.

"Man in the water!" cried the lookout and pointed to starboard. Captain Hood scanned the waves until he spotted the bobbing shape. "Bring her 'round, Jakes. Bosun, cut the sails, and get a boat launched."

Captain Hood leaned over the ship's rail and watched as the half-drowned figure was caught by a gaff and hauled unceremoniously into the ship's boat.

"Clear day, no fog. Then there he is, not 30 feet from us," the bosun observed with a shiver in his voice. "Lookout should have spotted him hours ago. It's not natural. Let's just kill him and be done with it."

Captain Hood turned and peered up at the crow's nest. "What's the chance that the lookout was asleep?"

"None. That's Bragdy up there, he knows better than to risk the lash."

"We best be careful," Captain Hood said. "These are the waters of the seafolk. Our find may not be all he seems."

The captain watched as the boat pulled alongside and the man was bundled onto the deck. One of the seamen pushed the man forward, causing him to stumble.

"You," Captain Hood pointed at one of the sailors, "bring him to my cabin, but first get some clothes and brandy for our guest."

Later, the captain sat in his cabin fingering a jeweled dagger. The bosun and two burly sailors stood menacingly behind the chair where the man sat. He seemed unconcerned, and beamed a self-satisfied smile at the captain. "You don't seem bothered that you were found floating in the middle of the sea, miles from the nearest land. How did you get there? What's your name? Where're you from?" the captain asked, as he punctuated each question with the point of his dagger.

"I'm called Pyotr. I hail from Karameikos. I was shipwrecked," the man answered simply, smiling constantly.

"You seem to be in good shape for a man who survived a shipwreck—particularly one which must have occurred a while ago. There are no reefs around here, and there've been no storms for over a week." Captain Hood glowered and pointed the dagger at Pyotr's throat. "I want answers,

and I want them fast, or else you're going to end up with a pair of gills."

For a brief moment Pyotr's expression showed fear, but then returned to his previous good humor. "I've been the guest of the nixies," he said. "I really was shipwrecked. It was a year ago. I was on board a Thayan vessel taking some horses to the Empire. I thought I could make some money on them. We were only a day out from Specularum when the typhoon hit. It picked us up and carried us across the sea, then dumped us back into it. When the ship hit the water, it promptly started to sink. I lashed myself to a mast. It was a big mistake. I hadn't noticed that the canvas was still attached to it. Worse still, it was also attached to the rest of the ship. So when it went down, I went down too."

"Why didn't you cut yourself free?" the captain asked.

"I tried, but in my panic I dropped my knife. I figured it was all over. The air was burning in my lungs, and my head was pounding away. I choked and felt my lungs fill. It wasn't too bad, kind of relaxing in a funny sort of way. I felt myself sinking. My vision was already blurring. And then she appeared. I thought I was dreaming at first. She was the most beautiful woman I had ever seen, a pale blue color, but that didn't seem to matter. She just hovered there watching me with the most glorious smile on her lips. Then she kissed me. It was as if I had been born again. My lungs filled with fire, and my heart felt as though it was going to burst. I think I passed out then."

"When I came to, I was lying on a bed of seaweed. Around me were coral walls, and the sound of singing drifted on the water. It was odd. I could breathe, but it was a long time before it struck me that I was actually underwater. All I really cared about was seeing her again. I sat up and headed toward the singing."

"What I saw was unbelievable. There were 20 or so of these beautiful women dancing in a circle and singing. They were dressed in thin, almost gossamer dresses that swirled and moved in a most engrossing way. I thought I'd died and gone to join the Immortals. As it turned out, it was more fun than that. I was their guest for a year."

"I did simple chores—preparing food, cleaning up, waiting on them hand and foot, and generally seeing that things were kept neat and tidy. It was wonderful work. I'd do anything for the little nixie women."

Captain Hood glanced at the bosun, who shrugged. "I find this hard to believe, give me some more details."

Pyotr's eyes glazed over and the smile spread even further across his face, "They are all beautiful and so small. They're about three feet tall, and have highly attractive light blue, green, or gray-green skins which almost shimmer in the currents. The nixies are very gentle, and avoid combat whenever they can. Each one has a pet giant bass which protects her and which they use for transport in the same way that we use horses. That's not to say the nixies can't fight if they have to. They carry small daggers and tridents, but they're rarely attacked, as most creatures are quite taken with their natural charm." Pyotr trailed off, a look of almost stupefaction on his face.

"Sounds like a load of plop to me, Cap'n," the bosun, always a practical man, said. "Let's cut his throat and fling him back."

"No. A few more questions first," Captain Hood replied. "Pyotr, where are the nixie males?" A quick cuff around the head from the bosun helped focus Pyotr's attention on the question.

"Beats me. I never saw any. Not that I'm complaining. They would have only gotten in the way."



"So, they just let you go?" the Captain asked.

"Yep. One year is all I got. But I'm going back soon."

"Sooner than you think," sneered the Captain. "Okay, bosun. Take him out and fling into the drink. He's obviously deranged. Get rid of him." Captain Hood watched as the bosun led the still smiling Pyotr outside. A few moments later, the sound of a splash drew the captain's attention to the window. As he looked out, he thought he heard Pyotr call out "Thank you" at the departing ship. But he was never sure whether it was the gray fin of a shark he saw break the water, or the slender shape of a diminutive woman. Whatever it was, it dragged the grinning Pyotr under the waves.

The Sea Giants

In the realm of the tritons, we learn much about the ways of the giants of the sea.

CRASH! CRUNCH! "Run for your lives, the giants are coming," the cry went up. In all directions tritons and merrow flee as fast as they can as two hulking shapes pick their way through the once tidy coral garden. Beautiful outcrops of sculpted coral collapse into broken piles of rubble as one of the giants throws his weight against them. Not satisfied with that, the giant flings himself on the ground to crush flowers and sea anemones under his huge bulk.

Only one lone triton stays to face the giant's destructive onslaught. He stands firm, his trident grasped in his strong hands, his armor of polished shells shining in the light filtering down from above. Seeing him, the giants move toward him. He raises his trident and readies it to throw. "Stay where you are!" he commands.

The two giants stop cold, and look at him, their orgy of destruction over for now. "What in the name of the Immortals do you think you're doing?" he demands of the gigantic forms. Slowly the giants move closer to the triton, destroying more of the ornamental grotto as they advance. "Stop, you big oafs," he screams, the trident quivering in his enraged grasp, "you're destroying the gardens."

The giants again stop and look around them in amazement. The larger one speaks, his voice like thunder, "I'm sorry, Luctius. We didn't realize that this was part of your waters. Ummm, we'll patch it for you, won't we, Grafgrat?" In answer, the other giant bends over and picks up one of the fallen columns but only manages to snap it in two. Shrugging, he stands and smashes his head on a coral arch. The coral explodes upward and outward, and the shrapnel from it topples a row of arches behind.

"No! Stop!" the triton yells. "Leave everything. Look, guys, just take a seat for now."

The two giants obediently sit and another two ornamental sculptures are reduced to dust. The triton stares at them, his hand rubbing the back of his head. Boy! Is he going to be in trouble when the queen finds out about this. Best to get out of here, make it look as though they abducted him or something. No, that wouldn't work, the queen knew that he'd sent for them. Well, if he could return having carried out the mission, maybe she'd let him off.

"Okay, guys, we're going to leave. Just stand up nice and easy, and we'll head back the way you came."

"But I'm hungry!" protests the smaller of the two. "I've only had three sharks and a couple of squids today. It's hardly enough to keep me alive. I thought you could have fed us after we came all this way to help you," he whined.

"We'll stop off at the oyster beds on the way, then you can get something to eat." The giants grudgingly agree and the three figures head off, leaving a trail of deep footprints behind them.

"Look, Luctius, we're sorry," the larger giant said. "It's not easy for us to cope in your miniature world. We came here as fast as we could. We got a lift from a whale on her way up from the depths, and our eyes haven't had time to adjust to the bright light up here. Why you have to make everything so ridiculously small, I'll never know. We thought we were doing you a favor, clearing all that coral out of the way."

The unlikely trio reached the oyster beds, where the smaller of the two began to guzzle down vast quantities of oysters. "Don't go eating too many, Grafgrat. You don't want to get indigestion again."

"I won't, Dad. Just enough to keep me going until lunch time."

"What's the problem, Luctius?" asked the older giant. "The dolphin seemed pretty agitated when he called on us."

"I think it's the devilfish, Bratar. They've been pretty riled up lately," Luctius replied. "At least I think they're behind it. The merrow have reported large, dark shapes just off the edge of the Terraces. Could be that the devilfish have stirred up the kraken."

"Terror of the Deep? You sure?"

"No. But we've sent out three patrols. Only one returned, and that had been attacked by devilfish. The survivors reported large tentacle markings in the soft sand. Bigger than a giant squid's. They couldn't find out much more, because the devilfish poured over the edge. They could have been trying to hide the evidence."

"A kraken? We're going to have to be careful."

"Hey! Dad. I've found a pearl!" yelled Grafgat. He bounded along, and the sea floor rocked and shuddered in protest. "Look," he said, holding it proudly. "I only need another 200 or so, and I'll be able to make that necklace for Mom. Gee! It was in about the eightieth one I ate. So, if I eat another hundred or so, I might find another couple of pearls."

Luctius's jaw dropped. "You ate nearly a hundred oysters? That's not possible!"

"Oh, it is," Bratar remarked in a matter of fact way. "He's a growing lad. I remember when I could eat a whole oyster bed, and finish it off with a few great white sharks. Fortunately," he said, giving Luctius a pointed look, "I've stopped growing. So you've really only got Grafgat to feed. He needs his food. Still got a way to go yet—he'll probably end up 20 feet tall, just like his great grandfather."

Bratar looked with pride at his son, "Grafgat, go and have a look at the sky. Just climb that hill over there, and you'll see something you've never seen before. And be sure to hold your breath."

The young giant rushed off, forgetting his hunger as he scrambled up the sides of the slope.

"If it's the kraken, and the devilfish are responsible, you can be sure that they're doing it for a reason," the giant mused. "How many attacked your patrol?"

"The patrol claimed that there were hundreds of them. Hard to say, though. Certainly enough to cause us trouble."

A large splash reverberated through the water, then the body of the young giant bobbed above them. "Hey, what's happened?" roared Bratar, as he rushed over to his son. "If he's hurt, I'll kill whoever did it!"

It didn't look good. Grafgat floated motionless on his back looking like a capsized galley. Whatever had attacked him, it had managed to knock the young giant out with one blow. Bratar grabbed Grafgat by the ankles and pulled him under the water. Taking a deep breath of water, he blew it into his son's mouth. Grafgat's eyes shot open and he groaned.

A mermaid swam toward them. "Is he all right?" she asked. "I saw him staring at the sky. His cheeks were a bit puffed up, and he looked bluer than I thought healthy. Next thing, his eyes rolled back into his head, and he just keeled over. What's wrong with him?"

Bratar laughed loud and deep. Currents sprang up where the water had previously been still. Luctius and the mermaid were swept off along with a school of passing fish. Bratar picked up his son and held him out before him. "Next time you go out of the water, son, try coming back for a breath of water every now and again!"

Shark-kin

Upon an isolated island, we discover that the shark-kin are driven by instincts beyond their control.

Shakakk moved swiftly through the shallow waters and approached the beach. Pausing briefly, he lifted his head above the waves and tasted the air. The sickening stench of the land dwellers assailed his nostrils. Three of them to the east. Shakakk slid under the water and led the sharks toward his prey.

Ahead, the bobbing shape of a boat came into view. Blood pounded in Shakakk's temples as his hands tightened on his barbed trident. Soon they would die, and their flesh would fill his aching belly. The sharks grinned and darted toward the boat, their mouths opening in anticipa-



tion. "Wait." The word came not from his teeth-filled mouth, but from a deeper part of him. Instead of attacking, the sharks contented themselves with circling the dark hull.

With a flick of his tail, Shakakk approached the boat. No sound. It was empty. Within moments he was crawling from the water. Alert for danger, but lusting for blood, he followed a trail of footprints up the beach, and through the trees to a crude lean-to shelter. He almost rushed forward. No! He must be sure. Check for guards. Then stab, rip, and rend. He circled the hut. As he did, Shakakk stepped on a twig which cracked loudly in the still night air. His blood-lust rose.

Red light filled his vision as Shakakk hurled himself forward. Fire pumped through his body as his hands rose and fell in a stabbing frenzy. When he lost his trident he wasn't sure; but he knew that warm blood filled his mouth and soft flesh gave way beneath his claws. The screams and the agonized breathing abated. He stood covered in blood, savoring it, then he licked his lips and hoisted two bodies over his shoulders. The smaller he scooped under his arm, and with his other hand he retrieved his trident.

The killing frenzy over, Shakakk returned to the sea. Shattered planks marked where the boat had once been at anchor. The sharks swarmed around him, excited by the blood. They tore the larger bodies from him. Shakakk kept the smaller one as he swam for deeper waters. His work was done, but tomorrow he must return to the land, as he had done every night for the last two weeks.

Shakakk knew that it must be done. The dry skins had to be destroyed. As they had killed his people, he would kill them. Since the time of the Great Transformation, his tribe had always returned to the land. Every time an elder died,

the shark-kin would undergo the changes that allowed them to leave the sea.

The changes were at first subtle, a desire to rise to lighter, warmer waters, nothing more. As the tribe rode its sharks up from the depths, the legs of its members became thicker and longer, growing into limbs which dangled beneath the tail. The sharks too sensed the change. They hunted with more power, killing everything that had the ill fortune to pass within their range. But most of the food they left for their humanoid cousins. The tribe needed the extra strength for what lay ahead.

They entered the warm waters, always drawn to that one island in the sea. Why it should be that island, none knew for sure. Other tribes went to other islands, but this was the only one for Shakakk and his people. They had reached it at night. Shakakk and his brothers had been the first to try the strength of their legs on the land. The air had at first burned as it passed through their gills, but that soon subsided, leaving their senses heightened.

They returned to the waters, knowing the beach was safe. The young could be brought from the sea to marvel at the stars, the colors of the world above, and the strange scents. Shakakk had led the way to the sacred mountain from which their ancestors had returned to the waters in the distant past. Watched only by the stars, they cast the sacred stones, and the shaman danced the ancient dance of the Walking Shark.

The time was almost upon them, their new elder was about to be revealed, when the first arrow struck one of the young. Loud were the screams of anguish, as he and others fell to the ground. A mighty ball of fire sped across the mountaintop and exploded outward in hateful, scorching heat. His skin burnt and flaking, Shakakk beat at the flames on the young body next to him. The child lay still—its life had begun its long flow back to the sea.

Shakakk roared and his legs pounded across the ground, carrying him toward the nearest land dweller. The creature waved a bright metal bar at Shakakk, and screamed obscenities in its horrible speech, then it fell, impaled on his trident.

The events which followed remain unclear to Shakakk. There was blood, the screams of his people dying, and soft bodies falling beneath his claws and mouth. Somehow, his instinct carried him back to the sea. The sharks had gone into killing frenzy, and not all of his people died at the hands of the dry skins. Those too weak to control the sharks had been killed by their own pets as they staggered, bleeding, into the waters. Whether he was spared because the sharks were sated, or because his will was strong enough to hold them, he didn't know.

For six days Shakakk circled the island looking for his kin. He found only one other. Shratek was pregnant. Shakakk took her to deeper waters to calf. There she would be safe with the sharks to protect her. But all was not well, her legs did not fade as they should before birth, and her blood still boiled with the desire to tread the sacred mountain. Shakakk could only hope this unnatural state of events would not endanger the calf. The continued life of the tribe depended on it.

For a week he watched the dry skins as they went out each day in their boats, and again as they returned at night. He marked where they left the beach to go through the trees, and he observed their lights. At first, he used the sharks to capsize the boats during the day, taking delight in killing the land dwellers as they flailed in the water. But the dry skins learned quickly, and moved only in larger groups, with guards who killed the sharks with harpoons.

He attacked at night. His blood boiled, calling him to the mountain, but he fought it. He killed them as they slept. Soon the killing would be done. He and Shratek would visit the mountain, and he would become the elder. Their legs would fade and they'd return to the depths, to the loneliness of their empty homes. There they would rebuild the tribe. If Manwara allowed it, the calf would be born and they would visit the mountain. But if Shakakk were to die before then, the unnatural state of affairs would continue, the blood would course and the legs would not fade. Shakakk shuddered.

Creature Heroes

Now that you know a little about the aquatic races, how would you like to play in a campaign featuring them? In this section you'll find out how to generate and equip underwater heroes. These rules make a wide variety of character types available for play. Players can take on the roles of merrow, nixies, shark-kin, tritons, aquatic elves, kna, kopru, or sea giants. The races have special powers available to them: aquatic elves, like land elves, are fighters as well as mages. Tritons can be clerics, mages, or cleric/mages—a combination of the two. Nixies and kopru can *charm* other characters; shark-kin can empathize with sharks; sea giants can create waves; and merrow can sing the language of the dolphins and whales.

All characters may have access to magic spells. Aquatic elves and tritons are spellcasters automatically, but members of other races can also opt to learn spells by becoming wiccias (tribal magic-users) or shamans (tribal clerics). See "Magic of the Sea" for more information.

Aquatic Elves

Aquatic elves are different from other sea creature heroes. They are first and foremost elves, not monsters. All standard rules which apply to elves in the D&D® rulebooks are still in effect: aquatic elves use six-sided dice for their Hit Dice, fight as human fighters, and make Saving Throws as do other elves. They are also limited in the number of levels they can gain, but this is offset by their ability to gain Attack Ranks or additional levels of Magic Use (see the description in "Heroes of the Sea" for more information). Unless otherwise stated, all of the following rules apply to aquatic elves, as well as to other races.

Character Creation

Before deciding which character type to play, have a look through the "Secrets of the Sea Peoples," where you'll find descriptions of each of the featured creatures. Then read through "Heroes of the Sea" to see how the creatures are detailed in D&D® game terms. Information on how to create a spell caster, if your character is not an aquatic elf or a triton, can be found in "Magic of the Sea."

Once you've checked over the background, you're ready to begin generating your character.

Initial Generation

To generate a sea creature hero, roll 3d6 for each of the Ability Scores. These scores may be assigned to an Ability Score of your choice, allowing you more freedom over the type of character generated. Special abilities and restrictions of each race are described in "Heroes of the Sea."

As indicated in the chart below, some of the Ability Scores have modifiers according to the race of the character. Exchange Ability Score points as described in the D&D® game rules (*Players Manual*, p. 49), if desired, before applying modifiers from the chart. Final Ability Score results should remain within the limitations given for the chosen character race. Points beyond these limitations are lost.

Racial Ability Modifiers

Abilities	St	In	Wi	Dx	Co	Ch
Racial maximums:	18	18	18	18	18	18
Nixie	-2	—	—	+1	—	+1
Merrow	—	-1	—	+1	—	—
Aquatic Elf	—	+1	-1	—	—	—
Shark-kin	+1*	-1	—	+1	—	-1
Triton	-1	+1 or +1@—	—	—	—	—
Kna	+1*	—	—	-1	—	—
Kopru	—	—	—	—	+1	-1
Sea Giant	+2*	—	—	-2	—	—

* Kna and shark-kin need a minimum Strength of 13, and sea giants need 15.

@ Tritons receive either a +1 bonus to their Intelligence or Wisdom scores depending on their character class; not to both. A triton cleric receives a +1 Wisdom bonus; a triton mage gains the +1 bonus on Intelligence. Dual classed cleric/mage tritons may add their +1 bonus to Wisdom or to Intelligence; not both.

Ability Scores of less than 3 are not permitted. If a score of less than 3 cannot be avoided in any way, reroll the character's Ability Scores.

Prime Requisites

Sea creatures have Prime Requisites based on their field of expertise. Triton clerics and mages use either their Wisdom or Intelligence scores, respectively. Other creature types may choose Strength, Intelligence, Wisdom, or Dexterity as their Prime Requisite. A Prime Requisite of 13-15 entitles your character to an Experience Bonus of 5%; a Prime Requisite of 16-18 gains the character a 10% bonus to earned experience.

Ability Scores

Strength: This ability is comparable to human standards. Sea creatures benefit from conventional Strength Adjustments during combat when using a weapon. Strength does not normally affect natural attacks. As an optional rule, the DM may decide to allow a Strength bonus to creatures using their natural weapons. This rule benefits shark-kin and kopru in particular.

Intelligence: Sea creatures are as intelligent as their human counterparts. Regardless of bonuses, no character may have an Intelligence higher than 18. In addition to their racial language, all heroes of the sea speak the kna trade language. Characters who have Intelligence scores below 9 are illiterate; all other sea heroes can read and write. To be a wiccia, a character must have an Intelligence score of 9 or higher.

Wisdom: This ability is the same whether it deals with creatures who live on land or in the sea. To be a shaman, a sea creature must have a Wisdom score of 9 or higher.

Dexterity: All conventional Dexterity bonuses and penalties apply to sea creatures, providing they remain in their natural environment. Sea creatures who venture onto dry land have their Dexterity scores reduced by -2 to reflect their lack of buoyancy and unfamiliarity with the environment. This

represents a reduction of agility caused by the loss of buoyancy and of 3-D movement. On land, sea creatures are unable to swim upward or downward and have to rely on their own muscular coordination to avoid being hit in combat. They also have to compensate for the effects of winds and lack of water resistance when firing missiles. For example, a merman with a Dexterity of 17 comes ashore at an island; while he is on land, his Dexterity is reduced to 15.

Constitution: Whether big or small, a sea hero's Constitution is a measure of the creature's health. A 15-foot-tall sea giant gains his power from his Hit Dice and Strength, not from his Constitution. While still being an imposing character, a giant with a low Constitution could be as thin as a rake, catch a cold as soon as he enters chilly waters, and tire easily. Similarly, an exceptionally healthy nixie could glow with good health and vitality without appearing any larger than other nixies. All normal Constitution bonuses and penalties apply to underwater heroes.

Charisma: Sea creatures are influenced by Charisma as much as humans or demi-humans are. Within a race of sea creatures, Charisma bonuses and penalties are used as normal, but when two or more races are involved, racial likes and dislikes come into play. The following chart shows the bonuses and penalties to be made to any Reaction Roll according to how the races view each other.

Racial Preference Table

REACTION MODIFIERS ACCORDING TO RACE

Race	Aquatic		Mer-		Sea		Shark-	
	Elf	Kna	Kopru	Marrow	Nixie	Giant	Kin	Triton
Aquatic Elf	—	—	—2	—	+1	—	-5	—
Kna	-1	—	—	—	+1	—	—	+2
Kopru	-2	—	—	-3	+1	—	—	—
Marrow	—	—	-3	—	+1	—	-2	—
Nixie	—	—	—	—	—	—	-1	+1
Sea Giant	—	—	—	—	+1	—	—	+1
Shark-kin	-5	—	—	-2	-1	—	—	-1
Triton	—	—	—	—	+1	—	-1	—

ARMOR CLASS

All sea creatures have a natural Armor Class due to the toughness of their skins and their inherent swimming ability. The AC given in the descriptions of creatures in the D&D® rulebooks are averages based on the creature's natural hide, armor worn, swimming ability, and Dexterity bonuses to Armor Class (where applicable). These Armor Classes are not used for all sea creature heroes as they represent equipped and armored members of their races. To keep Player Character heroes in line with NPC members of their race, use the base Armor Classes given below.

Aquatic Elf:	7	Nixie:	7
Kna:	5	Sea Giant:	9*
Kopru:	3	Shark-kin:	6
Marrow:	7	Triton:	7

* The armor class of a sea giant is based on age. The giant's skin grows tougher as the giant ages (see the description in "Heroes of the Sea").

Creatures with Dexterity bonuses gain these in addition to their natural AC. Any sea creature may also wear armor to further improve Armor Class (see "Armor," below). Armor affects AC only if the armor protection exceeds the character's natural AC. For example, a triton wearing shell-piece armor (AC 3) has AC 3; however, a kna wearing layered shell armor (AC 5) would remain at AC 5. Because of water resistance and the problems this causes in using a shield, shields do not improve AC underwater. Sea creatures do not use shields, even when on land.

Initial Hit Dice

In most cases, characters start their adventuring lives at the lowest number of Hit Dice possible. The creature descriptions in "Heroes of the Sea" show the starting HD for each character race. Roll the dice to determine the character's initial hit points. A good cheating way of doing this for beginning level characters consists of rolling 1d6: 1-3, the character has maximum hp; 4-5, subtract two hp; 6, subtract half. This way you don't have to worry about characters starting the action only half alive. Multi-HD creatures gain this benefit on only one of their HD.

LEVEL ADVANCEMENT

Like two-legged land lubbers, sea heroes are capable of advancing in levels. Your characters start as unexperienced creatures with varying degrees of maturity. Upon gaining Experience Points, your characters will increase in level. Unlike conventional PCs, aquatic heroes do not always begin their careers directly at 1st level. Only aquatic elves do so; most sea heroes begin at 0-level. A few are so powerful that they start with negative XPs! They first have to "grow up" before they start to earn Experience Levels.

The individual creature descriptions show the total XP needed to advance from one level to the next for each race, as well as the time at which each gains an extra HD. For the sake of game balance, these characters do not necessarily increase their HD at each level of experience.

Growing Up Fishy: For game balance reasons, several sea creatures start as younger specimens of their races. Balancing a game involving 1 HD merrow and 9 HD sea giants would be very difficult. This explains why tougher creatures start with negative XPs. Experience points should be gained through adventuring before PCs become *Normal Monsters* and begin acquiring effective Experience Levels. Experience Points awarded during adventures reduce a PC's negative points and move the character up through a series of age bands until it reaches 0-level. Level advancement then occurs normally up to 36th level (10th level for aquatic elves).

Example: A sea giant enters play as a Fingerling and then grows through the following stages in turn until he reaches 0-level:

Fingerling—Shrimp—Sprat—Urchin—Teenager

Creature Heroes

Shark-kin enter play almost fully grown as teenagers and progress from there to 0-level.

To help game balance, very large creatures gain their abilities slowly. They do not enter play with all the abilities of a fully grown creature. Instead, they grow into them. Sea giants start off relatively weak, but become increasingly tougher. They begin at a very young age and are relatively small, but as they earn experience they grow taller and are able to use larger weapons. To reflect this, the amount of damage they can inflict slowly increases. Upon becoming 0-level creatures, characters have all the abilities of a normal monster of their race (see the creature descriptions for full details of how this affects each race).

Split-Level Abilities: Because sea giants and kopru require large amounts of XPs to move from one age group to the next, split levels have been introduced. These make benefits available to a character without the character having to earn enough XPs to gain a new HD. Split levels allow characters to gain improvements smoothly, instead of all at once upon gaining a new HD. The creature descriptions show how many XPs are needed to gain a split level.

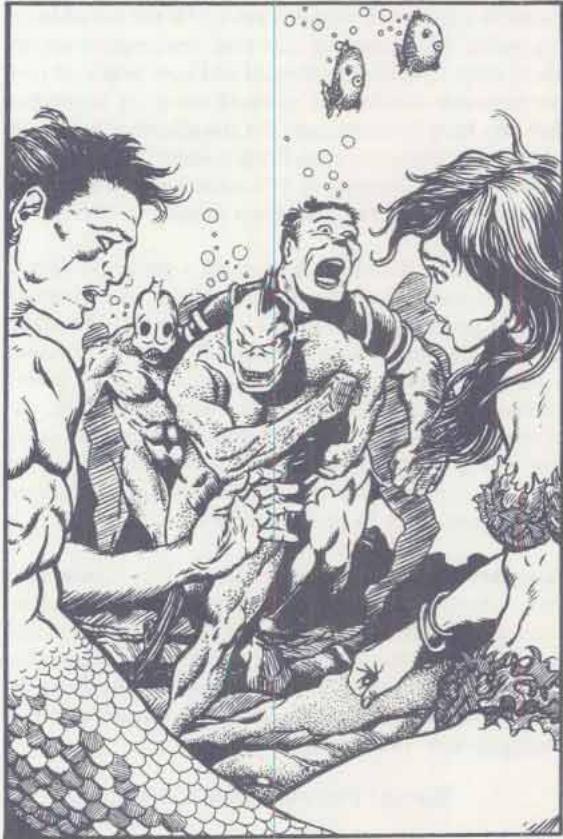
Example: Garzzik the sea giant starts off as a Fingerling with 4 HD, AC 9; using a weapon he causes 1d6 points of damage (plus his Strength bonus). He has -372,000 XPs and needs -360,000 to become a Shrimp. That's a total of 12,000 XPs. That's a lot of experience for a beginning character and Garzzik is unlikely to earn it quickly. However, Garzzik only needs half that amount (6,000 XPs) in order to gain his split level advantages of an increase in his natural Armor Class from 9 to 8, and to improve the amount of damage he does with a weapon to 2d6. When he does become a Shrimp, Garzzik gains an extra HD and an increase to his Armor Class.

Split levels are an optional rule. If the idea doesn't appeal to you, feel free to ignore them. In that case, the creature gains the additional benefits upon gaining the next age band, as well as any benefits for that age band.

Constitution bonuses: These are added to hit points when first creating the character, and at each time he gains a new Hit Die, up to 8th level. At 9th level and beyond, sea creatures receive only an extra 2 hp (aquatic elves gain only 1 hp per level), with no extra bonuses. Thus the maximum number of hit points an 18 Constitution sea giant could have is 221.

Example: A sea giant with an 18 Constitution (+3 bonus) starts off as a Fingerling with 4 HD. Assuming that a total of 20 is rolled for hit points, the starting hit points are then 23. Upon becoming a Shrimp, the sea giant gets an extra HD (d8), plus +3 for its Constitution. Assuming a roll of 4, the sea giant now has 30 hit points.

Special abilities: These vary from race to race. Take a look at the creature descriptions in "Heroes of the Sea" for information on what the abilities are and when a character gains them.



Saving Throws

As well as the standard D&D® game abilities, experience levels are used to gain and develop skills (see "Skills"). Experience levels are *not* used to determine Saving Throws. Instead, Saving Throws are always determined according to the creature's current Hit Dice. Most sea creature heroes save as Fighters. The exceptions are aquatic elves who save as Elves, and tritons who make Saving Throws according to their profession: triton clerics can save as Fighters or Clerics, Triton mages save as Magic-Users or Fighters; cleric/mages as Fighters, Clerics, or Magic-Users. In all cases characters use the best Saving Throws available from each class.

Combat

Sea creature heroes fight as monsters of whatever HD they may have reached. For example, after gaining 3 extra HD, a merman would fight as a 4 HD monster on the Monster Hit Roll Chart. Note that aquatic elves are an exception to this rule: they always use the Fighter Combat Table.

Life after 8th Level

On reaching 9th level, sea heroes' combat abilities and Saving Throws increase more slowly. For every two additional levels gained, the character is treated as having an extra HD for combat and Saving Throw purposes only. For example, Shakakk, an 8th-level shark-kin, has 8 HD. To become a 9 HD monster, Shakakk needs another 2 levels, making him a 10th-level shark-kin. For each additional two levels he gains, Shakakk is considered as having an extra HD. If Sha-

kakk ever reaches 36th level, he would be equivalent to a 22 HD monster. He would attack as a 22 HD monster, and make Saving Throws as a 22nd-level Fighter. Note that Shakkak, once he reaches 9th level, gains only 2 hp per level. His hit points are unaffected by the number of HD he is assumed to possess.

Morale

Morale never affects player characters. Standard Morale Rules affect only NPCs and other conventional monsters. If humans and demi-humans are encountered as "monsters," assume their Base Morale underwater is 8. On dry land, human and demi-human morales can be as high as 11. NPC Morale should always remain lower than 12 unless they are fanatical or mindless creatures.

At the DM's discretion, if your PC is leading a group of NPC sea creatures their Morale may be affected by your character's Charisma Adjustment. If this rule is used, be sure to take into account any adjustments for racial preferences. Use of Charisma Adjustments replaces Morale rules given in the D&D® game books, in the descriptions of sea creatures and their leaders.

Example: Shattek the shark-kin is leading a merrow scouting party into deep waters. Shattek has a Charisma of 14, giving him a +1 bonus. But because merrow react to shark-kin at -2, the merrow's Base Morale (given in the Expert D&D® game rules) of 8 is reduced to 6. Shattek's Charisma helps overcome the merrow's natural distrust of him, but they still feel uneasy following a shark-kin. So, their actual Morale is 7.

ADDING NEW CREATURES to the List

Your DM may approve the use of different creatures. In this case, here are some guidelines on how to convert them into player characters.

Sea creatures use eight-sided Hit Dice (aquatic elves use d6). In some cases, changes are needed to reflect peculiarities of the D&D® game rules. For example, kopru are listed as having 8+4 HD. These HD modifiers should be accumulated each time the creature gains a new HD. In the case of multiple-HD monsters, HD modifiers are accumulated every 2 HD for 2 HD monsters, every 3 HD for 3 HD monsters, and so on, when they go up levels (see the kopru for an example).

As a rule of thumb, a 1 HD *Normal Monster*, like a merrow, needs 1,000 XP to reach 1st level. This is called the *Base XP*. Experience Points needed to reach the next level then double for each subsequent level up until 9th, or up to 300,000 XP increments maximum. At that time, XP needed for the following levels stop increasing. The XP needed to reach all subsequent levels should remain equal to 200 times the creature's XP needed to reach first level, or 300,000 XP, whichever occurs first.

If the creature has a + / - adjustment to its HD, simply add or subtract 20% to its Base XP. Creatures with multiple attacks should also have 20% added to their Base XP to take into account their improved fighting abilities. If a creature has a minor magical ability, such as the nixie has, it should also have 20% added to its Base XP.

The level advancement for multi-HD creatures is a bit different. Here, the primary concern is to make sure the total XP needed to acquire extra HD is the same for all creatures. This causes tougher creatures to start with negative XP to minimize differences in hit points with the smaller creatures. The actual XP progression is otherwise basically the same as for a single HD creature.

Smaller creatures have the advantage of gaining experience levels faster. They will, however, be limited in the long run as to their total hit points and fighting abilities when compared to tougher monsters with slower level advancements.

Example: A shark-kin is a 2 HD monster with multiple attacks; he should start as a 1 HD teenager with -1,200 XP (1,000 as its Base XP, plus a 20% penalty for its multiple attacks). He needs to gain 1,200 XP through adventuring to become a 2 HD Normal Monster with 0 experience. Similarly, a merrow needs 1,000 XP to become a 1st-level creature with 2 HD.

Special Abilities: If a creature has special abilities, do not forget to penalize its level advancement requirements. The suggested penalty is 1,000 XP or more per special ability, to be added to the Base XP. Also, creatures which inflict large amounts of damage, or have a high natural Armor Class should have 500 XP or more added to their Base XP. Feel free to reduce or increase the penalty, depending on how powerful a special ability is, and to increase it still further if the creature is also capable of making multiple attacks.

Example: The sea giant (HD 9) has the ability to create waves of devastating force, has a high natural Armor Class, and inflicts large amounts of damage. His Base XP is 1,000, plus 1,000 for the wave power, 500 for his AC, and 500 for his high damage, for a total of 3,000 XP. His XP progression goes from there.

Special abilities are normally gained only when the creature becomes a *Normal Monster*. In the case of certain monsters, some special abilities need to be introduced earlier. For example, the kopru are automatically fire resistant, regardless of age, because they live in hot water. Young kopru without this ability would be boiled alive. When designing new creatures, you need to decide whether the powers are essential to the creature's survival or not. A creature which does not rely on a power for its basic survival, should gain its special abilities only on becoming a *Normal Monster*.

Split Levels: Split levels have been used to allow the bigger creatures gradual improvement. They offer benefits in between gaining HD, which for the very large monsters can take a long, long time. Simply set a split level half way between the XP totals needed to gain another HD, then assign any benefits you want the creature to gain.

Example: The kopru needs 8,000 XP to go from HD 3+1 to HD 4+2, but on gaining 4,000 XP it reaches a split level where its tail damage increases.

Creatures with high natural damage scores, such as sea giants, attain their full damage potential on becoming *Normal Monsters*.

Creature Heroes

mal Monsters. The damage range of normal sea giants is given as 4d10. This is far too powerful for a young sea giant. To help maintain game balance, the amount of damage that a sea giant can cause increases as it grows older. A sea giant with 16-17 Strength has a +2 damage bonus from its Strength; on becoming a *Normal Monster* it gains an additional +2 damage bonus, giving it a total damage bonus of +4. Taking 4 from 40 (the total of 4d10) leaves 36. D6's are the best damage dice to arrive at this score; $6 \times 6 = 36$. So, the giant's damage is now 6d6+4. Working from this, it's easy to extrapolate back. Assuming that a young 4 HD giant resembles a beefy-looking human, base damage of 1d6 seems reasonable. This increases by 1d6 at each Split Level, until 6d6 is reached. Sea giants with Strength scores of 16-17 are average members of their species: stronger or weaker giants will cause slightly more or less damage.

Other powers and abilities can be treated in a similar manner. A sea giant's Armor Class can improve gradually up to AC 0: starting at a base of 9 it increases by 1 point at each new age band and split level. By weakening big and powerful creatures until they grow up, both play balance and realism are maintained. Players taking on the roles of giants had better be prepared to spend a long time getting to 0-level.

Hit Dice: Sea creatures may not necessarily gain HD when reaching each level. This is an optional twist which it is up to the DM to accept or not. For example, the shark-kin does not get an extra HD at 3rd and 7th levels. Feel free to modify these numbers for the personal preferences of your gaming group.

The Optional Approach

If the idea of sea creature PCs or NPCs is unappealing, you can ignore any PC or NPC levels and extra HD when facing human or demi-human opponents. In this case sea creature heroes revert to their conventional *Normal Monster* descriptions in the rules. A 12th-level shark-kin facing a 12th-level human fighter would remain a 2 HD creature. In the case of creatures which haven't yet reached their *Normal Monster* status, they should stay at their current level of ability. An immature giant is not going to suddenly grow into an 18-foot-tall world destroyer with 9 HD just because he's run into a dwarf with an axe.

HEROES OF THE SEA

Heroes of the sea come in many shapes and sizes. Life underwater has given birth to many different species, from the slender, graceful elves to the brutal shark-kin and the repulsive kopru. All of these creatures are described below in D&D® game terms. Before reading them, check out "Secrets of the Sea Peoples," if you haven't already done so.

Names: Selected names are given for each character race. These are intended as a spur to the imagination, not as a complete list. Feel free to make up your own. As these people are alien, all of the provided names can be used for male or female characters.

Size: For most creatures, size is easily determined using the tables in the creature descriptions. Younger creatures



are likely to be smaller, reaching their full size at 0-level. To determine height for younger creatures use the tables in the creature descriptions to generate their fully grown height, then modify as follows:

Fingerling	x .3	Shrimp	x .4
Sprat	x .5	Urchin	x .6
Teenager	x .8		

Convert feet into inches first, and round fractional inches to the nearest whole number.

Example: Kazzil the kopru when fully grown will be 8' 2" tall. As a Fingerling, he's 2' 5" tall; he's 3' 3" as a Shrimp; etc.

Aquatic Elf

The aquatic elves are known as the Aquarendi and can be found throughout the oceans of the world. They prefer to live close to other elves whenever possible, but many aquatic elf communities have no contact with land elves at all. The largest concentrations of Aquarendi are around Alfeisle in the Mintrohad Guilds.

Aquatic elves have the longest life span of any of the humanoid races living underwater. Only the sea dragon and the dreaded kraken are believed to live longer than the elves. The elves' longevity makes them highly sought after by other races to act as advisors, historians, and craftsmen. Many young elves travel away from their communities to see as much of the world as they can. Groups of elven scouts and soldiers are frequently found serving in triton and merrow forces.

Aquarendi are very easy going. Few things, other than the destruction of natural beauty and the unnecessary taking of life, upset the cheerful Aquarendi.

As well as using weapons, Aquarendi can attack with their bare hands. This takes the form of a punch that inflicts 1d4 points of damage per successful attack.

Concealment: All Aquarendi can conceal themselves in reefs or weeds so that they become effectively invisible. A motionless Aquarendi has a 95% chance of not being detected. As they increase in level, Aquarendi gain the ability to move and still remain unseen. When moving whilst concealed, Aquarendi move at $\frac{1}{4}$ speed—60' (20'). Faster movement is possible but at a reduction to the chance of success. To move at $\frac{1}{2}$ speed their chance of success is reduced by half; at $\frac{3}{4}$ speed it is quartered. For example, when a 7th-level Aquarendi with a 60% chance of success moves at half speed, he has a 30% chance of remaining concealed.

The ability continues to increase as Aquarendi gain Attack or Magic Ranks (see below) by 10% each time. No Aquarendi ever has better than a 95% chance of success of remaining concealed while moving at $\frac{1}{4}$ speed, but higher ability levels help Aquarendi move more quickly. For example, an Aquarendi with a 110% chance of success, has a 95% chance of remaining unseen while stationary or moving at $\frac{1}{4}$ speed, a 55% chance of remaining unseen moving at $\frac{1}{2}$ speed, and a 27% chance of staying concealed while moving at $\frac{3}{4}$ speed.

Dolphin Song: Aquarendi speak (or sing) the language of dolphins and whales, which consists of a strange mixture of high pitched whistles and rumbling sounds. They can communicate with any dolphin or whale within 500 feet.

Magic Use: Aquarendi use the same spell tables as magic-users of the same level. The "Sea Magic" section contains a list of underwater spells. Aquarendi do not use normal spell books. Instead, their spells are inscribed on colorful pebbles or slate tablets.

10th Level and Beyond: Like normal elves, Aquarendi can advance past 10th level as Fighters, gaining the advantages described on page 30 of the D&D® *Players Companion* book. This training is carried out by experienced elves. Alternatively, they may increase their magic-using abilities. The Experience Point levels are the same as for those elves increasing their fighting ability, but XPs must be applied to either fighting or magic, not both. Elves specialize, either becoming fighter lords or wizards. GAZ 5, *The Elves of Alfheim* contains new spells developed by elves; those of you with a copy can easily add them to an Aquarendi's spell lists, as long as you take into account how using them underwater may change their effects.

The Frond Keeper: Each major Aquarendi settlement has a Frond of Life. This magical seaweed frond has similar powers to a Tree of Life (see *Players Companion*, p. 29; and GAZ 5, pp. 69-70). The first frond was created by Tallivai the Root Maker, an Immortal of the Aquarendi. Each frond contains an Avatar of Tallivai and is cared for by a Frond Keeper, a highly trained and dedicated NPC elf.

By calling upon the powers of the Frond, a Keeper can create a *ship of the deeps*, a magical vessel capable of descending to vast depths. A *ship of the deeps* has *clairvoyance* and *clairaudience* abilities which allow its crew to see where they are going and hear any communications di-

rected at them. By combining these spells with another *ship* or an elf with a *crystal ball* with *clairaudience*, two-way communication is possible.

A *ship of the deeps* travels at 360' per turn as long as it remains in water. A *ship of the deeps* mounts two forward firing harpoons in the front. Each harpoon has a range of 200/400/600 feet and causes 4d6 points of damage. They can be reloaded in two rounds from inside the ship.

Fronds can also be used to create *oil of sunlight*, which is used by the Aquarendi to light the deeper reaches of the sea. Keepers can also create *potions of water breathing*, which they trade with land elves or humans for metal goods, with gold and mithril being highly sought after.

By employing a Frond, a Keeper can create magical spears and tridents which, although made from steel, do not rust in water. They also produce magical shell armor which provides the same protection as plate mail armor and can be enchanted as high as +5. In a year a Frond Keeper can create magical weapons and armor with a total enchantment of +10. This may be divided in any way desired, except that no single item may have an enchantment of greater than +5. The Aquarendi's magical items are highly sought after by other races, and have led to numerous shark-kin attacks on Aquarendi homes in the past. As a result, the Aquarendi hate shark-kin and their pets, and hunt them down whenever they enter Aquarendi waters. Aquarendi magic items take a long time to make as they require extensive preparations from the Frond Keeper.

Aquatic Elf

Experience Title/Level	XP	HD	Concealment in reefs/weeds at $\frac{1}{4}$ speed
1	0	1d6	—
2	4,000	2d6	10%
3	8,000	3d6	20%
4	16,000	4d6	30%
5	32,000	5d6	40%
6	64,000	6d6	50%
7	120,000	7d6	60%
8	250,000	8d6	70%
9	400,000	9d6	80%
10	600,000	+2hp*	90%

+1 Magic Level or
one Attack Rank
for each extra + 250,000 + 10% per
level/rank

* Constitution bonus no longer applies. Aquarendi gain no additional hit points after reaching 10th level.

Aquatic elves use the same Attack Table as human fighters, and have the same Saving Throws as land-based elves.

Move:	swimming	240' (80')
	land	120' (40')

Appearance: Aquarendi are slight of build and have noble faces. Their eyebrows are usually arched, and their noses aquiline. Their ears are long and pointed, and they have gill slits in their necks. The Aquarendi have webs between their fingers and toes, and small fins on their ankles. Skin color varies among the Aquarendi, with light tan colors predominating among Aquarendi living close to land elves.

Creature Heroes

Bright blue and green Aquarendi are found among more isolated settlements.

Green or blue hair is common among the Aquarendi. Although some have brown or black hair, this is unusual. Hair styles vary greatly and, in most cases, daily as the Aquarendi follow no strict codes of dress or appearance and admire imaginative styles.

Average Size: 4' 10" + d6 inches

Physique (d6):	1-2	skinny
	3-4	normal
	5-6	fat

Common Names: Aquarendi have elvish sounding names: Alvundal, Brasalla, Calithars, Delion, Dilelethia, Dontothal, Fingala, Finwa, Jellerai, Kallatari, Lothonel, Malluwa, Morlai, Nellorian, Revallion, Saarill, Sarcallal, Thorien, Yavanal.

Kna

The kna are the traders of the oceans, and they can be found anywhere there are creatures with something to trade. Since the dawn of time, the kna have traveled all over the oceans of the world. Most kna families are content to travel well-established routes, carrying goods that they know they can make a profit on. While not all kna are long-distance traders, news and information is passed freely among them making them reliable sources of information and news. Not all kna are traders, however. Some find trading not to their liking and seek action and adventure as adventurers or as soldiers and scouts in the army of Undersea. Their high Strength and large size makes them formidable opponents, and highly sought after as allies.

Certain kna families carry out a war against the ships of the Minrothad Guilds (see GAZ 9, *The Minrothad Guilds*). Many maintain a grudge against the Guilds for attacks carried out against kna trading parties. At least six kna families were exterminated by privateers operating out of Minrothad waters. Now these kna raiders attack Minrothad ships as often as they can. Because of their close ties to the Verdier Elves of the Minrothad Guilds, the Aquarendi are distrusted by the kna.

Out of the Water: Kna cannot breathe air, and have difficulty in staying out of the water for more than a minute. They have no legs so they tend to flop around on land. Speech out of water is impossible as a kna would keel over after only a couple of words. See "Underwater Adventuring" for rules on drowning.

Weapons: Kna prefer underwater crossbows and spears as weapons. The crossbows are made by the kna themselves to while away the hours during long sea crossings and are often sumptuously decorated. These weapons are very strong and fire with great force: treat as heavy crossbows which inflict 2d4 points of damage plus the user's damage bonus.

Kna

Experience Title/Level	XP	HD
Fingerling	-48,000	2d8
Shrimp	-46,000	3d8
Sprat	-42,000	4d8
Urchin	-36,000	5d8
Teenager (Normal Monster)	-24,000	6d8
0	0	7d8
1	48,000	8d8
2	140,000	9d8
3	330,000	—
4	660,000	10d8
5	960,000	—
6	1,260,000	11d8
7	1,560,000	—
8	1,860,000	12d8
9	2,160,000	+2hp*

+1 Level for each extra

* Constitution bonus no longer applies; +2 hit points per level thereafter.

Move:	swimming	150' (50')
	land	30' (10')

On land the kna require an *air breathing* spell or else they can only flop around and gasp for air.

Appearance: Kna are big and highly muscled. Even the fins running down the backs of their heads and bodies look like they've spent a lifetime pumping iron! Kna have small orange scales covering their bodies and fish-like tails. The fins are frequently of a different color—silver, gold, purple, electric blue, orange, and other bright colors. Their eyes are round and are brightly colored with blues, greens, and reds being common.

Average Size: 9' 10" + 2d12"

Physique:	1-2	skinny
	3-4	normal
	5-6	fat

Common Names: Kna names are usually descriptive: Bigeye, Bluefin, Brightleg, Goldencrest, Goggleye, Goldfin, Greatgill, Largefin, Motormouth, Purplemouth, Silvercrest, Strongarm, Yelloweye.

Kopru

Once, the kopru were one of the most feared creatures of the seas and the land, but they are now becoming an established part of life in Undersea. Normally chaotic and evil, a new type of kopru is making its presence felt. These kopru are Neutral in alignment and have curbed many of their antisocial tendencies. These kopru live in Undersea where they carry out valuable work smelting metals in the heat of the volcanoes. Kopru are also finding outlets for their talents in adventuring parties and by serving the military of Undersea. While not necessarily liked or trusted, kopru are becoming more acceptable, though few other races would

like to spend any length of time alone with them, particularly when food supplies are short.

Elsewhere, in their volcanic homes, more traditional kopru wait for victims to fall into their clutches. They are said to be allied to the devilfish whom they aid in their attacks on Undersea.

Fire Resistance: Kopru are almost totally unaffected by heat. They can bask in the heat of hot bubbling springs with no problem, although higher temperatures will affect them. A kopru immersed into molten lava would burn up after a few seconds, but they can approach closely to the lava without being burnt. They are treated as though protected by a permanent clerical *resist fire* spell.

Magical Resistance: Kopru enjoy a high magic resistance which gives them bonuses on their Saving Throws vs. Magical Attacks. Kopru develop this ability on becoming *Normal Monsters*.

Attacks: Kopru attack by biting (1d4 points of damage) and by using their three tails. Kopru wrap their tails around their victims, using the tails to crush and rip. Young kopru develop the power of their tails as they grow older.

Domination Ability: The kopru's most feared attack is its *special charming power*. By concentrating, a kopru can use this on any intelligent creature within 40 feet. If the victim fails a Saving Throw vs. Death Ray, it becomes totally dominated by the kopru. Victims can act normally, using spells and magic items, while remaining under the control of a kopru. A kopru knows the thoughts and memories of any character it has dominated, and it can control a character over any distance.

Kopru are limited in the number of creatures they may dominate. All kopru can dominate one creature. They are unable to dominate another creature (unless they have multiple domination powers—see below) until they relinquish their control, or the victim breaks free. As long as a kopru is not controlling a victim it can freely use its domination power; once it has a victim in its power it no longer has the ability to dominate another with the same power.

Kopru gain additional domination powers in the same way as normal characters know additional languages. For example, a kopru with an Intelligence score of 16 can dominate two victims; an 18 Intelligence kopru can dominate a total of four victims. Each power is treated separately; dominating one character does not affect a kopru's ability to dominate others. An intelligent kopru could therefore dominate a total of four victims.

The domination power can be broken by a *dispel magic* spell (using the kopru's HD as the level of the magic for dispelling purposes), a wish spell, or by the death of the controlling kopru. A kopru's victim is allowed a Saving Throw every month to break free of a kopru's domination.

A creature which has made a successful Saving Throw against a kopru's domination can never be dominated by a kopru: the character's will is just too strong to be manipulated by a kopru. Anyone who is dominated and then either breaks free, or has the domination removed, remains open to being dominated again. A successful Saving Throw against a subsequent domination attempt stops the character from ever being affected again.

Kopru

Experience Title/Level	XP	HD	Specials Fire Resistant	Damage@
Fingerling	- 260,000 - 257,000	3d + 1 —		1d4/1d6 1d4/1d8
Shrimp	- 251,000 - 242,000	4d + 2 —		1d4/1d10
Sprat	- 229,000 - 212,000	5d + 2 —		1d4/2d6
Urchin	- 190,000 - 163,000	6d + 3 —		1d4/2d8
Teenager (Normal Monster)	- 130,000	7d + 3		
	0	8d + 4	Domination#	1d4/3d6 and +2 to magic saves
1	260,000	9d8 + 4		
2	560,000	10d8 + 4		
3	860,000	—		
4	1,160,000	11d8 + 4		
5	1,460,000	—		
6	1,760,000	12d8 + 4		
7	2,060,000	—		
8	2,360,000	13d8 + 4		
9	2,660,000	+ 2hp*		
+1 Level for each extra	+ 300,000			

* Constitution bonus no longer applies; +2 hit points per level thereafter.

@ Tail damage increases as a kopru grows older.

The kopru gains the ability to dominate.

Move: swimming 150' (50')
land 30' (10')

Appearance: Kopru are ugly, repulsive creatures with smooth heads, large eyes, and sphinctered mouths. Tentacles writhe around a kopru's mouth and are used to force live food into the mouth and prevent it from escaping. Their smooth skin varies from bright green to shocking pink, with multicolored kopru being common. Although their hands are clawed, kopru do not use them for attacking but rather for gutting their prey. Their three fluke-like tails are used for swimming, and the claw on the end of each one is used for attacking.

Average Size: 7' 6" + 1d12 inches

Physique:	1-2	skinny
	3-4	normal
	5-6	fat

Common Names: Kopru have lizard-like names: Alzzazil, Bralassik, Clazzar, Drazlik, Frazziz, Hazzik, Kazzil, Lizzzer, Malsssis, Nazzassa, Suthezz, Trizziz, Zizzarz.

MERROW

Mermen and mermaids, or merrow as they call themselves, can be found throughout the warm waters of the world. Merrow societies vary from long-established kingdoms to small nomadic bands. In the waters of the Sunlit Sea, nomadic merrow are very common. Tribes of 50-100 merrow follow their fish herds wherever they may lead. Nomadic merrow are fun loving, but take offense at anyone trying to curtail their fun. Historically, this led to clashes between them and the tritons of Undersea. The merrow saw no reason why their herds could not graze on the cultivated kelp forests of Undersea, except that the tritons didn't want them there, and skirmishes were common. Today, the nomadic merrow pass through Undersea only occasionally, preferring to skirt around the more settled lands.

Some merrow live permanently in Undersea, but most of those who have dealings with Undersea do so as mercenaries, serving as scouts and cavalry for the triton army. Merrow are also sought out by tritons to act as trouble-shooters. The Kingdom of Ierendi employs merrow to train its sea troops and to supplement its own forces.

Dolphin Song: Merrow speak (or sing) the language of dolphins and whales up to a range of 500 feet. This allows them to communicate with whales and dolphins. Merrow may also use it to communicate among themselves.

Merrow

Experience Title/Level (Normal Monster)	XP	HD
0	0	1d8
1	1,000	2d8
2	2,000	3d8
3	4,000	—
4	8,000	4d8
5	16,000	5d8
6	32,000	6d8
7	64,000	—
8	130,000	7d8
9	260,000	+ 2hp*
+ 1 Level for each extra	+ 200,000	

* Constitution bonus no longer applies; +2 hit points per level thereafter.

Move: swimming 120' (40')
land 30' (10')

Appearance: The merrow are the classical mermen and mermaids of legend. They have two fishy tails which resemble human legs covered in scales and ending in fins. Some merrow have a single tail. The color of their tails varies greatly among merrow. Some have green scales, others blue. Gold and silver tails are not uncommon, and variegated tails are considered very attractive.

The torsos of the merrow are flesh colored, but vary according to where the merrow are from: brown near the Ierendi Isles, pink near the coast of Karameikos and the Five Shires, and green-blue among the merrow of the southern seas. This is of course a generalization, as merrow of widely varying colors can be found within the same com-

munities. Hair color is normally a color similar to that of their tails, with multicolored hair being common among those merrow with variegated tails. Some merrow, however, do have hair of a color different from their tails.

Average Size: 5' 6" + 1d6 inches

Physique:	1-2	skinny
	3-4	normal
	5-6	fat

Common Names: Merrow have a first name and a colorful epithet. First names: Arnal, Conda, Gunar, Haldo, Malra, Rendra, Slalo, Tyral, Xylo, Unaar.

Epithets: Currentchaser, Deepdiver, Fishchaser, Foamfollower, Seasurfer, Sunwatcher, Waverider.

Nixie

Nixies are female water sprites who inhabit both salt and fresh water. Freshwater nixies prefer to live in rivers and lakes. Saltwater nixies seek out sheltered coral areas and depressions in the sea floor. They are mischievous and often play tricks on other sea creatures and any land dweller who is unfortunate enough to meet a large group of them.

Charm: By pooling their powers, ten 0-level nixies can cast one *charm person* or *monster* spell on any character within 120'. Their victim is allowed a Saving Throw vs. Spells; failure results in the character diving into the water to be with the nixies. This power is available once per day and its effects last for a year unless the nixies decide to end it before then.

Each nixie has 1 charm point at 0-level: 10 charm points are required to charm a victim. As nixies gain levels of experience, they earn additional charm points, until at 9th level they have 10 charm points and can cast their spells unaided.

Water Breathing: Once a day, a nixie can cast a *water breathing* spell which lasts for an entire day. At higher levels nixies gain additional *water breathing* spells.

Dehydration: Nixies do not breathe like other races. As water sprites, nixies are part of the water itself. As long as part of them remains in contact with the water, they can breathe freely. If they are removed from the water, nixies begin to dehydrate and literally drain away.

Each turn a nixie is not in contact with at least a cubic yard of water, a Constitution Check is required. On a successful roll the nixie manages to hold herself together for that turn. On a failed roll a nixie loses 1d8 hit points and becomes noticeably thinner and wispier. These lost hit points may be restored if the nixie is returned to the water before she dies: roll 1d8 for each turn that the nixie was out of the water and restore this number of hit points. Note: wounds caused by weapons or magic cannot be restored in this way. For this reason nixies should keep a separate track of hit points lost through dehydration. Nixies may never be raised from the dead.

Friends on the Fin: Each nixie has a giant bass which she can call on as an ally. The bass is friendly to the nixie and can be summoned from up to a mile away. It obeys simple commands, in much the same way as a dog. If the bass is killed, the nixie must seek out a young bass and train it over a period of 1d4 months.

Giant Bass: AC 7; HD 2; Swim 120' (40'); #AT 1 bite; Dmg 1-6; Save F1; ML 8; AL N.

Fighting: Nixies prefer to avoid combat if possible, but if forced to fight they use small tridents (1d6 points of damage) and daggers (1d4 points of damage).

Nixie

Experience Title/Level (Normal Monster)	XP	HD	Charm Points	Water Breathing
0	0	1d8	1	1
1	1,800	2d8	2	1
2	3,600	3d8	3	2
3	7,200	—	4	2
4	14,400	4d8	5	3
5	28,800	5d8	6	3
6	60,000	6d8	7	4
7	120,000	—	8	4
8	240,000	7d8	9	5
9	480,000	+2hp*	10@	5#

+1 Level
for each
extra + 300,000

* Constitution bonus no longer applies; +2 hit points per level thereafter.

@ Charm points continue to increase at +1 per level.

Water breathing spells continue to increase by 1 every other level.

Move: swimming 120' (40')
land 0'

Appearance: Nixies resemble small, beautiful women with long flowing hair and flashing, seductive eyes. Their skin color varies from light blue to various shades of green, through to gray green. There is no standard color for their hair as nixies use natural dyes to color it. Their eyes are often blue or green, tinged with silver or gold flecks. Some nixies have dark brown eyes, and black-eyed nixies are not unknown.

Although composed mainly of water, nixies are solid creatures. Unlike most sea dwellers they have no webs between their fingers or toes.

Average Size: 2' 10" + 1d4 inches

Physique:	1-2	attractive
	3-4	beautiful
	5-6	ravishing

Common Names: Nixies have short, soft names: Arnalla, Barcasar, Carfal, Flora, Hallma, Lallalla, Nualla, Palaar, Salver, Slyvar, Tarella, Wenall.

Sea Giant

Most sea giants prefer to live in deep canyons on the sea floor, but some live close to Undersea. These giants live in the deeper waters near the Terraces. The shark-kin leave them well alone, as do all creatures with any sense. The sea giants in the vicinity of Undersea have aided in its defense in the past, and are likely to do so again in the future.

Young, inquisitive, adventure-seeking giants often visit Undersea to join adventuring bands, and to find out more about the world around them. A few join the army of Undersea, but most get bored after a few months and leave.

Breath Control: Sea giants cannot breathe out of water, but they can hold their breaths for a number of minutes equal to their Constitution Score (half this amount of time if they exert themselves). Sea giants make additional checks every minute, not every round (see the "Underwater Adventuring" section for more information).

Weapons: Sea giants use spears or tridents in combat and inflict the damage shown before the slash below. A giant that attacks with his bare hands does the damage shown after the slash. For example, a Fingerling causes 1d6 points of damage (plus Strength bonus) with a weapon, and 1d3 points of damage (plus Strength bonus) without one.

Damage Bonus: On becoming *Normal Monsters*, sea giants gain a +2 bonus to damage, on top of any bonus they may already have for high Strength scores.

Water Blast: Upon reaching 0-level a giant can push water with great force once a turn. The giant creates a cone-shaped underwater current which is 50' long and 30' wide at the base. All creatures within the cone are swept away at great speed (no Saving Throw), and each one must make a Saving Throw vs. Death Ray or be stunned for 1-6 rounds (unable to cast spells, and with 1/4 normal move).

On the surface the current is a wave with the same effect but of greater size (120' long and 60' wide at its base); any vessel in its path takes 2d6 points of hull damage.

Clumsiness: In their own homes, giants are not particularly clumsy, but put them in a world designed for creatures with an average height of 6 feet, and a 15- to 20-foot-tall giant becomes a liability. Tables and chairs are accidentally smashed, weapons are trodden into the sea floor, delicate ornaments are swept off shelves, sculptures are knocked over, and roofs and doorways are in constant danger of being demolished. Whenever giants are operating in the world of the small folk, they must make a Dexterity Check to avoid a mishap any time they are in an enclosed or cluttered space (by the giant's standards). Failure results in the giant breaking something, becoming stuck, smashing his head on the roof, or anything else that seems amusing or appropriate.

Giant Mounts: Although they cannot speak the language of whales, sea giants have been known to befriend whales, in much the same way that merrow befriend dolphins. Friendly whales allow giants to travel on their backs and make faithful companions in times of danger. Other sea giants prefer more exotic mounts, such as masher, gargantua, giant squids, and octopi (see AC 9, *The Creature Catalogue* for statistics). Aquatic dinosaurs are also used (see the D&D® Master DM's Book, p. 26, and *The Creature Catalogue*). If you are using Skills in your game, sea giants with the Mammal Empathy or Sea Monster Empathy skills can seek out and attempt to train suitable mounts. If you are not using Skills, then it is up to the DM whether such mounts are available or not. In either case, sea giants do not start their adventuring careers with a mount available.

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Sea Giant

Experience Title/Level	XP	HD	Damage Weapon/ Hand	AC@
Fingerling	-400,000	4d8	1d6/1d3	9
	-395,000	—	2d6/1d6	8
Shrimp	-385,000	5d8		7
	-370,000	—	3d6/1d8	6
Sprat	-352,000	6d8		5
	-327,000	—	4d6/2d6	4
Urchin	-294,000	7d8		3
	-252,000	—	5d6/2d8	2
Teenager (Normal Monster)	-200,000	8d8		1
	0	0	9d8 +2 damage bonus	0
	1	400,000	—	
	2	700,000	10d8	
	3	1,000,000	—	
	4	1,300,000	11d8	
	5	1,600,000	—	
	6	1,900,000	12d8	
	7	2,200,000	—	
	8	2,500,000	13d8	
	9	2,800,000	+2hp*	
+1 Level for each extra		+300,000		

* Constitution bonus no longer applies; +2 hit points per level thereafter.

@ A giant's Armor Class improves as the giant grows older. AC is affected by Dexterity bonuses and penalties.

Move: swimming 120' (40')
walking 120' (40')

Appearance: Sea giants resemble tall humans with blue sheens to their skins. They have webs between their fingers and toes to help them to swim, although they prefer to walk along the sea floor if possible. Their hair is normally dark and decorated with colorful shells, gems, and sea flowers. Eye color varies greatly between them and almost any eye color can be found.

Average Size: 14' + 1d6 feet and 1d12 inches

Physique:	1-2	skinny
	3-4	normal
	5-6	fat

Common Names: Sea giants favor short and fairly harsh names: Bratar, Chinufud, Fudat, Grafik, Hafkis, Jakar, Malkis, Makart, Saifak, Terarg, Yagat.

Shark-kin

Depending on your point of view, the shark-kin are either a menace or simply just another underwater race. The Aquarendi hate them, merrow distrust them, tritons tolerate them, kna consider the shark-kin to be valuable trading partners, and kopru almost like them. Fortunately for most



races, the shark-kin prefer the deeper, colder waters as their hunting grounds. It's only when they decide to hunt in the warmer waters that the other races get edgy.

Shark-kin are Neutral, but they are aggressive hunters and rarely respect other races' tribal waters or fish. This has led to numerous clashes with the other aquatic races at one time or another. As the shark-kin hunt with sharks, this makes them doubly unpopular. The sighting of a shark-kin tribe is cause for concern. Fish are rounded up as quickly as possible, and patrols are sent to watch the shark-kin. Most of the time the shark-kin tribes pass through without incident. Sometimes, they raid for fish and other supplies.

Not all shark-kin live outside of Undersea. Some shark-kin tribes have been employed as mercenaries whose job it is to protect the Terraces and report on devilfish activity. Others have even settled on the edges of Undersea where they raise fish. Although considered less dangerous than the shark-kin of the deep, they are occasionally prone to violent outbursts. While on land, shark-kin are nervous and doubly aggressive, regarding every creature as a threat and attacking without warning.

Attacks: Shark-kin can attack by biting and ripping with their two clawed hands for 1-6/1-3/1-3 points of damage. They also use a wide range of weapons: spears, nets, tridents, daggers and lances.

Bloodlust: Like sharks, shark-kin are excited by the scent of blood in the water. They can sense it up to 150 feet away and it may drive them into a frenzy. Each time a shark-kin is in a situation where fresh blood has been spilled, the shark-kin makes a Wisdom Check. On a successful Check, the shark-kin can act normally and can ignore the blood.

On a failed roll, the shark-kin goes berserk, rushing toward the source of the blood and attacking anything perceived as an enemy. Once a shark-kin kills his victim another Wisdom Check is allowed with the same results as above. A bloodlust shark-kin can distinguish friends and enemies, and will attack his enemies. If none are left, a shark-kin may turn on his friends. A +4 bonus is allowed to the Wisdom Check in such situations.

Shark-kin in a state of bloodlust attack at +2 to hit, gain a +2 bonus against fear attacks, and NPC shark-kin never fail a morale check.

Shark Empathy: Shark-kin can communicate empathically with sharks within 50 yards. No speech is required, but only simple emotions can be expressed: hunger, anger, friendship, fear, joy, etc. On a successful Wisdom Check, shark-kin can end the feeding frenzy of sharks (see *Dungeon Masters Companion*, p. 36). This does not automatically make the sharks friendly, but it prevents the sharks from attacking the character's party.

Legs and Leaders: To elect their tribal leaders, shark-kin tribes have to return to a sacred island and perform ancient ceremonies. As more and more of these islands are being inhabited by antagonistic humans, the shark-kin are being pushed into crisis. When the time comes to elect a leader, the shark-kin's vestigial legs grow, reverting to normal 1d4 days after a new leader has been chosen. Unable to carry out their natural function of choosing a leader, tribes of shark-kin are being slowly destroyed. Others are fighting back and attempting to free their islands from the invaders.

Many shark-kin have become outcasts. These are usually the sole survivors of tribes which have been attacked by humans. With their legs fully grown they wander the seas nursing their hatred for humans. Each full moon they are drawn back to their sacred island where they go on a rampage, and then return to the sea.

A shark-kin character can either be an outcast or part of a tribe with a leader. The DM can decide this or the player can roll 1d6: 1-2, outcast; 3-6, tribe.

Shark-kin with developed legs do not suffer a -2 Dexterity penalty for being on land. The physiological changes they have undergone have adapted them to life upon the land. They are also able to breathe air. Note, shark-kin in their "normal" state cannot breathe air and may drown if they leave the water.

Shark-kin

Experience Title/Level Teenager (Normal Monster)	XP	HD
0	0	2d8
1	1,200	3d8
2	2,400	4d8
3	5,000	—
4	10,000	5d8
5	20,000	6d8
6	40,000	7d8
7	80,000	—
8	160,000	8d8
9	320,000	+ 2hp*
+ 1 Level for each extra	+ 300,000	

* Constitution bonus no longer applies; +2 hit points per level thereafter.

Move: swimming 240' (80')
land (legs only) 120' (40')

Appearance: Shark-kin are covered in scales, and have crests running from the tops of their heads down their backs and tails. Their eyes bulge outwards from their heads. Their mouths are filled with at least eight sets of teeth. Although only one or two sets are in use at once, broken or lost teeth are quickly replaced by ones from other sets. Like most sea creatures, shark-kin have webs between their fingers and toes. Their hands end in sharp claws which they use to attack their prey.

Shark-kin have gray, black, blue, white, or any combination of these skin colors.

Average Size: 5' 10" + 1d8 inches

Physique:	1-2	sleek
	3-4	normal
	5-6	fat

Common Names: Shark-kin like names with lots of kk's and ss's in them: Bassakks, Brassak, Crakkakk, Crakkead, Gakkak, Hakkak, Kkakkass, Rakkask, Saaskas, Skakakk, Ssakk, Trissakk, Yakkissk.

Triton

Tritons are similar to merrow in appearance. They are slightly taller and always braid their hair. All tritons are either mages or clerics, although some are able to study both clerical and magic-user spells. Tritons can also fight, with all tritons being able to wield weapons. Tritons are a practical race; clerics and mages can use any weapons common to underwater races.

Tritons lead a more settled lifestyle than the merrow. They use coral to build their homes, either carrying it great distances or carefully cultivating it into buildings.

Magic Level: All tritons begin as 2nd-level spellcasters, but they increase in magic ability slower than human spellcasters: they do not gain a new magic level each time they rise in level. Up to 11th level their magic ability is the same as their Hit Dice (see the Experience Table), after that they gain 1 level of magic use for every two Experience Levels. For example, a 2nd-level triton with 7 HD casts spells as a 7th-level cleric or magic-user. On becoming 3rd level a triton does not gain an additional Hit Die, so a triton's magic level does not increase. On reaching 4th level, a triton gains an additional Hit Die and becomes an 8th-level spellcaster.

Cleric/Mages: A triton's Wisdom and Intelligence must both be 15 or higher in order to become a cleric/mage. Cleric/mages have the same Spells Per Level as a magic user of the same magic level, but they may choose to memorize clerical and magic-user spells. They do not use the cleric's Spells Per Level table. For example, a 2nd-level cleric/mage casts spells as a 7th-level cleric and as a 7th-level magic user. The number of spells available per day is the same as for a 7th-level magic-user: first-level, 3; second-level, 2; third-level, 2; fourth-level, 1.

Spell Use: Young tritons can cast magical or clerical spells, but they run the risk of making mistakes until they

Creature Heroes

reach 0-level. Any time a young triton attempts to cast a spell, roll against a mage's Intelligence, or a cleric's Wisdom. If the roll is equal to or less than the character's Intelligence/Wisdom, the spell is cast correctly and normal effects apply. A roll higher than Intelligence/Wisdom results in a misfire: the spell either doesn't work or goes dramatically wrong. Any spell which misfires is used up as though cast normally.

Spell Misfire Table

Use this table whenever a spell misfires. Roll 2d6:

- 2 The caster suffers 2d6 points of damage.
 - 3 The spell causes the caster to spin helplessly in circles for 2d6 rounds.
 - 4 Bubbles spring up around the caster in a 10'-radius globe and obscure vision for 1d6 rounds.
 - 5 A creature other than the target is affected; randomly select who or what.
 - 6-8 The spell fails; nothing happens.
 - 9 Lots of small, brightly colored fish spring from the caster's hands. They obscure vision in a 10'-radius globe for 1-8 rounds before swimming away. There is a 50% chance that any predators (sharks, barracuda, etc.) within 500 yards are attracted by the fish and attack the caster.
 - 10-11 The spell has a reverse effect to that intended: spells that do harm such as a *magic missile* cure wounds instead of causing them; other spells have related, but unhelpful results; a *sleep* spell *hastes* its targets; *invisibility* causes the character to glow and be at +4 to be hit, it also lasts for a whole day; curing spells cause damage, etc. Have fun!
 - 12 The caster is *cursed*. Intelligence, Wisdom, Saving Throws and to hit rolls are reduced by 2 points until the curse is dispelled.

Triton

Experience Title/ Level	Cleric / Mage			Magic Level	
	Cleric XP	Mage XP	Mage XP		
Sprat	- 24,000	- 30,000	- 36,000	2d8	2#
Urchin	- 18,000	- 24,000	- 18,000	3d8	3#
Teenager	- 12,000	- 16,000	- 18,000	4d8	4#
(Normal Monster)					
0	0	0	0	5d8	5
1	24,000	30,000	36,000	6d8	6
2	72,000	90,000	108,000	7d8	7
3	168,000	210,000	252,000	—	7
4	360,000	450,000	540,000	8d8	8
5	660,000	750,000	840,000	—	9
6	960,000	1,050,000	1,140,000	9d8	10
7	1,260,000	1,350,000	1,440,000	—	10
8	1,560,000	1,650,000	1,740,000	10d8	11
9	1,860,000	1,950,000	2,040,000	+ 2 hp*	11@
+1 Level for each					
extra	+ 500,000				

* Constitution bonus no longer applies; +2 hit points per level thereafter.

@ One level of magic use is gained for every additional two Experience Levels.

Chance of spell failure—roll against Wisdom or Intelligence to cast a spell; if unsuccessful consult the *Spell Misfire Table*.

Move:	swimming	150' (50')
	land	30' (10')

Appearance: Tritons braid their hair and decorate it with shells. They resemble humans from the waist up and have two fishy tails which resemble legs. Skin color varies from pink to brown and black. Their hair and eyes are often green or blue, although gold and silver eyes and hair are also common.

Average Size: 5' 8" + 1d6 inches

Physique: 1-2 skinny
 3-4 normal
 5-6 fat

Common Names: Tritons have Latin-sounding names: Albinus, Bratus, Cladius, Flavius, Gaius, Hirtius, Laibinius, Lucretius, Mantinea, Maxentius, Pontius, Quintius, Tibonius, Uronius, Valarius.

Other Physical Details

As well as the general features described for each race, characters can use the distinctive features and personality traits described below to personalize their characters. Choose 1d8 directly, or randomly (d%), or make up your own.

- | | |
|-------|---|
| 1-2 | Bald |
| 3-4 | Beard (hair for human types; tendrils for more fishy types) |
| 5-6 | Broad shoulders |
| 7-8 | Color—bright, drab, spotted, striped markings, (color variations can be all over, or just on the fins, crests, arms, heads, etc.) |
| 9-10 | Hair—short, long, curly, unusual hairstyle, brightly colored, tendrils |
| 11-12 | Teeth—broken, perfect |
| 13-14 | Cough |
| 15-16 | Deep booming voice |
| 17-18 | Dorsal fin |
| 19-20 | Ears—pointy, flat, missing, big, small, etc. |
| 21-22 | Eye patch |
| 23-24 | Eyes—goggle, squint, large, small, constant stare, blinks a lot |
| 25-26 | Fingers—long, stumpy, broken fingernails, claws, extra finger(s), missing finger(s) |
| 27-28 | Hairy |
| 29-30 | Head—large, small |
| 31-32 | High-pitched voice |
| 33-34 | Humpbacked |
| 35-36 | Large/small ears |
| 37-38 | Large/small eyes |
| 39-40 | Large/small fins |
| 41-42 | Large/small gills |
| 43-44 | Large/small teeth |
| 45-46 | No scales |
| 47-48 | Scales on upper/lower body only |

49-50	Nose—pointed, flat, bulbous, none
51-52	Scarred—all over, face, hands, legs, etc.
53-54	Tattooed
55-56	Variegated scales
57-58	Always wears shells
59-60	Likes to eat clams
61-62	Dislikes shrimps (the real ones!)
63-64	Impatient with youngsters
65-66	Dislikes fishermen
67-68	Dislikes all dry skins
69-70	Likes to show off
71-72	Always acts the gentleman (gentlefish!)
73-74	Wears earrings
75-76	Wears necklace
77-78	Chews lip
79-80	Talks too much
81-82	Taciturn
83-84	Likes to play practical jokes
85-86	Keeps pet fish
87-88	Shy
89-90	Abrupt, rude or pushy
91-92	Smelly
93-94	Lewd
95-00	Roll twice more

The Waves of Fate (Optional)

You can use the following tables to gain improvements and suffer disabilities for your character, but you *must* roll on both tables. Don't use them if you don't want to lose anything. If you decide to use them, you can roll on each table only once. If your DM doesn't like the idea of random gains and losses, then he may assign these extra abilities, let you choose one, or ignore them altogether. Note: no Ability Score may exceed its racial maximum, and *Good Life* results may cancel out *Unfortunate Legacies*.

UNFORTUNATE LEGACIES

Roll 1d20:

- 1 Allergy: One particular item causes you to convulse on a failed Constitution Check (Dexterity and AC are penalized by 3 points) until the cause of the allergy moves at least 100' away. Your allergy is to clams, spiders, jellyfish, squids, octopi, sea horses, dolphins, whales, sharks, or anything else your DM agrees to.
- 2 Bad Hearing: Your character can hear only loud speaking or louder noises.
- 3 Bad Sight: Roll 1d6: 1-3, nearsighted, -3 to missile attacks, spotting distances halved; 4-6 farsighted, -3 to melee attacks, spotting distances increased by 50%.
- 4 Bubblet: Your character has difficulty speaking clearly, making bubbling sounds instead, much like a human would stutter. Spellcasters with this skill must make a successful Intelligence/Wisdom Check when casting spells to avoid spell failure.
- 5 Clumsy: -1 to Dexterity; make a Dexterity Check any time your character draws a weapon, moves in an enclosed or cluttered space, or carries out a Dexterity related task; failure indicates that your character drops his weapon, breaks something, or fumbles badly.

- 6 Color Blind: You can't determine differences in color. You see everything in black and white.
- 7 Hotheaded: Your character dislikes inaction. You would rather do something than stand around. In any situation involving interactions with NPCs, your character will be fidgety. A successful Wisdom Check is required or your character will attack, verbally assault, or just simply leave.
- 8 Lechery: Make a Wisdom Check to avoid making a pass at any character of the opposite sex. Modifiers to the Check should be based on race using modifiers from the *Racial Preference Table*.
- 9 Missing Fins: Swimming movement rate reduced by 30' (10').
- 10 Phobia: You must make a successful Bravery Check (see skills) or a Wisdom Check at -2, to avoid panic whenever you encounter one of the following (1d8): 1, sharks (shark-kin have a dolphin phobia instead); 2, dry land; 3, dry skins (humans, dwarves, orcs, and so on); 4, the dark depths; 5, large sea monsters (over 20' long); 6, fire; 7, air, fire or earth elementals; 8, crabs.
- 11 Self-Important: No one is more important than you, and everyone must be made aware of this. NPCs react toward you with a -5 penalty.
- 12 Tail: Sea heroes with legs have a single tail instead. This prevents them from riding dolphins, sharks, etc. It reduces land movement speed to 30' (10') as one may crawl only, but adds 25% to swimming speed. Sea creatures who normally have a tail have legs instead, reducing swimming speed by 25%, but increasing land movement by 50%.
- 13 Truthful: You find it hard to tell lies; make a Wisdom Check at -5 any time you attempt to lie or mislead.
- 14 Uncouth: You behave in an ill-mannered, if not disgusting, way (use your imagination); NPCs react toward you with a -5 penalty.
- 15-18 Unfortunate Accident: Your character has suffered a bad accident. One of your Abilities is reduced by -1; roll 1d6 to determine which: 1, Strength; 2, Intelligence; 3, Wisdom; 4, Dexterity; 5, Constitution; 6, Charisma.
- 19 Roll twice more on this chart.
- 20 None.

THE GOOD LIFE

Roll 1d20:

- 1 Acute Taste and Smell: Detect poisons on an Intelligence test.
- 2 Ambidextrous: May attack with a weapon in each hand at no to hit penalties.
- 3 Dexterous: +1 to Dexterity (maximum 18).
- 4 Excellent Vision: Increases spotting distance by 50%, and increases chances of finding secret doors to 1-3 on 1d6.



- 5 Fish or Mammal Friend: +1 to Fish or Animal Empathy skills.
- 6 Good Hearing: +2 to hearing rolls; +20% to the Hear Noise skill.
- 7 High Stamina: +1 to Constitution (maximum 18).
- 8 Intelligent: +1 to Intelligence (maximum 18).
- 9 Language Ability: The character knows 1d3 additional languages.
- 10 Natural Rider: +2 to Riding skill.
- 11 Presence: +1 to Charisma (maximum 18).
- 12 Resistant to Disease: +3 bonus to disease Saving Throws.
- 13 Resistant to Poison: +3 bonus to poison Saving Throws.
- 14 Strong Swimmer: +30' (10') to swimming movement rate.
- 15 Tough: +1 to natural AC.
- 16 Very Strong: +1 to Strength (maximum 18).
- 17 Walker: +30' (10') to walking movement rate (characters unable to move on land gain no benefits).
- 18 Wise: +1 to Wisdom (maximum 18).
- 19 Roll twice more on this chart.
- 20 None.

Skills (Optional)

Skills are a useful and optional addition to the D&D® game rules. Skills add depth to your character by helping to define him further, and by increasing your role-playing options.

Initial Skills

Beginning Heroes of the Sea do not start with a set number of skills. How many they get depends on how old they are when they enter play. Characters who start as *Normal Monsters* of their race begin with four skills. Note that certain Dexterity Skills cost two skill slots to gain. Characters who enter play as young members of their race are treated differently. They either start with no skills, instead gaining them as they grow older, or else they start with a few skills, and gradually acquire additional ones. The table below shows the number of skills each character starts with.

Age	Number of Starting Skills
Fingerling	0
Shrimp	0
Sprat	1
Urchin	2
Teenager	3
<i>Normal Monster</i>	4

+1 new skill for every additional four levels of Experience

These skills are *not* cumulative; a character who enters play as a Teenager, with three skills, does not gain another four skills upon becoming a *Normal Monster*. Instead, he gains one new skill. The first skills learned by a young character must be *Racial Skills* (see below). Alternatively, the DM may dispense with this and decide that young characters do not gain any skills until they reach 0-level.

Bonus Skills: A beginning character knows more skills if he or she is particularly intelligent, exactly as more intelligent characters know more languages. As you would for languages, apply your character's Intelligence bonus to acquire extra skills. For example, a merrow with 13 Intelligence would have one extra skill; a triton with 16 Intelligence would have two extra skills. These extra skills are available as soon as a character is eligible to know any skills. For example, characters who enter play as Fingerlings or Shrimps gain their bonus skills on becoming Sprats.

How Skills Are Used

Skills are based on one of your character's Abilities (Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma).

Whenever the skill is used, the DM asks you to make a Skill Check. Roll 1d20 against the current Ability Score the skill is based on. If your roll is equal to or less than the Ability Score, the skill has been used successfully. A roll of 20 always fails, regardless of how high the Ability Score is.

A roll of 1 does not always insure success. When a very difficult task is attempted, the DM may assign penalties to reflect the increased difficulty of the task. If the task is exceptionally difficult, the DM may decide that you need to roll two successive 1s to succeed. The DM may also decide that a character is doing such an easy task that no roll is required, or that it receives a bonus to the roll.

As an optional rule, young creatures may be further penalized to reflect their inexperience. Apply the following modifiers to the ability score whenever a Skill Check is called for: Sprat, -4; Urchin, -3; Teenager, -2; *Normal Monster*, 0.

IMPROVING SKILLS

Characters can improve their skills by making them higher than the Ability Scores on which they are based. To improve a skill score, your character must "trade in" one ordinary skill choice to increase a different skill score by one point. Each skill choice traded in gives a character a permanent +1 to another skill. For example, Traldo Starseer decides that she wants to learn the Dodge skill at +1. Traldo has four skills available, but she spends one of her skills improving her Dodge skill to Dexterity +1.

An improved skill is indicated on the character sheet by marking the number of additional points with a "plus" sign after the skill name (i.e. Dart +1, Sea Lore +2, etc.). Improving a skill increases the chance of a successful Check against that skill.

LEARNING ADDITIONAL SKILLS

As time goes by, characters may gain more skills or improve existing ones. Young characters receive their first skill as Sprats, and gain a new skill each age band until they reach 0-level. After reaching or starting at 0-level, all characters get a new skill choice every four Experience Levels. A *Normal Monster* has four initial skills (modified by Intelligence): at 4th level he gains an extra skill choice, at 8th level, he gains another skill choice, and so on.

Learning more skills takes time. At 1st level, players indicate to the DM which new skill their characters are studying. Characters gain the new skill when they reach 4th level. At that time, the DM must be informed of the next skill choice.

A new skill can be studied only if a teacher can be found. This can be another player character, or any NPC with the skill who is known to the character. This may be a professional teacher, a tribal elder, or simply someone who knows the skill and is willing to teach it to the player character. A reaction roll or Charisma Check is then made to see whether the PC is accepted for training. Modifiers should be freely applied for monetary payments, gifts, or the local reputation of the PC: a heroic character who has beaten off a devilfish attack will be more highly regarded than a character who is suspected of working with the devilfish.

If a PC or an NPC cannot be found to teach a character, then a quest is in order. This may be as simple as visiting a nearby tribe, or as arduous as descending into the twilight realms. The quest must be accomplished before reaching the next Experience Level or the character suffers a permanent -1 penalty to the next skill choice. This penalty increases for each level of delay. If the character still hasn't found a teacher by the level at which the new skill would be gained, it is lost forever.

Example: Skakkat the shark-kin is 0-level and wants to learn Gain Trust, a skill that is unknown to shark-kin. Skakkat leaves on a quest to find a teacher. After being turned down a number of times, at 2nd level he finally finds a kna to teach him. When he reaches 4th level, he gains the skill, but with a permanent -2 modifier.

If Skakkat had changed his mind before reaching 3rd level and instead studied Fighting Instinct from his mother, he would then have only a -1 modifier to his skill.

Penalties to a skill, no matter how high, can be removed completely by trading in one skill choice. By trading in one more skill choice, the skill can be improved normally.

RACIAL SKILLS

Some skills are racial knowledge and are taught to members of each race as soon as they are capable of learning skills.

Aquatic Elf: Ancient History (In), Planar Geography (In)

Kna: Bargain (Ch), Know Market Value (In), Crossbow Maker (In)

Kopru: Deceive (Ch), Muscle (St)

Merrow: Mammal Empathy (Wi), Dodge (Dx)

Nixie: Allure (Ch), Fish Empathy (Giant Bass) (Wi)

Sea Giant: Endurance (Co), Intimidate (St)

Shark-kin: Alertness (Dx), Rip (Dx)

Triton: Cleric: Honor Immortal (Wi), Mysticism (Wi);

Mage: Alternate Magics (In), Coral Manipulation (In); Cleric/Mage: Honor Immortal (Wi), Mysticism (Wi), Alternate Magics (In), Coral Manipulation (In)

SKILLS AND YOUR CHARACTER SHEET

Skills are recorded on a character sheet in any suitable space. Write down the names of the skills and the ability score needed for the Skill Check plus any modifiers.

Example: Skakkat the shark-kin (St 14, In 9, Wi 7, Dx 16, Co 13, Ch 12) has just reached 0-level. His Intelligence is not sufficient to gain him any extra skills, so he has four skills available, including his Racial Skills. Skakkat has decided to maximize on his high Dexterity score, so his skill choice looks like this:

Rip (St): 14

Alertness (Dx): 16

Dodge (Dx): 16

Fighting Instinct (Dx): 16

SKILLS AND THE DM

It's the DM's responsibility to make sure that Skill Checks aren't abused to achieve inappropriate results. The DM may also reward players for using skills in a clever or entertaining manner. Players are free to request Skill Checks at any time they consider to be appropriate. But the DM decides when it is actually necessary to make a Skill Check, and also what the effects are.

Skill Checks should be made only at critical points of an adventure. For example, a kna trading common items, such as mother-of-pearl, does not need to make a Know Market Value Check each time he comes across it. To gauge the value of a magical suit of armor, inlaid with mother-of-pearl, a Skill Check is required.

Similarly, there are many very simple tasks that can be performed successfully without requiring a Skill Check. For example, a net maker does not have to make a Skill Check each time she makes a net, but a Skill Check may be in order if she is making one in a hurry, or does not have quite the right materials.

Creature Heroes

Positive and Negative Modifiers: Depending on the circumstances under which a character uses a skill, the DM may reduce or increase the chances of success.

Example: Portius the triton has an Underwater Boat skill of 14. In placid, calm waters he maneuvers his boat through rock formations with a +4 bonus. Later, the sea begins to churn as a storm rips over its surface; in order to avoid crashing, Portius has to make his Skill Checks with a -5 penalty.

Time Use: The DM decides how long each task takes to accomplish. For example, it takes only a few seconds to use the Area Knowledge skill, but a character using the Manipulate Coral takes months to create a modest residence.

The DM's ruling is final. If, as a player, you think a judgement was unreasonable, discuss it with your DM after the game, with the hope of avoiding misunderstandings in the future.

Many skills, especially Charisma-based skills, are for use on NPCs only. For example, skills like Allure and Persuade influence only NPCs.

Skill Descriptions

In this section you'll find descriptions of some of the skills available to underwater heroes. This is not an exclusive list, as other skills are possible and may be added during the course of a campaign. Players should not overlook the possibility of having essentially useless but entertaining skills. A skill which is useless when it comes to in-session problem solving could still be a lot of fun to role-play and fit perfectly a character's personality and background.

STRENGTH SKILLS

Intimidate: A talent for bullying people into doing what you want them to do. A successful Check means that an NPC with fewer HD obeys. NPCs with the same or better HD or Experience Levels may ignore a successful Check if they succeed in a Morale Check (as described in the rules for monsters), or a Bravery Check (q.v.).

This skill also adds a +1 bonus to the Leadership skill (q.v.).

Muscle: Knowledge and experience of heavy lifting and heavy labor. A character with this skill knows how to direct slaves or laborers to make their work most effective, and understands simple concepts such as pulleys, levers, and wedges. Your character gains a +2 for difficult tasks such as bending bars or smashing through doors and walls.

Ram: This is the ability to ram into an opponent using the head or snout. While it's an effective attack, the attacker always takes damage from it! This skill is available to any sea creature with a Swimming Move Per Round of 50' or more, except shark-kin who always "rip" instead. Slower creatures may combine this with the Dart skill (q.v.).

The character moves forwards at full speed for at least one round before attempting to hit his opponent, and he must have moved at least half of his move speed to carry out this attack. If a ram was declared on a previous round, but the character did not have enough movement to reach the target, then any movement at all in the next round qualifies the character for a ram attack.

The attack is carried out normally and if a successful hit is made the character makes a Ram Skill Check. On a successful Check, the character hits his target for damage equal to half of the character's Strength (round up), +1 for every point that the skill has been improved. A failed roll means the character takes one point of damage for every point by which the roll was failed. On a successful Check the character takes 1d4 points of damage. On a failed Check the target takes damage equal to the Character's Strength bonus.

Rip: This is an attack favored by shark-kin. It involves making a high speed Swimming Move similar to a ram (q.v.), but the character rips a chunk out of his opponent, and then keeps on moving for a whole round. This skill is available only to creatures with bite attacks!

Resolve the attack normally, then make a Skill Check. A successful Check inflicts triple damage, +1 for every point the skill has been improved. A failed Check causes no damage, but the attacker must keep on moving for all of the next round.

Wrestling: Successful use of this skill gives a character a +1 bonus to his or her Wrestling Rating as defined in the D&D® Companion Rules. Higher skill scores give higher bonuses; a character with Wrestling +1 receives a +2 bonus, and so on.

INTELLIGENCE SKILLS

Acting: The ability to pretend to be someone else of the same race, or to show false emotions. Successful use of this skill allows a character to tell lies over a period of time.

Alchemy: The ability to recognize and identify common alchemical substances and potions.

Alternate Magics: Basic familiarity with those magics which are not related to standard underwater spellcasting. Includes knowing magical abilities of well-known Prime plane and extra-planar monsters, and of Immortal beings.

Ancient History: Detailed knowledge of the history of the Sunlit Sea. General knowledge of the history of the races living on the islands and coasts of the Sunlit Sea.

Area Knowledge: This is similar to Ancient History except that it deals with recent events, and with local geography. A successful Check on this skill allows a character to remember a piece of useful information relating to the geography of the Sunlit Sea, or know where to go to contact a useful NPC.

Artillery: The ability to operate and maintain underwater ballistae. A successful Check gives +2 to hit with such weapons.

Coral Manipulation: Knowledge of the process of coral formation. It includes training in how to speed up the life cycles of corals, and how to form them into pleasing and exotic shapes. A character with this skill can sense the approximate thickness and strength of coral structures on a successful Skill Check.

Craftsman: Choose one type of craft: armorer, crossbow maker, coral builder or sculptor, shell worker, net maker, smelter (kopru only), etc.

Know Market Value: A character with this skill automatically knows the market value of goods, including weapons, fish, pearls, gems, etc. A successful Check allows the approximate value of special goods like magical items and treasures to be evaluated.

Magical Engineering: The ability to recognize the basic principles of some unfamiliar magical device. It does not include practical training in design or fabrication of magical artifacts. It does include recognition of most common magical items.

Mapping: A character with this skill does not necessarily know how to read and write, but he is capable of understanding and making maps. A successful Check is needed for complicated three-dimensional layouts or to map areas by memory.

Navigation: By observing the flow and relative warmth of currents, and by taking note of pressure and light, a character will always know roughly where he is.

Odor Tracking: This skill allows a character to follow the scent of any creature through the sea. Modifiers should be applied according to how old the scent is (-1 per hour), and whether it passes through any fast flowing currents (-5 to -10).

Planar Geography: General knowledge of the Prime, Inner, Outer, Astral, and Ethereal planes described in the D&D® Companion Rules. It includes knowledge of techniques of travel among the planes.

Racial Knowledge: This is knowledge of other aquatic races. All characters know something about other races (assume they have a default skill of half of their Intelligence), but this skill provides detailed knowledge of two races (player choice). It includes knowledge of their beliefs, the best way to approach them in a friendly manner, a limited vocabulary, and their skills with magic. If this skill is taken more than once, further races can be added to the character's knowledge.

Signaling: Allows a character to leave messages that can be understood only by another signaling specialist. In uninhabited areas, this skill is limited to use on a sea bed or surface. It can be used to trace marks in sand, to pile up pebbles, or to leave floating messages on the sea surface.

Survival: This skill allows a character to find food and shelter in one type of sea: shallow, deep, twilight, warm, cold, etc. A separate skill choice is required for each type. A successful Check means that the character has found or caught sufficient food for several companions.

Tactics: The ability to use troops in the best way possible. A successful Check means that the DM will modify the outcome of a confrontation in a reasonable way.

Wisdom Skills

Bloodlust Control: Characters who suffer from *bloodlust*, notably shark-kin, gain a +2 bonus to their Wisdom Check whenever they attempt to control their bloodlust. An additional +1 is gained for each extra level of skill.

Bravery: This allows a character to negate the effects of any magical fear. An NPC may also disregard the effects of an Intimidate Check on a successful use of this skill.

Codes of Law and Justice: Knowledge of the laws and moral codes which exist in the sea. Skill Checks dealing with your character's own race or culture are made without any modifiers; those dealing with other races or cultures are made at -5. For example, a merrow from Undersea is familiar with the culture of Undersea and of her own race, and makes Checks normally. A nomadic merrow is at a -5 penalty when answering questions dealing with Undersea.

Danger Sense: An aptitude for sensing danger or odd situations. A successful Check (made by the DM in secret) means that a character detects an imminent danger, but will be unaware of its nature or source.

Detect Deception: The ability to recognize deceptive tricks or behaviors in an NPC. This does not reveal the truth or falsity of statements, nor the motivations of the speaker. It warns the character to distrust an NPC, but reveals no clues about which statements are true or false. The DM makes this Check in secret and informs the player of the perceived result. A failed Check could make a very honest NPC appear deceitful to the character.

Fish Empathy: A character with this skill can communicate empathically with one type of fish (including giant varieties up to 20 feet long) within a range of 200 feet. Shark-kin who take this skill have their shark empathy extended to 400 feet. This skill also gives a +2 bonus to riding the chosen type of fish (see the Riding Skill).

Fish Training: Choose a particular type of fish, including giant varieties up to 20 feet long (larger creatures require the Sea Monster Training skill). Your character knows how to raise, train, and care for this type of fish. The fish can be taught some simple tricks and to obey simple orders.

First Aid: A successful Check allows a character to restore 1d4 hit points to any wounded character or creature. This skill may not be used on a wounded character more than once. If the character is subsequently restored to full hit points, and then wounded again, first aid may again be applied. A roll of 20 when using this skill results in the patient taking 1d4 points of damage.

Honor (Specific Immortal): The ability to properly honor an Immortal to gain aid or favor. This includes knowing the code of behavior and the rituals pleasing to the Immortal in question. This skill enables a cleric to automatically gain the use of clerical spells. If a cleric has performed actions which are displeasing to the Immortal, a Skill Check is required. Failure may mean that the cleric does not receive one or more spells, or suffers some other penalty.

Mammal Empathy: Whales and dolphins will initially be friendly to a character who successfully uses this skill. A character with this skill can communicate and sense basic feelings up to a distance of 500 yards. This skill also gives +2 bonus to riding dolphins and whales (see the Riding Skill). Aquatic elves and merrow who take this skill have their dolphin song ability extended to 1,000 feet.

Mysticism: The character knows the best course of action to follow to please the Immortals, and to avoid being the victim of a curse. A successful Check indicates that a character has recognized an idol dedicated to an Immortal, allowing him to give it its proper respects.

Natural Healing: A character with this skill is knowledgeable in the use of seaweed and mollusk cures. On a successful Natural Healing Check, any character who has been poisoned is allowed a second Saving Throw at -2. It also allows a character to naturally heal 2 hit points per day of total rest, on a successful Check.

Sea Lore: Knowledge of common plant and fish life. This skill includes being able to distinguish between edible and poisonous plants and fish. It allows a character to notice signs of unnatural danger like an absence of normal plant or fish life, and to note strange fish behaviors.

Creature Heroes

The effectiveness of this skill depends on depth and water temperature. It is used normally at the character's home depth and in home waters, but receives a -2 penalty for each depth or temperature change. These can be rated as shallow seas, deep seas, the twilight zone, the depths; and as warm, temperate, cold, or arctic. For example, a triton of the Sunlit Sea would use this skill normally, but would suffer a -2 penalty on the Terraces, a -4 penalty in the twilight, and a -6 penalty in the depths.

Sea Monster Empathy: The character chooses a particular sea monster and is able to sense and communicate basic feelings with it. A Check is needed for each attempt, and is penalized by -1 for each HD of difference between the character and the monster (if the monster is the tougher of the two). This skill is required before a character can attempt to ride a sea monster.

Teaching: The ability to teach a skill efficiently. A successful Check means the apprentice learns the skill with a permanent +1 modifier, as long as his final score skill does not exceed that of the teacher's.

Dexterity Skills

Alertness: Allows a character to draw a weapon without losing time, and to avoid the effects of surprise. A successful Check means that a character gains first attack on a foe, or wakes up at the slightest odd noise.

Dart: Using this skill a character can travel at twice normal speed for one round. A Skill Check is required every round. It makes ram attacks possible for slower moving characters and is useful in chase and pursuit situations. After 10 rounds of darting, or attempting to dart (characters are still expending energy), an Endurance (q.v.) Check is required each round or the character is no longer able to dart. To avoid making an Endurance Check a character must have rested for a full turn before again attempting to dart.

Dismount Rider: On a successful Check a character can attempt to dismount an enemy. The character inflicts normal damage and the target must make a successful Riding Check to avoid being dismounted. The difference between the levels or HD of the two characters is used as a modifier when attempting to dismount an enemy, and when trying to avoid being dismounted.

Dodge: This skill can be used only by unarmored and unencumbered characters. It allows a character to dodge out of the way of an attack, effectively increasing AC by -2 on a successful Check. A roll of 20 means that the character has dodged the wrong way and automatically takes double damage from an attack. This skill cannot be used by a character who is not under water.

Fighting Instinct: The reaction of compulsively attacking first in order to gain an advantage in combat. Successful use gives a +2 bonus to Initiative.

Find Traps: The ability to detect traps after observing a room or area. This skill costs two points, but gives the character the Thief's Find/Remove Traps abilities, used at the same level as the character.

Hear Noise: This skill costs two points, but allows a character to Hear Noise as though a thief of the same level. Hear Noise skills are halved when used out of water for all races except aquatic elves.

Hide in Corals: This skill costs two points, but allows a character to hide among coral reefs as though a thief Hiding

in Shadows. Aquatic elves gain a +5% bonus on their innate ability by taking this skill.

Hide in Shadows: The ability to remain unseen in dark, shadowed places, as opposed to brighter coral reefs. Otherwise this is the same as the Hide in Corals skill (costs two points).

Riding: This skill can be used with one type of creature only, and the creature must be specified when the skill is first taken. Typical creatures covered by this skill are dolphins, sharks, giant bass, barracudas, whales, manta rays, and other aquatic lifeforms suitable for riding. Riding may be taken more than once, with each creature counting as a separate skill.

This skill allows a character to fight, fire missiles, and cast spells without making a Riding Check. This skill takes precedence over the Morale Rules. Checks are required in the following circumstances: each time the creature is hit in combat (large creatures may go berserk, smaller creatures may flee), to use the creature to jump above the water, and to make the creature dart (q.v.).

Sea Monster Riding: A successful use of this skill allows a character to ride a sea monster (q.v. Riding skill). The Check is, however, subject to a -1 penalty for each HD of difference between the character and the monster (if the monster is the tougher of the two).

Silent Glide: The ability to Move Silently as a thief of the same level. Characters using this skill may move up to only half their movement rate; they are effectively gliding through the water. Any faster movement is detected if their enemies succeed in a Hear Noise roll.

Surprise: The ability to surprise opponents. It can be used to attack, or to avoid a conflict. Successful use of this skill gives a +1 to surprise.

Underwater Boat: The ability to operate and safely steer an underwater boat, sea chariot, or similar conveyance. A Skill Check is required only in dangerous situations.

CONSTITUTION SKILLS

Endurance: The ability to perform a strenuous task for long periods of time without resting. A character is able to swim up to a number of hours equal to his Constitution score. After that a successful Check is required to avoid collapsing. A new Check is required for each additional hour spent swimming, at a cumulative penalty of -1. A Check is needed for each hour that a demanding task is attempted, with a penalty of -1 for each extra hour. A character needs three times the length of his performance to recover from exhaustion.

Endurance is also used whenever a character darts (q.v.) for more than a turn, with a penalty of -1 for each extra turn, and for staying out of water for any length of time (see the "Underwater Adventuring" section).

Sleeping: The habit of being able to sleep through anything. A successful Check means your character manages to sleep through a fight. This is a useful skill for spellcasters needing rest.

CHARISMA SKILLS

Allure: A character with this skill appears to be exceptionally beautiful or handsome and desirable to a member of the opposite sex. Your character may direct this skill at any character of the opposite sex regardless of race. On a

successful Check, a character will be favorably disposed toward you, willing to offer help and advice, but not to endanger his people or himself in any major way. Requests for aid in a fight are okay; requests to attack comrades or do something dangerous like wrestle a shark are not.

The allurement lasts as long your character does not attack or harm your admirer in any way.

Bargain: A successful Check allows a character to get the best deal available for goods, services, or information. If two characters with this skill bargain against each other, whoever makes the best roll wins. The DM may give bonuses and penalties to either character to reflect the difficulties in the attempted bargain.

Deceive: The ability to mislead a listener about what is being said. Successful use of this skill causes an NPC to believe an untrue statement or to accept a misleading statement as the truth. Failure indicates that the character stumbles over the words, or sounds unconvincing. "Shat-tak's gone to . . . ummm . . . count your fish."

Gain Trust: With this skill a character can gain the trust of NPCs through a combination of courtesy, respect for traditions, and honorable behavior. In routine situations, a successful use of the skill is sufficient. In dangerous or threatening situations, or where the NPC has reason to distrust the character, the DM should apply penalties to the Check. When two races are involved, Racial Preference modifiers should also be applied.

Gambling: A talent for most games involving bets. A successful Check means that the DM should increase your chances of winning.

Leadership: Successful use of this skill adds +1 to the morale of any NPCs under the character's control. It may also be used to convince other NPCs to follow the character's commands, providing the commands are not obviously suicidal or otherwise self-defeating. When two races are involved, Racial Preference modifiers should also be applied.

Persuade: The ability to prove your honesty and sincerity to NPCs. This skill cannot be used to deceive listeners; the speaker must always believe the truth of what he says. On a successful Check, listeners believe what the speaker tells them. This doesn't imply that they will agree to actions proposed by the character. Hostile or distrustful listeners require the DM to apply penalties of -1 to -8 to the Check. When two races are involved, Racial Preference modifiers should also be applied.

Storyteller: The ability to captivate an audience by telling them stories.

Toadying: This skill is useful for sucking up to more powerful characters. It allows a character to ingratiate himself by agreeing with an NPC and by generally polishing an NPC's ego. Failure at this skill can have interesting repercussions, as it makes a character sound highly insincere and sarcastic. This skill also lets a character plead for his life, or to avoid some other punishment.

AGES AND AGING

The races of the sea live for a long time, unless shortened by violent death or disease. The following ages are recommended as maximums for character races:

Aquatic Elves	1,000	(900 + 2d%)
Kna	150	(140 + 3d10)
Kopru	200	(190 + 2d20)
Merrow	150	(140 + 3d10)
Nixies	200	(190 + 2d20)
Sea Giants	400	(375 + d%)
Shark-kin	100	(95 + 2d12)
Tritons	200	(190 + 2d20)

YOUR CHARACTER'S BACKGROUND

Characters can be part of Undersea or be from one of the many tribes that live in the Sunlit Sea. Tribal society tends to be closely knit and inward looking. Tribes are composed of members of the same race, with other races being treated with a certain amount of suspicion. Undersea is much more cosmopolitan; it is so much bigger than a single tribe, and has many different races within it. Characters from both backgrounds can easily adventure together, however. The campaign setting is flexible enough to allow characters of different backgrounds and races to adventure together in the same party.

Before choosing the background of your character, consult with your DM, as he or she may want you to be from a particular background.

CURRENCY

The standard currency of Undersea is the Pearl which is approximately $\frac{1}{4}$ " diameter and has a buying power of 50 gp in Undersea. In the surface world, where pearls are much rarer and therefore highly valued, a standard pearl is worth approximately 100 gp. Larger pearls have much higher values, upward of 100,000 gp for the rarest black pearls, but pearls of this size and beauty are rarely used as currency. Pearls of lesser value pass hands frequently and are used in all transactions.

Coins of precious metal comprise the small change of Undersea. These coins are from many different seafaring countries—they are from treasure troves salvaged from sunken ships. Many of the coins are also very old, some dating back to the days when the Sunlit Sea was dry land. These coins are worth as much as five to 10 times their face value to collectors of antiquities in the surface world.

In Undersea, 50 gold pieces = one Pearl. Other coins are worth the same, relative to a gp as in the surface world. For convenience, all prices in Undersea are given in gp.

EQUIPPING YOUR CHARACTER

All sea creature heroes start with the possessions standard to their race as shown on the table below.

EQUIPMENT FOR BEGINNING CHARACTERS

Aquatic Elf:	Trident
Kna:	Spear and heavy crossbow
Kopru:	None
Merrow:	Trident or spear, dagger
Nixie:	Trident, dagger, giant bass
Sea Giant:	Trident or spear, layered shell armor
Shark-kin:	Trident or spear, 1d3 javelins, net
Triton:	Trident or spear

Creature Heroes

In addition, Player Characters have money available which may be spent on more equipment and mounts. Characters of higher status have more starting funds available. To determine status, roll d%:

	Aquatic				Sea			
	Elf	Kna	Kopru	Merrow	Nixie	Giant	Shark	Triton
0-5	a	a	c	a	c	e	a	a
6-16	b	a	c	b	c	c	a	b
17-70	c	c	c	c	c	c	c	c
71-95	d	c	c	d	c	c	c	d
96-00	e	d	d	d	d	d	d	e

a. Outlaw: Your character's family or tribe has a bad reputation and has been expelled from your race's society for committing a crime, or for the belief that it has committed a crime.

Kna outlaws attack ships of the Minrothad Guilds. Merrow and shark-kin raid nearby herds and into Undersea. Aquatic elves have broken with tradition and are treated with great suspicion by other elves. Tritons are wanted criminals within Undersea; there may be bounty hunters on their trail.

Starting Funds: 2d12 gp

b. Struggling: Your family or tribe finds making a living hard. They hunt or farm the least productive areas, and hope one day to move to more fertile waters, either peacefully or by force.

Starting Funds: 3d10 gp

c. Comfortable: The sea is good to you. Your family or tribe makes a comfortable living and rarely goes short of food.

Starting Funds: 2d12 + 20 gp

d. Well off: You want for nothing. Your family or tribe enjoys a high standard of living, and is respected by other families and tribes.

Starting Funds: 3d20 + 60 gp

e. Honored: Your family or tribe is generally regarded as being highly placed. In Undersea this would make you a member of an important and rich family. In Aquatendi society you are related to your Clan Head or Frond Keeper.

Starting Funds: 5d20 + 80 gp

Weapons of the Sea

Because of the effects of water resistance, underwater races do not use slashing or crushing weapons. Thrusting and streamlined missile weapons are employed instead: spears, javelins, tridents, knives, and light and heavy crossbows made especially for underwater use. Lances are used from dolphin, sea horse and sharkback. In addition, nets are used to trap opponents. Player characters may start with any of these weapons that their starting money allows.

Weapons are made from shell, coral, and the bones of fish. Tritons also use bronze weapons. Underwater, these weapons function as normal, but when used on dry land they are at -1 to hit and damage rolls. Iron and steel weapons are slowly becoming more common as the kopru refine their smelting techniques. These weapons continue to function normally unless exposed to air (see "Underwater Adventures").

ARMOR

Armor is made from the shells of sea creatures. This comes in two distinct types: layered shells, joined together with



tough seaweed fronds, and large shells worn to protect areas of the body. Shell-piece armor takes the form of conch shells worn as helmets, giant clam shells worn as back and breast plates, and razor shells for leg and arm protection.

AC	Type	Encumbrance	Cost
5	Layered-shell armor	300cn	40gp
3	Shell-piece armor	400cn	60gp

Shell armor is flexible and hard while in water. If allowed to dry out, it becomes brittle: any roll of 20 or more, or five points over that needed to hit a target, shatters the armor and makes it useless.

Shields give no bonus to Armor Class while underwater. A shield needs to be moved into a defensive position, and the drag caused by water resistance makes this impossible.

Racial Attitudes to Armor: Most races prefer to remain unencumbered and so rarely wear armor. Only tritons, aquatic elves, and young sea giants wear armor regularly. Sea giants generally stop wearing it once their natural Armor Class improves. Also, as they grow older, sea giants rapidly outgrow their armor, often while still wearing it!

Merrow wear layered-shell armor when going into a battle which takes them up to the surface. Otherwise, they prefer to retain their freedom of movement.

Shark-kin and kopru never wear armor, both races considering it to be fit only for crabs and spineless jellyfish, regardless of whether these lowlives claim to be elves, tritons, or merrow. Scars are a source of pride to the shark-kin and they cannot understand why other races seek to avoid taking wounds in battle.

Kna see little need for armor, although they will occasionally wear magical armor if they fear an attack on their masher trains.

Nixies wear armor when they have to. Most nixies will not wear cheap armor. It has to be well made and nicely decorated to enhance the nixie's natural good looks. Similarly, old armor is no good, as no self-respecting nixie wants to be seen wearing someone else's castoffs. Also, the armor should always be styled in the latest fashion.

Costs of Equipment

Equipment costs in Undersea are the same as those in the surface world. The buying power of one Pearl in the surface world is such that items can be imported relatively cheaply to Undersea. Certain items such as torches, tinderboxes, horses, waterskins, and so on will not be found in Undersea for obvious reasons.

Item	Cost	Capacity
Sea horse, draft	40 gp	4,500-6,000
Sea horse, war	100 gp	3,000-6,000
Manta ray	100 gp	2,000-4,000
Small underwater boat	10,000 gp	10,000
Large underwater boat	25,000 gp	200,000

Dolphins are free and intelligent creatures. To trade in them is illegal in Undersea and is a cause for armed conflict among the nomadic merrow. The only way to attain a dolphin as a mount is to make friends with one and form a partnership.

Sharks are not traded for different reasons. They are considered to be too dangerous to keep as pets or work animals by all but the shark-kin. The shark-kin do not trade sharks, as a tribe's sharks are a sign of its power and are treated as though they were family pets.

Sea Magic

All tritons and aquatic elves are automatically spellcasters. The majority of the other races comprise primarily fighters, but shamans and wiccias exist within their ranks. In order to be a spellcaster, the character must have a Wisdom of 9 or higher to be a shaman, or an Intelligence of 9 or more to qualify as a wicca.

Shamans and wiccias, although small in number, play an important part in the lives of the various races. They look after a tribe or family's spiritual wellbeing and safeguard it from danger using their powers. Take a look at the section on "Non-Human Spell Casters" in the *Master DM's Book*, p. 21, before you read any further.

Wicca or shaman abilities are available to player characters of all races except aquatic elves and tritons. Spellcasting can be gained as soon as a creature reaches 1st level. Creatures younger than this are too busy growing up to trouble themselves with additional problems like spellcasting. To become a wicca or shaman, a teacher must be found. Apprenticeships last at least one full level advancement period (the time between the moment the apprentice reaches one level to the next).

Example: Strakhak the shark-kin is 0-level when she begins to train as a shaman. When she reaches 1st level, she will also become a 1st-level shaman. If she had started her

training at 2nd level, Strakhak would become a 1st-level shaman at the same time she became a 3rd-level shark-kin.

A character's hit points and combat abilities are unchanged on becoming a shaman or wicca. However, a wicca may Save as a magic-user of the same level, and a shaman may Save as cleric, if these Saving Throws are better than the character's normal Saving Throws.

Example: Nualla is a 4th-level nixie with 2nd-level wicca abilities. She can make Saving Throws either as a 4th-level nixie or as a 2nd-level magic-user.

Initiation

Upon completing an apprenticeship, a novice wicca or shaman is first initiated in a series of deep and meaningful rituals. These vary from race to race, ranging from blood-crazed frenzies for shark-kin, to more refined ceremonies for kna and nixies. Typical effects of rituals are shown in the chart below.

Personal Sacrifice Table

- | | |
|-------|---|
| 1-6 | <i>Character loses 1 hp permanently. The Immortals are pleased with the ritual.</i> No further effects. |
| 7-9 | <i>Character loses 1d4 hp permanently.</i> The ritual left scars on the character's body, but it was rewarding after all. Increase total accumulated Experience Points by 5%. |
| 10-11 | <i>An entity comes from beyond and takes payment.</i> Character loses 1 point of Constitution permanently. The ritual took a heavy toll on the character's health. Increase total accumulated Experience Points by 10%. |
| 12 | <i>Omen from Immortals.</i> Character loses 2 points of Constitution in exchange for an extra point of Wisdom (shamans) or Intelligence (wiccias), up to a maximum of 18. No further effect. |

If a shaman or wicca ever reaches 0 hit points or a Constitution of 2 or less, the character dies on the spot.

Level Advancement

Becoming a spellcaster or gaining new levels requires extra Experience Points. The character must earn these extra XP before reaching each experience level. In effect, these extra XP are added to the Experience Table from the moment a character's apprenticeship begins. Spellcasters cast spells according to their level of experience.

Spellcaster Extra Experience Table

Spellcasting Level	Extra Experience Points
1	1,000 XP
2	2,000 XP
3	4,000 XP
4	8,000 XP
5	16,000 XP
6	32,000 XP
7	64,000 XP
8	130,000 XP
9	260,000 XP

+ 200,000 XP for each subsequent level

Creature Heroes

Example: Strakhak the shark-kin is 0-level when she begins to train as a shaman. A normal shark-kin needs 1,200 XP to become 1st level. Strakhak needs 2,200 XP (1,200 + 1,000 for becoming a shaman).

Example: Rastwave Current Chaser is a 5th-level merrow with 2nd-level wicca abilities. A normal merrow needs an extra 16,000 XP to reach 6th level. But Rastwave needs an additional 4,000 XP to become a 3rd-level wicca. Rastwave's total Experience Points will be 39,000 on reaching 6th level.

Dual Classes

Sea creatures are capable of learning both shaman and wicca abilities as shown in the table below. Unlike a dual-classed triton cleric/mage, a dual-classed shaman/wicca has access to both the cleric and the magic-user spell tables, for the purpose of determining how many spells can be cast each day.

Assuming a character studies both crafts at once, one of the two teachers must have decided that the character was worth teaching. This occurs only as a great reward for some glorious deed. "I owe you my life, Biter of Crabs, and in exchange I shall teach you the mysteries of the Way of Water, even though your soul is corrupted by the touch of the wicca."

Two teachers may also feel that they are competing to show which craft is the most powerful, making the apprentice's life a misery with each teacher constantly trying to bully the apprentice into dropping the other craft.

A character may otherwise study the two crafts at different times. Level restrictions still apply. A character intending to learn a different craft later on must stop improving the first craft before advancing past the reduced level limitations (see below). If he goes beyond, then the character has become so used to the first craft that it's impossible to learn a second one. In both cases, the apprentice must gain sufficient XP to cover for both crafts. Nothing comes for free!

Level Limitations

Wiccans and shamans have limitations as to how far they can progress as spell casters as shown on the table below:

MAXIMUM LEVELS FOR SPELLCASTERS TABLE

	Shaman	Wicca	Dual-Classed
Kna	4	8	2-4
Kopru	8	10	4-5
Merrow	8	8	4-4
Nixie@	6*	4	3-2
Sea Giant	4	10	2-5
Shark-kin	10	6	5-3

@ Nixie spellcasters gain an additional 5 charm points.

* Nixie shamans have access to druid spells.

It is, however, possible to go beyond these limitations by rolling on the *Personal Sacrifice Table* each time a new level is gained.

Example: Blazzik is an 8th-level kopru with 8th-level shaman abilities. He decides to try to become a 9th-level shaman. When he reaches 9th level he rolls on the Personal Sacrifice Table.



A character may decide to stop improving spellcasting skills at some point in his career. This is an important choice. Once this decision is made, it is final and irreversible; the character does not gain any further spellcasting powers.

The experience needed for subsequent levels should remain the same as for a normal humanoid from then on. Don't forget to recalculate the experience tables for that character.

Example: Goggleye is a 5th-level kna with 5th-level shaman abilities. His Constitution has just taken a hammering on the Personal Sacrifice Table so he decides to stay a 5th-level shaman. Goggleye now needs 300,000 XP to reach 6th-level (1,260,000 minus 960,000), instead of 332,000 (300,000 plus 32,000) as would be the case for a 6th-level spell caster.

TURNING UNDEAD

Normally, shamans cannot turn undead, as this is a clerical ability. It is, however, possible for a shaman to study this power if a suitable teacher can be found. This means finding a triton cleric or NPC shaman with this ability who is willing to take on an apprentice. On no account can this skill be taught to dual-classed wicca/shamans. Their magical abilities prevent them from learning this power and any shaman loses the power if he decides to become dual-classed. Only triton cleric/mages are able to wield magic powers and still turn undead.

The character must study with a triton cleric for a whole level, in just the same way he would to become a shaman in the first place. The character needs an extra 1,000 XP to

learn to turn undead. On reaching the next level, the character rolls on the *Personal Sacrifice Table* and then receives the power.

Example: Gakkak is a 2nd-level shark-kin and a 1st-level shaman. After a nasty run-in with a group of zombies he seeks out a triton cleric who agrees to teach him how to turn undead. Gakkak serves the cleric until he reaches 3rd level, at which point he also becomes a 2nd-level shaman. He rolls on the Personal Sacrifice Table, and gains 1st-level undead turning powers.

After that, the power to turn undead can be increased by paying extra Experience Points each level. The cost is the same as when gaining new levels.

Example: Gakkak realizes that he needs to improve his undead turning powers and so he continues to study. In order to gain 2nd-level abilities, he needs to earn an extra 2,000 XP, in addition to his costs of 4,000 XP to become a 3rd-level shaman, and 5,000 XP to become a 4th-level shark-kin.

Characters may continue to increase their undead turning powers each time they gain a new creature level. Their undead turning powers cannot be higher than their level as a shaman. Unlike earning shaman and wicca levels, a character can stop learning new undead turning levels, and then later return and improve them.

Example: Gakkak decides he can handle all the undead he's likely to swim into, and stops improving his undead turning level. He continues to increase his shaman level. One day he is attacked by a spectre and barely manages to escape. He decides to increase his undead turning levels again. He is now a 6th-level shark-kin and 5th-level shaman with the ability to turn undead as a 2nd-level cleric. To improve his undead turning to 3rd level, he has to earn an extra 4,000 XP.

Keeping Track of Levels

To keep track of the various levels of a character use the following abbreviations:

Aquatic Elf	AE	Shark-kin	SK
Kna	KNA	Triton	TR
Kopru	KO	Wicca	W
Merrow	ME	Shaman	S
Nixie	NI	Undead Turning	U
Sea Giant	SG		

Example: Tyroll Stargazer is a 3rd-level merrow, with 3rd-level shaman abilities and 2nd-level undead turning powers. This is abbreviated as ME3/S3/U2.

Gaining Spells

Shamans and wiccans do not use spell slates or stones to recover their spells. Instead they use meditation and rituals. The exact form of these rituals varies from race to race. Merrow and kna enter deep meditative trances and perform intricate dances. Shark-kin are more basic: they work themselves up into a sweeping, whirling frenzy and then go hunting. Usually their prey is smaller fish, but in some of

the more primitive tribes, cannibalism is not unknown. Nixies gain their powers automatically with each morning's tide. Kopru meditate in an unmoving trance state, summoning up their powers from the dark recesses of the sea.

Only a shaman or wicca of the same race can tell from observing rituals whether another spellcaster is a shaman or a wicca. When reaching a new level, shamans and wiccans automatically know the spells listed for them in the *Master DM's Book*.

Acquiring New Spells

Spells other than those given in the list may be acquired through special rituals and the expenditure of appropriate spell components. For example, material components might be a finger bone from a skeleton for a *fear* spell, the fins of a barracuda for a *haste* spell, a specially consecrated grotto for a *commune* spell, and so on.

Common Spells: These are the spells listed in the D&D® rulebooks. To acquire one of these spells, the caster rolls on the *Personal Sacrifice Table*, and sacrifices treasure at the rate of 1,000 gp per spell level. The rituals to acquire a new spell last as long as a day per spell level. At the end of the ritual, the treasure is destroyed (thrown into a volcano vent, disintegrated by dark magics, or lost in other suitably dramatic ways).

New Spells: To acquire new spells (invented by the player), the character rolls on the *Personal Sacrifice Table* and its effects are doubled. In addition, 2,000 gp are sacrificed per spell level.

Chances of Success: A spell caster has the following chance of gaining new spells (d%):

Common Spell: $((\text{Int}^* + \text{Lvl}) \times 2) - 3$ per spell level

New Spell: $((\text{Int}^* + \text{Lvl}) \times 2) - 5$ per spell level

*Intelligence applies to wiccans. Use Wisdom for shamans.

DMs should feel free to give bonuses to the chances of success if extremely valuable treasures or magic items are sacrificed. Artifacts cannot be used as sacrifices.

Casting Spells

Shamans and wiccans use special talismanic items to cast spells. These talismans must be created before 1st-level spell casting abilities can be gained. Their exact form varies from race to race: shark-kin prefer shark tooth necklaces; merrow, shell and coral necklaces; kna, preserved squids and octopi; nixies, small wands tipped with precious stones; kopru, fish skeletons; and sea giants, the skin of a giant squid or octopus.

Upon performing the *Ritual of Passage*, shreds of the spellcaster's soul are sent to the talisman, attuning it to its owner. No one else can use it. The owner can sense its presence and its exact location within 100 feet.

If the talisman is lost, the spellcaster must create another by going through the *Ritual of Passage* once more. A spellcaster loses 1d4 hit points permanently if his or her talisman is ever destroyed.

The World of Undersea

This section describes the Sea of Dread and the tritons' underwater kingdom of Tilluaraver. Tilluaraver means "the waters beneath the waves" in the triton tongue, but is usually referred to as "Undersea" by both sea and land dwellers.

Undersea is an ideal setting for sea creature player characters to adventure in, as well as for human, elf, dwarf, and halfling adventurers to visit. But before dealing with Undersea itself, let's take a look at its history and at the geography of the Sea of Dread.

History of the Sea of Dread

The true origin of life in the seas of the world is lost in the mists of time. The Immortals withdrew from the Prime plane without telling anyone about their original designs and intentions. What little we know of the early days of life in the sea is drawn from the writings of the Aquarendi elves.

Originally creatures of the sea, the aquatic elves left the waters to live upon the land, where they flourished along with the land elves in Evergrun (see GAZ 5, *The Elves of Alfheim*). In time, the elves met traders from Blackmoor who told them of the great achievements of the Blackmoor culture. The elves that were later to be known as the Aquarendi saw the error of the elvish race in accepting the technological ways of Blackmoor. They foretold the destruction that lay in store for the elves if they did not return to the world of nature and give up the wild magics of Blackmoor. Although some elves listened, the majority ignored the Aquarendi, calling them fools and dreamers. Anxious to escape the impending holocaust, the Aquarendi called on the Immortals of Time to aid them. They were answered by Manwara, the Immortal known variously as the "Old Elf/Man/Merman" of the Sea—depending on the race seeking his aid.

Manwara restored to the Aquarendi the ability to breathe and live underwater. The Aquarendi departed from their kin with great sorrow, and entered the warm seas. Never very large in number, the Aquarendi dropped from the pages of the Elven Chronicles; their existence was forgotten entirely in the years of suffering that followed the destruction of Evergrun and Blackmoor.

In the oceans, the Aquarendi discovered many new races. From these the Aquarendi learned of the struggles taking place between the Immortals as each strived to secure the dominance of his own Sphere. The Aquarendi have preserved this memory and speak of a world shaped and reshaped by elemental fury. They also tell of a time when the Immortals declared a truce and began creating their chosen creatures. This period was brought to an end by the Great Rain of Fire, which devastated the Blackmoor civilization and Evergrun.

"The sky turned yellow, red, and then black. Ash obscured the sun, denying light to its children. The earth shook and the sea raised up in fury. Dark waves lashed against the land, and the canyons of the Deep split open and gouted out fire and destruction. The ocean heaved and boiled. Many of the seaborn races died in the cataclysm, their existence wiped clean. Never again would they ride the currents of life."

"The Aquarendi cried out to Manwara for protection. The Great Immortal surrounded them and his other favored peoples in a bubble drawn from his breath. The bubble bore them through the terrible times that the humans of Blackmoor had brought upon the world."

"When the ocean stilled, Manwara released his peoples and they awoke to find a different world. The seas had grown cold, and the land was covered in ice. The peoples divided and sought new homes along the warmer currents that flowed from the north. It was a time of rebirth."

The Kellastoi of the Aquarendi

It was also a time of renewed strife among the Immortals. Many Immortals saw the Great Rain of Fire which destroyed Blackmoor as an opportunity to expand the power of their own Spheres. Their truce prevented them from doing so directly, so they called upon the elements favored by their Spheres. Great elemental upheavals followed the destruction of Blackmoor and Evergrun.

The *Kellastoi of the Aquarendi* tells of the savage struggles which gave birth to the Sea of Dread. Of how Water, fed by the melting ice caps, slowly stole back the edges of the continents, and of how the elements of Earth and Fire battled the forces of Water in an attempt to drive it back from the land. The three elements struggled against each other, but victory eluded them all. The Sea of Dread encroached further on the continent, but volcanic activity split the edges of the continent and formed islands in the face of the advancing water. Before the world was again thrown into turmoil, another truce was called, and the Immortals, their ranks swollen by candidates from the world, withdrew and agreed to let the Prime plane develop without their direct interference.

The Elemental Upheavals

Although the Immortals realize the importance of the world in supplying candidates to replenish their own numbers, the elements still continue to battle each other for supremacy of the sea. It is a war that none can win, for the Immortals and the combined might of the other elements prevents any one element from gaining supremacy. But the battles continue on a day to day basis and are a fact of life for the peoples of the sea. Volcanoes and gates to the Elemental Plane of Fire are relatively common in the Sea of Dread. Gates and whirlpools leading to the Elemental Plane of Water keep the water constantly moving and replenished. The Elemental Plane of Earth causes earthquakes and flexes its muscles deep underwater. Even Air is involved, making its presence felt by lashing the sea with storms and hurricanes.

The Age of Rebirth

As the elements battled one another, the sea peoples turned north and discovered warm seas and tropical islands bordering the southern continent. Here they grew and thrived, but they were not safe from the elemental battles which swept the seas. Volcanoes frequently destroyed their homes, and even the sea peoples could not stand up to the

great tidal forces that lashed the open seas. It soon became apparent that new seas must be found if the races were to survive. The sea peoples spread throughout the world, and many faded forever from the knowledge of the Aquarendi.

The Aquarendi

Sundered from their land kin and believing them lost in the destruction of Evergrun, the Aquarendi grieved for many centuries. Then a group of Aquarendi discovered elves living to the north. These were the Meditor and Verdier elves, who had split from the larger group of elves who traveled farther north under the leadership of Ilsundal (see GAZ 5, *The Elves of Alfheim* and GAZ 9, *The Minrothad Guilds* for more information). Overjoyed that some of their people were alive, the Aquarendi moved north to the edge of the continent to live next to their cousins. But the elemental changes were not over, and the elves soon discovered that the boundaries of land and sea were far from set.

The elemental struggles that followed in the wake of the Great Rain of Fire caused great changes to the continent's southern edge. Volcanic activity and earth tremors rocked the continent as tidal waves pounded the shore. Many Aquarendi and land elves were killed in the widespread devastation. When it ended, the elves looked out upon a sea dotted with islands: the Ierendi and Minrothad Islands stood gleaming in the newborn sea, which the elves named the Sea of Dread.

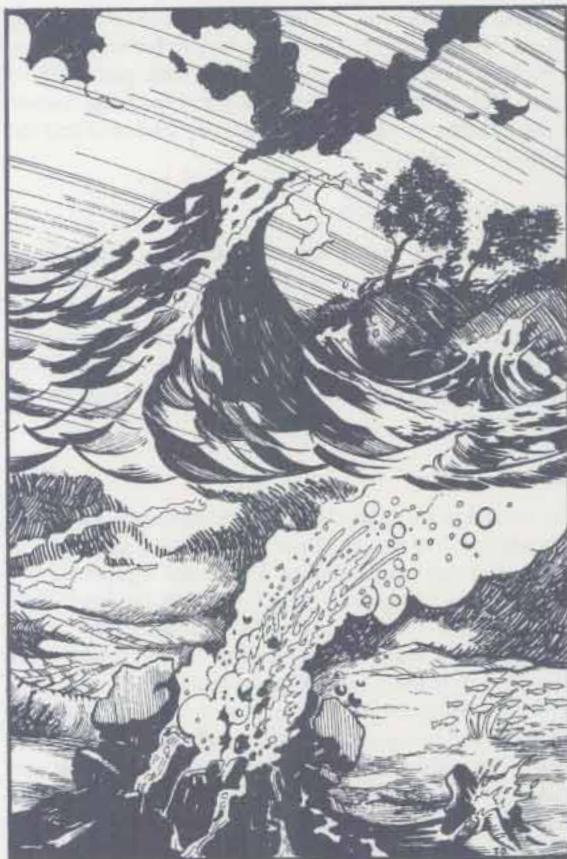
The Meditor and the Verdier elves found themselves separated by the new sea, but under the urging of the Aquarendi, the Verdier sailed to join their kin. Since then the Aquarendi have lived among the reefs and lagoons surrounding Alfeisle, enjoying the kinship of their cousins and trading with them for items that the Aquarendi cannot produce in their own watery world. The Aquarendi remain the most secretive of the sea races. Few members of the Minrothad Guilds even suspect their existence, as both the Meditor and the Verdier elves maintain a discreet silence regarding their aquatic cousins.

The Taymora

During the ancient days following the destruction of Blackmoor, bands of humans calling themselves the Taymora moved south. Arriving at the fertile plains surrounding the southern sea, they established settlements along the cliffs and on the plains. They traded with the Verdier and Meditor elves, but when the sea rose, the majority of the Taymora perished. Battered by huge tidal waves and hurricanes of tremendous force, the few surviving Taymora fled the area and settled farther north in the present day lands of Karameikos. They were later absorbed by the Traldar when they arrived in the area (see GAZ 1, *The Grand Duchy of Karameikos*). The ancient settlements of the Taymorans still remain on the floor of the Sunlit Sea where they are haunted by the remains of their dead.

The Arrival of the Merrow

The merrow were the second race to enter the warm, shallow sea formed by the drowning of the continental shelf. Fleeing tremendous elemental clashes in the great ocean which surrounds the continents of the D&D® Known World, the merrow crossed hundreds of miles of ocean to



reach the warmer waters of the north. Arriving at the Thanegioth Archipelago in the Sea of Dread, many merrow settled among the reefs and mountainous slopes of this great island chain. Others traveled farther northward until they reached the drowned lands. Delighting in its warmth and bright waters, they named it the Sunlit Sea.

The sea was the most bountiful they had ever encountered, requiring them to spend only a fraction of their time in hunting and gathering. The elemental struggles of the area, while of less magnitude than the ones they had fled, were still not to be taken lightly. Instead of leading settled lives like the Aquarendi, the merrow chose to continue their nomadic existence, living off the rich kelp forests and the abundant shoals of fish that swam in the new sea. It is a way of life that the majority have continued to follow to this day.

The Tritons

One of the most recent arrivals in the Sunlit Sea is the tritons. Fleeing north to escape their enemies, the devilfish (see the D&D® Master DM'S Book, p. 26), the tritons reached the Sunlit Sea in 200 BC, and found the waters to their liking. After a few skirmishes with the nomadic merrow, the tritons carved out a kingdom in the waters between the islands of Ierendi and Minrothad. For centuries the merrow and tritons fought over the area, but the organized might of the tritons finally prevailed over the merrow's splintered tribes. The tritons secured their Kingdom of Undersea, leaving the rest of the Sunlit Sea to the nomadic merrow.

Today many merrow can be found in Undersea, forming a fundamental part of its society. Relations between the two races are friendly, and have only once been placed under stress. This occurred during the Night of the Long Knives, when lycanthropy threatened to destroy Undersea and the merrow (see below).

The Minor Races

Other races have moved into the Sunlit Sea. Kna, always searching after profit, cross its floor, and many nixies have left their rivers and streams for the open spaces of the sea. Sea giants are occasional visitors to the shallower waters, as are the less welcome shark-kin, devilfish, and other fouler inhabitants of the depths. Of these, the shark-kin are the most unusual.

The Shark-kin

The shark-kin are distantly related to lizardmen, a race that first appeared in the sea, then took to living on the land, and finally returned to the sea. Unlike the Aquarendi, the shark-kin did not make a clean break with the land. They must return to it whenever they have to elect a new leader. For centuries the shark-kin have done so, and it has been a natural part of their lives. Now, as humans, dwarves, and elves claim more and more islands in the Sea of Dread, the shark-kin are being thrown into a cultural and biological crisis. Those shark-kin who are unable to choose a new leader find that their legs remain fully grown. But the shark-kin are unable to use them for the purpose for which they were designed: to return to their sacred sites to elect a new leader. Many shark-kin now seek to destroy the invaders of their sacred islands.

The Threat From Below

The Sunlit Sea is not the idyllic haven it may at first appear. The elements still battle in this area, although on a scale greatly reduced from the titanic upheavals that once tore it apart and then later reshaped it. But elemental forces are an accepted part of life: it is the unknown horrors of the deep that strike the fear into the inhabitants of the Sunlit Sea.

The Night of the Long Knives: When lycanthropy erupted on Trader's Island in 410 AC, it spread rapidly to Undersea. Tritons and merrow contracted the repulsive disease, and weresharks and worse creatures spread across the sea floor. Undersea lived in fear of becoming totally overrun. The two sections of triton society, the wizards and the clerics, accused each other of possessing the greatest number of weres within their ranks. A were hunt began. By its end, many had been slain. The slaughter was vast, and only the intervention of the Aquarendi prevented the outbreak of widespread civil war. Unfortunately, many lycanthropes escaped to the south where they have bred and plotted their revenge.

The lycanthrope hunt is remembered as the Night of the Long Knives, and it is a source of friction between the two halves of triton society. Although they know that humans were the source of the plague, many tritons still suspect each other of carrying the disease. The merrow also remember this time with distaste, as many of their number were slain in the mass hysteria.

Devilfish: These scavengers and slayers of the deep are the enemies of all that lives. Normally they prefer deeper

waters, where they feast on carrion falling from above, but when their numbers become swollen, the devilfish rise up to the lighter, warmer seas and attack all they encounter. The tritons thought they had escaped these killers of the deep when they entered the Sunlit Sea, but devilfish were sighted in the southern sea 200 years ago. There followed a brutal and protracted war in which the devilfish raided the nomadic merrow and destroyed isolated triton settlements.

The devilfish attacked swiftly, killed all they encountered, and then fled to the great depths of the south. For over a hundred years war raged. Then suddenly the devilfish attacks stopped, peace returned to Undersea, and the devilfish were almost forgotten. Then, 21 years ago, the marauders reappeared and struck again. As before, the attacks are conducted on a small scale, with the devilfish employing hit and run tactics. But, bad as this seems for Undersea, far worse is happening. The weres are returning, often aiding the devilfish in their raids, or preying on small isolated groups. Undead have been reported stalking the edges of the deep waters by the Terraces. Creatures drowned when the sea claimed the edges of the continent are now returning to life. Dark times lie ahead for Undersea as the forces of evil prepare to pervert it to their malignant wills.

Historical Timeline of the Sunlit Sea

BC refers to "before crowning" and AC to "after crowning" of the first Emperor of Thyatis.

The Dawn of Time: The world is created by the Immortals. At first it is covered entirely in water, but arguments among the Immortals lead to the formation of the continents. It's a time of elemental upheaval as the young world is shaped by the Immortals, with no two Immortals agreeing how it should be.

The Time of Truce: Having created the continents and reshaped the oceans, the Immortals declare a truce. The young world thrives and gives birth to hundreds of intelligent races in the sea and on land. The shark-kin leave the sea and live on land.

5000 BC: Elvish civilization of Evergrun develops (see GAZ 5).

3500 BC: Blackmoor culture thrives. The elven culture of Evergrun imports Blackmoor's technology.

3100 BC: Aquarendi elves seek the guardianship of Manwara, an Immortal of the Sea, and enter the waters to begin a new life.

3000 BC: The Great Rain of Fire; Blackmoor and Evergrun obliterated; the planet shifts its axis. Melting ice-caps raise the ocean level by several hundred feet. The shark-kin return to the sea.

2500 BC: The Taymora humans settle the shores of the southern sea.

2000 BC: Series of great elemental upheavals split several large land masses from the main continent. The Taymora civilization is destroyed. Meditor elves are left on the newly made islands in the Sea of Dread (see GAZ 9).

1720 BC: The land masses split further, forming the Ierendi Isles. Primitive merrow enter the Sunlit Sea following the destruction of their homes to the south.

200 BC: Tritons fleeing from their devilfish enemies enter the Sunlit Sea and establish the Kingdom of Undersea in the waters between the islands of Ierendi and Minrothad.

0 AC: First Emperor of Thyatis crowned. Thyatians trade with Minrothad islanders.

410 AC: Traders from Minrothad inadvertently spread the curse of lycanthropy to the kingdoms of Minrothad and Undersea.

443-445 AC: Expeditions of elves and humans purge Minrothad Island of all lycanthropes. Similar events take place in Undersea, with many of the lycanthropes fleeing to deeper waters. This time is known as the Night of the Long Knives.

570 AC: First settlement started on Ierendi Isles by cast-offs from the Five Shires. Islands are already inhabited by aboriginal peoples.

713 AC: Ierendi Navy destroys a Thyatian naval patrol. The Royal Navy achieves instant preeminence among the powers of the Known World.

748 AC: The merrow of the Sunlit Sea agree to help the Ierendi Navy in return for Ierendi agreeing to protect sacred merrow shrines from pirate plunder.

800 AC: Devilfish appear in the Sunlit Sea. War breaks out between them and Undersea, characterized by localized skirmishes and terrorist attacks by the devilfish.

920 AC: The war with the devilfish ends indecisively.

979 AC: Devilfish resume their attacks on Undersea.

980 AC: Lycanthropes are again discovered in Minrothad and in Undersea; fear spreads that the devilfish might be responsible.

998 AC: Undead are reported in the waters to the south.

1000 AC: Today. Shark-kin tribes take up arms against the land dwellers; devilfish increase their attacks on Undersea; the numbers of undead and werecreatures in the southern waters grows at an alarming rate.

"It grows colder and darker the deeper one descends into the Sea of Dread. We of the Sunlit Sea do not venture there, for we are creatures of the upper waters. The depths are for other races. There the sun barely shines, and the water is cold, warmed only by the currents which flow from the south.

"Beneath that is the Abyss, where the devilfish dwell, where there is no light, but only endless night. Inhabited by creatures that thrive in the darkest pits of the world, there live the mighty kraken, and other foul monsters. We do not go there for good reasons."

The Sea of Dread

The waters of the Sea of Dread are wide and varied. From the southern shores of the Grand Duchy of Karameikos and the Five Shires, the continental shelf stretches south for approximately 300 miles before meeting deeper waters. Although humans, elves, and halflings refer to the entire sea as the Sea of Dread, the merrow and tritons differentiate between the Sunlit Sea (the shallow sea that covers the continental shelf) and the Sea of Dread (the deeper sea beyond).

The Sea of Dread extends for 600 miles to the volcanic waters of the Thanegioth Archipelago, where huge volcanoes thrust up from the sea floor thousands of feet below to form the island chain. Below the waves, submerged volcanoes and vents heat the cold water, making it suitable for merrow habitation. A large expanse of volcanically heated water, rich in fish and plant life, supports Twaelar, the Kingdom of the Merrow. More civilized than their cousins of the Sunlit Sea, the merrow of Twaelar farm the rich seaweed beds and breed fish. Separated by the expanse of the Sea of Dread, the Twaelar only occasionally visit the 'primitive' merrow of the Sunlit Sea. Instead, they often turn their eyes toward the closer shallow waters surrounding the southern continent, leaving the Sunlit Sea free from Imperial aggression, at least for the time being.

The Continental Shelf: At its deepest, the Sunlit Sea covers the continental shelf by only 200 feet of water. Its average depth is 110 feet, with many rocks and submerged volcanoes lying only a few feet below its surface. Being a shallow sea, its waters are clear and warmed by the heat of the sun. Underwater volcanoes, hot springs, and warm surface currents flowing from the south further add to the sea's warmth. Average temperatures rarely fall below 60 degrees Fahrenheit, making it a thriving breeding ground for fish and plant life.

Sharks come here to give birth. Young sharks spend the first years of their lives hunting in its waters, before they venture out into the deeper waters to the south. Whales and dolphins are common visitors, and all manner of fish and sea monsters may be found here.

The Deep Water Pool of the Kna: This large area of deep water lies to the north of Undersea and is where the kna breed and train their mashes and keep their major warehouses. This is an area of sea which is off limits to all non-kna, and is the closest thing that the kna of the Sunlit Sea have to a homeland. Most kna families visit the deep water pool during the course of their travels.

The Terraces: The edge of the Sunlit Sea is marked by steep, terraced cliffs which descend into the murky depths. These Terraces are frequently miles wide and resemble huge

The Waters of the World

As told by the merman, Tyzar Foamchaser.

"Deep is the sea. Deeper still is the ocean. Its bottomless depths could easily hold all the mountains of the world. Think of that next time you gaze out upon its great size. It is not merely an expanse of flat water, broken by the waves and an occasional island. It is larger than your wildest imaginations, for it once covered the whole world. What you see is only the surface. None have seen its depths.

"These are the waters of our ancestors. Around you are the warm waters that our ancient kin crossed many leagues to reach. This is the Sunlit Sea, home to many races. We now float over land that was once dry. Down there the sea floor is rich. Plants and fish thrive upon nutrients already contained in the sea floor as well as those washed daily into the sea by the rivers. It is a shallow sea, ideal for my people.

"Further south, the Sunlit Sea ends, and the Sea of Dread begins. Ah, yes. We too know it by that name, but for different reasons than those of the Aquarendi and the Water Elves of Minrothad. Out there, the deep waters begin. The sea plummets down cliffs that once stood above the land. For thousands of feet they fall in terraces into the Twilight. There live the majority of the shark-kin and their 'pets'.

The World of Undersea

stairs carved into the rock, cut by gaping chasms and gorges formed when earthquakes split the rocks open.

On the first Terrace can be found innumerable sunken villages and towns of the Taymora civilization. Claimed by the sea as it rushed to cover the land, the bleached bones of the settlements' inhabitants lie there still. The shark-kin inhabit many of the ruined settlements, but there are some places where the shark-kin fear to go. These dark and sinister sites harbor malignant entities, beings whose evil has festered for much longer than they have been covered by the sea.

The Twilight: Deeper still is where the true Twilight begins. At approximately 1,000 feet the water becomes murky and cold, where the rays of the sun barely reach this netherworld of the sea. Here can be found sea giants, devil-fish, dragon turtles, giant octopi, and monstrous creatures that love the half light. Colder currents flowing from the east chill the water here, making it inhospitable to all but the hardiest creatures.

The Abyss: Few creatures descend beyond 3,000 feet, where the sun does not shine at all. Deeper still in the true dark, things best forgotten sleep and dream of strange dimensions where all is water. In this dark and cold place, no plants live except in the crevices of underwater volcanoes.

Even though light has long ceased to have any meaning, the sea continues to descend. At a depth of over 50,000 feet lie gates to the Elemental Plane of Water. Through the gates, water flows between the planes, and with it come elemental beings. Most stay deep underwater, but occasionally one surfaces into the world above . . .

The Sunlit Sea

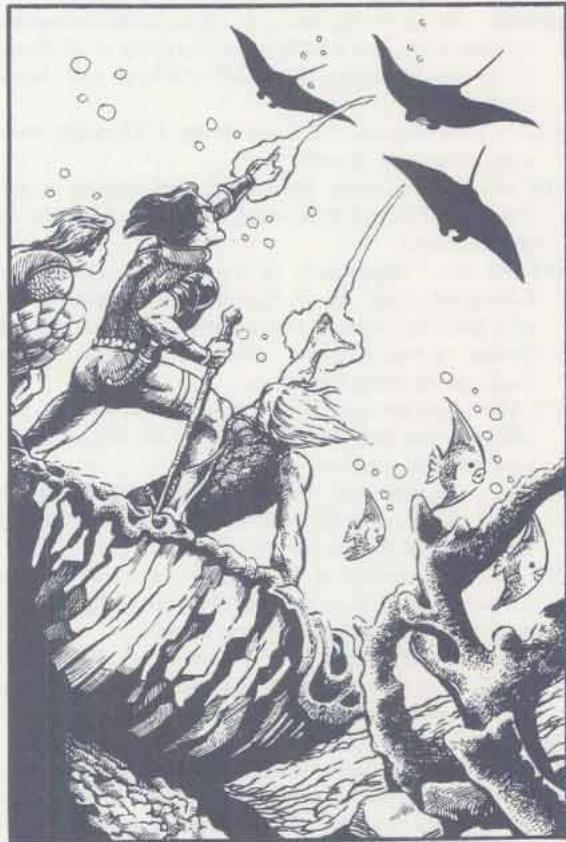
Rising back up through the depths we return to the warm waters of the Sunlit Sea. The Sunlit Sea teems with life. Hunger is a rare event for the creatures who make their homes here. The sea is bountiful; rich in plant and animal life, it also attracts many predators to its waters: barracudas, orcas (killer whales), sharks, marlins, giant jellyfish, portuguese men-of-war, giant crabs and eels, plus other smaller but no less deadly killers. Devilfish and shark-kin hunt in these waters, and sea hags haunt the shallow waters around the islands and the northern coast.

The Sea Floor: Along the northern shore, sand and pebble beaches descend gently to a low barrier of large pebbles and rocks. Washed off the land, these heavier deposits collect a hundred or so feet from the sea shore. Behind them lies a large expanse of glistening white sand punctuated by large numbers of coral and rock reefs. Long, submerged mountain spurs and buttresses lie only a few feet under the water; a hazard to shipping, they support large numbers of underwater creatures and present areas of astounding natural beauty.

Elsewhere, long ridges of sand, gravel, and mud have been formed by the tides, currents, and storms. Often they lie alongside old river beds, with sea currents continuing to follow the beds of long drowned rivers.

Huge forests of kelp and other seaweed cover large areas of the sea floor and sway rhythmically in the sea currents. Here and there nodules of metallic ore lie in domed clusters on the sea floor. Formed during great elemental upheavals, they provide a rich source of metals.

As the Terraces are approached, mud gradually replaces the sand. These muddy fields are rich in nutrients and sup-



port large expanses of sea vegetables. A slow but steady stream of mud slides over the Terrace's edge and falls into the depths below.

Islands: Rising up from the sea floor are the peaks of mountains which once stood above the land. These now form the islands of the Sunlit Sea. The beaches of these mountains vary greatly; some descend steeply to the sea floor, while others take a more leisurely descent. The larger islands are inhabited and lie in the territory of the Kingdom of Ierendi, or within that of the Minrothad Guilds. Most of them are volcanic, with many boasting one or more active volcanoes.

In addition, there are hundreds of smaller islands, each measuring at most a few miles across. The majority are the peaks of submerged mountaintops, but some are coral atolls which have grown over volcanic rock formations below. A few islands rise and fall at irregular intervals, their tops occasionally poking above the waves. Many a ship has been wrecked by sailing through what its charts have shown as clear water.

The majority of the small islands are uninhabited or only sparsely inhabited by local fishers. Recently, pirates and privateers operating in Ierendi and Minrothad waters have started using these as secret bases. Fishing fleets from these two maritime countries are increasingly using small islands as staging posts from which to carry out deep sea fishing.

Many of these islands contain the ritual sites of the shark-kin. Here the shark-kin come ashore to conduct their ancient ceremonies at the highest point of the island. Traditionally, the local fishermen cower indoors when the shark-kin arrive. There they wait out the long night in

prayer, leaving their homes in the morning only after the shark-kin have returned to the sea. The newcomers have either dismissed this as superstitious nonsense or else see it as a sign of how cowardly the natives are. Regardless of their initial impressions, the newcomers have fought the shark-kin for islands. Now they attack the shark-kin after they come ashore, and some have succeeded in wiping out entire tribes of shark-kin. Others find themselves subject to repeated shark-kin attacks as the shark-kin struggle to retake their sacred ground.

Volcanoes: Underwater volcanoes are common in the area. Some resemble truncated cones; others bubble and discharge superheated lava as they grow, slowly pushing their way up to the world above. In still other places, vents blast out air hot enough to boil the surrounding water. While most creatures enjoy the heat at a distance, a few make their homes close to the volcanoes. Of these the most dangerous are the kopru and the flame salamander. Basking in the heat, they prey on small fire shrimps which dart in and out of the hot blasts released by the volcanoes. Any creature foolish enough to approach too close is also fair game.

The volcanoes are relatively stable, but a few major eruptions have occurred in recent memory. Two hundred years ago, an eruption destroyed the triton castle of Facats. Three small volcanic islands also arose 50 miles to the south of Aloysius Island 60 years ago. Their cones rise less than 30 feet above the sea, and during storms, they bubble and hiss as large waves wash over them.

Whirlpools: The large number of coral reefs and underwater rock formations channel the tides and currents. Driving them into funnels, the rocks increase the power of the tides, giving rise to whirlpools. Here the water moves at tremendous speeds making it hazardous to surface shipping and underwater travelers. According to triton legends, the largest whirlpools are the entrances to the lairs of the undead mesmers (see AC9, *The Creature Catalogue*, p. 86). As to whether these wraith-like creatures do exist down there, no one knows for sure. Those tritons and merrow foolish enough to attempt to find out have never been seen again.

The Ruins of the Taymora: Scattered over the sea floor are the ruins of the Taymora. Avoided by most of the underwater races, these sunken homes are used by giant crabs, eels, sharks, and other creatures as lairs. Some of the ruins are rumored to contain deep subterranean passages which still contain ancient pockets of air. Great treasures are said to await anyone brave enough to venture into the remains of the lost civilization; however, rumors of undead guardians prevent even the hardiest of adventurers from exploring too far.

Climate: The Sunlit Sea enjoys tropical sunshine for the majority of the year. The dominant wind blows from northwest to southwest, frequently raising hurricanes, tornadoes, and waterspouts which buffet the waters below. More than one triton has found himself whisked out of the water and flung for miles across the sea during the passage of a tornado. Electrical storms are frequent in the early months of the year, and tidal forces grow stronger as gates to the Elemental Plane of Water open and close.

Fogs and mists are common, especially close to the islands of the Minrothad Guilds. While these pose no threat

to underwater creatures, the appearance of a fog on the surface often warns of the presence of a hot underwater air vent, or of an active volcano.

The Lands Above

As told by Tibonius, the triton.

"Even under the waves we have neighbors. Some are closer than others, to be sure, but we all have to live in and around this sea, so we try to get on as best we can with one another. Up on the land there's the Karameikans and the halflings to the north. We don't have much to do with them, as they're really a bit too far away to affect Undersea much. Mind you, the kna deal with both races quite often, and they don't seem to have any problems, so I guess they're both all right."

The Kingdom of Ierendi: "The Makai are a fine shoal of air breathers. They're the local people. The Makai have been on the islands ever since they were dry mountain peaks. Always pleasant and cheerful, not like the money-grubbing Guilders of Minrothad to the east. Yep, the Makai of Ierendi know how to live. They spend most of their time enjoying themselves, doing a bit of farming and fishing now and again. I mean, what's the point of working yourself to death just so you can pile up a bunch of gold coins and precious stones? What's it get you? A life of leisure? But you can have that right now. It's hot round here, so they don't need much in the way of clothes for most of the year. They can also get away with simple shelters to live in. Food is everywhere you look—growing on the trees, swimming in the seas, popping up out of the ground, and running around all over the place."

"Entertainment? Nah! You don't need money for that. It's free. If you want to go out hunting, pick up a spear or a bow and off you go after some game. Plenty of excitement to be had, and good exercise, too. Lots of swimming if you want it, and fishing. Your average Ierendian has got it made. Look at them. Pretty healthy bunch. I even hear tell from some of the merrow that there's gallons of foreigners heading to Ierendi every year to soak up the good life, and live like kings on next to nothing."

"Mind you, it ain't all sweetness and light on the ten islands. There's lots of Continentals around these days, but they tend to live life at a low-key pace. One of the strangest customs that I've ever heard is that they fight each year in order to choose their king and queen. Then they set them up in a great coral castle, built after the triton style, until it's time to beat the pulp out of each other in the following year's Royal Tournament. Not that the king and queen do much. Most of the governing is left up to the Tribunal. They've got pools of these tribunes who decide what really needs doing and make sure that it all gets done on time. I don't quite understand it. Ask a merrow if you really want to know, as many of them have served with the Ierendi Navy. They work as instructors, training the Ierendians in underwater wilderness survival and combat. The merrow also keep the Ierendians informed of any strange ships in the area, and they hire themselves out as dolphin cavalry and scouts. In return, Ierendi promises to keep the pirates away from merrow shrines."

"The Ierendians also like our artwork a lot. They love the coral carvings and our mother-of-pearl creations, and

they're fond of the bits of sea creatures we occasionally let them have. In exchange we get glazed pots and other neat stuff that we can't make under the waves.

"Now, Ierendi's got a great navy. It's very efficient and is reckoned as the best in the world. I've swum around a few of their ships and they do look much better than a lot of hulks that pass overhead. They've never been beat, but then the merrow help them out. Punch a few holes into a ship from underneath, and the land dwellers panic when the water gushes in. Mind you, the Ierendians train their sailors well, and they've got those weird characters to help them out.

"They're a shoal of antisocial wizards holed up on Honor Island. We're not sure what they are doing there, but we know it involves fire elementals in some form or another. They've got these ships that belch fire out of the top of them, and they also chuck fire across the sea. We used to take an interest in them, in case they were trying to unleash the fire elementals, but we've given up trying. Too dangerous. Those guys really know how to boil us water-based folks alive. Whole sea went up like a giant volcanic blow. After that, we decided to keep an eye on them from a discreet distance.

"Aloysius Island is where the Ierendians stick their criminals. Gallons of them work as slaves on the plantations there. Most of the ones they release stick around to dig in the mines. Beats me why. Pools of them die every year from the bug bites and other stuff. They should do as the Makai do. Keep away from the marshes and stay by the sea.

"Then there's those other strange dudes on White Island. They keep to themselves pretty much, as long as no one messes with their birds. They seem content to just act weird all alone on their rock.

"Now, our closest neighbors are the folks who live on Utter Island. They're not like the rest of the Ierendians. They don't have dark suntanned skins, but white skin and hair. Spend most of their time building houses at night and sleeping during the day. Strange lot. But then again, breathing too much air does funny things to people."

The Minrothad Guilds: "Over to the east lie the islands of the Minrothad Guilds. Right mixed bunch they are. They've got dwarves holed up on Fortress Island. Beats me why they'd want to live on an island with an active volcano, unless they're up to no good. Over on Open Island there's lots of halflings. They dig the soil, grow plants, and raise cattle. They're much friendlier than the dwarves. The halflings have taken good care of our folk who've been washed up there in bad weather. Further east is where the elves live. They call it Alfeisle, and there's Meditor and Verdier elves there. You probably know them as sea and wood elves. The reefs around the island contain lots of Aquarendi, who trade pearls and potions with their elven cousins.

"There's some other islands as well, North Island and Fire Island up near the Karameikan coast, and Blackrock down in the south. Blackrock has nicely warmed waters from its volcano, and Fire Island seems popular with the Minrothad Sea Dogs.

"The main place is Trader Island. That's where the Guild headquarters are. We sea people stay away from there. It's not a nice place, people gawk at you as though they're trying to figure out how much you're worth. Whether that's as

an interesting specimen to some foreign collector or as a delicacy, I don't know, but I don't like it. We've never really trusted the Minrothads, not since they brought lycanthropy to the sea. Caused us a lot of grief in the old days. We heard from the Aquarendi that lycanthropy has broken out again, so we keep away from the Gilders as much as possible. There's no telling what you might catch.

"The Minrothads are a strange people. They are ruled by their Guildmasters, the current top one is a water elf. But elf, human, halfling, or dwarf, they're all obsessed with money and status. They even tattoo themselves to show how important they are. Money is everything to them. Work, work, work is all they do. Must have caught it from those dwarves on Fortress Island.

"The ships of the Guilds call at almost every port in the world. They carry goods to wherever they reckon they'll make a profit. Basically, the Guilds are out to get a monopoly on world trade. Seems to be working, too, from what I hear.

"The Guilds don't like anyone trading in their waters, either. The sea is full of their pirates who attack any ship not belonging to the Guilds. Pirates from Ierendi and Thyatis get their own back by hacking up Minrothad ships. In turn, the Minrothad pirates chop up any ships not from Minrothad. Some days you can't go out for a relaxing swim without running into hordes of sharks attracted by the butchery going on above. Bodies splashing into the water and pumping out their blood all over the place. It's a bad business, draws the sharks like crazy. But what do the Gilders care? They don't have to live down here. They treat the sea like a huge dumping ground. Then again, not everything they dump is bad. A few ships have gone down laden with treasure, so we don't grumble too much.

"Try telling that to some of the kna families, though. They lost a fair bit of shipping when the Guilds set their pirates on them. Lots of kna died. The Guilds thought they'd been clever driving the kna out, but a few of the kna families decided to get their own back, if you know what I mean.

"As you can gather, we don't have much to do with the Minrothad Guilds. They're far too alien for us to really comprehend what they are about. Still, the Aquarendi get on with them without any problems. So, if we want to deal with the Guilds, the Aquarendi act as our go-betweens."

UNDERSEA

As told by Munanska the Sage.

"Now, let's see if I can remember what you need to know. Ah! Yes. Undersea is quite a loose place. It doesn't really have any clearly defined borders, but sort of washes backwards and forwards, just like the tide. When the nomadic merrow ride in on their dolphins, the borders contract. When they leave, the barons of Undersea claim the waters around there as their own, and so the borders expand.

"The Terraces to the south are as far as the border ever goes. No one in Undersea seems keen to lay a claim to the twilight world down there. To the north lies the great deep water pool of the kna. This is where they keep their stocks and breed their mashes. So, I guess you can say that Undersea ends where the kna's pool begins.

"To the east, the barons reach as far as Blackrock Island. The western barons lay claim to waters stretching as far as Ierendi Island itself, but this is just the barons blowing themselves up like puffer fish to show how powerful they are. None of them actually live any farther west than Utter Island."

Government: Undersea is ruled by Queen Tarovra, Guardian of Time, Wielder of Energy, Mystic of the Sacred Spring, Keeper of the Current, etc., etc. Queen Tarovra has ruled for 50 years and looks set to rule for at least another 50. A dual-classed cleric/mage, the Queen personifies and symbolically unites the two elements of triton society: the clerics and the mages. As a cleric and a mage, the queen can represent each party without being accused of favoring one over the other.

The monarchy is not hereditary, but it has remained with the Farmarva family for over 500 years. Theoretically the Pearl Throne is open to the highest level cleric/mage on the death of the previous monarch, but as the Farmarva family grooms its sons and daughters for the post, few other candidates are even of a remotely comparable level to the family's chosen candidate.

The tradition of the throne being available only to a cleric/mage dates back to the dark days of the Night of the Long Knives. The Aquarendi, seeing the fear and hatred that was destroying Undersea, proposed a compromise between the warring factions in which society would be united under a leader acceptable to both parties. Their proposal was accepted and the two factions have lived in peace ever since, although each continues to harbor suspicions towards the other.

The Barons: The queen is aided and advised by her barons who divide their time between their estates and the court. The barons meet in council four times a year to discuss recent events and to vote on any major decisions that face the queen. They have the right to veto any decision they don't like as a group, but a majority vote against is required to sustain any veto. As Undersea's way of life is quite slow moving, the queen rarely makes any major decisions, so the barons have little room to exercise their right of veto.

Most barons would like to see some changes made in the way that Undersea is run, but as few agree on the nature of those changes, little gets done.

The Army: The army of Undersea is composed equally of mages and clerics. Its role is both to defend Undersea from outside attack and also to act as an internal police force. In recent years, the army has grown in size to counter the threat posed by the devilfish. The main army consists of 1,200 tritons divided into 10 battalions. Each battalion contains 120 tritons led by either a cleric or a mage, usually a baron who is responsible for its upkeep. The battalions are divided into six sub-units: four sea horse riding cavalry wings and two infantry units which use giant manta rays for transport. Clerics and mages are separated into distinct units to prevent bickering. A typical battalion will have two clerical sea horse rider wings and one clerical infantry squad.

Merrow have also been recruited to bulk out the army of Undersea. These dolphin riding freeswimmers patrol the borders, keeping a watchful eye out for any devilfish raiders. They are primarily tribal groups, consisting of entire

families and their fish herds. The merrow are given waters on the edge of Undersea and have a free hand in how they handle problems in these areas. The policy, laid down by the queen with the consent of her barons, is to encourage the merrow to settle around Undersea and to form a first line of defense. So far, it has worked remarkably well. Thirty merrow tribes have accepted the overlordship of the queen, and they have proved themselves invaluable on a number of occasions.

Small numbers of shark-kin and nixies serve the army as scouts. The shark-kin are given freedom of passage as long as they do not bring their sharks into the center of Undersea. While some shark-kin tribes have found this to their liking, others consider the laws of Undersea too restrictive and have withdrawn their aid. The nixies serve on a more irregular basis; as many are long-term members of Undersea, they serve for pay whenever their services are required.

In addition, the entire population of Undersea is expected to carry arms in times of dire need. This allows Undersea to field a force in excess of 10,000 spellcasters, a fact which has been a decisive factor in preventing a full-scale attack by the devilfish.

The Coral Guard: Four hundred elite tritons serve as the bodyguards of the queen. These live in the queen's castle and are all cleric/mages. Their loyalty to the queen is unquestioned, as many are members of the queen's own family. In times of war, the Coral Guard is led personally by the queen; otherwise, her brother Juliast is entrusted with their upkeep and training.

The Coral Guard ride sea horses of the highest quality and are equipped with +2 lances and +2 tridents. They wear enchanted +3 shell armor and each one carries a selection of clerical and magical items: wands, spell slates, and so on.

The Coral Guard patrols the areas around Smaar and is a potent police force. Renowned for their general good cheer and fairness, members of the Coral Guard are respected by all, and they are encouraged, in turn, to mix freely with the populace.

Alliances: Undersea is allied to the merrow of the Sunlit Sea. Mutual defense pacts have been made with many of the merrow tribes. In the event of attacks on the merrow, Undersea guarantees to come to their aid. In exchange, the merrow tribes have agreed to serve Undersea as auxiliary forces. The main basis of the alliance lies in the threat posed by the devilfish. The merrow realize that by combining defenses with Undersea, the devilfish are likely to be discouraged from launching all-out attacks on individual tribes. For her part, Queen Tarovra sees the alliances with the merrow tribes as vital to strengthening Undersea's position and in maintaining a united front against the threat from the deep.

In practice triton forces and groups of adventurers regularly patrol through merrow waters. They give advice to merrow on how best to defend against devilfish attack, and their spellcasting abilities have made the defense of the merrow tribes a reality. At first the merrow were suspicious of the queen's motives, but Queen Tarovra has made it clear that she has no desire to fully assimilate the merrow tribes into Undersea. She sees them as valuable allies, rather than as a subject race, a situation that the merrow are more than happy to accept given the current threat from the devilfish.

The sea giants of the Terraces are also allied to Undersea. Most sea giants are reclusive, but a few families regularly visit Undersea. It is from these more outgoing families that player characters should be drawn. The giants are familiar with the ways of the deep and are invaluable suppliers of muscle when it comes to battling the larger sea monsters.

Dolphins are frequent visitors to Undersea; whales less so. Undersea has informal agreements with both races. The hunting or exploitation of either race is considered to be a very serious crime. Slavery does not exist in Undersea, and anyone keeping a dolphin against its will would be charged with kidnaping. The dolphins and whales are also important in keeping Undersea informed of events in the seas and oceans of the world. The whales and dolphins are in almost constant communication with each other, using their songs to relay information across the waters of the world.

A TOUR OF UNDERSEA

The coral castle shimmers as ocean currents flow gently by. Overhead the sun shines through the water, bathing the pink and yellow coral in a soft glow. This is the castle of Smaat, capital of Undersea and the home of Queen Tarovra. From out of the upper reaches of the castle swims a triton, his graceful athletic form gliding swiftly through the water. He passes through a shoal of brightly colored fish, who dart out of his way.

"Welcome to Undersea," he says as he bows. "I am Luctius and I have been instructed to show you the heights and depths of our waters. As visitors from the surface world, I'm sure that there is much about Undersea that is strange to you. The castle you see before you is the home of our queen, and houses her advisers, any barons who are currently in attendance, the Coral Guard, the Great Temple to Manwara, and the Citadel of Magic.

"The castle is typical of triton construction techniques. The coral at its base is a natural formation, but the upper reaches are created from corals that have been brought here from other parts of Undersea. They are grafted onto the original coral, and are then encouraged to lay down additional coral deposits by the use of various magical techniques. By employing spells, we speed up the process and shape the coral into the structures you see before you.

"As you can see, the castle only vaguely resembles the strong fortified structures favored by you surface dwellers. Beauty and aesthetic appeal take precedence for us. The great galleries that you can see in the walls are filled with sea plants and flowers, forming hanging gardens which drift in the currents. The walls are carefully designed to channel the currents to ensure the steady flow of clean clear waters and to set up resonances in the coral itself. Each gallery has its own distinct sound, which we find very pleasing.

"In the event of attack, sections of coral are manipulated to fill the openings. It spoils the panoramic view from the galleries, but it makes entry into the castle possible only along well defended passages.

"Let's ride a ray over to the castle and I'll show you its interior." Luctius motions to where a giant manta ray is gliding through the clear waters. The ray approaches and a triton can be seen sitting above its head. "We use manta rays as a convenient form of transportation. This one is capable of carrying a large number of people, but smaller ones are used to tow one or two people. The giant rays are

controlled by the use of spells, the normal rays by tritons, nixies, or merrow who have evolved a friendship with them." The giant manta ray glides to a stately halt and hovers effortlessly above the sea floor. "Right, just push yourself off from the sea bed and take hold of the forward edges of its wings. You don't actually sit on the ray, just allow it to tow you. Everyone ready? Good. Let's go."

The ray's wings rise and fall in smooth flowing arcs, which send it skimming over the sea floor. Effortlessly it rises up toward one of the great galleries. "Below, you can see the great coral gardens. The coral is sculpted into these splendid shapes by triton mages. Some of the formations are over 600 years old and were created by Tibaonisus, the greatest coral sculptor ever. The gardens are his creation as well. I'm sure you'll agree that their layout is not only awe inspiring, but practical as well. Very little cultivation is required to keep them in flower all year round, as Tibaonisus collected many sea flowers from all over the Sunlit Sea."

The ray arcs and comes to a halt next to one of the galleries. "Just let go," Luctius instructs. "The current will carry you in." In the gallery great open spaces lie in every direction, and the walls of each one are decorated with shell motifs and adorned with flowering plants. At intervals along the walls phosphorescent plants give off a pleasant light, and sunlight suffuses the area in a warm pink glow. Fluorescent fish swim through the many openings in the coral. "During the day the castle is lit by the sun. The top of the castle lies a few feet beneath the waves. In good weather, it is an ideal place to swim and relax, but in bad weather, it gets choppy up here, so we retire to the lower reaches. At night the glowing plants and fish provide a pleasant light to see by. We augment these by spells of illumination which are cast behind walls of thin coral, so that the light is more gentle and relaxed.

"If you listen, you can hear the sound of the current as it moves through the coral." A deep resonating *thrum* fills the waters, rising and falling, suggesting the sound of the tide washing against a beach. "Do not be alarmed by the lack of floors and ceilings. As a people who move in three dimensions, we prefer open spaces, even inside our homes. The seaweed covered ledges that you see are for the use of visitors who come here to relax and soak up the gallery's waters.

"Let's follow the current into the next chamber. The current is a very important part of triton architecture. It serves a great many purposes. It creates the music of the coral and aids movement within the castle. The majority of passages are one way only. Other passages flow a different way. While it's possible to travel against the current, it's far easier to go with the flow. In the event of attack, the strength of the current can be increased dramatically by closing off certain passages and channeling the water down the remaining ones. This makes it hard for attackers to enter defensive areas and allows the Coral Guard to quickly reach the attackers. The passages are designed so that four sea horse riders with lances can block them and flow down onto anyone in them. We'll come across this type of thinking many times during our tour of Undersea. We tritons build for beauty, but always with an eye to the practicalities of defense.

"The current serves another vital role. It keeps the castle flushed so that any unpleasant tastes are removed into the open waters. This is very important, because we aquatic races don't so much smell as taste the waters. Toilets? Yes,



there is one just there. Any one who wishes had best go now, as they are found only at the edges of the castle where the water can easily clear the coral cisterns."

The tour continues through the castle, visiting armories, craft rooms, and the public area of the Great Temple where a pearl likeness of Manwara stares down with a benign expression. Eventually the tour reaches the Hall of State. "This is where the queen holds court. The throne at the end is carved from the largest black pearl ever found. It's believed that the oyster which struggled with such a monstrous piece of sand was the last of its kind. Certainly, no oyster I have ever seen has been so large. The pearl shells beneath the throne are where the barons sit.

"As you can see, this hall has huge mother-of-pearl doors so that affairs of state may take place in private. We have doors throughout the castle, but they blend with the walls, so they are far from obvious. Now we will adjourn to the dining room, before leaving the coral castle to visit other parts of Undersea."

The food is served upon shell plates and consists of raw fish and vegetables. "While eating, please take care to ensure that all your movements are graceful and flowing. Otherwise, food and plates may be sent hurtling across the chamber, propelled by the eddies created by sudden rapid arm and body movements."

After lunch the party takes another manta ray trip over the waters surrounding the castle. "Down below, you can see the constructs which form the town of Smaat. These are like miniature versions of the castle, and house the craftsmen, kna merchants, and common people of Smaat. You'll notice an absence of roads. We simply have no use for

them. Most people prefer to swim. The sea floor is therefore waterscaped to enhance its natural beauty. All settlements in Undersea follow this open plan design."

"Those traveling longer distances will take a ray ride like ourselves, or else use their own personal transportation, or even employ an underwater boat. Most tritons have a sea horse for travel, some have dolphin companions who will carry them, and others may use other types of fish. Giant squids are sometimes used—more for entertainment than as a serious form of transportation. Underwater boats are made from carefully sculpted coral and are powered by water elementals. They are mainly used for long journeys, but they are becoming increasingly popular for transport around the settlements. Personally, I prefer to travel by more traditional means."

LIVING IN UNDERSEA

Luctius, the triton, answers some common questions about Undersea.

Citizenship: "One of the main things that you need to be aware of in Undersea is that all tritons are spellcasters. At one time, citizenship of Undersea was limited to spellcasters only, but we are now a much more open society. Even the kopru are an accepted part of Undersea. Anyone is welcome to settle in Undersea providing they adhere to our laws."

The Laws: "We do not have many laws. Murder and robbery are of course abhorred. We do not punish our criminals, but rather use *quest* and *geas* spells to prevent crimi-

The World of Undersea

nals from continuing in their antisocial ways. Our courts are presided over by clerics and mages who use their spells to determine the innocence or guilt of anyone standing trial. Evil-doers we expel from Undersea, and we place a geas on them never to return. We reserve the death penalty for weresharks and undead. In the latter case, we view our acts more as laying their souls to rest than as punishment, as they are already technically dead.

"I will not pretend that Undersea is a perfect society. We have had more than our share of troubles in the past, particularly during the Night of the Long Knives. Although we thought we had eradicated lycanthropy then, we are now aware that more and more weresharks have been discovered prowling our borders."

Clerics and Mages: "Internal struggles between clerics and mages are now on a much more friendly basis, thanks to the Aquarendi. Ever since the monarchy passed to the cleric/mages, clerics and mages have seen themselves as part of a unified society. That's not to say that we don't have our differences. Friendly rivalry goes on all the time, but we no longer tear at each other's throats to show who is the most powerful or important. Besides, we are aware that lycanthropy is a threat to us all. There is nothing to be gained by blaming each other, particularly when we know that it was humans who were responsible in the first place."

The Barons: "There are currently eight barons in Undersea: four clerics and four mages. Within their own territory the barons dispense justice fairly. Because of the extent of the sea, the borders of the baronies tend to be very elastic, and squabbles between the barons are few and far between. We tritons are aware that we share the sea with many other races, and so we do not claim vast areas of water that we have no real right to. The reach of the barons is really only the areas around their castles. Their subjects live close to the castles with kelp forests and fish waters surrounding them. Although the barons like to lay claim to larger stretches of water, it is generally considered that this is more for the fulfillment of the barons' egos than a serious claim."

"You must understand that although the tradition is for a barony to be handed down within the same family, this is not laid down in law. Any baron who abuses his privileges and neglects his duties to his subjects can be removed from office. This does not happen often, and it requires the agreement of the majority of a baron's subjects for a baron to be removed. As you can see, a baron stays in power only by acting in a fair manner and catering to the wishes of the local populace."

Local Courts: "Weekly meetings are held in each barony to allow the local people to voice any grievances to the baron or one of his representatives. These are usually lively affairs, as we water breathers like to live life to the fullest. The barons or their representatives listen to each speaker, and then decide on the best way to resolve disputes. People who disagree about a particular resolution have one month in which to restate their case. This is done in front of a jury of 21 members, and a simple majority is all that is required to reach a binding decision."

"Although our barons are powerful, they must cater to the well-being of all of their subjects. Unfortunately, this often means that the wishes of the triton majority are the ones imposed on the rest of society. But until we become a truly multiracial society, this is unlikely to change."

Rites of Passage: "We tritons bury our dead in tombs dug into the sea floor. The merrow and sea giants pile rocks upon their dead. The nixies are a strange case; they simply dissolve when they die. I guess that's what comes from being water sprites, but it does mean that they never can be raised from the dead. The kopru throw their dead into lava vents, and they also have a strange custom of betting on how long the body takes to burn up. I think it's barbaric, but then again the kopru always give me the creeps. The kna lay their dead to rest inside of giant squid shells: the same ones they use for transporting their goods in. They then tow them out over deep waters and release the air, sending them down to the depths. The shark-kin are really callous; they feed their dead to their sharks. It doesn't show much respect, does it?"

Ruins: "Not all of Undersea is as developed as it once was. To the south of Utter Island, for example, is Colhador. Once upon a time this was an island, inhabited by elves as I'm told, but it sank untold centuries ago, and now the whole place is filled with muck and monsters. To the east is Koom's Castle, right on the edge of the dropoff and inhabited by a sea giant who doesn't know any better. Farther south is Suthus, an actual city built of nothing but caverns and tunnels in the rock. The whole place is infested with shark-kin, so I couldn't recommend that you visit. Another source of ruins is the shipping that goes on. There are reefs all around; the most dangerous of these are the Buccaneer's Reefs, where a lot of the ships sunk show signs of more than a reef, if you catch my drift. There are other undeveloped regions that have their uses besides these, such as the places frequented by wild sea horses or various monsters."

RESOURCES AND TRADE

Silvercrest, the kna trader, gives us the lowdown on the economic situation.

"I guess you could call me an outsider, but when it comes right down to it I'm a vital part of Undersea's existence. My family and other kna families are the lifeblood of Undersea. We keep goods flowing around the place and act as a delivery service across the sea floor. We are based in a deep water pool to the north of the kingdom. That's where we breed our mashers and also store our goods."

"Undersea produces many of our trade items. For the most part, the tritons are happy to let us handle trade. They know that they'll get fair prices and that our services are very reasonable. Fish are one of the most important resources of Undersea. They are available in abundance and they are also a commodity that we trade in only for our own supplies. Shells, corals, pearls, and ingredients for magical potions and spells are our main interests. All of these we trade with the surface world and with other aquatic races. We also carry the metals and goods made by the kopru."

The View from Outside of Undersea

A SHARK-KIN'S VIEW OF UNDERSEA

"It's a place of corpulent wasters. I should know, I lived there for a few months. It's not the kind of place that any self-respecting hunter would want to spend too long in."

Civilization, the tritons call it, but it's more like slobbery. Few of the tritons know how to hunt. How can you grow to be strong and powerful if you never have to catch your own lunch? And what they do eat, someone else has killed for them. Barbaric, it is. They don't let the fish go where they want. Keep them herded together. Don't sound very fair to the fish, does it? Not allowed to roam the seas, and only being kept alive so you can feed some fat triton.

"They tried similar tactics on my tribe, too. Told us it was all right to settle on the edges of Undersea, just as long as we didn't cause no trouble. Trouble? Us? Look at me. What do you see? That's right, an honest face, and good sharp teeth, too. We wouldn't cause any trouble. Stayed there we did, some of us even got jobs as army scouts. But complaints started coming in. "They can't control their sharks. Always out swimming late at night. No respect for other people's privacy. Always holding their bloody parties. It's not safe to go out of doors. They've got no self control." Well, I couldn't see what they were complaining about. So what if some sharks tore up a few pet fish. It's not our fault that the fish had lost their natural instincts. And we shark-kin like a good time. You can't beat a good shindig, with lots of blood in the water to get you going. The Aquarendi were the worst at complaining. Bunch of soft anemones. They find it hard to understand the ways of the sea. Just because we picked on a few of them for a bit of fun, and then borrowed their pretty armor, they got all upright and complained to the tritons.

"The tritons started to lean on us, so we decided we'd had enough of Undersea. We left. Not too far, though. Just a nice safe distance from which we could keep a watch on their herds. Yeah, we raid occasionally. We don't attack anyone unless they get in the way. But the fish are fair game. How do you think they'd like it if we rounded up every fish that passed through our waters and called them our own? Because that's what they do in Undersea. They want everything for themselves. We're just redressing the balance of nature, and having a bit of fun at the same time. Tell you what, though, the sharks love it."

A Sea Giant's View of Undersea

"Undersea is a fine place. A little too cramped for normal-sized folk, but the little people seem to like it that way. They make good use of the coral to enhance the natural beauty of their homes.

"It's good to have a force for civilization on the sea floor. The nomadic merrow are decent enough, but the people of Undersea are very cultured and well read. They have libraries full of slates which cover all manner of things: philosophy, medicine, religion, history, the intricacies of coral formation, and other stuff. The writing is a little small for comfort, but I can normally find a triton to read it to me.

"Undersea is a good force under the waves. It helps to keep the place stable, and the shark-kin under control. The queen is a fine triton and her people have benefited greatly during her rule. The tritons manage everything well, and have greatly increased the productivity of their fish farming and kelp growing in recent years, so much so that their population is slowly expanding."

A Nomadic Merrow's View

"Undersea is a good ally and it makes an interesting place to visit, but I wouldn't like to live there. Life is too slow and organized. I much prefer the open waters where you can go where you like. I've served with their army in the past. The work's not bad and you get treated quite well. One of the good things about the tritons is that they don't try to push you around. All merrow who serve with them do so under merrow leaders.

"Oh sure, we've had our differences with them in the past. When the tritons arrived in the Sunlit Sea, they thought that they owned the place. But now they are content to leave the majority of the sea to us. We've had our run-ins with individual barons, but they've come to realize that we don't raid their fish stocks, as we have our own. Besides, we have a common enemy these days in the form of the devilfish. Those cold-blooded killers don't care who they attack, so it makes sense for us to work with the tritons to keep the sea safe."

Religion

The main Immortal worshiped in the Sunlit Sea is Manwara. All races acknowledge Manwara and he takes on the form of his worshipers' race. Manwara is referred to as the Old Being of the Sea. The being aspect varies from triton, merrow, shark-kin, nixie, etc., depending on the race in question. He is an Immortal from the Sphere of Time, and is considered to be older than the sea. Manwara is present in the currents, waves, and depths of the sea. He can be kindly, violent, or simply uncaring, much like the sea itself. All beings look to him for guidance, but he is normally regarded as a being of fate. If something happens, it is because Manwara has willed it. All change, whether good or bad, is credited to Manwara. He is the guardian of time, he maintains the flow, and keeps the sea alive as it moves through ever changing cycles.

Manwara is believed to dwell on another plane which is reached by one of the gates on the floor of the abyss. But part of Manwara's essence is believed to be present in every drop of water.

Racial Views: Individual races concentrate on a particular aspect of Manwara, one most suited to their own lifestyles and experiences. They are all correct in their interpretations: the ways of the Immortals are such that no one can truly understand all their intents and powers. But this does not prevent each race from viewing their own interpretation as the only true one.

Racial Heroes: Each race also worships racial heroes who have ascended to Immortality. One of these is given for each race. Feel free to create more, and to alter the ones below to better fit your own conceptions.

Powers of the Shamans: All shamans (*not* triton clerics) gain a special ability at 1st level conferred by their racial hero. These optional powers are described below. Shamans do not exist in Aquarendi society; instead, the spiritual needs of the aquatic elves are catered to by the Keeper of the Sacred Frond (see "Heroes of the Sea").

Aquatic Elves: To the elves, Manwara is the great savior and guardian of their race. Worship of Manwara is conducted in the *Kellaraaltri*, the sacred Cavern of the Frond.



The elves emphasize Manwara's role as the Guardian of Time and Precursor of Change. They place much store in recording all events which occur in a great book (in fact hundreds of books) known as the *Kellastoi*. Within its pages can be found the complete racial history of the Aquarendi.

Tallivai the Root Maker is the most honored of elven Immortals. She is credited with the creation of the first Frond of Life. She represents life and continuity to the elves, and the abundant bounty of the sea.

Kna: Ocean currents and the diversity of life figure prominently in the kna's conception of Manwara. The Old Kna of the Sea created many races throughout the oceans of the world and gave to each one unique skills and natural commodities. He then created the kna so that all races could benefit from his wisdom. The kna travel his currents carrying with them the products of each race's skills or natural habitat. The kna see that every race has access to the produce of other races, allowing all the races of the waters to benefit.

Sharpcrest Squid Slayer is the kna who created the first kna caravan by singlehandedly slaying a giant squid and then taming the first masher to pull its shell. Sharpcrest then amassed the greatest fortune that any kna family has ever possessed. With such great abilities, his place as an Immortal was assured. Sharpcrest's goodwill and superior bargaining powers are invoked by the kna each time they head out on an ocean crossing, and in each trading deal they make.

Shamans: Gain a +1 bonus to damage and automatically have the Sea Monster Empathy (Masher) skill, and the

Bargain skill at +2, or at a +2 bonus if they already have either skill.

Kopru: The seas can be cold and freezing, but they can also be hot and boiling. The kopru worship Manwara as an Immortal of diversity. To them he is the Lord of Heat and Cold, and an Immortal of Chaos. The kopru consider themselves important to Manwara's plans because he has given them the power to exist in hot and cold waters. They are the ones chosen to watch over the sacred steam springs which explode out of the furnaces of the great volcanoes. Manwara is also viewed as a callous being, who creates other races to do his bidding and to carry out his great plans. The kopru's domination ability is further evidence that they are chosen to emphasize the violent and uncaring power of the sea.

Slizzark the Lurker is the major kopru Immortal. She is credited with assuring the kopru's supremacy by earning the kopru their power of *magic resistance*.

Shamans: Gain the ability to make Saving Throws vs. Magic at +4.

Merrow: The freedom of the seas figures highly in the merrow's worship of Manwara. He made the sea so that the merrow might enjoy themselves and explore its evermost reaches. All its creatures have a right to freedom, as the sea contains no walls or boundaries. The merrow of the Kingdom of Twaelar to the south place a different interpretation on Manwara. To them, he is the Immortal who made the oceans so that the merrow could revel in its vast delights and become strong. Any who take it and use it to bring stability are following his will.

Malafor the Dolphin-friend is worshiped by both groups of merrow. Malafor was the first of their race to bring about the union between dolphins and merrow. Malafor is said to have taught the merrow how to communicate with dolphins and whales and he is believed still to travel the world in the form of a dolphin.

Shamans: Once a day, they gain the ability to *shape-change* into a dolphin (*Dungeon Masters Companion*, p. 29) on making a successful Wisdom Check. A successful Wisdom Check is also required to revert to merrow form. Both transformations take one round to occur. The shaman takes the form of a dolphin: AC 5; MV 180' (60'); # AT 1 head butt; Dmg 2-8. Armor Class is adjusted by the shaman's Dexterity bonuses and penalties. The shaman's HD is still used to determine Saving Throws and combat ability.

When changing into dolphin form, the shaman's possessions remain behind. They should either be left in a safe place or entrusted to another character. Dolphin form confers the advantage of dolphin song telepathy in a 50 mile radius, but not the dolphin's *detect magic* power. The shaman must also surface every 15 minutes for air, although this can be prolonged by making a successful Constitution Check for every extra minute spent without air.

Nixies: The seas and oceans are places of natural beauty. Wherever you look you can find the care and attention lavished by Manwara on the smallest of creations. Beautiful shells, exquisite coral formations, sea anemones, the gossamer mists of plankton, tiny, colored fishes, and the nixies themselves. Of course, the nixies are the most beautiful and desirable of all of Manwara's creations, for they are also intelligent.

Kallala of the Seven Veils is the most revered of all the nixie Immortals. It was through her efforts that Manwara granted nixies the power to charm others. She also taught the nixies the elements of natural beauty, and the benefits of physical toning and stretching in prolonging their beauty.

Shamans: Gain a +2 to their Charisma score (maximum 18), or they may choose any skill at +2 if they already have an 18 Charisma.

Sea Giants: The oceans are large and so are the giants. So that the giants would have freedom of movement, Manwara made the other intelligent races smaller than the giants. Just as the great whales are good natured creatures and have been given the freedom of the seas, the sea giants should strive not to cramp the style of the lesser races. They should give their aid when necessary, but should refrain from interfering unnecessarily in the affairs of the smaller races.

Gorrziok the Wave Lord sought out Manwara and requested the ability of *water blast* so that the giants could

use their great strength without causing excessive harm to the lesser creatures.

Shamans: Gain the ability to create a *water blast* of twice normal size.

Shark-kin: The seas and oceans of the world are a cruel place to live, but only if you are weak. The strong hunter does not fall prey to the orca or the shark. Instead, he delights in the thrill of the hunt and the joys of the kill. The shark-kin's interpretation of Manwara is a uniquely private one. Manwara gave them the ocean to hunt in; in return they agreed to explore the land and report on events there. When they completed this appointed task, Manwara returned them to the waters. But Manwara always has need of news, and so the leaders of his people must always be chosen upon the land. There they can revel in their superiority over the other sea races, and report the latest events to him.

Crakkak of the Sharp Tooth swims high in shark-kin mythology. Not only did this mighty warrior and shaman slay over a thousand dolphins in one day, but by so doing, he impressed the sharks so much that they rushed to join the shark-kin. Since that day the two races have been one.

Shamans: Once a day, they gain the ability to *shape-change* into a mako shark on a successful Wisdom Check: AC 4; MV 240' (80'); # AT 1 bite; Dmg 2-12. A successful Wisdom Check is also required to revert to shark-kin form. Both transformations take one round to occur. Armor Class is adjusted by the shaman's Dexterity bonuses and penalties. The shaman's HD is still used to determine Saving Throws and combat ability. When changing into shark form, the shaman's possessions are left behind. They should either be left in a safe place or entrusted to another character.

Tritons: Manwara is revered as the Father of the Oceans and Creator of Magic. It was his foresight that determined that the beauty of the ocean and the power of its natural forces could be further enhanced by a race knowledgeable in magical forces. The tritons were therefore gifted with superior magical powers. The tritons use their powers to add to his works and to bring stability to the shifting currents of the world.

Polunius the Designer is the Immortal credited with discovering the mysteries of coral manipulation. He was a great cleric/mage who taught the triton mages how to shape and accelerate the formation of coral. He personifies creativity and freedom of thought, and exemplifies the benefits of enlightened and open structures, whether they are triton coral creations or triton societies. Triton clerics see Polunius as a great teacher and symbol of triton values. The mages view him as an Immortal of aesthetic freedom and expression.

Personalities of the Sea

The following personalities are all active in the Sunlit Sea. Each NPC is presented as a character complete with levels of experience and Ability Scores (where applicable). To allow you to use them in more conventional D&D® games, the characters are also rated in terms of HD. As the "Creature Hero" character generation rules allow for more powerful characters (up to 36th level) than those given in the monster descriptions in the D&D rulebooks and *The Creature Catalogue*, an NPC's HD are often far less than his level of experience.

The stately form of Queen Tarovra surveyed the Court from the Pearl Throne. Before her sat her barons, each one watching her carefully. The queen had called a special meeting of the Court, and although all had their suspicions as to why she had done so, none knew for sure. The queen's voice cut clearly through the waters of the Court, "Thank you all for coming. It is for a matter of the utmost urgency that we call upon you today. We are under threat from dark forces issuing out of the deeper waters to the south. Devilfish and weresharks assail our kingdom. The emissaries of the Minrothad Guilds send dire warnings that if the attacks by the kna do not stop, they will take matters into their own hands. At the same time, tribes of shark-kin are being eradicated by the surface dwellers.

"We will not tolerate such threats! Be they from the devilfish, undead, the Guilds, or other Imperialist surface dwellers. We charge you all with seeing to your borders. We require detailed reports, and the strengthening of our armed forces. For too long have we sat in contentment, while others seek to weaken our positions. While we are aware that the kna have a just case against the Guilds, we cannot afford a war with the surface dwellers at the present time. Any kna who are proven to be engaged in attacks are to be expelled. The shark-kin, endangered as they are, will have to fend for themselves."

As the Queen finished her speech, the court filled with the voices of her barons.

Tarovra, Queen of the Tritons

(Cleric/Mage 21, St 10, In 16, Wi 17, Dx 11, Co 12, Ch 14; HD 7, AL Neutral, Age 145)

Queen Tarovra has ruled Undersea for 50 years. During this time she has tended to let matters of state take care of themselves. The recent problems besetting Undersea have caused her to take a more active role. She resents the curtailment of her magical research that this will bring, but she knows that she must appear strong to her barons if she is to avoid their vetoing her right to rule.

The queen is haughty and proud, the representative of a powerful family, and she expects the proper respect to be shown to one of her station. While she handles the current crises competently, she does so grudgingly. Her attitude toward surface dwellers has hardened recently. She has no great love for the shark-kin, but they are of the sea. The Minrothad Guilds inhabit an alien world, and she does not appreciate threats. But she has decided to deal with the threat of the devilfish before turning her attention to the world above. Consequently, surface dwellers get a very cool

reaction from the queen and she is likely to refuse to meet them, sending her brother Juliast instead.

Queen Tarovra's current preoccupations make her distant and short-tempered with any but her advisors, barons, and personal servants. The word is out to avoid the queen or, if that is impossible, to bow so low that she cannot see you.

Adventurers may be sent on missions by one of the queen's aides, but never by the queen herself. Even such powerful allies as Bratar, the sea giant, never get to meet the queen. This means that it's possible for your player characters to be used as dupes. They think they are working for the queen, but in reality, they are being used to further the goals of another NPC.

The aged and wrinkled form of Marcus of Souedge was the first to rise. "Majesty, the kna frequently pass through my barony on their way to their deep water pool. I fail to see how I can take any active role in preventing the kna from attacking the Guilds. The kna traders are essential to the continued well-being of Souedge. They carry the produce of the kelp forests and fish farms to Smaar. Besides, our borders have always been open to the kna. Short of searching each trading family to ensure they are not carrying surface goods, how else can I curtail their activity?"

The queen stared long at him before replying. "You are entrusted with preventing attacks in the vicinity of Fortress Island. In the event of attacks, you are to go to the aid of the Guilds."

"Majesty," Marcus replied, "my people will be reluctant to take such action. We of Souedge still remember the Night of the Long Knives. We will not risk contracting lycanthropy by dealing with humans. Instead, let it be known that we will punish severely any renegade kna that we catch."

Marcus, Baron of Souedge

(Triton Mage 16, St 8, In 15, Wi 9, Dx 7, Co 8, Ch 12; HD 7, AL Neutral, Age 209)

Marcus is over 200 years old and is one of the oldest living tritons, as evident by his wrinkled skin and white hair. He dislikes surface dwellers. Historically, Souedge became infested with lycanthropes and suffered greatly during the Night of the Long Knives. Since that time, the tritons of Souedge have turned all surface dwellers from their waters. Threats by the Minrothad Guilds to interfere in the affairs of Undersea have angered him greatly. Souedge has not been a target for devilfish attacks and Marcus feels that he can handle the Guilds.

Marcus passively supports the kna attacks on Guild shipping. He gives them no aid, but he does not stop them from attacking ships in his waters. While he resents the queen's orders, he does not feel strong enough to attempt a veto. He knows that the southern barons would not support him. For now, Marcus has sent word to the kna to cease attacks in his waters. In exchange, he intends to use trusted tritons to follow Guild ships and let the kna know when they leave Souedge.

Marcus always appears grumpy. He suffers from rheumatism, and shouldn't be living in such a damp environment. His dislike of surface dwellers and his fear of contracting ly-

canthropy prevents him from retiring to one of the Ierendi Islands. "I'm not going up there. It's full of weirdos who'd turn me into a were beast in a week. You can take your sun-shine and dry world and keep it."

Claudia, Baroness of Werea

(Triton Cleric 12, St 13, In 11, Wi 17, Dx 12, Co 11, Ch 13; HD 7, AL Neutral, Age 65)

Claudia is a devout cleric of Manwara. To her the teachings of her faith are all-important. Consequently, she has a very liberal attitude to outside events. She views them as the way of the sea. She appreciates the plight of the kna, but she also knows that the ocean is vast, and that personal vendettas drive the kna. Her proximity to Utter Island has colored her view of surface dwellers. She thinks that all they like to do is build their homes and enjoy the bounty of the land, the same way her people do the sea.

The devilfish she sees as a great threat. Claudia is pleased that Werea has not been attacked by them, but she shares the fears of the southern barons that it is only a matter of time before they swim further into Undersea.

Claudia is a patron of the arts. Many magnificent coral sculptures adorn the waters around her court. She is well liked by her subjects, who benefit greatly from the rich kelp forests that cover most of Werea.

Autalanus, Baron of Easa

(Triton Mage 15, St 14, In 17, Wi 6, Dx 8, Co 13, Ch 12; HD 7, AL Neutral, Age 154)

Autalanus is fat—very fat. He doesn't so much swim as bob along. His skin hangs in great wrinkles across his voluminous paunch. Most tritons in his condition would wear concealing robes, but Autalanus considers it a sign of his wealth and a symbol of the prosperity of his barony to flaunt his physique. Members of his court all follow a similar pattern, but none have so large a stature. The court routine at Easa Castle has been described as endless banqueting, punctuated by naps between meals. In truth, the culinary delights of Autalanus's table are held in high esteem by all who visit him, but most people are incapable of making much headway past the first course. Autalanus is capable of eating all lesser mortals under the table.

The resources of normal baronies would be stretched to the limits by such shows of conspicuous consumption, but Easa is situated on one of the main fishing grounds. Millions of fish pass through here constantly so that the taking of a thousand a day does little to reduce their numbers.

Autalanus takes little part in politics. He is self-satisfied and is happy to let others deal with outside problems. If his fish supplies were ever endangered, the baron would become a formidable adversary, but until that day, he contents himself with his hobby of conspicuous consumption.

Anyone visiting Autalanus will be treated to a magnificent feast lasting for at least two days. Engaging the baron in conversation about anything other than food is hard work, but can be achieved with determination. If external threats can be shown to be having, or to potentially have, an adverse effect on his food supplies, then Autalanus will become a very active campaigner against them—at least until the threat is temporarily removed.

Kitas, Baron of Nortens

(Triton Mage 16, and wereshark, St 14, In 17, Wi 11, Dx 13, Co 10, Ch 13; HD 7, AL Chaotic)

Kitas swims between two currents. He is afflicted with ly-canthropy, but he has no desire to support the devilfish. He contents himself with slowly spreading his disease among his subjects. He knows that death is the penalty of being a wereshark, and that his best protection is therefore to turn his entire barony into weres. But the weres must be controlled if the other barons and his "straight" subjects are not to find out his secret. The baron therefore encourages hunting expeditions to the west where merrow tribes and shark-kin provide the blood his followers crave.

Kitas is in favor of taking the war to the devilfish. He hopes that by appearing militant, he can direct attention away from his own designs. His subjects are loyal to him, and none suspect that the wereshark attacks which occasionally trouble the southern borders are actually caused by the baron and his followers.

Kitas appears friendly and kindly to others, and he always appears to have time to see to the needs of his children. Kitas will take characters into his service in the hopes of turning them into weresharks. If anyone expresses an interest in seeking out weresharks in or near Nortens, Kitas will arrange for them to have a face to face encounter.

Magdalene, Baroness of Soua

(Triton Cleric 18, St 9, In 8, Wi 16, Dx 13, Co 10, Ch 16; HD 7, AL Neutral, Age 59)

Although Baron Kitas has been careful, reports have reached Magdalene of wereshark activities to the west. These have been brought to her by the merrow who hunt in that area. She suspects that Kitas is not doing all he could to prevent these attacks, but so far, she believes that his zeal to wage war against the devilfish is what prevents him from doing so. She does, however, send patrols of tritons and merrow to check on events in the west.

The majority of merrow who settled near to Undersea are along the borders of Soua. Magdalene actively encourages the merrow to settle and she employs large numbers of them as scouts who scour the waters near the Terraces.

Magdalene is a very beautiful triton and she takes many lovers, some of them merrow. She gives the queen her whole-hearted support, as Soua has been the object of most of the recent devilfish attacks. Magdalene is much liked by her subjects, who feel she has their best interests at heart. They realize that they are effectively in the front line of any devilfish attacks, and those living at the south of the barony are on a permanent war footing.

Actonius, Baron of Trasar

(Triton Cleric 19, St 17, In 10, Wi 14, Dx 11, Co 9, Ch 13; HD 7, AL Neutral, Age 98)

Actonius is a warlike and ferocious triton who has personally led numerous raids along the Terraces. Unfortunately, the victims of his raids tend to be shark-kin rather than devilfish, but Actonius doesn't care. He bears a longstanding grudge against the shark-kin ever since his prize-winning stud barracuda was killed by them in a raid on his fish herds. Actonius



had spent years selectively breeding barracuda to arrive at his champion, years that were wasted when the shark-kin drove off the rest of his breeding stock. The tribe of shark-kin responsible was hunted down and killed years ago, but Actonius doesn't let that get in the way of his fun.

Actonius resents Magdalene of Soua's attitude in allowing merrow to border her waters. As merrow dolphin riders occasionally raid his fish, Actonius sees it as evidence of the unreliability and lawlessness of the "lesser" races, as he calls them. In reality, he suffers from so many raids because he provokes his nomadic neighbors.

In council, Actonius is always the first to accuse the shark-kin of being in league with the devilfish, if not actually being the ones responsible for leading the devilfish. Few others take him seriously: there are too many reports of shark-kin being the victims of devilfish attacks. Actonius claims that this is just an elaborate cover-up. He also blames the shark-kin for the increase in weresharks, and this argument has swayed other barons.

To a triton, sea giant, nixie, or kna, Actonius is proud but friendly. He never lets anyone forget that he is great warrior, and he is fond of boasting of his past exploits. He treats merrow in a patronizing manner; they are all fish thieves as far as he is concerned. Shark-kin know better than to meet Actonius. Actonius is always looking for adventurers to carry out tasks for him. Prospective candidates will be interviewed personally by Actonius and then subjected to rigorous tests designed to discover their martial abilities. (These tests usually take the form of mock combat with his guards.) Shark-kin need not apply, and merrow had best be prepared to take more than their fair share of knocks.

Marseea, Baroness of Clarhars

(Triton Mage 18, St 8, In 18, Wi 8, Dx 12, Co 10, Ch 12; HD 7, AL Neutral, Age 112)

Marseea is a much respected triton mage who is also a personal friend of the queen. She has a very liberal attitude toward other races and encourages them to dwell within her barony. However, they must abide by the laws of Undersea, a situation that has resulted in most of the shark-kin leaving shortly after they arrive. Baron Actonius has claimed that Marseea is in league with the "barbarian races," and that she intends to fill Undersea with them and then destroy the kingdom. Marseea finds this amusing. "If that overblown puffer fish wants to waste his time looking for conspiracies where none exist, let him. There are far more important and enjoyable things in life to concern oneself with than the ungrounded fears of a paranoid."

Baroness Clarhars spends a lot of time at the court at Smaar where her nixie servants entertain guests by presenting the Dance of the Seven Veils. Marseea likes to play the upper-class lady, whose interests run no further than her dresses and the jewelry of her nixie servants. She often appears distant, in a vacant sort of way, becoming animated only when the conversation turns to fashion or barracuda racing, the other great passion in her life.

All this is a front. The baroness shares the queen's fears regarding the devilfish attacks and suspects that there is some malignant force which drives them and coordinates their activities. She and the queen have spent vast periods of time scrying the Terraces and the Abyss in the hopes of discovering whether such a force does exist. The fact that

their observations often seem to be blocked, and their attempts to contact other planes are met with silence on this matter, further convinces them that they are correct. Unfortunately, they have no real way of finding out. None of their patrols have ever returned.

Marseea is a shrewd judge of character who is likely to hire adventurers to work in secret. This would require them to spy on other baronies. "One cannot be too careful in these troubled times, darlings. Who can say who is still in possession of his own mind?"

Caxctiou, Baron of Calitar

(Triton Cleric 14 and velya, St 18, In 14, Wi 17, Dx 13, Co 12, Ch 13; HD 14, AL Chaotic, Age 75)

As a youth, Caxctiou loved to explore old ruins. He and his companions entered large numbers of Taymora tombs to lay the dead to rest. One day they set off to explore the ruins on the Terraces. Led by their shark-kin guide, they entered an ancient temple and were confronted by the horrific form of Saasskas the Hissing Demon. Using her demonic powers, Saasskas claimed their minds and souls. Her undead servants leeched the life out of them and turned them into velya—the dreaded vampires of the deeps. Secure in her control, Saasskas sent them back to the Sunlit Sea with a special talisman with which she could keep in contact with Caxctiou. Saasskas destroyed the mind of the shark-kin guide and sent him in the form of a wight to attack his own people.

Caxctiou and his followers are similar to the velya described on page 89 of *The Creature Catalogue*. The main difference is that Saasskas turned Caxctiou into a powerful velya with 14 HD, who is capable of operating during daylight hours. Caxctiou will be destroyed if he is exposed to air for at least a minute. Any less time causes him only to weaken: he loses 1d8 hit points per round. Caxctiou's six followers are normal velya who can retain their original triton forms. Neither Caxctiou or his followers look any different from normal tritons.

Saasskas exercises little control over Caxctiou, being content to use the baron to spy on events in Undersea. Meanwhile the baron slowly extends his power by creating watery wights to guard his castle crypts and to lie in wait for the day his mistress calls him. Caxctiou is busily restocking the ruins of the Taymora with his own undead.

Caxctiou is aware of his dangerous position. He knows that he is merely one of Saasskas's many pawns, but he cannot break free of her control or count on the demon for assistance. He tries to keep his true nature hidden from other tritons and has bound a shadow (the monster variety) to keep close by him at all times so that his lack of a real shadow will go unnoticed. He likes to keep his appearances at Smaar to a minimum, but when there he presents himself as an advocate of war against the devilfish.

On a personal level, Caxctiou is charming and well mannered. He takes no risks with guests or visitors unless they pry too deeply into his affairs. Only then will he set his undead upon them. He knows that it is far safer if no one connects Calitar with unexplained disappearances. This doesn't mean that Calitar is open to all visitors. The attacks by the devilfish provide excellent excuses to search people and then turn them away: for their own safety, of course.

Juliaст the Queen Brother and Commander of the Coral Guard

(Triton Cleric/mage 14, St 18, In 16, Wi 15, Dx 12, Co 13, Ch 16; HD 7, AL Lawful, Age 100)

Juliaст is an impressive-looking triton. His highly muscled form, waist-length bright green hair and flashing blue eyes make him a very eligible bachelor in the eyes of the female tritons. Much to their disappointment, Juliaст shows little interest, preferring to train the Coral Guard and spending his few off-duty hours in the Great Temple of Manwara or in his laboratories.

Juliaст is a strong supporter of his sister, the queen. As Commander of the Coral Guard it is his responsibility to protect the court at Smaar and to oversee the overall deployment of triton and merrow forces. Entrusted with this high honor, Juliaст takes it very seriously and he is totally dedicated to the interests of his family and of Undersea.

For all his commitment to the defense of Undersea and his clerical and magical studies, Juliaст is friendly. He encourages camaraderie among his troops, and while his discipline is often strict, all feel that it is fair. All who meet Juliaст are favorably impressed with his wit and good manners; few also fail to notice that a shrewd and competent tactician and politician lies behind his charming exterior.

Hamish McGregor, Glantrian Emigre

(Human Wizard 18, St 9, In 18, Wi 8, Dx 10, Co 13, Ch 8; AL Neutral, Age 56)

Hamish McGregor is a second cousin of Prince Brannart of Klantyre in Glantri (see GAZ 3, *The Principalities of Glantri*). Having seen his cousins and then his brothers and sisters "removed" by Brannart's assassins, Hamish decided it was time to further his magical researches at a safe distance from Glantri. Packing up his belongings, he headed for Undersea where he spent a few months at Smaar before moving to the Terraces to establish a laboratory to study life and magic underwater.

Hamish is a strange character. Originally a traveler from medieval Scotland, he speaks with a broad Scottish accent. Conversations with Hamish tend to be long and labored affairs. "Och, warr you doin' 'ere, Jimmy?" The only problem is that Hamish doesn't like long conversations, or people who find him amusing. This makes life difficult, as Hamish wears full highland dress: tartan bonnet, kilt, sporran, buckler, and broad sword. The buckler is in a fact a *wand of polymorphing* and the broad sword is a *dagger +2/+4 vs. aquatic creatures*, both disguised by illusions. Underwater, highland dress has its disadvantages; the kilt tends to swirl up each time Hamish moves, answering for all time the question of what highlanders wear under their kilts. He also looks permanently soggy. Underwater, Hamish finds it amusing to *polymorph* people who upset him into cats. In the surface world, he turns them into fish.

With the help of the shark-kin and tritons, Hamish has built a deep water research laboratory on the Terraces. It's a fine place, but it leaks badly and Hamish has given up trying to keep it dry. Visitors are made welcome, as Hamish likes to show off his latest creations: hair gels, hot water balloons, a submarine powered by elementals and other improbable inventions. The adventure "Voyage to the

"Bottom of the Sea" provides details of Hamish's research station and some of his inventions.

Drazlik, the Kopru Entrepreneur

(Kopru 12, Wicca 10, St 12, In 17, Wi 10, Dx 9, Co 14, Ch 13; HD 8+4, AL Neutral)

If Drazlik lived in the surface world, he would be described as oily, but in Undersea he is merely considered slimy. Drazlik is a kopru who has managed to curtail the majority of his antisocial tendencies, having decided to make the most of what Undersea can offer him. He is frequently friendly to people, with the kind of fawning attitude that makes others squirm, or at least decide not to buy any used underwater boats from him. But Drazlik doesn't let that get him down. In the old days a quick blast of his *domination* ability was all that was required to smooth the way and make friends. Now, he has enough clout and friends for him not to be bothered about what others think.

His smelting operations are going well, and he hopes to be able to persuade the Aquarendi to go into a joint venture producing magical weapons.

Drazlik's Employment Agency is proving a great success. It supplies human and occasionally dwarfish servants for anyone who wants them. Drazlik has been able to circumvent Undersea's laws against slavery by employing only shipwrecked sailors. In exchange for promising to work for Drazlik for a year, he provides them with water breathing spells, courtesy of his nixie assistants. As this is a voluntary agreement (although one made under duress), it is legal. Much more dubious is Drazlik's recruitment policy. He soon realized that not enough ships were getting wrecked, so he encouraged the kna to attack more and supplied them with metal weapons, forged by his kopru and fire salamander servants. His crew of para-nixies is always on hand to see to the needs of the wounded when a ship is sunk by the kna. Grateful sailors will promise anything to their beautiful nixie saviors. Drazlik also encourages volunteers to join his organization. His nixie recruiters do a fine job of enticing sailors from passing ships to fling themselves into the water.

Drazlik's motives are not really monetary. He does it because he loves scheming and plotting, especially when it involves humans. He is concerned about the devilfish threat, and would gladly lend his talents to the service of Undersea, once things reach a more critical level. Until then, he intends to have as much fun as possible.

Nualla, Self-styled Queen of the Nixies

(Nixie 16, St 6, In 16, Wi 11, Dx 17, Co 13, Ch 18; HD 1, AL Neutral)

Nualla is Drazlik's partner in the Employment Agency. She handles staff problems like getting her groups of nixie recruiters to the right place at the right time, and seeing that Drazlik's "employees" receive their water breathing spells on time. Nualla has a strange attraction to Drazlik, mainly because he is so unlike other men she has met. Where others find Drazlik's appearance off-putting, if not repulsive, Nualla sees a fine specimen of a man. That's what comes from being subject to Drazlik's *domination* powers!

Nualla likes to have fun and party. She is the party animal of Undersea. Any party, any time, any place, Nualla

will be there, invited or not. She is an expert at getting past doormen, who simply cannot refuse to let such a beautiful lady in. She is not as empty headed as she may at first appear. One of her roles is to discover as much information as she can about events in Undersea and pass it onto Baroness Marseea, a situation that Drazlik encourages as it keeps him informed of recent events.

Haldo Waverider, Nomadic Merrow

(St 18, In 9, Wi 8, Dx 17, Co 14, Ch 11; HD 4, AL Neutral, Age 123)

Haldo Waverider is the leader of a tribe of merrow which has close ties with the Ierendi Navy. This tall and well-muscled merrow has taught more young recruits than he cares to remember. He no longer teaches at the Ierendi Academy, but he encourages members of his tribe to do so.

Haldo is typical of many of the nomadic merrow of the Sunlit Sea. He sees the sea as a great playground and provider. All it needs to continue to be so is to be treated with respect. He has visited Undersea but found the settled way of life totally alien to his temperament. "The tritons have a great civilization in Undersea, and that's where it's going to stay. I'll take the freedom of the sea." Haldo has an easygoing temperament. If something isn't fun, then it's not worth doing.

Haldo views the merrow who have settled in Undersea with some suspicion. He does not understand why they should want to involve themselves in triton affairs, particularly as they are risking their lives to do so. It is a source of tension, but he realizes that it is their decision to accept so-called civilized ways. "Let the devilfish come, and we will deal with them as we deal with all invaders."

He and other merrow watch events along the Terraces with interest. He has no love for the shark-kin, and he is concerned that they will start to move into the Sunlit Sea if they continue to be attacked by the devilfish. This is a situation which causes him some distress. He appreciates that the shark-kin have nowhere else to go, but he will do his utmost to stop them. As a famous and well-liked merrow, it's likely that other tribes will follow him. The possibility of a full-scale interracial war is not something he looks forward to, but he has no wish to give up any of the sea to the shark-kin or the devilfish.

Silvercrest, Head of the Kna Traders Association

(St 18, In 12, Wi 10, Dx 13, Co 14, Ch 12; HD 7, AL Chaotic, Age 133)

Silvercrest is an imposing kna, with his crest apparently made of real silver. He is the mastermind behind the attacks on the ships of the Minrothad Guilds. Silvercrest collates information from various sources on the movements of Guild ships and then sends kna families to attack them. The goods are then moved to the deep water pool where they are sorted and stored ready for shipment to other lands and waters. None of these goods ever turn up in Undersea, as Silvercrest wishes to make sure that no evidence can be gained against kna who operate in triton waters.

As a front, Silvercrest runs a warehouse in Smaar from where he operates the ocean-spanning Kna Traders Association. Membership in the Association is open to all kna fam-

ilies who want to take advantage of its facilities. Only a few of the families who call regularly at the warehouse are engaged in piracy. The vast majority of kna families are honest traders, and Silvercrest wants it kept that way.

Silvercrest is a good source of information about the oceans of the world. This information is free to all kna, but other races are charged a nominal price of 2 gp per item. Should Silvercrest's cover ever be blown, he has contingency plans to move his operation to the deep water pool.

Bratar the Sea Giant

(Sea Giant 15, St 18, In 12, Wi 9, Dx 10, Co 17, Ch 12; HD 15, AL Neutral, Age 256)

Bratar is a long-time ally of Undersea, occasionally called upon to help defeat any large monsters that wander in from the ocean to the south. Bratar lives with his family in a great ravine at the foot of the Terraces. There a great castle rises for hundreds of feet, almost to the top of the ravine.

Bratar is good natured and friendly, but like other sea giants he likes his privacy. Few sea creatures are foolish enough to interrupt him at home. When the tritons desire his aid, they send a dolphin to ask him to visit them. It's not that he doesn't want to help others, it's just that he likes spending time with his family. He also doesn't like worrying about the damage he could do to lesser creatures when they come to visit.

Eternal Voyager

(Narwhal Mage 20, HD 20, AL Lawful, Age 506)

Eternal Voyager is the name that this great narwhal is known by in the Sunlit Sea. Her true name takes almost half an hour to sing, so when dealing with other races she prefers this much shortened version. Her songs are so well developed that she can use them to communicate with any creature. When in Undersea, Eternal Voyager spends a week with the queen, keeping her up to date with events taking place elsewhere in the world.

This magnificent whale is treated with great respect by the races of the Sunlit Sea. Even the aggressive shark-kin show her the polite side of their nature. They can still remember the time that one of them attacked her only to end up spitted on her great horn.

Eternal Voyager is a large version of her species. She is 40' long, with a 15'-long gold spiral horn issuing from her head. Her skin is pure white with a pronounced dark gray underbelly. She detests evil and attacks it wherever she encounters it, but only rarely will she actively seek it out. She knows that evil has its place in the world, but if it ever crosses her path, she is sworn to destroy it. Her golden horn has the power to detect evil up to 120'. As a 20th-level mage, Eternal Voyager has an impressive array of magical powers at her disposal.

Skyrider

(Dolphin Shaman 10, HD 10, AL Lawful, Age unknown precisely, but figured in tens of centuries, not years)

Skyrider is the spiritual leader of the dolphins who reside in the Sunlit Sea. It is to him that other dolphins go for advice and aid. Skyrider is very old, and he would have died long

ago if he were not actually the first dolphin that Malafor the Dolphin Friend befriended. When Malafor completed his quest for Immortality, Skyrider decided to stay with his people. As a reward, Malafor dramatically extended the natural lifespan of his friend.

Skyrider appears as a normal dolphin, with the kind of charming, ear-splitting grin that humans find cute. He likes to frolic in the warm shallows surrounding the Ierendi Isles when he is not giving advice to younger dolphins. He is a personal friend of Haldo Waverider and he takes an active interest in the affairs of the merrow. He never visits Undersea, not because he dislikes the tritons, but because he'd rather keep his presence secret from them. Skyrider knows the magical powers possessed by the tritons and has no wish to get too close. The other dolphins that visit Undersea keep him informed of events there.

Saasskas the Destroyer

(Hissing Demon, HD 32, St 28, In 24, Wi 20, Dx 30, Co 30, Ch 16, AL Chaotic)

The depths of the sea contain many things that man was not meant to know. One of these malignant entities is Saasskas the Destroyer, a demonic Immortal from the Sphere of Entropy (see the *DM's Guide to Immortals*, pp. 29-33). Saasskas started life as a devilfish who contracted vampirism and then sought Immortality. This she attained by sacrificing thousands of tritons on her altars deep at the bottom of the sea. After spending centuries on other planes, she returned to finish the work she had begun. Using her powers, Saasskas discovered that many tritons had moved to the Sunlit Sea. Appearing to her devilfish worshipers, Saasskas fired them with an unholy crusade against the tritons. All the devilfish attacks which have taken place in Undersea have occurred as a result of her commands. To avoid intervention by other Immortals, Saasskas has not made her presence known to the tritons; rather, she uses her followers to accomplish her ends.

Saasskas prefers to corrupt any who venture into her dark realm, using them to further her aims. The devilfish are firmly under her control and she occasionally appears to them as a devilfish of vast size. Totally in awe of her powers, the devilfish carry out her every wish.

As an Immortal, Saasskas takes a long-term view. As far as she is concerned the ultimate destruction of Undersea is inevitable. She can afford to take her time, and revel in its slow destruction. Her plan is to spread dissent among the races of the sea and to set them against one another. She raises the dead of the sea as her soldiers in her war. Thousands of drowned sailors and the bones of the ancient Taymora wait for the day that she will send them against the sea peoples in a wave of unstoppable undeath.

Sea Magic

Aquatic magic parallels the development of land- and air-based magic in many ways, but not in all. The use of fire-based spells is virtually unknown to the aquatic races, and certain spells have different effects when cast underwater. This section details the difference between water spells and standard D&D® game spells. It also describes the effects of spells cast by visitors from the surface world, as many of these function differently when cast in water.

Potions, Scrolls, and Books

To surface dwellers, all potions created underwater have a salty taste. Underwater creatures are unaware of this and will be able to note other distinct flavors to potions. Potions are taken in the same way as in the surface world, but they must be consumed as soon as they are opened, or else they become diluted with sea water after one round and lose their effect.

Scrolls are not used by the sea peoples, as inks tend to run and smear. Instead, slates are used to record information and to store spells. The writing is either scratched into the slate or else the slates are covered in grease, and are written on by scraping or rubbing away the grease.

Spell stones and shells are also used by the sea peoples, particularly triton mages. These small stones and shells are inscribed with spells and are studied each morning in the same way as a magic-user from the surface world studies his spell books in order to memorize his spells. Instead of thick, leather-bound books, a triton mage carries a bag of brightly colored pebbles covered in arcane symbols.

Spell stones and shells are also used to store spells in a similar manner to that of scrolls. To activate a scroll stone or shell, the caster holds the stone or shell and chants the spell inscribed on the stone. This casts the spell and wipes the spell from the stone. The writing on these spell stones is entirely magical, appearing as the stones are enchanted.

Books made from slates are used by the aquatic races to store information and to record past events. The aquatic elves also possess many vellum and parchment books which are written in ink. These books are kept in the dry areas of their reef homes, where they are protected from the effects of salt water. When these books have to be transported, they are sealed in airtight containers.

Magical scrolls inscribed in the surface world can be used normally underwater, subject to any changed spell effects.

Spells of the Land Dwellers

Land dwellers require a *water breathing* spell before they are able to cast any spells underwater. Spells which are not listed below have normal effects when cast underwater.

Clerical Spells

Aerial Servant: This spell does not work underwater.

Create Food: Any food created is polluted by salt water. Characters eating it suffer from stomach cramps for 1d6 turns unless they Save vs. Poison. Characters affected by stomach cramps attack at -4 to hit, move at quarter normal speed, and make all Saving Throws against area of effect spells or attacks at -5.

Earthquake: When cast on the sea floor this spell creates shock waves which stun all within the caster's area of effect unless they make a successful Saving Throw vs. Death Ray. When cast underwater the area of effect is halved. Stunned creatures are unable to cast spells, and move at quarter speed. The effects last for as long as creatures stay within the area of effect, and for 1d6 rounds afterwards.

Sticks to Snakes and Insect Plague: Snakes drown in 1d4 rounds and insects drown immediately. The insects create an obscuring cloud.

Druid Spells

The following spells have no affect when cast underwater: *produce fire*, *call lightning*, *control winds*, and *creeping doom*.

Summon Elemental: Only water and earth elementals may be summoned, and an earth elemental must stay in contact with the sea floor or be dispelled in 1d4 rounds.

Magic-User Spells

The following spells have no affect underwater: *invisible stalker* and *lower water* (unless cast in an area with a limited volume of water, such as a lake or river). The spells listed below are altered in some way when cast underwater.

Cloudkill: This spell is unchanged except that it causes a mass of sickly-green bubbles to spring up in the area of effect. These bubbles are poisonous to all they touch and rise at the rate of 60' per round.

Fireball: The area of effect is reduced to a 5' radius and the blast causes only half of its normal damage.

Fly: This spell allows a character to swim at twice his normal movement rate.

Ice storm/wall: An ice storm works normally except that it loses some of its downward force, causing only 1d4 points of damage per level of the caster. Unless an ice wall is braced in some manner it will float to the surface of the sea at the rate of 60' per round.

Lightning bolt: This lightning is conducted by the water to form a sphere of lightning with a 20' radius. It inflicts normal damage to all within the sphere.

Massmorph: This spell causes the affected creatures to resemble kelp.

Summon elemental: Only water and earth elementals may be summoned, and an earth elemental must remain in contact with the sea floor or be dispelled in 1d4 rounds.

Wall of fire: The area of effect and the duration of this spell is quartered. The spell also causes the water to boil, creating clouds of obscuring steam.

Spells of the Sea Peoples

The following spells are either different versions of existing spells or new spells used by the sea peoples. The name of the spell which is replaced is shown in brackets after the spell name. Any spell not detailed below is unchanged from the normal effects given in the D&D® rulebooks. These new and variant spells may be learned in the normal manner by surface-based spellcasters who discover them in books or on scrolls, or who are taught by tritons. Clerics who worship Immortals of the sea may also cast the special aquatic versions of clerical spells.

Clerical Spells

First Level

Purify Food and Clear Water (*Purify Food and Water*)

This is the same as the *purify food and water* spell, except that it can also be used to clear mud, ink, or other obscuring substances from a 20'-diameter globe. It makes the area into clear water which does not obscure vision. It can also be used to remove any water-based poisons from its area of effect. It has no effect on the druidic *obscure* spell.

Fourth Level

Air Breathing (*Create Water*)

Range: 30'

Duration: 1 day

Effect: One water-breathing creature

This spell allows the recipient to breathe normally while out of water. It does not affect movement in any way, nor does it prevent the recipient from breathing water.

Sticks to Snakes

The snakes created by this spell are the water-breathing varieties. They die in 1d4 rounds if created out of water. This spell may be cast on seaweed fronds as well as sticks.

Fifth Level

Shrimp Plague (*Insect Plague*)

This spell summons a vast swarm of stinging and biting shrimps which have the same effects as an *insect plague* spell, except that this spell works only underwater.

Sixth Level

Summon Undine (*Aerial Servant*)

Range: 60'

Duration: One day per level of the caster

Effect: The undine fetches one creature or item

An undine is an intelligent creature made of water. It comes from the Elemental Plane of Water (see the *Dungeon Masters Companion*, p. 42). When summoned, the undine appears immediately. The caster must then describe one creature or item to the undine or it will depart. The approximate location of the target must also be named. After



hearing the description and location, the undine departs to find the item or creature. The undine will take as much time as needed to fulfill its mission, up to the duration of the spell.

Seventh Level

Sea Fury* (*Earthquake*)

Range: 120'

Duration: One turn

Effect: Causes waves of great force

This spell causes a section of sea to churn and creates underwater currents of devastating force. A 17th-level caster can affect an area up to 60' square, adding 5' to each dimension for each additional level of experience.

Within the area of effect, all small dwellings are reduced to rubble and larger constructions are cracked open. Creatures in the area of effect are immediately swept out of the area in a random direction suffering 4d10 points of damage. Ships on the surface are flung out of the area of effect and take 1d20 + 20 points of hull damage.

Druidic/Nixie Shaman Spells

Second Level

Enchant Weapon (*Produce Fire*)

Range: 0 (caster only)

Duration: Two turns per level

Effect: Creates a magical weapon

Sixth Level

Elemental Protection 10' Radius (Wall of Iron)

Range: 0 (caster only)
Duration: 12 turns
Effect: Barrier 20' diameter

An invisible and magical barrier extending 10' in all directions surrounds the caster. It otherwise provides the same protection and benefits as the fifth-level *elemental protection* spell to all friendly creatures within the sphere.

Hydrax (Invisible Stalker)

Range: 0 (caster only)
Duration: Until mission is accomplished
Effect: Summons one hydrax

This spell summons a *hydrax*, a creature from the Elemental Plane of Water (see the *Dungeon Masters Companion* rules, p. 41), which will perform one task for the caster. The hydrax will serve for whatever time or distance is involved, until the task is completed or the hydrax is slain. A *dispel evil* spell will force the hydrax to return to its home plane.

Raise Water (Lower Water)

Range: 240'
Duration: One turn
Effect: Creates a 100'-high waterspout

This spell causes water in an area of up to 10,000 square feet to rise up as a 100'-high waterspout. If cast under a boat or ship, the vessel will be lifted into the air and flung back to the sea. This causes a ship to take 1d20 + 20 points of hull damage. If cast on creatures they take 3d20 points of damage.

Eighth Level

Corrosive Cloud (Explosive Cloud)

Range: 30'
Duration: Six turns
Effect: Creates a moving corrosive cloud of bubbles

This spell creates a cloud of luminous green bubbles in a 20'-radius globe. Anyone within the cloud must Save vs. Poison or be paralyzed from its poisonous effects. A new Saving Throw is required each round that a creature remains within the cloud. The bubbles burn any creature they come into contact with for 1 point of damage for each 2 levels of experience of the caster, rounding down (9 points at 18th or 19th level, etc.). The cloud rises at the rate of 60' per round.

Lightning Swarm (Meteor Swarm)

This is the same as the *meteor swarm* spell except that balls of lightning are created.

Underwater Boats

Underwater boats are created from corals and are powered by water elementals. They resemble long cylinders with rounded ends. The driver sits in a special cockpit at the front of the boat and operates the vessel using simple controls. Passengers sit in seats behind the driver. The boat is open at the top and is not waterproofed in any way. These vessels are constructed by triton mages and are used for transporting both passengers and cargo.

Small Boat: Length 15-20', width 10', height 10'. Capacity 5,000cn. Passengers: 4 (including driver).

Large Boat: Length 30-40', width 20', height 20'. Capacity 30,000cn. Passengers: 12 (including driver).

Vessel	Miles/day	Feet/round	Hull Pts	Armor Class
Small boat	60	120'	60	0
Large boat	40	100'	80	0

The elemental which powers an underwater boat is contained at the back of the vessel. It cannot be attacked or harmed in any way unless the boat's hull points have been reduced to 0. Once the hull has been broken, the elemental emerges and attacks the occupants of the boat. A small boat contains an 8 HD elemental; a large boat a 16 HD elemental.

Underwater Chariots

Underwater chariots are built using kelp fronds and stems which have been lashed together. Unlike normal chariots they do not have wheels; rather, they are smooth bottomed, much like a small boat. They are pulled by a variety of large sea creatures, including dolphins, sea horses, whales, or manta rays. Underwater chariots are used for transport both under and upon the surface of the sea. They come in a wide variety of sizes: the smallest holds one person, and the largest are capable of carrying four people.

Some underwater chariots are used as platforms from which to carry and fire powerful harpoons. These are used primarily by the triton forces of Undersea. Harpoons are also carried on the backs of giant manta rays.

Vessel	Miles/day, Feet/round	Hull Pts	Armor Class
Underwater chariot	according to the creatures pulling them	30	4

Light Harpoon: Range 60/120/180 feet; Dmg 1d8 + 4; fires once per round; crew 2.

Heavy Harpoon: Range 100/200/300 feet; Dmg 1d10 + 6; fires once every 2 rounds; crew 4.

Giant Harpoon: Range 140/230/360 feet; Dmg 2d10 + 6; fires once every 4 rounds; crew 6.

Sea Magic

This spell is cast on a normal weapon, transforming it into a magical weapon. The power of the enchantment depends on the level of the caster. A +1 bonus to hit and damage is gained for every six levels possessed by the caster: levels 1-6 = +1; levels 7-12 = +2; levels 13-18 = +3; levels 19-24 = +4; levels 25-30 = +5; levels 31-36 = +6. Only the caster may wield the enchanted weapon. If any other character uses the weapon the enchantment ends, but it returns if the caster uses the weapon again (subject to the spell's duration).

Third Level

Move Rocks (*Call Lightning*)

Each turn the caster can create a current to pick up small rocks and sweep them along. The rocks fill an area 20' across and any creature therein takes 8d6 points of damage. This is reduced to 4d6 points of damage if a successful Saving Throw vs. Dragon Breath is made.

Fifth Level

Control Currents (*Control Winds*)

This spell is similar to the *control winds* spell except that it is used on water instead of air. It may be used against creatures from the Elemental Plane of Water.

Seventh Level

Summon Elemental

Only earth and water elementals can be summoned. An earth elemental must remain in contact with the sea floor or be dispelled 1d4 rounds later. The caster is not restricted to the number of times she may summon the same type of elemental within the same day.

Swimming Doom (*Creeping Doom*)

This is the same as the *creeping doom* spell except that hordes of stinging and biting shrimps are created instead.

MAGIC-USER SPELLS

Second Level

Ascent (*Levitate*)

The magic-user is able to ascend or dive through water at double movement rate.

Third Level

Ball Lightning (*Fireball*)

Range: 240'
Duration: Instantaneous
Effect: Electrical blast in a 20'-radius sphere

The caster causes 1d6 points of electrical damage, per level of the caster, to any creatures within a 20'-radius globe.

Rapid Swim (*Fly*)

The caster is able to swim at three times normal speed.

Ice Shard (*Lightning Bolt*)

Range: 180'
Duration: Instantaneous
Effect: Ice shard 60' long, 5' wide

This spell causes a shard of ice 60' long and 5' wide to shoot from the caster's hand. All creatures within the area of effect take 1d6 points of damage per level of the caster. Each victim making a successful Saving Throw vs. Spells takes only half damage. If the shard hits a solid surface it creates a sphere of ice shards in a 20' radius which inflict 1d6 points of damage per level of the caster.

Water Breathing

As well as being cast normally as a *water breathing* spell, this spell may also be reversed and used as an *air breathing* spell.

Fourth Level

Water Barrier (*Wall of Fire*)

Range: 60'
Duration: Concentration
Effect: Causes 1,200 square feet of water to move

An opaque barrier of rapidly moving water is created. It has the same dimensions as a wall of fire, and blocks all sight through it. Fire-using creatures take double damage if they break through.

Fifth Level

Conjure Elemental

Only water and earth elementals can be conjured with this spell. Earth elementals must stay in contact with the sea floor or else they will be dispelled after 1d4 rounds. The same type of elemental may be summoned up to four times a day.

Elemental Protection (*Wall of Stone*)

Range: 0 (Caster only)
Duration: 12 turns
Effect: Protects caster from water-based attacks

A character protected by this spell suffers only half damage from any attack involving water or ice. Against any attack which allows a Saving Throw, a successful save means the caster takes no damage. A Saving Throw is allowed against attack forms which do not normally allow a save. If successful, the caster is either unaffected, or takes half damage (if the spell causes damage). Creatures from the Elemental Plane of Water can attack the recipient of this spell only if they themselves are first attacked. Any damage they cause is automatically halved.

The caster can also move through strong currents and stormy seas as though they were calm water.

AD&D® 2ND EDITION GAME ADAPTATION

This section has two uses: first, for D&D® game players who wish to convert AD&D® modules for D&D game use, especially for sea people player creatures; and, second, for those of you who are AD&D game enthusiasts and would like to adapt this supplement for use in your AD&D game campaign.

The differences between the D&D and AD&D games are small enough that adaptation should not be much of a problem. However, for those of you who are not familiar at all with the D&D game, there are a few details that need to be clarified. For simplicity and reference, topics appear in alphabetical order.

Keep in mind when adapting your D&D adventures that AD&D game characters are slightly tougher at low level, but D&D game characters can deliver much more damage at middle and high levels. The D&D game is designed to handle very high levels of play, up to a maximum of level 36. It is suggested that you keep the same levels of experience in the two games, up to level 20. Beyond, assume that each two D&D game levels equal one character level in the AD&D game, rounded up. Using this, a 36th-level D&D game archmage would turn out to be a 28th-level wizard in the AD&D game.

Gazetteer nations, such as Minrothad and Ierendi mentioned in this supplement, can now be set up in other game worlds, such as those in the FORGOTTEN REALMS™ Campaign Set, or the WORLD OF GREYHAWK® Fantasy Game Setting. This could offer interesting alternative developments to regions not yet charted, allowing you to continue your campaign without having to switch to the other game. The best of two worlds could create the greatest campaign ever!

Sea people, you will find, can be adapted without much difficulty to various campaign settings anywhere there's an ocean.

Alignments: D&D game characters have only three alignments—Lawful, Neutral, or Chaotic. In the AD&D game, assign Good, Evil, or Neutral alignments, depending on the context.

Classes: In the D&D game, elves, dwarves, and halflings are character classes. D&D game elves correspond to AD&D game elven fighter/wizards. D&D game dwarves and halflings are fighters. At high levels, D&D game demihumans use Attack Ranks, which are abilities to fight better. Ignore these in AD&D gaming. Human fighters, clerics, and thieves are unchanged. Magic-users become mages in the AD&D game.

Coins (cn): The cn abbreviation stands for coin and is a measure of weight. Fifty cn are equal to one pound in the AD&D game.

Dominions: These are lands under a character's rule, like AD&D game baronies. Rulers receive taxes from inhabitants as well as income from natural resources and services. The D&D game dominion populations grow an average 15% minus 5d10 people per month. At 50 inhabitants per square mile, the growth tops out at 1d5% minus 5d10 people.

Encumbrance: See "Coins."

Equipment: The terminology in the D&D game is very similar to that in the AD&D game. Equipment costs, encumbrance, damage in combat, and AC protection are slightly different, but not enough to be worth mentioning. Use the AD&D game statistics.

Experience: Total accumulated experience for characters is different between the two games, but again, not enough to have a substantial effect on play. Everybody understands the difference between a 1st-level magic-user and a 15th-level wizard . . . we hope!

Immortals: These are equivalent to the AD&D game's deities. Immortals often are NPCs who reached 36th level and completed a heroic quest of some sort. Immortals belong to various "spheres," namely:

Matter: Usually related to Lawful beings, fighter types, or the earth element. Opposes the Sphere of Time.

Energy: Usually related to Chaos, magic-users, or the element of fire. Opposes the Sphere of Thought.

Time: Usually related to Neutral beings, cleric types, or the element of water. Opposes the Sphere of Matter.

Thought: Usually related to any alignment, thief types, or the element of air. Opposes the Sphere of Energy.

Entropy: Not related to anything except destruction, it opposes all other spheres. It corresponds to the AD&D game lower planes.

Morale: Whenever NPCs or monsters run into difficulties, especially during combat, there is a possibility that they would surrender or flee. Use the AD&D 2nd Edition game morale system.

Monsters: Some monsters mentioned in this supplement do not exist in the AD&D game, or exist but are described differently. Keep an eye on balance; your best bet may be to go with what's presented here, at least as far as player creatures go. In other instances you may replace the monster with an appropriate AD&D game creature.

Movement: Movement rates in the D&D game are given in *feet/turn*, and then, in parentheses, in *feet/round*. In D&D, 100'/turn equals 10 factors in the AD&D 2nd Edition game.

Ranges: All distances are expressed in feet, rather than inches.

Rounds: Rounds and turns are used the same way in both games. A D&D game round equals 10 seconds; a turn, 60 rounds (10 minutes). For simplicity use the AD&D game equivalents, without converting.

Shamans: These are spellcasting monsters. The AD&D 2nd Edition game handles each spellcasting monster separately in the *Monstrous Compendium*.

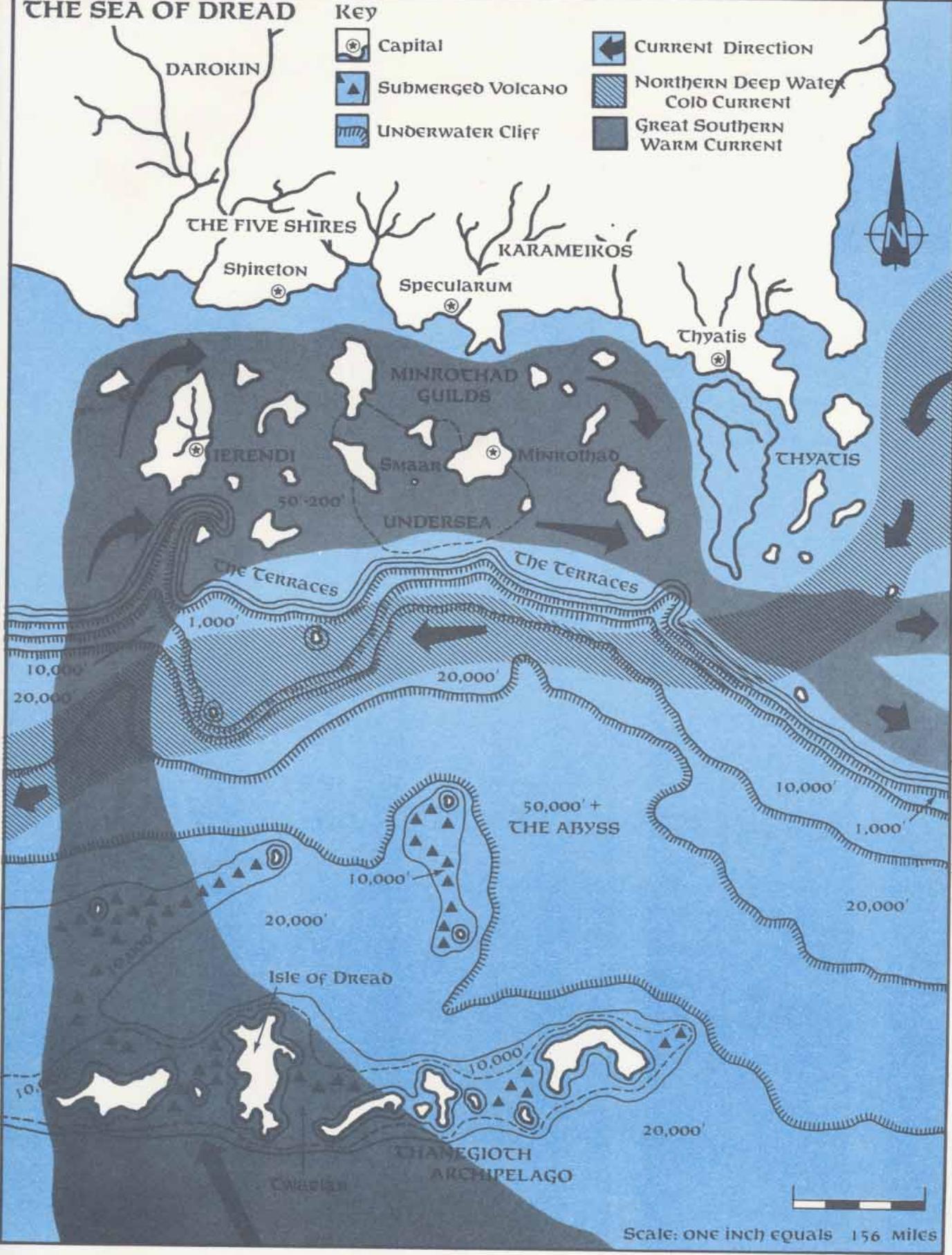
Spells: Some D&D game spells have slightly different names than their AD&D game counterparts. Simply use whatever comes closest. Dealing with sea people, of course, use the special spell lists present in this supplement. Modify the number of memorized spells listed for spellcasters to match the AD&D game rules.

Wiccias: These are spellcasting monsters. The AD&D 2nd Edition game handles each spellcasting monster separately in the *Monstrous Compendium*.

THE SEA OF DREAD

Key

- [Flag with star] Capital
- [Flag with triangle] Submerged Volcano
- [Flag with wavy line] Underwater Cliff
- [Blue arrow pointing left] Current Direction
- [Light blue shaded area] Northern Deep Water
- [Medium blue shaded area] Cold Current
- [Dark blue shaded area] Great Southern Warm Current



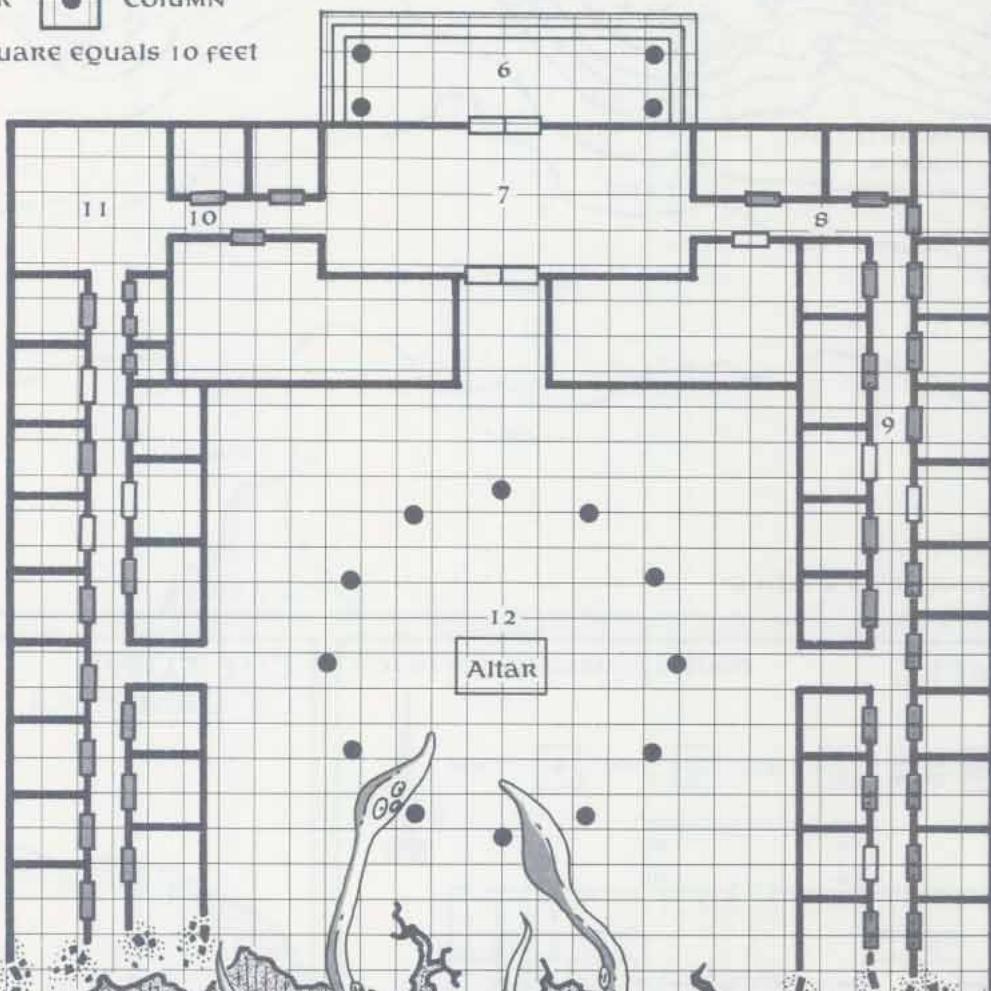
Scale: ONE INCH equals 156 MILES

THE TEMPLE

Key

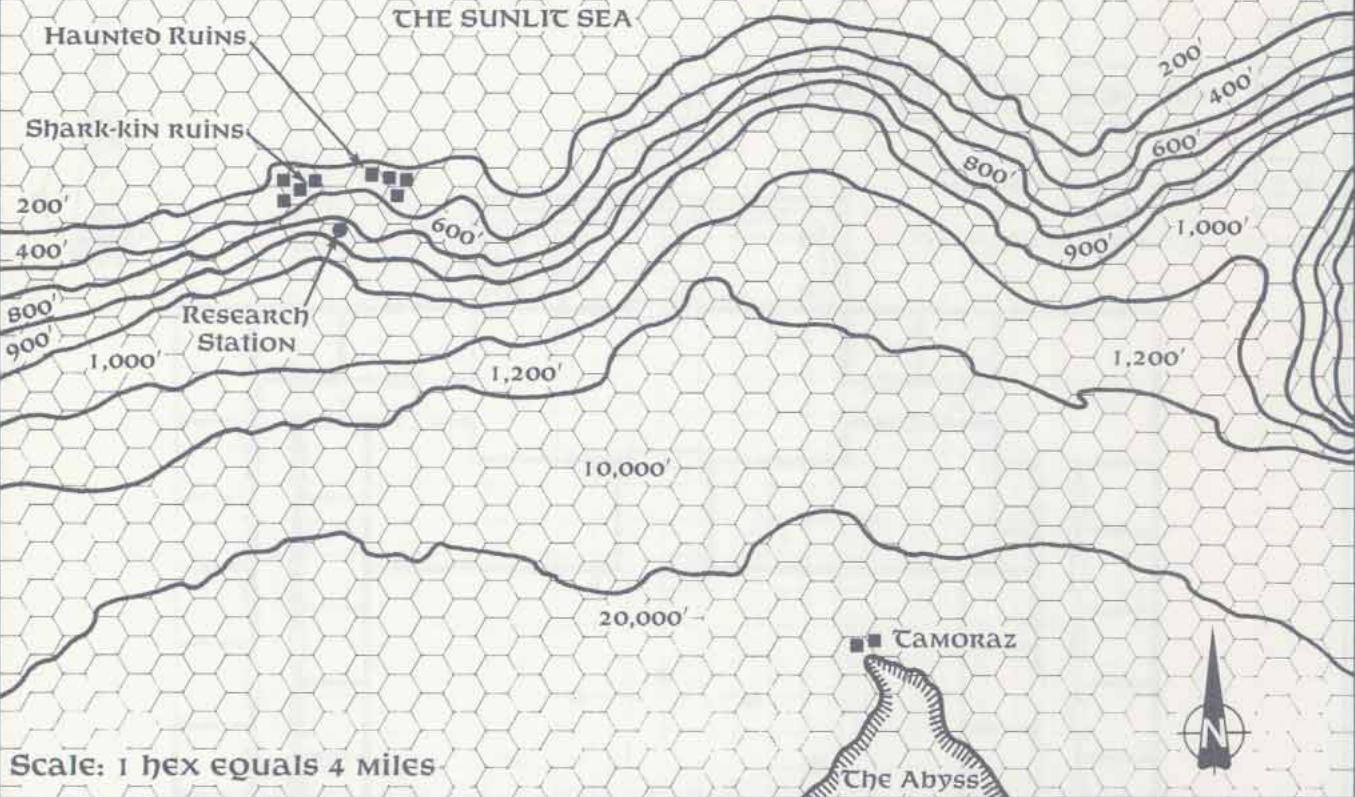


Scale: 1 square equals 10 feet



THE
ABYSS

THE TERRACES

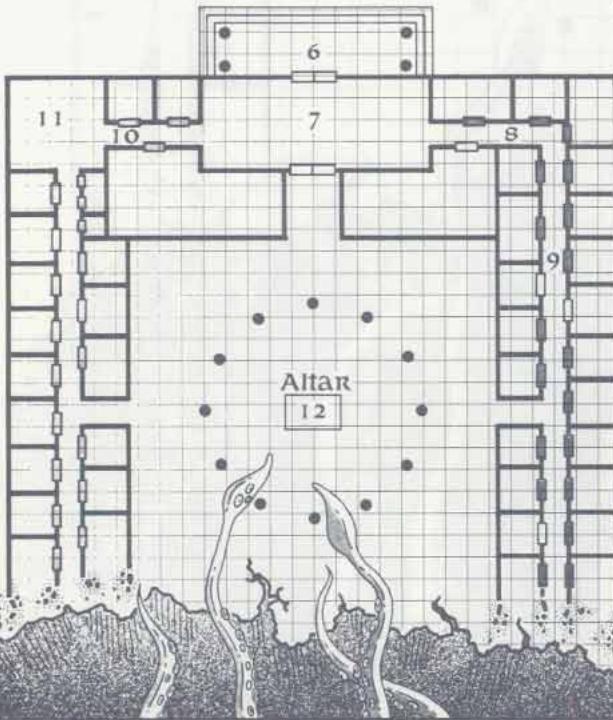


THE TEMPLE

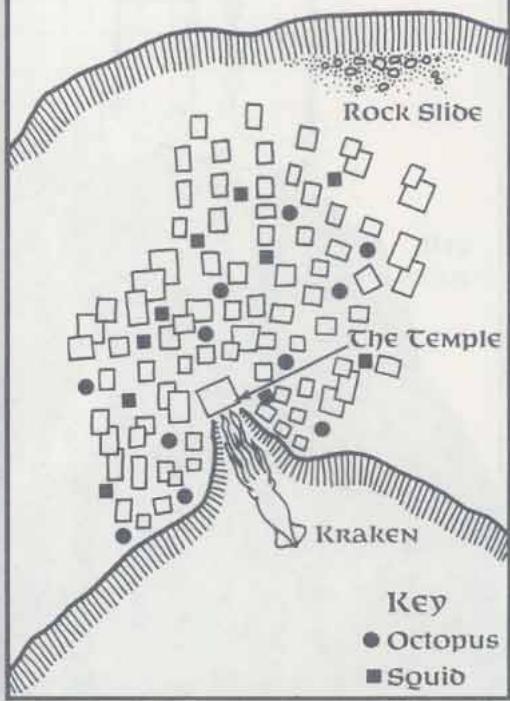
Scale: 1 square equals 10 feet

Key

- [grid icon] Steps
- [door icon] Rotten Door
- [rubble icon] Rubble
- [square icon] Door
- [circle icon] Column



THE TOWN OF TAMORAZ



SEA PEOPLES' CHARACTER SHEET

NAME: _____ RACE/CLASS: _____ SEX: _____ AGE: _____ PHYSIQUE: _____ HEIGHT: _____	ABILITY SCORES		ADJUSTMENTS		CHARACTER SKETCH					
	STRENGTH: _____	INTELLIGENCE: _____	WISDOM: _____	DEXTERITY: _____						
	CONSTITUTION: _____	CHARISMA: _____								
	LEVEL: _____	HP	WOUNDS	AC		THAC0				
	HD: _____									
WEAPONS <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>	DAMAGE	ENCUMBRANCE	ARMOR	AC	ENCUMBRANCE	SAVING THROWS				
						DEATH RAY				
						OR POISON: _____				
				MOVE						
				SWIMMING: _____						
				WALKING: _____						
EQUIPMENT <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>			MOUNT/COMPANION			MAGIC WANDS: _____				
			TYPE	AC	HD	HP	MV	THAC0	DMG	PARALYSIS OR TURN TO STONE: _____
	TOTAL ENC:									
SKILLS <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>			SPECIAL ABILITIES		BREATHE AIR?	DRAGON BREATH: _____				
APPEARANCE <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>	WAVES OF FATE		LANGUAGES			ROD, STAFF OR SPELL: _____				
SPELLS, THIEF ABILITIES or TURNING UNDEAD						XP: _____				
						TREASURES: _____				

DUNGEONS & DRAGONS®

CREATURE CRUCIBLE™

OFFICIAL GAME ACCESSORY

The Sea People

by Jim Bambra

...And you thought you knew everything about the good, old D&D® game world!

The Sea of Dread is home to not one, but several aquatic nations. There, underneath the surface, lie mysterious caverns, submerged cities never explored by surface folk, shipwrecked remnants of historic naval battles, and countless frightening guardians of the deep. Discover the power of the Kna, meet the kind people of Smaar, and face the ultimate threat to the fabulous Realms of Undersea.

The Sea People is the third book in the Creature Crucible series that completes the Gazetteer line. It is also fully adaptable to the ADVANCED DUNGEONS & DRAGONS® 2nd Edition Game.

The Sea People includes:

- A complete description of the lands under the Sea of Dread, its people, and a large, Gazetteer-style map of the submerged kingdoms;
- Separate background and adventure booklets;
- Complete rules on how to create and play Sea Elves, Tritons, Mermen, and other aquatic races;
- New rules detailing underwater spell casting and magical items.

Don't miss PC1: *Tall Tales of the Wee Folk* or PC2: *Top Ballista!*

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