

The Eel's Head Brewery



Something evil stirs beneath the famous seaside Eel's Head Brewery. Four people are dead. Can the PCs get to the bottom of the mystery?

The Eel's Head Brewery is an adventure for 4 to 6 level one PCs. It is designed for use with the Castles & Crusades® game system, developed by Troll Lord Games.

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ABOUT THIS ADVENTURE

This adventure is designed for use with any existing campaign. No reference is made to a specific campaign world or setting, and the Eel's Head Brewery and the village of Srilkind are described only in general terms with respect to their surroundings. While the setting is described here as a mountainous, sea-side locale, as the CK, you should feel free to fill in or alter details to better fit within your game setting.

This PDF is optimized for on-screen viewing, the font size chosen so that an entire page can be displayed on most computer screens with the words remaining legible. Links are provided within the document for easy navigation between descriptions of encounter areas and monster stats, new spells, and the like.



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A BRIEF HISTORY OF THE BREWERY AND SURROUNDS

The famed Eel's Head Brewery sits on a rocky outcropping just outside the fishing village of Srilkind, overlooking the cold, tossing ocean to the west and the snow-capped mountains to the north. Both Srilkind and the brewery have long enjoyed relative peace, only rarely coming into conflict with the loosely-organized goblin tribes that travel through the area while hunting or fishing. In recent weeks, things have changed.

Most of the history of the area concerns the natural caverns that twist through the rock beneath the brewery. Centuries ago, dwarves from the northern mountains used the cool seaside caverns as waypoints - places to rest during long trading expeditions to the south. Eventually, the dwarves constructed a temple at the site, cutting into the very rock of the natural caverns to add a touch of refined dwarven stonework to the area. The temple became a familiar and comforting resting place for dwarves traveling to and from lands north.

The dwarves were forced to abandon the temple after an earthquake shook the region and the sea rushed in, every inch of the structure claimed by the cold salt water. The temple remained abandoned for decades until it was discovered by sahuagin, who took control of the place and converted it into a place of worship dedicated to their own dark shark god.

The sahuagin maintained the temple as their own for around twenty years, but the sea slowly receded and they too abandoned the structure as air replaced water. In time, knowledge of the temple passed from sahuagin lore and the place was forgotten.

The Eel's Head Brewery was founded on the site many years after the exodus of the sahuagin. The ale brewed in the caverns beneath the Eel's Head grew famous and the village of Srilkind

sprang up nearby, providing homes for brewery workers and their families, as well as the goods and services needed by a small village. Though both the villagers and the brewery used the caverns underneath as a source of natural refrigeration for food and drink, the ancient temple remained undiscovered.

By the time the PCs enter Srilkind, the sea has receded further and the entrance to the temple is just visible from the water, though it looks like little more than a small sunken cavern. Members of a goblin tribe discovered the entrance some weeks ago while fishing in the area, and a bold goblin swam through the underwater entrance and into the chambers beyond. When he returned with tales of air-filled rooms and passageways in the elevated areas beyond the entrance, the goblin tribe took up residence in the abandoned temple, finding it the perfect place to hide from their enemies while remaining near fish, their primary source of food.

Now, another earthquake has shaken the area around Srilkind, with dire consequences for the goblin tribe and the humans in the area. As the temple rumbled and cracked, rubble filled the entrance, trapping members of the goblin tribe inside. This cave-in opened access to the temple from the caverns above - caverns used by the brewery and villagers of Srilkind. Worse, the earthquake opened an access route from an underground sea, water bubbling up to form a pool in small caverns branching from the temple itself. This underground sea is inhabited by sahuagin, and an ambitious young cleric named Sektesh seeks to reclaim this long-lost temple of her ancestors.

Brewmaster Brugni Ketilsson has dispatched a villager named Rogmar to seek official aid, but in the meantime brewing operations are at a standstill.

SRILKIND

The village of Srilkind is a village of around sixty-five men, women, and children, many of whom are directly involved with the Eel's Head Brewery, and almost all of whom depend in some way on the success of the brewery for their livelihoods.

The village is located near the edge of the sea, extending to the small docks provided for the fishing boats that come and go on a daily basis. The brewery is located atop an outcropping of rock that extends to the northwest, out into the sea, and which rises rapidly from the village. The distance from the village to the brewery is around half a mile. A single road leads to Srilkind from the outside world, and a second, narrower road extends from the village to the brewery itself.

Srilkind is dependent on the sea for food. Fish serve as a primary source of meat, though fishermen also take in seals for their skin, meat, and fat. The eggs of seabirds are harvested from the rocky crags around Srilkind and the brewery, most commonly by lowering someone over the edge of seaside cliffs on a long rope so that they can gather eggs from the nests in the area. There have been sightings of goblins trying to mimic this egg-gathering activity, though they do so well away from the village and typically flee when villagers approach.

Other meat sources include cattle, which roam a wide, fenced region to the east of the village. The twenty odd head of cattle in the area are owned by Geir Magnesson, who trades leather and meat with the other villagers. Magnesson also owns fifteen dairy cows, which produce most of the milk and cheese used by the villagers. Dairy products are often stored in the cool caverns beneath the Eel's Head Brewery.

Many villagers also own sheep, which are allowed to roam free, unlike Magnesson's cattle.

Brands are used to distinguish the sheep of one man from those of another. The sheep provide fleece and also milk to the villagers of Srilkind.

The village is loosely organized, with timber houses scattered around a large area, most of which have fields adjacent for growing barley, rye, oats, beans, onions, and cabbage. Magnesson and others also grow hay for feeding livestock.

Natural resources in the area include timber, iron, and fur from various animals, and these are sometimes sent south with the brewery's ale to be traded in distant lands. The bulk of these resources are used directly by the inhabitants of Srilkind.

Srilkind lacks 'professionals' for preparing clothing, foodstuffs, and the like. There is no dedicated tailor or butcher, for example. Each family takes part in making clothing, needed leather supplies, butter, and cheese, or preparing fish and other meats for storage. Around twenty-five villagers work directly with the brewery, taking care of the day to day needs of the brewing operation. Srilkind does have a skilled blacksmith as well as a cooper, both of whom are largely occupied with work at the brewery.

Srilkind has no inn, though villagers have been known to take in travelers for a few days at a time – for a price. Further, the brewery has accommodations that can be made available to the PCs should they decide to help investigate the recent deaths.

There is little formal authority structure in the village. A council of seven men elected by the villagers meets once a month (or as needed) to discuss the needs of the village and resolve disputes. Criminal activity is rare, and when it occurs the council addresses the matter, forming a group to track down the criminal if necessary. The last major crime in the village, a murder of one young man by another, took place ten years prior and is still a source of talk in the village.

Because of the rarity of crime, and violent

crime in particular, most of the villagers are greatly concerned about the recent deaths at the brewery. Word of the killings spread quickly, and most villagers suspect goblins.

It is likely the PCs will spend some time exploring Srilkind and talking to the villagers who live there. As CK, you should be prepared for this when running the adventure. While the basic aspects of the village are provided here, and some key NPCs are described in detail, the vast majority of details about the villagers of Srilkind, the layout of the village, and other specific characteristics, are not set forth here. These aspects of Srilkind are purposefully left untold because they do not directly impact this adventure. Do not let this hamper the actions of your PCs. Rather than limiting the adventure, the open-ended aspect of the description of Srilkind and its inhabitants should be taken as an invitation to invent.

As your players move through Srilkind and speak to the villagers, a number of side quests may occur to you, any of which can further involve the PCs in the daily life of Srilkind and give them an interest in the village's welfare. Goblins may be plundering the herds of sheep that roam free, grazing in the grassy areas around the village. The villagers may ask the PCs for help with this. Goblin activity along the coast may compel the villagers to ask the PCs to serve as 'bodyguards' as they fish the area. Rumors of 'demons' following the deaths at the brewery may result in the villagers leading the PCs on a moonlit search along the coast for evidence of these 'demons.' Many possibilities exist. Keep in mind, however, that if the PCs seek fame and fortune as a consequence of solving the mystery at the brewery, they are on a schedule. Presumably, Rogmar will return with aid at some point and the PCs may lose their opportunity.

THE EEL'S HEAD BREWERY

The two-story stone building that is the visible portion of the Eel's Head Brewery sits atop a stony outcropping a half mile northwest of Srilkind. While the building is itself impressive in contrast to the structures in the village, the larger part of the brewery is underground.

A narrow road leads from Srilkind to the brewery, and while the area is rocky the road has been smoothed and is fairly well maintained so that carts of ale may be easily transported from the brewery to the road or docks of Srilkind. When the PCs first approach the brewery, they will notice quite a bit of activity outside the building. Workers haul sacks of provisions, or stack sacks and crates in storage sheds around the brewery. A stable for horses is present, with the capacity to hold fifteen horses at any given time.

The brewery's stonework is non-descript. While clearly well-built, there is little in the way of ornamentation to mark the exterior of the building. Inside, however, the PCs will see the fruits of the brewery's success. The furniture is fine, as are the rugs and tapestries that warm the various rooms. Floors are immaculate in their cleanliness.

The ground floor of the brewery includes closets, storage areas, sitting rooms for entertaining visitors to the brewery, and a substantial kitchen for preparation of meals for visitors and workers. The upper floor holds the living quarters of Brewmaster Brugni Ketilsson, as well as those of a handful of important workers. Also on the top floor are a dozen well-furnished guest rooms. Brugni will offer the PCs room and board if they decide to investigate the deaths and put a stop to them.

Further details concerning the brewery will be important as the PCs talk to Brugni and look into the recent strange occurrences. Those details

are provided in the section entitled "Investigating the Deaths," below.

Maps of the storage level beneath the brewery, as well as the ancient temple, are provided with this adventure. Maps of the upper level of the brewery are not provided as the exact layout of these areas is not important to the adventure as written and is left entirely to the imagination of the CK.

Eel's Head Ale

Eel's Head Ale is a rich, heady ale that is highly prized by the nobility and the wealthy for many hundreds of miles. Even dwarves grudgingly admit that it is an excellent brew – considering its human origins, that is.

The secret ingredient in the ale is a sugar-rich algae that is harvested from the ocean floor near Srilkind. This seaweed lends a slightly sweet flavor to the ale and gives it the faintest of blue casts in the right light. It also smooths the drink so that the ale, which contains around 12% alcohol, doesn't taste overly strong. Unbeknownst to even Brugni, the seaweed also contains a compound that causes mild euphoria and may even be slightly addictive.

The PCs may notice the seaweed during interactions with Arnfast or Groa. If Brugni discovers that they know his secret ingredient, he will implore them to keep that knowledge in strict confidence.

RANDOM ENCOUNTERS

The area around Srilkind is largely wilderness, and PCs adventuring into the surrounding hills and mountains are likely to encounter a variety of foes. Though the present adventure does not directly involve exploration of the surroundings, the PCs may wish to undertake such exploration on their own, or may be asked, for various reasons, by the villagers of Srilkind to perform tasks that take them into the wilderness.

The tables below provide day and night random encounters for the area around Srilkind. The CK should consult the appropriate table every six hours that the PCs spend in the wilderness

more than two or three miles from Srilkind. The area immediately around Srilkind rarely has trouble with the other humanoids in the region.

As CK, you may modify the tables at will, adding, removing, or substituting creatures to better conform to the your game world.

Day Time Encounters

<u>D100 Result</u>	<u>Creature Encountered</u>	<u>No. Appearing</u>
01-03	Ant, Giant	1d10 Workers
04-10	Bear, Black	1d4
11	Blink Dog	2d6
12-22	Dwarf Patrol	4d6
23-27	Gnoll Patrol	2d4
28	Hill Giant	1
29	Hippogriff	1
30-40	Human Patrol	2d6
41-44	Ogre	1d4
45-50	Orc Patrol	2d8
51-00	No Encounter	N/A

Night Time Encounters

<u>D100 Result</u>	<u>Creature Encountered</u>	<u>No. Appearing</u>
01	Blink Dog	2d6
02-12	Gnoll Patrol	2d6
13-17	Dwarf Patrol	4d6
18	Leucrotta	1
19-29	Goblin Patrol	2d6
30-35	Hobgoblin Patrol	2d6
36-40	Human Patrol	2d6
41-51	Orc Patrol	2d8
52-58	Spider	1d6 small or 1d4 medium
59-65	Wolf	3d6
66-00	No Encounter	N/A

Details concerning each of these encounters

are provided in the section labeled 'Foes,' below. Attention should also be paid to the verisimilitude of the world. The goblin tribes in the area tend to stay near the coasts, while the other humanoids are spread throughout the mountains and hills north and south of Srilkind, though as a rule none venture terribly close to the village or brewery. If the party encounters a gnoll patrol in a given area, give thought to whether it is reasonable to provide an orc patrol in the same area six hours later. It may be that the orcs are pushing beyond their territory and into that of the gnolls, but such encounters should be handled in a way that is plausible given the setting. Of course, the decision as to how to handle random encounters ultimately rests with the CK.

INVOLVING THE PCs

As CK, you may of course use any suitable hook to involve the PCs in the goings on at the Eel's Head Brewery. One of the easiest ways to involve them is to simply have them happen upon Srilkind and the brewery in their travels and, over the course of discussions with villagers, learn of the recent deaths at the brewery.

A more engaging means of involving the PCs entails their meeting of Rogmar Sturlusson and learning from him of the trouble at the brewery.

With the last set of deaths at the brewery, Brugni became concerned and dispatched Rogmar to plead aid from the lord or other authority responsible for Srilkind and its surroundings. The authority structure of the region will vary depending on the game world in which this adventure is used, as well as the location of the village and brewery in that world.

The PCs may encounter Rogmar at an inn or roadhouse as he journeys to seek aid for the brewery. Over the course of a few drinks, the PCs

will learn Brugni's troubles. In all likelihood, the PCs are familiar with Eel's Head Ale, though it is unlikely they have tasted it, for it is quite costly and Brugni maintains a sense of exclusivity by picking and choosing to whom he will sell the ale.

As Rogmar spins his tale of the deaths at the brewery, and his mission to seek aid, it should become clear to the players that it will be some time before Rogmar reaches his destination, and that even more time will pass before he returns with aid (if in fact he can secure any). An enterprising PC might realize that the party could reach the brewery, look into the deaths, and potentially solve the mystery before Rogmar returns with 'official' aid.

Thus, either with or without the knowledge of Rogmar, the PCs may set out for the Eel's Head Brewery. The PCs will likely contemplate a reward for their efforts. Further, because of the reknown of Eel's Head Ale, they may realize that whoever solves the mystery at the brewery is likely to make a name for themselves. For a low-level party, this may prove to be quite an inducement to the PCs.

DRAMATIS PERSONAE

The section below provides detailed information on a handful of important NPCs. Of course, these are far from all of the inhabitants of Srilkind and the surrounding area. As CK, it is up to you to breathe life into the area as a whole, and as such you should feel free to introduce other personalities into the adventure as necessary.

BRUGNI KETILSSON



Brugni Ketilsson is current proprietor and brewmaster of the Eel's Head Brewery, a position he has held for over thirty years. He is an affable man, though his good nature turns deadly serious when

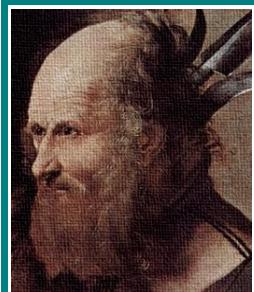
the topic of discussion turns to running the brewery and the recent tragic events in the caverns below.

Though Brugni sent a messenger named Rogmar for 'official' help, he will respond favorably to any offer by the PCs to help with the troubles beneath the brewery. The deaths have caused brewing to stop, and Brugni is not only worried about the monetary loss he is incurring, but also the damage to his reputation if orders for his fine ale are not met. He is also concerned that whatever lurks in the caverns below will eventually gather its courage and move into the brewery proper, or even into the village of Srilkind.

Brugni has no wife or children, his work at the brewery occupying his every waking moment. If the PCs delve into deeper discussions with the man, they will learn that, though he never married, he once had a son who has long-since died, a casualty of one of the rare skirmishes with the goblin tribes in the area. Brugni will offer little more than surface details about his son's death, and if pressed by the PCs, will make it quite clear it is not a subject he wishes to discuss.

Further, the recent death of his apprentice Marek has caused him some anxiety, both because he grew to care about the young man and because Marek came from a fairly wealthy merchant family. Brugni has sent word of Marek's death to the man's family, but has not yet received a response. Though he is not overly worried, he is somewhat anxious that Marek's family will hold him responsible for the death of their youngest son.

ARNFAST FARMAOR



Arnfast is a grizzled fisherman who has spent his entire life fishing the coast along Srilkind. The PCs are unlikely to

encounter him in Srilkind unless they are up just before dawn, when Arnfast makes his way to his small boat to set out for the day, or just after dusk when he returns with the day's haul. If the PCs look for him during the day, they will spot his boat somewhere within a couple of miles to the north or south of the Srilkind docks. The precise location is within the discretion of the CK. If the PCs spot Arnfast's boat and hail him, he will come ashore, provided he has seen or heard them, and tell the PCs his thoughts about the strange goings on near the brewery.

If the PCs encounter Arnfast in Srilkind, he will be short with them. His days are long and he is either just setting out or returning after a long day fighting the waves and gathering fish and other items. If the PCs persist in questioning him, he will tell them only that he has seen some unusual things along the coast lately. If he is just setting out for the day, the PCs will be able to persuade him to talk for a moment, but if he is returning for the evening, he will tell them to seek him out during the day, when he has more time.

Arnfast has seen some curious things in recent weeks, one of which is merely interesting, the other disturbing. Of interest is the fact that goblins have been active in the waters near the brewery of late. More than once, Arnfast has seen them from a distance, braving the waves in their poorly-built fishing vessels. Although it is not unheard of to encounter goblins fishing the local waters, these encounters typically occur further north, not in the waters just near the brewery. Arnfast is not sure why the goblins have chosen to fish in this area, but the groups he has encountered have always been small and though they have seen him they have not threatened him in any way. Nevertheless, Arnfast has kept his distance from them. Arnfast has not told Brugni of the goblin presence because he deemed the threat to be small and was worried that, given the death of Brugni's

son at the hands of goblins, the Brewmaster would overreact. If the PCs do not already know Brugni had a son who was slain by goblins, Arnfast will tell them.

The more disturbing activity has all occurred within the past month. Arnfast has seen strange, humanoid shapes in the waters near Srilkind and the brewery. He has seen these shapes only around dusk or dawn. Arnfast describes bulbous eyes watching from a distance – eyes that seem to reflect the faint light of early morning or dusk. Once, he saw a number of these creatures lumber ashore just north of the brewery and describes them as 'demons' who walked like men but were finned, with long, webbed fingers silhouetted against the sky.

The presence of these 'demons' has so disturbed Arnfast that he will not fish near the outcropping on which the brewery is perched, nor anywhere to the north of there, near dusk or dawn. He begins his day fishing to the south, then covers the territory near the brewery and further north during mid-day, returning to the waters to the south as the day draws to a close.

If the PCs encounter Arnfast in his boat, they will notice, in addition to fish, a large mass of blue-green seaweed in the boat. If the PCs question Arnfast, he will tell them that the seaweed is used as a food source. In fact, the seaweed is a special component of the Eel's Head Ale, but Arnfast will not divulge this secret.

GROA FARMAOR



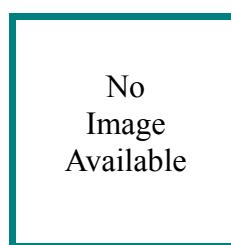
Groa is the wife of Arnfast the fisherman. She is referred to as 'crow' by many of the villagers, and has a relatively dour disposition. She is also given to fits of frenzied emotion, and lately her nerves have been more on edge than

usual because Arnfast has confided in her about the presence of the 'demons' in the water, though he has sworn her to secrecy.

In the mornings, the PCs may see her carrying sacks of provisions from her tiny home in Srilkind to the brewery. Often, she is carrying fish or other foodstuffs for the workers at the brewery. Twice a week she carries the dried seaweed that the brewery uses for its ale. The PCs will not be able to determine what she is carrying at any given time unless they search her sacks or, as a less invasive alternative, ask her. She will freely tell the PCs what she carries, unless it is the seaweed, in which case she will make something up.

If the PCs press her concerning the deaths at the brewery, she will become agitated, though she knows nothing directly about the deaths other than the names of the victims and that they died violently. If the PCs continue to pry, she will let on that her husband has seen strange things along the coast. She will not volunteer details, but if the PCs are persistent, she will eventually tell them, in a hushed, fearful whisper, that Arnfast has seen 'demons' in the water. After this revelation, she will be practically beside herself and will take to her bed for two days, unwilling to talk further. Even after that she will not be of much use to the PCs, for she knows nothing else about what is going on.

SEKTESH



Sektesh is a sahuagin cleric who discovered the ancient temple beneath the brewery after the most recent earthquake opened access into the temple from the subterranean sea.

Sektesh plans to use this discovery to advance her position within sahuagin society, and thus has not revealed its existence to any but her most loyal

servants. This failure to disclose the temple's existence to the sahuagin hierarchy is fortuitous for the PCs, because the number of sahuagin reinforcements available to help Sektesh as the PCs delve into the depths of the temple is limited.

Sektesh is canny and will use every advantage that presents itself to her, including greater numbers, knowledge of the layout of the temple, and the presence of water-filled areas within the temple and surrounding natural caverns. She cannot communicate directly with the PCs, but if defeat is unavoidable she will do her best to surrender, biding her time until she can make an escape and plot the PC's eventual downfall.

ENTERING SRILKIND

This section details the sights seen by the PCs upon entering Srilkind, as well as the general reaction to them by the villagers. As with other portions of this adventure, no detail presented here is set in stone. As the CK, you can and should vary them in order to conform with your game world. For example, as described below the villagers take an extremely dim view of half-orcs. If, in your game world, half-orcs are quite common or tend to be well-received, simply alter the reaction of the villagers accordingly.

The road into Srilkind crests a small rise before descending into the village itself. The PCs will notice the village spread out over a fairly wide valley that extends to the very shore of the sea. Sparse bushes and scrub trees dot the landscape. Timber houses are scattered around the area, most of which have crop fields adjacent to them. The road that takes the PCs into Srilkind extends to the rough center of the village, then simply dissipates into nothing. At the far edge of the village, a series of three docks extend into the cold ocean water. The brewery is off to the right of the village as the

PCs travel along the road, a separate, narrow road extending along the rocky outcropping on which the brewery is situated.

As the PCs enter the village, they will not draw much attention from the villagers. Travelers to and from the brewery are known, and the villagers will not be surprised to see the PCs either walking along the road or traveling on horseback. If the PCs include elves, gnomes, or halflings, they will notice lingering looks, for while the existence of these races is known in Srilkind, representatives of the same are not often seen. Dwarves do travel through the area on a regular basis and will not elicit any surprise from the villagers. As a rule, the villagers will be kind to the PCs. The one exception to this is when the PCs include one or more half-orcs. The half-orc race is viewed with distrust and even outright scorn by the villagers.

If the PCs hail any of the villagers, they will find they are, in large part, happy to talk to outsiders, though if the work day is not yet at an end, the villagers will beg off any lengthy conversation in order to return to their duties. If the PCs did not encounter Rogmar and learn of the troubles in Srilkind, but rather are just fortuitously passing through the area, it will not take them long to learn of the deaths at the brewery – it is the topic of nearly every conversation.

INVESTIGATING THE DEATHS

Upon reaching the brewery, the PCs will be well-received once it becomes clear to Brugni they are there to help. Brugni will offer room and board for the period of time covering the PCs investigation. He will also offer up to 150 gp per PC, though he will start negotiations at a smaller number. The production of Eel's Head Ale is at a stand-still, and Brugni is eager to resume his operations.

ENCOUNTER AREAS

STORAGE LEVEL

1. *Stairs to Brewery*

This narrow stairway leads from the brewery building into the cool caverns beneath. The stairs are old and cracked, though serviceable and easily traversed. At the bottom of the stair a thick wooden door opens into the cavern area.

As the PCs make their way down stairs and open the door into the caverns, they will experience a noticeable drop in temperature and smell the ocean, heavy on the air. The sound of the ocean is also fairly loud here, amplified by the cavern walls.

During the day, the caverns are dimly lit, as daylight from outside penetrates somewhat into this area. At night this area will be dark. Sconces are present at regular intervals along the walls of the cavern, and each holds a torch that the PCs can light.

2. *Exit to Ocean*

The caverns open onto the sea at a height of about fifteen feet above the surface of the water. The PCs will see the white-crested waves beneath, breaking against the cliff into which the cavern is formed. During daylight hours, the PCs may see Arnfast's boat in the distance.

3. *Site of First Two Deaths*

Numerous casks of ale and barrels of hops, grains, and other foodstuffs line the walls, stacked up to three barrels high. Brugni will show the PCs where the first two bodies were found. The dead were workers charged with maintaining some degree of organization in the caverns and hauling

barrels or casks back and forth between the brewery and the caverns as needed.

Though the bodies have long-since been removed, evidence of violent death remains. Dark blood stains the floor and one grain barrel has been ruined, a jagged, gaping hole in one side spilling grain onto the hard stone floor. Apart from the removal of the bodies Brugni has ordered that nothing be disturbed.

Upon close examination, the PCs will notice deep gouges along the broken barrel, near the site of the hole. The PCs may recognize these as claw marks, though they will not be able to determine the identity of the creature that made them.

Examination of the floor will reveal a faint white residue on the ground. A PC tasting the residue will identify it as salt. If the PC has spent much time near the sea, it will be apparent that the residue is sea salt.

The white residue occurs in blotches scattered around the ground. If the PCs look for a pattern to the blotches, they will see that they are vaguely directional, leading toward the site of the last two deaths.

4. *Site of Last Two Deaths*

This portion of the caverns is deeper, darker, and colder than area 2, above. Like area 3, however, it is used primarily for storage. Barrels and casks line the wall, and a row of heavy shelves holds items ranging from additional food and brewing ingredients to replacement parts for the brewing apparatus.

This is the site of two more deaths – a brewery worker, as well as Brugni's apprentice, Marek. As in area 3, the ground is stained with blood. The white sea-salt residue is more prominent here.

A pile of rubble here resulted from the most recent earthquake, and an examination of the pile

will reveal that a portion of the floor has caved in, providing a roughly three-foot by four-foot opening to the temple, described in area 5, below.

5. Access to Temple

White residue surrounds the opening to the temple level and is also present on the rubble that extends down to the temple level. The area below is pitch dark, but use of a torch or other light source will reveal the floor of a corridor some twelve feet below the level of the cavern.

Characters can climb down the rubble and into the temple level with little difficulty, though if more than one PC is on the rubble at a time there is a 25% chance a portion of the rubble will break free, causing the characters on the rubble pile to tumble to the floor of the temple below. This will not damage the character, but it makes a loud noise that reverberates in the quiet of the temple.

TEMPLE LEVEL

The temple level is subject to minor flooding with the tides, as the cave in at area 2 does not render the structure air-tight. Although tide calculation is difficult and changes with the seasons, for ease of description assume the two high tides are twelve hours apart, with low tides halfway between them. For example, high tide at 6:00 a.m., low tide at noon, high tide at 6:00 p.m., low tide at midnight. This is a vast oversimplification, but makes it easy to incorporate tidal changes into the adventure.

At high tide, the temple level is under about six inches of water. PCs traveling at this time will have to deal with the possibility of getting equipment and other items wet. They will also make a good deal more noise while navigating the temple during these times. The water recedes by around three hours after high tide, and slowly

begins to creep back in around three hours before the next high tide. Once the water has receded the temple is free of standing water except at the pools present in the natural cavern formations and the area of standing water in the kitchen (area 7).

For every hour the PCs spend exploring the Temple Level, there is a 20% chance they will encounter two sahuagin warriors. If the sahuagin spot the PCs first, they will seek out a good place to ambush or trail behind the PCs to attack from the rear when the PCs are vulnerable. If they encounter such a group of patrolling sahuagin twice, they will not encounter another as Sektesh keeps a certain number of warriors with her at all times.

If the PCs leave the temple to return to the brewery for an extended period of time, the sahuagin in the temple will discover the PCs have been there, and in each of the encounters provided below the sahuagin will be on-guard and expecting company.

Further, Sektesh will have arranged a surprise for the PCs upon their return. The sahuagin will have cleverly concealed a barbed fishing net in the rubble at area 2 used by the PCs to climb down into the temple. When the first PC descends the rubble to return to the temple level, two sahuagin near the door to area five will pull a rope, causing the net to close around the PC. If the sahuagin are successful in capturing the PC in the net, they will immediately drag him down the hallway toward them, where they stab repeatedly through the net until the PC is dead. If the other PCs have not pursued, they will drag the corpse of the dead PC through area 12 and into the pool leading to area 13, where the body can be consumed at leisure. If the PCs engage the sahuagin at the area where they have set their trap, the sahuagin will do their best to kill any captured PCs (the goal being reduction of the party by at least one member) and then attempt to flee

back to area 13.

A final note on the sahuagin – the temple area includes numerous pools of water and under water areas. Sahuagin will need to return to these areas regularly. Sahuagin in area 12, for example, will take turns returning to the pool of water in the corner of the room to avoid drying out, which can ultimately be deadly to a sahuagin. Some sahuagin warriors may also be under the effect of Sektesh's new *Sea Skin* spell (see the section entitled "New Spells," below).

1. Entrance

The PCs can enter this area in two ways. If the entrance has been discovered from the outside, while exploring the rocky shoreline of the ocean around the brewery, PCs may swim into area 1 from outside. If the PCs entered the temple through the cave-in at area 2, they can enter this area by excavating the rubble between the two areas. If the PCs enter from area 2, both the sound of waves crashing against the rocks from just beyond the entrance, and the ebb and flow of the water filling the entrance will tell them they are nearing the outside.

The entrance area is a small natural cavern that slopes down and away from the temple itself until the opening is submerged. Any PCs in this area will hear the crash of waves from the ocean just outside the entrance. Any PC wishing to swim out of the cavern to the sea beyond will have to travel thirty feet underwater before emerging on the other side.

Rubble fills the area between the entrance and area 2, preventing movement between the two. A party of four PCs could clear out enough rubble to allow passage with about six hours of sustained work.

Two poorly-crafted goblin canoes are also here, the wood cracked and warped with age. Each

can hold two PCs for a time, though water will begin to seep into the boat as soon as the PCs climb in.

2. Cave In

The cave in has cleared an area for the PCs to descend into the temple from the brewery caverns (see the description of the brewery, above). PCs can descend only one at a time, though the descent is not particularly difficult or dangerous if the PCs descend one at a time.

Any light source the PCs have will reveal damp stone walls forming a corridor ten feet wide and ten feet high. Carved into the stone of the walls are broken images whose details are hard to discern. To the north, the corridor continues into the darkness. To the south, the passage is filled with debris, preventing movement in that direction.

A PC closely examining the walls will see that the images carved into the walls were once of dwarves, with a variety of scenes depicted, ranging from battles with orcs to dwarves hard at work at their forges. Most of these carvings have been smashed, the rock chipped away in crude fashion. A few rough images of sharks or other fish have been carved into the walls at various intervals.

The PCs can clear out the rubble to area 1 should they wish to do so. A party of four, working diligently, could clear out enough to the rubble to pass in around six hours. As GM you should make clear to the players that such an action would create a fair amount of noise. The monsters residing within the temple will not remain idle while the PCs conduct their excavation.

3. Natural Cavern

This natural cave formation ends at a dark, cold, salt-water pool. This pool provides the means

by which the sahuagin enter the temple. It leads to a vast underground sea inhabited by the sahuagin and other creatures, both deadly and benign.

Without magical aid, no character can swim far enough to emerge in the air space above the underground sea – the distance is simply too far. PCs entering the pool and exploring the immediate area should realize fairly quickly that they cannot swim under water long enough to use this pool as a means of travel.

This cavern is typically empty, but there is a 25% chance that two *sahuagin warriors* will be here at any given time. If present, the sahuagin will attack the PCs with tridents or claw and bite attacks. They will fight fiercely, but if one is killed the remaining sahuagin will attempt to escape into the pool. (insert Continuing the Adventure – The Underground Sea).

4. Meeting Chamber

This room was once used as a meeting room by dwarves stopping at the temple as they passed through the area. Wooden components of the furniture, as well as tapestries that once adorned the walls, have long since rotted. The body of a goblin lies near the center of the room. The hapless creature has been eviscerated, its entrails scattered messily. A PC examining the goblin's wounds will see that the goblin was not killed cleanly, as with a blade, but appears to have been torn open.

5. Meeting Chamber / Goblin Barricade

This room is identical in most respects to room 4, above, and in fact served the same purpose when the dwarves built the temple. Presently, it differs from room 4 in that nine *goblins* have barricaded themselves inside, trying desperately to protect themselves from the sahuagin that have invaded the temple. The door is barricaded from

the inside with lengths of wood and iron spikes. A PC can force the door open with a successful strength check (CL 3).

The goblins are terrified, and will not attack the PCs immediately, recognizing that the PCs are not sahuagin. They have been trapped within the temple since the earthquake caused the cave-in at area 2 some weeks prior. None of the goblins speak common, but if the PCs attempt to communicate with them and do not act in an overtly threatening manner, the goblins will communicate what they know of the layout of the temple (which includes every area except areas 6, 13, and 14) in exchange for the PC's promise to help them escape. The leader of this ragtag group is named Gribok, and he will lead any attempts at communication with the PCs.

The goblins are tired and weak, and as CK you may decide that none of them are at full hit points. If given no other choice, the goblins will put up a spirited fight to the death.

6. Dwarven Armory

The entrance to this area is concealed by a secret door cunningly hidden by the various carvings on the wall of the temple chamber. PCs actively searching for the secret door may be able to find it, though the dwarven stonework concealing it is so good that the CL for finding the secret door is 5.

The first thing the PCs will note upon entering the room is that it is free of water damage. Even when the temple was submerged, the fine craftsmanship of the secret door prevented the room from filling with water. The sahuagin never discovered the room during their occupation of the temple, and thus the room remains undisturbed.

This room was an armory, used for storage and minor repair of armor and weaponry when

the dwarves occupied the temple. Bits and pieces of armor are strewn about the room, and there are two full sets of dwarf-sized ring mail present. There is also a partially complete suit of dwarf-sized splint mail, along with the necessary components to complete the suit of armor. Other bits of armor and standard weaponry can be placed here at the discretion of the CK.

Hanging on the far wall are four exquisitely carved dwarven warhammers. Though these are not magical, the workmanship is extraordinary and the metal is unblemished despite the passage of time. Each hammer will sell for 50 gp on the open market, and may be worth more to a collector.

Shelves are set in the north wall of the room. They are filled primarily with rivets, scraps of leather or cloth (much of which is falling apart), or various tools used for the repair of armor. In one drawer, a large leather bound book is present in an oiled leather case. The book is written in dwarven and details the dwarven part of the history of the temple, described in the background section, above. In addition, it appears to have been used as a guest book, to log the names of travelers who stayed in the temple on their way to or away from the dwarven Kingdom to the north.

7. Kitchen

This large room includes a central block of stone, five feet by five feet, carved from the very ground of the room. The stone was used for butchering meat and other food preparation during the time the dwarves inhabited the temple. Now, the flayed, eviscerated body of a goblin is sprawled atop it. Two wooden doors are present along the northeast wall of the room.

The western corner of the room includes a large cooking pit, and around the pit lay the scattered stone blocks of a chimney that once

stood around the pit, a rusted, brittle iron door laying amidst the rubble. Observant characters will notice a series of ventilation holes in the ceiling where the chimney once vented into the air spaces above the temple level.

The cooking pit has long been unused and is now home to three *urchins* who traveled into the temple with the high tide and remained in what has essentially become a tide pool in the cooking pit. The urchins are black and it is hard for the PCs to see them in the dark water. When the PCs near the edge of the water, however, the urchins attack by shooting spines containing a paralytic poison.

The sound of fighting or other noises from this room may draw the attention of the sahuagin in area 12.

8. Storeroom

This small area was once used to store food, drink, spices, and the like for use in the kitchen. A row of shelving is carved into the stone of the northeastern wall, though nothing of value remains on the shelves. The tattered remains of sack cloth and bits of broken glass are all that are left, and even the sack cloth will disintegrate if the PCs pick it up.

9. Storeroom

This area is identical to area 8, above, except that the moldy, crumbling remains of a number of kegs are present. The lowermost shelf carved into the northeast wall has a secret compartment that can be discovered by a PC searching that area. Inside is a scroll well-preserved in an oiled leather case. It is not a magical scroll, but rather a recipe, set forth in dwarven script, for brewing of a strong dwarven stout. The recipe will be of value to Brugni, as well as to the dwarves in the north who will be grateful for the return of this lost recipe.

Because the recipe includes some dwarven secrets, a dwarf in the party would likely be opposed to turning it over to Brugni or selling it to a highest bidder.

10. Antechamber

The door leading into this area is locked and has not been disturbed either by goblins or sahuagin.

This area was once a nicely furnished antechamber where the dwarven head of the temple could sit with visitors and talk at length. Nothing of value remains, however. Bits of tattered tapestry hang from the walls or lay in clumps on the floor. The wood of fine chairs and an elongate table now lay, soft and molding, on the hard stone floor. Though no creature has entered this room since the dwarves abandoned the temple, it is clear that seawater did manage to infiltrate it, and all furniture and tapestries are ruined beyond salvage.

11. Priest's Quarters

This room served as a bedchamber for the dwarven priest in charge of the temple. A tattered and mold-covered mattress lies atop a stone support caved from the floor up. The quality of the stonework and remains of the mattress tells the PCs this was once a fine room indeed.

Beside the bed sits a wooden chest. It is locked, but the mechanism is old and can be easily picked. Further, the condition of the wood is such that the chest can be easily broken apart. Inside the chest are four bottles of thick, clear glass. Each is stoppered and sealed with wax so that the contents are well-preserved. Unfortunately, the labels that were affixed to the bottles have long since been destroyed by the encroaching water over the years, leaving only a faint residue where the labels were once affixed to the bottles.

The liquid inside is a clear, odorless fluid, and by all appearances could be fresh water. In actuality, each is a potion of *Cure Light Wounds*.

12. Temple

This high-ceilinged room was once a place of worship for the dwarves who built the temple. Now, the statue of the dwarven god that once looked out over the worshippers here lays on the floor, cracked into hundreds of pieces, the image of the god purposefully broken and chipped away by the coarse tools of the sahuagin.

In place of the dwarven statue that once stood at the center of the room stands a tremendous statue of a shark, its body upright and emerging from the likeness of a spray of water, its mouth open to reveal terrible teeth. The eyes of the statue are set with amber, which reflects any light source the PCs bring into the room as they survey the corridor to the northwest.

In front of the shark statue stands an altar carved of multi-colored coral. Brown, red, and orange swirl through this crude structure. A residue like rust or dried blood covers its upper surface. The back of the altar has an open area with small shelves carved into its structure. On these shelves are two scrolls and two bottles, also carved of coral.

In the southern corner of the room is a deep saltwater pool 12a that leads into area 13.

This room is inhabited by four sahuagin warriors. If they heard fighting or other noise from beyond the door to this area, two will be hiding in the northeast alcove, one in the southwest alcove, and one behind the coral altar, waiting to surprise the party as they enter. If they did not hear any noise, they will be busy dragging pieces of the fallen dwarven statue into the pool 12a.

Two of the sahuagin warriors wield tridents, and two wield longswords. When combat starts,

one wielding a longsword will remove a small, glass bottle from a pouch at its side an attempt to smash it against the altar (preferably by smashing it against the altar, though by throwing it if need be). This sahuagin will be the one hiding behind the altar if sahuagin are hiding to surprise the party.

When the glass bottle smashes against the altar, it will break and blood will splash across the surface of the altar and begin running down its sides. The coral altar appears to absorb the blood, which disappears into the altar as into a sponge. The eyes of the shark statue begin to glow and at the start of the next round any sahuagin within fifty feet of the altar will be under the effect of a *bless* spell.

The sahuagin in this room are under strict orders from Sektesh and will fight to the death.

If the PCs defeat the sahuagin in this room and then leave the temple without pushing on to area 13, Sektesh will have two sahuagin warriors waiting for them in pool 12a upon their return.

A search of the altar will turn up two additional bottles of blood. In order to activate the altar, the blood must be from a warm-blooded creature. At least one of the bottles contains human blood. The sahuagin employ an anticoagulant to ensure that the blood remains liquid.

Also found in an open space at the rear of the altar are two scrolls. The spells on the scrolls are spells Sektesh has been developing for her own use (see the section entitled "New Spells," below).

13. Natural Cavern

This natural cavern formation contains the remains of half-eaten goblins, as well as those of any PCs who have died earlier if their bodies were taken away by sahuagin. Apart from these remnants of meals, the area contains a fair amount

of rubble and numerous stalactites and stalagmites that were reduced to mere stumps long ago when the sahuagin first occupied the area and these caverns were all under water.

An emaciated goblin named Trikit hides near the center of the narrow corridor that loops back on to itself from area 13. He has created a hiding space in an indentation along the corridor's wall and floor and sleeps beneath a mound of rotting, tattered cloth and other debris. If the PCs make noise, he will come to investigate, peering from the corridor into the main portion of area 13. If the PCs spot him and give chase, he will flee to his hiding place, which the PCs will find with little difficulty if they search along the walls and floor near the remains of stalagmites that litter the area.

Trikit is terrified of the sahuagin and he is certain his tribe has been decimated. He is scatterbrained and inconsolable, unless the PCs met the rest of his tribe in area 5 and let them live. If the PCs are able to communicate to Trikit that some of his tribe yet live, he will settle down and will tell the PCs what he knows. Admittedly, he knows very little, other than that an apparent leader of the 'fish demons,' whom Trikit describes as wearing gold bracelets and a necklace, dwells beyond the pool in area 13a.

Trikit is a coward at heart and will not agree to any course of action that includes him venturing into the pool or into other areas where sahuagin may be encountered. If the PCs threaten to kill him unless he undertakes such missions, he will be reduced to a howling, sobbing state, writhing on the floor and begging for his life (and likely attracting unwanted attention with his noise). If the PCs carry out their threats of harm, Trikit's mental state will just devolve further.

Having given the PCs what little information he has, Trikit wishes to be led back to the other members of his tribe, where he and his fellows can be escorted to safety. Barring that, he

wants to go back to his hiding place while the PCs get rid of the sahuagin or, more likely in Trikit's estimation, the sahuagin get rid of them.

The pool in area 13 has a *glyph of warding* inscribed over it. The glyph is a blast glyph and can only be seen if *read magic* is cast on the edge of the natural cavern at the far end of the pool. The first non-sahuagin to enter the pool sets off the glyph, which does 2d4 hit points of damage.

14. *Sektesh*

The PCs will emerge into this cavern via the pool at its center. There is no other entrance or exit from the room. The room is lit by two torches, and PCs swimming carefully into the cavern will see, before they emerge, that it is lit, and also see shadows of at least two sahuagin near the edge of the pool.

If the PCs have entered the temple, and then left at least once, their presence is likely known to Sektesh. In this case, Sektesh and the four sahuagin warriors in the room with her will be on alert. If Sektesh has no reason to suspect the presence of the PCs, she and her warriors will be at relative ease here in their sanctuary.

When the PCs arrive, Sektesh and her warriors will not be in the water. Sektesh has been experimenting with her new *Sea Skin* spell (see the section entitled *New Spells*, below), and she and her immediate guard spend more and more time out of the water under the effects of the spell.

The sahuagin warriors are standing at various points throughout the cavern, talking in their own harsh language or passing the time in other mundane ways. Sektesh herself, wearing an ornate necklace and golden bracelets, is crouched before a brazier in one corner. The brazier contains no coals, but is filled with pieces of coral and various fish and animal bones that Sektesh uses in her divinations. Sektesh's belongings are detailed

in the section entitled 'Foes,' below.

Once the presence of the PCs is noted, Sektesh will order her warriors to attack while she casts spells from a distance. They will do so visciously, though if Sektesh is personally threatened they will attempt to rally around her. Sektesh will cast *Aspect of the Shark* on herself if she is forced to fight at melee range, but if all looks hopeless she will attempt to surrender with the goal of escaping later, and perhaps killing one or more of the PCs in the process.

ALTERNATE ENDING

Provided below is an alternative scenario for wrapping up the adventure. Modifying the adventure as outlined below will raise the difficulty level substantially.

In the alternate ending, each aspect of the adventure is exactly as described above, except that areas 13 and 14 are on a lower level than the rest of the temple and are entirely underwater. Thus, the final battle with Sektesh and her minions will take place in an underwater environment. Also, the goblin Trikit is not present.

The PCs will likely find the prospect of confronting the sahuagin underwater to be quite forbidding. They are not likely to find magical aid in Srilkind, though potions and the like may be available at the discretion of the CK. A better alternative is to allow the PCs to use their own ingenuity to develop a plan to confront their aquatic foe.

Depending on the technology level of the world in which this adventure is used, the Eel's Head Brewery may have any number of items that will help the PCs. Tubing, valves, containers, and the like can be used to construct makeshift containers for air to help the PCs breathe underwater. Lacking these things, the PCs may acquire animal skins rubbed with fats and oils to

render them impervious to water. These may be used as air bladders to allow the PCs to breathe for a period of time while exploring the underwater areas.

Keep in mind, however, that sahuagin are an intelligent foe. It is quite likely that they will direct at least a portion of their attacks at the PC's air bladders or other equipment designed to help the PCs breathe underwater. Further, the sahuagin are much quicker than the PCs underwater, and will use their speed advantage wisely. Even moving only half their speed and attacking in the same round, the sahuagin will attempt to position themselves such that the PCs have difficulty attacking in return. Further, those sahuagin with tridents will use the reach offered by that weapon to their advantage.

Underwater exploration and combat presents other challenges as well. For example, if the PCs are using torches as a light source, they will have to find another means of illumination before descending into the water-filled areas. No non-magical fire can be used in this environment.

Thrown weapons will be useless underwater, and other ranged weapons suffer a -2 to hit for every five feet of range over which they are used (e.g. firing a crossbow a distance of fifteen feet will result in a -6 to hit the target). Normal penalties for range apply in addition to this underwater penalty. Further, weapons used for bludgeoning or slashing attacks will suffer a -2 to hit (although if the PC can improvise and attack in a thrusting manner with these weapons, the penalty may be avoided, though the CK should alter the weapon damage accordingly).

Spells and spell-like effects that include fire will also be inoperative unless the caster makes and INT or WIS check (CL 5; use INT for arcane spells and WIS for divine spells) in order to successfully create the effect underwater. Further, spells with verbal components may not be

effective underwater unless the caster has some means of pronouncing them clearly.

While underwater, PCs also have to contend with the possibility of drowning. A PC with CON as a prime ability can hold his breath for a number of rounds equal to his CON score, provided that the PC is not exerting himself. A PC with CON as a secondary ability can hold his breath for a number of rounds equal to one-half his CON score, again provided that he is not exerting himself.

While in combat or otherwise exerting himself, a PC with CON as a prime ability can hold his breath for a number of rounds equal to one-half his CON score, while a PC with CON as a secondary ability can hold his breath for a number of rounds equal to one-fourth his CON score.

Once a PC can no longer hold his breath, he begins to drown. Each round that a PC is drowning, he must make a CON save, with a CL for the first round equal to the level of the PC. Each round thereafter, the CL increases by one. After the PCs first failed save, he falls unconscious. After the second failed save, he is dying, and after the third failed save he is dead.

FOES

Detailed below are the various enemies the PCs may encounter over the course of the adventure. Details of all but the new monsters can be found in the C&C® Monsters and Treasure book.

SCRIPTED ENCOUNTERS

Sahuagin Warrior (Medium Humanoid)

Hit Dice: 2 (d8)	AC: 16	Move: 30 (60 swim)
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Attacks: Trident (1d8); Talon (1d4); Bite (1d4); Other weapon (by type)

Special: Blood Frenzy; Darkvision 60 ft; Freshwater Sensitivity; Light Blindness; Speak with Sharks; Water

Dependent (see C&C® Monsters and Treasure)

Saves: P Int: High Treasure: 1 XP: 15+9

Items: By treasure type. In addition, each sahuagin warrior has 2d10 small coins made from coral. These are used as money among the sahuagin but are of little value on the surface.

[Temple Level](#), [Area 12](#), [Area 14](#)

Goblin (Small Humanoid)

Hit Dice: 1 (d6) AC: 15 Move: 20

Attacks: Weapon (by type)

Special: Darkvision 60 ft

Saves: P Int: Average Treasure: 1 XP: 5+1

Items: By treasure type

[Goblin Barricade](#)

Sektesh (Sahuagin Cleric; Medium Humanoid)

Hit Dice: 3 (d8) AC: 17 Move: 30 (60 swim)

Attacks: Trident (1d8); Talon (1d4); Bite (1d4); Spells (see below).

Special: Blood Frenzy; Darkvision 60 ft; Freshwater Sensitivity; Light Blindness; Speak with Sharks; Water Dependent (see C&C® Monsters and Treasure)

Saves: M Int: High Treasure: 2 XP: 15+9

Spells: Detect Good, Detect Magic, Endure Elements, Bless, Shield of Faith, Aspect of the Shark, Sea Skin

Items: By treasure type. Potion of Remove Paralysis.

Sektesh's necklace provides a +1 bonus to AC.

[Area 14](#)

RANDOM ENCOUNTERS

The following vital statistics are provided for creatures appearing on the random encounter tables provided with this adventure:

1. Giant Ants (Workers): *Neutral, small, animal intelligence, HD 1d6, AC 16, primary attributes are physical, bite attack (1d3).* [Return to Encounters](#)

2. Bear, Black: *Neutral, medium, animal intelligence, HD 3d8, AC 13, primary attributes are physical, 2 claws (1d6) and bite (1d8), special attack is a hug.* [Return to Encounters](#)

3. Blink Dog: *Lawful good, small, average intelligence, HD 2d10, AC 16, primary attributes are mental, bite (1d6), special abilities are blink, darkvision 60', teleport, and twilight vision.* [Return to Encounters](#)

4. Dwarf Patrol: *Lawful neutral, small, average intelligence, primary attributes are physical, special abilities are dwarf traits and deep vision 120'.*

If fewer than 10 are encountered, each will be a first level fighter, HD 1d10, AC 15 (mail shirt and shield, normal helm), battle axe (1d8).

If more than 10 are encountered, one will be a Lieutenant, third level fighter, HD 3d10, AC 16 (full chain shirt), bearded axe (3d4).

If more than 20 are encountered, two Lieutenants will be present.

[Return to Encounters](#)

5. Gnoll Patrol: *Chaotic evil, large, low intelligence, primary attributes are physical, special ability is darkvision 60'.*

If fewer than 10 are encountered, HD 2d8, AC 15 (scrap armor, large wooden shield), heavy mace (1d8), slam (2d4).

If more than 10 are encountered, one will be HD 2d8+2, AC 17 (scrap armor, large wooden shield), flail (1d8+2), slam (2d4+2).

[Return to Encounters](#)

6. Goblin Patrol: *Lawful evil, small, average intelligence, primary attributes are physical, special ability is darkvision 60'.*

If fewer than 10 are encountered, HD 1d6,

AC 15, dagger (1d4).

If more than 10 are encountered, one will be HD 1d10, AC 16 (small shield), short sword (1d6).

[Return to Encounters](#)

7. Hill Giant: Chaotic evil, large, low intelligence, HD 9, AC 17, primary attributes are physical, 2 fist (1d8), giant club (2d8), special attack is rock throwing, special ability is twilight vision. [Return to Encounters](#)

8. Hippogriff: Neutral, large, animal intelligence, HD 3d10, AC 15, primary attributes are physical, 2 claw (1d6), bite (1d10), special abilities are darkvision 60' and twilight vision.

[Return to Encounters](#)

9. Hobgoblin Patrol: Lawful evil, medium, average intelligence, primary attributes are physical, special ability is darkvision 60'.

If fewer than 10 are present, HD 1d10, AC 15, halberd (1d10).

If more than 10 are present, one will be HD 2d10, AC 16, halberd (1d10+2)

[Return to Encounters](#)

10. Human Patrol: Varied good alignment, medium, average intelligence, primary attributes are physical.

If fewer than 10 are present, HD 1d8, AC 12, long sword (1d8).

If more than 10 are present, one will be HD 2d10, AC 16 (mail shirt, shield), long sword (1d8+1).

[Return to Encounters](#)

11. Leucrotta: See New Monsters, below.

12. Ogre: Chaotic evil, large, low intelligence, HD 4d8, AC 16, primary attributes are physical, slam (1d10), stone axe (1d10+3), special abilities

are darkvision 60' and twilight vision. [Return to Encounters](#)

13. Orc Patrol: Lawful evil, medium, low intelligence, special ability is darkvision 60', light sensitivity.

If fewer than 10 are present, HD 1d8, AC 13, battle axe (1d8) or long bow (1d6).

If more than 10 are present, one will be 2d8, AC 14, two-handed axe (1d12+2).

[Return to Encounters](#)

14. Spider: Neutral, small, animal intelligence, HD 1d4, AC 14, primary attributes are physical, bite (1d2), special attacks are poison and web, special ability is twilight vision.

Neutral, medium, animal intelligence, HD 3d8, AC 15, primary attributes are physical, bite (1d6), special attacks are poison and web, special ability is twilight vision.

[Return to Encounters](#)

15. Wolf: Neutral, small, animal intelligence, HD 2d8, AC 13, primary attributes are physical, bite (1d8), special attack is trip, special abilities are scent, twilight vision, and track.

[Return to Encounters](#)

NEW MONSTERS

LEUCROTTA

NO. ENCOUNTERED: 1-4

SIZE: Large

HD: 6 (d8)

MOVE: 40 ft.

AC: 16

ATTACKS: 2 Hooves (1-6); Bite (3-18)

SPECIAL: Mimicry; Powerful Bite

SAVES: P

INT: Average

ALIGNMENT: Chaotic evil
TYPE: Magical Beast
TREASURE: 6
XP: 210 + 6 per hp

The leucrotta is a strange and fearsome creature that haunts the remote, rocky regions of the world. This large creature may appear from a distance to be a small, emaciated horse, but closer examination reveals its truly bizarre features – a badger's head framing a large maw of sharp, bony protrusions that are extensions of the jawbone rather than actual teeth; the body of a starved cat; legs like those of a stag ending in razor-edged, cloven hooves.

Leucrotta are evil creatures, delighting in the torment and misery of others. They are canny as well, and may attack foes of greater number, using their wits to cull weaker enemies from the group or to cause their guard to be let down.

COMBAT: In combat, the leucrotta seeks to bite with its powerful jaws (see below) and pummel its foe with its deadly hooves. The creature is able to attack to its rear as well, kicking backwards with its hind legs.

SPECIAL: The leucrotta can mimic the voice of a human male or female. It will use this ability to lure unsuspecting prey, preferring to stay hidden until the last possible moment.

The leucrotta's powerful jaws allow it to deliver more damage when biting than a creature of comparable size.

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URCHIN, Black

NO. ENCOUNTERED: 1-6
SIZE: Small (3' diameter)
HD: 1 (d8)

MOVE: 20 ft.
AC: 16
ATTACKS: 2 spines (1d4)
SPECIAL: Paralysis (see below)
SAVES: P
INT: Semi
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: Nil
XP: 10 + 1 per hp

The black urchin is a member of a family of small, marine organisms. It appears as a ball-like organism covered in numerous sharp spines. The creature is approximately 3' in diameter.

Each round a black urchin can fire two spines at one or more targets. The spines do 1d4 hit points of damage on a successful hit. In addition, a PC struck by the spines must make a successful CON save or be paralyzed for 1d4 turns.

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NEW SPELLS

The following spells are found on the scrolls Sektesh keeps in the temple (area 12). These spells are of limited use to the PCs, though a wizard of appropriate level can cast them. Effects on non-sahuagin are provided in the spell descriptions below.

ASPECT OF THE SHARK (Level 2 wizard)

CT: 1	R: Touch	D: 1 tn/level
SV: None	SR: Yes	Comp: V, S, M

When cast upon a single sahuagin, this spell causes a shimmering around the head of the creature as its head elongates and shark-like teeth form in its mouth. The sahuagin's head takes on an appearance somewhere between that of a shark

and a sahuagin. The affected sahuagin delivers a bite for 1d6 damage rather than the 1d4 delivered before the transformation.

In addition, the affected sahuagin gains the senses of a shark, as detailed under the shark entry in the C&C Monsters & Treasure book.

The material component for this spell is a shark's tooth.

Though this spell is designed for use on sahuagin, a wizard of another race will be able to understand and cast it. Because the spell was created with sahuagin biology in mind, applying it to other races can cause deleterious effects, as outlined in the table below.

<u>d100 roll</u>	<u>Effect</u>
01-35	The spell fails to produce any effect
36-70	The spell works as described above, though the transformation causes the recipient a great deal of pain and results in a hideously deformed head. There is a 10% chance that the effect is permanent.
71-95	Transformation occurs but PC falls unconscious
96-00	Transformation is too great. More of the head and body than anticipated is transformed, leaving the PC a strange cross between shark and human. This effect can only be removed by dispel magic. The PC must be placed in salt water within 30 rounds or die.

SEA SKIN (Level 2 wizard)

CT: 1	R: Touch	D: 1 hr/level
SV: None	SR: Yes	Comp: V, S, M

When cast upon a sahuagin, this spell causes a shimmering layer of sea water to envelop the creature. This water protects the sahuagin's skin from drying and also allows the sahuagin to breathe normally as it would under water.

If cast on a non-sahuagin, the effect is the same. A PC under the effect of this spell will have to begin to hold his breath immediately, and the rules for drowning come into play.

A PC with CON as a prime ability can hold his breath for a number of rounds equal to his CON score, provided that the PC is not exerting himself. A PC with CON as a secondary ability can hold his breath for a number of rounds equal to one-half his CON score, again provided that he is not exerting himself.

While in combat or otherwise exerting himself, a PC with CON as a prime ability can hold his breath for a number of rounds equal to one-half his CON score, while a PC with CON as a secondary ability can hold his breath for a number of rounds equal to one-fourth his CON score.

Once a PC can no longer hold his breath, he begins to drown. Each round that a PC is drowning, he must make a CON save, with a CL for the first round equal to the level of the PC. Each round thereafter, the CL increases by one. After the PC's first failed save, he falls unconscious. After the second failed save, he is dying, and after the third failed save he is dead.

Other PCs can assist the drowning PC by manually scooping water away from the affected PC's mouth, but the spell effect causes that water to be replaced almost immediately. As CK, you can use your discretion to determine how much help other PCs can provide in this manner (and thus

how deadly this spell is to a non-sahuagin).

The material component for this spell is a pinch of sea salt.

MODIFYING THE ADVENTURE

As CK, you should feel free to take this adventure, or any portion of it, and make it your own. You can change the plot to suit your needs or preferences, or use different monsters so that the adventure better fits in your existing campaign. The information provided below is intended to provide a few ideas for the CK to consider for taking the adventure in a different direction.

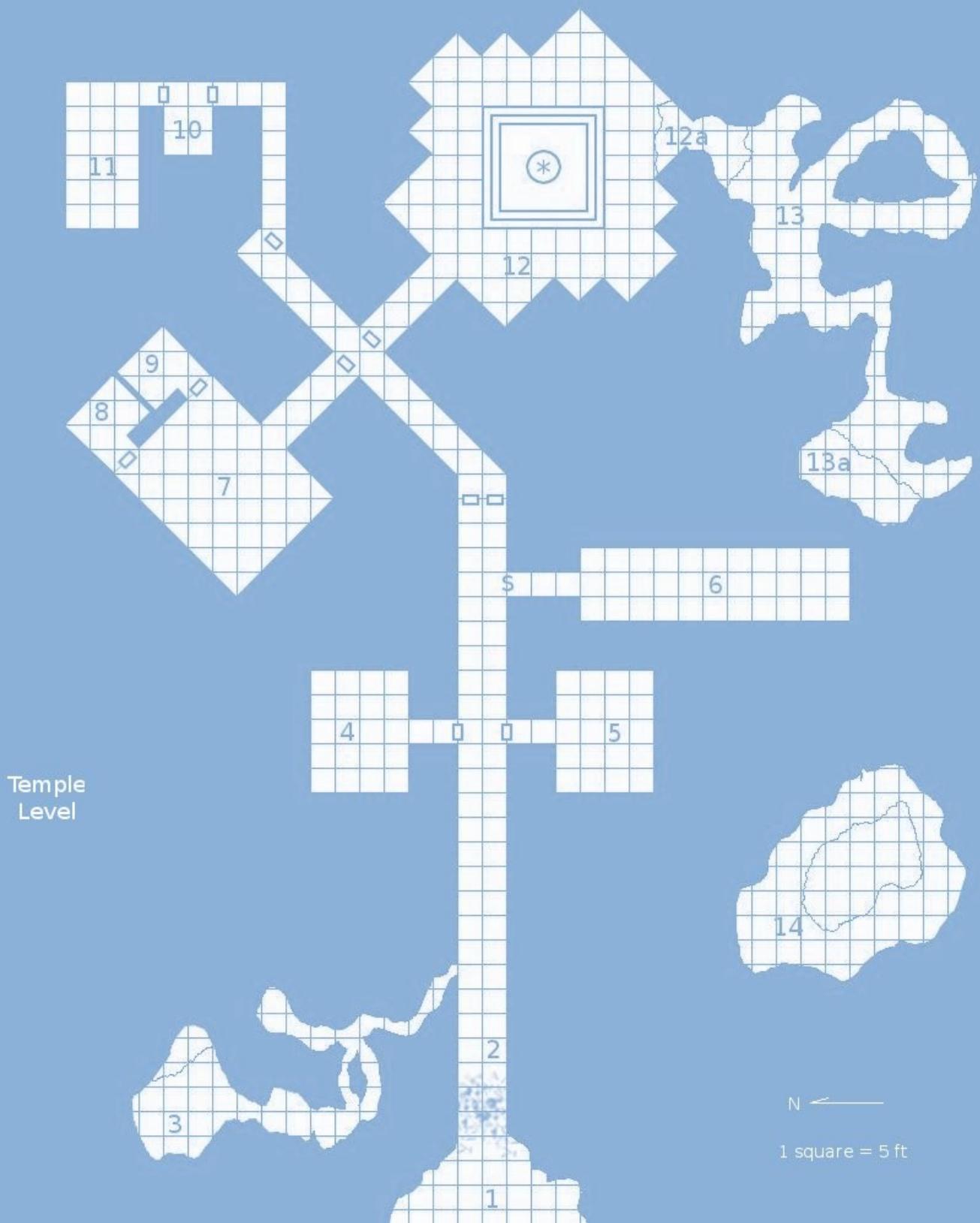
- Brugni is aware of the sahuagin in the cavern and has been working with them. The sahuagin have been providing him with a secret ingredient for his ale, and in exchange he has agreed to keep their presence in the temple quiet. Recently, though, the cleric Sektesh has risen in position among the sahuagin and she finds the agreement with Brugni to be an insult and sacrilege. Sahuagin do not deal with surface dwellers. Having consolidated her hold on power in the temple, she has directed attacks against the surface dwellers in hopes of driving them from the area. Brugni is beside himself not only because of the deaths of the workers but because he is afraid truth will come out regarding his dealings with the sahuagin.
- The water has not receded from the temple. With the recent earthquake, the previously unknown temple has been revealed and the sahuagin have been provided with a way into the caverns beneath the brewery. Sektesh and her devotees, who despise surface dwellers, are responsible for the four deaths in the caverns. Once the PCs discover

the temple, the discover that the entire structure is submerged. This variation will present special challenges to the PCs, and the CK should make sure that even though the PCs are level 1, they have access to sufficient resources from the brewery or in Srilkind to deal with this underwater threat.

N

1 square = 20 ft





The Eel's Head Brewery



Something evil stirs beneath the famous seaside Eel's Head Brewery. Four people are dead. Can the PCs get to the bottom of the mystery?

The Eel's Head Brewery is an adventure for 4 to 6 level one PCs. It is designed for use with the Castles & Crusades® game system, developed by Troll Lord Games.

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