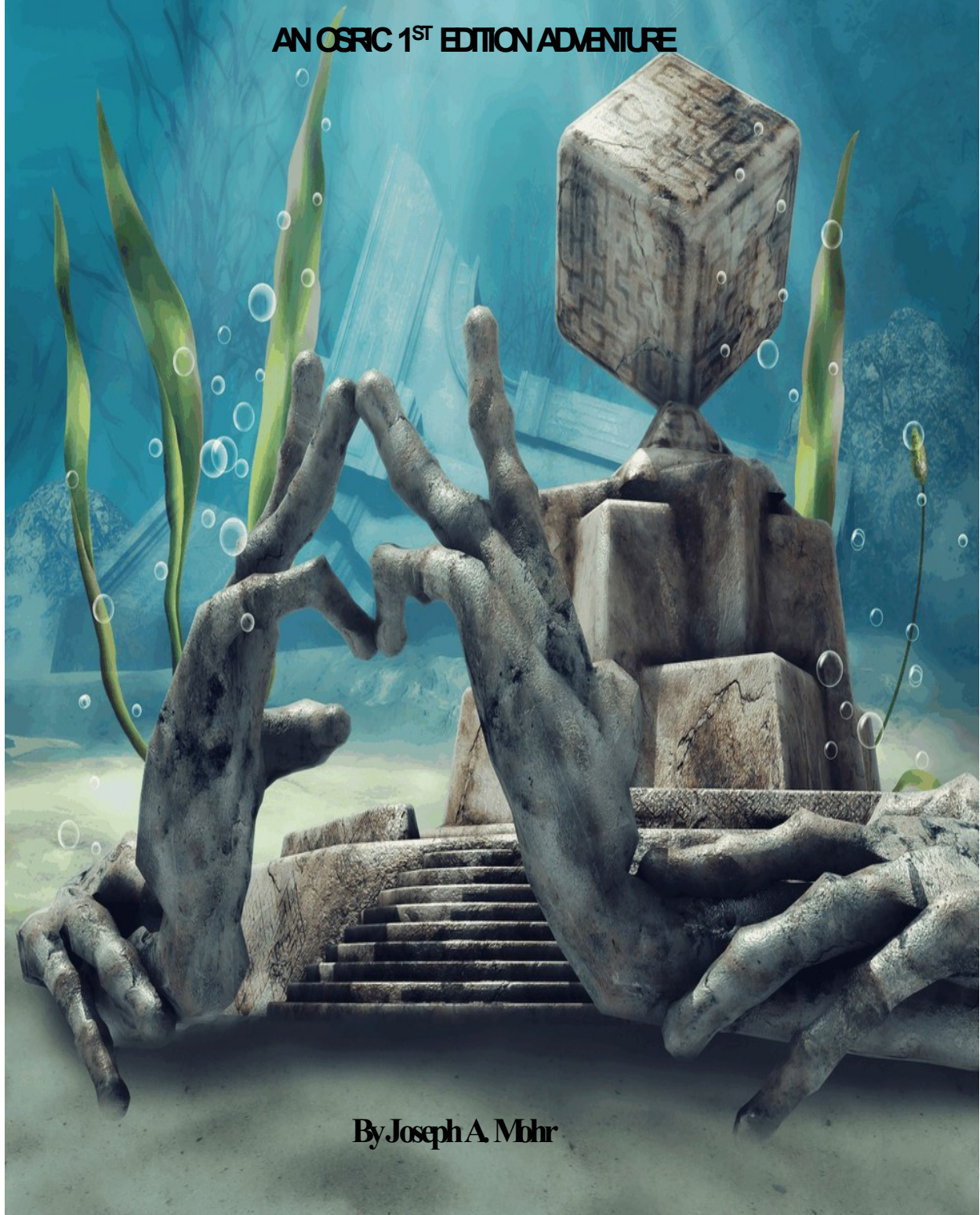


THE PRINCE OF THE SEA

AN OSRIC 1ST EDITION ADVENTURE



By Joseph A. Mohr

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For Characters Level 4-7

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Joseph A. Mohr

CREDITS

The Sea Prince is written by Joseph A. Mohr

Cartography was made with Campaign Cartographer 2 Pro by Joseph A. Mohr.

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GAME MASTER

NOTES

This adventure was originally written to be played at a convention. As a result I wrote it specifically with the intent that it be playable within a three to four hour game slot. And I have used the module with my own gaming group and played it successfully within that time slot. Originally, however, I had pre-generated characters tailored for this and some other similar modules that I had prepared. Since your own players will be playing this adventure their own character's strengths and weaknesses might alter the timetable a bit.

This adventure can be played as part of a campaign or as a one shot adventure. I mention in a few places during this module non player characters and towns from my own campaign world. But you can easily substitute your own to play this adventure with no real change to the story itself.

This adventure takes place under water. The Sahuagin have a lair that is basically a large underwater temple. They take their captives there to torture them before eating them. The players will be provided a potion, per character, that will allow them to breath under water for up to twelve hours. This will allow them enough time to enter and rescue the Baron's daughter but will not allow them to rest or recover overnight under water. The players will have to make do with the spells and potions that they have available and will need to conserve their healing. Avoidance of unnecessary combat might be important for accomplishing the mission at hand.

Certain restrictions will apply for combat under water unless a player has an

item that offers him or her free action ability. These restrictions are:

Vision is reduced by half except for infravision which is normal

Crushing and cleaving weapons are penalized underwater at -3 to hit and to damage

Stabbing and poking weapons suffer no penalty

Underwater creatures will always get +1 to initiative due to their speed underwater

Missile weapons underwater (with the exception of underwater crossbows) are at -3 to hit and to damage

All fire related spells will not work under water at all

See the Osric rules for specifics about underwater combat

BACKGROUND FOR

PLAYERS

While visiting a backwater town in Zanzia you are summoned to the coastal city of Freeport. Baron Gruba has summoned you before him and you have no idea why. You have committed no crimes that you are aware of and you are uneasy at the prospect of being dragged before this noble with no idea what is in store for you.

The Baron is a large man. He has a long flowing red beard and wild eyes. It seems that his daughter has recently been kidnaped by a raiding band of **Sahuagin**. These creatures routinely raid the villages along the coast of Zanzia. This is the first

time that a band of them has been so bold as to raid a major city. It is also the first time a member of nobility has suffered so personal a loss. Suddenly these raids no longer appear to be just a nuisance.

The Baron asks that you rescue his daughter from these sea monsters. He offers you 5000 gold pieces to go find her and bring her back alive. Any loot that you find along the way is yours to keep. If you can bring back the head of the **Sahuagin** prince who leads this band and the Baron will add another 5000 gold pieces to your reward. To aid you in your quest you will each be given a special potion which will allow you to breath under water for up to twelve hours. This will allow you one day's time to go in and accomplish your quest. You will not be able to rest or recover during the mission without finding another source of underwater breathing. Time is critical. It is not known whether the Baron's daughter is even still alive. But it is unlikely that she will remain alive for too much longer underwater and under the cruel supervision of the Sea Devils.

You have time to rest tonight and to select appropriate spells and equipment that you might need from the general store in town. There are no magic shops here to buy potions, spells or magical weapons. You have those items which you have brought with you or which you might find during this adventure.

RANDOM ENCOUNTERS

The temple is easily found near the coast of Zanzia just outside the city of Freeport. The players will be led by the Baron's soldiers to a place on the coast

where the players will soon find footprints with webbed feet leading back into the sea. The footprints are easily followed to the temple of the Sahuagin.

OUTSIDE THE TEMPLE 1 in 6

1. **Sharks (2):** AC 6; MV 24"; HD 8; HP 30 each; # At 1; Dmg 3-12; AL N.
2. **Sea Lion:** AC 5/3; MV 18"; HD 6; HP 35; # At 3; Dmg 1-6/1-6/2-12; AL N.

INSIDE THE TEMPLE 1 in 6

1. **Guard Patrol - Sahuagins (6):** AC 5; MV 24" HD 2+2; HP 10 each; # At 1; Dmg By weapon crossbows (1-6) or spears (1-6); AL LE.
2. **Sharks (2):** AC 6; MV 24"; HD 8; HP 30 each; # At 1; Dmg 3-12; AL N.

KEY TO THE TEMPLE OF THE SEA

Footsteps along the beach near Freeport lead back into the sea. The footsteps are man sized but have webbed toes. The water along the coast is murky. Visibility in the water is minimal. Mud seems to kick up from the water as the players walk and make it very difficult to see. After about twenty minutes of walking, however, the players will begin to see the outline of a large structure underwater. As they walk deeper underwater the outline will become more clear.

It is a temple of some sort. The outside seems to be in the shape of some

kind of fish or shark. It is difficult to see exactly what the shape is because of the poor seeing conditions under water. Visibility seems to change by the minute here. Sometimes it is almost clear and seconds later it is nearly impossible to see at all. After a few minutes the players will be able to make out that there are two different entrances with stairs leading down into the temple. These entrances are not lit and there does not appear to be any guards waiting here at the entrances.

1. **Grand Entrance/Shark God Idol**

As the characters descend the stairs into the temple they will notice how dark and cold it is. The water here seems much colder than the sea outside of the temple. But there is a dim light ahead at the bottom of the stairs.

Once they reach the bottom of the stairs they can dimly make out the fact that they are in a very large room with a high vaulted ceiling. There is a large idol of some kind of shark god at the north end of the room. To the east and west there are also smaller idols. Each of them represent some kind of shark deity. It is well known that **Sahuagin** worship a shark god. It appears that these idols pay homage to that deity. There are open hallways leading east and west from this room as well as directly south.

The walls here have strange murals depicting battles between the Sea Devils and many other denizens of the deep.

Ixitxachtl, **sea lions**, **mermen** and human sailors all are shown here being destroyed in battles by the **Sahuagin**. The murals are painted with some kind of strangely bright seaweed.

Waiting here in this large room are several Sahuagin guards as well as a priestess which appears to be chanting and pointing in the player's direction as they descend the stairs. The guards are alert and immediately begin advancing towards the players.

Sahuagin Guards (6): AC 5; MV 24"; HD 2+2; HP 10 each; # At 1; Dmg 1-6 (spear or crossbow); AL LE.

Sahuagin High Priestess: AC 5; MV 24"; HD 7+7; HP 35; # At 1; Dmg 1-6; SA spells; AL LE; Memorized spells: **command, curse, sanctuary, cure light wounds, cause fear, silence 15' radius, hold person, augury, spiritual hammer, snake charm, chant, dispel magic, cause disease, prayer, cure serious wounds, cause serious wounds.** She carries a normal spear. She wears a **Talisman of the Deep**.

THE IDOLS OF THE SHARK GOD

The Large Idol

The large idol at the north of the room is at the center of the north wall. It depicts a giant white shark swimming with it's mouth wide open displaying vicious looking teeth and an evil disposition. Carved upon the base of the statue in the language of the sea devils as well as in the common tongue is the caption "He who eats." The idol radiates powerful magic as well as intense evil. The statue is immovable and weighs thousands of pounds even here underwater. It is carved from marble and is probably somewhat valuable. The idol depicts the **Sahuagin's** deity **Sekana**.

If the statue is touched the idol suddenly seems to shift position. Originally the shark appears to be swimming from left

to right. If the statue is touched it will suddenly change and the statue will appear to be swimming from right to left. If it is touched again it will change back to the original form. Each time the statue is touched it changes position. The mouth of the statue also appears to change with each move. The mouth will open wider each time it is touched and at some point the players will find that there is something inside of the statue's mouth. There is a **potion of water breathing** inside of the mouth. The statue will not bite the first person placing their hand in to take the potion.

Anyone putting a hand inside of the statue's mouth a second time, however, may regret it. The statue mouth will bite down upon any hand or anything that is placed inside of it. The bite will cause 3-12 damage to any victim who looks for a second potion within. The statue values bravery and one brave enough to risk a hand one time will be allowed to do so. Anyone so foolish as to do it a second time, however, gets what they deserve.

Although the statue is very heavy it is built upon a sliding base. This base can be moved rather easily. The statue will slide to the west revealing a passage leading north. This secret door or passage can be found by the normal methods for searching for secret doors or concealed doors. This one will be considered concealed for such purposes.

Shark Idol (West)

On the west side of the room is a small idol of **Sekana** the shark god of the Sahuagin. This version of the god seems to be holding a trident with it's fins. The trident is made of the same stone material that the idol is carved from which appears to be fine marble. The statue is finely carved

with great artistic ability and talent showing through. Clearly the Sea Devils have fine artists among their peoples. The statue radiates powerful magical energy as well as pure evil.

Carved upon the base of the statue is a riddle. See Player Handout A.

If the players speak the word "Ice" the trident will shimmer with magical energy and transform into a trident made of shimmering metal. It will become a **+3 Trident of Fish Command with 10 charges**.

If the party states some other answer, however, the trident will suddenly move quite quickly through the water and skewer the person answering for 3-12 +3 points of damage. The trident will remain just a piece of the stone statue as it returns to place.

Shark Idol (East)

This idol appears to depict the god Sekana swimming in deep waters. In this statue the mouth of the shark is closed and he seems to be closing in on prey. He who eats is one of the names of the shark god and eating seems to be a primary function being shown here. On the base of the statue are runes carved into the granite base that holds the statue. The runes are indecipherable. Possibly they are written in the language of the Sea Devils themselves.

If the mouth of the statue is inspected closely the players will notice that there is a hinge there and that the mouth could be pried open. There is nothing inside of the mouth itself but if the statue is broken open the players will find that there is something of value inside the stomach of the creature itself. There is a diamond there worth 5000

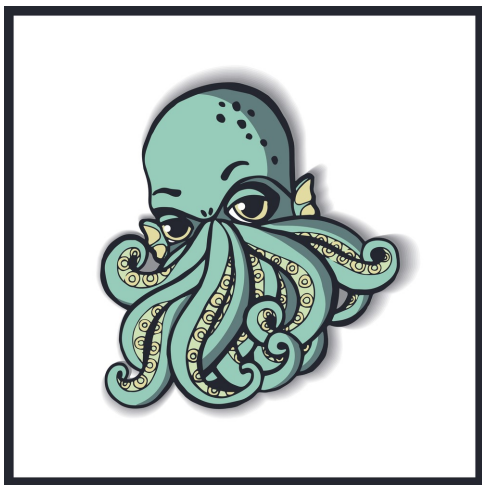
gold pieces.

2. **An Octopus's Garden**

This is a large square room with an indented floor which sinks down about one foot below the entrance to the room. There are dark passages leading from here to the east and the west. In the center of this room is a large brown mound of unknown material. The walls here are barren and there are no furnishings of any kind here. A few small fish swim by casually. There appears to be a few greenish looking sea plants growing in the muddy base near the center of the room. None of the plants have any flowers or anything colorful at all.

Suddenly the large brown mound begins to move. Many arms and tentacles reach out from the center of the creature. It is alive and threatening. The creature is an octopus and it is an extremely large specimen. It has six tentacles and some of them even appear to be holding weapons.

Octopus (Giant): AC 7, MV 12"; HD 8; HP 30; # At 7; Dmg 1-4 or by weapon (it is holding a battle axe and two long swords)/2-12; SA Constriction; SD Ink cloud; AL NE.



Anyone struck by a tentacle takes 1-4 damage and has a 25% chance of being grabbed and pinned by it. Once struck and pinned the player will take 2-8 damage per round thereafter until the hold is broken in some manner. The creature needs no to hit roll once it has grabbed a player. Victims take -1 to hit penalty once held until the hold is broken. One will be dragged to the mouth of the creature and take 2-12 damage per bite per round unless the hold is broken. A creature will need 18/20 strength or greater to break the hold alone.

If the creature feels the need to flee then it will eject its ink cloud and black out vision entirely in the room. It will then flee north into the main temple to get to its allies or escape the temple entirely if necessary.

Close inspection of the mud here will reveal that there is a water proof bone scroll case with a water proof magic user scroll inside with the following spells: **ice storm, fear, protection from normal missiles.**

3. **Riddle of the Seas**

This room has a statue in the corner of the room of a large wave. Littered on the ground here are offerings from the Sahuagin in the form of bones of captives that have been slain here in this room. The statue radiates powerful magical energy and evil. It shimmers and suddenly moves. It begins speaking and although the players are under water they can hear it speak clearly. It asks a riddle. **See Player Handout B.**

The person who answers will gain a great boon should they do so correctly. The proper answer is "water." If this answer is spoken aloud the statue will grant +1 to a random attribute of the person speaking.

Should an incorrect answer be given, however, the statue will be angered and animate into a **water elemental** which will immediately attack all present.

Water elemental: AC 2; MV 18"; HD 8; HP 30; # At 1; Dmg 5-30; SD +2 weapons needed to hit; AL N.

4. **Shark Puzzle**

This room seems to be littered with pieces of a broken statue of the shark god Sekana. A fin lies in the mud on one side of the room. A shark head lies on another side of the room. A torso of the shark lies in the center of the room. There is a base for the statue in the center of the room. The tail fin lies near the doorway. Each piece seems to glow dimly with magical energy.

Close inspection will reveal that the pieces can be fit back together again. Each piece fits perfectly with another and seems to snap back tight into place when placed together again. Should the statue be put back together and placed back upon the base of the statue it will animate and speak. It will ask the players two questions. As a reward for restoring the statue it will bestow a blessing on the players who aided him which will last one turn.

“Who dares enter the Temple of the Sea?” it asks.

“For what purpose do you enter here?” it also asks.

If the players explain they are on a rescue mission it will tell them to seek out the Sea Prince. He lies to the north. That is all that he can or will tell them.

5. **Shark Pack**

In the center of this long room is a small idol of Sekana the shark god of the Sahuagin. It seems to shimmer with magical energy. Swimming in tight circles around the idol are four sharks. Each seems to be guarding the statue from harm. There are passages leading north, south and west from this room. There is a secret door here leading west.

Murals on the walls here depict sharks and Sahaugin working together to defeat the many enemies of the Sea Devils. Clearly they are very close allies.

Sharks (4): AC 6; MV 24" HD 5; HP 25 each; # At 1; Dmg 2-8; AL N.

Shark Idol

This statue radiates powerful magical energy. It also radiates evil. It shimmers as it is looked at. It seems almost to be smiling. The shark god seems to be standing upright and looking directly at the players wherever they are in the room.

Touching the statue without stating the name **Sekana** will deliver 1-10 points of electrical damage to the person doing so. However if one invokes the name of the shark god while touching the statue they will receive a boon from Sekana for doing so from the following list:

1. Plus one to a random attribute
2. Bless spell effect for 2-11 rounds
3. Heroism effect for 2-11 rounds
4. Giant strength (hill) for 2-11 rounds
5. All hit point damage healed
6. Magic resistance for 2-11 rounds
7. One magic weapon owned by the player enhanced by 1

8. Invulnerability effect for 2-11 rounds
9. Statue moves and points a fin toward the direction where the Sea Prince can be found
10. Statue opens it's mouth and spits out a black pearl worth 5000 gold pieces

Only one such boon can be bestowed on a player.

6. **Potential Ally**

In this room the players will find a small cage. Within that cage is a creature swimming. It looks like a manta ray with a large nasty looking tail and sharp looking teeth. This is no normal ray. This one is an intelligent creature that can talk and cast spells. It seems to be watching the players with it's cold gray eyes but does nothing. It seems to be waiting patiently.

There are a few bones in the cage from creatures that have been fed to it. There are no other furnishings at all. The creature is an Ixitxachitl.

Ixitxachitl: AC 6; MV 12"; HD 5+5; HP 25; # At 1; Dmg 3-12; SA Spell casting; AL CE. Spells memorized: **bless, cure light wounds, command, hold person, silence 15' radius, spiritual hammer, prayer.**



If the players stop to talk to him instead of killing him outright he will give them the following information:

- The **Sahuagin** are led by one of the royal princes of the Sahuagin
- This prince is a larger and meaner specimen than the normal Sea Devils
- The **Ixitxachitl** is a priest and is one of the many enemies of the Sea Devils
- He was captured and brought here to be tortured and starved ever since
- He will gladly accompany the party until he gets revenge upon the Sea Devils
- He knows nothing about the kidnaped daughter of the Baron
- He has never seen any other rooms in the complex but this one
- He does not know how many Sea Devils are here in the temple

If the party does allow him to accompany them he will act as he stated. He

wants revenge and will help the party until he has achieved it. He will cooperate in any way requested as long as it is in his interests to do so. He will not attack them before or afterwards but will escape at the first opportunity once the prince is dead. Let the players have Player Handout C or the Game Master can play this NPC for them.

7. Secret Room/Puzzle/Treasures

In this room the players will find the bust of a noble Sahuagin. Presumably this bust depicts the Sahuagin king. This king of their people is rumored to live in a vast fortified underwater keep deep beneath the ocean. The head seems to swivel and look directly at the players regardless of where they are located in the room. The bust seems to be speaking vile and insulting words at the players in the fishy and undecipherable language of the Sea Devils. Whatever it is saying is clearly unpleasant even if the players do not speak the language.

There is a metal box of some sort on the ground here behind the bust that has no hinges or locks. It seems to be completely enclosed. There appears to be no way to open it as there is no opening of any kind visible.

The box is very heavy but it could be lifted by someone with a strength of at least 18 or by some combination of players with at least that much strength. The box is hollow from the bottom up and whatever is inside can be found merely by flipping the heavy box over should they think to do so. The fact that it is hollow and has an opening below is not obvious because of the thick mud on the floor here.

The bust is actually not insulting or threatening. It is telling the players a hint on

how to open the box and if anyone knows the language of the Sea Devils they might benefit from this knowledge here. It just tells the players to “turn it over.”

If the box is closely inspected the players will notice that a layer of mud and sediment covers some runes on the box. The runes are also in the language of the Sea Devils. A thief can use read languages skill to try to decipher this. The clue is the same. “Turn it over.”

Underneath the box the players will find a single ring. It is a **ring of free underwater action**. A player wearing such a ring can act normally and fight normally with no underwater penalties. Spell use is still limited to spells usable under water.

8. Trap Room

This room seems to be the living quarters for someone or some thing. There is a bed of sorts in the center of the room and a chest with a lock on it in front of the bed.

This room is a trap. Should anyone step into the room at all they may step upon a loose stone which will set the trap in motion. A steel door will slid down and block exit from the room. Spikes will begin coming down as the ceiling begins to lower to the ground. Within 5 rounds the spikes will reach the floor or impale anyone within the room. The spikes will do 3-18 damage and the crushing of the ceiling will do 1-10 damage per round until dead.

Engraved upon the steel door that blocks the exit is a set of runes. See Player Handouts D and E. Player Handout E has a riddle which asks the players to touch the proper rune in Handout D. Doing so will cause the trap to reset. Failing to touch the

right rune will just mean the trap continues and a round goes by. The correct rune is the star symbol.

9. Armory

This room appears to be an armory. There are racks of spears here as well as three underwater crossbows. There are barrels here filled with bolts. The bolts are normal and not magical. The spears are also normal. There are 200 bolts in the barrels. They do not seem to be suffering from being underwater.

Hanging on the wall here is a very beat up and dented shield. It appears to have seen much action. It hangs on a hook on the wall.

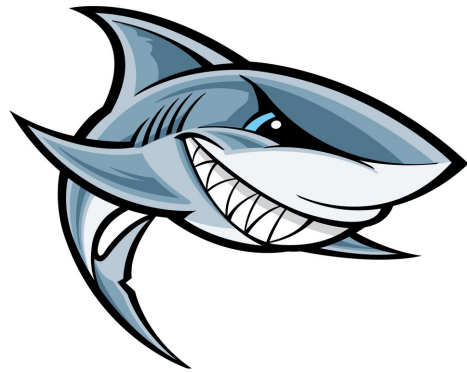
The shield is a **+2 large shield/+3 versus missiles**.

10. Great White Shark

This chamber is long. Swimming in this chamber is an enormous white shark. It appears to be well fed and well cared for. It has a golden band around its torso and some of its missing teeth have been replaced by ones made of gold. The shark appears to be quite old and it looks to weigh many thousand pounds.

There is a door to the east and a passage leading east and south from this room.

The shark immediately notices the party as they get close to this chamber and begins swimming in their direction.



Great White Shark: AC 5; MV 18"; HD 15; HP 60; # At 1; Dmg 6-24; SA Swallows person whole if a to hit roll is 4 higher than needed to hit; AL N. The gold band is worth 300 gold pieces. The golden teeth are worth 200 gold pieces.

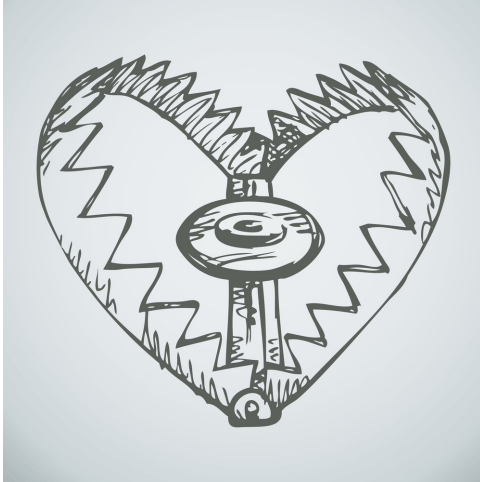
11. Fake Treasure Room

This room is nearly filled with gleaming golden coins. There must be hundreds of thousands of the coins here. Buried in the coins is a gleaming two handed battle axe which shimmers with magical energy. Near the axe is a suit of human sized plate mail that also shimmers with magical power.

The coins are fakes. They are copper painted gold. Close inspection will reveal that the paint is chipping away on many of the coins. The axe and plate mail are also normal but have magical spells cast upon them to give them magical aura and make them look valuable. They are not.

Anyone adding any pressure or weight to the pile or reducing the weight to the pile will trigger the trap. Buried deep beneath the pile are gigantic blades of a jaw trap. The person triggering the trap must roll

4D6 against their dexterity to avoid being bitten by the jaws of the trap. Failing will result in 4-24 damage to the victim. A roll of equal to or less than dexterity on four dice means success in avoiding the trap bite. One bitten will be pinned by the trap until released. It takes a strength of 18 to open the trap blades or a combined strength of 18.



The sound of the trap going off is loud and will echo through the water of the temple. It will result in a random encounter within 1-3 rounds.

12. Storage Room

This room appears to be a storage room. There are casks of food here which seem rather unappealing to anyone but a Sea Devil. These casks, however, contain food which is quite popular among the **Sahuagin**. Each seems to be filled with bloody meat from a source which is unknown to man. There also seems to be some kind of strange vile wine in casks here which is popular among the **Sea Devils**.

Also stacked here are some freshly slain captives. Human and humanoid bodies are often used for food among these

creatures. Six such bodies lie here in various stages of decomposition. They are stacked like cordwood.

Close inspection will reveal that one of the bodies has a **potion of extra healing** hidden in a pouch.

13. Treasury

The door to this room is locked.

This room appears to be a treasury. There are piles of loot here from various raids of the Sahuagin against the coastline of Zanzibar. There are several chests here overflowing with coins of every type and denomination. Gems of various sizes are overflowing in these chests as well. There are several bone cases here which appear to be waterproof and perhaps hold paintings. There is a finely made and ornate bastard sword studded with gems in the pommel.



There are many casks of wine and food as well. Some appear to have leaked and are probably ruined. There is a bone scroll case here which appears to hold a scroll inside which seems to be water proof.

The chests are trapped. Anyone who approaches them may step on a pressure plate hidden in the mud on the floor which will cause poison darts to fire at various

angles across the room. There will be six such darts fire and despite the fact that they are underwater they move quite fast and true. Each will attack as a 15HD monster against anyone within the chamber at the time that the trap is set off. Anyone struck by a dart will suffer 1-3 damage and must save versus poison or suffer 1-6 points of poison damage for 2-5 rounds or until cured or dead. The trap can be avoided if it is discovered and disarmed first.

Valuables in the chamber:

12377 Gold Pieces

344 Platinum Pieces

24444 Copper Pieces

15444 Silver Pieces

3 sapphires worth 500 gold pieces each

15 peridot worth 100 gold pieces each

144 pieces of quartz worth 10 gold pieces each

The paintings are a portrait of the king of Zanzia worth 500 gold pieces, a painting depicting the siege of Onm worth 500 gold pieces and a portrait of the evil wizard Malcon the Firebringer who was once a great seer for the king of Zanzia but later became a **Lich**. It is also worth 500 gold pieces.

The bastard sword with the gems in the pommel is worth 250 gold pieces but is not magical.

The water proof bone scroll case contains a clerical scroll which is also water proof. It has the following spells: **heal, cure serious wounds, cure critical wounds, neutralize poison.**

14. The Prince of the Sea

This large room appears to be a throne room. There is a large throne at the north wall of the room with the largest and meanest looking Sahuagin anyone in the

party has seen so far. In front of him are body guards. The throne is ornately decorated with many gems, black pearls and other valuable stones.



Sitting on a small table nearby is a clear bottle about one foot tall and five inches wide. Inside of the bottle is a young woman who appears to have been shrunk by magic. She seems to be alive and well but is in great distress. She is pounding on the sides of the bottle with her hands as if she thinks she can break out of her prison. Clearly she is not succeeding. She must have some air in the bottle or she would be dead by now. This appears to be the daughter of the Baron.

The prince stands and points his great trident in the player's direction. His body guards immediately advance to protect their prince.

Sahuagin Royal Guards (5): AC 5; MV 24"; HD 8+8; HP 40 each; # At 1; Dmg 1-10; AL LE.

Prince of the Sea: AC 5; MV 24"; HD 9+9; HP 50; # At 2; Dmg 3-12; AL LE. He has a magical horn around his neck. It is a **horn of the tritons (C, F)**.

The gems decorating the throne are:

Two black pearls worth 5000 gold pieces each

Two diamonds worth 5000 gold pieces each

Ten emeralds worth 500 gold pieces each

The Girl in the Bottle

The girl is clearly the Baron's daughter. But how can the players get her out of the bottle alive and unharmed? She appears to be running out of air quickly. She seems to be struggling to breath. If she does get out of the bottle how will she breath in the water?

The solution is to use one of the diamonds to cut the glass and open up her prison. Any attempt to break the glass will harm the girl irreparably. She is tiny still and just about any blunt force is going to kill her. Cutting the glass, however, is safe. As for breathing there are **potions of water breathing** in this temple to be found as well as the **talisman of the deep** found from the high priestess which can confer water breathing.

Once she is returned to the Baron the adventure ends.

GAME MASTER NOTE

If the Baron's daughter is returned alive he will be pleased. He will pay the reward he offered. Should the party fail to bring her back alive but bring back her body he will thank them for their services and pay half of the 5000 he offered as an award.

NEW MAGICAL ITEMS

Ring of Free Underwater Action - A player wearing such a ring can act normally and fight normally with no underwater penalties. Spell use is still limited to spells usable under water. XP Value 2000. GP Value 1000.

Shield +2 large/+3 versus missiles - Similar to other missile protection shields.

Talisman of the Deep - Anyone wearing this talisman gains the following abilities: Free action under water, unlimited water breathing, normal speech or spell casting under water.

PLAYER HANDOUT A

“Lighter than what I am made of,

More of me is hidden than is seen,

I am the bane of every mariner,

A tooth within the sea.

Speak my name.”

PLAYER HANDOUT B

“Three lives have I.

Gentle enough to sooth the skin,

Light enough to caress the sky,

Hard enough to crack rocks.”

PLAYER HANDOUT C

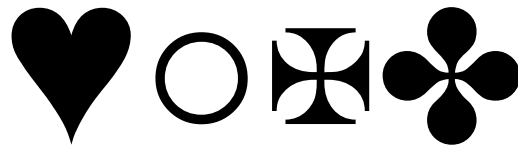
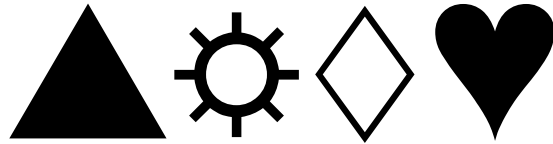
IXITXACHITL PRIEST

AC:	6
Move:	12"
HD:	5+5
HP:	25
# Attacks:	1
DMG:	3-12
Special Attacks:	Spells
Special Defenses:	None
Magic Resistance:	None
Alignment:	CE

Spells memorized: **Bless, cure light wounds, command, hold person, silence 15' radius, spiritual hammer, prayer.**

He has no magical weapons or treasure. All items he owned were taken by the Sea Devils.

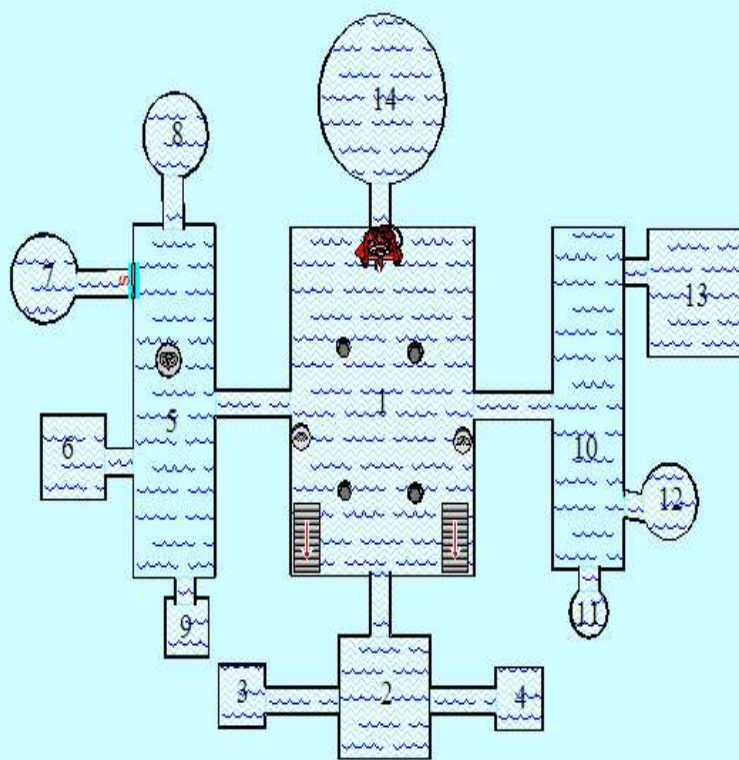
PLAYER HANDOUT D



Ψ' Ω $@a$ Ξ



Temple of the Sea Pines



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