

THE DEADLY SEA

BY CAROL AND ROBERT PASNAK

A desperate rescue beneath the waves

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The Pasnaks are both psychologists from Virginia; Carol works with handicapped children, and Robert teaches university classes. Carol gave Robert the original set of D&D® game rules for Christmas one year, and followed it up with a copy of this module. They later revised it, sent it to us, and here it is.

The Deadly Sea is an oceanic quest for 4-8 characters of 4th-7th level in the AD&D® game. The use of magical items or spells which aid undersea combat, movement, and breathing is strongly advised. The ability to open locks is also helpful, as are mariner skills and knowledge. See additional notes in the section "For the Dungeon Master."

The adventure begins at a seaport which the Dungeon Master should name and develop as desired, to fit the circumstances of his campaign. The names of other areas may be changed to fit the campaign as well. This module requires some detailing and planning prior to use.

Adventure Background

The story is told by an old sailor whom you have met in a coastal seaport. It begins with a man named Greytare, a cleric who loved the sea and built his fortress into a 300'-high cliff so that it overlooked the rolling waters. The reclusive Greytare eventually wed a beautiful aquatic elf named Chael, and of this union came two children: a son, Chartare, and a daughter, Greytel. When Greytel decided to develop her magic-using abilities, her mother rejoiced and gladly searched the seas for magical treasures for her daughter's use.

Chael went seven times into the sea, but from that seventh search, she never returned. By magical means, Greytare discovered that tritons had captured his precious Chael when she ventured too near their seahold, Tritonacil, by the isle of Calliste some distance away. Grieving, Greytare deduced that Chael had died while imprisoned there.

It is now believed that in his famous cliff dwelling, Fog Stone, Greytare assembled magical items to enable him to invade Tritonacil. Judging from the reports of seamen and from subsequent events, it is

likely that Greytare, Chartare, and Greytel journeyed to the isle of Calliste, where they tricked a young storm giant, Aghit, into causing a great hurricane and undersea storm. The storm's mighty force and destruction have probably driven the tritons from Tritonacil, leaving the ruins of the great mansion to scavengers and opportunists of all sorts. The vengeful Greytare then returned to his cliff dwelling to prepare to dive to Tritonacil and recover the body of his wife.

But troubled times ever sound a tocsin to men of evil repute. Profiting from the displacement of the tritons and the general disorder of the local human nations, brigands and pirates descended on the area, hoping for booty and easy victories.

The old fisherman who tells you this story, accustomed to selling part of his catch at Fog Stone, was rudely warned off by new guards who boasted loud and long of evil newly wrought. Fog Stone was theirs, they bragged, and Tritonacil soon would be, as would all the demesnes that lay about it. There was no gainsaying the forepart of their boasting. Led by Bloodric, a high-ranking outlaw cleric served by two murderous henchmen named Snast and Buod, these evildoers had already conquered Fog Stone. It appeared that in the hard fighting, most of the outlaw band and all of Greytare's retainers were slain, their bodies cast down to the beach to be hurled into the sea and lost.

The fisherman did not see the bodies of Greytare and his children among those thrown from the cliff to the narrow strip of beach below. On the slim hope that they may have survived as prisoners, the fisherman has contacted you in hopes you would go to Fog Stone and save Greytare and his brood while there is still some chance that they are alive. Surely there will be a reward, for Greytare and his family were much favored along the coasts for their aid to local sailors. The fisherman can show the way to Fog Stone, although he has never been inside the keep, and can also give directions to Calliste.

For the Dungeon Master

Greytare's domain is about two days away from the seaport by ship; from there, it is a three-day sail to Calliste. Tritonacil lies just offshore from Calliste and is marked by a huge tower erected to honor the god Triton. This tower is made of solid stone and is likely to have survived the storm. If it has, Tritonacil will not be hard to find.

The first important task is to hire a ship; this may be accomplished by the DM as desired. It is suggested that only small ships be available for hire, though the crews may be well-armed and highly experienced. In most cases, only leather armor is worn on ships. Weaponry usually consists of pikes, spears, javelins, swords, throwing axes, harpoons, and light crossbows. A reasonable fee, considering the danger into which the characters are traveling, could range up to several hundred gold pieces per person. The fisherman who contacted the PCs is a zero-level NPC whose statistics may be generated as desired.

This adventure offers above-ground action at Fog Stone (a small keep), monster encounters while aboard ship, and underwater adventure at Tritonacil. See pages 55-57 of the *Dungeon Masters Guide* and pages 81-82 in *Unearthed Arcana* to prepare for the underwater scenario and review the characteristics of the monsters to be encountered. Note also the special characteristics of water as a transporting medium. Items don't weigh as much as usual. Light is refracted as well as absorbed, so even the corners of a room may be dimly lit when light streams through a door. Sounds carry, but are also damped and distorted so that it is often hard to make out what is heard.

Since the characters have enough opportunities to acquire allies, these should not be made gratuitously available unless the party is too small otherwise. Doors might be difficult to open at Tritonacil, so thieves or *knock* spells must be available. Druids will do well, but clerics can't use their weapons underwater — as a result, *spiritual hammers* are advised. Finally, the DM should not hesitate to reduce or increase the numbers or quality of antagonists to fit the party or to keep things from getting out of hand.

Sea-going encounters occur on a roll of 1 on a d8; check at dawn, midday, and

dusk on the way to or from Fog Stone or Tritonacil. The DM should create the needed statistics for the following monsters, using them in order as an encounter is indicated. Once all six encounters have been used, no more are met for the adventure unless the DM desires otherwise.

The lung wang is satisfied by any tribute of 100 gp or more. Sailors in this region know this monster well and respect it, as it is not especially greedy and has been known to attack pirate ships.

Oceanic monster encounters

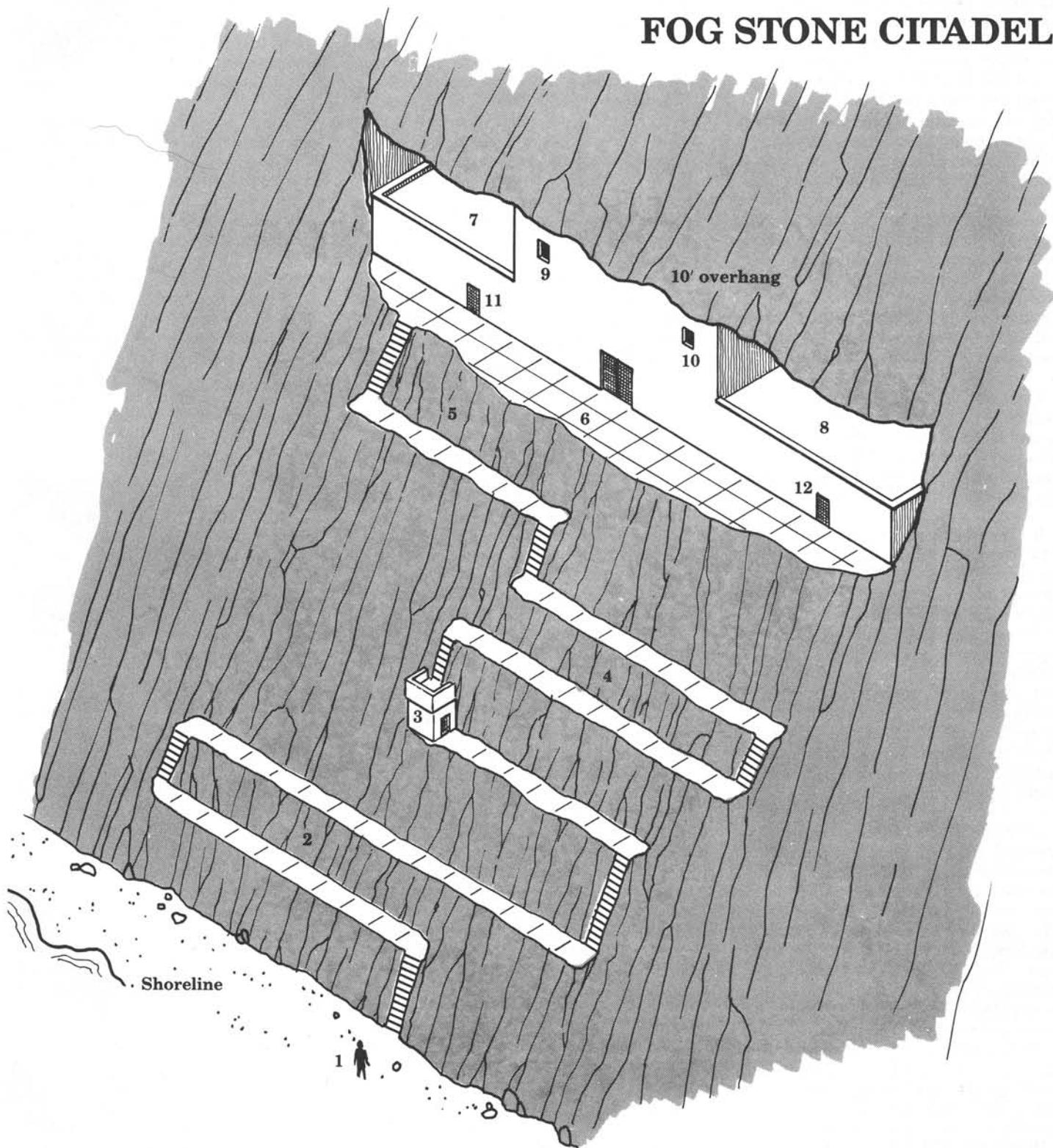
No.	Creatures encountered
1st	One lung wang demanding tribute
2nd	Four kelpies wishing to charm characters
3rd	One merchant ship from a friendly country
4th	One small carnivorous whale
5th	Nine lesser seawolves, met at dusk only
6th	Twenty sahuagin attempting to board ship

Fog Stone Encounter Key

Greytare's domain is cut into a 300' cliff. A very long, unrailed stairway leads up to the keep. Although the cliff is very steep, there is enough slope (10°) to allow the doors and windows of the keep to be seen from all parts of the stairs (and vice versa) when the fog permits. Visibility can be a problem here; it varies randomly from 3' to 300' as ocean breezes blow billows of fog about the shore (roll $d100 \times 3$ to get the distance a character can see in any direction from the cliff top, keep, stairway, or shore). The fog also makes the steps slippery, though no one will fall unless pushed. If a character falls off the stairs, he continues down the cliff unless roped to other characters. If characters are roped together, roll 1d6. If the number rolled does not exceed the number of characters roped together, the pushed or overborne character merely falls flat on the stairs or landing rather than off the face of the cliff. Damage is 1d6 per 10' the character falls down the cliff face.

See the map on page 29 for locations 1-12, and the map on page 31 for locations 9-30.

FOG STONE CITADEL



1. Shoreline. This location is guarded by an animated onyx statue, which speaks to anyone approaching the stairs: "Earn and learn the will of my master. Be bold and hold this hand of mine with thine. With less good will, climb not this hill." If anyone offers a hand, the statue holds it firmly — but this is a mistake. The pirates who took Fog Stone merely bypassed this creation. Anyone caught by the statue cannot break free unless a *bend bars/lift gates* roll is made (one chance allowed). The caught character will then be spotted by a pirate guard in 4-10 rounds, and will be fired upon, the alert sounded. The statue itself cannot attack and takes no other action, even if attacked (AC -1; MV 9"; HD 6; hp 30; #AT 1; SD immune to all magical spells and powers; AL N).

2. Ledge. If an unauthorized party reaches this point, guards at area 3 sound a bell alarm to warn the domain. The bell is noted before this only by characters flying or levitating toward the entrance of Fog Stone.

3. Guard Station. Four guards (AC 5; MV 9"; F3; hp 22, 19, 15; #AT 1; Dmg by weapon type; AL CE) are on duty on this walled but unroofed landing. Doors are wooden and barred. If a *silence* spell is cast on this area, one guard runs to warn the inhabitants of Fog Stone. He exits through the back door (which cannot be seen from below) onto the stairs and continues up toward the keep. The guards are armed with a short bow, 20 arrows, a cutlass, and two throwing axes apiece; each also wears chain mail armor.

4. Ledge. If the bell has been sounded, Bloodric, Snast, and Buod show themselves at locations 6, 9, and 10, respectively, when the party reaches location 4. Buod directs his *push* spell at the most dangerous-looking member of the party, if and when visibility permits. These NPCs and the sentries at locations 7 and 8 gain a +4 bonus to armor class from missile fire due to cover, and use their spells and weapons to attack parties on the stairs and landings as much as visibility allows. They move out of range if they suffer more than half damage apiece (Buod moves if he suffers more than 8 hp damage).

Bloodric: AC 0; MV 9"; C9; hp 40; #AT 1; Dmg by weapon type; S 16, I 12,

W 14, D 11, C 10, Ch 14; AL CE; worshiper of Oceanus (*Legends & Lore*, page 67); *splint mail* +2, *shield* +1, *flail* +1, a staff sling and 10 bullets, a wooden cross, three sticks, a copper and ruby unholy symbol (1,000 gp), a garnet ring (100 gp), a *ring of protection* +1, a bloodstone brooch (100 gp), and a pouch with 30 gp, 10 sp, and 1 cp; note extra spells due to wisdom bonuses; spells memorized: *curse*, *command*, *detect good*, *darkness*, *protection from good*, *cause fear*, *hold person*, *resist fire*, *silence 15' radius*, *spiritual hammer*, *cause blindness*, *bestow curse*, *continual darkness*, *sticks to snakes*, *poison*, and *flame strike*; human male. Bloodric, as his name suggests, is a cold-hearted butcher. Having heard that a cleric of his deity's mortal enemy lived at Fog Stone, Bloodric was more than willing to assault the keep, though it cost his forces dearly. His ship, the *Bloodragon*, has left to gather new allies, and it is not expected back for two weeks.

Snast: AC 7; MV 12"; T6; hp 24; #AT 1; Dmg by weapon type; S 17, I 13, W 8; D 14, C 16, Ch 7; AL NE; *leather armor* +1, a *short sword* +1, a dagger, a club, a sling and 20 bullets, six darts, a money belt with 10 gp, a purse with 10 sp and 5 cp, a *potion of fire resistance*, and a gold (50-gp) ring; half-orc male.

Buod: AC 9; MV 12"; MU6; hp 15; #AT 1; Dmg by weapon type; S 9, I 16, W 12, D 14, C 12, Ch 13; AL CE; a *dagger* +2, a *potion of healing*, *ring of protection* +1, a fur-trimmed cape (75 gp), a pearl-studded wrist guard (400 gp), 10 gp, 2 cp in a purse; spell books contain *sleep*, *feather fall*, *push*, *write*, *read magic*, *shield*, *invisibility*, *rope trick*, and *dispel magic*; spells memorized: *feather fall*, *sleep*, *shield*, *push*, *invisibility*, *rope trick*, and *dispel magic* (x2); human male.

Snast and Buod are archetypical evil henchmen, each out only for himself but willing to support and cooperate with Bloodric because of his talent and the chances for lots of booty. However, neither of the two will support Bloodric at the expense of their own lives.

5. Ledge. If the characters reach this point, Buod disappears from location 10. He retreats to location 16.

6. Landing. Bloodric first casts spells from here, but retreats into room 14 if the party is not repelled before reaching the top of the stairs. The door in this

arch ordinarily stands open to improve the flow of air in the perpetually damp dwelling, but it can be locked and barred if necessary. It is so large and strong that PCs have only half their normal chances of opening it with *bend bars/lift gates* (round fractions down).

7. Roof. An alert sentry is on duty here whenever the party approaches (AC 5 or 3; MV 9"; F5; hp 42; #AT 1; Dmg by weapon type; statistics not exceptional; AL NE). He wears chain mail and uses a *shield* +1 when not wielding his heavy *crossbow of speed* (30 bolts). He also has a *hammer* +2 with specialization in hammers (+1 to hit and +2 to damage; #AT 3/2). His principle job is to watch for flying or levitating threats to the newly occupied keep, but he also keeps an eye on the stairway, although the fog may obscure much of it. If hard pressed, he retreats down through room 20 and prepares to fight in rooms 13 and 14.

8. Roof. The sentry here has the same duties as the one at location 7 (AC 7; MV 12"; F4; hp 31; #AT 1; Dmg by weapon type; S 17, other statistics not exceptional; AL CN). He has a light crossbow, 30 bolts, a bastard sword, a medium shield, and wears *leather armor* +1. He also has a *potion of human control* and a *potion of levitation*, and may be a deadlier foe as a result.

9 and 10. Windows. These are small windows cut into the outer walls of lofts 15 and 16. They command a view of everything from the overhanging cliff to the ocean below. In good weather, they are ordinarily open to air out the keep, but they may be shuttered and bolted in bad weather or during an attack.

11 and 12. Doors. These doors are also usually open, but can be closed and barred. The door to location 11 seems hastily repaired; the pirates broke it down during their assault. As a result, it is weakened, and chances to break it in gain a +20% bonus to *bend bars/lift gates* rolls.

13. Entrance Hall. This immense hall is dank and bare. It is mainly used for drying off and donning or doffing cloaks before proceeding. Reeds and rushes carpet the floor, pegs line the walls, and a feeble lamp hangs from the ceiling. Three pairs of boots, two cloaks,

two large and three small bags, two buckets, and a 120' coil of rope (all normal) hang from the pegs or rest along the wall. In a large niche near the door is a sizable oil cloth covering a lamp, tinderbox, and 12 torches.

Note that rooms 15 and 16 are *above* this hall, not a part of it, and characters may walk beneath these areas while in room 13. PCs cannot travel under the stairs, however.

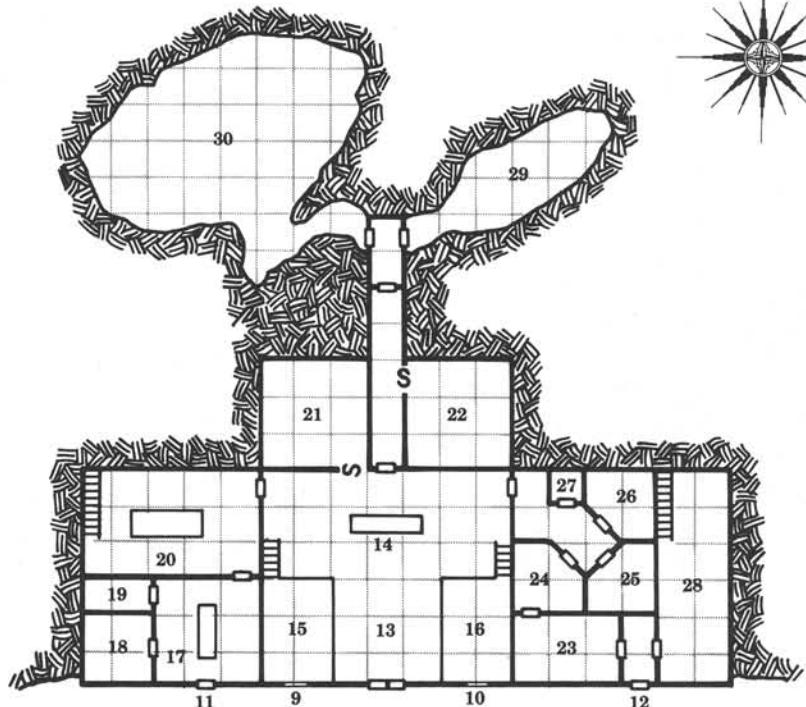
14. Grand Hall. This hall is decently furnished and lit by candles in two huge chandeliers. There is a large (20 x 5') table in the center of the room, lined with chairs, and there are four small tables, two by the back wall and two by the front (the one on the right is shattered). There were two chairs by each of these tables, but three now lie in broken heaps. Four well-made (100-gp) tapestries line the walls, but the one on the left portion of the rear wall is slashed and now worthless. Behind it is a small, round secret portal which leads to location 21. Anyone who has entered the hall can see flights of stairs on either side, one of which is covered with brown stains (blood). These stains lead to a closed set of doors on the second story. There are also closed doors visible at the rear of each side wall and in the center of the rear wall.

Bloodric lounges in this room if no alarm has been sounded. He attacks uninvited guests whether an alarm has been given or not. Refer to location 23 after round one, location 15 after round two, and location 16 after round three to see who comes to his aid. Bloodric also receives reinforcements from location 28 in 13 rounds. If the fighting goes badly, he tries to slip away and hide when opportunity permits, hoping to rejoin his pirate galley and crew — and repay the PCs at a later date (an encounter the DM might wish to play out).

15. Loft. This loft has a small window (see location 9) in the front wall. Torches rest in sconces along the interior walls. Snast, who is normally stationed here, descends to attack intruders on the second round of fighting in location 14. If Bloodric is subdued before this, Snast surrenders. He has no knowledge of the whereabouts of Greytare's magic store.

16. Loft. Buod is in this loft, which is identical to location 15. On the third round of fighting in location 14, Boud

INTERIOR OF FOG STONE



attempts to *charm* a character in that room, suggesting that fighting is too dangerous and that the character should desist. If things go badly he, uses his *invisibility* spell and tries to remain undetected until only one or two guards remain in the grand hall, then makes his escape, employing his spells and fighting if necessary.

17. Kitchen. The kitchen contains a large fireplace and oven, as well as a number of cupboards and cabinets. A meal was in preparation here when the PCs arrived. If the characters are uninvited, the meal will be burning.

18. Cook's Quarters. These are the cook's quarters. The cook, a man named Stavas, is hiding under the bed in the room if Fog Stone has been attacked. He is the only one of Greytare's retainers who was spared — after all, eating well is one of the pastimes mercenaries enjoy most. He has heard that Bloodric was unable to locate Greytare or his brood, who mysteriously disappeared when Fog Stone fell (cook: AC 10; MV 12'; zero level; #AT nil; statistics not exceptional; AL CG).

19. Kitchen Store. This room contains bags of grain, jars of spice, dried meat, dried legumes in cannisters, and various oils and juices in urns.

20. Dining Room. In this room is a large table set for 15. There is a set of stairs to the roof in this room; the guard comes from location 7 if summoned.

21. Secret Chamber. This is the refuge of Greytare, Chartare, and Greytel. Since the secret portal can only be opened from the outside, their hidey-hole is also a trap, and the walls are too thick to transmit sound. While they are sustained by Greytare's *create food and water* spells, all of their hopes rest on Greytel's familiar, the pseudo-dragon Sibesno (see below), and on the arrival of friendly forces.

Two small iron chests in this room contain major items found by Chael for Greytel. The first contains only a *helm of underwater action* and is locked by five consecutive locks. Only Greytel knows where the keys are hidden (in a hollow in the cliff face where they can be reached by Sibesno). The second chest contains a *ring of swimming*, a *cloak of the manta ray*, *gauntlets of*



swimming and climbing, and a necklace of adaptation. This chest has the form of a cube with no visible lock, lid, or seam; the chest springs open, however, if two command words are spoken: "Greytare" and "Chael."

Greytare: AC 2; MV 6"; C7; hp 43; #AT 1; Dmg by weapon type; S 18, I 15, W 17, C 13, D 13, Ch 16; AL CN; worships Poseidon; *plate mail +1*, a silver-plated mace (250 gp), an ivory and silver cross (300 gp), an ivory symbol (50 gp), and a *ring of protection +3*; note extra spells from wisdom bonuses; spells memorized: *cure light wounds (x 2)*, *bless*, *detect evil*, *command*, *augury*, *hold person (x 2)*, *slow poison*, *speak with animals*, *dispel magic*, *create food and water (x 2)*, and *neutralize poison*; human male. Greytare is a silent, brooding figure, a large man who loves the sea and shares something of its nature. Greytare can be a dangerous and vengeful figure, a self-willed anarchist who brooks no intrusions upon his domain. Threats against his family make him especially dangerous, as this adventure is proof. Nonetheless, he is a respected figure and is a known enemy of piratical forces.

Chartare: AC 3; MV 12"; C5; hp 20;

#AT 1; Dmg by weapon type; S 11, I 15, W 16, C 11, D 14, Ch 15; AL CN; worships Poseidon; *chain mail +2*, a *staff of striking* (47 charges), an ivory symbol (50 gp), an ivory cross (59 gp), a pair of *boots of elvenkind*, a pearl headband (500 gp), a *potion of fish control*, and a staff sling and 20 bullets; note extra spell due to wisdom bonus; spells memorized: *light (x 3)*, *remove fear*, *bless*, *hold person (x 2)*, *silence 15' radius*, *spiritual hammer*, *snake charm*, and *cure blindness*; half-elf male. Chartare is like his father in many ways, but also possesses a sense of humor — which his father seems to lack. A youthful and dedicated cleric, Chartare is of an age at which he is actively interested in the opposite sex. If any of the PCs is an attractive female who shares similar interests in the sea and in his religion, Chartare may become quite forward with her.

As a half-aquatic elf, Chatare may breathe either air or water freely. He is otherwise similar to half-elves of the usual variety, save that he knows many sea-creature languages instead of forest-creature ones.

Greytel: AC 8; MV 12"; MU4; hp 12 (+11 with pseudo-dragon, if within range; see end note below); #AT 1; Dmg

by weapon type; S 9, I 16, W 15, D 16, C 11, Ch 15; AL CG; a pearl necklace (500 gp), an ivory tiara (300 gp), a *dagger +1*, a *cloak of elvenkind*, a *potion of invisibility*, a purse with 30 sp, 2 cp, and sundries; spell books contain *charm person*, *find familiar*, *write, read magic*, *levitate*, and *magic mouth*; spells memorized: *charm person (x 3)* and *levitate (x 2)*; half-elf female. Greytel is a friendly (though shy and quiet) young woman who is deeply immersed in her magical studies. She enjoys discussing sorcerous matters with any other magic-users, though she secretly finds clerics (save for her father and brother) to be boring. Dragons also fascinate her, though she has seen very few of them.

Like her brother, Greytel can breathe air or water freely. She also knows a large number of sea-creature languages, and is otherwise similar to normal half-elves.

22. Secret Chamber. The circular door to this room, which is 5' off the floor, is covered by a *permanent illusion* cast by a friend of Greytare's (12th-level magic). Greytare can find and open it, however. A *trident +1*, a *trident of submission*, and a *trident of yearning* lean against a stone chest, which is trapped with poisoned needles in its lock (save vs. poison twice or suffer 4-32 hp damage each time, no damage if save is made). The chest contains 1,300 pp, 11,080 gp, 10 *potions of water breathing*, and three waterproofed scrolls in watertight cases. Each scroll contains one *knock* spell. This was to be Greytare's "war chest," from which he would draw material to invade Tritonacil. That plan has been put off because of the pirate raid.

23. Guard Chamber. This is the location of the guard chamber. Greytare had guarded the doorway between rooms 23 and 24 with a *glyph of warding*, which Bloodric's forces have respected. The *glyph* thus remains active, and movement through the doorway causes the *glyph* to trigger, doing 14 hp of electric damage unless the proper word is spoken. The words "Ignore not this charge: enter only on my word" are inscribed on both sides of the door in the common tongue. The key word is "trident."

This room contains four alert guards with *plate mail* and shields. The captain, N'gra, possesses a *spear +1* and

plate armor +2 (AC 0; MV 9"; F7; hp 55; #AT 3/2; Dmg by weapon type; S 18/05, C 16, other statistics not exceptional; AL NE). His second-in-command is Ivra (AC 1; MV 6"; F4; hp 22; #AT 1; Dmg by weapon type; D 15, other statistics not exceptional; AL CE), who is armed with a mace +1. The two other guards (AC 2; MV 6"; F3; hp 21 and 17; #AT 1; Dmg by weapon type; statistics not exceptional; AL CE) have normal long swords. Once they realize an attack is underway, these guards alert those in location 28, and all exit door 12 to join Bloodric at location 6 or 14.

24. Sleeping Chamber. This chamber is relatively bare. It contains a small, plain clothes chest, a simple cot, and a prayer bench. Under the clothing in the dresser, a *potion of levitation* can be found. On the door to room 23, the sentence "Ignore not this charge: enter only on my word" is engraved in the common tongue. All of Greytare's family know the command word ("trident").

25. Sleeping Chamber. This chamber is the sleeping quarters of Greytare. Various gowns hang from hooks; on the wall, a winter-wolf cape (600 gp) also hangs. The walls are covered with underwater scenes, and the furniture is delicately carved.

26. Sleeping Chamber. In this chamber, blue-green draperies cover the walls. Various statues of fish are found on several small tables. A portrait of Chael is on the dresser. The bedding matches the walls, while the floor is a mosaic of underwater scenes.

27. Storage Room. If this room is found, it reveals numerous shelves holding 20 vials, small bottles, jars of what appear to be water, wines, liquors, medicines, and cosmetics. Only two of the bottles hold magical liquids: these bottles contain *Keoghtom's ointment* and a *potion of healing*.

28. Guards' Sleeping Quarters. The five sleeping guards in this room awaken if fighting occurs in rooms 23, 25, or 26, or if a general alarm is sounded (AC 5; MV 9"; F3; hp 23, 21, 19, 17, 15; #AT 1; Dmg by weapon type; statistics not exceptional; AL NE/CE). Each has a long sword, a throwing axe, and a dagger. These guards wear chain mail armor. With them is a pet dire wolf

(AC 6; MV 18"; HD 3+3; hp 25; #AT 1; Dmg 2-8; AL N). These guards reach their weapons and shields on the second round after a battle in any of the aforementioned areas has been initiated, or after being roused by a guard from room 23. It takes these guards one turn to don their armor. The dire wolf is not asleep and responds immediately to any clamor. The guards and the wolf join Bloodric if no more immediate challenge arises.

29. Cavern. This natural cavern is relatively dry for Fog Stone, perhaps because it lies far within the interior of the cliff. It has been stocked with barrels of foodstuffs, wine, oils, and even stacks of firewood — everything needed to keep Fog Stone inhabitants comfortable in the event of a siege. This cavern and room 30 are the last remnants of a large cavern that Greytare painfully transformed into his current citadel.

30. Cavern. This cavern is similar to room 29, except that a tiny natural spring trickles down the wall at the extreme northeast of the room, forming a 5' square pool before draining away through the small cracks and fissures in the floor, flowing to some unknown destination within the cliff's interior. This spring has always been a sure source of potable water for Fog Stone's inhabitants.

This cavern is now the lair of 10 bullywugs recruited by Bloodric. In a corner of this room is a pile of 15 gems and six vials containing the following potions: *extra healing*, *longevity*, *frost giant strength*, *invisibility*, *heroism*, and *sweet water*. These potions are the bribes and rewards given to the bullywugs by Bloodric for their help in conquering Fog Stone. Inasmuch as these creatures were not paid to defend Fog Stone, they refrain from combat until their lair is approached. Since Bloodric used the bullywugs to lead the assault, the surviving creatures are not anxious to fight his battles again (bullywugs: AC 6; MV 3"/15"; HD 1; hp 3-8; #AT 1; Dmg 1-2/1-2/2-5 or by weapon type; SA hop for +1 to hit; SD camouflage so as to surprise 1-3 on d6; AL CE). The bullywugs are armed with short spears and three throwing daggers apiece.

Final Notes: Sibesno, a pseudo-dragon who is the familiar of Greytar, has been hiding out in a hollow in the cliff face. If

the party takes control of the entrance hall, Sibesno employs his telepathic powers to divine their intentions toward Greytar and her family. As soon as it is safe to do so, Sibesno uses these same powers to direct rescuers to the secret door to the family's hiding place (room 21) and tells them how to effect the release of the people they have come to save (pseudo-dragon: AC 2; MV 6"/24"; HD 2; hp 11; #AT 1; Dmg 1-3; SA +4 to hit with poisonous sting that induces catalepsy; SD chameleon power for 80% undetectability; MR 35%; uses *telepathy* and transmits all it sees and hears to Greytar up to 240 yards away; can *detect invisible objects*; adds hit points to Greytar's total within 120 yards of her; AL NG).

Greytare is grateful for the rescue, but he is nevertheless reserved (as a wise cleric should be) and will not be carried away by the emotions of the moment. Greytare will reward his benefactors in due time with 5,000 gp from room 22, although he will not allow them to discover this room.

Parties that have been commanded well may seek to enlist Greytare's aid for an expedition against the tritons. Greytare is willing to give the party scrolls and *potions of water breathing*, and is willing to lend other items to the PCs; he further agrees to accompany the party on this expedition along with his son, Chartare. For this assistance, Greytare demands appropriate shares of any treasure of magic items taken. He also wishes the custody of as many triton prisoners as can be taken alive, since he wishes to learn more of Chael's fate. If the party agrees to these terms, Greytare and Chartare act as cooperative followers who are neither arrogant nor gullible. If Greytare's terms are not met, he withdraws as much aid as possible, planning instead to mount his own expedition at a later time.

Voyage to Tritonacil

The party has the old fisherman's directions for the three-day trip to Calliste, which any local sea captain understands well enough; if Chartare and Greytare are present, they also know the way. The latter can lead the party directly to the tower of Triton that rises from the center of the undersea mansion of Tritonacil (see area 21 on the Tritonacil map on page 35). The triton's seahold is slightly over a half-mile from the

isle of Calliste. If Chartare and Greytare are not present, the ship which the PCs hired must circle the island until the tower is spotted, which consumes half a day.

The hired ship can anchor to the south of Tritonacil (over area A on the map on page 35), keeping to the lee of the tower and preserving sea room. As the party discusses descent, they note that Greytare and Chartare (if present) do not leave the *Gryphon* at the same time. Since Chartare inherited his mother's ability to breathe underwater, he is usually the one to descend.

The mansion lies only 80' below the surface, so vision is 30' during the day in the clear water outside of it. The huge dwelling shows the effects of the undersea storm: walls are cracked, floors are strewn with sand and wrack, furnishings and cornices have tumbled, and there is a long rent in the southwest corner of the roof. The structure still stands, however. It lies amidst a varied terrain.

Reread pages 55-57 of the *DMG* on underwater combat spells, movement, and weight. In addition, remember that potions cannot be consumed underwater, that topical ointments, dusts, etc., wash off before having any effect, and that scrolls are ruined unless previously waterproofed (Greytare took this precaution with the scrolls he gave the party). PCs obviously cannot use torches, so *light* spells are at a premium. Clerics are advised to pray for *spiritual hammers*.

In all probability, the party will make several descents to Tritonacil. For this reason, not all of the monsters described as being in Tritonacil are there all of the time or even at the same time. The DM should have them move in or out as the situation demands, preserving game balance above all. For example, the tritons may be in the mansion when the party enters it, when the party leaves after an exploration of the lower level, or only on the second or third descent (by which time the party may or may not be allied with the locathah). Much of this decision depends upon the size and strength of the party.

The neutral beings (locathahs, neroids, sirenes, and tritons) should be played as not particularly disposed towards doing either good or evil. Rather, they act in their own self interest and fight fiercely for advantage where it seems obtainable. Once these

neutral beings have secured the upper hand, they are not cruel or vindictive in their treatment of prisoners, and none are particularly antagonistic towards demi-humans. The tritons are more inclined to good than most — although they caught Chael trespassing within their domain, she was not otherwise harmed, and they even tried to release her along with the other prisoners when disaster struck. The tritons are, however, the most aggrieved race; Greytare's vengeance has cost them dearly.

Hence Tritonacil, especially its upper floor, offers great scope for role-playing, though much depends upon the diplomacy of the party. There are allies as well as enemies to be gained there (the DM must be wary of making the former too easily available). If neutral parties aren't kept surly and if the situation isn't strained, the party may have an easier time of it.

The lower floor of Tritonacil is populated by evil beings (again, not all need be present at the same time) who are sure to fight. If the party is expelled from the top floor of Tritonacil by one of the neutral races or because the PCs prefer not to fight with neutrals, they may still adventure in the lowest level. The thick floor of Tritonacil keeps those upstairs from being aware of doings below.

The sea bottom is rocky and sandy, so mud is unlikely to obscure sight. Any character looking up toward the surface should be able to see the dark bulk of the tower of Triton silhouetted against the sunlit surface; they are thus able to determine the general location of the manse.

The following tables should be used when in Tritonacil's ruins and while descending to them. Water creatures should be checked for at dusk and dawn. They may also come at the beginning of a rain storm or when a light is used below the surface. A roll of 1 on a 1d8 indicates an encounter. Particular statistics for these monsters should be generated by the DM prior to game time.

Encounters at Tritonacil

Inside the ruins

d100	Creature	Number
01-11	Giant crab	4-6
12-21	Mottled worm	1
22-31	Kopoacinth	4
32-41	Giant lamprey	4

42-45	Crystal ooze	1
46-51	Sahuagin	5-8
52-58	Sea snake	1
59-65	Ixitxachitl	10
66-72	Black urchin	1-4
73-80	Green urchin	1-4
81-89	Red urchin	1-4
90-95	Silver urchin	1-3
96-00	Yellow urchin	1-2

Outside the ruins

d100	Creature	Number
01-06	Pungi ray	3
07-11	Wereshark	4
12-16	Sahuagin	5-8
17-22	Sea snake	1
23-27	Ixitxachitl	10
28-37	Manta ray	1
38-43	Swordfish	5-8
44-50	Masher	1-4
51-64	Common shark	5-8
65-78	Hippocampus	4
79-90	Mermen	10
91-00	Carnivorous whale (medium)	1

Tritonacil Encounter Key

All doors in Tritonacil are 3' × 7' and do not close by themselves after being opened. All doors are pivoting stone slabs and cannot be forced open when locked unless a roll to *bend bars/lift gates* is made. Ceilings are 10' high; ceilings and walls are 3' thick. Assume that after passing through two walls (or closed doors), sounds are not easily distinguishable from the shifting and falling of rubble that still goes on intermittently. Assume light is diffused in a 20' radius around any arch, crack, or door opening to an illuminated area. The floor of Tritonacil is 10' thick and does not transmit sound or light to lower levels.

See the map on page 35 for locations A-G, rooms 1-21, and locations 34 and 35. See the map on page 39 for lower-level rooms 22-33. The outlying terrain, as shown by the map on page 35, is as follows:

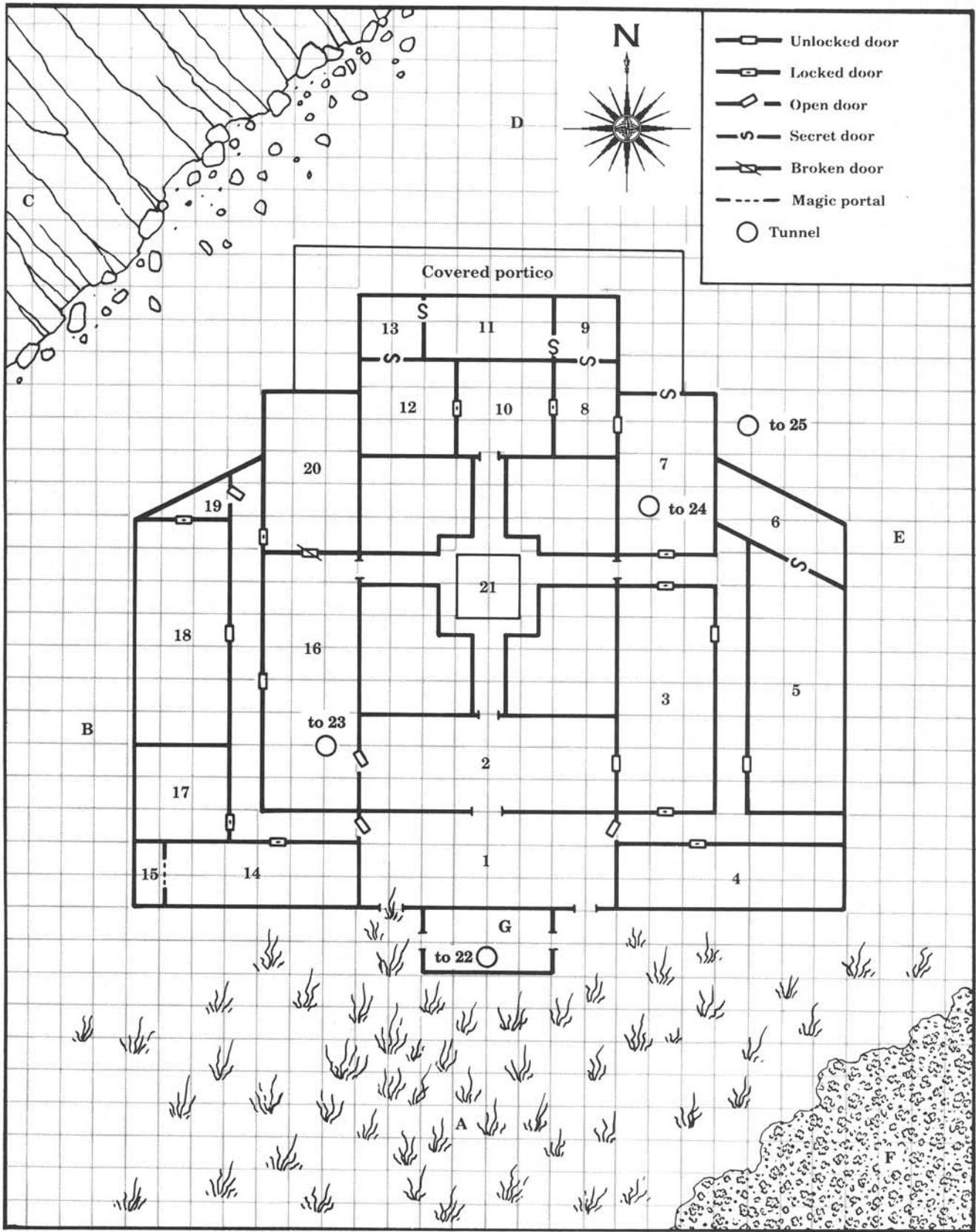
A. Flat sea floor with much vegetation. Sea weed here is 30' deep. No strangleweed is found here, as the tritons cleared it away.

B. Flat, rocky shelves covered with drifting sand.

C. Steep rise toward the northwest, rocky shelves with many boulders. A storm giant's castle (belonging to Aghit) lies about a half-mile away in this direction.

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Sea Bed Level



D. Slight downward slope toward the northeast. Small pieces of quartz and semiprecious stones abound (1 sp each, one found per round of looking).

E. Flat sea bottom with little vegetation. Reef rises in the southeast.

F. Coral reef.

G. Guardhouse. This structure is deserted. A tunnel leads from here to room 22 on the lower level. The tunnel is equipped with rungs to facilitate vertical movement. The sandstrewn floor shows a melange of footprints, much obscured by the movements of the water.

Upper Level

1. Terrace. A colony of weed eels, their former lair caved in by the storm, has established a new lair in this sheltered area. All around the left archway are 40 weed eels which look so much like seaweed that only a trained observer notes the difference. The weed eels attack intruders; after 20 are killed, their holes (about 8" across) are seen. Characters who enlarge these holes through two yards of sand find 6'-diameter tunnels leading to a 30' × 20' × 20' cavern dug into the sea bed. Scattered about are a few triton bones, a dagger in its sheath, a necklace of 10 black pearls (50-500 gp each) and 14 white pearls (base worth 100 gp), and an enameled tube. The tube contains a waterproofed scroll of protection from possession (40 weed eels: AC 8; MV //15"; HD 1-1; hp 4 each; #AT 1; Dmg 1; SA poisonous bite (save vs. poison or die); AL N).

2. Great Hall. The walls of this hall are covered by colorful shell mosaics. One is of the god Triton, who wears a white cloak and carries a large key and crystal. On the key, the words *I passeth through or over the water but am not wetted* appear, written in small letters visible only on close inspection. If the word "sunlight" is spoken aloud, the crystal and key become real and may be detached. The key opens any normal door in Tritonacil.

3. Lounge. This room has comfortable divans and swinging chairs, now in a state of disarray.

4. Male Sleeping Quarters. This room is similar to area 5 (mentioned below), though it contains nothing of

value at present.

5. Female Sleeping Quarters. This room has several cots, some of which have luxurious waterproof cloths draped over them. The walls are richly decorated. A crystal dome lets light in through the ceiling; hanging from the dome are 100 10-gp clear gems on threads. On the north wall, a large metal plate is inscribed with the statement: *I lift and lower the sea but have no arms; I fare widely but have no legs; I need no light but my face.* If the solution to the saying (Moon) is spoken, the secret door glows softly and is discovered at once. Otherwise, each character has only a 5% chance of finding the door when searching.

On the floor near one of the cots is a (pet) sting ray covered in the sand which the storm has left in heaps throughout the upper level of Tritonacil; hence, the ray is 90% invisible (sting ray: AC 7; MV //9"; HD 1; #AT 1; Dmg 1-3; SA poisonous sting for 5-20 hp damage and 5-20 rounds paralysis (if save vs. poison failed); AL N).

The beautiful cloth on this cot is a nereid's shawl. A young nereid (95% invisible, except as golden seaweed) sleeps underneath it. She was unable to resist the accommodations that newly deserted Tritonacil seemed to offer and has started to make her home here, having acquired control of the water in this room. She is sound asleep and is surprised unless the party creates a disturbance. Once awake, however, she knows how to handle men. She does not harm party members unless provoked. Her antics bemuse any male human or demi-human, rendering them incapable of doing her harm. Efforts to embrace the seemingly flirtatious nereid arouse her ire, however, as well as that of her sting ray — the latter may feel threatened in any case (nereid: AC 10; MV 12"; HD 4; hp 16; #AT nil; SA blinding spit (effective out of water), control water (see *Monster Manual II*, page 95); SD deadly kiss, mesmerize males; AL CN).

6. Treasure Room. Several empty chests and a finely carved ivory statue of the god Triton remain herein. This statue is worth 5,000 gp due to its exquisite workmanship; its effective weight is 350 lbs.

7. Command Post. Desks and cabi-

nets are tumbled and empty in this room. Upon careful inspection, a map of the terrain of the surrounding area can be found (the map on page 35).

However, the room contains a strong force of tritons who have returned to the manse to recover valuables. They are unaware of the party unless warned by noise and light. After a long journey from their new home many miles distant, they entered through the secret and seldom-used rear entrance and are just ending an hour-long break before beginning their search through the ruins of Tritonacil (tritons: AC 5; MV 15"; HD 3; hp 3-24; #AT 1; Dmg by weapon type; AL N).

The tritons' steeds, 15 giant sea horses, are waiting on the portico (a porch consisting of a roof supported by pillars) just outside the secret door to this room. Watched by a triton armed with a trident (hp 18), the sea horses are able to join a battle if called (sea horses: AC 7; MV //21"; HD 3; hp 3-24; #AT 1; Dmg 2-5; MR 90%; AL N).

The room contains one 8-HD triton with AC 4 from shell armor (hp 40), three with 5 HD (hp 27, 25, 24), and four with 3 HD (hp 22, 20, 17, 16). All of these tritons are armed with tridents and daggers; the leader possesses a trident +2. The tritons wear headbands studded with three pearls (each pearl worth 100 gp). While tritons are generally well disposed towards humans, they are quite suspicious of the intentions of anyone encountered in their former home. In the absence of persuasive speaking by party members, or at any sign of hostility or looting, they fight to expel the intruders. Each triton has a 5% chance of recognizing Charbare from his similarity to Chael, but none recognize Greytare.

The room has a tunnel leading down to area 24 on the lower level (the jail). The adventure could end quite quickly here if the PCs manage to get to the lower level where Chael is still imprisoned — but they have no way of knowing this. The tunnel is covered with a metal plate which has been covered over by sand; only the tritons knew the tunnel's location, and they aren't likely to want to tell. The tunnel entrance may be located by those who deliberately search for it on a roll of 1 on a d10 per turn of searching (per character).

8. Reception Area. Three more members of the triton salvage party (HD 3;

hp 20, 16, 13), a 6th-level triton magic-user (21 hp), and a 3rd-level (hp 13) and a 4th-level (hp 17) cleric are consulting here. They can hear loud disturbances in rooms 7, 9, or 10. The magic-user has a *dagger +1*, and he and the clerics have nets. The clerics cast their *light* spells on the eyes of party members they hope to net (if time permits). They also wear headbands with pearl studs (3 pearls per band, 200 gp per pearl). Their spells are as follows:

Magic-user: *magic missile* (x2), *charm person*, *push*, *mirror image*, *web*, *hold person*, and *slow*.

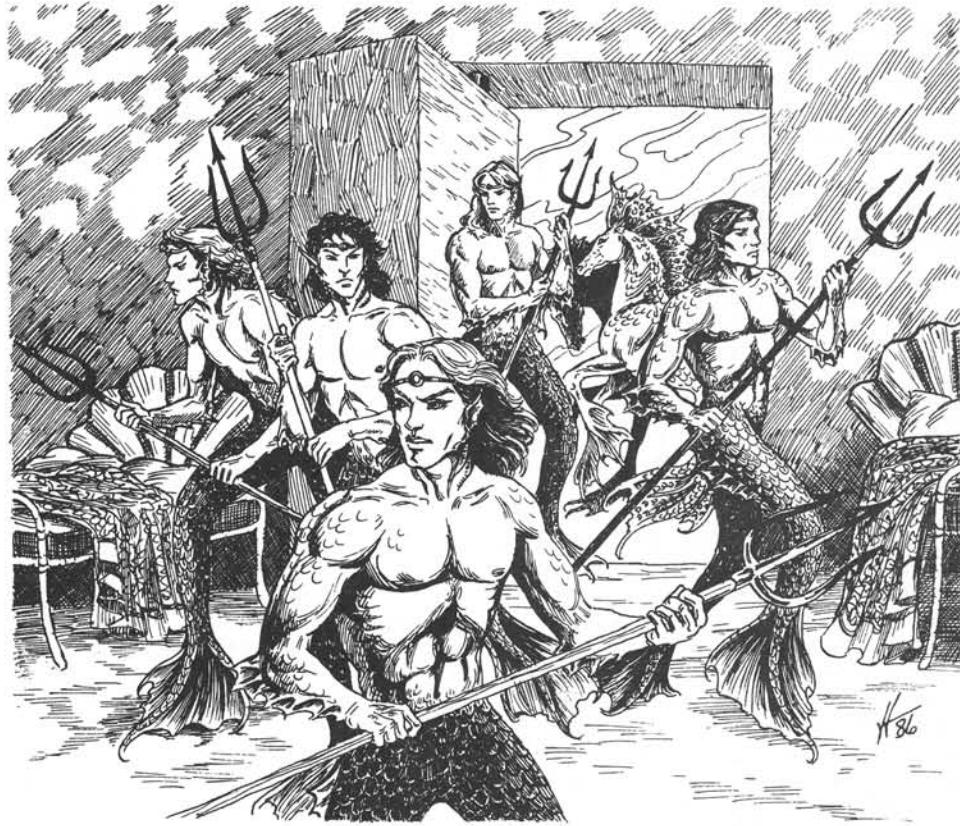
Priest: *light*, *sanctuary*, and *spiritual hammer*.

Curate: *light*, *command*, *cure light wounds*, *hold person*, and *spiritual hammer*.

9. Leader's Quarters. The triton leader, Quag, is surveying his former quarters. He is a 9-HD (hp 44) warrior who, in addition to his headband, wears a *dagger +3* and carries a *staff of the sea snake*, a *trident +4*, and a conch horn. The staff functions as a *staff of the python*, turning into an 8-HD sea snake on command (AC 5; MV 12"; hp 32; #AT 2; Dmg 1-6 (bite) and 3-18 (constriction); SA constant damage with constriction, bite causes save vs. poison or death; AL N). Quag hears loud disturbances in rooms 8 or 11; at the first sign of danger, he summons six sea lions (see room 23) by blowing his horn. They arrive at the archway to room 10 in one turn and proceed toward Quag's quarters, attacking any unfamiliar creature unless Quag orders otherwise. Quag tries to call the sea lions to his defense, activates his staff, and fights as well as possible afterwards.

Quag's quarters have a floor of sandstone, walls of kelly green, and a ceiling that is blue around the edges of a crystal dome. The east wall is engraved with the words *We are the shining timbers for castles in the clouds*, written in magical script requiring a *read magic* spell. If the word denoted by this riddle ("sunbeams") is spoken, the dome glows, thus lighting a particular area of the room where the secret door to the west can be found within one round. If not, party members who search each have a 5% chance of finding the door.

10. Altar Room. An altar is all that is found in this room of worship. Shell mosaics of the deities Pallas Athena,



Poseidon, Triton, and Amphitrite are found on the walls.

11. Treasure Store. The flagstones behind each door to this room conceal a balancing mechanism that closes the door, locking it automatically, if more than one person steps on the stones. Most treasure has been removed from this room, but amidst the empty chests and coffers can be found 17 pp, 2 gp, and a 500-gp aquamarine that were dropped. The back wall contains a 10' × 10' electrum mirror in a gold frame. It is worth 6,000 gp and weighs 100 pounds. Most of its value lies in 50 pearls worth 100 gp each that stud its frame. There are also four large urns in the room — two of rose coral, one of lapis lazuli, and one of malachite — all of which are empty. These urns are worth 100-600 gp each.

12. Library. This room contains many tablets of laboriously engraved stone, most pertaining to important triton-related historical or religious matters. A careful study reveals one explaining the god Triton's magical items and another explaining the riddles engraved here and there in the mansion. There is a 5%

chance of discovering these special tablets each time that this room is searched.

13. Crypt. Five triton leaders lie entombed in stone sarcophagi, the lids of which are locked at both ends. Both locks must be unlocked to slide a lid off. Each crypt contains the skeleton of a triton, which appear to quiver and make small movements when the crypt is opened. (The movement is due to tiny air currents created when the lid is moved.) The skeletons are armed, the first with a *short sword +1*, the second with a normal dagger, the third with a *harpoon +2*, the fourth with a *staff of the sea snake*, and the fifth with a *dagger +1*, +2 versus marine creatures. Each skeleton wears 1-4 pieces of jewelry worth 2,000-8,000 gp each. The second also wears a pearl broach of shielding, which is valued at 550 gp if its magical nature goes undetected.

If any local tritons find out that these tombs have been looted, they will become enraged and will enlist any assistance they can find in pursuing the offenders.

14. Armory. This room, as well as rooms 16, 17, and 18, may be entered by

gnome- or halfling-sized creatures through the rent that runs diagonally through the roof of this corner of the mansion. The eastern third of the armory is dimly illuminated by light filtering through the opening. Walls are cracked, and there is a multitude of fallen stones, rubble, and a number of damaged weapons, none of them of any use.

An electric eel has drifted into the room and found its perfect lair; it is hiding, but will be encountered on the tenth round of searching (electric eel: AC 9; MV //12"; HD 2; hp 13; #AT 1; Dmg 1-3; SA one jolt every hour for double damage listed in the *Monster Manual*, page 36; AL N).

On the west wall of the room, the words *Trace Me* and *Always dropped when used, but recovered when not* are written in triton. Speaking the word "anchor" causes the outline of an anchor to appear on the wall. Tracing the outline from left to right causes a magic portal to form, giving entry to room 15. Tracing it again causes the portal to disappear.

15. Special Armory. Many hooks, cases, and shelves are empty. This room is less damaged than many others due to its strong construction, but there are some fallen stones, and many items have fallen or are overturned. The room still contains six sealed pouches. These pouches contain oily pellets which have magical properties — *extra healing, undead (ghoul/lacedon) control, diminution, healing, storm giant strength, and invisibility* — when swallowed by tritons. Only the pellets in the second and fifth pouches work for those who are not tritons. The second pellet is nauseating, and an imbibier must save vs. poison to avoid vomiting, negating the pellet's effect. The pellet is not really poisonous, however, and if the imbibier does not vomit, he gains its power against all kinds of ghouls. The fifth pellet is caustic. A small bite does 1 hp damage, swallowing the whole pellet causes 10 hp. The imbibier does, however, gain storm giant strength in this event. The room also contains a scroll of protection from evil, a scroll of protection from possession, a ring of protection +1, a short sword +1, a javelin +2, bracers of defense AC 4, and a wand of negation. These items can all be found if the room is searched (one item per five rounds).

16. Recreation Hall. This disordered room contains targets, blunted weapons, and dicing games. Any noise in this room awakens the occupants of room 23 (through the tunnel in the floor) who appear in 2-5 rounds. (The southwest corner of this room is illuminated by light from a rift in the ceiling. See room 14 regarding possible entry through this rift.)

17. Storage Room. This room contains small stone containers holding the following items: agar, barley, fennel, rhubarb, parsley, and tarragon. The ceiling is badly damaged, and the northeast corner is dimly illuminated through the crack in it. A gnome has a 70% chance of detecting unsafe ceiling; a dwarf has 50%. Large stones fall every five rounds as the ceiling continues to collapse, hitting a character at random for 2d6 damage. An alert character who rolls less than his or her dexterity on a 1d20 takes only 1d6 damage.

18. Kitchen. This room can be entered as room 14; the southwest quarter is dimly illuminated. The kitchen has normal furnishings and shows signs of the upheaval caused by the storm. Pots and pans are scattered on counters, some cabinets have fallen, and stools are overturned. Hiding in this room are a party of locathah mounted on giant eels. They trailed a party of koalynth to Tritonacil and had just begun to search the manse when their mounts' lateral line organs warned of a very large monster's approach. They quickly slipped unnoticed into this room and are now ready to ambush anyone who enters. The leader is a 4th-level fighter (hp 18) and his assistant is a 3rd-level fighter (hp 14). They each have a trident and a net. The other locathah have 12, 10, 10, 9, 9, 9, 8, 8, and 7 hit points each. The first three have lances, the next three have tridents, and the last three have light underwater crossbows; all ride giant eels (hp 23 apiece). They loose their missile weapons and charge in twos and threes if attacking. They carry no treasure, but all have ivory-hilted daggers. The ornate workmanship makes them worth 50 gp each.

The three crossbow-users float in the extreme upper northwest corner of the room; the leader and two lancers are on the floor, 30' from the door in the east wall. His assistant and the other lancer

ride high 30' southwest of the door; the three locathah with tridents float low in the extreme southeast corner of the room. They rely on the fighting qualities of their mounts as much as on their own abilities.

Locathah: AC 6; MV //12"; HD 2 (unless stated otherwise); hp stated above; #AT 1; Dmg by weapon type; AL N.

Giant eels: AC 6; MV //9"; HD 5; hp stated above; #AT 1; Dmg 3-18; SD can detect approach of large creatures within 120'; AL N.

19. Kitchen Storage. In the pantries are 20 small stone containers of herbs and spices, 10 barrels of fish (now spoiled), and 15 stoppered urns containing the flesh of various mollusks. The barrels are tumbled, and some are split. Wrapped bundles of squid and octopus tentacles (now terribly decayed) hang from the ceiling. A giant marine spider has made an airy lair amongst the wreckage in the southeast corner of the room. It charges out at anyone entering the room (giant marine spider: AC 4; MV 15"; HD 7 + 7; hp 40; #AT 1; Dmg 3-12; SA bite causes paralysis (save vs. poison); AL N).

20. Dining Room. This room contains several tables and chairs, and it has a locked cupboard in each corner. The cupboards contain nothing but stoneware and appealing busts of Triton (one per cupboard) worth 10 gp each. The southern door to this room has been broken loose from its mountings by a huge monster, a great white shark, which has followed some very interesting scent traces into the mansion. It is 30' long and, though agile, has some trouble maneuvering in these rooms; its attacks are at -4 to hit (shark: AC 5; MV //18"; HD 12; hp 65; #AT 1; Dmg 5-20; AL N).

21. Garden. Unusual and beautiful sea plants line this unroofed area. From the center rises the 80' stone tower topped with a statue of Triton. A stone path with four benches surrounds the statue. If characters explore the tower, they may think they see outlines of secret doors or concealed portals, but the tower is quite solid. The seams it seems to show are merely products of its construction or insignificant hairline cracks in its outer surface.



Lower Level

The tritons excavated utility areas under the southeast portions of Tritonacil, but terminated their excavations when they ran into faults in the rock strata. Because the tunnels bend a bit going from the two levels, the entry and exit holes do not necessarily line up exactly.

The triangular lower level of Tritonacil is roughly worked and very dark. It shows, except for the newly opened cracks, less evidence of storm damage than the upper level; as a result, little sand has been deposited here.

22. Guard Post. This security area is a long hallway with furnishings for the few men-at-arms usually assigned to duty here. Additionally, the tritons took their hippocampi to and from the stable nearby through here. It is now occupied only by fish: three floating eyes (AC 9; MV //30"; HD 1/2; hp 3 each; #AT nil; SA *hypnotism*; AL N) and two barracuda (AC 6; MV //30"; HD 2; hp 12, 10; #AT 1; Dmg 2-8; AL N). This pack is looking for dinner, having been attracted by the noise in room 26. They are not surprised by anyone who enters the room from

that direction.

23. Sea Lion's Den. The tritons on the upper level loosed their trained sea lions immediately upon arriving at Tritonacil, but these creatures went straight to their old lair instead of exploring the ruins. Six are now in the shell-lined room. Four (hp 31, 28, 23, 17) are sleeping, but two (hp 36, 16) are awake. These creatures are not sure what, if anything, awakened them and are too tired to investigate unless they hear another loud noise. The floor is littered with bones, but the den contains no valuables (sea lions: AC 5/3; MV //18"; HD 6; hp stated above; #AT 3; Dmg 1-6/1-6/2-12; AL N).

24. Jail. There is an exercise area and six cells along the walls. The cells are stone, with stone doors that have small windows shaped like the head of a trident. The three northern cells stand open. Cells A and B are empty. Cell C contains the remains of a triton guard struck down by the prisoner he was freeing. Three lacedons (AC 6; MV 9"; HD 2; hp 14, 12, 10; #AT 3; Dmg 1-3/1-1-6; SA touch causes *paralysis*; SD immune to *sleep*, *charm*; AL CE) are in

this cell, where they have been feeding on the body. The guard's keys lie where they fell from his hand, but his weapons and valuables are gone. Cell D is still locked; it contains the floating corpse of a merman. Cell E is locked but empty. Cell F contains an exhausted and dozing female aquatic elf — Chael. She is a cleric and has sustained herself with *create food* spells. She is, however, out of spells now. Though she feared sleep since the lacedons entered the jail, knowing she must be awake to turn them if they find a way to enter her cell, she has finally fallen into a light slumber and is not able to warn the party of the danger.

If awakened, Chael moves only at half speed and cannot use spells until she has had at least seven more hours of sleep (as well as time to pray). She is reticent, although thankful for freedom, unless she sees Greytare or Chartare. Then Chael and her kin rejoice. The latter gladly give their treasure shares (but not magical items) to the party in gratitude for the miraculous rescue.

Chael knows little of events at Tritonacil. She can say only that the triton jailer began releasing prisoners when the tritons evacuated as the manse threatened to collapse at the storm's height. Two koaliths were freed and gladly fled, but she saw the sahuagin prisoner attack and slay the triton as soon as the door to his cell was opened, then flee with the jailer's weapons.

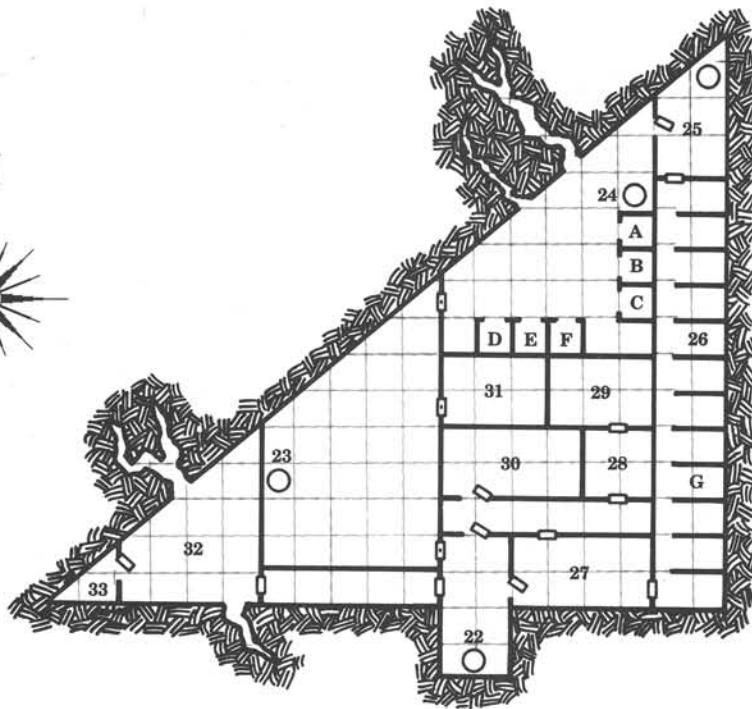
Chael: AC 10; MV 12"; C5; hp 19; #AT nil (at present); Dmg by weapon type; S 8, I 15, W 16; D 14; C 10; Ch 17; AL CN. At present, Chael has no personal belongings whatsoever; all of her adventuring gear was taken away by the tritons. Chael is an extremely outgoing and free-willed individual who never seems content. She is usually in constant motion, and her personality is lively and sparkling. Though she also tends to be unpredictable and has a short memory for details, she is a valuable and energetic ally — when circumstances permit.

25. Guard Post and Entrance. The exterior tunnel entrance leads to the door to room 25, which was not barred from within after the hasty evacuation.

26. Stable. Dark and smelly, this stable is laid out for hippocampi, whose nests lie in partitioned stalls along the side. It is currently occupied by a forag-

TRITONACIL

Lower Level



ing party of 25 koalintus, who entered through rooms 22 and 27. One clan leader (HD 2 + 2; hp 11) armed with a trident and six followers (hp 8, 7, 7, 4, 3, 2) are contemplating the closed door to room 25. The other clan leader (HD 2 + 2, hp 16) has a bill-guisarme. He and four followers (hp 8, 7, 5, 4) armed with spears keep an eye on the door to room 27, which presently stands open. The other 10 ordinary koalintus (hp 9, 7, 6, 6, 6, 5, 5, 4, 4, 3) all have spears and are poking about half-heartedly in the abandoned hippocampus nests. These koalintus all have daggers as their second weapon.

The koalintus have found no treasure yet, but each carries 2-16 sp and 2-8 gp. The clan leaders each carry a 100-gp piece of amber (koalintus: AC 5; MV 9"; HD 1 + 1 (or more); hp stated above; #AT 1; Dmg by weapon type; AL LE).

27. Lounge. This is a roughly furnished, multi-purpose area where off-duty guards might take a break, socialize, or perform minor tasks. It is deserted.

28. Tack Room. Some of the light

harness used on the hippocampi, veterinary supplies, and odds and ends remain here. Nothing is of value.

29. Storage Room. This is a feed room; most of the vegetation stored here has rotted.

30. Infirmary. Cabinets lining the walls contain many medical implements, waterproof bandages, and three jars of salve (*Keoghtom's ointment*). The latter supply is for ingestion, since topical medicines don't work well underwater.

31. Storage Area. Meat for the sea lions was stored here. It has rotted, creating the equivalent of a *stinking cloud* in the stagnant water. Characters who enter the room must save vs. poison or be affected as if by the spell. The odor in the water does not disperse for at least two weeks.

32. Storage Room. This storage area contains piles of building materials, bales of cured seal skins and walrus hide, barrels of tallow, cod liver oil and whale oil, casks of fish roe, a heap of

walrus ivory (420 tusks worth 10 gp each), and odds and ends of all sorts. Two of the 12 casks are sturgeon roe worth 1,000 gp each. The 10 bales of seals skin are worth 50 gp each. The 15 bales of hide are worth 10 gp each; barrels of tallow, whale oil, and cod liver oil are worth 5, 20, and 30 gp each; roll 1d10 for how many barrels of each type are found.

Hiding in the northeast corner of this room is an eye of the deep. The eye has been watching the occupants of room 33 ever since it trailed them here half a day ago. The eye is well hidden and can only be surprised by a quiet, careful scout on a roll of 1 on 1d6; it surprises on a roll of 4 or less (eye of the deep: AC 5; MV 6"; HD 10; hp 48; #AT 3; Dmg 2-8/2-8/1-6; SA *stunning light* in 30'-long cone 20' across (save vs. death magic or stunned 2-8 rounds), *phantasmal force* OR *phantasmal force* and *hold monster* spells; AL LE).

The walls of this room have split along pre-existing fault lines. Only a halfling or gnome can squeeze through the narrowest portions of the split in the north wall.

33. Storage Room. Five aquatic ogres (AC 4; MV 6"/12"; HD 4 + 4; hp 24, 23, 22, 22, 20; #AT 1; Dmg 1-6/1-6/2-8; SA attack from surprise 1-4 on d6; AL CE); armed with spears (2-12 hp damage, hurled in first round of melee) have been sampling the leftover stores here. They came into Tritonacil after seeing the tritons flee the area, but are not aware of the eye of the deep in room 32 which has tracked them.

Concluding the Quest

Several further adventures could be developed for the PCs if Chael and her family are rescued. The pirates who served under Bloodric could come looking for the PCs, fully armed and ready for war. The vengeance of Greytare still produces fallout in the undersea world as the offshore area, now without the stability of the tritons, fills with new creatures — perhaps unfriendly ones like ixitzachitl, koalinth, and sahuagin. Greytare may repent and ask the PCs to call the tritons back, hoping to make peace with them in some manner (using the PCs as diplomats). The PCs themselves, if able, may wish to continue exploring the undersea world with the help of Greytare and his family.