

Adventure Module U3

The Final Enemy

by Dave J. Browne with Don Turnbull

AN ADVENTURE FOR CHARACTER LEVELS 3-5



At last — an opportunity to avert the threat to the little town of Saltmarsh! The real enemies have been identified — evil, cruel creatures, massed in force and viciously organized. Can the brave adventurers thwart this evil and ensure the safety of Saltmarsh?

The Final Enemy is the final part in a series of three modules designed and developed in the United Kingdom for beginning adventurers with the AD&D™ rules. Its plot follows directly from those of the first two parts (Module U1 — The Sinister Secret of Saltmarsh, and Module U2 — Danger at Dunwater). This adventure can be played by 8-12 characters of experience level 3-5. This module contains large-scale maps, full background information and detailed encounter descriptions for the players and DM.



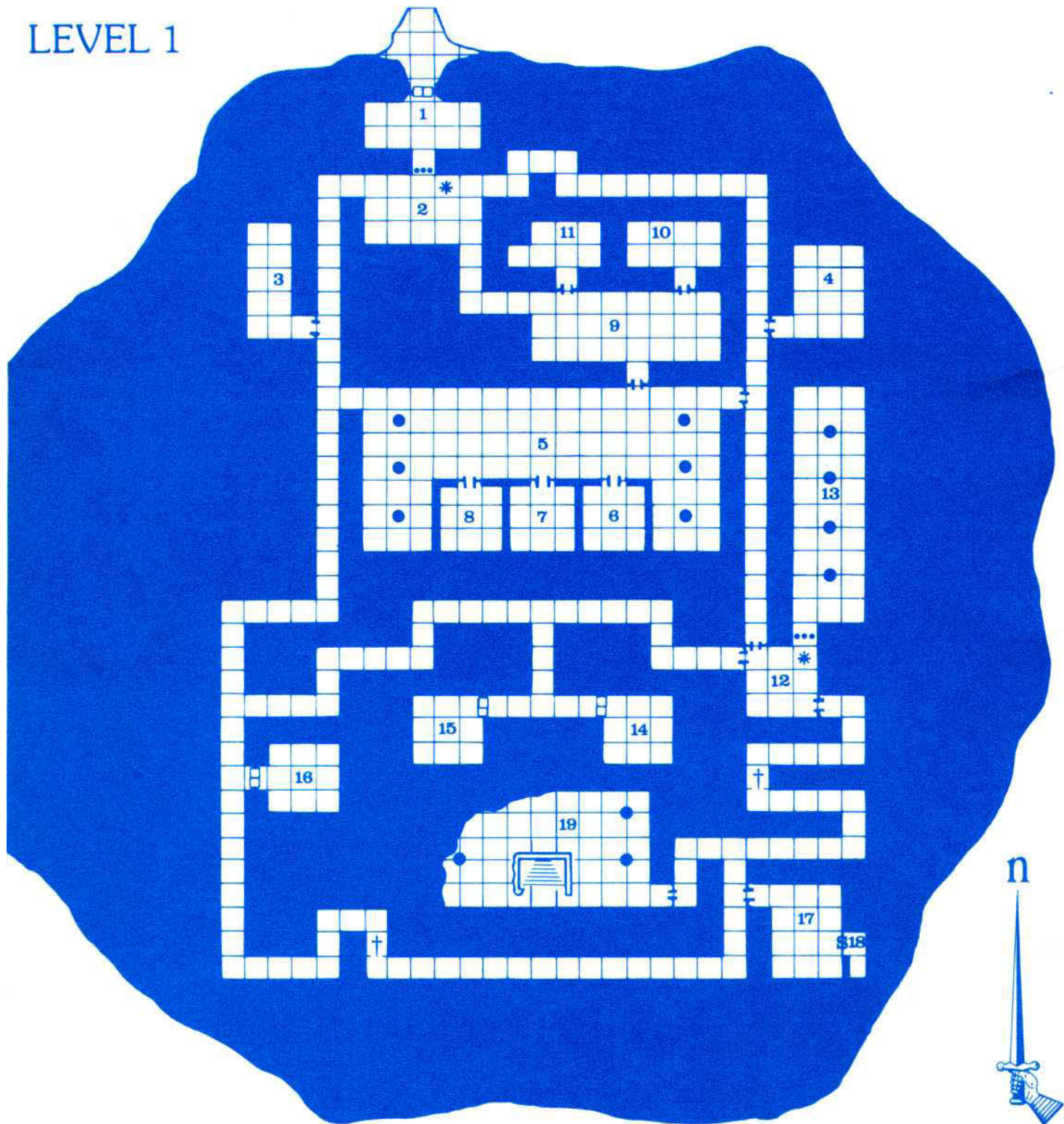
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LEVEL 1



KEY: EACH SQUARE REPRESENTS 10 FEET

	DOUBLE DOOR		BARRED GATE		SUBMERGED AREAS		STATUE
	ARCHWAY		GATE OPENING MECHANISM		UP // DOWN STAIRS		THRONE
	SECRET DOOR		POINTS BEYOND WHICH SOUND OF WORKING IN ROOM 19 MAY BE HEARD		ALTAR		SLOPING PASSAGE (UP) UNDER

For
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GAMES

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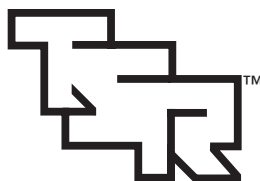
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THE FINAL ENEMY

This is the final module in a three-module series — the culmination of the adventure which started in **module U1 (THE SINISTER SECRET OF SALTMARSH)** and continued in **module U2 (DANGER AT DUNWATER)**. Though each module in the series is complete in itself and can be played separately if so desired, the three modules are designed as a series and it would be more satisfying for players if the same group were to tackle the three modules in order. In this way their characters would start their adventure in **U1** as relatively inexperienced (experience levels 1-3), continue in **U2** and finally complete this phase of their careers in this module (which is designed for 8-12 characters of experience levels 3-5).

IMPORTANT:

If you are going to play a character in this module, read no further - to do so could spoil your enjoyment of this module. What follows is for the eyes of the Dungeon Master only!

This module is set out in five parts. The first part (the sections PREAMBLE, SYNOPSIS OF MODULES U1 AND U2 and SALTMARSH), sets the scene by describing Saltmarsh and the adventures which have recently taken place in the area. The second part (the sections THE MISSION, VARIATIONS IN THE ABSENCE OF LIZARD MEN and THE RECONNAISSANCE PARTY) tells of this particular adventure and who will be undertaking it. The third part (all the sections from THE JOURNEY TO THE FORTRESS (AND BACK) to FORTRESS ENCOUNTER TABLE) indicates how the characters can get to the site of the adventure, the problems which they may encounter en route, how they may get inside the fortress and what they may find inside.

The fourth part consists of the KEY to the sahuagin fortress (which has three levels) and the fifth part consists of CONCLUDING NOTES and the APPENDIX, which contains a variety of information about monsters, treasure, nonplayer characters etc.

It is strongly recommended that the Dungeon Master should read the entire module thoroughly before running the adventure, making notes and 'aides memoire' as necessary while reading.

In the KEY to the fortress, it will be noticed that encounter descriptions are divided into boxed and open sections. The information in the boxed sections should be conveyed to the players, together with the appropriate dimensions of the area their characters have entered (dimensions can be given accurately if the characters take the time to measure them and have the means of doing so). Even if not specifically mentioned in the boxed text, describe other features of the area (steps, pillars etc.) which the characters would see. Initially the party can act only on this information; the DM should provide supporting information if requested to do so, but only if the characters are in positions which would allow them to make the appropriate observations. The remaining open sections are for the DM alone, as are all the introductory sections except the SYNOPSIS OF MODULES U1 AND U2; the information they contain should not be conveyed to the players until their characters discover the facts.

In many parts of the sahuagin fortress there are sahuagin in considerable numbers and of different types (warriors, officers, females etc.). To have included all the necessary statistics in the main text, as is normally the case in modules, would, in this instance, have expanded the main text considerably. To avoid this, all sahuagin statistics are listed by creature type in

the APPENDIX. The same is true of the statistics for the sharks which are the companions of the sahuagin.

The statistics for other creatures are included in the main text in the appropriate encounter area description and are duplicated in the APPENDIX.

In all cases, the statistics are abbreviated for quick reference. For full details, consult the **Monster Manual** or the **FIEND FOLIO®** Tome as appropriate.

Standard abbreviations used in this module are; AC = armour class, MV = movement, HD = hit dice, hp = hit points, #AT = number of attacks, D = damage or dexterity, depending on the context, SA = special attack, SD = special defence, AL = alignment, F = fighting man, M = magic user, T = thief, S = strength, I = intelligence, W = wisdom, C = constitution, Ch = charisma, DM = Dungeon Master.

MAPS: There are eight maps included in this adventure module:

- A. On the inside of the module folder there are three maps showing the interior of the fortress after the sahuagin alterations.
- B. On a perforated sheet at the back of this booklet there are three maps showing the interior of the fortress as the lizard men remember it; this can, in the right circumstances, be detached and handed round the players.
- C. Towards the back of this booklet there are two larger scale maps. One shows the island which contains the fortress; the other shows the entire area and the physical relationship between Saltmarsh, the fortress, the Hool Marshes and the lizard man lair.

As Dungeon Master, it will be for you to set the scene of this adventure. Precisely how you do so will depend to a considerable extent on whether the players have experience of the previous modules in this series.

If they have played **U1** and **U2**, the players will already know a good deal about Saltmarsh and its inhabitants. The players should already have the necessary information and hopefully will have made the right deductions to enable them to proceed smoothly on to this adventure. They may begin the adventure at the meeting between the lizard men (or the mermen) and the members of the Town Council (see THE MISSION hereafter).

If the players have not played **U1** and **U2** it is strongly recommended that they do so before proceeding to this adventure. If for some reason this is not practicable, you should introduce them to **U3** as if they had played **U1** and **U2** — read the SYNOPSIS to them and provide them with the information their characters would know about Saltmarsh after living in the town for a few weeks. Even better — obtain modules **U1** and **U2** so that you can best explain the background. The paragraphs which follow provide background information about Saltmarsh and about this adventure. You should read them thoroughly before introducing the players to their characters' mission, unless you have read **U1** and **U2** and already know all you need to know. You are also advised to read the synopsis of the plot of this module — see the APPENDIX towards the back of this booklet; it may be useful for you to read it now.

SYNOPSIS OF MODULES U1 AND U2

Some weeks ago the Town Council of Saltmarsh, a small fishing town, hired a party of relatively inexperienced adventurers to investigate mysterious goings-on in the Haunted House, a decaying mansion on the cliff top near the town. These adventurers discovered that the alleged hauntings of the house were a masquerade devised by a gang of smugglers who were using the place as a land-base for the importation of contraband and who wanted to frighten away any inquisitive locals (officials in particular).

The adventurers overcame the smugglers in the house, then successfully boarded the smugglers' ship SEA GHOST and routed the rest of the gang. The smuggling operation was thus quashed and the victorious adventurers were rewarded by the grateful Saltmarsh authorities. (**Module U1** ended at this point).

But there still remained a mystery. The unexpected presence aboard SEA GHOST of three lizard men, the perusal of some curious quasi-commercial documents and the discovery of a cache of arms and armour led the adventurers to deduce that the smugglers were also running fighting equipment to a nearby colony of lizard men. Their deduction was corroborated by the tale of Oceanus, an aquatic elf held prisoner aboard SEA GHOST, who had witnessed the equipment being loaded prior to his capture.

Fearful that the lizard men were planning an assault on Saltmarsh, the Town Council asked the adventurers to seek out the lizard man lair and remove the threat to their people. The adventurers therefore penetrated the lair but discovered that there was no threat to Saltmarsh, at least from the lizard men. In fact these creatures were preparing for war against a tribe of sahuagin - an evil, brutal horde which a year ago had driven the lizard men from their home, killing and looting. The sahuagin were then established in the lizard men's permanent home (about 50 miles from Saltmarsh), forcing the lizard men to occupy a temporary lair. Determined to regain their rightful home, the lizard men had been engaged in purchasing weapons and negotiating alliances with other races — merfolk and locathah — against the sahuagin; the koalanth were approached but refused to join the alliance. The lizard men thus hoped not only to expel the sahuagin and regain their home, but also to deal the sahuagin such a blow as to discourage them from further enterprises in this area.

Having discovered the true intentions of the lizard men, and recognising that the presence of sahuagin in the Saltmarsh area represented a considerable threat to the people of Saltmarsh, the adventurers, at the lizard men's request, escorted two senior lizard men back to Saltmarsh to meet the Town Council. The lizard men hoped to enlist the aid of the humans of Saltmarsh in the battle to come and asked the characters to support this request. (This is where **module U2** ended and where **U3** begins).

Notes:

1. See the APPENDIX for details of Oceanus, the aquatic elf, if he is still with the party (assume that he is, if the players have not played **U1/U2**) and have a player control him.
2. It is possible that a pseudo-dragon, formerly a companion of one of the lizard men aboard SEA GHOST, has now formed a companionship with one of the characters, in which case see the APPENDIX for statistics of this creature. If the players have not played **U1**, the

pseudo-dragon will not be present in this adventure.

3. If this module is played as the final part of the series, the same characters having previously adventured in **U1** and **U2**, it will be important for the characters to have gained experience levels during their adventures, otherwise this module will be too tough for them. Remember that the amassing of sufficient experience points is not in itself sufficient — to attain a higher level a character must also spend some time in training. In this context, in order to ensure the characters are ready to start this adventure at the right time, the DM should feel free to waive or modify some of the training requirements to ensure the smooth flow of the series.

IMPORTANT — SPECIAL NOTE. The DM must recognise from the outset that this is a very dangerous module for the characters. Play-testing has shown that the mission can be accomplished by a courageous, thoughtful party whose members have planned their incursion into the fortress carefully. Equally, play-testing has demonstrated that careless players who fail to plan ahead can quickly land their characters in serious trouble, in which case those characters are fortunate if they are able to escape from the fortress area alive.

Obviously a party of much higher experience level would encounter much less difficulty — for instance a character able to summon and command a water elemental could wreak much havoc among the sahuagin in the flooded areas. The DM should not feel that a party having one or two useful magical items more than the norm is at too much of an advantage, and should certainly not in any way restrict the party in this respect. But the challenge of this module lies in the characters undertaking and completing a dangerous, delicate mission without being able to rely on a multitude of magical resources. After all, they will have additional magical aid aplenty if they find the secret room on level one.

It would be easy, for a DM so inclined, to ensure the early demise of the party. Once the characters are trapped by attacking sahuagin, these beasts can call so many of their colleagues into the battle that only a miracle or very powerful magic can save the adventurers. It is vital for the DM to avoid such a train of events if possible, in the interests of maintaining an entertaining game, yet avoid just as carefully the opposite extreme whereby characters are allowed to rampage freely through the fortress against seemingly impossible odds, or whereby careless or stupid characters fail, for some strange reason, to alert sahuagin by their inept or silly actions. Preserve a careful balance for as long as possible — and remember that the DMs most important task is to provide an interesting, enjoyable and challenging game.

SALTMARSH

The little town of Saltmarsh plays a pivotal role in the series of adventures presented here and in **U1** and **U2**. The Secret of Saltmarsh derives from the nature of the town and its surroundings. Encouragement (and, to a limited extent, financial inducement) of the party to undertake various adventures comes from the Town Council of Saltmarsh. It is within the town, and with its people, that the characters will spend several weeks or even months of their adventuring careers.

If there is to be an adequate background to each adventure, and particularly if the three modules are to be played as a series, the Dungeon Master is recommended to prepare the town quite thoroughly, using the guidelines presented in this module as the basis of that preparation. The DM's own style and preferences will govern just how much preparation is done and in how much detail, but it is suggested that attention be given to a least some of the following:

1. The Town Council. Name the members; determine their trades/occupations and something of their backgrounds; decide how powerful and wealthy each member is relative to the local community.
2. Treat other prominent local citizens who are not members of the Council in a similar way to Council members.
3. Draw a map of the town, locating prominent buildings and the places where Council members and other important people carry out their business.

4. Decide where the characters could stay when resting between adventures in the town (the best inn? the only inn?); determine the daily cost of their accommodation and food (and make sure they pay!).
5. Decide where to locate the town's place(s) of worship and which deity is worshipped in each.

The **AD&D™** hardback books — particularly the relevant sections of the **Dungeon Masters Guide** — should prove helpful in these tasks. Don't skimp them, for in this series of modules the events which take place between adventures are nearly as important as the adventure themselves. Your players' characters will spend a lot of time in Saltmarsh, so do it — and them — justice!

The town is a small, respectable fishing town. The inhabitants are relatively sober, hard-working and amenable. There are adequate facilities for justice and law enforcement - debtors and bankrupts are dealt with particularly harshly. Fishing is the main industry but there are some tiny farms in the neighbouring countryside and the town boasts a small weekly market to which traders are attracted from two larger towns - Burle inland to the northwest, Seaton along the coast to the east).

In general be guided by any small south-coast English fishing town of the 14th Century and with population about 2,000.



THE MISSION

Saltmarsh is placed at the western edge of hex U4/123 on the **WORLD OF GREYHAWK™** Map.

(Note: this section assumes that the lizard men have survived **module U2** and are present at the meeting of the Town Council. If this is not the case, the DM should amend this section accordingly. See also the section **VARIATIONS IN THE ABSENCE OF LIZARD MEN**).

The alarm which the Town Council members felt when they first heard about the possibility of an attack by lizard men (at the start of the adventure in **module U2**) is as nothing compared with their abject terror on hearing about the sahuagin. The reputation of these wicked creatures is well known in Saltmarsh; the knowledge that a sahuagin horde is established only 50 miles from Saltmarsh fills the Town Council with dread. Some members of the Council go so far as to suggest evacuating Saltmarsh altogether, for the meagre resources of the town would be quite inadequate to counter a sahuagin attack if this were to come. The lizard men explain the arrangements they have made for an alliance with the mermen and the locathah (if Oceanus is still present, he will tell them he will try to persuade the aquatic elves to join the alliance also) and this goes some way towards appeasing the Councillors.

But there remains a very serious problem: the lizard men's preparations are by no means complete and it will be some time before the forces of the various races - lizard men, locathah, mermen and possibly aquatic elves - can be assembled for an assault on the sahuagin fortress. In the meantime, an attack on Saltmarsh could come any day; immediate action is needed. The Councillors will not budge from this view and will remain obdurate no matter what reasonable arguments are put forward. They want an immediate attack on the sahuagin, despite the fact that inadequate resources exist to ensure the success of such a venture.

After a long debate, a compromise is reached. The representatives of the locathah and mermen will go immediately to their homes and hasten the assembly of fighting forces which will return to Saltmarsh as quickly as possible (about three weeks will pass by before they can be expected back in Saltmarsh). In the meantime a small advance party of humans and lizard-men will mount a reconnaissance in force on the sahuagin fortress, to test its strengths and probe its weaknesses. The representatives of the lizard men agree to provide a force of 12 warriors and 2 officers to join such a party. Humanity will be represented by the party of adventurers who have been shown themselves so capable in the past, and a reward of 10,000gp is to be given to the party on completion of the mission. Additionally the Town Council will send a squad of 6 marines -local men - to add support.

If he is present, Oceanus is in something of a quandary. Should he go with the party on their mission or return to his tribe and persuade his chief to send a force of warriors for the combined assault? In the end his loyalty to the party and his lust for adventure win his internal debate — he will go on the reconnaissance with the party. The Town Council agree to send a messenger to the aquatic elves who will convey Oceanus' request, but in any event no other aquatic elves appear in this module.

The objectives of the mission, which must be accomplished if the reward is to be gained, are fourfold:

1. Determine the strength of the sahuagin force — how many warriors, lieutenants, barons etc. are present.

2. Locate important areas within the fortress — e.g. where are the warriors barracked, where are the officers quartered, etc.
3. Discover any significant defensive measures — where are there traps, areas readied specifically for defence and so forth.
4. Discover how advanced are the sahuagin preparations and when they might mount their first attack.

Note the section **REWARDS** at the end of this module which gives minimum responses to these four objectives with which the party must return if they are to receive the reward. Remember that this information will be needed by the larger invading force when that force assaults the stronghold (after the completion of this adventure).

The site of the adventure is well known to the lizard men since it was their former home. The lizard men representatives will provide maps of the interior of the fortress (these are provided on perforated sheets at the back of this module booklet and may be handed out to the players). The fortress is some 50 miles down the coast from Saltmarsh (in hex W4/125 of the **WORLD OF GREYHAWK™** map - see also the general map towards the back of this booklet). The lizard men will tell the party that the fortress is a series of passages honeycombing the interior of an island in a bay, connected to the mainland by a rock causeway which leads to the only dry entrance on the lowest level. The only other entrance is through a sea cave on the same (lowest) level and there are two levels above.

NOTE: The sahuagin have made extensive enlargements and alterations to the lair since they occupied it and have also flooded the two lower levels. The actual appearance of the place is shown on the maps inside the module folder. However the DM should make sure the players know nothing of these changes - the appearance of the place should come as a complete surprise to them as well as to the lizard men.

Clearly normal sahuagin could not have accomplished the flooding of the two lower levels; the powerful magic which physically lowered the whole island by some 75 feet was arranged by Sekolah, the sahuagin deity.

VARIATIONS IN THE ABSENCE OF LIZARD MEN

It is possible that the player-characters have previously adventured in **U2 module** and have slaughtered every occupant of the lizard man lair. In this event they may not even know of the anti-sahuagin alliance; certainly they will not have obtained the lizard men's maps of their former home, now occupied by the sahuagin, they will not know where the sahuagin stronghold is, nor will they be accompanied by lizard men on this adventure.

Should this be the case, arrange matters at the beginning of this adventure as follows:

1. Several days after the party's return to Saltmarsh from their **U2** adventure, a troop of mermen arrives at Saltmarsh, asking to meet the Council. (You can't reasonably expect mermen to go to the Council Chamber -the meeting will have to take place at a more appropriate spot, such as the Saltmarsh quayside).

2. When such a meeting takes place, the mermen explain the common danger facing all the local races from the sahuagin and inform the Council of the alliance the lizard men had organised to confront this peril.
3. The mermen go on to add that the sahuagin appear to have discovered the plan since the lizard men's lair has been plundered and no survivors live to tell the tale.
4. The mermen continue to explain that the lizard men have all been killed and the koalinh have left the alliance. However, the mermen and locathah remain allied and earnestly request that the humans of Saltmarsh join them against the common enemy. (If Oceanus is present, the invitation is also extended to the aquatic elves).
5. The Council agrees to assist the aquatic races against the sahuagin; indeed, the Councillors know a party of adventurers who might be willing to take an active part....

The mermen know the location of the sahuagin stronghold from the days when lizard men lived there. They know little of its interior (the maps at the rear of this booklet will not be available to the players) but know of the only two entrances - the sea-cave entrance (area 60, which some mermen have actually visited in more peaceful times) and the landward entrance (which used to lead to area 61), though they think both entrances lead to the lowest level of the fortress. (This is now not the case, after the sahuagin alterations). They are perfectly willing to make available to the adventurers whatever information they have. Of course, no lizard men will accompany the party, nor can the Town Council send more than six marines with them for fear of a sahuagin attack during their absence. The party will therefore be somewhat weaker than if it had lizard man support. However there will be some slight compensation — the mermen have brought with them two magical scrolls, intending to offer these to the Town Council as inducement to join the alliance, and these will be given to the party.

Scroll# 1. magic user spells

First level: magic missile, unseen servant
Second level: knock, web
Third level: water breathing
Fourth level: remove curse

Scroll#2. Cleric spells

First level: remove fear
Second level: chant
Third level: glyph of warding
Fifth level: cure critical wounds

NOTE that if the lizard men are negotiating the alliance, these scrolls will not be available to the characters.

The scrolls have been painted over with a transparent waterproof varnish which allows them to be taken underwater without risk of damage from the immersion. An astute player may deduce that at least part of the adventure will take place under water, but if this deduction is voiced the DM can easily play down the idea - after all, mermen belong to an aquatic race, and

even though they can't themselves use the scrolls, they are intelligent enough to have recognised them as valuable and to have protected them appropriately.

Remember: these variations are only used if the lizard men are not present. They provide an alternative interface with **module U2**; whether it is used or not depends entirely on what the characters did in the **U2** adventure. If the players have not previously played **U2**, and if it is impossible for them to do so, these variations are not used and the meeting of the Town Council is with the lizard men, as explained above.

THE RECONNAISSANCE PARTY

The party to undertake the mission will be:

1. The player characters.
2. Oceanus, if he is still with the party (assume that he is, if the players have not previously played **module U2**); a player should take control of Oceanus as if the aquatic elf were one of that player's own characters. See the APPENDIX for details of the aquatic elf.
3. A pseudo-dragon will still be with the party if it formed a special relationship with one of the player characters in **module U1**. See the APPENDIX for details of this creature. If the players have not adventured in **module U1**, the pseudo-dragon will not be present here.
4. Six marines sent by the Saltmarsh Town Council. These men will be Will and Tom Stoutly (the men who were with the party in their **U2** adventure and part of their **U1** adventure; should Will and/or Tom not have survived to take part here, use the same characteristics but change the names!) and four others. Full details are in the APPENDIX.
5. (Only if the lizard men are present) fourteen lizard men - 2 officers and 12 warriors. See the APPENDIX for details of these creatures.

Whatever the composition of the reconnaissance party, it will be a cooperative party (save, perhaps, if the player characters behave otherwise); Oceanus, the pseudo-dragon, the marines and the lizard men, whichever are present, will fight courageously, though not suicidally, against their common foe the sahuagin.

THE JOURNEY TO THE FORTRESS (AND BACK)

The sahuagin fortress is in an island in the estuary of the Javan River, some fifty miles south-west of Saltmarsh. A coastal headland covers one flank of the island, which is connected to the mainland by a stone causeway.

If the lizard men are present, they will be able to enlarge on this description and provide the maps (on perforated sheets at the back of this booklet; these may be handed to the players). They will explain that their former lair consists of a series of natural passages and caves honeycombing the interior of the island on three levels; they made little alteration to the place other than providing stairway connections between the levels. The lowest level, they will continue, has two means of access, one via a sea cave to the south and the other via the causeway and a dry cave to the north. If they are asked, they will say that the whole place apart from the sea cave is dry and above water (in which respect, of course, they are wrong; but the characters should not be told this or anything else about the alterations made by the sahuagin). The Dungeon Master should give players, on questioning, any information about the former lizard men's lair and the surrounding area which the lizard men would reasonably know.

The party and its companions/associates will be wise to make the journey by sea. The journey there by land is too hazardous to be attempted - the known marshes are dangerous enough, and most of the journey will be across terrain which has never been explored. If the players insist on their characters making the journey by land, despite the strong and earnest advice to the contrary by the Council members and the lizard men or mermen, allow them to proceed (their associates, reluctantly, with them) as far as the lizard men's lair, subjecting them to encounters en route as dictated by the Marshland Encounter Table. See the section THE MARSHLANDS if a journey through the marshes is to be undertaken. The journey between Saltmarsh and the fortress by this route will take 6 days.

If the players sensibly decide at the outset to make the journey by sea as advised, the Council will place at their disposal a sea-going vessel very similar to SEA GHOST, the ship used by the smugglers in **module U1** (see that module for details of the ship — layout, size, rigging etc.) and an experienced crew to man her. The ship will be in good sailing condition, will have 32 hull points and will be fully provisioned for the journey to the fortress and back again.

For details of the captain and the 10 members of the ship's crew, see the APPENDIX. However note that under no normal circumstances will the captain or any of his crew leave the ship to assist in the reconnaissance of the fortress. Their job is to sail the ship to the fortress, defending it if necessary en route and while waiting there for the return of the party, then sail it back again safely to Saltmarsh. Extreme methods of persuasion — perhaps a series of **command** spells — will make them party to the adventure proper, but even under such magical duress their acquiescence will be reluctant and they will seek any excuse to return to their proper duties on board.

The journey to the fortress by sea will take about 20 hours. Give the ship and those aboard the benefit of favourable weather, wind and currents. There will be one, and only one, encounter on the outward voyage - an attack, sometime during the daylight hours (DM to determine the exact time) by two giant octopuses; (AC 7; MV 3"/12"; HD 8; hp 36, 36; #AT 7; D 1-4 (x6)/2-12; SA constriction).

These monsters will anchor themselves to the ship with two of their tentacles each and will bring the vessel to a halt in three

turns. Each octopus thus has six free tentacles with which to attack. See the APPENDIX and the **Monster Manual** for full details of these creatures, their methods of attack and so forth. See the APPENDIX also for possible structural damage to the ship as a result of the encounter.

On arrival in the area of the fortress, it is the party's decision where to leave the ship and how to approach the fortress itself. Should the lizard men be present, they will know of the sahuagin's aversion to light and will commend to the party a landing, via the ship's jolly boat, at the river mouth (marked 'A' on the map of the area toward the back of this booklet) during daylight. Wherever the party lands, and by whatever means they choose, the movements of the ship after the adventurers leave it are important.

During the party's intrusion into the fortress, if the ship is left at anchor within three miles of the fortress at night, it will be sighted (100% chance) by patrolling sahuagin and attacked. The attack will be mounted by 28 sahuagin (24 warriors, 3 lieutenants and a chieftain from area60) and will be a vicious, well-organised affair which even a full crew will find a difficult task to repulse, while a reduced crew will probably be overcome. The only circumstances under which the ship will not be sighted (and not be attacked) are if it arrives during daylight, leaves the area of the fortress for the night and returns during daylight merely to collect the returning adventurers and depart again for Saltmarsh. The chance of sahuagin sighting the ship in daylight is 25% (roll each three hours of daylight) and only if the ship is within one mile of the fortress, so it would not be found if it stayed east of the point marked 'A' on the map of the area during daylight hours. At night the sahuagin will sight and attack the ship if it is anywhere at sea within a 3 mile radius of the fortress.

The DM should not ignore the possibility that the party will arrange with the captain for the ship to be used as a decoy. For instance, she could be sailed openly into the bay near the sahuagin fortress in order to draw an attack and thus reduce the number of sahuagin in the fortress when the party enters it. In such a circumstance remember that the sahuagin will certainly try to attack the ship if they sight it. The ship can, under full sail, move at a maximum speed of 7 mph but sahuagin can only swim at 24" rate — about 3 mph. Therefore if conditions of wind and current are ideal for the ship, the sahuagin will not be able to overtake her, while if wind and current are unfavourable to the ship, she will be slowed to as little as 1 mph and the sahuagin will be able to overhaul her with ease. The DM must determine what conditions prevail and what changes take place in wind and current.

Similarly the DM must resolve, in private, the outcome of a sahuagin attack on the ship when the adventurers are not on board. See the APPENDIX for details of the sahuagin mounting such an attack, their weapons, tactics etc. Whatever that outcome, it must be kept secret from the players unless the characters are still aboard at the time of the attack; it is possible that their first hint of such an event will only emerge when the ship falls to turn up at the appointed hour to meet them and they realise they will have to walk home

If the characters are forced to make the return journey to Saltmarsh by land, they will be subjected to the Marshland Encounter Table during that journey (which will take 6 days, allowing for terrain difficulties and rest periods).

There is a much longer trackway which may be taken in either direction but which is more obvious for a return journey than an

outward. This is shown on the overall map of the general area. It splits off north-east from the trackway which connects point 'A' to the landward end of the causeway and vanishes into the interior of the Hool Marshes. Eventually, after looping a distance of about 100 miles through the swamp, it emerges into open, dry terrain about 10 miles north-west of Saltmarsh. The journey from the fortress to Saltmarsh by this route will take 6 days, the last of which (being in open, well-travelled terrain) will be free of encounters with monsters.

A return journey by sea will be an uneventful affair with no encounters. Again, allow the benefit of favourable weather, wind and currents.

In summary, if all goes well the reconnaissance party will travel to and from the fortress by sea, with only one encounter on the outward journey and none on the return and the ship will either wait safely out of sight of sahuagin during the party's penetration of the fortress or will beat off a sahuagin attack. For all this to happen, the players will have to make their plans carefully and in advance. Lack of careful planning will probably lead to something going wrong

THE MARSHLANDS

The entire coastal area between Saltmarsh and the fortress is marsh, occasionally intersected by small rivers such as the Dunwater near the lizard men's lair (see **module U2**), the Black Drain and the Dank Brook near the fortress. The entire area is boggy, wet and — to all outward appearances — devoid of intelligent life. Vegetation consists mainly of tall grasses and reeds, some low-lying shrubs and a few trees of willow and thorn acacia. The height and density of this vegetation is sufficient to provide adequate cover for the characters, when they reach the fortress area and assuming they are using reasonable caution, to spy out and approach the causeway leading to the door into area 1.

The marsh abounds with sea birds, marsh fowl and many varieties of small, harmless lizards; there are also large numbers of butterflies, dragonflies, blackflies and mosquitoes, while normal fish and frogs can be seen in the many streams and pools. From dusk to early morning the marshes and adjacent coastal waters will be wreathed in thick low-lying mists to a height of about 20 feet. These mists will limit normal vision to 10 feet but once the sun has risen they quickly dissipate and vision range becomes normal.

There are many pools and mires of varying depth within the marshes, mostly shallow, though a few are deep. Small streams run between and connect these together. None of these, nor the marshes themselves, are of sufficient depth or magnitude upon which to sail even a small keeled boat though a narrow, flat-bottomed craft could be used to move around them quite easily. The mouth of the river Dunwater, near the lizard men's lair (see module U2), is blocked by a delta which is impassable by any boat. However the Dank Brook, near the fortress, will take the adventurers' main vessel for about 100 feet up its main reaches and the jollyboat for a further 500 feet; after that it shallows out and prevents further navigation by other than flat-bottomed craft.

The marsh trackways are approximately five feet wide and firm enough to allow normal movement rate during low tide. In daylight they are easily followed. At night, and during the periods when the mists are present, there is a 1 in 4 chance per turn, per individual, that party members will wander off the trackway into the marsh (if they insist on continuing to move during these adverse conditions). When this occurs movement rate off the trackway is reduced to 50% normal and there is a 1 in 12 chance per turn, per individual, that errant party members



will stumble into a bog pit which will swallow them in one melee round, with death occurring in a further four melee rounds unless they are extricated.

There is a 30% chance that any water taken from the marsh will, unless boiled first, cause a serious disease when drunk (save vs. Poison or suffer acute abdominal pains, completely incapacitating the victim, with death following in three days unless cured). Food will have to be hunted and though there is an abundance of wild fowl and fish, hunting by characters unused to this art will be a difficult and frustrating task (no problem for a druid, for a ranger or for any character with appropriate secondary skills). Wild berries, fruit and other vegetation are 50% likely to be poisonous (save vs. Poison or die in 1-4 rounds); druids and rangers, who can identify plant types, will not be subject to this chance. Finally, there is a normal probability of encounters on the MARSHLAND ENCOUNTER TABLE.

The trackway which runs parallel to the coast only exists between Saltmarsh and the lizard men's lair. Between the latter and the fortress there is no trackway near the coast. If the characters wish to keep the coastline in view whilst continuing their journey, they will have to move off the trackway, in which case movement is slowed to half movement rate and there is a chance (see above) that characters will stumble into a bog pit.

If lizard men are with the party on a journey through the marshes, difficulties will be dramatically reduced (one reason why a party which slaughters lizard men in **module U2** will be at some disadvantage here). There will be no danger of wandering off a trackway and no chance of stumbling into a bog pit. There will be no problem in obtaining edible food and wholesome drinking water. The characters will be warned by the lizard men against eating dangerous berries and fruits. Finally, an encounter on the MARSHLAND ENCOUNTER TABLE is not only reduced in probability but might also be much less dangerous (see below).



MARSHLAND ENCOUNTER TABLE

This table is to be used when the party are making a journey, on trackways or otherwise, through the marshes. An encounter occurs 1 chance in 10, check 6 times per day (every three hours) ignoring the hours of darkness. If lizard men are with the party, check only twice per day. This reflects the lizard men's superlative scouting and hunting techniques when in swamp or marshland. If an encounter occurs, roll d20 and consult the table which follows to determine the nature of that encounter.

- 1-3 Four normal crocodiles (AC 5; MV 6"/12"; HD 3; hp 13 each; #AT 2; D 2-8/1-12).
If lizard men are with the party, the crocodiles will not attack unless they are attacked.
- 4-7 Two giant constrictor snakes (AC 5; MV 9"; HD 6+1; hp 26 each; # AT 2; D 1-4/2-8; SA constriction).
- 8 A giant lizard (AC 5; MV 15"; HD 3+1; hp 15; #AT 1; D 1-8; SA double damage on roll of 20).
- 9-12 Five giant leeches (AC 9; MV 3"; HD 2; hp 11 each; #AT 1; D 1-4; SA drain blood).
- 13-14 One poisonous snake (AC 5; MV 15"; HD 4+2; hp 21; #AT 1; D 1-3 and poison).
- 15 Two bull hippopotami (AC 6; MV 9"/12"; HD 8; hp 36; #AT 1; D 3-18).
- 16-17 Six thork (AC 3; MV 6"/6"; HD 3; hp 16; #AT 1; D 1-6; SA squirt boiling water).
- 18 Two babblers (AC 6; MV 6" or 12"; HD 5; hp 25; #AT 3; D 1-6/1-6/1-8; SA strike as a 4th level thief from behind).
If lizard men are with the party they will smell these creatures some distance away and the babblers will not be able to approach undetected. The lizard men are afraid of these creatures and will try to avoid getting involved in combat against them. Instead they will warn the party of the babblers' approach and suggest a withdrawal until the menace goes away.
- 19 One black dragon (AC 3; MV 12"/24"; HD 7; hp

28; #AT 3; D 1-4/1-4/3-18; SA breath weapon). This is a young adult, 40 years of age. It cannot speak and has no spell ability. If encountered it will be flying well away from its lair (which is deep in the Hool Marshes) hunting for food; it will be hostile and will attack the party on sight. Its breath weapon has not been used previously on the same day.

If in melee the dragon's hit points are reduced to 10 or lower, it will attempt to fly away (being careful not to fly in the direction of its lair and treasure) and if it succeeds in escaping it will not bother the party again.

- 20 A friendly 8th level human ranger (S 17; 1 15; W 15; C 14; D 16; Ch 12; hp 48).

This is Axel, a chaotic good 8th level ranger. He wears a small helm and +1 chainmail, carries a +2 shield and is armed with a longsword, dagger and +1 longbow with 12 normal arrows in a quiver. He has memorised the druidic spell detect pits and snares.

If lizard men are with the party, this encounter will not take place. Axel will sight the party before they see him and, anxious not to associate with lizard men, will conceal himself until the party has moved on.

Axel is on his way to Seaton via Saltmarsh. At Seaton he intends to take a ship across the sea to an adventure (he will politely but firmly decline to reveal what or where that adventure is). He will be on friendly terms with the party and, if they are on their way back to Saltmarsh, will accompany them and act as guide. His presence with the party will afford the adventurers all the benefits they would enjoy if lizard men were with them, with the exception of friendship with crocodiles. He will not, however, accompany the party if they are on their way to the fortress.

NOTE that all these encounters, except those with the black dragon and with Axel, can occur more than once.

THE ISLAND

The island is a natural rock outcropping, thrusting up from the sea bed and bare of any vegetation other than mosses, lichens, seaweed and an occasional clump of coarse grass. There is no wildlife present other than insects and small molluscs - even the sea birds have fled from the sahuagin. Though the rock is damp and slimy, its broken craggy nature provides enough footholds and handholds to make climbing quite a simple process, providing reasonable caution is exercised. However, movement rate anywhere on the island is half normal.

The cavern entrance to area 60 is now about 80 feet under water so will not be visible from the surface.

Outside the doors leading to area 1 the causeway gives onto a rough ledge, roughly 15 feet deep and 40 feet wide, hewn from the near-vertical rock surface. The doors are at the rear of the ledge and approximately at the centre.

ACCESS TO THE FORTRESS

If lizard men are with the party they will know of the sahuagin aversion to daylight and will strongly recommend a landing (in the ship's jolly-boat) at point A on the main map, followed by an entrance into the fortress via the causeway, both events to take place in broad daylight. They will be considerably taken aback when they first see the island, for it is now much smaller and lower than it used to be. The causeway, still intact, now appears to give access to the topmost level of caves; the doors leading to area 1 will be clearly visible in daylight from any reasonable observation point and these too are new to the lizard men.

If lizard men are not present, the party will have to make its own plans for entering the fortress. From any suitable observation point they will be unable to see the sea-cave entrance alleged to exist on the southern edge of the island, and will probably conclude that access via the causeway and area 1 is the only possible method. They will no doubt see the trackway which begins at the river mouth (point A on the map) and leads north-west into the marsh - this is clearly visible half a mile out to sea on a clear day and is the first trackway sighted since they passed the lizard men's lair (see **module U2**) earlier in their journey.

The causeway is 190 feet long between the marshy coast and the firm area immediately outside the doors leading to area 1. It averages a height of 3 feet above the high water mark and its surface is relatively flat, dry and firm. At minimum it is 6 feet wide, so assuming the characters exercise caution there is no chance of anyone slipping and falling into the sea.

An approach along the causeway at night will be detected by the sahuagin in area 1 through the observation panel in the door. Roll 1d100 to determine the distance in feet travelled by the leading party member along the causeway before the approach is seen. Under these circumstances the sahuagin in areas 1 and 2 will have ample time to make preparations but they will not alert the rest of the fortress, concluding that they are quite capable of dealing with the intrusion.

If an approach is made along the causeway during daylight, and assuming the party moves reasonably quietly and quickly, the sahuagin will only detect them if they hear noise of the party's approach (DM to judge according to the party's behaviour) and, even if they do so, the head of the party will by then have reached a point 10 feet-40 feet from the doors leading to area 1. Again, they will only alert their colleagues in area 2, confident of their ability to handle the slaughter of those

who dare intrude.

A wise party will move along the causeway during daylight and will probably use magical items to cover their approach. If the latter, the DM should adjust the probability of detection accordingly.

THE SAHUAGIN AND THEIR FORTRESS

It is not to be thought that the fortress in this module is typical of sahuagin settlements in general. This is a singular situation — an experimental, fortified strike-base in coastal waters from which sahuagin forces can exert an iron hand of domination over all races inhabiting the adjacent waters and coastal regions. If this experiment proves successful, the sahuagin plan to construct more bases of this sort until their control over all waters and coasts is complete and maritime commerce at their mercy,

They have been meticulous in their preparations, allowing sufficient time and manpower to alter the fortress to conform with their plans before opening local hostilities. Thus, when the adventure takes place, the two lower levels of the fortress have been completed and the sea bed lowered to flood those levels; work on the uppermost level is still in progress but another week will see its completion. A further lowering of the sea bed and a final internal reorganisation will complete the preparations to the sahuagin's satisfaction. Three or four weeks after the adventure takes place, the sahuagin plan to mount their first offensive.

This is why, if the party enters the fortress through area 1 (and assuming they deal with the guards in areas 1 and 2 without raising a general alarm), they will find most of the uppermost level empty and bare. Construction is still going on in area 19 at the south end of the level and noise of that construction will echo through some of the level - anywhere between area 19 and the points marked † in the corridors on the map, the party will be able to hear faint chinking, banging and tapping noises if they stop to listen and these noises will become progressively more audible as the listeners approach area 19.

The other two levels of the fortress are under salt water. If the adventurers are to achieve the objectives set for them, they will have to penetrate these underwater areas and thus will need magical aid (this will be available in the uppermost, dry level if they are persistent enough to find it). The DM should read the section UNDERWATER ADVENTURING which follows, prior to running the adventure.

The sahuagin — their nature, characteristics, abilities etc. — are well detailed on pp 84-5 of the **Monster Manual**. The DM should read these pages thoroughly prior to running the adventure.

Note particularly that sahuagin are trained in the use of weapons - tridents, daggers, spears and so forth. This is why many sahuagin, in particular the warriors, will be encountered wearing a leather harness with which they secure their daggers, ready for immediate withdrawal. They can also carry other possessions in various pouches attached to the harness. In the event of a hostile encounter, the sahuagin involved will attempt to throw their missile weapons before closing with their enemy, only then resorting to the four-claws-and-bite attack routine which makes these creatures so dangerous. The daggers will rarely be employed, and when they are used, they will be thrown, if the owner has time to do so, before the sahuagin close for hand-to-claw combat.

(It is curious that sahuagin arm themselves with weapons, for their natural weaponry is so much more effective and they are intelligent enough to know this. Nevertheless it is in the nature of the race — see the **Monster Manual** — and the DM should not be tempted to vary this. All other factors apart, this is a difficult adventure: to make the sahuagin more dangerous, by allowing them no weapons from the outset, would make the adventure a suicidal one).

Finally, the DM should constantly bear in mind the nature of the sahuagin. They will be implacably hostile to any and every intruder. In the majority of cases, in any encounter with the adventurers they will fight bitterly and to the death if necessary. However they are also intelligent and profoundly evil, convincing liars and totally treacherous. If an encounter is going against the sahuagin, and particularly if they know they are hopelessly outnumbered from the outset of an encounter, they will use trickery and guile, perhaps offering fake surrender in order to try to win the characters' confidence and lead them into a trap or ambush. Those few which can speak the common tongue will, if the chance arises, negotiate fluently and incisively with the party, apparently accepting the party's terms readily and making earnest (and false) promises. Of course, sahuagin will break any agreement the moment it suits them and their promises will emerge as worthless. Indeed the sahuagin and their deity, Sekolah, regard oath-breaking as a virtue when practised on other races. They keep their word only with their own kind, with sharks and with Sekolah himself.

THE FORTRESS — STANDARD FEATURES

The work carried out by the sahuagin and their slaves on the fortress interior has been expertly done. The rock has been clean-dressed; all surfaces are smooth, all corners are near-perfect right angles and the floors are level (except in the cave portion of cave 60, which has been left natural, and parts of area 19). There is an eerie, rather clinical air about the uppermost, dry level, though this is softened by the presence of seawater in the flooded levels.

The walls and floors of rooms occupied by, or allocated to, sahuagin of higher rank are tiled in various colours (see the individual room descriptions).

All corridors are 10 feet wide and 15 feet high. All the rooms/areas are 20 feet high except for areas 37, 41 and 42 (30 feet high), area 53 (about 60 feet high) and area 60 (45 feet high in the cave proper, 30 feet high over the area at the top of the steps). All walls separating adjacent areas are 3 feet thick.

All doors are double doors made of dressed stone and 4 inches thick; each door has a handle consisting of a horizontal bronze bar set into the stone on each side of each door about 4 feet above the floor near the vertical nonhinged edge. All doors open inwards into the room on metal castors moving along grooves cut into the stone floor. Each door is 5 feet wide and 10 feet high. No die roll is required to open a normal door.

All gates are of bronze construction and are 10 feet wide by 10 feet high (the gate in the cave mouth of area 60 is 20 feet wide by 20 feet high). All have opening mechanisms of a type described in area 2. Unless adventurers can reach the opening mechanism, a gate requires a normal die roll to lift open (i.e. a 'bend bars/lift gates' die roll, not an 'open doors' roll).

All pillars are of smooth dressed stone 3 feet in diameter and support the roof above. All archways are 10 feet wide and 10 feet high.

Lighting throughout the fortress interior is nil, though very faint light will percolate into area 60. If the doors in area 1 are left open, areas 1 and 2 may be illuminated by any daylight or moonlight outside.

It is quite cold within the fortress, and particularly so in the flooded levels. The DM should penalise characters who are inadequately equipped to ward off cold with negative adjustments to combat and initiative die rolls.

Many of the descriptions of the rooms in the flooded levels will contain reference to 'seaweed beds'. To save repetition throughout the text, these beds are of dense seaweed growing to a height of 7 feet or more. For each sahuagin for which the bed is provided there will be approximately 100 square feet of seaweed bed, so the beds in the barracks are vast affairs. These beds are literally such — the sahuagin sleep on them. See in particular the description and notes relating to area 21.

Any items of furniture — tables, coffers etc. — in the fortress are made of smooth dressed stone unless otherwise specified in the text. These coffers are not to be confused with coffins; they are about 3 feet long by 2 feet wide and stand 2 feet high and are provided for the storage of sahuagin personal possessions.

There are many, many sahuagin of various types within the fortress. Statistics of creatures which might be encountered have been omitted from the main text to avoid repetition, reference being made instead to the type encountered (warrior, lieutenant, 4th level cleric, female etc.). The APPENDIX contains a listing of all statistics for each sahuagin type, together with a cross-reference to fortress areas in which creatures of that type will normally be found. Similarly, statistics of the sharks within the fortress are omitted from the main text and given fully in the APPENDIX. Statistics of other creatures which may be encountered are given in the appropriate encounter area, with cross-reference in the APPENDIX.

CROSSBOWS: Many of the sahuagin are armed with crossbows and others can be found in various places in the fortress. Note that the majority of these are of the normal type — only one is a special underwater weapon. This is a point of particular interest to Oceanus, if he is with the party, since he is proficient only in the use of the underwater version of the weapon and suffers the usual penalties if he uses the normal type. The special underwater crossbow can be found in the senior chieftain's quarters (area 21).

Since the alterations to level 1 are not yet completed when the adventurers arrive, most of that level will be discovered to be unoccupied. Additionally, the chance that the party will meet wandering monsters on level 1 is much smaller than elsewhere. The DM should try to make exploration of level 1 an eerie experience, playing as much as possible upon the austere, clinical surroundings, the hollow noises of the adventurers' footfalls echoing down the passages, the faint noises of the building operations when the party is in range to hear them, and so forth.

The adventurers may get over-confident at this stage (when they should be exercising every possible caution and trying to deduce why the place is virtually empty). Do not be tempted to give additional information away. The players must make their own deductions and their characters must live with the consequences. Above all, if the party make a noise within earshot of sahuagin, remember that these creatures will be on the alert and suspicious.

UNDERWATER ADVENTURING

As and when the party ventures into the flooded lower levels of the fortress, the DM will have to keep in mind that the change in environment will require changes in many respects - breathing, movement, vision, combat etc.

First, read the relevant sections (pp 55-57) of the **Dungeon Masters Guide**. Then consider the notes of amplification which follow.

Breathing: It is unlikely that the magic users in this adventure will be able to cast spells such as **water breathing** or **airy water**. Even if a magic user has learned the **water breathing** spell, say, and even if the magic user scroll has come into the party's possession from the mermen, it is unlikely that more than two or three party members could be given the capability of remaining underwater for more than very brief periods. There will be no problem, of course, for the lizard men or the Oceanus if they are present but the rest of the party and the Saltmarsh marines will have to be equipped somehow to breathe underwater or will be unable to take an active part in the underwater section of the adventure.

Fortunately room 18 contains several items which will be of assistance. If the party can find this room and if they are able to gain useful information from old Elmo in room 13, then this problem should be at least partially solved. Even so, it may still be necessary, when the majority of the party descends to the flooded levels, for a small group to be left behind- perhaps guarding area 19 to try to secure a retreat route for the main body.

Movement: In addition to what is said in the **Dungeon Masters Guide**, remember that movement may well be three-dimensional if the character is not so encumbered that he has to walk. Remember also that the bodies of creatures slain underwater will tend to float slowly upwards unless weighed down by non-magical metal armour or other heavy gear.

Vision and Sound: Compare the sahuagin's underwater vision (**Monster Manual** page 84) with that enjoyed by characters (**Dungeon Masters Guide** page 56). In addition remember that what is said in the latter reference assumes that there is available light, while within the fortress there is no illumination whatsoever and the party will have to use light sources in the flooded levels as well as in the uppermost level. This is a problem which the sahuagin do not face - they dislike light in any case.

Ultravision will not operate in the fortress except in areas 1 and 2 (and then only if the exterior door in area 1 is left open) and in areas 60 and 61 where its range will be half normal. Infravision will work normally within the fortress, underwater or not, there being only a very small chance of confusion because of layers of water at different temperatures.

Regarding sound, note the sahuagin abilities (**Monster Manual** page 84) and remember that underwater sound, far from being muffled by that element, is well transmitted by it. Aquatic and semi-aquatic creatures — aquatic elves, lizard men etc. — naturally have keen senses underwater. For the purposes of this module, regard such creatures as having a range of vision half that of the sahuagin underwater up to

the maximum depth at which that particular race could tolerate water pressure. Sahuagin can penetrate much greater depths than can most aquatic races, though this fact may not be of relevance in this adventure unless the party ventures under the sea outside the fortress.

If combat occurs in a particular underwater area, remember that the noise it generates may well be detected by sahuagin in adjacent areas though the walls are thick and attenuate sound effectively. On the other hand, the fortress is normally a fairly noisy place and the sahuagin inhabitants will be used to hearing clanks and bangs associated with the extensive building alterations so such noises are more likely to be ignored than in normal circumstances. In this context, the lowest level has been flooded and building work completed for some time; the noise of combat in that level will arouse more curiosity than in the levels above.

Combat: Note what is said in the **Dungeon Masters Guide**, page 56, on this subject; also note which spells will not function and which have altered effects if cast under water. Remember that combat, particularly if it involves swimming characters or creatures, will be three-dimensional, so attacks may come from above or from below, as well as from front, flank and rear.

Unless assisted by magical means such as a **ring of free action**, humans involved in underwater combat will act as if **slowed** (as the spell) and will always lose the chance of first strike against water dwellers.

Of particular significance in underwater combat with sahuagin carrying these aids will be the sahuagin proficiency in the use of their nets. These devices are set with dozens of metal hooks so as to ensnare opponents. They have a range of 20 feet when thrown underwater, swirling outwards in an open circular motion until they strike the target and enfold it.

General: Items which would be damaged by immersion in salt water (for instance scrolls or books) will have to be protected if they are to be carried into the two flooded levels. A good way of protecting a parchment scroll, for instance, is to coat it with hard, transparent varnish. Unless the party has brought some varnish with them (unlikely, unless they obtained the scrolls from the mermen and took the hint) allow them any reasonable protective method which would work. If there is a druid in the party (or a character with the appropriate secondary skills) such a character will be able to make a crude varnish from natural materials (the juice of certain berries mixed with the sap from particular grasses and reeds) to be found in the marshes; allow this to protect the parchment from water, but include a 1% chance that accidental staining will obliterate a vital portion of the writing, thus rendering that spell useless.

Unless enabled by magical means, underwater conversation is at best very difficult and communication between party members will probably best be handled through mime and gestures. The DM may wish to ban normal speech between players while the characters are below water, though communication between a player and the DM can be normal; this may turn out to be difficult for the players to remember and even more difficult for the DM to enforce, but it is at least a worthwhile experiment.

As a general concluding note, the natural element of the sahuagin is salt- not fresh-water. Fresh-water is an irritant to their skins and prolonged immersion in it will eventually poison and kill a sahuagin.

KEY TO THE SAHUAGIN FORTRESS

FORTRESS ENCOUNTER TABLE

This table is only to be used when the adventurers are within the fortress proper. An encounter occurs 1 chance in 12, so check every turn. If an encounter is indicated, roll 1 d10 and consult the table below to determine what creatures have been encountered.

Note that 'wandering monsters' in this encounter table are drawn from specific areas within the fortress. Care must be taken to ensure that a creature encountered and killed as a wanderer is not subsequently met again in its normal area. Similarly, creatures met and killed in their normal areas should not subsequently appear as wanderers.

- 1-2 Six warriors and a lieutenant' (from area 27). These creatures are proceeding on guard relief towards area 2 and will be encountered only in the passage from area 27 to area 20, in area 20 itself or in any of the passages on level 1. If this encounter is indicated elsewhere in the fortress, treat it as 'no encounter'.
- 3-5 Ten warriors and a lieutenant (from area 29). These creatures are patrolling the fortress and can be encountered in any passage or connecting area on any of the flooded levels. If this encounter is indicated on level 1, treat it as 'no encounter'.
- 6 A 4th level female cleric (from area 34) and a chieftain (from area 23). These two are lovers who are seeking a quiet place to be alone together. They may be encountered anywhere in the fortress, even on the dry level 1 (a good place for peace and quiet, in the circumstances, if they avoid the construction work). To impress and protect his adored one, the chieftain will fight particularly viciously, always gaining first strike initiative even against magically assisted opponents and adding a +2 bonus to each of its 'to hit' rolls.
- 7-8 Three females (from area 24). These three are on some domestic errand or other in the flooded levels (if an encounter is indicated on level 1, treat as 'no encounter'). They will attempt to flee from the encounter to the nearest barracks to raise the alarm but if they are unable to flee they will fight to the death.
- 9-0 A shark (from area 51). This creature is simply cruising around scavenging for food and will be encountered in a flooded passage. If an encounter on level 1 is indicated, treat as 'no encounter'.

NOTE that none of these encounters can occur more than once. If an encounter is indicated which has already taken place, treat it as 'no encounter'.

All descriptions of rooms and areas assume that the adventurers are using a light source or infravision, otherwise visibility within the fortress will be zero. In the larger areas, the DM may need to modify the description according to the nature and range of the light source in use.

LEVEL ONE

1. CAUSEWAY, NORTH ENTRANCE AND GUARD POST

You have crossed the causeway and now stand on a rock ledge about 40 feet wide. Ahead of you and about 15 feet away, set into the vertical rock surface, is a pair of stone doors each 10 feet high and 5 feet wide. The surface of the doors is featureless and smooth — there are no visible handles — except for a rectangular aperture 6 inches long by 4 inches high cut in the centre of the left-hand door as you face them, about 6 feet above ground level. A flat plate of some sort of metal appears to cover this aperture from the inside.

These doors provide the only access to the upper fortress level and the only dry access to the entire fortress. They are barred from the inside and each has 10 structural points. They may be battered down (the sahuagin will certainly notice such activity!) or opened by magical means such as a **knock** spell. The guards may be tricked into opening them but since sahuagin intelligence is high this will not be an easy task.

The bronze plate covering the aperture is $\frac{1}{4}$ inch thick, hinged and bolted from the inside. At night it is always kept open and one of the guards keeps a constant surveillance of the causeway area through it. By day the panel is normally closed; a guard will open it if anything unusual is heard outside.

There are five sahuagin warriors in the room beyond the doors. Vary the description which follows according to the warriors' state of readiness to meet the intrusion.

This is a bare, spartan room of plain dressed stone. Ahead of you, a short corridor off the room ends in a closed metal gate. To your left, a single stone bench runs along the east wall. To your right there hangs on the west wall a large metal gong; a short metal bar leans against the wall below it.

The five sahuagin warriors are each armed with a spear and a dagger.

The gong is an alarm device. If unimpeded, a sahuagin can strike it five times in one melee round. If the gong is sounded three times or more, all the sahuagin on this level, except those in area 19, will hear it and will know that something is wrong, though the gong will not be heard on the other fortress levels no matter how many times it is struck. The sahuagin in room 12 will immediately proceed with all speed to area 2 as soon as they hear a gong, one of them taking a detour to area 19 to call the warriors there. Those from area 19 will first lock up their slaves in the slave pen (area 13), then follow to area 2 at their quickest speed.

The sound of combat in this area will be heard immediately by the occupants of area 2. They will try to assist their colleagues by firing their crossbows through the bars of the gate. If the sahuagin in area 1 retreat to the gate, the warriors in area 2 will try to open the gate to allow their colleagues through, then close it again and use the net trap before the intruders can pass beneath the gate.

There is a hooked net hanging close to the ceiling of the passage leading from this area to the metal gate to area 2.

See the description of area 2 for the operation of this device. If characters look at the ceiling, they will see the faint irregularities of the hooks and the netting, though a closer examination will be necessary if they are to recognise the net for what it is. Needless to say, they will not be able to examine the ceiling carefully, if at all, if they are under attack by the sahuagin.

2. GUARD POST

This is another bare, spartan room. A stone bench runs along the south wall and continues round the angle along the west wall. There are five warriors here, four armed with heavy crossbows (six bolts each) and daggers, the fifth armed with spear and dagger. They are under the command of a lieutenant, also armed with spear and dagger, who wears a plain gold armband (value 20 gp).

The gate is made of bronze and is normally closed (down). It can be raised and lowered by a wheel/chain/pulley mechanism fastened onto the north wall inside the room on the eastern side of the gate. In normal circumstances it takes a man (or sahuagin) one melee round to raise or lower the gate, but there is also an emergency device which, if activated when the gate is raised, allows the gate to fall in a split second with a resounding clang (not audible in any of the occupied areas on this level other than area 1).

Near the gate mechanism a rope is fastened to a peg set in the wall. This is attached to a net which hangs close to the ceiling in the passage between the gate and area 1. If the rope is released or cut, the net will fall, trapping all occupants of the passage (the DM may allow a die roll against dexterity for a character who is right at the north end of the passage when the net falls). The net is of stout but thin rope set with many metal hooks. Trapped victims who are unarmoured, or who cannot grasp and tear the net with a strength of 16 or greater, will be unable to break free without assistance.

The DM should give the players a description of this area appropriate to the prevailing circumstances. The characters are almost certain to be in combat with sahuagin when they first see the area, so will not be able to examine it in detail until the sahuagin have been dealt with.

The DM should also prepare, before the adventure begins, the tactics which the sahuagin will use against intruding adventurers. If the party's approach along the causeway is detected, the sahuagin in areas 1 and 2 will probably have time to prepare an effective, well-organised ambush. Even if the adventurers are able to get into area 1 and dispose of the warriors there, the occupants of area 2 will certainly then be alerted and will be prepared to defend their position, knowing there is no other dry entrance to the entire fortress.

3. CHIEFTAIN'S QUARTERS

The walls and floor of this room are tiled in a dark blue colour. The ceiling is of white, dressed stone. In the centre of the room is a table, beside it a small bench. A coffer is in the north-east corner, its lid open and propped against the wall.

A pick-axe of the non-military type lies on the floor in the south-west corner.

Like most of the rooms on this level this one has already been allocated an eventual occupant, in this case a chieftain currently quartered in area 60. It will not be ready for occupation until this level has been flooded. The space in the north-west corner will eventually contain the seaweed bed for this room. Again, many other empty rooms on this level will have an open space where a seaweed bed will eventually grow.

The pick-axe is simply one of the construction workers' tools. The coffer is empty.

The construction workers have forgotten to tile the ceiling. One of the sahuagin supervisors is in line for a severe reprimand and punishment!

4. CHIEFTAIN'S QUARTERS

The walls and floor of this room are tiled in a dark green colour, while the ceiling is tiled in pale green. There is a small table in the centre of the room, a bench beside it. In the north-west corner is a coffer, its lid open and propped against the wall.

Lying on the table are a hammer and chisel.

Like most of the rooms on this level, this one has already been allocated an eventual occupant, in this case a chieftain currently quartered in area 60. It will not be ready for occupation until this level is flooded. The space in the north-east corner will eventually contain the seaweed bed for this room. Again, many other rooms on this level will have an open space where a seaweed bed will eventually grow.

The hammer and chisel are stone-mason's tools, left here carelessly by one of the construction workers. The coffer is empty.

5. BARRACKS

This huge area has floor, walls and ceilings of plain, dressed stone. A large number of coffers, without lids, are arranged around the walls of the room, though there are none near the northern wall west of the archway.

Propped against the northern wall, approximately at its centre, is a sledge hammer.

This barracks area will eventually, when this level is flooded, house the 60 warriors currently quartered in area 60. There are therefore 60 coffers, if the characters care to count, all empty. The large open area to the north will eventually contain a huge seaweed bed.

The sledge hammer is one of the construction workers' tools.

6,7,8. LIEUTENANTS' QUARTERS

These areas are identical — absolutely identical, for the sahuagin insist on uniformity. The following description will serve for each.

This is an austere room of plain, dressed stone. In the centre is a small table with two chairs beside it. A stone coffer, its lid open and propped against the wall, stands in the north-east corner. An identical coffer is in the north-west corner.

Each room has been allocated to two lieutenants currently quartered in area 60. The open space by the south wall of each room will eventually contain a large seaweed bed, after this level is flooded. The coffers are all empty.

For variety, and particularly if the adventurers have not found the workmens' tools in areas 3 and 4, the DM may wish to place a stone chisel in one of these rooms and a hammer in another, in both cases construction workers' tools left there carelessly.

9. ARMOURY

You have entered a room of plain stone walls, floor and ceiling. Two rows of metal racks run almost the entire length of the room from east to west; they are parallel and about 6 feet apart, thus leaving a narrow passage between them. Hanging on these racks, in large numbers, are spears, tridents and javelins.

Around the walls, hanging on metal pegs, are nets, each of light rope and with metal hooks attached at intervals.

If and when the adventurers see them, tell them also of the two coffers, each with its lid closed, one to either side of the southern archway.

There is a total of 180 javelins, 60 spears, 60 tridents and 60 hooked nets in here. The coffers are neither locked nor trapped and each contains 30 daggers in scabbards.

10,11. STOREROOMS

These rooms are nearly identical — one is slightly smaller than the other. The following description will serve for both.

This is a room of plain stone construction. Placed around the floor in an orderly manner are a number of coils of rope, piles of animal hides, heaps of metal nails, hooks and buckles, together with some leather belts and straps.

If a pedantic player demands a count of these items, give some arbitrary though reasonable figure. There is nothing of particular interest or value here.

12. GUARD POST

If there are still sahuagin warriors here — at the beginning of the adventure there are three, each armed with three javelins and a dagger — this means they have heard no alarm from area 1 (otherwise they would have gone there) and will not be particularly alert, lounging on the bench or leaning against a wall, chatting to each other.

If the alarm has sounded this place will be empty, the warriors having gone in haste to area 2 (and presumably having perished there, if the party has penetrated this far).

The DM should therefore amend the following description depending on whether sahuagin are present or not.

You have entered an area of plain, dressed stone with archways leading north, east and west. A stone bench runs along the south wall. Set in the north wall, next to the north-bound archway, is a metal gate closing off another opening to the north. To the east of the gate a mechanism, with a wheel, chains and various pulleys, is attached to the wall.

The gate will be in the down position. The mechanism operates in exactly the same way as the mechanism in area 2 (q.v.). Note that if the gate is allowed to fall from the up position by triggering (perhaps accidentally) the emergency device, the clang which results will be heard in area 19 and two of the warriors in that area will come to the gate to investigate.

Again, the noise of any combat in this area will be heard in area 19 and two of the warriors in that area will come to investigate.

13. SLAVE PEN

Beyond the gate is a long, quite narrow room of plain dressed stone. Four pillars are equally spaced north-south. To your right, along the foot of the east wall, there appears to be a shallow trough cut into the stone floor. This is slightly stained in various places and traces of a brownish liquid shine wetly in the light you are casting. The trough appears to run the full length of this wall.

To your left, along the west wall, a large number of lengths of chain are attached to the wall at waist height, each length with a manacle at its other end. These chains occur in pairs, and again there seem to be chains along the entire length of the west wall.

This is the sahuagin slave pen where they imprison, in the few non-working hours allowed, those unfortunates who are obliged to work for their cruel captors on the enlargement and alteration of the fortress. At one time there were many such slaves of a variety of races. If a character cares to count, there are 80 pairs of chains equally spaced along the walls. However, as the construction work neared its end, the sahuagin have progressively disposed of all but a few workers as they have usually disposed of those slaves that grew aged or infirm during the work.

Food for the slaves, in the form of a light brown, watery gruel, is poured into the trough from time to time, though the slaves are not given utensils of any sort and have to do their best with their hands.

The troughs stop 10 feet from the northern wall. In the north-east corner of the room the sahuagin have installed very rudimentary sanitary facilities which, however crude, are kept surprisingly clean.

A faint odour of perspiration is present, though it is far from overpowering.

There is only one occupant of this room at present (unless the alarm was raised in area 1: see below) and he is lying in the north-west corner, so he will not be seen unless the adventurers advance far enough into the room to bring him within the range of their light source. This is Elmo, an emaciated and elderly man, obviously dying, now the sole survivor of a

party of adventurers which penetrated the lair some months before. He is so weak that he cannot cry out to the adventurers if he hears them in the vicinity.

If the adventurers do find him, he will tell them his tale in weak, exhausted tones. He is — or was — a Thaumaturgist (5th level magic user) and the leader of a party of adventurers from the Hold of the Sea Princes, sent by the Prince of Monmurg to investigate the strange goings-on in the former lizard man lair. He and his companions were well-equipped to explore underwater, for even at that time the lowest level of the fortress was flooded, but made the mistake of entering by the sea cave on level 3, whereupon they were immediately attacked by large numbers of sahuagin. All his comrades were killed in the battle which followed (his memory has failed to the extent that he cannot remember how many adventurers were with him) but he was captured and held prisoner. Since then, he has worked unremittingly as a slave of the sahuagin, lending whatever labour he could to the building alterations.

Never a particularly healthy man, Elmo has suffered greatly from the physical toils to which the implacable sahuagin subjected him. In addition he has been cruelly tortured in an attempt by the sahuagin to force him to identify the magical items found on him and his colleagues. Fortunately for the party, Elmo resisted the torture though his suffering was intense, and the sahuagin know nothing about the items now in room 18. He is close to death, no longer able to work or even to walk. The sahuagin have not even bothered to kill him for meat, considering his normally sparse frame riot to be worth the trouble.



Appropriate questioning of Elmo will provide the information that he started his slave labour on level 2 which was therefore dry at that time. Indeed, he has no idea that a level exists in the fortress above level 2, and reacts in a wearily surprised way if told he is now on the uppermost of three levels. His knowledge of level 2 is vague, confusing and often contradictory (since he has confused level 2 with level 1) and though he can dimly remember what he calls an earthquake, he has no idea that the level he helped construct is now below the sea. He remembers that he and his companions brought with them several powerful magical items to assist them in underwater adventuring, but cannot remember exactly what they were and of course has no idea where they are now. If, and only if, the word 'secret' is used in conversation with him, this will trigger a chord in his memory and he will tell that he was at one time involved in the construction of a secret door leading to a room, remembering that concealing the door required great skill on the part of him and his fellow-workers.

Elmo knows where the secret room is since he has passed it many times since it was built. He will be able to describe its location to the party once his memory has been jogged (the secret room is room 18).

(The DM should note the importance of the characters discovering the secret room; without its contents the party will find it very difficult to pursue their task in the flooded part of the fortress. If the players are being particularly obtuse in their questioning of Elmo, drop a hint or two!)

Of his fellow slaves, Elmo will know that they are not all human but his mind is so addled that he cannot identify the various races, mentioning 'fish-things' and 'ugly-things'. If he can see a lizard man at this point in the conversation, he will wearily point at it and say 'fish-thing'.

Unless the characters handle the questioning of old Elmo badly, or unless they are for some strange reason brutal with the poor chap, he will be able to impart all the information given above before he dies - a merciful release. The DM should adjudge the timing of this sad event according to the group's behaviour, but when it comes, have Elmo grasp the arm of the nearest character with suprising force, stare at him intently and gasp 'Remember metamorph, remember metamorph!' then immediately fall back dead.

(This is the command word for a **wand of polymorphing**, formerly Elmo's own property and now hidden in room 18).

Any attempt to raise poor Elmo after his death will automatically fail since his labours, ill-health, torture and finally his death all contributed to reducing his constitution to zero. A **speak with dead** spell will recall him with a mind just as vague and confused as before, unable to impart any more information than he could have given before his death.

If the characters should try to heal him before his death, most attempts will be fruitless. Elmo's death will be prevented and his physical health restored by casting **cure critical wounds**, **neutralise poison** and **cure disease** in succession and in any order, but even this combination will not restore his mind and memory. Only very powerful magic such as **heal**, **wish** or **after reality** will restore his mental as well as physical condition, and even this must be cast before his death.

In the event that old Elmo is magically restored to full mental and physical health, he will be able to describe, in physical detail, all of level 2 (though he knows nothing of the present occupants since that level was dry when he worked there) and all of level 1, including the secret room (room 18) and how to enter it. He will know that there were four other members of his party - a strong human male fighter, a dwarven fighter, an elven magic-user/thief and a human female cleric - and will remember what magical items the members of the party carried (these are now in room 18, though old Elmo does not know this). He will also remember that the slaves of the sahuagin have, at one time or another, included humans, orcs, half-orcs, goblins, hob goblins, lizard men, gnolls and dwarves ('very good workers, the dwarves', he will add). Even if he is restored to full health, old Elmo will not be prepared to accompany the party on the adventure, whatever persuasion is attempted. He no longer has the stomach for such activities and unless prevented from doing so will leave the fortress via area 1 as soon as he can. If, however, a member of the party casts **remove fear** on him, he will insist on joining the party, determined on revenge against the sahuagin for the deaths of his former comrades.

Elmo's characteristics, if he is fully restored to mental and physical health, are: S 9; I 16; W 10; D 17; C 11; Ch 10. He will be AC7 (loin-cloth) unless provided with some protection and will have 17 hit points. He is of Lawful Good alignment. If he does join the party, allow a player to 'run' him, though only for the duration of this adventure.

It is possible that old Elmo will not be the only inhabitant of this area. If the alarm has been sounded in area 1, the sahuagin in area 19 will have driven the other slaves back to this area and herded them in before closing the gate and moving north to investigate the alarm. In their haste they will not have paused to manacle their victims. In such an event there will be ten other slaves here, a hobgoblin, 3 orcs and 6 lizard men, all shackled with chains at their ankles but able to move haltingly about and certainly able to use their tongues. If this is the case, the DM should enable the party to hear the wails of these creatures somewhere in the two corridors leading to area 12 from the north and west.

If the other slaves are here, they will have no useful information for the player-characters, beyond knowing that this level of the fortress is dry, that there is a now-flooded level below it, and roughly what the layout of level 1 is. They will not join the party under any circumstances, taking the first opportunity to escape to freedom via area 1. There may also be language problems in talking with these creatures.

14,15. GUEST ROOMS

These rooms are nearly identical and the following description, amended as noted below, will serve for both:

The floor and ceiling of this room are tiled in a plain, dark green colour. The walls are colourfully tiled with various mosaics. There is a table in the centre of the room with a small, ornately-carved bench to either side. Two coffer stands against the north wall, their lids closed.

These rooms, when the level is flooded and the alterations complete, will be guest rooms for visiting sahuagin notables. The walls of room 14 are tiled with colourful mosaics which depict various creatures and plants of the marine depths; the mosaics in room 15 depict sahuagin in triumphant victory in combat over other marine races. The coffer stands are all empty. The open space by the south wall of each room will eventually contain a luxurious seaweed bed.

16. LARDER

The air in here is distinctly colder than outside and the temperature difference is apparent immediately a door is opened. It is a plain room of dressed stone construction and contains no furniture, but around the walls there hang, presumably on hooks, several carcasses of various creatures. Some spare hooks attached to the wall in various places are unoccupied — at present at least. In the north-east corner of the room, away to your left, is a pile of white bones.

By instinct or observation the sahuagin have selected the coldest part of level 1 in which to construct their larder. There is no artificial means of cooling, but the temperature in here is such that dead creatures could be stored, without significant decomposition, for three months or more.

The carcasses hanging on hooks are those of a medium-sized octopus, two giant eels, a male dwarf, a male human, an *ixitxachtli* and 8 lizard men. All are reasonably well-preserved. The dwarf and the human will be recognised by old Elmo, if he is present, as former members of the party he led, so unfortunately, into the fortress.

The bones in the corner are of two skeletons, and if anyone in the party is of sufficiently macabre mood and expertise (secondary skill) they can be eventually arranged to those of a human female and a male elf. If old Elmo is with the party, he will remember that a human female and a male elf were the other two members of the party he led.

† NOISE.

On the main map of this level (inside the module folder) the passages are marked † in two places. To south and east of these points a party which stops to listen will be able to hear faint sounds of the construction going on in area 19. The points marked † represent the limits of audibility. These noises will become progressively more audible the closer the adventurers advance towards area 19.

17. STORE ROOM

This is a room of plain, dressed stone construction. It is obviously the place where the sahuagin store the tools being employed in the construction work, for there are neat piles/stacks of hammers, chisels, pickaxes, sledge-hammers, jemmies, spades, wicker baskets, sacks, coils of rope and timber props. There is also a pile of light blue tiles. Otherwise the place is empty.

There are 15-20 of each item listed in here (though about 150 of the tiles), but nothing else. Unless the adventurers discover the secret door to room 18, they will find nothing of interest here.

The secret door to room 18 is not only very cunningly concealed but is also trapped with the spell **glyph of warding**, cast at the 8th level of spell use. The door may be discovered without setting off the trap but the first person or creature attempting to open the door will unfailingly set it off unless it is somehow detected and disarmed before then. He or she will take 16 points of electrical damage (a successful save vs. Magic will halve this to eight points) whereupon the glyph is exhausted and its energy spent. Note that old Elmo knows nothing about the trap.

18. SECRET ROOM

You have managed to open the secret door and now stand in the entrance to the room beyond it. This is a plain room of dressed stone construction, but a variety of contents interest you immediately.

First you notice a leather cloak hanging on a peg on the wall to your right. Opposite the cloak, propped against the east wall, is what appears to be a full suit of plate armour, human sized. At the foot of the suit of plate armour is what looks like a heap of chainmail. Further into the room, there are three shields piled on the floor. Near them, a spear is propped against another peg and on a third peg there hangs a scabbard, long-sword length, from which there protrudes the hilt of a sword.

Finally, there is a coffer at the far end of the room, its lid closed.

This is indeed a fortunate find for the adventurers -without finding these items, their chances of completing their mission successfully are slim. Every item in this room once belonged to the party of which Elmo was leader and if he is present (and mentally back to peak condition) he will be able to identify each one accurately.

The sahuagin believe these items to be magical; they have removed for storage or use elsewhere all the non-magical gear found on old Elmo and his companions' bodies. The sahuagin realise these are special items but are uncertain of their properties and have stored them in a secret place on the dry level for fear that immersion in saltwater will destroy their powers. This is not very clever of the sahuagin; though the items were in the possession of non-water-dwelling creatures, they were actually immersed in salt water when found; even the bright sahuagin make mistakes sometimes. The sahuagin intend to subject the items to more rigorous examination later or coerce some unfortunate captive into identifying the items for them. (Note: as mentioned previously, the sahuagin have tortured poor old Elmo for the information they wanted but he has managed to resist somehow).

The leather cloak is a **cloak of the manta ray**.

The human-sized plate mail is **plate mail +2**.

The chain armour is a suit of dwarven **chainmail +1**.

There are two **shields +1** and one **shield +3**.

The spear is a **spear +2**.

The longsword in the scabbard is a **sword +1 luck blade**; all the **wishes** have been used but the saving throw bonus still applies. It has no other special abilities and is not aligned.

The stone coffer is locked. The key is in the sahuagin high priestess' quarters (area 36). The lock is also trapped and this trap will operate, unless detected and disarmed, even if the lock is opened with the correct key. The trap is a thrusting blade which delivers 1-8 hit points of damage (the blade is certain to hit whichever character unlocks the coffer since it is physically impossible to open the lock without being in the target area). Of course, if the coffer is somehow smashed open (this will certainly be heard by the occupants of area 19 even above the din the slaves are making) this does not necessarily apply and the DM must judge whether anyone is in the target area when the trap is sprung.

The coffer contains the following items (again, a fully-healed Elmo can identify each immediately):

In a bone tube, stoppered at each end, a slim 6-inch-long piece of ivory. This is old Elmo's **wand of polymorphing** and it still has 22 charges. The command word is 'metamorph' but only Elmo knows this, unless the adventurers have heard the poor chap's dying gasp.

A brass jar, tightly stoppered, containing four draughts of a **potion of water breathing**. The jar is large enough for eight draughts.

A velvet bag containing four rings —
a **ring of protection +1**,
a **ring of free action**,
a **ring of invisibility**,
a **ring of delusion**.

(If he is there and fully healed, old Elmo will have some difficulty in explaining why the last item was taken with the party. He will simply have to fall back on 'it seemed like a good idea at the time.' He will have no difficulty, however, in distinguishing which ring is which).

Three small books which are Elmo's travelling spell books. These have been painted over, cover and pages, with a hard transparent varnish to protect them from the effects of immersion in salt water. Each book contains spells of a particular level — first, second and third — as follows:

First level: **read magic, charm person, erase, friends, shield and unseen servant**.
Second level: **continual light, strength and wizard lock**.
Third level: **fireball and water breathing**.



Four scrolls, each protected with varnish like the books. Each is in a stoppered bone tube and carries one spell only:

- Scroll#1: (clerical) **silence**,
- Scroll#2: (clerical) **continual light**,
- Scroll#3: (magic user) **knock**,
- Scroll#4: (magic user) **ice storm**.

If he is present and fully fit, old Elmo will want his own items returned to him — the **wand of polymorphing**, the **ring of free action**, the **ring of delusion** (he won't argue too much about this), his spell books and the two magic-user scrolls. It would be a churlish party indeed if the adventurers did not permit this.

The DM should remember the effects of the **invisibility** spell, by ring or otherwise, on an underwater person. The body will be rendered invisible, certainly, but it will still displace water and an observer casting more than a casual glance will see a

body-shaped 'bubble' moving around. Invisible or not, the body will present a perfectly clear target and the invisibility will confer no bonuses at all. The DM should judge the circumstances carefully, though. If melee is already going on, the appearance of an invisible body under water is very likely to escape notice. Similarly an invisible underwater person who is observing from a distance is fairly likely to escape observation.

The DM should consult the **Dungeon Masters Guide** for the properties of the magical items. He should check also the spells on the scrolls for their underwater effects (e.g. **ice storm** is much reduced in its potency under water) - see page 57. Despite his other careful preparations, old Elmo memorised **fireball** prior to his last adventure and this is of no use under water whatsoever.

19. HALL

Unless the alarm has previously been raised and the work-party disbanded, there is a fair amount of activity going on in this area and quite a lot of noise is being produced. In normal circumstances, the party will be able to view the area from the single entrance without being seen and the description assumes this. Otherwise, the DM should vary the description appropriately and particularly if the alarm has been sounded from area 1 previously.

The noise has grown to a level at which it slightly hurts your ears, as you round the corner and see the archway before you. There is no need for silent movement — you can advance to the archway and see what is beyond.

You do so. You are in the south-east corner of quite a large area of plain stone construction. Quite near you, a rectangular area within the room proper has been built up at two sides of its perimeter with stone walls, topped with rails carved from stone, like balcony rails and rising some 4 feet from the floor. A third side — furthest from you, the western 'balcony wall' — is only partially built, with bricks of unsmoothed stone rising irregularly a few inches above the floor. Within this area, stairs lead downwards and to the north. You can see water lapping just below the second step. Most of the walls are dressed stone, as is all of the ceiling. However the west wall of the room is entirely rough, as is the western half of the north wall. This area is obviously unfinished as yet.

A team of ten slaves — a hobgoblin, three orcs and six lizard men — is hard at work, smoothing and dressing the unfinished exterior walls. Each slave is shackled by the ankles with a short length of chain and wears a metal collar; they all work wearily but steadily under the supervision of two sahuagin, each with a whip in its hand which it employs mercilessly on the slaves (these whips are scourges; they are not true weapons and do not inflict hit points of damage). These two sahuagin appear to carry no other weapons.

Six other sahuagin are lounging about the area at the top of the stairs, casually chatting amongst themselves. Five are armed with three javelins each, many of the javelins being propped against the walls of the stair-well. These five also appear to have daggers in their belts. The sixth — the wearer of a plain gold armband and, from his bearing and demeanour, an officer — carries a spear and has a dagger at his belt.

This is the last area of the fortress to be finished to the satisfaction of the sahuagin (they have forgotten the tiling of the ceiling in area 3, and the sahuagin officers responsible for the construction work might later be taken severely to task for this omission). The weary, half-alive slaves are in no mood to finish the work, for they have a pretty good idea what fate awaits them when their services are no longer needed. On the other hand, slacking on the job usually leads, they have observed in the past, to the same fate exercised earlier, so in balance of the consequences they continue their truculent but sufficiently speedy labours. Their hatred of the sahuagin is, of course, total and completely transcends all racial barriers. They will take the slimmest opportunity to take revenge against their captors, so in the event of an attack on the sahuagin by the adventurers, the slaves will seize whatever weapons or implements are available and attack the nearest sahuagin guard.

The eight sahuagin (seven warriors and a lieutenant), on the other hand, are quite complacent. The work which they have helped to supervise is nearing completion, and it is (so far as they can recall) perfect in every detail. It is quite inconceivable to them, at this very late stage, that an intrusion could spoil their endeavours (that those endeavours have actually been performed by the slaves is a fact which the sahuagin are easily able to forget). Under cover of the noise made by the slaves, the adventurers should be able to mount a surprise attack and defeat these eight sahuagin without much difficulty.

The Slaves;

Hobgoblin - AC 5; MV 9"; HD 1 +1; hp 2; #AT 1; D 1-8 or by weapon type.

Orcs - AC 6; MV 9"; HD 1; hp 1; #AT 1; D 1-8 or by weapon type.

Lizard Men - AC 5; MV 6"/12"; HD 2+11; hp 6; #AT 3; D 1-2/1-2/1-8.

If the sahuagin are defeated, the surviving slaves will be fulsome in their gratitude and praise. They will not have any information particularly useful to the characters, however. They know roughly the layout of level 1 and that the level is dry, with a flooded level below it (the slaves point to the water lapping against the second-to-top step of the stairs, proudly and as if this were a major new discovery in the laws of nature) but nothing else; they have never been to levels 2 or 3, let alone worked in either. They will, however, volunteer the information that old Elmo is lying, dying, in area 13 unless that person happens to be with the party.

Under no circumstances will the slaves join the party. As soon as they are able, they will head for area 1 and the outside world, taking their chance on freedom. Even if lizard men are with the party, they will be unable to persuade the lizard man slaves into any other form of action.

The steps down to level 2 are complete, squared off and dressed. Only the western balcony wall is unfinished. Water —saltwater, as anyone tasting it will soon tell — laps against the second step from the stair-head. The stairs are a full 20 feet wide and — the party will eventually discover — descend a depth of 30 feet to area 20. Below, all appears silent and dark.

LEVEL TWO

The descriptions which follow not only assume a light source or infravision, but also some method whereby characters can exist under water. This level, like level 3, is completely flooded with salt water. Ignore tides and sea currents - their effect within the fortress will be tiny.

20. HALL

Descending the stairs, you find yourselves in a large, open area of plain, dressed stone construction. There are stone pillars from floor to ceiling, two each to your left and your right.

This area is empty, quiet and peaceful.

21. SENIOR CHIEFTAIN'S QUARTERS

The walls and floor of this room are tiled in a dark green colour, while the ceiling is tiled in white. There is a table in the centre of the room, a small bench beside it. In the south west corner is a coffer, its lid closed. Propped against it is what appears to be a crossbow of rather unusual design. A mass of seaweed rises in the north-west corner to a height of about 7 feet and covering an area about 10 feet by 10 feet. There appears to be no occupant here at the moment.

The sahuagin senior chieftain, whose room this is, is at present in area 53, watching the so-called sport in the arena during his short recreation period.

This is the first example in the text of a seaweed bed, in this case quite a small one designed for a single male sahuagin. If the characters examine it or any other seaweed bed, they will discover that the seaweed is actually growing and is somehow anchored to the floor. The weed is very dense, and although edged weapons or tools can be used to hack away clumps of it, total destruction of a bed, even a small one, would be a long and arduous process.

The coffer is locked but not trapped; the key is in the owner's belt pouch. It contains:

- six harnesses with platinum buckles (value 15gp each)
- in a leather bag, 20 small rubies, each of value 100gp
- a small silver mirror (value 20gp)
- an electrum coffer set with pearls (value 500gp)
- a quiver containing 10 heavy crossbow bolts.

The crossbow is an underwater weapon of special sahuagin construction. It has ranges S/M/L of 4/8/12 when used underwater, normal ranges when used in air; ordinary heavy crossbow bolts can be used with this weapon. If Oceanus is with the party he will ask to be allowed to use this weapon, at least for the rest of the adventure, and if this is permitted he will find that he is just as proficient in its use as he would be in using the similar weapon designed by his own tribe.

22. CHIEFTAIN'S QUARTERS

The walls and floor are tiled in a dark green colour while the ceiling is tiled light green. A seaweed bed fills the north east corner. In the centre of the room is a small table, a small bench beside it. Against the east wall there is a coffer, its lid closed. The place appears to be unoccupied.

The normal occupant of this room is at the moment in the throne room (area 42). In his belt pouch he has the key to the coffer.

The coffer is locked but not trapped. It contains;

- six harnesses with gold buckles (value 5gp each)
- a leather bag holding two emeralds and a diamond (each gem of value 250gp)
- a small gold locket on a fine chain (value 50gp); if the locket is opened it **will** be found to contain a miniature portrait of a pretty young human girl and a lock of blonde hair
- a **dagger +1** in a scabbard.

23. CHIEFTAIN'S QUARTERS

The walls and floor of this room are tiled in a deep blue colour and the ceiling is tiled light blue. In the centre of the room is a table with a small bench beside it. There is a closed coffer against the south wall and a seaweed bed in the south west corner.

The normal occupant of this room is a sahuagin chieftain, the male partner of the lovers appearing on the FORTRESS ENCOUNTER TABLE. If he is here, he will be seated at the table eating a fish; he is facing roughly in the direction of the door and so will see any intruder immediately. His spear is lying on the table and his other weapon, a dagger, is tucked into his harness. In his belt pouch he has 12pp (but no key) and he wears a gold armband set with coral beads (value 50gp).

The coffer is locked but not trapped. The key is hidden beneath a loose tile under the table. The coffer contains:

- four harnesses with gold buckles (value 5gp each) - a canvas bag containing 730gp
- a gold finger ring set with a single pearl (value 250gp)
- a silver goblet engraved with stylised lightning bolts and inscribed with the legend 'JUPITER - MAXIMUS - OPTIMUS' (value 500gp).
- a small leather pouch which contains a fine set of thieves' picks and tools with ivory handles. These tools are so expertly made as to add 5% to the skills of a thief using them, and they have been lightly varnished to protect them against salt water (if old Elmo is with the party and back to full health, he will recognise them as having belonged to his former colleague the elven magic user/thief). The set of picks and tools is worth 350gp.

24. FEMALES' QUARTERS

This large area is tiled throughout - the floor in indigo, the walls in dark blue and the ceiling in light blue. Four smooth stone pillars support the ceiling. The room has a bank of dense seaweed all around the walls, about 7 feet from the floor and perhaps 10 feet wide. A large number of coffers, their lids closed, are placed at regular intervals around the room below the edge of the seaweed bed.

Three long tables, benches to either side, are set in the central area, their longer dimensions running north-south.

There is a large number of sahuagin in here, all apparently unarmed and some very small, as if young sahuagin. There are groups sitting at the tables, other groups and individuals swimming about or simply floating, a few individuals lying in the seaweed bed.

There are 37 adult sahuagin females in here and 15 hatchlings. If it were not for the fact that these creatures are evil, this would be quite a pleasant domestic scene - wives gossiping, children playing under the supervision of an adult and so forth.

As the characters enter, three females are just about to leave the room by the south-east entrance on some domestic errand (these are the three which appear on the FORTRESS ENCOUNTER TABLE, so if they have already been dealt with as a result of a random encounter elsewhere, ignore reference to them here).

Unless the intruders are employing excellent means of concealment or disguise, they will inevitably be seen within seconds of entering the area and most of the females will attack immediately (a few remaining out of melee to protect the hatchlings). Noise of melee in here will be heard in areas 20-26 nearby, and any occupants of these areas will come to the females' aid without delay. If it is possible, a few of the females will try to slip away out of the area to go to one of the barracks nearby (areas 27 and 29) and alert the warriors there. Each female, though unarmed, wears a harness and belt pouch and also wears an assortment of quite cheap jewellery (value 10-40gp per female). Each belt pouch contains 2-8sp.

There are 40 stone coffers in the area, none locked or trapped. Each one contains a spare harness or two and a canvas bag containing 10-40sp. In addition, place the following items at random in the coffers:

- nine cheap mirrors (no value) eight daggers in scabbards (normal value)
- coral statuette of a shark (value 10gp)
- polished ball of quartz (value 5gp)
- silver bowl (value 40gp)
- two silver mirrors (value 20gp each)
- a turquoise necklace (value 50gp)
- a string of amber beads (value 30gp)

The consequences are likely to be grave for the adventurers if they enter this area unless they can arrange for both entrances to be covered. The females are quite dangerous in melee and there are many of them, but the greater danger is that one female will be able to slip away and raise a general alarm. In such an event it will not be long before sahuagin warriors cut the party's only retreat routes to room 20 and relative safety on the upper, dry level. Even one hatchling swimming away and being seen elsewhere will be enough to arouse curiosity and prompt an investigation, though in this case it is likely that the sahuagin returning the infant to its mother will get a bigger surprise than the adventurers.

25,26. HATCHERIES

These rooms are very similar and the following description will serve for both.

You are looking down a long narrow area of plain dressed stone. There is no furniture in here, but floating against the walls, 5-6 feet above the floor, are clusters of what look like large fish eggs.

The eggs are sahuagin eggs and there are about 180 in each room, in clusters of 15-20.

If the DM wishes to add a little variety, two of the eggs in one room have just hatched and a pair of tiny sahuagin, each about 2 feet long, are just emerging. They are humanoid in general appearance, dark olive green in colour, with black goggling eyes and long tails.

27. BARRACKS

A short passage beyond the archway opens out to the south after about 20 feet into a large room of plain, dressed stone. A massive seaweed bed covers the entire south wall. A number of coffer, their lids closed, stand at regular intervals around the remaining walls.

There are 21 adult male sahuagin in here, A lieutenant is commanding six warriors to form up near the north-east corner, ready to go out on guard relief (this is the group which appears on the FORTRESS ENCOUNTER TABLE; if it has already been encountered elsewhere, it will not reappear here). Of these six warriors, four are each armed with a heavy crossbow (six bolts) and dagger, the other two each with trident, net and dagger. Each has 2-8sp in a belt pouch. The lieutenant is armed with spear and dagger, has 12ep in a pouch and wears a plain gold armband (value 20gp).

The other 14 warriors all have daggers tucked into their harnesses but their other weapons — eight tridents, six spears and eight nets — are stacked neatly on the floor. These warriors are off duty and are carrying out various activities - talking, dozing, watching their comrades etc. Each has 2-8sp in a belt pouch.

There are 20 coffer, none locked or trapped. There are 1-3 harnesses and a canvas bag containing 10-40sp in each. In addition place the following items in the coffer:

- five daggers in scabbards (normal value)
- four bundles of six heavy crossbow bolts (normal value)
- two cheap mirrors (no value)

Combat in this area will certainly bring the other lieutenant from area 28, but will not be heard elsewhere.

The adventurers may be in something of a quandary about this area and area 29. On the one hand, their task is to seek information, not to get involved in melee with sahuagin warriors. The noise of melee here might well be heard in nearby areas, and the adventurers might be tempted to bypass this room if they are able to discover, without being seen, what its function is. On the other hand, to bypass this room means that their retreat route to area 20 may well be cut off and they might later find themselves in the jaws of a pincer attack by sahuagin. A tricky problem. A lot will depend on the strength of the party and the ability of its members to move and fight under water.

28. LIEUTENANTS' QUARTERS

This is a spartan room of plain, dressed stone. A table stands in the centre, a small bench to either side. There are seaweed beds in the north-east and southeast corners. Two coffer, their lids closed, stand against the north wall.

When (if) the party enter area 27, there will be a lieutenant in here, sitting at the table and sharpening his spear with a stone. He also carries a dagger, has 8ep in his belt pouch and wears a plain gold armband, value 20gp. He will join in any melee in room 27, so if the party eventually penetrate to this area it is likely to be empty.

The coffer are neither locked nor trapped. They contain:

- | | | |
|----------|---|---|
| Coffer#1 | - | five harnesses with electrum buckles (value 3gp each)
a silver mirror (value 20gp)
a canvas bag containing 190ep
a gold collar (value 150gp) |
| Coffer#2 | - | four harnesses with electrum buckles (value 3gp each)
a cheap mirror (no value)
a canvas bag containing 80ep
a silver bracelet set with turquoise beads (value 100gp)
a small leather bag containing 12 fronds of what appears to be seaweed. |

If Oceanus and/or lizard men are with the party, the last item will be recognised by them and they will regard this as a very fortunate find. These are fronds of the plant 'Rapture Weed' (see the APPENDIX for details of its properties).

29. BARRACKS

A short passage beyond the archway opens out to the south, after about 20 feet, into a large room of plain, dressed stone. A massive seaweed bed covers the entire south wall. A number of coffers, their lids closed, stand at regular intervals around the remaining walls.

There are 21 adult male sahuagin in here. A lieutenant is commanding 10 warriors to form up near the north-west corner, ready to go out on fortress patrol (this is the group which appears on the FORTRESS ENCOUNTER TABLE; if it has already been encountered elsewhere, it will not reappear here). Of these 10 warriors, six are armed with trident, net and dagger, the other four with spear and dagger. Each has 2-8sp in a belt pouch. The lieutenant is armed with spear and dagger, has 12ep in a pouch and wears a plain gold armband (value 20gp).

The other 10 warriors are grouped in a circle in the south west corner of the room, eagerly tormenting two crabs into fighting each other. Some have placed bets on the fight and there is a total of 200sp in several small piles of coins in this area. Each warrior has a dagger tucked into his harness and 1-4sp in a belt pouch. Their weapons - four heavy crossbows, four bundles of six heavy bolts, six tridents and six nets - have been pushed untidily into a corner.

There are 20 coffers here, none locked or trapped. There are 1-3 harnesses and a canvas bag containing 10-40sp in each. In addition, place the following items in the coffers:

- four bundles of six heavy crossbow bolts (normal value)
- two daggers in scabbards (normal value)
- three cheap mirrors (no value)

Combat in this area will certainly awaken the other lieutenant in area 30 but will not be heard elsewhere.

The final paragraph of the DM's section of area 27 is just as relevant here. The party's dilemma will be to bypass this area and risk a cut retreat route, or fight the sahuagin here and risk not only losses to the party but also the arrival of sahuagin reinforcements.

30. LIEUTENANTS' QUARTERS

This is a spartan room of plain, dressed stone. A table stands in the centre, a small bench to either side. There are seaweed beds in the north-west and south west corners. Two coffers, their lids closed, stand against the north wall.

When (if) the party enter area 29, there will be another lieutenant in here, asleep and hidden from sight in the north-west seaweed bed. He has 8gp in his belt pouch and wears a plain gold armband (value 20gp). His net and trident are beside him on the bed, his dagger at his belt. He will certainly awaken if melee breaks out in area 29, and will join the fight after a short pause, so if the party eventually penetrate to this area it is likely to be empty.

The coffers are neither locked nor trapped. They contain:

- Coffer#1 - six harnesses with electrum buckles (value 3gp each)
a canvas bag containing 120sp
an electrum pendant set with coral beads (value 100gp)
a dagger in a scabbard (normal value)
- Coffer#2 - four harnesses with electrum buckles (value 3gp each)
a silver mirror (value 20gp)
a canvas bag containing 380sp
a carved coral rod (value 30gp)

The last item might well be presumed magical, but this is not the case.

31,32,33. CLERICS' QUARTERS

These rooms are physically identical, though their contents vary slightly. The following description will serve for each, decorated according to the notes which follow.

The floor and walls of this room are tiled a medium grey, while the ceiling has white tiles. There is a small table in the centre of the room, a small bench beside it. A seaweed bed covers the south-east corner. A coffer, its lid closed, stands in the south-west corner.

All these rooms are at present empty of sahuagin, their usual occupants being in the temple (area 37) performing a rather nasty ceremony. The only immediately obvious differences between the rooms are that on the table in room 31 there is a statuette of a shark, some 10 inches long and carved from a translucent yellow-brown material (of no value), while on the bench in room 33 there is a necklace of alternating grey and white stone beads (these are sahuagin prayer beads and are of no value). The only other differences are in the contents of the coffers, none of which are locked or trapped.

- In room 31 - a harness (no value)
a silver mirror (value 20gp)
a canvas bag holding 150ep
a silver bangle set with coral beads (value 75gp).
- In room 32 - two harnesses (no value)
a cheap mirror (no value)
a silver shark-shaped medallion on a chain (value 75gp)
a canvas bag holding 280sp
a ball of polished amber (value 35gp)
- In room 33 - a harness (no value)
a canvas bag holding 65gp
a gold collar set with amber beads (value 250gp).

34. CLERIC'S QUARTERS

Though this room is larger than rooms 31-33, its contents (bed, coffer, table and bench) are identical, with some positions changed (the seaweed bed is in the south-west corner and the coffer is against the north wall). The description for rooms 31-33 may, suitably modified, be used here.

Unless she, has already been captured or slain as a wanderer (the normal occupant of this room is the female partner of the lovers on the FORTRESS ENCOUNTER TABLE) there will be a 4th level sahuagin priestess in here, meditating on the seaweed bed and hidden from sight. She is almost certain to hear an intrusion, unless it is carried out very quietly, and this will interrupt her meditation. Her instinct will be to attack, but, if she sees that the odds are too great in her opponents' favour, she will instead try to remain hidden until the intruders leave, hoping then to go to one of the barracks to alert the warriors there.

If the doors are left open, noise of melee here will be heard in rooms 35,36 and 37 and area 38. However if melee takes place behind closed doors it will not be heard outside.

The priestess is armed with a **lesser staff of shock** (15 charges — see the APPENDIX for details of this weapon); she has 10ep in her belt pouch and wears a plain gold armband (value 20gp). To assist her meditation she was handling a set of sahuagin prayer beads — a string of alternating grey and white stone beads of no value — and these will be in the bed near where she was meditating.

The coffer is neither locked nor trapped. It contains:

- two harnesses (no value)
- a set of sahuagin prayer beads (no value)
- a canvas bag holding 65gp
- a cheap mirror (no value)
- a gold pendant on a fine chain in the form of a heart pierced with an arrow (a gift from her chieftain [over and of value 100gp)

35. SENIOR CLERIC'S QUARTERS

This room is identical to room 34 and the same description will serve. The normal occupant of the room, a 5th level priestess, is in the temple (area 37) supervising the rather nasty ceremony taking place there.

The coffer is neither locked nor trapped. It contains:

- three harnesses (no value)
- a silver mirror (value 20gp)
- two sets of sahuagin prayer beads (no value)
- a canvas bag holding 78pp
- a gold collar set with coral beads (value 250gp)

36. HIGH PRIESTESS' QUARTERS

The floor and walls of this room are tiled in grey, the ceiling tiled white. In the centre of the room is a white stone table, the top surface of which is picked out in some gold-coloured engravings. Three small, ornately-carved benches stand near the table. A seaweed bed fills the south-east corner.

This is the residence of the sahuagin high priestess, an 8th level cleric, who at present is with the baron in the throne room (area 42).

The benches and table are of white marble. The engraving on the table-top is a gold-inlaid figure of a shark (the value of the gold is 150gp, but how to extract it?). There is a small secret compartment in the underside of the table top (detect as secret door, and only if someone is specifically examining the underside). This compartment is trapped with a **glyph of warding** cast at the 8th level of spell use. Whoever first opens the compartment must save vs. Magic or be **blinded** (as the spell), whereupon the glyph is exhausted. The compartment contains the key to the coffer in room 18 and a necklace of 18 beads, six each of alternating coral, amber and pearl. This is a **necklace of prayer beads**; one coral bead is a **bead of blessing**, one amber bead is a **bead of curing** and one pearl is a **bead of summons**. Consult the **Dungeon Masters Guide** page 151 for details of this item.

There appears to be no coffer in this room, but actually there is one — quite an elaborately carved affair compared with most coffers in the fortress — hidden by the seaweed bed near the south-east corner. This is locked and trapped. The key is in a secret compartment in the exterior of the coffer's lid (detect this compartment as a secret door and only if an examination of the exterior of the lid is being made). Even if the key is used to unlock the coffer, the trap will be sprung if not previously detected and disarmed. This is a thrusting blade which hits the person opening the lock for 1-8 hit points of damage. Note that it is physically impossible to open the coffer by normal means without being in the target area of the blade. The coffer contains:

- four harnesses with platinum buckles (value 25gp each)
- a silver mirror (value 20gp)
- two sets of ordinary sahuagin prayer beads (no value)
- a canvas bag containing 385pp
- a gold bracelet set with pearls (value 500gp)

37. TEMPLE

You have entered a large area. The walls and floor are tiled in grey, the ceiling is white-tiled. White-tiled pillars support the ceiling and run down the length of the area on either side of centre. Emblazoned in white on the walls are weird symbols and runes.

Note that the ceiling is 30 feet high in here.

If the party has entered quietly through the south doors, it will not immediately be seen by the sahuagin present, though there is a 20% chance, check each turn, that the shark will see them and swim to the attack. If the adventurers remain by the south doors they will be unable to see what is going on at the other end of the temple. These events are therefore described for the DM only, who should consider, according to the circumstances, when each group becomes aware of the other, by what means they do so and what happens next.

There is a rather nasty ceremony taking place at the north end of the temple in front of a solid block of white marble, 10 feet long, 3 feet wide and 4 feet high, centrally placed a few feet from the north wall. To the south of this block, facing north, four sahuagin priestesses stand with bowed heads, emitting a

low droning sound. Three of these are fourth level and are the normal occupants of rooms 31, 32 and 33. The fourth is a senior priestess of fifth level, the normal occupant of room 35. The priestesses each hold a small, squirming sahuagin in their left hand and a short staff in their right, their arms upraised. (The fourth level clerics are each holding a **lesser staff of shock**, with 15 charges; the fifth level cleric holds a **greater staff of shock** with 47 charges: see the APPENDIX for details of these weapons). The hatchlings emit thin, pitiful wails.

Above the priestesses, circling the altar area, is a huge white shark some 20 feet in length, revered by the sahuagin and considered by them to be a direct representative of their deity Sekolah. The wriggling hatchlings are young sahuagin who do not measure up to the rigorous physical standards of the sahuagin race. They are therefore being sacrificed to the shark amid considerable ceremonial.

The ritual is a lengthy one involving the priestesses in a solemn processional, followed by weird droning chanting, sometimes in unison, sometimes with solo drones by the senior priestess and responses from her juniors. The actual sacrifices are grisly affairs and will make any non-evil character observing them sick at heart.

On this occasion there are four victims and the entire ceremony takes about 50 minutes. It has just started when the party arrives so the chances of their observing, undetected, the entire proceedings are slim.

In particular, should the adventurers enter the temple through the vestry (area 38) or the north-west entrance, they will be seen almost immediately in which case the ritual will come to an abrupt halt. The priestesses will have no hesitation in attacking those who dare enter their sacred temple and the shark, to which a meal of four small sahuagin hatchlings is a mere snack, will be most interested in expanding its menu.

Even if the characters are able, unobserved, to watch the ritual for a while, the sickening nature of the ceremony will have a profound effect on characters of good alignment, who will want to attack the evil creatures and put an end to this horror.

Whether these characters will attack independently, persuade their colleagues to join them, or be persuaded to desist for fear of raising a general alarm, depends a great deal on the circumstances, the combination of the characters' alignments in the party and the personalities of the players themselves. However the DM should certainly penalise any good character who does not make a determined effort to persuade the party to attack.

Noise of combat in this area will not attract attention from any other occupied area. If the party does get itself into a fight and manages to emerge victorious (a reasonable possibility, assuming some magical assistance) then the characters may infer no sahuagin will find out for some time, since this area is not entered by sahuagin other than by the clerics, and the clerics still surviving are occupied with other matters elsewhere. Note that, even if a sahuagin patrol passes near to the temple during combat therein, they will not be at all surprised to hear such noises; the priestesses are a strange bunch, in the average warrior's opinion, and conduct some very weird, noisy ceremonies in their temple — this is just another one. It will be a different matter, of course, if a careless party has left the south doors open.

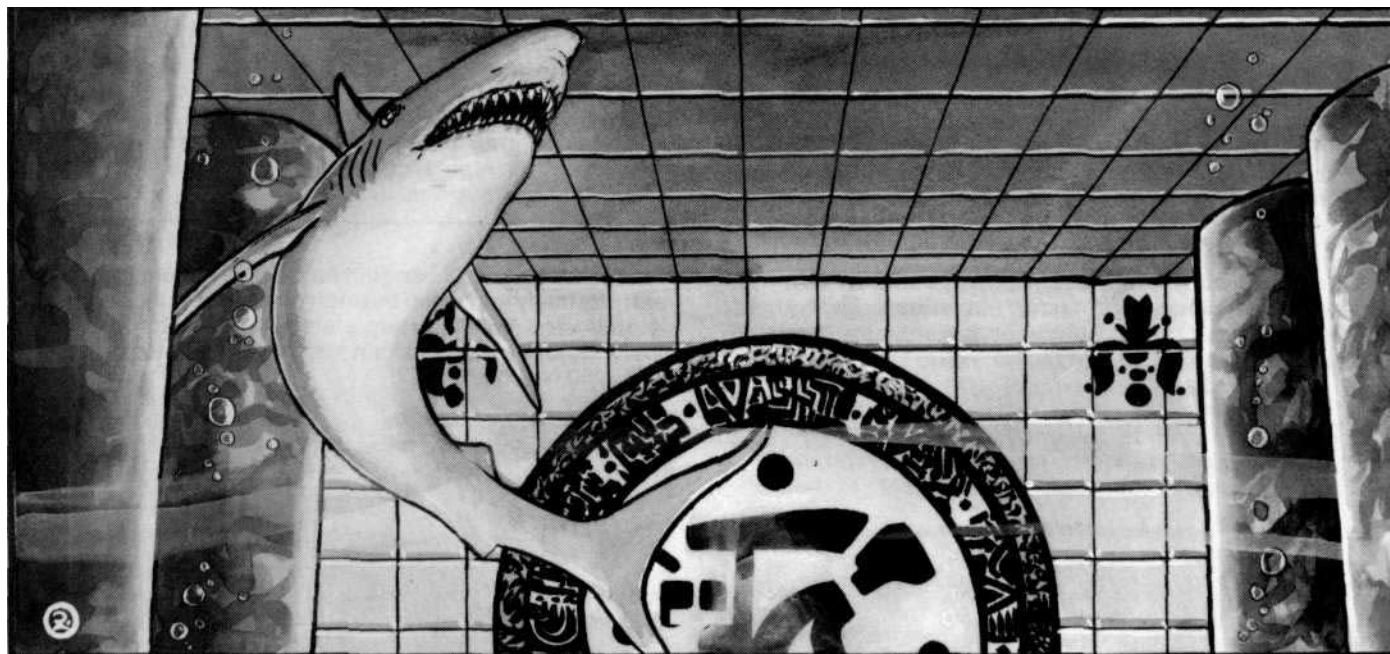
For full statistics of the priestesses and the shark see the APPENDIX. However it will be convenient for the DM if the possessions carried and worn by the priestesses are repeated here:

Each fourth level priestess:

- **lesser staff of shock** (as noted above);
- harness with electrum buckles (value 3gp);
- plain gold armband (20gp);
- 2-8ep in belt pouch.

Fifth level priestess:

- **greater staff of shock** (as noted above);
- harness with gold buckles (value 5gp);
- gold armband set with coral beads (value 50gp);
- 10pp in belt pouch together with the key to the coffer in room 35;
- a pearl set in platinum and worn with a platinum chain round her neck — the platinum itself is worth 20gp and the pearl is a **pearl of wisdom**.



Note also that the shark has a small hole in its dorsal fin through which is threaded a chain attached to a key. The chain can be removed (the shark permitting) by a simple spring mechanism. The key opens the coffer in the vestry (area 38).

38. VESTRY

This is a simple, austere room, with the floor and walls tiled in grey and the ceiling in white. It is empty except for a large coffer, its lid closed, standing against the east wall.

This coffer is about 50% larger than normal coffers found in the fortress. It is both locked and trapped. The key is attached to the shark in the temple (room 37). The trap is a **glyph of warding** cast at the eighth level of spell use. If the trap is not previously detected and disarmed, it will be set off by the first person to touch the lock, whether with key or not. The victim must save vs. Magic or be poisoned and die immediately (as the reverse of the **neutralise poison** spell). The trap is then exhausted.

The coffer contains the very precious items of religious regalia worn by the sahuagin priestesses during their most important and holy festivals. There are six metal masks, all in the shape of a shark's head; four are fashioned from electrum and are worth 500gp each; the fifth is made of gold and is worth 1000gp while the sixth is of pure platinum and worth 5000gp. There are four golden gongs, each with a gold striker; each gong/striker combination is worth 1000gp. There are four gold necklaces set with coral beads (value 2000gp each) and a platinum necklace set with pearls (value 7500gp).

39. ELITE GUARDS' BARRACKS

This is an austere room with walls and floor tiled in dark green, the ceiling in pale green. A table stands in the centre, two benches beside it. Nearly all the south wall is covered with a large seaweed bed. There are four coffers arranged along the north wall, their lids closed.

This room is occupied by the two of the four elite guards who barrack here and are off duty at present, together with two females from area 24 who are paying the guards a flirtatious visit. These four are relaxing casually by the table and are sufficiently preoccupied with each other that a very quiet approach by the party could go unnoticed for a few moments. The other two guards are in the throne room (area 42) at present.

Each of the guards has a dagger tucked into its harness. There are two spears lying on top of the table. Each guard carries 5pp in its belt pouch and wears an electrum armband (value 10gp).

The females are not armed, though they wear plain harnesses. One has 7sp in her belt pouch and wears an electrum collar set with coral beads (value 50gp). The other has 5sp in her pouch and wears gold drop earrings (something of a surprising sight on a sahuagin) valued 15gp each.

The coffers are neither locked nor trapped. Each contains 1-3 harnesses (no value) and a canvas bag holding 10-100ep. In addition, one contains a cheap mirror (no value), another a dagger in a scabbard (normal value), another a model ship in a bottle (no value) and a bundle of six heavy crossbow bolts (normal value), while the last contains a gold finger ring (value 30gp).

Combat in here will be heard, albeit faintly, in the throne room (area 42). If the Baron decides the noise is interrupting his work (30% chance) he will send two more elite guards to investigate (selecting two from the four armed with trident, net and dagger). Check this chance every round, increasing it by 5% each check until either the noise stops or the guards are sent.

40. ELITE GUARDS' BARRACKS

The description of this room is the same as that of room 39, allowing for the difference in orientation of approach.

This is a barracks room for the other four elite guards, all of which are at present attending the Baron in the throne room (area 42). The room is empty.

The coffers are neither locked nor trapped. Each contains 1-3 harnesses (no value) and a canvas bag holding 10-100ep. In addition, one contains a bundle of six heavy crossbow bolts (normal value), another a coral necklace (value 50gp), another a cheap mirror and the fourth a live lobster of the normal type, but with nasty claws and temper.

Lobster: AC 8; MV 6"/12"; HD 1; hp 2; #AT 2; D 1/1. This creature attacks as if a monster of 3HD.

41. BANQUETING HALL

The corridor leads to a great hall where the floor is tiled black, the walls in coral pink and the ceiling in white. Black-tiled pillars are regularly placed in a line slightly south of the east-west axis. To the north of the pillars there is a series of long tables placed end-to-end, with benches to either side. At the midpoint of the northern wall there is an archway and a passage leading north, and there is a 12 foot gap between the tables at this point to permit easy access. This archway is highly decorated with black and gold wave-shape designs.

This is the sahuagin banquet hall. Since sahuagin prefer to eat informally and when the individual feels hunger, this hall is only used for important state functions, to celebrate a great victory or to entertain visiting nobles. Note that this hall is 30 feet high.

The tables and benches are sufficient for perhaps two hundred sahuagin with space to spare, but at present the area is empty.

The stone head in the semi-circular niche in the centre of the south wall will not be clearly visible to a party standing under the western or eastern arch, but as soon as a member of the party moves to a position from which it can be observed, read the following.

At the centre of the south wall, its lower edge about 7 feet above the floor, a semi-circular niche has been hollowed out. On the shelf so formed there stands a large carved stone head, visibly battered and disfigured. The features can still be recognised, despite the damage, as those of a lizard man. The head is about 50% larger than life size.

When the lizard men lived here, one of their proudest possessions was a 10 foot high statue of Semuanya, their deity. When the sahuagin took possession of the fortress, they destroyed the remainder of the statue, viciously breaking it into stone fragments, and had just started to repeat the process with the statue's head when the Baron intervened. Instead of allowing the breaking up of the head, the Baron decided to keep it as a memento of his triumph, so he had his men remove it to the banquet hall where it would face him as he sat on his throne. It is an object of scorn and derision among the sahuagin — rarely does a male sahuagin pass it without making a malicious, usually obscene, gesture or jeer.

The sight of this head will profoundly affect any lizard men present and of course they will recognise it instantly. It will harden their resolve to battle the wicked sahuagin but will not lead them into rash behaviour. Their cold fury from this point on can be reflected by giving them a +1 bonus 'to hit' in any later combat with sahuagin.

Note that occupants of this room are able to hear fragments of what is going on in the throne room (area 42). Conversely, the Baron and those with him will hear any noisy activity in the banquet hall.

42. THRONE ROOM

It is likely that the adventurers' first glimpse of this room will be from the archway in the north wall of the banquet hall, in which case their view is some what restricted. The following description reflects this.

At the end of a short stretch of corridor there is another archway opening into a larger area. In that area the floor is tiled indigo and the walls dark blue. At the north side of the area there is a massive, ornately-carved throne standing on a pale blue dais. On the throne sits a huge sahuagin — a real monster. You can see this creature has four arms. In his right, upper hand he holds a trident, in his left upper a folded net. His two lower hands grip the arms of his throne.

Standing next to the throne, on the four-armed creature's right hand side, is an adult female sahuagin holding a short wooden stick. Standing on the other side of the throne is an adult male sahuagin armed with spear and dagger. These sahuagin are of normal size.

In front of the throne and nearly at the foot of the dais, three adult sahuagin stand with their backs to you. They are armed with trident and net each and are standing rigidly to attention. There seem to be other sahuagin between these three and the dais but you cannot make out the details.

This description presupposes that the characters are able to observe without being seen. If they are seen, of course, the Baron will abandon his current task and order his guards to attack the intruders.

A number of things cannot be seen from such a vantage point, and the DM should give appropriate details to the players as these various things come into view:

- 1) There are pale blue marble pillars to east and west; the dais is of the same pale blue marble, the throne is black coral and the ceiling is tiled pale blue.
- 2) There are two more guards — like the three already seen, these are elite guards from areas 39 and 40 — one at the entrance to each passageway leading east and west.
- 3) The Baron has a **trident +1** and a **net of snaring** in his hands and two normal daggers carried in his harness. On his right upper arm he wears a plain platinum armband (value 100gp). In a pouch he has 7pp, a diamond of value 500gp and the key to the coffer in area 52.
- 4) The female sahuagin near the Baron is the High Priestess, whose quarters are area 36. She is armed with a **wand of the squid** with 59 charges (see the APPENDIX for details of this item) and wears a **ring of protection +2**. On her right arm is a plain platinum armband (value 100gp). In her pouch she has 5pp and a ruby of value 250gp.
- 5) The male sahuagin to the Baron's left is a chieftain wearing a gold armband set with coral beads (value 50gp). In his pouch he has 5pp, a pearl worth 100gp and the key to his coffer in area 22.
- 6) Partially concealed by the line of three elite guards are two more sahuagin, both unarmed. One is a female from area 24, the other an elite guard from area 40. The female has

accused the elite guard of serious misconduct and the case had been brought to the Baron for trial and judgement. In the event of the proceedings being halted abruptly for an attack on an intruding party, these two will bury their differences temporarily and fight just as ferociously as the others.

The female wears a silver bangle set with amber beads (value 40gp) and has 4sp in a pouch. The elite guard wears an electrum armband (value 10gp) and has 7ep in a pouch.

- 7) Over the general area of the throne a shark is circling near the ceiling (which is 30 feet high here). This shark is a pet of the Baron's (it is not the shark on the FORTRESS ENCOUNTER TABLE so will always be found here). If the adventurers observe from a short distance down the passage, or even further south, the shark cannot see them (nor they it) but it will fight if an attack is mounted.
- 8) If the area is searched thoroughly, a single gold-drop earring will be found to the left and rear of the throne. See the description of area 45 for the meaning of this.

Note that if the characters are able to watch these proceedings without danger of being observed (for instance by suitable magical protection), it is possible that the players will simply want their characters to observe the whole trial and witness the outcome. This is a pretty morbid thing to do, even when those observed are evil sahuagin, but the DM cannot be expected to spin the trial out indefinitely. The answer is probably to have a sahuagin patrol arrive before the trial ends, since patrols pass through the banquet hall but do not enter the throne room. Any resulting noise will certainly halt the trial and stimulate investigation and attack. If the characters are so well protected that a patrol would not see or sense them, have the shark from area 51 drop by and attack. If no sharks are available, use your imagination but don't let them get away with it for long!

43. MAID'S ROOM

This is a blue-tiled room. A bench runs along the south wall and there is a seaweed bed in the southeast corner. A coffer, its lid off and lying nearby on the floor, is against the west wall. An archway ahead of you, to the east, leads to another room, much more brightly decorated.

The contents of the coffer are in disarray, as if someone has been rummaging in it recently. There are some plain leather harnesses, a cheap mirror, an empty canvas bag, 50ep and a coral necklace (value 30gp) in an untidy heap inside the coffer.

Note the possibility that noise in here will be heard by the Baroness and her maid in area 45. The party will, if silent and listening, be able to hear some sounds of the activities going on in area 45 (q.v.).

44. LIVING QUARTERS OF THE BARONESS

The floor and ceiling are tiled in pale green, the walls in coral pink. A table stands in the centre of the room, a small bench to either side. On the table is a statuette, apparently of metal, depicting a squid locked in combat with a shark.

The statuette is of pure electrum and is worth 500gp.

Note again the possibility of the Baroness and her maid, in area 45, hearing noises made in this area. However, there is no doubt that the party will hear these two female sahuagin — mainly the Baroness — if they remain reasonably quiet.

45. SLEEPING QUARTERS OF THE BARONESS

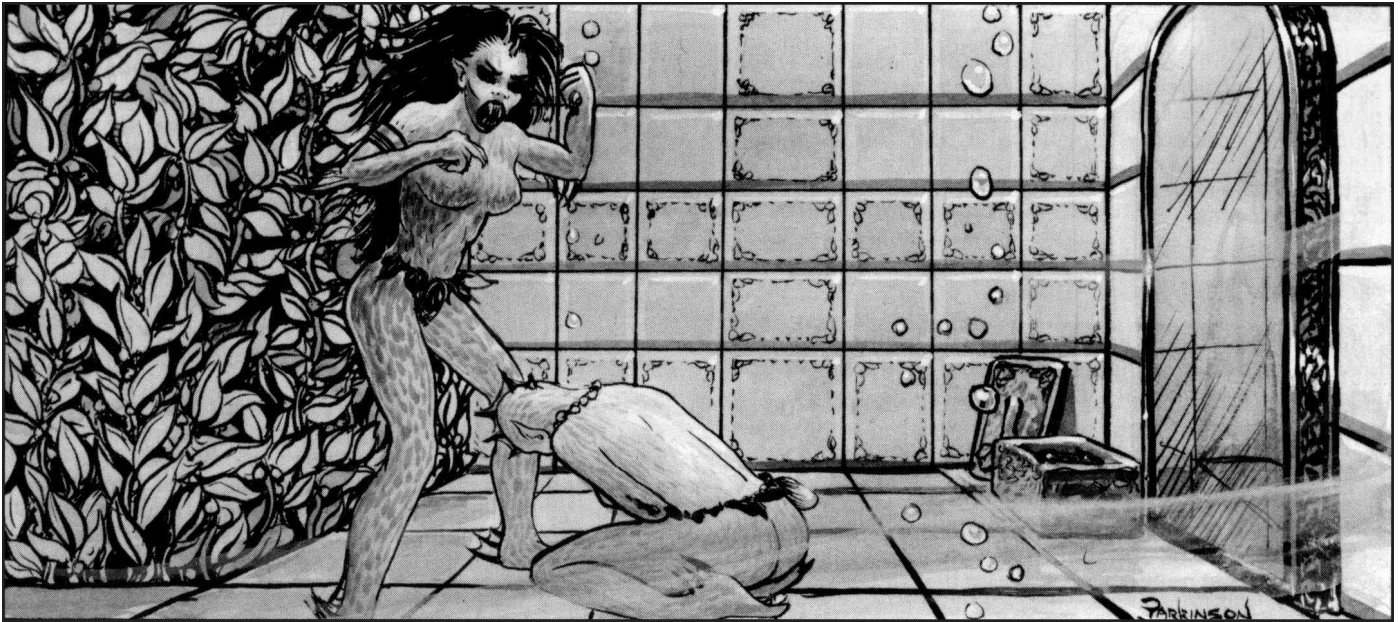
There is apparently an argument going on in this area. Before you even see the place in any detail, you can hear two sahuagin voices upraised, both female. Though the words may be incomprehensible to you, the sense is quite clear — one is forcibly berating the other. Strident sounds of what are almost certainly accusations and recriminations are punctuated with protests which, despite being made under water, you would describe as tearful.

This is the Baroness in full cry. She is standing angrily over her maid, the latter on hands and knees, accusing her of stealing a single gold-drop earring. She holds the remaining earring and waves it around as if punctuating her remarks. (In fact the Baroness has dropped the missing earring in the throne room, area 42, where it has lain unnoticed on the dais to the left and rear of the throne). The maid's protests are apparently without effect. The earrings as a pair are worth 100gp but an individual earring would fetch only 30gp.

The party will no doubt be seen if they pause here in sight of either female, so the description of the room will probably not be needed until after the females have been dealt with. The room is tiled in light blue and there are frescoes on the ceiling representing various forms of marine life. The seaweed bed - a large and opulent one - fills the south-west corner. In the centre of the north wall hangs a large mirror with a filigree metal frame. Below the mirror there is a coffer, its lid off and propped against the wall nearby. A small key is in the lock of the coffer.

The baroness wears a platinum armband (value 100gp) and platinum-drop earrings each set with a single pearl (250gp the pair). In her pouch are 7pp and a pearl worth 200gp.

The maid wears a silver necklace set with coral beads (value 50gp) and has 5sp in her pouch.



The frame of the mirror is silver and worth 150gp. The coffer contains:

- six harnesses with platinum buckles (value 25gp each)
- a canvas bag containing 150pp
- a gold necklace set with pearls (value 300gp)
- a gold necklace set with amber beads (value 200gp)
- a gold ring set with coral (value 100gp)
- a dagger (non-magical) in a scabbard chased in gold and set with pearls (value 200gp)

46. BARON'S LIVING QUARTERS

This room is tiled in coral pink. The walls are frescoed with scenes of sahuagin in victorious combat against a variety of marine creatures. A large table is in the centre of the room with benches on all four sides. There is a small object lying on the table.

The object on the table is a silver medallion, about 2 inches in diameter, on a fine silver chain. One side of the medallion carries an engraving of a shark, while the other side is engraved with the Baron's personal seal (describe this as a glyph of some sort, and note that this is the uppermost side). The value of the medallion is 30gp but it is also the key to the coffer in room 47.

47. BARON'S SLEEPING QUARTERS

This room is tiled a rich, deep green. The walls are frescoed with representations of various forms of marine plant life. A large seaweed bed fills the northwest corner. There is a spear propped against the wall in the south-west corner. In the centre of the east wall hangs a mirror with a filigree metal frame. Below it is a large coffer, its lid closed.

The frame of the mirror is pure electrum and worth 300gp.

The spear is a normal spear, though the players might believe its presence here means it is special in some way (don't gratuitously disabuse them of this!).

Soon enough the characters will notice, no doubt, that there is a key hole in the coffer but will not realise (unless a thief starts work with his picks, for instance) that this is merely a key hole without a lock behind it. Examination of the coffer will reveal a small, narrow slit, about 2 inches long, in the lid.

Opening the chest by other than the correct means will set off the trap, unless this has previously been detected and disarmed. The trap is a very powerful triple scything blade which inflicts 3-24 hit points of damage on its victim. Extreme measures apart (such as smashing the coffer with a sledge hammer) it is quite impossible to break open the coffer without at least one character being hit by the blade.

The correct method of opening the coffer - and this method simultaneously disarms the trap - is to insert the medallion (found in room 46) in the slit in the lid and press it home. A thief may attempt to pick the lock through the slit but this will be a difficult task (deduct 20% from the character's normal 'open locks' probability).

The coffer contains:

- six harnesses with platinum buckles (value 25 gp each)
- a canvas bag holding 180pp a second canvas bag containing 25 fronds of what appears to be seaweed (this is Rapture Weed — see the APPENDIX — but will only be recognised as such by Oceanus or a lizard man).
- a platinum collar set with pearls (value 1000gp)
- a leather pouch containing 23 assorted gems (determine values at random but there should be at least one gem of base value 1000gp)
- a **crossbow of accuracy +3** and 12 **crossbow bolts +2**.

The secret door in the south wall and the other secret door in the passage beyond are detected with normal probability.

LEVEL THREE

The descriptions which follow not only assume a light source or infravision but also some method whereby characters can exist underwater. This level, like level 2, is completely flooded with salt water. For the most part, ignore tides and sea currents since their effects within the fortress will be tiny, but see the description of area 60 for an exception to this.

48. BARRACKS

Note that the stairs are actually within this area. The description assumes that the party first sees the area from the stairs, otherwise vary it accordingly.

The stairs descend into an area of plain, dressed stone. At the foot of the stairs an archway leads out of the area to your right. A large number of coffer are set against the north and west walls, their lids all closed.

There are eleven sahuagin here, apparently 10 warriors forming up under the command of an officer. Each is armed with trident, net and dagger.

Unless the characters conceal their entrance somehow they will certainly be noticed before they reach the foot of the stairs. The officer, actually a lieutenant, is standing in the centre of the open area facing south, so will be the first to see the intruders, whereupon he will issue a hasty command, then try to escape through the archway to alert other sahuagin in areas 50, 53, 54, 56 and 60. The leading characters will be able to prevent his escape so long as the players state their intentions in sufficient time - the DM should use discretion here, for even if the two upper levels have been completely cleared of sahuagin, there are enough sahuagin in various parts of this level to dispose of the party, if alerted.

The warriors and lieutenant, though forming up as if to go out on patrol, will not be discovered as wanderers and will always be here. Each warrior has 2-8sp in a pouch, while the lieutenant has 15ep in a pouch and wears a plain gold arm band (value 20gp).

The coffer are unlocked and untrapped. Each contains some ordinary leather harnesses and 10-60ep in a canvas bag. Additionally the following items will be found (place them in coffer at random):

- three daggers in scabbards
- three bundles, each of six heavy crossbow bolts
- five sahuagin nets
- two cheap mirrors
- a pale green transparent glass sphere, about the size of a tennis ball, in the centre of which is embedded a piece of sea anemone (no value).

The other 30 warriors normally based in here are, at present, watching the sport in area 53, apart from the three in the torture chamber (area 50). The vast seaweed bed occupies the southern part of these barracks.

49. LIEUTENANTS' QUARTERS

This is a room of plain, dressed stone. A table is in the centre, flanked by four small benches. A large seaweed bed fills the southern part of the room and there are four coffer, their lids closed, against the east wall.

Usually four lieutenants are quartered here. One is (or was) in the adjacent barracks (area 48) while the other three are watching the sport in area 53.

The coffer are all unlocked and untrapped. Each contains several plain leather harnesses and a canvas bag holding 10-60ep. In addition one coffer contains a dagger in a scabbard, another a bundle of six heavy crossbow bolts, and a third a bronze wire cage in which there is a blue-and-gold siamese fighting fish (if released, this fish will not harm the party but will swim away to freedom).

50. TORTURE CHAMBER AND DUNGEON

As the characters reach the crossroads to the south of this area they will be able to see north and south as well as ahead. The DM should describe the sloping passage to the south, ending in the barred doors to the arena (area 53). To the north the characters at first will see only one part of what appears to be a featureless room, but as they move north, the door to cell 50C, then those to cells 50B and 50D will become visible before they enter area 50.

Note that the characters will hear noise at the crossroads. To the south they will hear, muted, the sounds of the spectators in the arena urging the combatants in their fight. To the north they will hear the occasional muted scream from the locathah undergoing torture and the noise of the torturers enjoying their wicked pastime.

When the characters can see the whole of area 50, read the following description.

This is a long room of plain dressed stone. There are five doors along the north wall, spaced at equal intervals, each secured from this side with metal bars set in brackets.

To your right, by the east wall, there is an untidy pile of chains and manacles, leg-irons and bunches of keys.

To your left you see the sources of the noises you heard earlier. This is the sahuagin torture chamber and you can recognise several vicious instruments of torture - a wheel, a metal boot with catches and screws, a press, several thumbscrews and a rack on which three sahuagin, fortunately with their backs to you and engrossed in their evil task, are stretching a locathah. As you watch, a wheel is turned, the victim emits another shriek and the torturers laugh with vile pleasure.

There are three sahuagin warriors from area 48. They are normally armed with trident and dagger each but the tridents have been propped against a wall nearby. Each has 2-8sp in a pouch.

The unfortunate victim on the rack is a male locathah warrior called Borgas. He can speak the common tongue as well as locathah; he has no possessions of any kind but is proficient in the use of the dagger and heavy crossbow. He will be very grateful to the characters if they rescue him and will be anxious to accompany them for the rest of the adventure (after which he will return to his tribe). He and his giant eel were overpowered and captured by sahuagin while on a hunting trip. He knows little of the fortress but will be able to describe areas 58 and 60 and the corridors from these areas to the torture chamber.

Borgas will be particularly concerned about the fate of his giant eel companion which he saw forced into cell 50C by the sahuagin. He will want the party to help him in going to the eel's aid without delay.

Fortunately, the torture has only just begun when the party arrives, so the locathah is not yet seriously hurt. A brief rest — perhaps two turns should be allowed — will be necessary, but after this Borgas will be ready to join the party in their adventuring.

Each cell door can easily be opened by lifting the bar off its brackets. Each bar is of a metal similar to bronze. Borgas had been kept in cell 50E since his capture.

50A. CELL

This is an empty cell.

50B. CELL

This cell contains an enraged sea-lion. If the characters listen at the door prior to opening it they will hear angry snarls and growls from within.

The sea-lion was captured by the sahuagin with its triton master (see cell 50D) and is now being kept by the sahuagin until a suitable opponent can be found to pit against it in the arena. If the triton is not with the party when this door is opened, the sea-lion will attack with extreme ferocity. However, if the triton is with the party, having already been released, he will be able to calm and control the sea-lion.

50C. CELL

The characters will experience some difficulty in opening this door, even with the bar removed. This is because the giant eel (Borgas' companion) has died in the confined space and its body partially blocks the door. Continued pressure will eventually open the door sufficiently for a Character — or, more likely, Borgas himself — to squeeze inside.

The cell is only 20 feet square, like the others, and a giant eel over 20 feet long could not be expected to survive long in such confinement. In fact the eel has hastened its own death by vainly battering at the walls and door. Now it hangs, bloated and distended, in the cell water and occupies a considerable amount of the available space.

When the sahuagin first took possession of the fortress, this area was much smaller than the torture chamber is now but there was a passage leading roughly north to the second entrance to the fortress on this level, beyond a guard room. The sahuagin decided that they no longer needed this entrance so they blocked off the passage with a stone slab in the north wall of this cell. The thrashings of the giant eel in its death throes have partially dislodged this slab, so if a character enters the room, a small opening will be discovered in the north wall. Now that the slab has been partially dislodged, it will be an easy matter to open it up completely. Beyond, the passage and guard room still exist in their original shapes and dimensions, though the entrance is now under 70 feet of water.

Note that the water in this cell is discernibly rancid as the giant eel's corpse has started to decay. This will be obvious to any

marine creature present as soon as the cell door is opened a fraction, though whether humans detect it depends on the method they are using to exist underwater.

Borgas will be noticeably upset to discover the death of his companion and this discovery will make him even more resolute to get his revenge on the sahuagin. The DM should not, however, give him a combat bonus.

50D. CELL

The captive in here is a triton warrior, captured with his sea-lion companion (see cell 50B) by the sahuagin. He too is being held until a suitable opponent can be found for him to fight in the arena. He has been stripped of his possessions but is proficient in the use of spear, dagger and heavy crossbow.

The triton's name is Kysh and he is completely unharmed. If the party can find some way to communicate with him (he only speaks locathah, his own tongue and the language of the sea elves) he will be more than willing to go along with the characters on their adventure, returning to his own tribe after leaving the fortress.

Kysh was unconscious when he was brought into the fortress, so he has no idea of its layout, nor does he know what has happened to his sea-lion companion. Note that he was carrying a **horn of the tritons** when he was captured; this device has been put in the treasure chamber (room 52) but if it is now in the party's possession, or discovered later, Kysh will insist on its return to him.

50E. CELL

This is an empty cell, the one in which Borgas had been held prior to his removal for torture.

51. ARMOURY AND STORES

This is obviously a storage area, of plain dressed stone. To your right, on the floor near the south wall, are coils of rope, piles of hides neatly lashed with cord, a heap of nails, a pile of hooks and a few buckles, all of brass.

To your left the north wall carries two rows of racks, one above the other, on which are hung a large number of crossbows. Below the racks, on the floor, are three open coffers.

The east wall is also racked and many tridents are hung on the racks in an orderly manner. In heaps below them are many nets.

The west wall is also racked, and in this case the racks carry a large number of spears.

If characters really want to count all the items in here, there are 23 30-foot-lengths of rope, 50 hides of various sizes, five gross each of nails, hooks and buckles, 48 heavy crossbows, 300 heavy crossbow bolts, 84 spears, 70 tridents and 51 nets.

Unless it has already been encountered elsewhere, the shark in this area — lurking up near the ceiling — will attack the characters as soon as they enter. Typical of its kind, it will attack any source of food which comes in sight.

The secret door in the south wall is a slab of stone hinged along its top edge and swinging open towards area 52. If the two tridents at the south end of the rack along the east wall are examined more than cursorily it will be noticed that the tines are blunt, not sharp; these are used to prop up the secret door when it is open.

52. TREASURE CHAMBER

The secret door opens into a short passage leading south into a larger area. At the far end of that open area, perhaps 50 feet from you, you can see a closed coffer with some canvas sacks propped against it.

The actual threshold of the chamber, at the south end of the passage, is trapped with a **glyph of warding** cast at the eighth level of spell use. The first person to cross the threshold will trigger off the glyph which explodes with a blast of electrical energy. Anyone within 20 feet of the threshold when the glyph is triggered will suffer 16 hit points of electrical damage (a successful save vs. Magic will halve the damage, though anyone within 10 feet of the threshold is not permitted a saving throw).

There are four canvas sacks, each containing 3,000ep. The coffer is locked — the key is in the Baron's belt pouch (area 42) — and trapped. The trap is one which the party will do well to disarm, for if it is set off a stone slab will spring out of the ceiling in the passage, knocking the secret door closed (and with sufficient force to break the tridents if they are being used to support the secret door). In such an event the DM should judge whether anyone will be hit by the secret door as it closes quickly and forcefully, and if so the victim will suffer 11-22 hit points of damage (d12+10). The DM may give characters with very high dexterity a chance of avoiding the door as it closes.

Note that, magical means apart, there is no way of opening the secret door from the south side, though even if it has been closed by setting off the trap, it can be opened normally from the north side in area 51. It can be battered down, given suitable implements, but it has 24 structural points, so battering it down would be a lengthy (and very noisy) process. If the door is battered down, the DM should bring to the scene a group of sahuagin warriors and a lieutenant from areas 56 and 57 to investigate the inevitable noise.

Opening the coffer with the correct key will disarm the trap, as will a successful 'pick locks' attempt by a thief.

The coffer contains the Baron's personal treasure:

- a pile of 2000gp
- two platinum and pearl coronets, each worth 3000gp
- a conch shell horn (a **horn of the tritons**)
- two bronze wristlets (**bracers of defence AC4**)
- a fine pearl necklace worth 4800gp
- a **ring of x-ray vision**

The horn is, of course, the one taken from Kysh.

53. ARENA

Note that this area comprises two distinct sections, so the description for the players will depend on which section the characters enter and the DM should give appropriate details, drawn from what follows.

The central area — the arena proper — is of plain dressed stone construction and lies somewhat lower than the remainder of this level. Access to it is via the double doors at the south end of a downwards-sloping passage running south from the crossroads near the torture chamber (area 50). These doors can be barred from the outside with stout metal bars set in brackets, so preventing any timorous combatant from escaping in that direction.

The walls of the arena are 30 feet high from the floor to the lower edge of the gallery, which is supported by pillars at each corner. Roofing the combatants' section and resting on the four edges of the gallery is a clear quartz dome, slightly convex in shape and arching over the arena, so that at its centre the dome is about 40 feet above the arena floor.

The gallery is tiered on three levels, 10 feet between each level, so that the uppermost tier is 50 feet above the floor of the combatants' area and the ceiling 10 feet higher. Entrances to the gallery are provided by short passages in the east, south and west walls. Each tier has a row of stone benches which, with the exception of the gangways, surround the area. The gangways are, in reality, flights of steps leading from the upper to the lower tier and thus providing access to any of the benches.

On the lowest tier, in the centre of its south side, the row of benches is broken by three special seats; the central one — largest and most ornately decorated — is reserved for the Baron, while the two flanking it, larger and better decorated than an ordinary bench but not so well as the Baron's, are for the Baroness and the Senior Chieftain. Any sahuagin of lesser rank caught seated here is immediately put to the top of the list for the next 'entertainment' to be arranged below.

On really important occasions over 200 sahuagin can sit in here to watch the sport, but at present there are only 55; 49 warriors (27 from area 48, 10 from area 54, 10 from area 56 and two from area 60), five lieutenants (three from area 48 and two from area 55) and the Senior Chieftain (from area 21) who sits apart from the rest in his special seat. The warriors and lieutenants are scattered around the area — individuals and in small groups.

In the arena proper, two sahuagin warriors are locked in mortal combat, each unarmed and tearing at the other with tooth and claw. They are from area 60 and are settling a major grievance in the traditional sahuagin manner - a duel to the death, using only nature's weapons. They have no possessions.

The sahuagin spectators have put their weapons aside while they watch the fight and cheer on the combatants. Each warrior is armed with trident, net and dagger and has 2-8sp in a pouch. Each lieutenant is armed with spear and dagger, wears a plain gold armband (value 20gp) and has 3-18ep in a pouch. The Senior Chieftain is also armed with spear and dagger; he wears a gold armband set with amber beads (value 75gp) and carries in his pouch 8pp, a pearl (value 150gp) and the key to his coffer in area 21.

If the party enters either part of this area, a good deal depends on its point of entry and the extent of its precaution and concealment, if any. Strangers entering the arena proper will be seen immediately by the spectators, though it will be one round before they are seen by the combatants who are engrossed in their fight. In this event the Senior Chieftain will order parties of warriors, each led by a lieutenant, to leave the gallery via the east and west exits and to converge at the crossroads south of area 50. Another smaller group will be sent to inform the Baron (alerting the guards in area 48 en route) and individual warriors will be sent to raise the alarm in areas 54, 56 and 60. The Senior Chieftain will retain half a dozen warriors with him to act, as necessary, as messengers and as his personal bodyguard. The combatants will forget their differences and attack the intruders. If the characters move promptly and at their best speed, they will be able to reach either set of stairs up to level 2 without being intercepted by the sahuagin. Otherwise they will have great difficulty in surviving.

An intrusion into the gallery will not be as dangerous to the party if they take sensible precautions. The spectators are concentrating on the fight below them and will not immediately notice the presence of strangers. Any overt or offensive action will immediately attract attention, of course, but otherwise the DM should allow 1 chance in 8, roll each round, that a casual glance by a sahuagin will detect the party (vary this according to circumstances, if desired).

Note that the crystal dome over the arena has 30 structural points. It can only be damaged by crushing and smashing weapons (e.g. maces, hammers), not by thrusting and piercing weapons, and weapons which are effective can deliver only 2 structural points of damage per weapon per round. Thus it will be impossible for sahuagin to break the dome, and a lengthy and difficult task for the characters.

Sensible players will realise there is nothing to be gained by alerting the sahuagin in here and will have their characters leave the area, undetected if possible, as soon as the nature of the place has been determined. It would be a clever move to trap the occupants in here by some means (and if this is achieved, the DM should be generous in awarding experience points) but since that requires the blocking of three approach corridors, it will probably be beyond the characters' resources.

54. BARRACKS

This is a pillared area of plain, dressed stone. There is a vast seaweed bed occupying the north end of the area and a considerable number of coffers, their lids closed, are set neatly against the east and west walls.

There are 20 sahuagin warriors in here, all off duty but disinterested in the activities going on in the arena. They are talking, checking their equipment, sharpening their weapons or simply swimming lazily around. Most of their weapons have been laid aside, though easily within reach. Twelve are armed with trident, net and dagger, while the other eight have a heavy crossbow, six bolts and a dagger each. The warriors each have 2-12sp in a pouch.

There are 40 coffers in here, none locked or trapped. Each contains some plain harnesses and a canvas bag holding 10-60sp. In addition seven coffers each contain a cheap mirror, five each contain a dagger in a scabbard and three each contain a bundle of six heavy crossbow bolts.

Twenty other warriors normally live in here. At present, 10 of them are watching the sport in the arena (area 53) and the other 10 are manning the guard posts (areas 58 and 59).

Noise of melee in here will certainly be heard at the guard post (area 58), bringing four of the warriors there to this area to investigate.

55. LIEUTENANTS' QUARTERS

An austere area of plain, dressed stone. A large seaweed bed covers the south wall. In the centre is a table with four small benches beside it. There are four coffers, their lids closed, against the west wall.

Normally, four lieutenants are barracked here, but two are in the arena (area 53). If this room is entered by the party, it is almost certain that the other two lieutenants will have been alerted by noise in area 54, will have grabbed their weapons and will have joined in the melee. If, for some reason, they are still here, they will be seated at the table engaged in a game of chess (using stone carved pieces on a stone board - an interesting chess set but of no value). Their weapons - two spears and two daggers - are in the south-west corner of the area. Each lieutenant wears a plain gold armband (value 20gp) and has 2-12ep in a pouch.

The coffers are unlocked and untrapped. Each contains two harnesses with silver buckles (value 6gp each) and a canvas bag holding 20-80ep. In addition one coffer contains a set of chess men carved from coral (value 32gp the set).

56. BARRACKS

With minor variations, this room is very similar to area 54 and the description of that area, suitably amended, will suffice here.

There are 30 coffers, since 30 warriors are normally barracked here. There are 20 warriors in here at present (the others are in the arena), all off duty and indulging in the same sort of activities as their colleagues in area 54.

Noise of melee in here will certainly be heard at the guard post (area 59), bringing four of the warriors there to this area to investigate.



57. LIEUTENANTS' QUARTERS

With minor variations, this room is very similar to area 55 and the description of that area, suitably amended, will suffice here. These quarters are for three lieutenants, so there are three coffers (against the east wall) and three benches by the table. The contents of the coffers are the same as those in area 55, though there is no chess set and one coffer contains a gold finger ring set with an amber stone (value 50gp).

The residents are all present unless they have been alerted by noise in area 56 or area 52. Two of them are seated at the table, conversing quietly as they check their weapons — heavy crossbows. They have six crossbow bolts and a dagger each. The third is sleeping in the seaweed bed and hidden from view; this lieutenant is armed with spear and dagger which are beside him on the bed.

Each lieutenant wears a plain gold armband (value 20gp) and has 2-12ep in a pouch.

58. GUARD POST

This is a spartan area of plain, dressed stone, furnished only with a long bench against the west wall. At the south end of the east wall a bronze gate bars the exit to the east. Beside it, on the east wall, is a bronze mechanism of chains, wheels and pulleys. Next to the mechanism, a wooden peg has been driven into a crack in the wall and a rope, descending through a hole in the ceiling, is lashed to the peg.

Unless they have previously been alerted (for instance by the noise of melee in area 54, in which case four will have gone to investigate) there will be five sahuagin warriors mounting guard in here (they are normally barracked in area 54). Three, armed with heavy crossbow, six bolts and a dagger each, are sitting on the bench talking with a fourth, armed with spear and dagger, who is lounging against the east wall by the gate mechanism. The fifth, armed with a heavy crossbow, six bolts and a dagger, is standing at the gate, peering through its bars to the east. Each warrior has 2-8sp in a pouch.

The gate and its mechanism are identical to those in area 2 (see the description of that area for details). The rope controls a net trap (again, see areas 1 and 2 where there is an identical device) which hangs over the 20 feet of corridor going east from the gate.

Noise of combat in this area will certainly be heard in areas 54 and 60.

59. GUARD POST

This area is an exact mirror image of area 58; use the description of that area here, reversing east/west directions.

There are 5 sahuagin here, identical to those in area 58, unless they have been previously alerted (e.g. by the noise of combat in area 56); these warriors are normally barracked in area 54.

Two warriors, armed with a heavy crossbow, six bolts and a dagger each, are seated on the bench talking. A third, identically armed, is peering westwards through the bars of the gate. A fourth warrior, again identically armed, is standing over a fifth, who is checking the gate mechanism; the latter's spear is on the floor beside him and he has a dagger tucked in his harness. The fourth warrior is giving unsolicited — and apparently ill-received — advice to the fifth about how to repair the mechanism (which in fact works perfectly well).

60. DRILL HALL, ASSEMBLY AREA AND SEA CAVE

The description assumes that the characters enter this area from one of the northern entrances rather than from the sea. If the latter, use an amended description derived from the notes which follow.

You have entered a vast cavern. The immediate area is of plain, dressed stone and is bounded to the south by a ledge along which plain pillars are set supporting the roof high above. Beyond that ledge the area is a natural sea cave, apparently unworked, the walls and roof arching high above.

Roughly in the centre of the worked area, a flight of steps leads down to the south. Beyond, in the approximate centre of the cave's south wall, is a cave mouth across which there is a metal gate. Above it hangs a large gong.

A large number of bulging canvas sacks lie along the north wall.

This area is eventually to become the drill hall and assembly area for the fortress, but at present 68 sahuagin are barracked here, awaiting the completion and flooding of their accommodation on level 1. The canvas sacks — 68 of them — contain the personal possessions of these temporary occupants. All the sacks are unfastened and opening them will present no difficulty.

The wall at the southern edge of the worked area drops 15 feet vertically to the floor of the cavern and the steps also end at that floor level. The roof is 45 feet above the cavern floor, so 30 feet above the northern area. The cavern floor is almost completely covered by a vast seaweed bed, not immediately visible to anyone entering from the north, though a clear space 20 feet wide has been left between the foot of the stairs and the cave mouth.

Not all the sahuagin normally barracked here are present at the moment. Two of the warriors are the combatants in the arena (area 53) and two other warriors are among the spectators there. The other 64 sahuagin are here; 45 of the warriors, the six lieutenants and the two chieftains are resting in the seaweed bed, so are not visible from either north entrance, while the other 11 warriors are swimming about in various parts of the area, as if patrolling its perimeter. There are also two sharks in the cavern, swimming close to the roof of the natural area to the south. Shoals of tiny silver fish dart about here and there, obstructing vision in places.

The 11 patrolling warriors are each armed with trident, net and dagger, as are 24 of the other 45 warriors in the seaweed bed. The other 21 are each armed with spear and dagger. Each warrior has 2-8sp in a pouch.

The six lieutenants are each armed with spear and dagger. Each wears a plain gold armband (value 20gp) and has 2-8sp in a pouch.

The chieftains are also armed with spear and dagger each. They each wear a gold armband set with coral beads (value 50gp) and each has 10pp in a pouch.

The gate barring the cave mouth is a massive affair and its mechanism is correspondingly larger than others elsewhere. It is however identical in operation to the gate in area 2 (see the description of that area). There are in fact two identical gate mechanisms, either of which can operate the gate independently of the other. One is fastened to the wall on the inside of the cavern, to the east of the cave mouth, while the other is fastened to the wall outside the cavern, again to the east of the cave mouth. There is no net trap in this area.

60 sacks belong to warriors. Each contains some plain harnesses and a canvas bag holding 20-80sp. In addition 23 cheap mirrors, 14 bundles of six heavy crossbow bolts and 11 daggers in scabbards will be found in these sacks.

Six sacks belong to lieutenants. Each contains four harnesses with electrum buckles (value 3gp each) and a canvas bag holding 10-80ep. In addition the following items will be found in these sacks:

- a silver mirror (value 20gp)
- a bundle of six heavy crossbow bolts
- a silver collar set with coral beads (value 50gp)
- two daggers in scabbards
- a necklace of human teeth
- a gold holy symbol of a Lawful Good church.

Two sacks belong to chieftains. Each contains three harnesses with gold buckles (value 5gp each) and a canvas bag holding 10-40pp. In addition the following items will be found in these sacks:

- a gold collar set with amber beads (value 200gp)
- a leather bag containing four pearls (value 100gp each)
- a bundle of six heavy crossbow bolts
- a **dagger +1** in a scabbard
- a silver mirror (value 20gp).

Note there is a possibility (see the section THE JOURNEY TO THE FORTRESS (AND BACK)) that 28 sahuagin (24 warriors, three lieutenants and a chieftain) will be out of the area pursuing the ship. If so, these will be drawn from the seaweed beds- the patrolling warriors will still be on patrol within the cavern).

61. OLD GUARD ROOM

The passage which you have been following opens out here into a small chamber which is completely featureless. On the opposite side of the chamber there is another passage, similar to the one which led you here.

This room and the passages to the north and south of it are all that remains of the original lizard man lair which has not been altered by the sahuagin. They are roughly hewn from the rock and display none of the symmetry which characterises sahuagin construction work.

CONCLUDING NOTES

If the adventurers achieve their objectives and get back safely to Saltmarsh, each will be given a hero's welcome as well as the reward (a share of the 10,000gp given by the Town Council). They will also be granted honorary citizenship of Saltmarsh and a house will be set aside for them which they can use, rent free, whenever they return to the town.

The full-scale assault on the fortress will take place about two weeks after the adventurers' return to Saltmarsh. The party members will take no part in this event but they can be assured of its unqualified success, largely due to the information they were able to glean. The sahuagin are wiped out and their plans destroyed, thus removing the threat to the humans of Saltmarsh and to the other races living in the area. Further, the conquest of the sahuagin has broken the power of their deity, Sekolah, in the area and the forces of nature there have returned to normal. The survivors of the final assault will report how, as they were leaving the area of the fortress, there was a mighty sound, as if of thunder, and the island rose majestically out of the sea to stand at its original height. The sea bed had arisen to its former level.

Thus the lizard men can now return to their former home and express great delight at the extensions and improvements made by the sahuagin (though they will have to reopen the old north entrance, since level 1 is now some 80 feet above the causeway).

All ends well and happily and the area settles down peacefully to its former ways. At least, for the time being.....

As has been mentioned previously, this is a difficult adventure and the characters may well return to Saltmarsh without having achieved their objectives (of course, they may not return at all....). In such a case, there is no reward and the characters' reception will be very cool. Very probably they will be asked, politely but firmly, to leave the Saltmarsh area with the message that the Town Councillors wish them a safe journey, so long as it is one-way.

The full-scale assault on the fortress will still take place some two weeks later. If the characters are still in the area they will certainly not be permitted to take part in this attack. They may be interested to learn the outcome of the assault, in which case the DM should tell them that the assaulting force took very heavy losses but finally, nearly down to the last man, managed to defeat the sahuagin. The consequences of the victory — the restoration of the level of the sea bed etc. — are the same as described above.

In these circumstances, these characters will not be able to take part in any further adventures in the Saltmarsh area, if the Town Councillors have any say in the matter.

THIS CONCLUDES THE ADVENTURE IN THE SAHUAGIN FORTRESS AND THIS SERIES OF THREE MODULES

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THE PLOT (precis for the Dungeon Master)

Previous modules in the series have been for the thinking player. In U1 the characters penetrated an allegedly haunted house without any idea that smugglers were using it — they had either to deduce this fact or find out the hard way! They also had to cope with the complexities brought their way by Ned Shakeshaft, the ‘imprisoned’ assassin, and avoid the assumption that they had stumbled across the genuine Philosopher’s Stone. Later they had to board a guarded ship and deal with its crew, discover the aquatic elf prisoner and the map which helped them towards the U2 adventure, and come to some conclusions about the intentions of the lizard men.

In U2 the cut and thrust of diplomacy was considerably more important than that of the sword. The characters had to discover the true intentions of the lizard men; even when they had done this, they had to deal with negotiations about werewild and the handing back of most of their loot!

In some contrast, U3 is fairly straightforward. Though it is not intended that the characters’ entry into the sahuagin lair should be more than a reconnaissance in force, the intent is certainly clear — the eventual destruction of the sahuagin and the removal of the threat which that wicked tribe poses.

Yet all is not quite so simple. There are many, many sahuagin in the fortress, and woe betide the party whose intrusion is discovered and broadcast throughout the lair — sheer weight of numbers would eventually secure a sahuagin victory if all (or even a significant proportion) of the occupants of the fortress went on the alert. Additionally, and unknown to the characters before they arrive at the site of the adventure, two of the three levels of the fortress have been flooded by the sahuagin and are now under water. If the characters are to obtain the

information they need to complete their task, a substantial amount of time will have to be spent under water, and this provides its own complications.

Nevertheless, the plot is reasonably straightforward. Sahuagin are massed in considerable numbers in the former lair of a lizard man tribe; they have significantly enlarged and altered the place, planning it to become a powerful underwater base from which they can send out fighting units to make war on other races, aquatic and non-aquatic, in the area. The humans in the little town of Saltmarsh are high on their list of potential victims. The characters must somehow obtain information about the fortress and its occupants so that a larger invading force may, in a few weeks, successfully raid the place and put an end to the menace. If the characters can kill off some of the wicked sahuagin, so much the better, since the threat will be, at least slightly, reduced.

As it happens, the sahuagin are not yet ready to begin their depredations. The two lower levels of the fortress have been converted to their requirements, with unwilling slave labour assistance, and these have been flooded, but the uppermost level is still in the course of conversion and it will be another week before it is occupied. Two or three weeks after that, the sahuagin will be sufficiently organised to mount their first attack. So if the adventurers can obtain the necessary information, the full assault on the fortress will take place just before the sahuagin are properly prepared to deal with it, and the element of surprise would almost certainly guarantee their defeat.

But if the characters are careless enough to alert the whole fortress, they will find large numbers of vicious, evil sahuagin after their blood.....

POSSIBLE ASSOCIATES OF THE PLAYER CHARACTERS

AQUATIC ELF — Oceanus (F/T 4/4; AC 1; MV 12"; hp 28; #AT 1; D by weapon type; SA +4 to hit due to strength and dexterity, +1 damage due to strength; AL CG; S 17; I 11; W 10; D 18; C 13; Ch 12) may have been rescued by the player characters in the first Saltmarsh adventure (**module U1**) and assuming he also survived **U2** he will accompany the characters on this adventure (if the players have not played **U1**, Oceanus will be present). He wears Elfin chain mail and is armed with a spear and two daggers (he is proficient in their use). He is also proficient in the use of a special underwater heavy crossbow designed by his tribe, but has been unable to obtain one since his rescue. He speaks and understands only elvish, though by now he will have learned a few basic words in the common tongue from his companions. He has a small belt pouch containing a single 500gp ruby.

PSEUDO-DRAGON (AC 2; MV 6"/24"; HD 2; hp 13; #AT 1; D 1-3; SA poison sting; SD chameleon power; MR 35%; AL N; Size S) — this creature will only be present if it has previously (in **module U1**) formed an attachment with a player character still with the party. Furthermore it must have survived the adventure in **module U2**. It is 80% undetectable to those unable to see invisible objects, though it can see invisible objects and persons itself. See the **Monster Manual** for an account of this creature's special abilities. Note: the characters will have extreme difficulty in persuading this creature to accompany them under water, even if they are able to devise a method whereby it could live in that environment (certainly not an easy task!).

LIZARD MAN OFFICERS (AC 4 (carrying a shield each); MV 6"/12"; HD 2+1; hp 15, 15; #AT 3; D 1-2/1-2/1-8 or by weapon type; AL N; Size M) — two officers will accompany the party if lizard men are still involved in the affair. The officers are armed with two javelins and a morning star each (see the comments in the paragraph below regarding use of weapons).

LIZARD MAN WARRIORS (AC 5; MV 6"/12"; HD 2+1; hp 11 each; #AT 3; D 1-2/1-2/1-8 or by weapon type; AL N; Size M) — 12 warriors will accompany the party if the lizard men are still involved in the affair. The warriors are armed with short swords and are ordered by the officers to use them, despite the reduction in combat efficiency, since the officers maintain that the use of weaponry betokens a higher degree of sophistication. No argument will persuade the lizard men from their view — their training has been thorough — though if they are relieved of their swords they will acquiesce and use their much more effective natural weaponry.

(Note that the lizard men will be unswervingly loyal to the party in their fight against the sahuagin. They will fight courageously, though not rashly, and will assist the party in every possible way).

MARINES — The Town Council will volunteer six marines to assist the party. They will fight hard and behave entirely loyally. The first two men in the list are those who acted as Excise Officers in **U2**. If they failed to survive their previous experience, use the same characteristics, but change the names!

Sergeant: Will Stoutly (F3; AC 4; MV W; hp 23; #AT 1; D by weapon type; SA +1 to hit, +1 damage; AL NG; S 17; I 10; W 9; D 15; C 12; Ch 9) wears chain mail and small helmet, but no shield. Armed with broadsword and dagger.

Corporal: Tom Stoutly (F2; AC 2; MV 9"; hp 14; #AT 1; D by weapon type; SA +1 to hit, +1 damage; AL NG; S 17; I 9; W 8; D 17; C 11; Ch 9) wears chain mail and small helmet, no shield. Armed with broadsword, dagger and light crossbow with eight bolts.

Corporal: Ebenezer Smithson (F2; AC 3; MV 9"; hp 13; #AT 1; D by weapon type; SA +1 to hit, +1 damage; AL NG; S 16; I 10; W 8; D 16; C 12; Ch 8) wears chain mail and small helmet, no shield so AC 3; armed with longsword and dagger.

Private: Nathaniel Fisher (F1; AC 6; MV 12"; hp 10; #AT 1; D by weapon type; SA +1 to hit with missile weapons; AL NG; S 14; I 11; W 8; D 16; C 16; Ch 9) wears leather armour, no shield. Armed with broadsword and dagger.

Private: Den Fisher (F1; AC 7; MV 12"; hp 10; #AT 1 D by weapon type; SA +1 to hit with missile weapons; AL NG; S 14; I 11; W 8; D 16; C 16; Ch 9) wears leather armour, no shield. Armed with broadsword and dagger.

Private: Jeremiah Brown (F1; AC 6; MV 12"; hp 11; #AT 1; D by weapon type; SA +1 to hit, +3 damage; AL NG; S 18(47); I 6; W 7; D16; C18; Ch 6) wears leather armour, no shield. Armed with broadsword and dagger. Jeremiah is very, very stupid. Though entirely loyal, he will rarely understand instructions unless they are repeated slowly many times. The DM should feel free to make Jeremiah something of a liability to the party at times, though his strength will be some compensation.

CAPTAIN AND CREW — These men will only accompany the adventurers if they travel to the fortress by sea. Furthermore they will be loath to leave their ship under any circumstances and will certainly not accompany the party into the fortress.

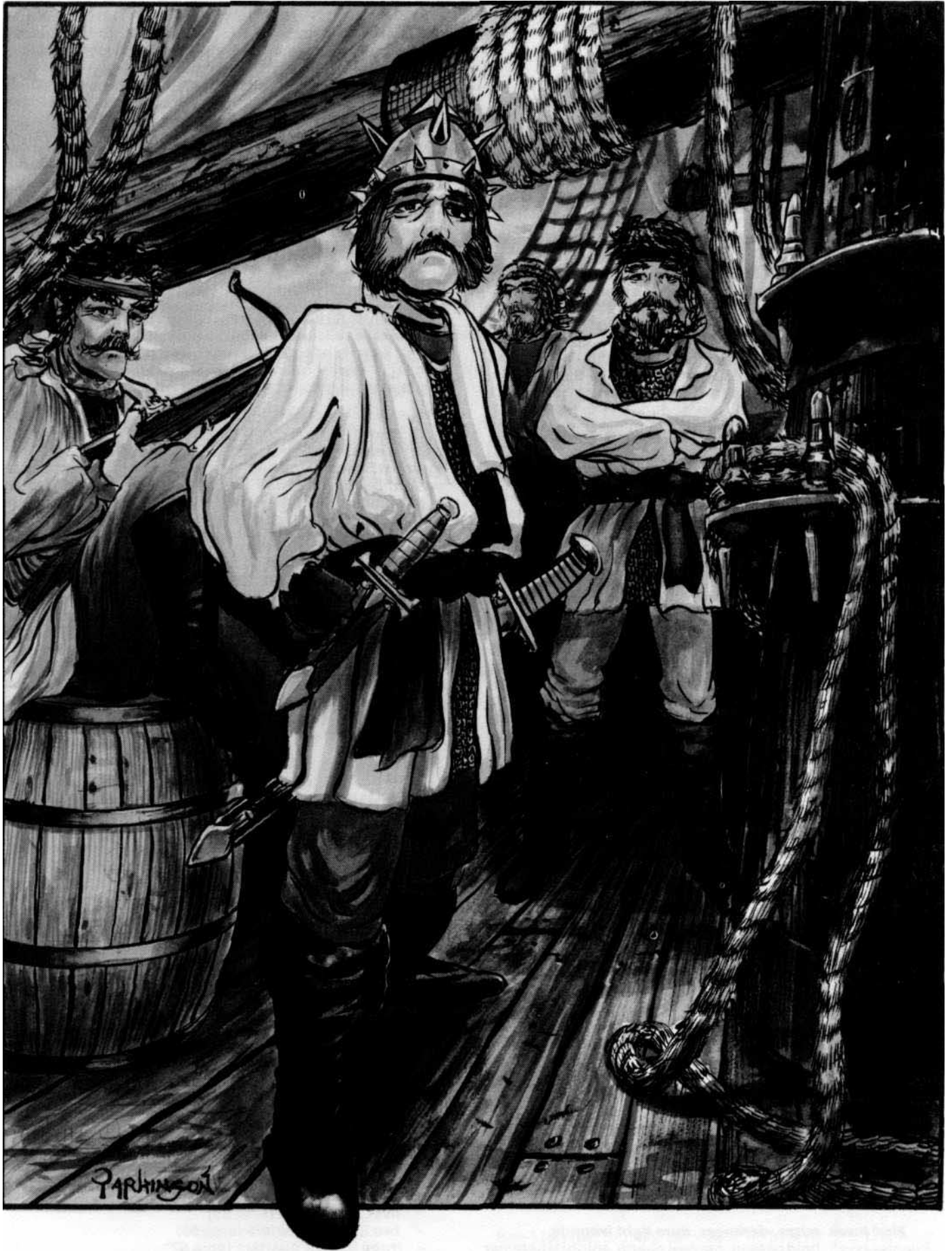
The ship is well provisioned for the journey and also has a small armoury in which there is a plentiful supply of (nonmagical) weapons. Thus, there are enough arrows and crossbow bolts, for instance, to provide ammunition for those crew members who use longbows and crossbows.

Captain: 'Red' Lambert (F4; AC 4; MV 9"; hp 30; #AT 1; D by weapon type; SA +1 to damage; AL N; S 16; I 12; W 10; D 15; C 15; Ch 12) wears chainmail and small helmet (no shield). Armed with broadsword, dagger and light crossbow.

Mate: Davy 'The Duke' Jameson (F3; AC 5; MV W; hp 22; #AT 1; D by weapon type; SA +1 to hit; +1 damage; AL N; S 17; I 11; W 10; D 14; C 15; Ch 11) wears chain mail and small helmet (no shield). Armed with broadsword, dagger and longbow.

Bosun: Horatio 'Speedy' Drummer (F3; AC 4; MV 12"; hp 20; #AT 1; D by weapon type; SA +3 to hit when using crossbow, +1 damage; AL N; S 16; I 12; W 10; D 18; C 14; Ch 9) wears leather armour (no shield). Armed with short sword, dagger and light crossbow.

Sailors: (F1; AC 8; MV 12"; hp 8 each; #AT 1; D by weapon type; AL N) — there are eight sailors in the crew. Each wears leather armour and is armed with a short sword and dagger. In addition, two of the sailors can use light crossbows.



THE FORTRESS — SAHUAGIN AND OTHER OCCUPANTS.

SAHUAGIN There are large numbers of sahuagin in the fortress, from the Baron to the children. Statistics for each type of sahuagin are given below. The DM may wish to alter certain statistics to add variety, or may prefer the simplicity of uniform statistics within a given type, but should certainly not alter those statistics given in the **AD&D™** Monster Manual.

The Baron (AC 5; MV 12"/24"; HD 6+6; hp40; #AT 5-7 or 4; D 1-3/1-3/1-3/1-3/1-6 (and 1-6/1-6 if the legs can rake) or 4 x weapon type; AL LE; Size L) has four arms, all completely usable and capable of being employed to attack simultaneously with fangs and possibly legs as well, or up to four weapons can be used simultaneously. He stands 9 feet tall. He is armed with a **net of snaring**, a **trident +1** and two normal daggers (usually in scabbards in his harness). On his right upper arm he wears a plain platinum armband (value 100gp). His harness is of polished leather and has platinum buckles (value 25gp). In his belt pouch he has 7pp, a diamond of 500gp base value and the key to his coffer in area 52. He will normally be found in this adventure in the throne room (area 42).

The Baroness (AC 5; MV 12"/24"; HD 4+4; hp 25; #AT 3-5; D 1-2/1-2/1-4 (and 1-4/1-4 if the legs can rake; AL LE; Size M) stands 7 feet tall. She is unarmed and fights with claws and fangs. She wears a plain platinum armband (value 100gp) and platinum-drop earrings each set with a single pearl (250gp the pair). Her harness is of polished leather and has platinum buckles (value 25gp). In her belt pouch are 7pp and a pearl worth 200gp. She will normally be found in this adventure in her sleeping quarters (area 45).

The High Priestess (AC 3; MV 12"/24"; HD 8; hp 38; #AT 3-5 or 1; D 1-2/1-2/1-4 (and 1-4/1-4 if the legs can rake) or by weapon type; AL LE; Size L) stands over 8 feet tall. She carries a **wand of the squid** (59 charges - the command phrase 'squid squeeze' is carved along the length of the wand in sahuagin language); she wears a **ring of protection +2** and a plain platinum armband (value 100gp). Her harness is of polished leather and has platinum buckles (value 25gp). In her pouch she has 5pp and a ruby of 250gp base value. Her memorised spells are:

first level: bless, command, curse
second level: chant, hold person, silence 15' radius
third level: continual darkness, bestow curse
fourth level: cure serious wounds, poison

In this adventure she will normally be found in the throne room (area 42).

The Senior Priestess (AC 5; MV 12"/24"; HD 5; hp 27; #AT 3-5 or 11; D 1-2/1-2/1-4 (and 1-4/1-4 if the legs can rake) or by weapon type; AL LE; Size M) stands 7 feet tall. She carries a **greater staff of shock** (47 charges - no command word necessary). Her harness is plain leather with gold buckles (value 5gp) though she has only one of these and her spare harnesses in the coffer in her quarters (room 35) are plain leather. She wears a gold armband set with coral beads (value 50gp) and a platinum chain round her neck carrying a pearl in a platinum setting (the platinum is worth 20gp and the pearl is a **pearl of wisdom**). In her pouch she has 1Opp and the key to the coffer in room 35. Her memorised spells are:

First level: curse, darkness, cure light wounds
Second level: hold person, prevent charm, spiritual hammer
Third level: cause blindness

In this adventure she will normally be found in the temple (area 37).

The Priestesses (4) (AC 5; MV 12"/24"; HD 4; hp 22; #AT 3-5 or 11; D 1-2/1-2/1-4 (and 1-4/1-4 if the legs can rake) or by weapon type; AL LE; size M). Each carries a lesser staff of shock (15 charges - no command word necessary); each wears a plain leather harness and a plain gold armband (value 20gp). Each has a pouch containing 2-8ep. Each has the same memorised spells:

First level: bless, cause light wounds, cause darkness
Second level: chant, hold person.

In this adventure 3 priestesses will normally be found in the temple (area 37) and the fourth either in her quarters (room 34) or as a wanderer. The latter also has with her a set of sahuagin prayer beads - a string of alternating grey and white stone beads (of no value).

The Senior Chieftain (AC 5; MV 12"/24"; HD 5+5; hp 29; #AT 3-5 or 1; D 1-2/1-2/1-4 (and 1-4/1-4 if the legs can rake) or by weapon type; AL LE; Size M) stands 7 feet tall. He is armed with spear and dagger and wears a gold armband set with amber beads (value 75gp). His harness is plain leather with platinum buckles (value 15gp). In his belt pouch he carries 8pp, a pearl (value 1150gp) and the key to his coffer in area 21. In this adventure he will normally be found in the arena (area 53).

Chieftains (4) (AC 5; MV 12"/24"; HD 4+4; hp 22 each; #AT 3-5 or 11; D 1-2/1-2/1-4 (and 1-4/1-4 if the legs can rake) or by weapon type; alignment LE; size M). Each is armed with spear and dagger; each wears a leather harness with gold buckles (value 5gp) and a gold armband set with coral beads (value 50gp). Each has a pouch containing 10pp. Normally, in this adventure, one chieftain will be found either in his quarters (room 23) or as a wanderer, one will be found in the throne room (area 42) and the other two will be found in the natural cavern (area 60).

Elite Guards (8) (AC 5; MV 12"/24"; HD 3+3; hp 20 each; #AT 3-5 or 11; D 1-2/1-2/1-4 (and 1-4/1-4 if the legs can rake) or by weapon type; AL LE; size M). Weaponry varies from guard to guard - see the descriptions of the areas in which they are encountered or the summary below. Each wears a plain leather harness and an electrum armband (value 10gp). Each has a pouch containing 5pp. In this adventure the elite guards will normally be encountered as follows:

- two in their barracks (area 39); spear and dagger.
- one in the throne room (area 42); unarmed and on trial.
- five in the throne room (area 42); trident, net and dagger.

Lieutenants (23) (AC 5; MV 12"/24"; HD 3+3; hp 17 each; #AT 3-5 or 1; D 1-2/1-2/1-4 (and 1-4/1-4 if the legs can rake) or by weapon type; AL LE; size M). Each is armed with spear and dagger; each wears a leather harness with electrum buckles (value 3gp) and a plain gold armband (value 20gp). Each has a pouch containing 8gp. In this adventure the lieutenants will normally be encountered as follows:

- one in his quarters (area 27) or as a wanderer
- one in his quarters (area 29) or as a wanderer
- one in each of the areas 2, 19, 28, 29 and 48
- five in the arena (area 53)
- two in their quarters (area 55)
- three in their quarters (area 57)
- six in the natural cavern (area 60)

Warriors (219) (AC 5; MV 12"/24"; HD 2+2; bp 12 each; # AT 3-5 or 1; D 1-2/1-2/1-4 (and 1-4/1-4 if the legs can rake) or by weapon type; AL LE; size M). Weaponry varies from warrior to warrior - see the descriptions of the areas in which they are encountered or the summary below. Each wears a plain leather harness and has a pouch containing 2-8sp. In this adventure the warriors will normally be encountered as follows:

- six as wanderers or in their barracks (area 27); two with trident, net and dagger; four with heavy crossbow (six bolts) and dagger.
- ten as wanderers or in their barracks (area 29); six with trident, net and dagger; four with spear and dagger.
- five in guard post 1; spear and dagger.
- five in guard post 2; one with spear and dagger; four with heavy crossbow (six bolts) and dagger.
- three in guard post 12; three javelins and a dagger.
- seven in the hall (area 19); five with three javelins and a dagger; two with whip.
- 14 in barracks 27; eight with trident and net; six with spear and dagger.
- 10 in barracks 29; six with trident, net and dagger; four with heavy crossbow (six bolts) and dagger.
- 10 in barracks 48; trident, net and dagger.
- three in the torture chamber (area 50); trident and dagger.
- two in the arena (area 53); unarmed — these are the combatants.
- 49 in the gallery portion of the arena (area 53); trident, net and dagger.
- 20 in barracks 54; 12 with trident, net and dagger; eight with heavy crossbow (six bolts) and dagger.
- 20 in barracks 56; 12 with trident, net and dagger; eight with heavy crossbow (six bolts) and dagger.
- five in guard post 58; four with heavy crossbow (six bolts) and dagger; one with spear and dagger.
- five in guard post 59; four with heavy crossbow (six bolts) and dagger; one with spear and dagger.
- 56 in the natural cavern (area 60); 35 with trident, net and dagger; 21 with spear and dagger.

Maid to the Baroness (AC 5; MV 12"/24"; HD 2; hp 10; #AT 3-5; D 1-2/1-2/1-4 (and 1-4/1-4 if the legs can rake); AL LE; size M). The maid is unarmed, though she wears a leather harness studded with tiny pearls (value 15gp). Around her neck is a silver necklace set with coral beads (value 50gp) and she has 5sp in her belt pouch. She will normally be found in the sleeping quarters of the Baroness (room 45).

Females (40) (AC 5; MV 12"/24"; HD 2; hp 8; #AT 3-5; D 1-2/1-2/1-4 (and 1-4/1-4 if the legs can rake); AL LE; size M). Each female is unarmed, though she wears a plain leather harness and has 2-8sp in a belt pouch. In addition each wears an assortment of gaudy jewellery (value 10-40gp per female). In this adventure the females will normally be encountered as follows:

- three as wanderers or in the females' quarters (area 24).
- 34 in the females' quarters (area 24).
- two in the elite guards' barracks (area 39).
- one in the throne room (area 42).

Hatchlings (20) (AC 7; MV 3"/6"; hp 2; non-combatant and non-aligned; size S, each is about two feet tall). There are 15 hatchlings, 6"-20" tall, in the females' quarters (area 24), two just hatched in the hatchery (area 26) and three unfortunates in the temple (area 37).

SHARKS: There are five sharks in the fortress, all capable of being controlled by sahuagin.

Giant Shark (AC 5; MV 18"; HD 12; hp 59; #AT 1; D 5-20; SA: Swallow victims whole; AL N; size L). See the **Monster Manual** for details of the special attack and its consequences. This is a huge, white brute, a full 30 feet long, revered by the sahuagin since they believe it to be a direct representative of their deity Sekolah. It will be encountered in the temple (area 37).

Sharks (4) (AC 6; MV 24"; HD 7; hp 36; #AT 1; D 3-12; alignment N; size L). These creatures are about 16 feet long. They will be encountered as follows:

- one as a wanderer or in the armoury/stores (area 51).
- one in the throne room (area 42).
- two in the natural cavern (area 60).

OTHER FORTRESS OCCUPANTS

Old Elmo, a thaumaturgist (M-U 5; AC 10; MV 0(12)"; hp 1(17); #AT 0(1); D by weapon type; AL LG; S 4 (9); I 16; W 10; D 9; (17); C 3 (11); Ch 8 (10)). These bracketed numbers refer to a full health status. He has forgotten or used his memorised spells long ago. He has no weapons or equipment and hardly any clothing. He will be encountered in the slave pen (area 13).

Hobgoblin Slave (AC 5; MV 9"; HD 1+1; hp 2; #AT 1; D 1-8 or by weapon type; AL LE; size M). This slave will be found with the others in the hall (area 19) or perhaps in the slave pen (area 13).

Orc Slaves (3) (AC 6; MV W"; HD 1; hp 1 each; #AT 1; D 1-8 or by weapon type; AL LE; size M). These slaves will be found with the others in the hall (area 19) or perhaps in the slave pen (area 13).

Lizard Man Slaves (6) (AC 5; MV 6"/12"; HD 2+1; hp 6 each; #AT 3; D 1-2/1-2/1-8; AL N; size M). These slaves will be found with the others in the hall (area 19) or perhaps in the slave pen (area 13).

Lobster (AC 8; MV 6"/12"; HD 1; hp 2; #AT 2 (attacks as if a monster of 3 H ID); D 1 /1; AL N; size S). This creature will be found in a coffer in the elite guards' barracks (area 40).

Locathah (AC 6; MV 12"; HD 2; hp 11; #AT 1; D by weapon type; AL N; size M). The locathah - Borgas - will be found in the torture chamber (area 50 - see the notes in that area for details of his language ability, weapon proficiency and so forth).

Triton (AC 5; MV 15"; HD 3; hp 17; #AT 1; D by weapon type; AL N (G); size M). The triton - Kysh - will be found in cell 50D; see the notes on that room for details of his language ability, weapon proficiency and so forth.

Sea-Lion (AC 5/3; MV 18"; HD 6; hp 30; #AT 3; D 1-6/1-6/2-12; AL N; size L). This creature is the companion of Kysh the triton and will be found in cell 50B.

WILDERNESS ADVENTURES

OCTOPUS ATTACK. The attack on the adventurers' ship (if they travel to the fortress by sea) will be by two giant octopuses (AC 7; MV 3"/12"; HD 8; hp 36 each; #AT 7; D 1-4 (x6)/2-12; SA constriction; AL N(E); size L). These creatures are accustomed to hunting prey together and have developed a well-trying routine.

The beasts will approach the ship one from each side, at about midships, and anchor themselves simultaneously to the hull with two of their tentacles each. The ship will immediately lose way and come to a halt in three turns unless the monsters' grip is removed. The creatures will attack any form of life on deck with their other six tentacles. There is a 25% chance that a victim struck by a tentacle will have its upper limbs pinned 75%. If the upper limbs are held the victim cannot counter-attack; if one is free the victim attacks at -3 on 'to hit' roll, and if no upper limb is held the victim attacks at -1.

The round after a tentacle hits, assuming it retains its grip, the victim will be dragged towards the attacking creature's beak (capable of biting for 2-12 points of damage) and at the same time the tentacle will constrict (doing double damage: 2-8 hit points) with a strength of 18/20. A victim with strength of at least 18/20 can grasp the tentacle and negate the constriction (assuming there is an upper limb free to do so) but the tentacle must be severed before the victim can break free. Each tentacle has 8 hit points in addition to the hit points the octopus itself has. If either creature has three or more tentacles severed it will (90% probability) retreat, blowing forth a cloud of black ink (40 feet x 60 feet x 60 feet) which completely obscures vision and retire to its lair.

Victims grasped by tentacles will very probably lose weapons and other possessions they are carrying, though whether these drop into the sea or on deck is for the DM to judge.

It is quite possible that a prolonged attack by these creatures will cause structural damage to the ship itself, making any further sailing more difficult or even sinking the vessel. It is not intended to present detailed rulings here since the DM will be in the best position to judge the particular circumstances and rule accordingly. However, the DM may wish to consider these guidelines:

1. If an octopus maintains a constant grip on the ship, timbers will begin to crack after four melee rounds; one structural (hull) point of damage will be inflicted per round in the fifth melee round and each round thereafter so long as the grip is maintained.
2. These effects are cumulative if more than one octopus maintains a grip for the required time.
3. Up to ten hull points of damage can be repaired by the ship's crew after melee is over (no repairs are possible while the grip of an octopus is maintained).
4. If the ship sustains 11-20 hull points of damage, ten can be repaired after melee (see above) but the remainder cannot be repaired until the ship returns to port. Bailing and temporary patching will allow the ship to continue its journey or turn for home, but maximum speed will be halved.
5. If the ship sustains 21-31 hull points of damage, it will start to sink slowly. There will be ample time to launch boats for those aboard, if this is ordered.

6. If the ship sustains 32 hull points of damage, there will be a massive cleavage of timbers and the vessel will sink. There will be no time to launch boats. Those aboard will be at the mercy of the sea (and probably of an octopus or two as well).

SAHUAGIN ATTACK AT SEA. It is possible that an attack will be mounted on the adventurers' ship by a warband of sahuagin from area60 of the fortress. If so, 28 sahuagin will be involved (24 warriors, three lieutenants and a chieftain, each armed with spear and dagger). The sahuagin have experience in attacking ships and will approach their business in a cold, well-organised manner.

Normal tactics are for the warband to divide into four groups. Three, each containing a lieutenant and seven warriors, will attack the port and starboard sides and the stern, simultaneously appearing from beneath the water and attempting to climb on board. The fourth group, consisting of the chieftain and three warriors, will try to seek a means of obtaining access to the lower decks (through an open porthole, for instance) and thereby appearing on the upper deck behind any defenders.

If the attack takes place by day, then those aboard the ship will be alerted in plenty of time before the sahuagin arrive; in these circumstances there is an excellent chance that the ship's crew will be victorious. If the attack takes place by night, however, it will only be discovered by the watch when the sahuagin are already half-way up the sides of the ship, in which case the monsters have a good chance of boarding and of eventual victory.

The DM should remember that, if the sahuagin attack the ship when the party is absent, the outcome of the attack must be kept secret from the players, who may only discover the sad truth when the ship's boat fails to meet them and they realise they must get back to Saltmarsh overland.

REWARDS

In the INTRODUCTION it is indicated that if the adventurers are to receive their rewards for the reconnaissance, they must return from the fortress with reasonably accurate responses to four objectives. These objectives, and the responses which the party must give, are detailed here. Since it may not be possible in certain circumstances for actual knowledge to be gained, reasonable and reasoned inference will suffice.

1. 'Determine the strength of the sahuagin force - how many warriors, lieutenants etc. are present.'

To achieve this objective the party must:

- a) know that the fortress is commanded by a four-armed baron.
- b) know that there are high-level clerics under the Baron's command and
- c) know that there are large numbers of sahuagin fighters (warriors, lieutenants, etc.) under the Baron's command, though they do not need to know the hierarchy of ranks.



2. 'Locate important areas within the fortress- e.g. where are warriors barracked, where are the officers' quarters etc.'

To achieve this objective the party must either:

- a) know of the barracks (areas 27 and 29) and of the adjacent officers' quarters (areas 21, 22, 23, 28 and 30); or
- b) know of the natural cavern (area 60), at least one guard post (area 58 or 59), at least one barracks on level 3 (area 48, 54 or 56) and at least one adjacent officers' quarters (rooms 49, 55 or 57).

3. 'Discover any significant defensive measures - where are there traps, areas readied specifically for defence and so forth.'

To achieve this objective the party must either:

- a) know there are considerable numbers of sahuagin in the natural cavern (area 60) and know of the net trap in the corridor outside area 58 or area 59; or
- b) know of the net trap between areas 1 and 2 and that there are sahuagin in either area 27 or 29.

4. 'Discover how advanced are the sahuagin preparations and when they might mount their first attack.'

To achieve this objective the party must know that level 1 is dry while levels 2 and 3 have been submerged, and must deduce that the sahuagin will not begin their depredations of the area until the entire fortress is under water. The adventurers must also infer (and state this inference) that the sahuagin themselves could not have caused the lowering of the sea bed and that some stronger power has been involved.

These are reasonably flexible conditions and the DM should judge how to apply them. They hinge principally on the ability of the party to go under water, to see the Baron and to see, or reasonably infer, the presence of the high priestess or the priestesses in the Temple, as well as deducing their high level clerical status. But they can be achieved without the adventurers being forced to explore the whole fortress and without their putting themselves into situations with little hope of survival.

The DM should feel free to vary the requirements made of the party, if that party is particularly strong or weak; a good deal will depend on magical items already in the party's possession at the start of the adventure and whether they are able to find the items in the secret room (room 18). But do not make the task too easy - the fortress is a very dangerous place and it will require a very resourceful group of players to do this adventure justice.

MAGICAL ITEMS

Staff of shock. This is a device peculiar to clerics of the marine races though it can be used by any character class. It is made of metal with a high resistance to corrosion and can be used under water without deterioration. The staff is about 3 inches long and half an inch in diameter; one end has a handgrip made of insulating material and a cupshaped hand-guard of the same material. It is employed in a thrusting mode, similar to that of a fencing foil, but has neither edge nor point.

The staff is rechargeable and can hold up to 100 charges. A single charge is expended when the metal comes into contact with an opponent; a 'to hit' roll is required, though no command word is necessary and the target is not allowed a saving throw. When not in use the staff is usually kept in a cylindrical 'scabbard' of insulating material to prevent accidental contact with the body of the owner or anyone nearby. The staff is just as effective under water as in air; note that, unlike the **wand of lightning** and the spell **lightning bolt**, the use of this weapon under water does not produce a sphere of effect - only the person or creature touched suffers damage, along with anyone else in physical contact with the victim at the time the staff is used. In this case the effect is conducted through the body of the first victim to the second, who takes two fewer hit points of damage than the first victim. The effect can be transmitted through multiple victims if all are in contact with the staff's target.

There are two varieties of this device:

The lesser staff of shock (as carried by the priestesses in this adventure) causes 1-6 points of electrical damage on its victim. It confers a +1 'to hit' bonus, but no damage bonus.

Experience point value 1000; sale value 2500gp.

The greater staff of shock (as carried by the senior priestess in this adventure) causes 2-12 points of electrical damage and confers a +2 bonus 'to hit'. Otherwise it is identical to the lesser staff.

Experience point value 2000; sale value 5000gp.

Wand of the squid This is a device peculiar to high level sahuagin clerics (and is carried by the High Priestess in this adventure). This is a slender wand, about 11 inches long, which may be made of a variety of materials - bone, coral, stone, silver etc. (the one carried by the High Priestess is wooden). If it is pointed at an opponent and the command word spoken, the wand emits a thin, grey-coloured ray up to a range of 60 feet. The victim suffers 4-16 hit points of damage in the first round and is **held** (as the spell **hold person** cast at the twelfth level of spell use, so the effects last for 16 rounds). After the first round there is no further damage but the **hold** effect continues. The wand can, of course, be discharged again at the same opponent if the user wishes to cause more damage. The effect is limited to one victim who gets the benefit of a normal saving throw. If the victim makes the save, the initial damage is halved (2-8 points) and the **hold** does not take effect.

The device will hold up to 100 charges, one charge being expended each time the device is used, and can be recharged. It requires a command word to operate and may be used only by the cleric class (including druids, and paladins and rangers of high enough experience level).

Experience point value 5000; sale value 20,000gp.

Rapture Weed (Submarinum Intoxicatus Morbido) Fronds of this weed can be found in two places in the fortress — in the lieutenants' quarters (area 28) and in the Baron's sleeping quarters (room 47). It is an uncommon variety of seaweed found only at ocean depths of 200 feet or more. It is a pale green colour and has fronds edged in pale gold. **Rapture Weed** is virtually unknown to land dwellers though well-known to marine races who use it as land dwellers would use wine.

Its taste, to all who chew its fronds, is extremely pleasant and its effects on marine peoples are mildly euphoric; it produces in them a slight inebriation and a feeling of well-being. However, when it is chewed by land-dwellers, the inebriation soon gives way to drunkenness which is followed rapidly by unconsciousness, a state lasting 1-2 hours.

Futhermore, any land dweller who chews three or more fronds of the weed within a 24-hour period will become hopelessly addicted to the stuff and exhibit all the horrible symptoms of addiction to strong narcotics. The addict will sell every last possession in order to purchase more of the plant; he or she will lie, cheat, steal and even murder to obtain it, regardless of alignment or profession. The addict's death will occur in 3-6 months. The only known cures for this terrible condition are either:

- a) **neutralise poison** followed by **exorcise**, or
- b) any one of **heal**, **limited wish** or **alter reality**.

Unfortunately these facts are as little known to land dwellers as is the nature of the plant itself, while the marine races are equally ignorant of the plant's effects on land dwellers and of the remedy for addiction to it; the plant simply does not affect them this way. However a few human sages (none in Saltmarsh!) do have knowledge of the plant, its properties and the remedy against addiction, as do a few alchemists and high-level assassins. The latter gentlemen have been known to pay as much as 500gp for a single frond.

In this adventure, finding a customer for the weed will not be an easy task. The adventurers will have to travel to a major centre of population if they are to have any chance of finding someone familiar with it. Selling it to an assassin is certainly not a good act and the DM should penalise the character concerned.

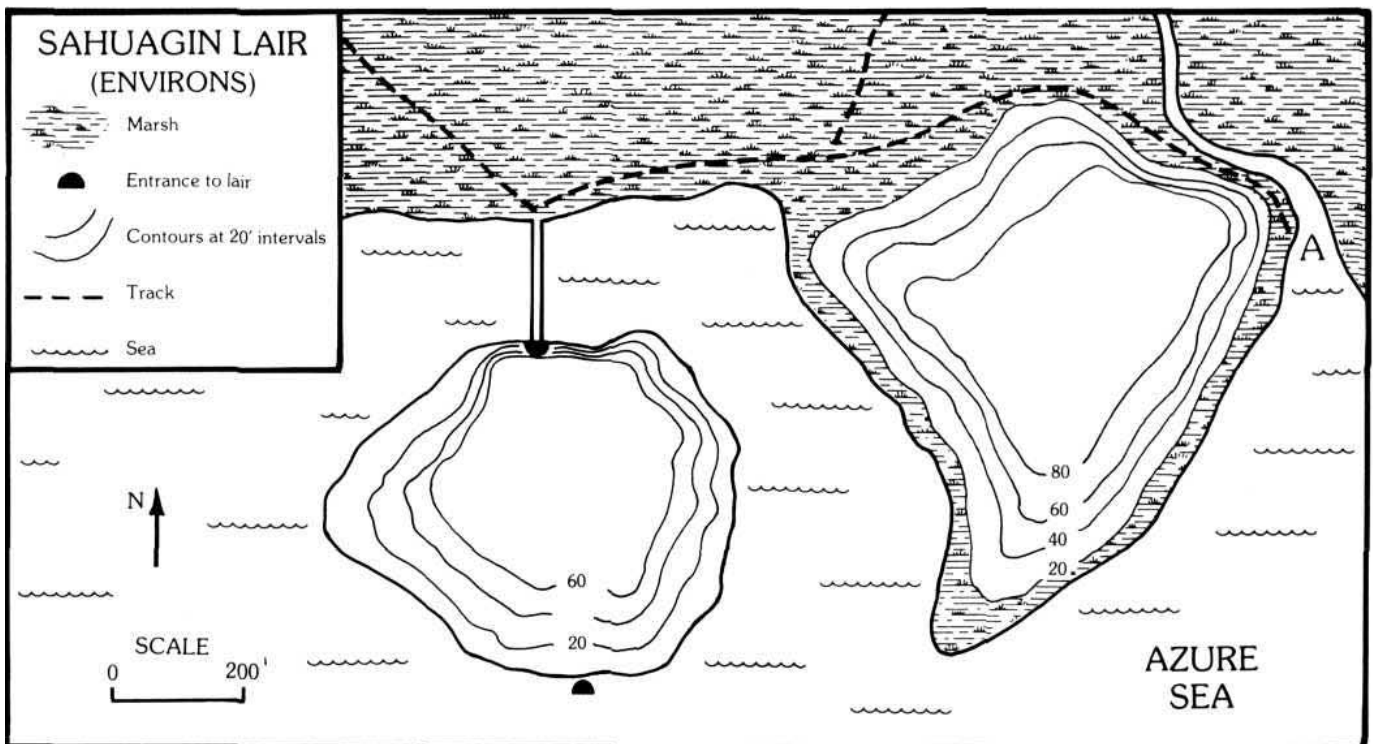
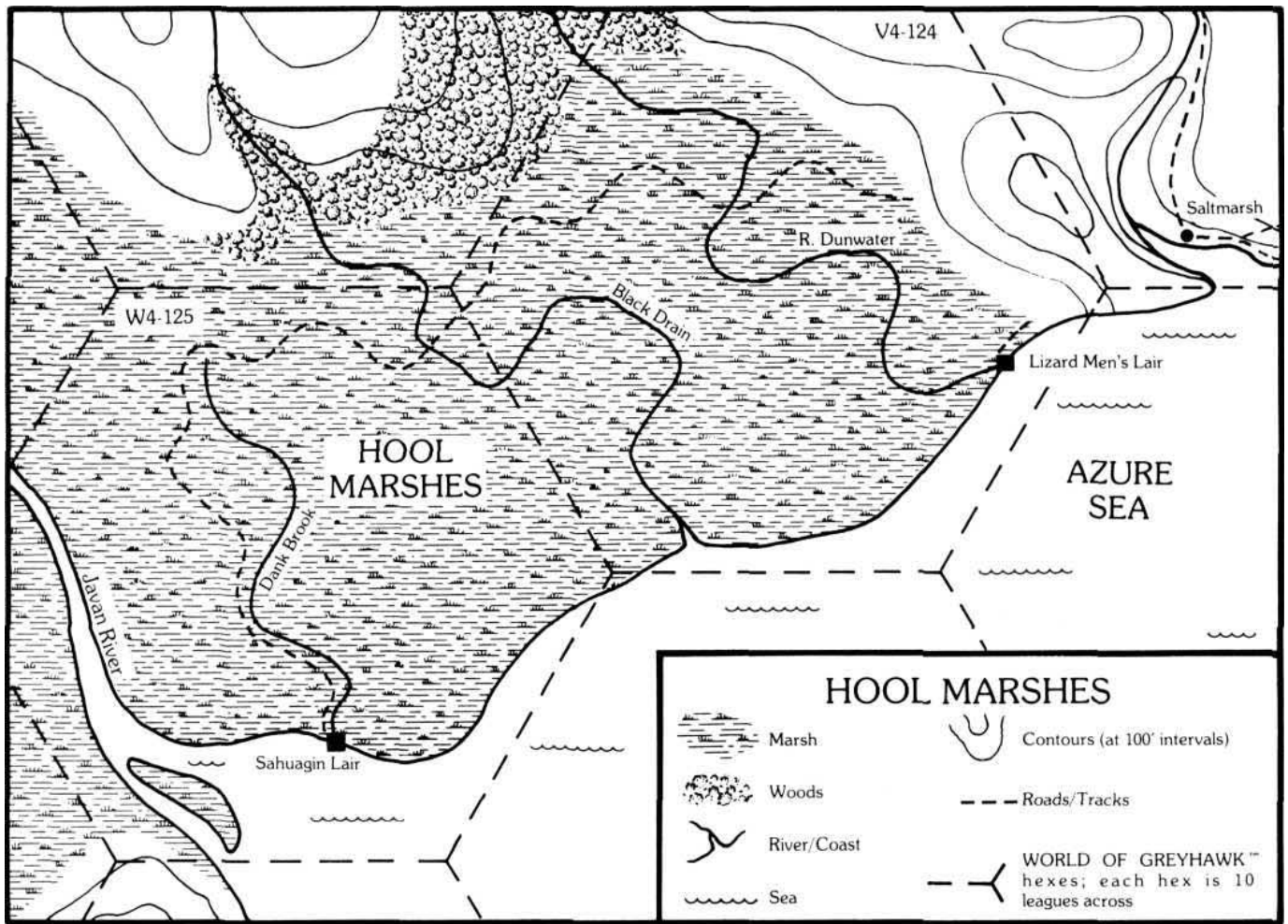
CHARACTER ROSTER

The tables on this page list 20 characters and suggested magical items for those characters. Players may use these characters rather than create their own, or some of these characters may be used by the DM as NPCs to round out the party. Players should be allowed to equip their characters as usual, and choose their characters' alignment. Hit points listed include constitution bonus.

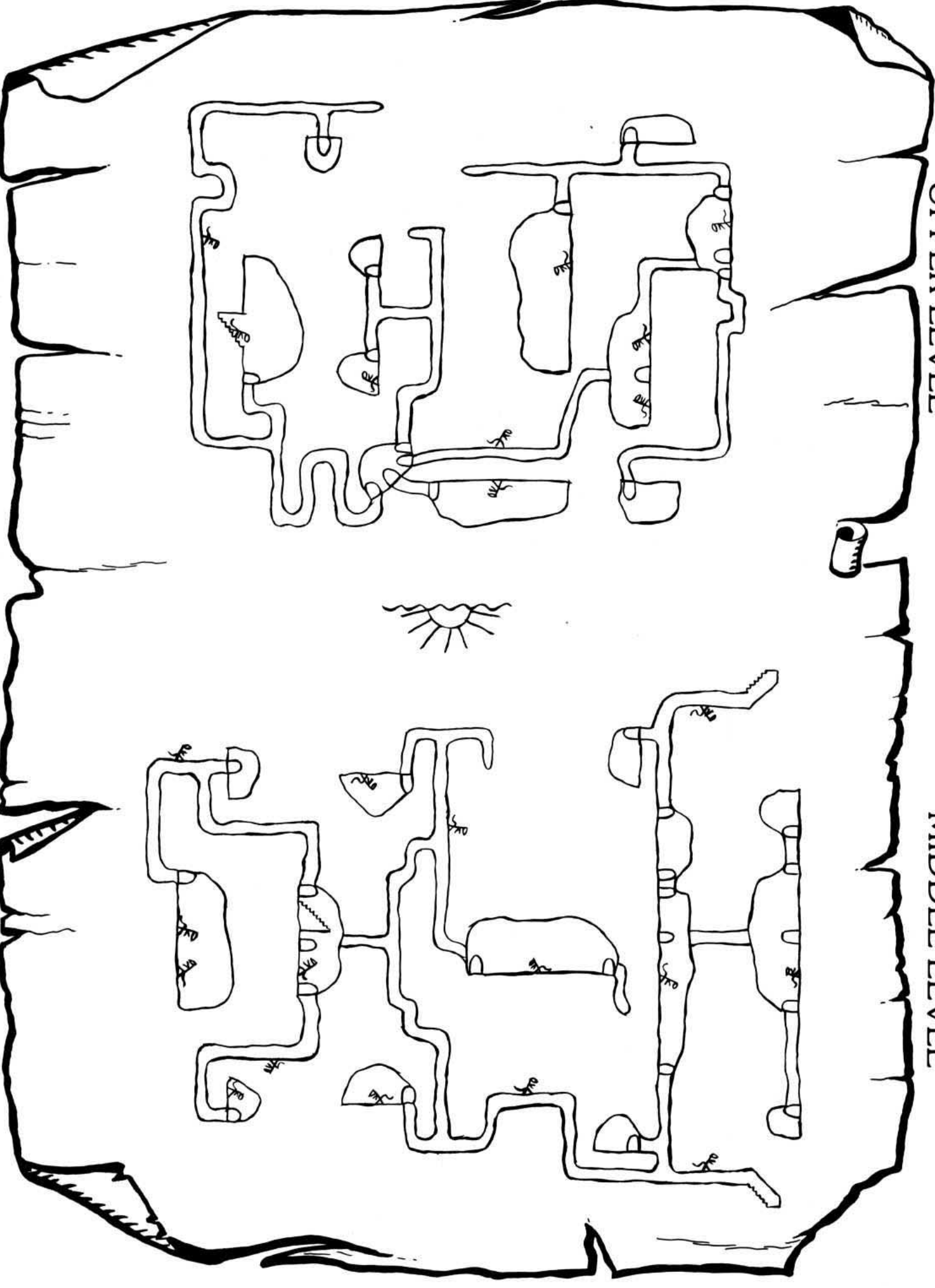
Characters

Name	Race	Sex	Class	Level	hp	S	I	W	D	C	Ch
1 Elaine	H	F	F	4	24	16	11	12	15	14	10
2 Geolin	D	F	F	3	21	16	10	8	11	15	9
3 Megaron the Bold	H	M	F	3	22	16	9	12	15	14	13
4 Leif Sternson	H	M	F	2	14	17	8	7	16	13	8
5 Tenbar	D	M	F	3	27	17	11	12	12	18	10
6 Griff	H	M	P	3	15	17	9	13	10	12	17
7 Arborius	H	M	R	3	22	15	13	14	13	14	10
8 Kellin	E	M	F/Mu	3/3	16	13	15	8	16	12	15
9 Elmorth	E	F	Mu	4	14	9	15	12	12	15	14
10 Hilgaared	H	F	Mu	3	9	9	17	15	11	14	12
11 Mylor	H	M	Mu	3	9	9	16	10	12	11	15
12 Astenon	H	M	I	3	11	13	15	8	17	9	7
13 Caine the Despised	1/2E	M	C/MU	3/2	12	10	17	15	14	14	7
14 Gerald the Seeker	H	M	C	4	17	12	13	17	11	10	15
15 Lida the Holy	H	F	C	3	14	8	10	18	13	15	9
16 Nestor	H	M	C	3	11	15	11	17	9	13	13
17 Caledon	H	M	D	4	15	11	10	16	12	13	15
18 Radric	D	M	F/T	3/3	17	13	9	8	17	15	10
19 Theodore Dobbins	1/2	M	T	4	12	8	14	7	18	10	15
20 Grummash	1/2O	M	T	3	12	15	13	10	14	17	8

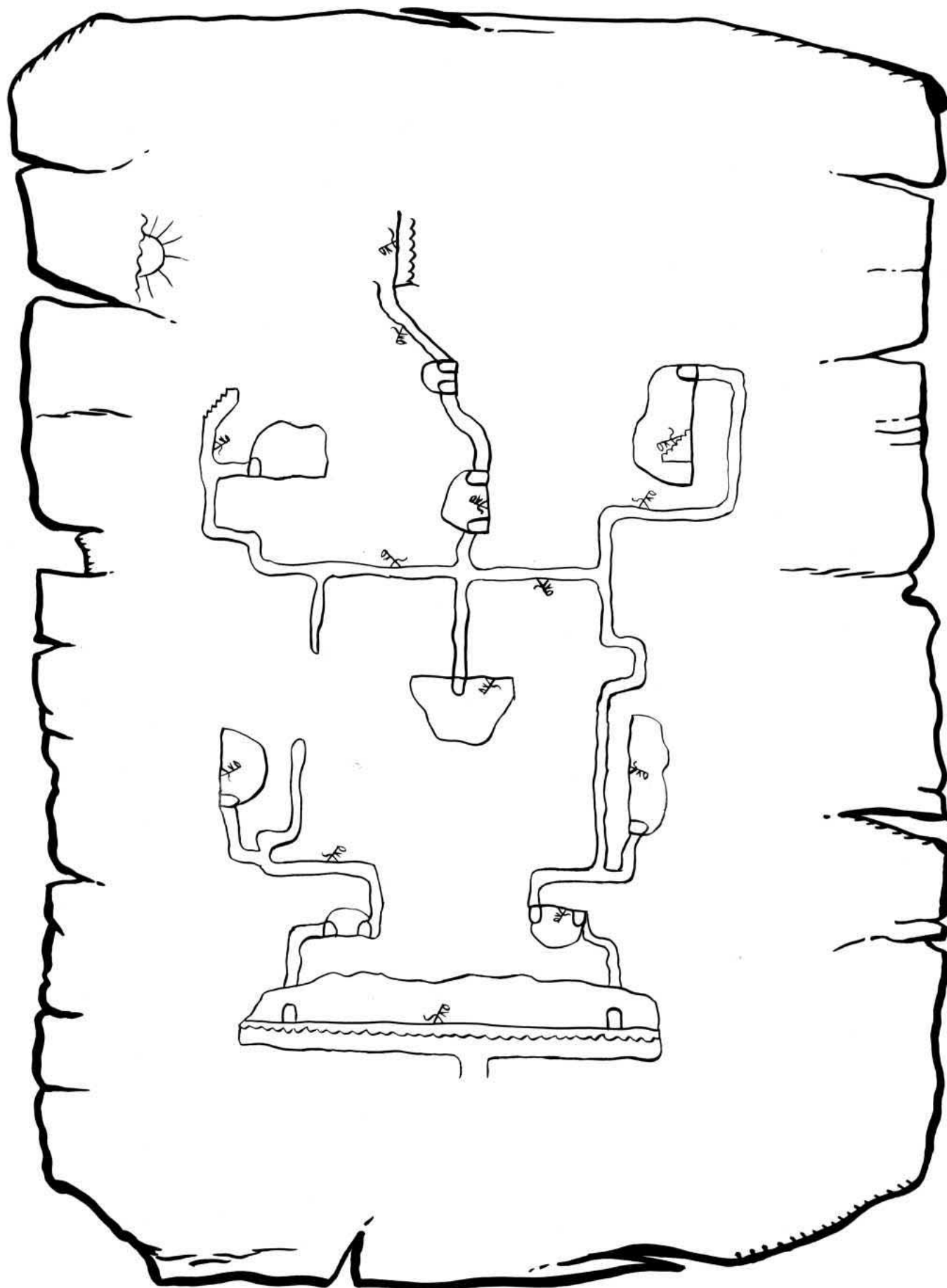
- | | |
|--|--|
| <p>1 ring of protection +1, long sword +1 (intelligence 12, semi-empathy, X-ray vision 4" range 1 turn duration 2 times per day, alignment LN, ego 3, personality score 15)</p> <p>2 hand axe +1</p> <p>3 spear +1, plate mail +1</p> <p>4 broadsword +1 (NSA)</p> <p>5 footman's pick +1, scimitar +2</p> <p>6 broadsword +1 (NSA)</p> <p>7 10 arrows +1, ring of protection +1</p> <p>8 Elfin chainmail, scroll with konock, wand of magic detection, 35 charges</p> <p>9 scroll with read magic, unseen servant, scroll with knock</p> <p>10 scroll with dancing lights, shield, wand of secret door and trap location (15 charges, command word 'Boorabap')</p> | <p>11 scroll with magic missile, ring of protection +1</p> <p>12 wand of enemy detection, 20 charges</p> <p>13 ring of protection +1, potion of healing, periapt of proof against poison +3</p> <p>14 potion of fire resistance, scroll with hold person</p> <p>15 ring of free action</p> <p>16 mace +1, scroll of protection from undead</p> <p>17 potion of cure disease, potion of healing</p> <p>18 broadsword +1 (NSA), ring of swimming</p> <p>19 ring of feather falling, potion of speed</p> <p>20 leather armour +1, potion of super heroism (2 draughts)</p> |
|--|--|



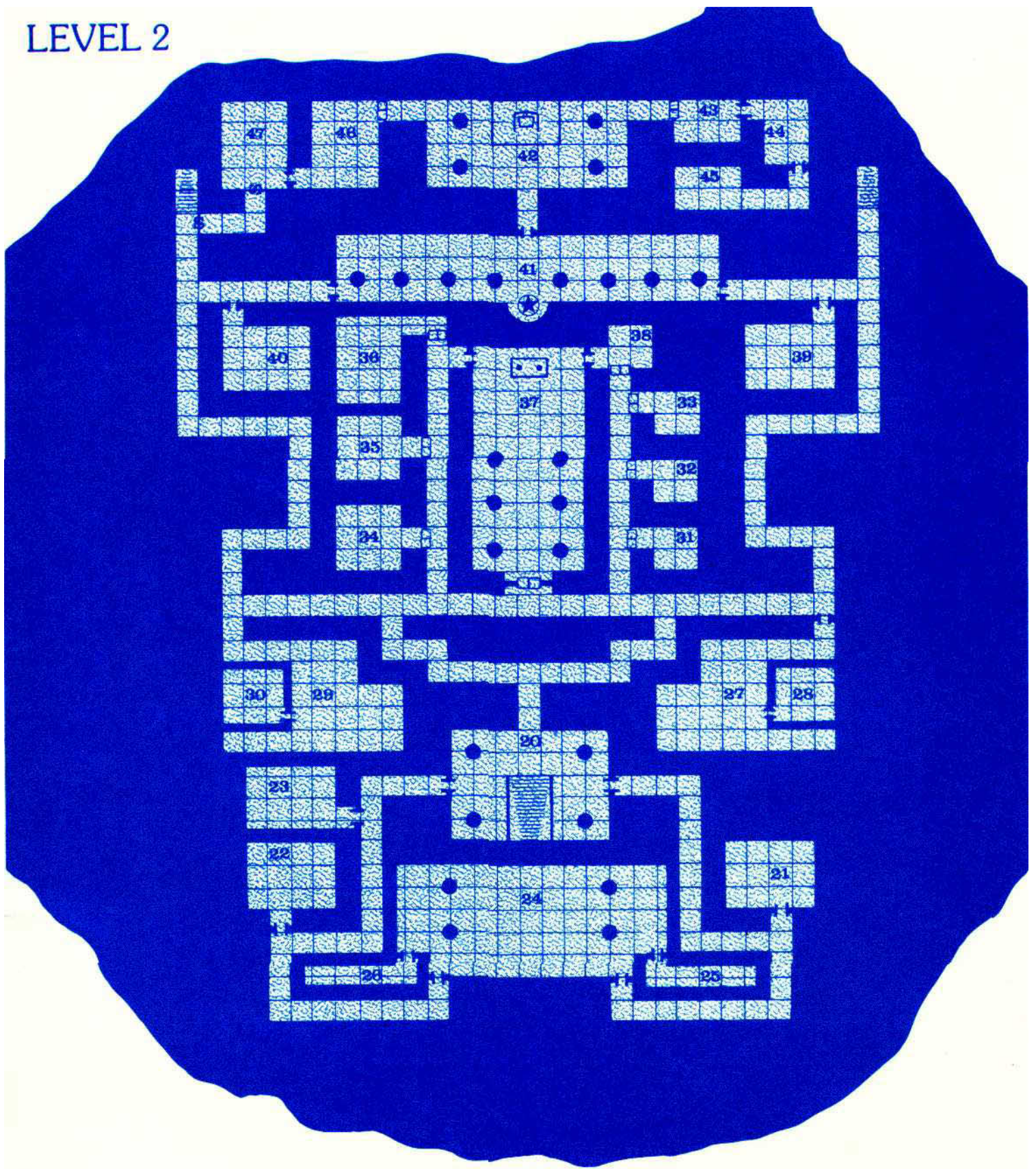
MAPS DRAWN BY LIZARD MEN — RISING SUN SYMBOL INDICATES EAST
UPPER LEVEL
MIDDLE LEVEL



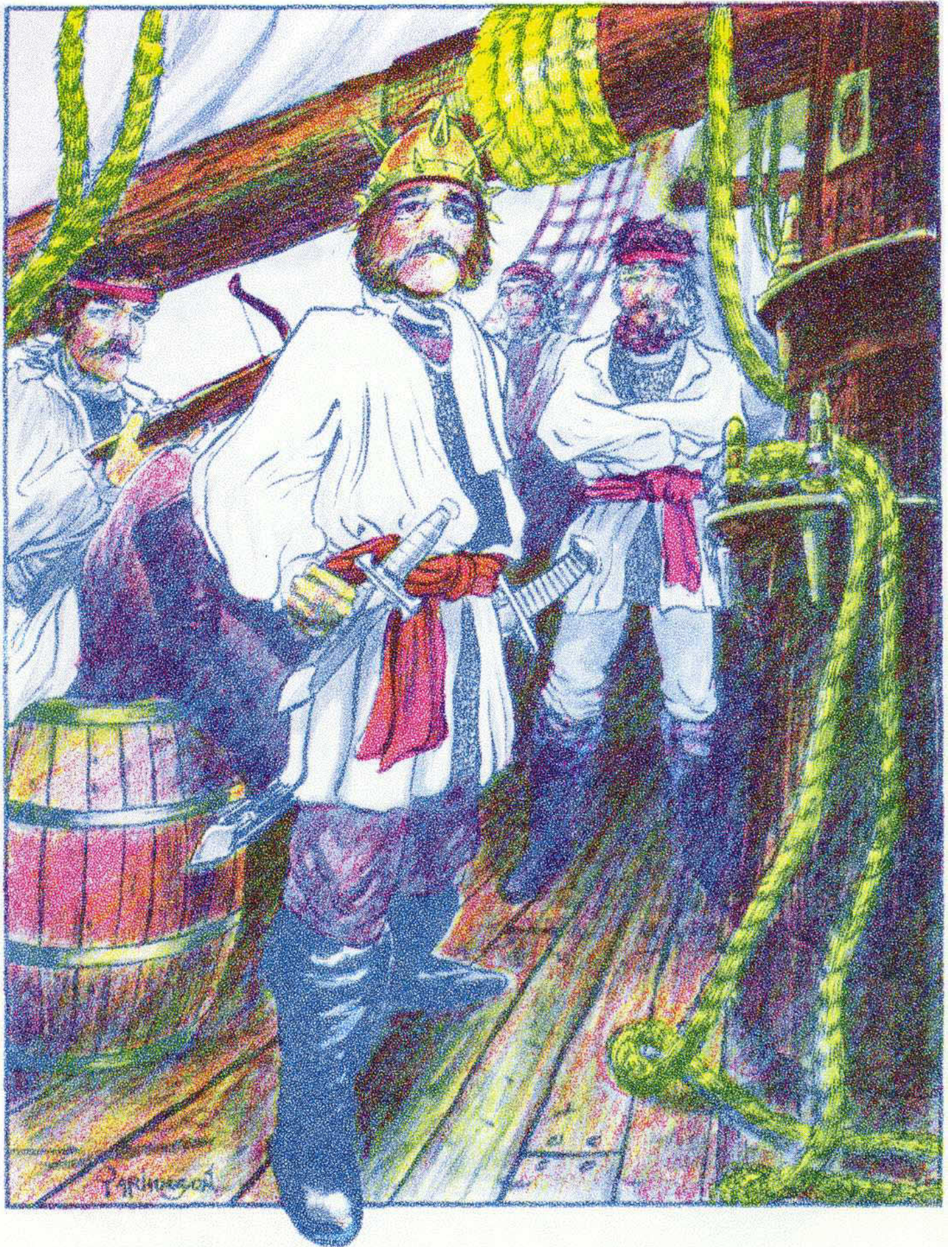
LOWER LEVEL



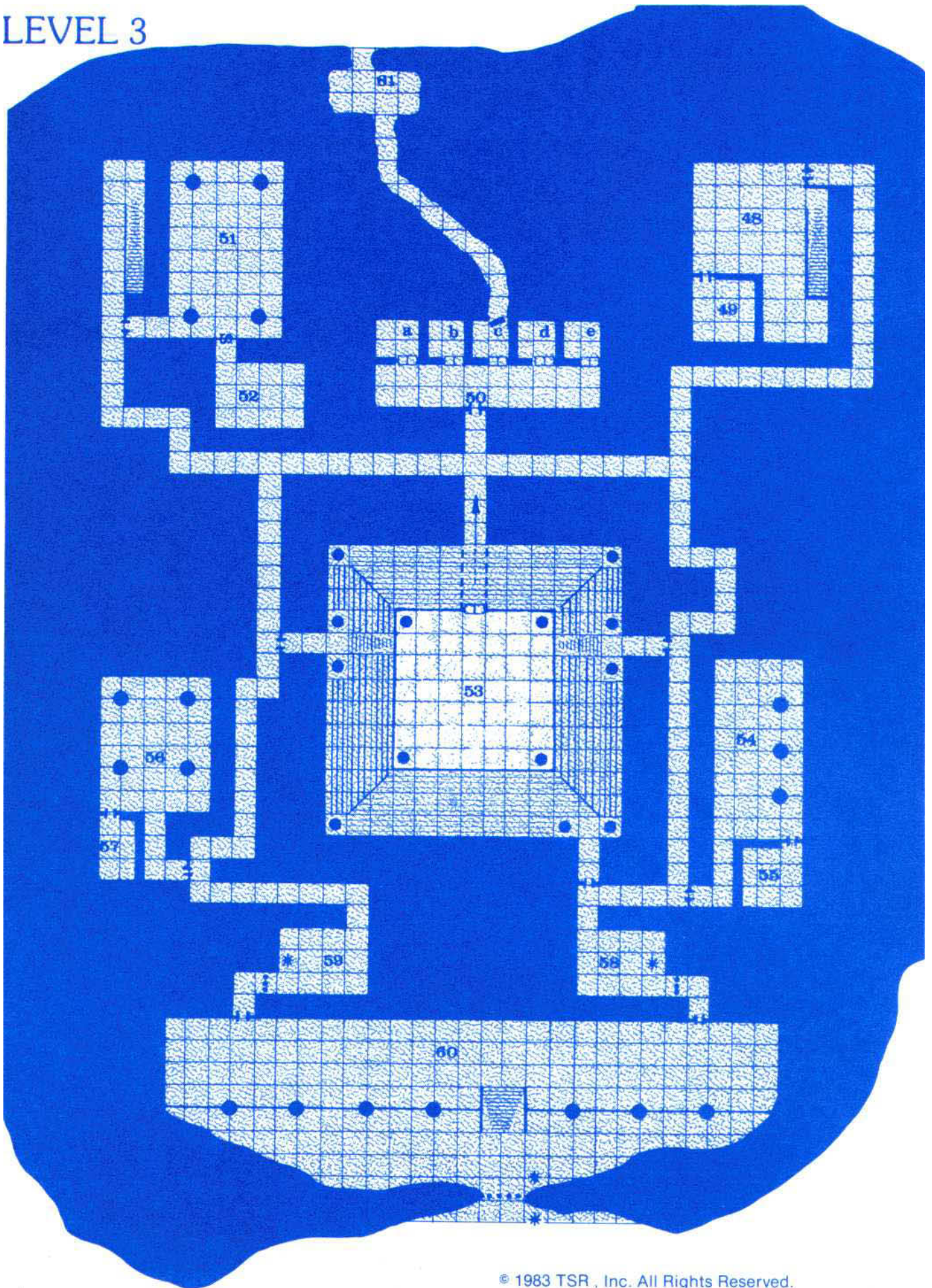
LEVEL 2



SAHUAGIN LAIR



LEVEL 3





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