



# THE DRAVEN DEEPS' MENACE

BY JEFF FAIRBOURN

Set off the ultimate fireball!

Artwork by Terry Dykstra

*Jeff writes: "I find that my best adventure ideas come from taking a slightly twisted but objective view of my own life, adding a measured bit of the impossible along with a good amount of traditional fantasy elements. My players are usually happy, confused, and awed all at once." We wonder which part of the following adventure parallels Jeff's real life.*

"The Draven Deeps' Menace" is a DRAGONLANCE® adventure for the AD&D® game, set in and around the city of Palanthis, one generation after the War of the Lance. This adventure is designed for 5-7 good-aligned player characters of levels 3-6 (about 26 total levels). Much of the adventure takes place underwater, and the DM should be familiar with the AD&D rules for swimming, holding one's breath, and underwater combat (pages 120-122 of the *Player's Handbook* and page 79 of the *Dungeon Master's Guide*). While the PCs need not be equipped with means of breathing underwater, potions of *water breathing* and similar spells would be helpful.

In other settings, the city should be set in a fertile, temperate area near mountains, with a dry climate. Possible sites include Candlekeep in the FORGOTTEN REALMS® setting, Greyhawk City or Gradsul in Keoland in the World of GREYHAWK® campaign, or any great center of learning, theology, and writing in the DM's campaign. To avoid introducing foreign creatures to these settings, aquatic elves can be substituted for Dimernesti, magic-using gargoyles for the draconians, primitive hill dwarves for the gully dwarves, merrow for the orughi, and bloodhawks for the skyfishers.

## For the DUNGEON MASTER™

Palanthis stands as a center of civilization on Ansalon. Untouched by the Cataclysm, the city prospered while others endured hardship. In 357 AC, forces of the Dragon Highlord Kitiara attacked Palanthis. While parts of the city were destroyed, the Palanthisians were victorious. They rebuilt the city, and prosperity returned. The aged Lord Amothus still lives, although his son, Jostin, has taken over all of his duties. The new Lord's Palace is built on the ruins of the old, as is the new Temple of Paladine. The Great Library has also been repaired, wherein Astinus the

Chronicler is ever recording Krynn's history. The Tower of High Sorcery still stands, stark against the white marble of the city.

The economy of Palanthis relies heavily on its port in the Bay of Branchala. At the mouth of the bay are the Gates of Paladine, large rocks that thrust out into the sea. They hold gnomish catapults capable of throwing flaming missiles over large distances. Thus, Palanthis's port is well protected from invasion and pirates.

Two months ago, a colony of koalinth (marine hobgoblins) settled in the Draven Deeps, an undersea cleft located about four miles northeast of the bay, and began waylaying ships traveling near the Gates. They attack lone and small vessels, which they loot and then burn to the waterline. People blame the losses on pirates, although no pirate ships have been seen. Some ships are now avoiding Palanthis, and the city is seeing hard times. A few purported witnesses have inflamed the dockside taverns with rumors of sea-monsters at the Gates. The Palanthisians are upset, and Lord Jostin has asked the Wizards of High Sorcery for help.

Dalamar, Master of the Tower of High Sorcery in Palanthis, wishes to increase the number of black-robed wizards who are indebted to him, and so he has struck a bargain with Lord Jostin. In exchange for a solution to the shipping problem, Jostin has agreed (after much thought and worry) to build and open a school of black magic within the walls of the city.

With magical divination, Dalamar discovered the location of the koalinth colony. He learned that the crevice where the koalinth live is the continuation of a fault running through the Habbakuk Mountains. The fault was a result of the cataclysm that changed the face of Krynn. Northeast of Palanthis, where the fault reaches the seashore, there is a system of underground caves and pools. Dalamar believes that a sizeable thermal disturbance in the shoreline caves would create a shockwave that would destroy the koalinth colony farther out to sea. He made a magical device to create the shockwave and sent one of his apprentices with the device to Lord Jostin.

While Dalamar's work was successful, it was not very thorough. The shoreline caves that he designated as the site for the explosion are inhabited by a small

tribe of Dimernesti sea-elves. Their home beneath the shore can be reached through the seaside caves, and would be annihilated if the device were detonated there.

Lord Jostin wants to hire someone to deposit the device deep inside the seaside caves northeast of Palanthis and detonate it. He has scheduled a public announcement in the Central Plaza, hoping someone will volunteer to help the city. Of course, the Dimernesti have done their best to keep their home a secret from the humans living close by, so Jostin is unaware that the success of this mission may result in the elves' tragic deaths.

### Adventure Background

The PCs may be in Palanthis as part of their duties as Knights of Solamnia, as white- or red-robed wizards, or simply to make use of Palanthis' libraries and sages to unravel a map or clue from a previous adventure. Read the following aloud to the players:

Palanthis is a beautiful city of white marble buildings and straight, paved streets. The people have worked hard to cover up the marks of the battle that raged here years ago. It's a nice place to live, and the peoples' lives are good.

Lately, however, you have noticed that the people seem edgy and worried. Listening in the dockside taverns, you have often heard rumors of failing food supplies and pirates. Several ships bearing important supplies from Ergoth have turned back due to the danger. The docks are unusually quiet, and the workers there are fearful.

This evening, the lord of Palanthis will make an announcement about the difficulties. Do you want to attend?

If the PC don't go, the adventure ends here. If they want to hear what the lord has to say, continue with the following:

The Central Plaza is full of throngs of people being jostled from all sides, hoping that the lord's news will be important.

Everyone settles down as Lord Jostin appears at one of the windows of the palace. He speaks in a weary tone. "People of Palanthis, I welcome and thank you for attending

this important gathering. First, let me tell you that my father is well but very tired, as am I. We have worried much about our fair city. Many of you have heard rumors of pirates in our bay. Let me assure you these rumors are false. The guards at the Gates of Paladine ensure that all is well with the gnomish defenses there. Yet, many ships turn away from us, claiming the danger here is great.

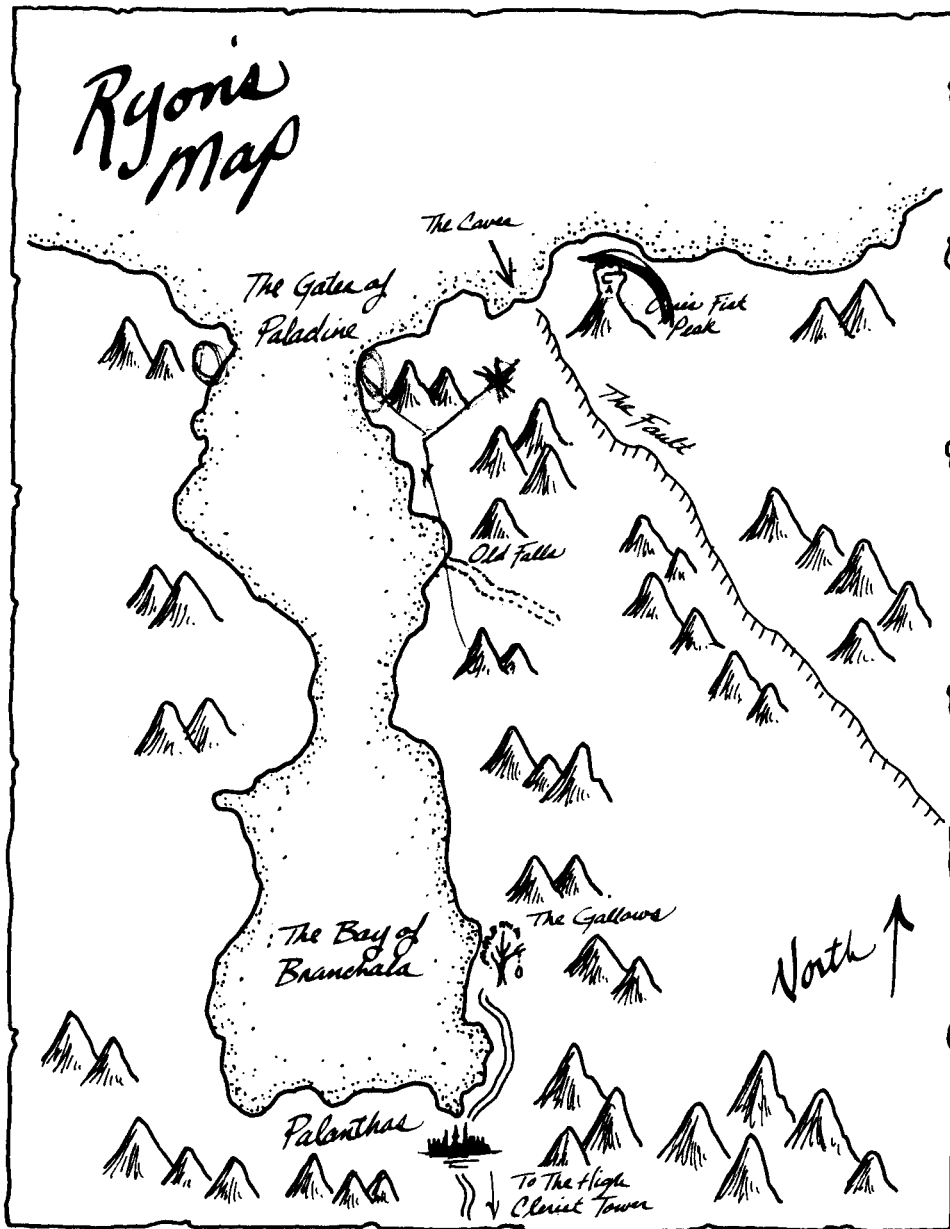
"We have investigated the problem and have discovered that a group of sea creatures is responsible for our shipping problem. There is no need for fear, however, for the creatures are few and easily taken care of. We who stood so bravely against the might of the Dragonarmies have nothing to fear from them!" He laughs, and though you can tell it is done with effort, it seems to curb the excitement in the throng.

"To rid us of this small problem, we need a few brave people to perform a service in the name of our city. The task is simple and will result in the creatures' expulsion. The volunteers will be rewarded, and will always have the city's gratitude. If there are any among you who wish to volunteer, please come to my hall in one hour.

"Now, good people, I suggest you return to your homes and to your duties. We shan't let anything as paltry as this upset our lives. Thank you for your attention."

Lord Jostin bows and withdraws into his palace as the crowd begins to disperse in a muffled torrent of conversation.

The PCs can ignore the call for help without embarrassment. If they go to the palace that evening, two guards greet them at the front doors. The guards ask for the PCs' names and pass the information on to Jostin. A tall, straight-shouldered butler named Rufus arrives to conduct the PCs through an entryway into a small inner chamber without windows. The room holds a small table just large enough for all of the PCs to be seated. Rufus waits until they are all seated, then leaves, quietly closing the door. Read or paraphrase the following to the players:



already dismissed several groups of would-be heroes. He uses his *know alignment* and *detect lie* spells while questioning the PCs about their recent exploits to make sure their intentions are good.

If the PCs pass Tamish's test, he thanks them and instructs them to wait while he consults with Lord Jostin. Moments later, Rufus reenters and conducts the PCs into a large, well-decorated room containing a polished table and several chairs. A fire burns in the hearth, and the room is comfortably warm. Lord Jostin gets up from his seat at the table as the PCs enter. At his side is Tamish Eldwyse.

Lord Jostin appears satisfied, greeting and thanking you for your desire to help. He is tall and thin, with light brown hair, a neatly trimmed moustache, and sharp eyes. After introductions are made, he motions you to sit and joins you at the table.

"Friends," he says "Tamish tells me I can trust you, so I will. The things we say in this room are secret, matters of state. They must not leave this room, for there are some who would take advantage of this situation to bring harm to Palanthal. What you heard in the plaza today was only a part of the truth. I'm afraid that if I told the people all of the truth, it would only make matters worse.

According to what the Master of the Tower said, there are many koalinth—sea-dwelling hobgoblins—at the Gates, and it looks like they plan on staying there for a while. We have the potential for a large problem. You see, Palanthal has been a secure, safe port for a long time. If these creatures are not eliminated, traders and shippers will seek other, safer ports. Not many overland traders will bring their goods through the mountains—certainly not enough to make up for our shipping loss.

In two weeks, the *Water Fox*, a ship bearing food, cloth, and other goods, is due to arrive from Kalaman. I believe the peoples of the east are watching to see if the *Water Fox* arrives safely, and they will quit shipping their trade goods to us if she doesn't. If they quit their trading by sea—well, I think it will start getting rough in our city if things

After a short wait, the door opens again, admitting the butler and an aging man dressed in the light-blue robes of a cleric of Mishakal, goddess of healing. The man bows to your group and nods to the butler, who leaves the room again.

"Greetings," speaks the man. "I am Tamish Eldwyse, Revered Son of Paladine and servant to the lord of Palanthal. Lord Jostin appreciates your response to his summons and hopes you will prove capable of per-

forming his task. You must understand that we are not in a position to trust all who would respond to such a call, and so we must subject you to a test to determine your honesty and integrity. If you pass, all will be explained thereafter. Now, if you'll permit me, I have a few questions."

Tamish remains standing while he interrogates the PCs. It is his duty to root out the incapable, dishonest, power-seeking, or evil among those who respond to Lord Jostin's call. He has

don't change, and soon. The koalinth must be forced to leave, or they must be destroyed. That brings us to why I have summoned you." He speaks to the butler, "Rufus, show the wizard in."

As the butler leaves, Lord Jostin questions the PCs about their recent exploits, inquiring specifically about any events they related to Tamish previously. He asks them if they have ever faced koalinth before, and he will want the details of any such encounters. The PCs are free to make suggestions. Jostin listens to them thoughtfully, but he will continue in his current course unless a markedly better plan is proposed. If the PCs mention the Knights of Solamnia, Jostin says the following:

"Ah, the knights. Honorable and valiant as they are, they don't appreciate the value of stealth and subtlety in a situation like this. They are pressing me to permit a battle against the creatures! I don't see how they could even reach them, and I think it would only attract unwanted attention to the problem. But, the knights have connections, and I may have to give in just to keep their loyalty."

After a moment, Rufus reenters, followed by a man wearing the red robes of a Wizard of High Sorcery. The wizard bows to Lord Jostin and smiles wryly at Tamish. Jostin introduces him as Ryon Limblade, apprentice to the Master of the Tower, and motions for him to sit. He then allows the PCs to introduce themselves. Ryon appears to be in his late 20s, with a thin face and short-trimmed moustache. He listens to the PCs with stiff politeness. When the PCs are finished, Jostin tells them that Ryon will explain the task.

The red-robed wizard speaks in a quick, clear voice. "My master's work has yielded the following conclusions: One, a colony of hundreds of koalinth has moved into the undersea region north of the Gates of Paladine. Two, the koalinth inhabit an underwater crevice, a place called the Draven Deeps, which is the continuation of a fault through the Habakkuk Mountains. Three, the crevice is unstable and is the site of

great earthquakes. A powerful, hot, and carefully placed explosion would cause quakes and steam fissures to erupt in the crevice where the koalinth live. A series of caves on the north coast, east of the Gates, is a suitable spot for the explosion.

"We cannot guarantee the creatures will leave, nor that if they leave, they will not move closer to Palanthis. We can guarantee the deaths of many of them, which will likely end the threat."

At this point, Ryon pulls an object wrapped in black linen from his robes. He unfolds the cloth, revealing a thick brass cylinder. It is 2' long and 4" thick, covered with runes and engravings. "This item will produce the desired explosion," he explains. The wizard smiles and casually tosses the cylinder to a random PC. Jostin, Tamish, and Rufus all gasp and start. The PC must make a successful attack roll vs. AC 4 to catch the device. If the PC fails, the cylinder lands on the stone floor with a loud thud, but does not explode. Ryon then continues, saying, "... but only when this brass key is broken." He holds out a 2"-long miniature of the device so that everyone can see it, then hands it to Lord Jostin.

Next, the wizard pulls a scroll case from his robes. He removes a map from the case and spreads it across the table. "This map," he explains, "shows Palanthis, here, and the surrounding area. This fault, created during the Cataclysm, continues out beyond the coast into the sea. Where the fault reaches the coast, you will find an entrance to the caves. We have included several landmarks on this map to aid you in finding the entrance.

"From what I have seen, you can find the entrance in the morning shadow of the Ogre's Fist. You must plant the device as deeply into the caves as you are able. Due to the ebb and flow of the tides, the caves are regularly filled and drained of sea water, so you will have little time to place the device with a reasonable amount of safety.

"The caves are a point of stability on the fault, yet are near enough to the crevice to disturb it. Detonating the device on the surface will have

little or no effect. When you do break the key, you should be at least one mile away from the fault to be safe. My master does not anticipate any major damage will be done anywhere except in the crevice.

"We have acted in haste at the lords' request, and will not be responsible should something go wrong. My master has insured that the device can neither be detonated anywhere near our tower, nor therefore in the city. Are there any questions?"

The PCs are free to ask any questions; Ryon answers them all as best he can in the same terse voice. He knows everything about the situation that Dalamar knows; formulate his answers accordingly. When there are no further questions, the wizard says:

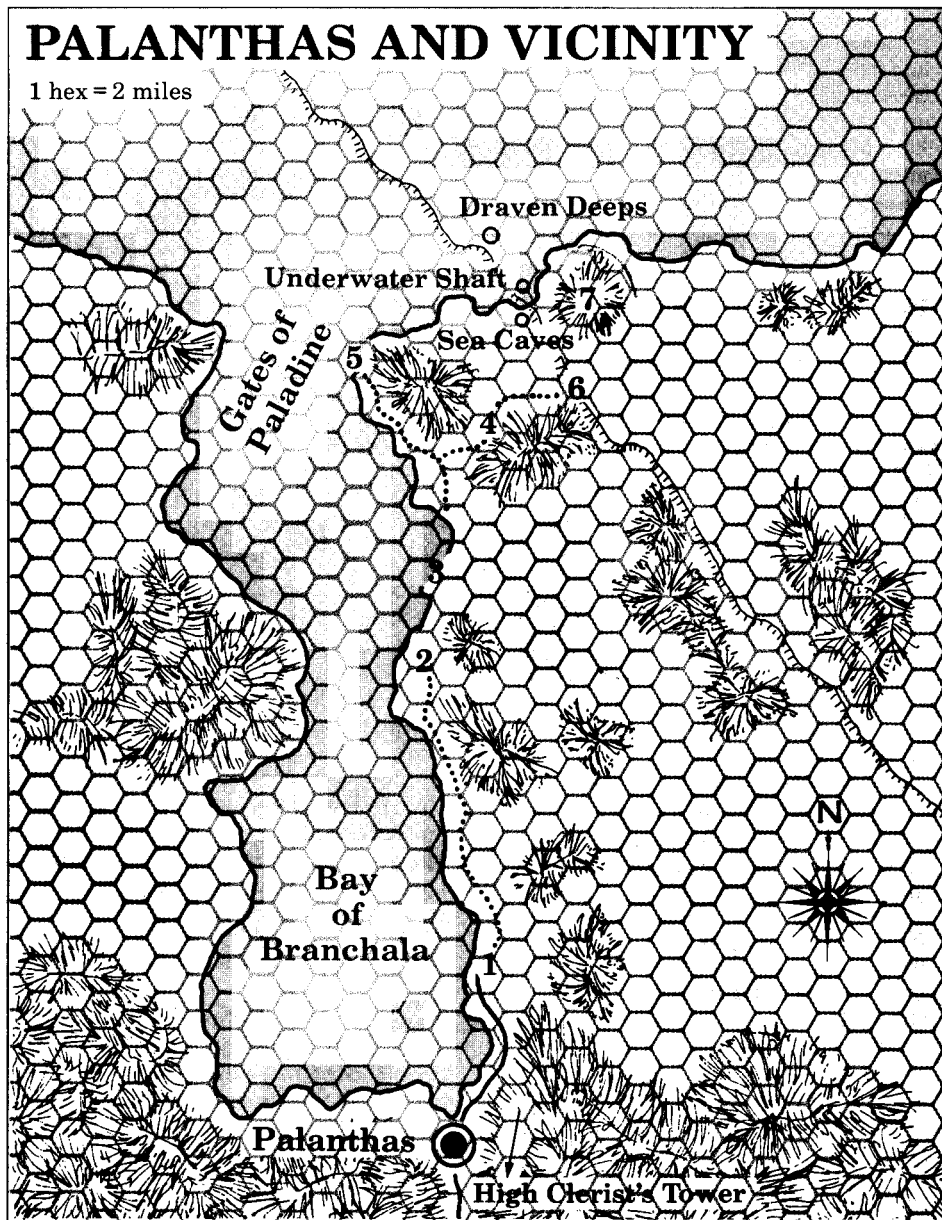
"Now, I must return to the tower. Lord Jostin, I believe my master will contact you in his own time about your part in the agreement. I also believe you would do well not to forget what you have promised."

With that, Ryon is *teleported* back to the Tower of High Sorcery (Dalamar's doing) just as Jostin is about to respond. The lord of Palanthis appears nonplussed for a moment, then cautions the PCs against speaking of the nature of their quest with anyone. He tells them that Tamish and his staff have worked hard and have eliminated any spies from the palace grounds, but he assures them there will be many outside.

If asked about the reward, Jostin lifts a bag from the floor and places it on the table. He tips the bag slightly, spilling several gold and steel coins onto the table. Inside the bag are 90 steel pieces and 100 gp for each PC. Jostin explains that each party member will receive an additional 100 steel pieces upon completion of the mission.

If the PCs ask Jostin what he promised in exchange for Dalamar's aid, the lord grows pale and responds, "I may have paid a high price for the master's aid, but that is my own affair." Any further questions regarding the subject cause the lord of Palanthis to growl and change the subject.

When there is nothing else to be said, Jostin stands and thanks the PCs once again. He wishes them good luck on their mission, urging them once again



to secrecy and quick travel. As the PCs leave, Jostin gives them the brass key and the device, entrusting the objects to a cleric, mage, or knight (in that order). He will not give them to a kender.

Give the players "Ryon's Map." If they are new arrivals in the area, the PCs may want to speak with some townspeople about the landmarks. The DM could also stage city encounters (such as starving beggars; doom-criers; or small throngs of worried, riotous people) to emphasize that Palanthas is truly in need. If the DM wants to give the PCs some rumors, use the information given

in the specific encounter areas.

Unfortunately, Lord Jostin's assumption that his household is free of spies is not correct. Rufus was recently approached by a man named Groach, a member of a faction in Palanthas that opposes Jostin's rule. The faction members argue that while Lord Amothus is alive, he should retain full responsibility for governing the city.

This group wants Lord Amothus in power because they know he would be a much weaker ruler than his son—he is quite fickle and easily manipulated. The faction's efforts are fueled and se-

cretly led by a group of bandits and draconians operating in the hills and mountains around Palanthas. They seek to weaken the city's rule and make banditry and lawlessness easier. Rufus is unaware that the faction is led by bandits. He is merely a loyal retainer who is trying to restore the dignity that he believes Jostin has stolen from the aged Amothus.

After the PCs meet with Lord Jostin, Rufus contacts Groach (unless the PCs somehow learn about the butler's connections and stop him). The bandits will ambush the PCs en route to the caves (see area 1). If Rufus is discovered, he reveals that his loyalties lie with Jostin's father, who is "locked away from his people like a diseased animal." If he is found out, Rufus will be quite open about his association with the rebel faction, for he is not ashamed of his loyalty to the city's senile ruler.

Rufus's meeting with Groach occurs one hour after the PCs leave Jostin's palace. In an alley behind the Temple of Paladine, Groach milks Rufus for information regarding Dalamar's device. He passes the information on to the bandits (area 4) by carrier pigeon (kept in his home in the waterfront district). Groach is a wrinkled, twisted old man who complains of loneliness and the ugliness of life. He is very sneaky and manipulative. If Rufus and Groach are surprised during their meeting, Rufus will reprimand the PCs and criticize Lord Jostin for not treating his father with respect. Groach dons his *cloak of elvenkind* and tries to sneak away. If he can't escape, Groach will play it safe and innocent, joining Rufus in his mild, self-righteous rebukes.

In Groach's home, beneath his pigeon cages, a secret compartment contains scraps of paper with messages from the bandits and a ledger containing the names of prominent members of the faction opposing Jostin, with the addresses of their meeting places.

**Lord Jostin of Palanthas:** AL NG; AC 4; MV 9; F4; hp 24; THAC0 17; #AT 1; Dmg by weapon type; S 13, D 11, C 12, I 13, W 14, Ch 14; ML 14; chain mail, shield, *long sword* +1, dagger.

**Tamish Eldwyse:** AL LG; AC 4; MV 12; C8; hp 37; THAC0 16; #AT 1; Dmg by spell or weapon type; S 9, D 7, C 14, I 14, W 18, Ch 13; ML 15; *chain mail* +1, *medallion of faith*, *flail* +2. Spells: *cure light wounds*, *command*, *detect evil*, *detect poison*, *light*; *augury*, *hold person*,

know alignment (x2, both used), slow poison; continual light, cure disease, dispel magic, speak with dead; detect lie (x3, all used).

**Ryon Limblade:** AL N; AC 7; MV 12; M5 (red-robed wizard); hp 12; THACO 19; #AT 1; Dmg by spell or weapon type; S 13, D 15, C 9, I 17, W 11, Ch 11; ML 12; ring of protection +2, potions of clairaudience and speed, dagger. Spells: affect normal fires, armor, audible glammer, light; improved phantasmal force, web; wind wall.

**Rufus:** AL N; AC 10; MV 12; 0-level human; hp 3; THACO 20; #AT 1; Dmg by weapon type; ML 12; XP 15; dagger.

**Groach:** AL NE; AC 8; MV 12; T5; hp 18; THACO 18; #AT 1; Dmg by weapon type; S 12, D 16, C 8, I 15, W 13, Ch 9; ML 12; XP 420; short sword +2, cloak of elvenkind.

## A Stroll to the Sea

The land north of Palanthas is rough and rocky. The land within four miles of the coast has scattered trees and brush, and the air is cool and humid. The road to the gallows (area 1) meanders around cliffs and large boulders. Small trees among the rocks offer many hiding places within a few feet of the road. Palanthian guards and knights patrol the area. The PCs will not see any ships on the Bay of Branchala during their journey.

The land becomes drier and more level to the northeast. Craggy mountains and rock formations give the area a forbidding appearance. Check for random encounters every 12 hours. An encounter occurs on a roll of 1 on 1d6 (see "Overland Random Encounters" sidebar). All of the landmarks are visible from any adjacent hex.

**1. The Gallows.** If the PCs prevented Rufus from delivering his report to Groach (see "Adventure Background"), the bandits will not have prepared their ambush here. No one will be "hanging" on the tree, and none of the bandits will be present.

The road broadens ahead and becomes a clearing, with a large tree growing in the center. The tree appears to have been struck by lightning. It is split down the middle, with one side dead and shriveled, and the other alive and full. From the thick, living branches hang some

old, frayed ropes. Two of the ropes form nooses around the necks of bloated draconians. The bodies sway gently in the breeze, hanging about 4' above the ground.

This is a trap. The Palanthians have not used the gallows for a long time, letting the rope nooses rot away. The two bozak draconians are alive and conscious, using their *levitate* powers to hang safely above the ground, and the nooses around their necks are loose. Two bandits with heavy crossbows hide in the foliage of the tree under cover of the bozaks' *invisibility* spells. They remain silent until the ambush is sprung. Behind the rocks that ring the clearing hide six more bandits armed with short swords and shields.

When the PCs are within 10' of the draconians, the six bandits charge from behind the rocks, yelling and hooting to draw the PCs' attention away from the draconians. As the party turns to face the charge, the bozaks slip free of the nooses and silently drop to the ground. They cast *burning hands* spells at the PCs' rear ranks, possibly with a -3 penalty to the PCs' surprise roll. Then they melee with the PCs.

The bandits in the tree remain *invisible*, trying to discern who has possession of Dalamar's device. If they are unable to tell who has it, they will attack any PC wizard who tries to cast a spell, firing their crossbows to disrupt the spell-casting. Once the *invisibility* is lost, they continue firing from the tree until the PCs are dead. If the draconians are killed, the remaining bandits run. Any bandits who flee this area will join those in area 4.

**Bozak draconians (2):** INT high; AL LE; AC 2; MV 6, run 15, glide 18, fly 6 (E); HD 4; hp 18, 17; THACO 17; #AT 2; Dmg 1-4/1-4; SA spells; SD +2 bonus to saves; MR 20%; SZ M (6' + tall); ML 13; XP 1,400; MC4 (Draconian, bozak). Spells: *burning hands* (used), *magic missile*, *shocking grasp*; *invisibility* (used), *levitate* (used).

**Bandits (8):** AL CE; AC 8; MV 10; 0-level; hp 4 each; THACO 20; #AT 1; Dmg by weapon type; ML 9; XP 15; MC1 (Men); leather armor, swords (50%), crossbows (50%).

## Overland Random Encounters (Roll 1d10)

1: Mountain Lion: INT semi; AL N; AC 6; MV 12; HD 3+1; hp 15; THACO 17; #AT 3; Dmg 1-3/1-3/1-6; SA rear claws for 1-4 hp each; SD surprised only on a 1; SZ M; ML 8; XP 175; MC1 (Cats, great).

This predator stalks the party from a distance to determine if there is any easy prey in the group. If left alone, it leaves after an hour of watching.

2: Skyfisher (1-6): INT high; AL N; AC 3; MV 3, fly 24 (C); HD 4; hp 16; THACO 17; #AT 1 or 2; Dmg 3-11 or 1-6/1-6; SA dive/drop; SZ S; ML 9; XP 270; MC4 (Avian).

These dangerous birds swoop down and harass the party. If the PCs show any sign of weakness, the birds attack. If two or more are killed, the rest will flee.

3: Giant vultures (1-6): INT animal; AL N; AC 7; MV 3, fly 24 (D); HD 2+2; hp 10; THACO 19; #AT 1; Dmg 1-4; SZ M; ML 8; XP 120; MC3.

These scavengers follow the PCs, hoping for a meal should the party encounter other creatures.

4: Wemics (2): INT average; AL N; AC 6, 7; MV 12; HD 5+8; hp 29, 27; THACO 15; #AT 2 or 3; Dmg 1-4/1-4 and by weapon type; SD -2 initiative bonus; SZ L; ML 12; XP 270; MC3; club, three javelins.

This pair is searching for their two missing cubs (see area 4). They confront the PCs and forcefully ask if they have seen the cubs. If attacked, the wemics fight ferociously. Otherwise, they gruffly thank the PCs and leave.

5: Gully dwarves (12): INT average; AL CN; AC 10; MV 6; HD 1; hp 4 each; THACO 19; #AT 1 or 2; Dmg 1-4/1-4 (fist/bite) or by weapon type; SD grovel; SZ S; ML 7; MC4 (Dwarf, gully).

This group was recently kicked out of its home by the bandits in area 4. They are resentful and may attack the party for the heck of it. When the PCs fight back, the gully dwarves grovel or flee. If the PCs speak with them, they may learn about the bandits' lair in area 4.

6: Dire wolves (3): INT semi; AL N; AC 6; MV 18; HD 4+4; hp 18; THACO 15; #AT 1; Dmg 2-8; SZ L; ML 10; XP 175; MC1 (Wolf).

These beasts are hungry and have caught the scent of the PCs. They howl and jump to the attack.

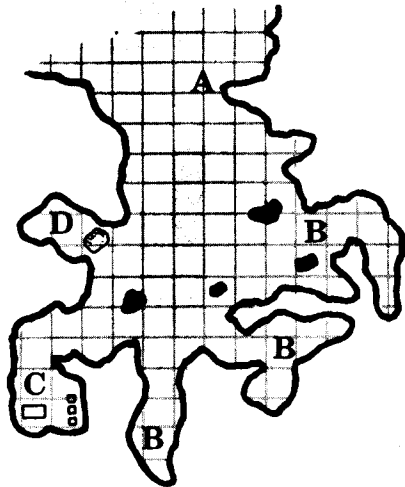
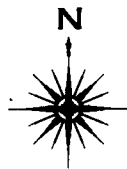
7: Bandits (6): AL CE; AC 8; MV 12; 0-level; hp 4 each; THACO 20; #AT 1; Dmg by weapon type; ML 10; XP 15; MC1 (Men); leather armor, short swords.

These miscreants are on an errand from area 4. If the PCs are surprised by this encounter, the bandits try to ambush them on the trail. The bandits flee if the battle goes against them.

8-10: No Encounter.

## AREA 4

1 square = 5'



### 2. The Old Falls.

Rising above the trail is a steep rock with a depression in its center. It looks like water once tumbled down the rock face, for a dry river bed continues out from its base to wind down to the shore of the Bay of Branchala. Looking north, you can see the Gates of Paladine and the sea beyond.

This area is safe. If the PCs make camp here, they will have no random encounters during the night.

**3. The Shipwreck.** From any surrounding hex, the PCs can see a large object lying on the shore of the bay. If the PCs investigate, read the following:

An odd structure on the shore takes shape as you get closer. You realize it is a ship! Or rather, it was a ship. Now all that remains is its blackened hull, figurehead, and forecastle. The deck and rear parts of the ship are totally burned away, and it seems a miracle that the ship remained afloat long enough to drift to the bank. You

notice many flies buzzing above the ruins, and the strong smells of death and decaying fish.

The *Sea Lion*, a Palanthian fishing vessel, was returning to the city when the koalinth attacked. If the PCs crawl inside the wreck, they discover a scattered mass of dead fish. Inside the ruins of the forecastle are two bodies. The first is the fast-decaying body of a koalinth, run through the middle with a *spear +1*. The spear is intact, though it smells terrible. The second body is that of Ramman, the sailor who owned the spear. A fire on the deck trapped him inside with the dead koalinth, and he died when the forecastle collapsed on him. If the PCs return the spear and a description of the vessel to Palanthian authorities, Ramman's survivors will give them 145 steel pieces.

**4. Bandits' Cave.** If the PCs approach this area stealthily or *invisibly*, the bandits' ambush will not be prepared. Modify the boxed text accordingly.

The trail leads to a 20'-wide opening that descends into the hillside. It appears to have provided shelter recently for a good-sized group of creatures. Footprints litter the entrance, and two campfires are buried with dirt and sand. Except for the unpleasant odor of gully dwarf, and the many small side tunnels branching off deeper into the ground, the cave seems quite hospitable.

If the bandits are prepared, they hide in the small side tunnels of the cave, while the bozak leader stands *invisible* just outside the cave mouth (area A). The draconian waits until the PCs set up camp or prepare to investigate the side tunnels, then casts a *magic missile* spell at any wizards, and a *burning hands* spell at any clerics. The other bandits, including three baaz draconians and five humans, emerge from the side tunnels (area B) one round after their leader attacks, and will try to separate the PCs. If the bandits appear to be losing the fight, the bozak *levitates* and use its wings to fly away, while the others also try to escape, taking their treasure with them. Each holds 10-30 sp, and 2-8 steel pieces. The humans are armed with long swords and shields. The draconians attack with their claws.

One of the small side caves (area C) holds a small guano-covered desk, a set of cages, and several sacks of bird meal. The cages hold three carrier pigeons used by Groach to communicate with the bandits (see "Adventure Background"). One of the human bandits is a proficient pigeon-handler who writes and receives messages. The crude desk's single drawer is unlocked and contains a sheaf of paper, an ink well, a quill, and several messages received from Groach, including one that describes the PCs and their mission (unless the PCs managed to stop Rufus from passing on this information).

Another of the small side caves (area D) is blocked by a large stone that walls in two small wemic cubs. The lionlike centaurs are weak from starvation and thirst, and are too young to aid the PCs in any way. The bandits captured them, hoping to train them to be guards and steeds. The cubs are too intelligent and free spirited, however, and refused the bandits' "training methods." They were locked up without food and water as punishment. If the PCs should rescue the cubs and care for them, the lion-centaurs will be very grateful. The DM could allow the PCs to help the cubs find their parents, staging an encounter with the adult wemics in the future (see "Overland Random Encounters"). If the PC harm the cubs in any way, they may have to deal with their parents.

**Bozak draconian:** hp 25; see area 1 for complete statistics.

**Baaz draconians (3):** INT average; AL CE; AC 4; MV 6, run 15, glide 18; HD 2; hp 11 each; THAC0 19; #AT 2; Dmg 1-4/1-4; MR 20%; SZ M (5 1/2' tall); ML 13; XP 175; MC4 (Draconian, baaz).

**Bandits (5):** hp 5 each; see area 1 for complete statistics.

**Wemic cubs (2):** INT average; AL N; AC 6; MV 12; HD 2 + 4; hp 12, 11; THAC0 17; #AT 2; Dmg 1/1; SZ S; ML 8; MC3 (modified).

**5. Gnome Catapult Station.** A rough stone path, girded by an iron railing and the cliffside, leads to the high stone wall and gate that surround this area. The gate is blocked by an iron portcullis. Beyond the wall, gnomish catapults guard the Gates of Paladine. The fortress is accessible only through the gate or by making the hazardous climb over the summit.

The portcullis is guarded by four Knights of Solamnia. They open the

gate for no one but may converse momentarily with the PCs through it. They have heard of bandits in the area but know no details. If a person approaches the gate in desperate need, the knights summon a resident cleric of Paladine to perform whatever aid is necessary.

Over 400 knights of various levels and orders man the fortress ramparts—more than enough to repel a land attack. The catapults can launch projectiles accurately over four miles. The projectiles burst into flame on impact for 4d6 hp damage.

**Knights of Solamnia (4):** AL LG; AC 4; MV 9; Knight6; hp 45 each; THAC0 15; #AT 1; Dmg by weapon type; ML 16; MC4 (Man of Krynn); chain mail, shield, long sword, heavy crossbow.

**Cleric of Paladine:** AL LG; AC 4; MV 9; C5; hp 29; THAC0 18; #AT 1; Dmg by spell or weapon type; ML 17; banded mail, mace, spells chosen by DM.

### 6. The Fault.

It appears that, long ago, a massive earthquake caused the northeastern lands to rise and the western ground to buckle and sink. The result is a crumbling cliff face over 80' tall in some areas. Scattered along the cliff face are several dark openings—caves and hollows that appear to wind into the rock to varying depths. Heaps of debris that has fallen from the wall lie at the base of the cliff. The fault extends as far as you can see in both directions.

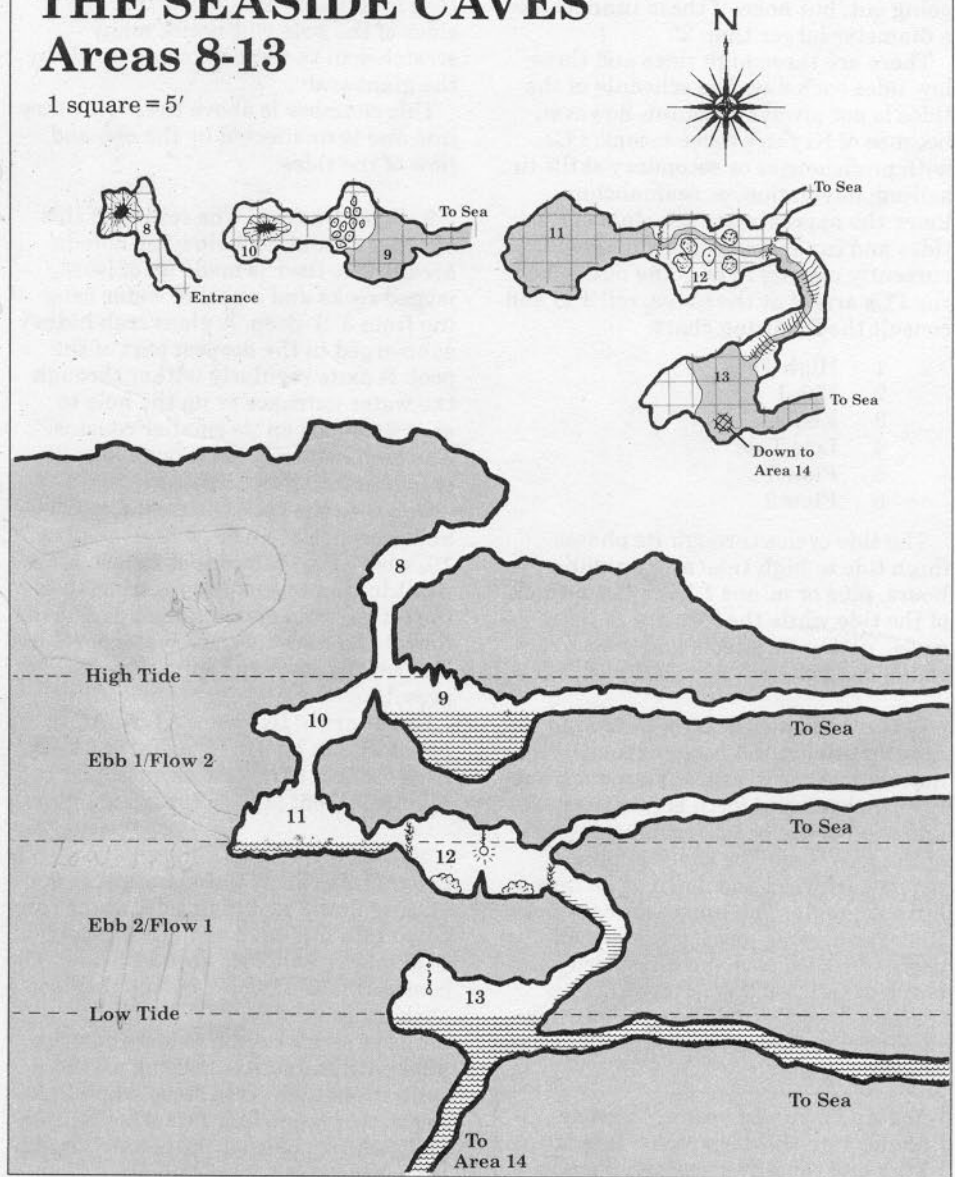
Loose rocks and gravel make climbing the cliff dangerous. Thieves have a -15% modifier to their climb-walls ability. Others cannot climb higher than 10' before falling (1-6 hp damage) unless they are roped and anchored to the top.

The caves and hollows range from 5'-50' deep and are 2'-8' wide. The caves frequently serve as lairs for the animals of the region. While the PCs are here, the chance of a random encounter increases to 1 in 4 (checked twice each 24-hour period). If the PCs plant and detonate Dalamar's device in one of the deeper caves of this region, the explosion shakes the length of the entire fault (see "Detonating Dalamar's Device").

The fault can be easily and quickly followed northwest to the coast.

## THE SEASIDE CAVES Areas 8-13

1 square = 5'



**7. The Ogre's Fist.** This is the highest peak in the region, visible from 10 hexes off in any direction.

Before you, a monolith of stone reaches up to the sky. Its craggy summit looks like a giant clenched fist defying the heavens. The smooth, treeless slope of the mountain extends to the rocky beach below.

Ogre's Fist Peak stands over 2,000' above sea level and is used as a landmark by passing ships. Only short grass grows on it, and climbing higher than

1,000' is difficult, for the slopes become sheer and the rocks slippery.

### The Seaside Caves

These caves are hidden in a rocky section of the north coast, due west of Ogre's Fist Peak. While the PCs look for the entrance to the caves (1-4 hours), make one random encounter check. If the PCs rescued the wemic cubs from the bandits (area 4), stage an encounter with the cubs' parents here (see "Overland Random Encounters" sidebar). Several other tunnels leading into the



caves may be accessible when the tide is going out, but none of these tunnels has a diameter larger than 2'.

There are three high tides and three low tides each day. The schedule of the tides is not always constant, however, because of Krynn's three moons. PCs with proficiencies or secondary skills in sailing, navigation, or seamanship know the approximate schedule of the tides and can tell whether the tide is currently coming in or going out. When the PCs arrive at the caves, roll 1d8 and consult the following chart:

- 1 High Tide
- 2 Ebb-1
- 3 Ebb-2
- 4 Low Tide
- 5 Flow-1
- 6 Flow-2

The tide cycles through its phases (high tide to high tide) every eight hours, plus or minus 1 hour. Keep track of the tide while the PCs are in the caves, noting its effects under each cave's description.

**8. Cave Mouth.** The rocks around the cave mouth are the home of small, harmless, colorful crabs. They constantly move back and forth across the rocks and sand of the beach, scampering out of the PCs' way. The cave opening twists backward and down at an uncomfortable angle. The inner stone is slick from the ocean's spray, forcing each descending PC to make a Dexterity check or fall (1-3 hp damage).

When the PCs find the cave entrance, read or paraphrase the following to the players:

You find a jagged opening that descends into the dark rocks. It is 10' high and roughly circular, apparently formed by the buckling and shifting of the rock masses around you. The roaring of the sea water is echoed from within, and the air inside is cool.

The PCs can hear running water at the back of the chamber, where the floor suddenly drops into a 12'-wide hole. Anyone holding a light source above the hole and looking down will see the light reflected 15' below. Descending into the hole without a rope or other means of support is impossible because of the slick rock. PCs falling through the hole into area 9 take 2-12 hp damage and

suffer an attack from the giant crab that lives there. PCs inspecting the sides of the hole will notice many scratches in the smooth stone (made by the giant crab).

This chamber is above the high-water line and is unaffected by the ebb and flow of the tides.

**9. Crab Cavern.** The ceiling of this cavern is about 10' below the hole in area 8. The floor is made up of loose, jagged rocks and a pool of water ranging from 3'-9' deep. A giant crab hides submerged in the deepest part of the pool. It exits regularly (either through the water entrance or up the hole to area 8) to feed on its smaller cousins. The crab instantly attacks anyone descending into this cave.

Opposite the pool, the cave constricts and descends at an easy angle to area 10, where the crab cannot follow. Movement in this cavern is dangerous (use the falling rule given in area 8). During flow-2 and high tide, the water level in this cavern rises and spills over into area 10.

**Giant crab:** INT non; AL N; AC 3; MV 9; HD 3; hp 21; THAC0 16; #AT 2; Dmg 2-8/2-8; SD -3 to surprise; SZ L; ML 13; XP 65; MC1 (Crustacean, giant).

**10. Slick Cavern.** This small chamber collects runoff water from area 9. During flow-2 and high tide, water runs down into this cave and falls through a 5'-diameter hole into area 11 below. The constant flow of water makes the floor slick (as in area 8).

The cavern's ceiling is low and dripping with stalactites, forcing all those taller than a dwarf to stoop when fighting in this room. Tall PCs who fail Dexterity checks (with a -2 penalty) bump their heads for 1-2 hp damage.

During flow-2, high tide, and ebb-1, the chamber below (area 11) fills with water. The water level climbs up to the hole in the floor of this cave, making it look like a deep pool. Anyone looking into the pool has a 50% chance to notice an eerie light in the water's depths. When the water level is down, the light is not visible.

**11. Salt Cavern.** The smell of salt is strong here, as this cave is regularly filled with and drained of water. The floor is covered with a layer of sediment and is always submerged in at least 2' of water. Light shows salt deposits lin-

ing the walls of the cave, and many crystals sparkling beneath the water.

During ebb-2 and low tide, a strange light is reflected through the water. If any PC searches for the light's source and passes an Intelligence check, he finds it comes from the east side of the cave. At this end, the ceiling dips beneath the water level and then rises into area 12. The strange light shines through the water under the ceiling from area 12. It's easy to plunge under the low ceiling and swim through to area 12, although the PCs cannot feel air on the other side by reaching underneath the rocks.

**12. Dimernesti Greetings.** Beyond the entrance, the floor of this cave drops to 7' below that of area 11.

Recently, a tribe of Dimernesti sea elves moved into these caves. They have made the lower caves an adequate home with kelp "dams." They placed a stiff, woven partition of kelp near the entrance from area 11 to keep out any intruders. The wall is sturdy, though only an inch thick. The PCs must do at least 12 hp cutting damage to pass. Although the crab in area 9 could cut the kelp easily with its claws, it is too large to pass through areas 10 and 11.

The tribes' wizard and priest have placed protective spells on the woven kelp wall to ward off intruders. Cutting the wall triggers a *programmed illusion*, and the image of a golden dragon rears up in the cave beyond the partition. Upon the dragon's back is a rider in shining white armor, bearing a dragonlance. The rider booms out in a loud voice, "You, who now defile this holy shrine, leave at once!" If the PCs do not retreat immediately, the dragon-image breathes flame, even if the cave is underwater! When the dragon breathes, it triggers a *glyph of warding* inscribed on the kelp wall, meant to reinforce the dragon-image's flame breath. The *glyph* super-heats the water, and anyone within 10' of the kelp wall takes 6d4 hp damage (save vs. spells for half damage). Although the dragon continues to breathe fire at intruders, no more real damage occurs once the *glyph* is spent.

The white rider continues shouting insults as the dragon fights, saying things like, "Evil fiends, I warned you!" The noise alerts the elves in area 13, who will be prepared if the PCs make it past the illusion. As long as anyone is

still conscious and in range of the illusion, it continues fighting and yelling.

The room is always lit softly by a lantern hanging from the ceiling. The lantern is made of a glowing blue brain coral and hangs by a chain of braided seaweed. In the center of the cave, a large cluster of blue coral forms a rough table. The room appears to be decorated with exotic undersea flora and fauna, including green and white coral, a large patch of leafy brown algae, clusters of red algae, and four pink-tinged sponges.

The elves have collected these things from other parts of the sea and now use their special talents to keep them growing in the absence of sunlight and in the intermittent exposure to the air. The lantern provides enough light for the plants to thrive. The sponges serve as chairs for any guests the elves might entertain and also keep their users comfortably wet. The sponges become slightly sticky when exposed to air.

Several small decorations are scattered nearby, including 12 pearls (worth a total of 3,550 gp), a beautifully polished conch shell inscribed with the symbol of Paladine (worth 65 gp), and a patch of healing moss (acts as a potion of *healing*). Elven trinkets are attached to the sides of the sponges: a coral hairpiece in the shape of a dolphin (unfinished, worth 25 gp); a stone knife; a clam-shell comb; and a sealed clam shell containing purple jelly.

The purple jelly is magical, tastes sweet, and smells salty. It is called *jooma* and is both a dessert and a perfume to the sea elves. *Jooma* shells each contain eight doses of jelly, and swallowing a dose bestows four hours of *water breathing* ability on an air-breathing creature. During that time, the creature cannot breathe air normally—it suffocates if kept out of water (use the rules for holding one's breath given on page 122 of the *PH*). If exposed to open air for 10 minutes, *jooma* hardens and becomes worthless, so it is stored in airtight containers.

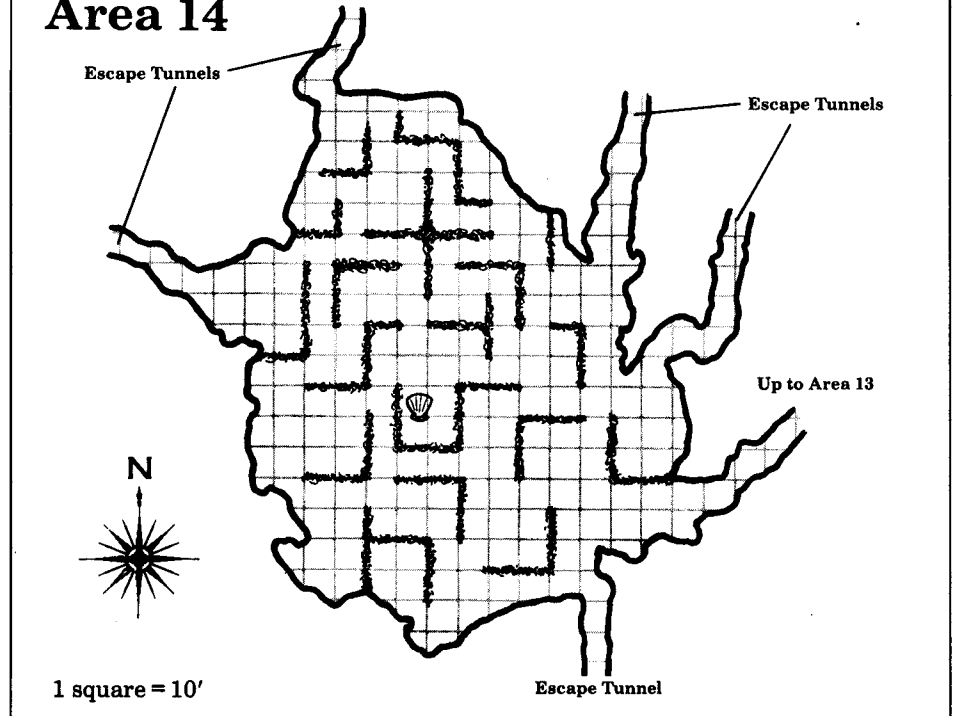
This room's floor is not slick. The east end of the chamber is blocked by another partition of woven kelp. The partition is attached to the sides of the cave by coral latches and can be opened like a door to reveal a corridor leading farther down.

Just above this exit is a 2'-wide tunnel to the sea.

**13. Kennel.** This cave is partially filled with sea water even during low

## THE SEA ELVES' GROTTO

### Area 14



tide. A tunnel exit from this chamber emerges underwater in a coral bed a mile offshore. The floor is tiered like area 12 (the west end is the highest), and the smooth stone ceiling ranges from 8'-10' high.

The raised portion on the west side of the chamber forms an air pocket when the chamber is submerged. The raised platform is the kennel of five sea otters that the Dimernesti use as guards and playmates (these otters are not *shape-changed* Dimernesti). The otters block surround any non-Dimernesti who enter this room. They swim in circles around the intruders, making occasional warning bites (normal attack roll, 1 hp damage) to force the trespassers to retreat. If the intruders continue forward or attack, the otters fight back. If the PCs retreat to area 12 and stay there, one otter swims down to alert the elves in area 14.

A hollow gourd is suspended by a rope of woven kelp in the raised portion of the chamber. It contains a black, oily substance called *sitha* (see details below).

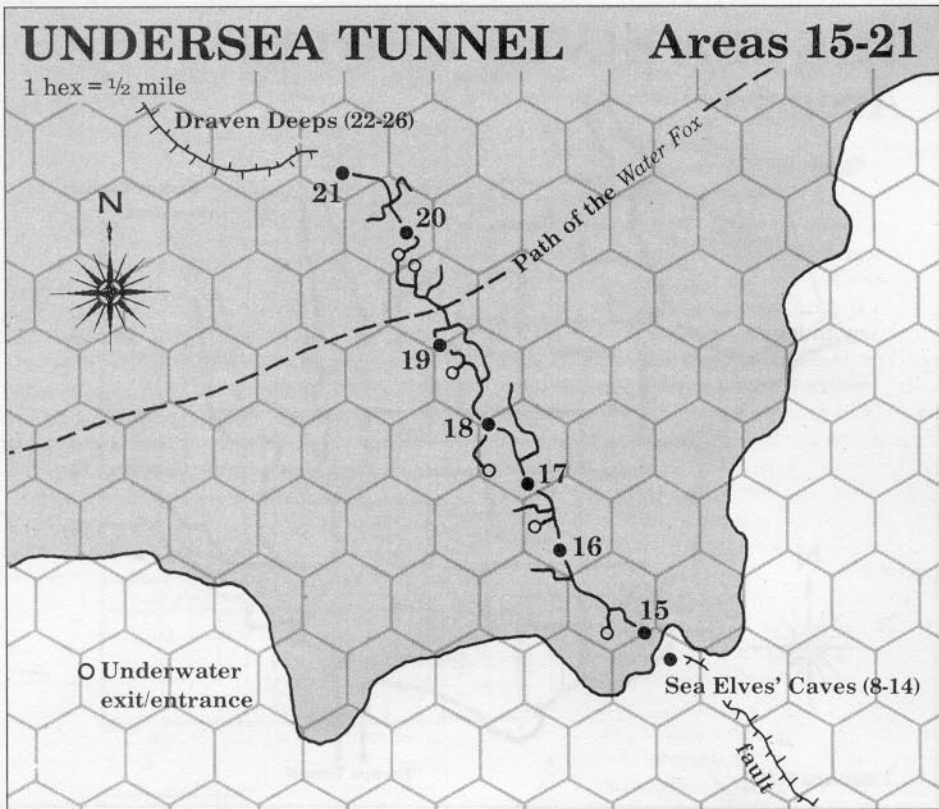
A 2'-wide hole in the floor is submerged and invisible from above the water. Seawater runs down through this hole into the elves' grotto below. The

flow of water is controlled by a grate made of woven kelp fitted over the hole. When the grate is treated with *sitha*, it swells, decreasing the water flow from the chamber and allowing the elves to keep the upper chambers submerged longer than normal.

Anyone coming within 10' of the grate must make a Dexterity check. If the PC fails, he is swept into the water by the current and must make a Strength check. If he fails that as well, the PC is pinned against the grate and will drown in three rounds unless he can pass a bend-bars roll. Up to three PCs may help (adding their bend bars score to the trapped PC's), providing they pass a Strength check to avoid being trapped themselves.

Any dwarf, gnome, or kender who is trapped against the grate has a 40% chance of being pulled through into area 14 below. If this happens, the PC will be treated as a hostile intruder (see area 14).

**Sea otters (5):** INT animal; AL N; AC 5; MV 12, swim 18; HD 1; hp 5 each; THAC0 20; #AT 1; Dmg 1-3; SZ S; ML 11; MC4 (Elf, Sea—Dimernesti, modified).



**14. The Elves' Grotto.** This completely submerged grotto is a large, flat chamber with a ceiling 5'-15' above. The grotto is the home of a small tribe of Dimernesti sea elves who have used curtains of woven kelp (as in area 12) to create walls and rooms. The curtains are moveable to fit the sea elves' whimsical and fleeting tastes in home decoration. However, there is always a central space that is well concealed from the entrances and houses the tribe's treasure and its children. The grotto is accessible only through the underwater passageway from area 13 and through tunnels coming from underwater entrances spread out along the shore.

The elves have lined the passages with many traps to snare the unwelcome. Anyone attempting to enter through the 50'-long passages must make a saving throw vs. paralyzation or be held fast by kelp and seaweed nooses. PCs trapped in the kelp must pass a bend-bars roll to free themselves. Six sea elves surround a trapped individual in 2-5 rounds. They kill the intruder if he is an enemy or take him to the guest chamber (area 12) if he is not. The elves will use jooma to keep any nonenemy

intruders alive.

The elves do not allow outsiders to enter this chamber under any circumstances. If the PCs get past the sea otters in area 13 and try to enter, they will encounter the traps in the tunnel. In addition, 20 normal sea elves led by a 4th-level fighter attack the PCs to drive them out of the caves. The elves throw everything they have at intruders while they lead their children to safety.

Young elves are housed in the center of the grotto until old enough fend for themselves. The inner regions of the home are decorated much like the guest chamber (area 12). There are 60 normal adult Dimernesti here, with 25 children, and eight leaders (six fighter/mages of levels 4/4, the tribal cleric, and the clan elder).

**Danik** (clan elder): AL NG; AC 7 (5 as otter); MV 9, swim 15 (18 as otter); M12; hp 29; THAC0 17; #AT 1; Dmg by spell or weapon type, or 1-3 (as otter); S 11, D 17, C 13, I 17, W 13, Ch 14; ML 13; MC4 (Elf, Sea-Dimernesti).

Spells: *charm person, magic missile, protection from evil, read magic; detect evil, ESP, forget, invisibility; dispel magic, haste, monster summoning I,*

*suggestion; dimension door, fear, magic mirror, wall of ice; Bigby's interposing hand, conjure elemental, dream, hold monster; legend lore.*

**Dafta** (tribal cleric): AC 6 (5 as otter); C6; hp 26; THAC0 18; S 11, D 18, C 12, I 16, W 15, Ch 14; other statistics as Danik.

Spells: *command, cure light wounds, detect snares and pits; augury, know alignment, obscurement; glyph of warding, continual light.*

**Dimernesti leaders** (6): F4/M4; hp 18 each; THAC0 17; other statistics as Danik. Spells: *charm person, protection from evil, sleep; scare, stinking cloud.*

**Dimernesti** (60): AL CG; AC 9 (5 as otter or in chain mail); HD 1+1; hp 7 each; THAC0 19 (18 with bow or short sword); Dmg by weapon type or 1-3 (as otter); other statistics as Danik; chain mail, tridents, spears, short swords.

**Dimernesti children** (25): AL CG; AC 10 (5 as otter); HD 1-1; hp 3 each; THAC0 20; Dmg 1-2; ML 9; other statistics as Danik.

The spells the Dimernesti use have been modified to work underwater. *Obscurement*, for example, works much like the defensive ink of a giant squid (see the *Monstrous Compendium* entry "Squid, Giant").

More information on the Dimernesti can be found on pages 63-66 of the World Book of the *Tales of the Lance* boxed set and in the MC4 appendix to the *Monstrous Compendium*.

The elves keep their tribal treasures in a 5'-diameter clam shell located in the center of the chamber. The shell is *wizard locked* by a 12th level mage and remains closed unless someone utters the command word ("Kelotta"). Inside are 24 shells of jooma, three hollow gourds of sitha, a collection of 43 gems (worth a total of 13,605 gp), and one massive pearl (worth 4,000 gp). Danik uses the pearl as a reflective surface for his *magic mirror* spell. The clam also contains the tribe's communal spell books, written on small plates of mother-of-pearl set with letters of gold.

If the PCs guess or discover that the caves are home to a benign group of sea-creatures and approach the elves peacefully, the sea otters in area 13 will summon the elves from below. Within six rounds the clan elder Danik, his wife Dafta, and eight male Dimernesti arrive in area 13 to meet with the PCs.

Danik and Dafta are benevolent, calm, and wise. They do not jump to

conclusions. However, they are protective of their home and of their tribe, and they question the PCs sternly about the adventurers' reasons for intruding on the elves' home. If any otters were attacked or killed, Danik and Dafta will believe the PCs are evil, and the heroes will have to make many apologies, explanations, and promises of restitution to regain any footing with the sea elves.

If the PCs do not give Danik and Dafta a respectable purpose for entering their home, or if they show signs of trying to fool the elves, they will be expelled and threatened with dire punishment if they try to enter again. If the meeting is interrupted by the incoming tide, Danik will offer the PCs a taste of the jooma so that the conversation can continue. If the PCs refuse, Danik will offer to meet them in area 12, if the tide is low or ebbing.

If the PCs explain to Danik and Dafta the true reason for their trespassing, and display Dalamar's device, the Dimernesti leaders call a halt to the meeting until they can consult with all the adult members of their tribe. They ask the PCs to wait above ground until the tribe has held council. If asked, Danik will tell the PCs that the council should take two hours. If the PCs do not wish to wait that long, Danik shakes his head and says, "You humans are too hasty, too reckless. Decisions like this must be thought out, or else we will make mistakes." If the PCs persist in their impatience, the clan elder asks them to leave and treats them as if they had lied to the elves. If the PCs wait, Danik, Dafta, and their eight-elf escort appear on the surface two hours later. Read or paraphrase the following to the players:

The regal sea elf surveys your party, then raises his hand in a respectful greeting. "Please excuse our previous inhospitality. We are not used to trespassers—especially land-dwellers. However, your coming at this time and for this reason does seem a great coincidence. The koalinth who despoil your city's shipping are also our mortal enemies. Their numbers are too great for us to defeat in battle. Although they do not know the location of our home, they know we are near and are seeking us out. We will be forced to leave unless the evil koalinth are turned away. I

have spent the last few hours in council with my brethren, and we feel the time is right to work together with you humans against our common enemy. How can we eliminate the koalinth?"

If the PCs have told Danik about Dalamar's device, or if they tell him now, the sea elf asks to see it. If the PCs give it to him, he studies the writings on the cylinder and casts his *legend lore* spell on it. This will take 1-4 turns and will produce the historical information contained in the section "Detonating Dalamar's Device" (Danik will share this information with the PCs if asked). If the PCs will not allow Danik to cast any spells on the device, he asks the PCs to tell him everything they know about it.

After discovering what the device can do, Danik shakes his head and sighs, muttering something about the wild and destructive ways of land-dwellers. He firmly tells the PCs that he will not allow the device to be detonated anywhere near the elves' home, nor deep in the crevice where it may cause the elves harm.

Danik suggests that the device should be set off in the heart of the koalinth colony, where it can affect only its intended target, instead of causing destruction all along the fault. If the PCs ask the elves to plant the device within the Draven Deeps for them, Danik flatly refuses. However, Danik offers to escort the PCs to an undersea tunnel (area 15) that leads to the Draven Deeps. He also offers them a sufficient quantity of jooma to take the device to the colony themselves. He will not, however, send any elves or sea otters to accompany the PCs in the tunnel.

If the PCs are stumped at this point and do not wish to embark on such a dangerous underwater mission, Danik suggests that the humans and sea elves work together to eliminate the threat. He proposes that the two races appoint delegations and make plans to force the koalinth out. Intelligent PCs should realize that such planning would take weeks, even months—time that Palanthatas just doesn't have. If the PCs agree to act as go-betweens for Danik's correspondence with Lord Jostin, things will not work out well for them (see "Concluding the Adventure").

If the PCs refuse Danik's suggestion for a correspondence without sufficient

explanation, the sea elf will be insulted, believing the PCs to be too conceited and stupid for their own good. He tells them to keep their ugly "land-dweller magic" away from the area and invites them to leave. If the PCs explain that there is not enough time for negotiations, and that it is better for Palanthatas to handle the situation in Lord Jostin's "quiet" manner, Danik will understand. If so, the sea elf has no wish for contact with Palanthatas after the problem is solved (the elves would rather keep their location a secret), and he tries to swear the PCs to secrecy.

Danik offers one more suggestion. The Dimernesti have always kept an eye on the shipping lanes in the area, for they are wary of the encroachment of men into their territory. The clan elder offers to warn the next ship that passes, in the hope that they can save it from koalinth attack.

Lord Jostin has entrusted the PCs with the completion of an important mission, and the PCs must decide how to accomplish it. Three possible solutions are described in the meeting with Danik, but the DM or the PCs may think of something else. Alternate solutions must be fleshed out by the DM.

If the PCs decide not to travel through the undersea tunnel (areas 15-21) but go across the sea floor instead, the DM can use the salt-water depths random encounter table from the *Monstrous Compendium* to create some interesting complications along the way to the Draven Deeps. If the adventurers choose the sea-floor route, Danik gives them each two shells full of jooma. He also instructs the PCs to follow the underwater cliff that runs above and parallel to the tunnels of areas 15-21, so they won't get lost in the depths.

The fault is easy to follow under the water. If the PCs stray from the cliff and become lost, use the tables on page 128 of the *DMG* to deal with them. The sea floor is equivalent to rolling ground, with the modifier for darkness. The PCs may also gain the "landmark sighted" modifier if they navigate by the general slope of the sea floor as it descends to the northwest. The sea depth in this area ranges from 0' at the shore to 800' in the depths. The average depth is 400', plus or minus  $2d10 \times 10'$ .

The Undersea Tunnel

If the PCs elect to plant the device in the Draven Deepes themselves, Danik will lead them to the entrance to the undersea tunnel. It lies 30 yards northwest of the seaside caves, and 10 yards offshore. If the PCs do not talk with the sea elves and manage to find this area on their own, they must come up with their own methods for traveling underwater.

The entrance shaft to the undersea tunnel appears as a deep hole in the rocks under the surf. The sea floor here is 60' underwater during high tide, 40' during low tide. The hole is not easily noticed from the shore, but swimmers have a 30% chance of noticing a dark, immobile shape in the depths. Anyone swimming within 20' of the hole or looking at it from at least 100' in the air (by flying, for example) has an 80% chance of recognizing the hole for what it is.

The opening is 20' wide and emits a constant, subtle flow of warm water. The passage appears to descend at an 80° angle toward the north. Without magical aid, the PCs cannot see more than 1'-2' in the deeper regions of the tunnel. If the PCs ask, Dafta (the Dimernesti priest from the seaside caves) will cast her *continual light* spell on an item the PCs can carry. The effects of all light sources are halved in the depths.

If the PCs have not met Danik and the Dimernesti, skip the following box.

The sea elves are wary as they stand in the shallow water of the shore, watching you. The one called Danik calls your attention to a dark shape about 100' offshore, barely visible beneath the waves. "There, beneath the surf, is the opening of a tunnel that leads to the koalinth colony. The koalinth have not explored it extensively and do not know how close this exit lies to our home. If you wish to use that device to eliminate the koalinth, I will not stop you. However, you must leave it within the koalinth colony itself. Do not leave it in the tunnels or near our home. If it were exploded there, it would destroy us, along with any chances of our helping you in the future. Do you understand?"

If the PCs do not understand, or ask questions, Danik explains: "If the device is detonated in one of the stable areas of the fault, it will cause the whole fault to shift and shake. If the

explosion occurs in the already unstable Draven Deepes, the effect should be localized." If the PCs require a more detailed explanation, see "Detonating Dalamar's Device." When the PCs clearly understand Danik's reasoning, the sea elf continues.

"I do not believe land-dwellers like yourselves will find it a comfortable journey, but we will provide what aid we can." He pulls several small shells from a pouch at his side and gives two shells to each of you. "These contain jooma. It will help you breathe underwater. There should be enough for all of you to make the journey to the koalinth, do your deed, and return. We cannot come to your aid if your quest proves unsuccessful, for then the koalinth would track us to our home. Our wishes for luck and success go with you, however. The koalinth colony is about four miles away along the fault."

Danik answers any questions the PCs have about the underwater environment, including combat. He knows everything relevant explained on page 79 of the *DMG* and pages 120-122 of the *PH*, and the DM can share this information with the players. If the PCs ask, Danik will provide each of them with a spear to use as a thrusting weapon underwater. As a mage, he cautions wizards about taking spell components underwater (some powders and other items can be ruined) and gives the party two airtight pouches that are accessible underwater (this is possible because a thick jelly forms an airlock on the mouth of the pouch). Mages need two rounds to get anything from such a pouch, however. Danik will safeguard any valuables the PCs wish to leave behind.

Danik, Dafta, and the other sea elves watch all the PCs descend into the hole before they return to their home. They do not leave until all PCs have gone, because they fear that the PCs might try to plant the device somewhere near their home while the elves are not watching.

The tunnel leads along the crevice, from the coast to the Draven Deepes. Several obstacles and encounters in the tunnel are shown on the map of areas 15-21, although the DM can modify these to fit the PCs' journey.

If the PCs leave the undersea tunnel

through one of the exits shown on the map, they will have to search the sea floor for another entrance. Finding an entrance is as difficult as discovering a secret door, and PCs have the usual chances to find them when they are in the correct hex.

While journeying in the tunnel, the PCs may meet hostile sea creatures. Roll 1d10 each turn the PCs are in the tunnel; an encounter occurs on a 1. Then roll 1d6 and consult the following chart.

1. **Silver fish** (1-100): like those encountered in area 15 (see below).

2. **Sting ray**: INT non; AL N; AC 7; MV swim 9; HD 1; hp 5; THAC0 20; #AT 1; Dmg 1-3; SA poison (5-20 hp damage and paralysis for as many turns); SZ S (5' wingspan); ML 5; XP 120; MC1 (Ray, sting).

A random PC accidentally steps on this creature, which attacks for two rounds before fleeing.

3. **Large fish** (1-100): While as harmless as the small silver fish encountered in area 15, these fish are all 1'-2' long and much quicker.

4. **Kelp**: A thick patch of kelp grows up from the sand at the base of the tunnel. The patch extends for the next 10d10 yards. Movement and visibility are halved in the kelp.

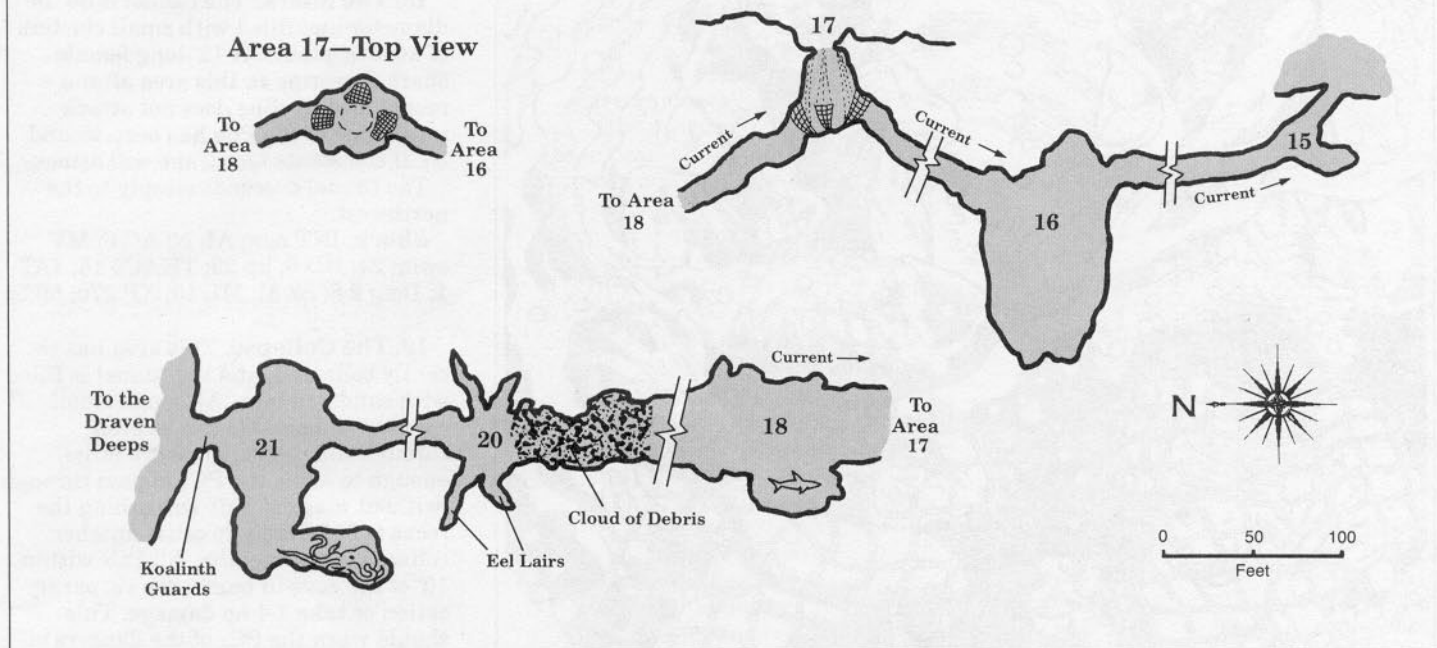
5. **Black urchin**: INT semi; AL N; AC 4; MV 6, swim 6; HD 1 + 1; hp 7; THAC0 19; #AT 2; Dmg 1-4; SA +2 to hit, poisoned spines (save or be paralyzed for 2-16 turns); SZ S; ML 11; XP 65; MC2.

This creature is winding its way through the tunnel in search of shellfish. It attacks the PCs in self defense until they kill it or move more than 10' away.

6. **Steam pocket**: Because of the unstable nature of the crevice, small fissures periodically open up in the tunnel. One such crack has opened up in this area, releasing a cloud of hot, bubbling steam. Each PC has a 40% chance (80% for PCs with infravision) of noticing the cloud as it rushes toward them down the tunnel. PCs who see the cloud can get out of the way. Anyone in the tunnel as the steam cloud passes takes 2-8 hp damage (save vs. breath weapon for half damage). Those who shelter against the sides of the tunnel take half damage (no damage if the save is made).

## UNDERSEA TUNNEL—SIDE VIEW

### Areas 15-21



**15. Descending Shaft.** The shaft drops about 40' to a small chamber.

The shaft opens up into a small grotto with sand-covered walls and floor. Swaying in the slight current of warm water are the tendrils of several clusters of green kelp. Small, knifelike forms dart in and out of the kelp, reflecting the sunlight that filters into this chamber. To the north, the tunnel continues, angling slightly down between jagged rocks.

If the PCs have a light, they can identify the knifelike forms as small silver fish. Without light, the sunlight reflecting off the silver skin of the fish gives the area a mystical, dreamlike aura.

A solitary shark made its lair in the south portion of this cave until it was hunted down and slain by the sea elves. If the PCs search the back portion of the cavern, they have a 40% chance to discover several small bones in the sand on the floor.

Traveling north from this chamber into the tunnel means traveling against the current. The PCs' movement rates are all reduced by one point because of

this, but they get to add a point of movement to their normal rates on the return trip.

**16. The Chasm.** The tunnel opens abruptly before this great drop. If the PCs have a light source, they see the floor suddenly drop away from them. Without light, the first PC to enter the area falls into the chasm unless he makes a saving throw vs. paralyzation with a -2 penalty.

The chasm was the site of a small eruption long ago. Since then, the area has cooled to form this 60'-long, 40'-wide, 120'-deep fissure. The bottom is solid rock. The current of water flows steadily north to south through the top portion of this chamber.

To cross this chasm, the PCs must swim. PCs in metal armor cannot make it to the other side without mechanical or magical aid. Rules for swimming with equipment are given on pages 120-122 of the *PH*. Regardless of when the DM last checked for a random encounter, he should make another check here.

The tunnel leading from the north end of this area climbs gently up to area 17.

**17. Orughi Fishermen.** The ascending tunnel comes within 30' of the surface here, where it burrows beneath a small island. A shaft leads up from the tunnel to a pool in the middle of the island. The island is the home of three orughi. These sea-dwelling ogres use the pool (and the shaft to the tunnel) as a fishing hole.

The orughi fish with nets made from kelp strands, with bones and teeth woven into the fibers to form hooks. They weight these nets with rocks and drop them into the tunnel, where they hope to catch the large fish that pass through (see encounters detailed for "The Undersea Tunnel"). The orughi's infravision allows them to clearly see figures in the tunnel below. One orughi watches the pool at all times and has a 60% chance of noticing the PCs as they pass through.

There are two nets in the tunnel; their positions are noted on the diagram of this area. The PCs have the same chance to see the nets as they have of noticing secret doors. If they don't notice the nets, each PC has a 20% chance of disturbing one. Any movement of the net alerts the orughi on watch above; he



reacts as detailed below. If any PCs decide to swim to the top of the pool, there is a 95% chance that the orughi notices them.

When the orughi on guard notices figures in the tunnel, it gets the attention of its fellows, then pulls on the ropes to one of the nets. All PCs within 5' of the net must roll Dexterity checks (with a +2 penalty for being in water) to avoid being caught and dragged up to the pool.

Each net can hold a maximum of two man-sized beings. If more than two PCs are caught in a net, one (randomly determined) can slip free in one round. Netted PCs take 1-3 hp damage from the hooks and are drawn upward at a rate of 20' per round, though overloaded nets (those holding more than two PCs) are pulled up at half that speed.

In the net, PCs are AC 10 and cannot attack the orughi, but they can try to cut the net (AC 8). To free trapped PCs, a net must take 15 hp damage. Any PC under the influence of jooma (from area 12) is unable to breathe air and suffocates unless returned to the water (PCs can hold their breath as detailed on page 122 of the *PH*).

When a PC is drawn to the top, the orughi pulls him out of the pool, throws him to the ground, and begins to pummel him with a large club.

Once the first orughi alerts its fellows to possible prey, the orughi arrive in two rounds and pull on the other nets. The orughi try to capture as many of the PCs as possible before dining on anyone. If all of the nets are cut before the orughi have captured anyone, there is a 30% chance they will dive in and attack the PCs in the water. The orughi are strong swimmers, attacking with stone knives underwater. They can hold their breath for 20 rounds.

The island above is covered with sand and rocks, with only a few palm trees and a bit of grass. The orughi have no treasure.

**Orughi** (3): INT low; AL CE; AC 5; MV 9, swim 18; HD 4 + 1; hp 21 each; THAC0 17; #AT 1; Dmg by weapon type; SA +2 damage due to strength; SZ M (4'-5' tall); ML 7; XP 175; MC4 (Ogre of Krynn). These creatures are armed with clubs and knives.

The tunnel continues onward, slanting down into the crevice and gradually widening. Several small side tunnels

(extending only 50' off the main shaft) branch off periodically in random directions. If the PCs continue to follow the largest tunnel, they will not get lost.

**18. The Shark.** The tunnel is 30' in diameter and filled with small clusters of aquatic plants. A 12'-long female shark is resting in this area after a recent feeding. She does not attack unless one of the PCs has been wounded. If she scents blood, she will attack. The tunnel descends steeply to the northwest.

**Shark:** INT non; AL N; AC 6; MV swim 24; HD 6; hp 29; THAC0 15; #AT 1; Dmg 2-8; SZ M; ML 10; XP 270; MC2.

**19. The Collapse.** This area has recently collapsed, and the tunnel is filled with sand and rock. Although small cavities and pockets can be seen through the rubble, none are large enough to allow the PCs to pass through (without magical aid). Disturbing the rocks is 25% likely to cause another collapse in the vicinity. All PCs within 10' of the cave-in must save vs. paralysis or take 1-4 hp damage. This should warn the PCs of the dangers of clearing the tunnel and passing through. The PCs must go back and take the side passageway to the east as shown on the sea encounter map. Keep track of the time the PCs spend searching for a way around the cave-in (and its effect on their *water breathing* abilities).

**20. Cloud of Debris.** This region of the tunnel is very unstable. Small spurts of steam and other gases escape from fissures in the earth to shake the rock of the crevice. Sand and stones continually shift, and a constant cloud of debris clogs the length of the tunnel (see map). If the PCs move through this cloud while under the influence of a *water breathing* spell (or the sea elves' jooma), they must save vs. breath weapon or begin coughing and choking on the debris in the water. No combat is possible while the victim coughs, though the victim can move at half normal speed. The choking persists for 1-3 rounds after the victim leaves the cloud. Covering one's mouth with a fine cloth while passing through the cloud will prevent the coughing spasm.

Beyond the cloud, two giant eels lair in a series of 2'-wide burrows that sink 20'-30' into the rock around the tunnel. They are very irritable and always

attack passersby, including PCs emerging from the cloud. When the eels fail a morale check, however, they retreat deep into their burrows and do not come out for 1-3 days. They have no treasure.

**Giant eels (2):** INT non; AL N; AC 6; MV swim 9; HD 5; hp 19, 18; THAC0 15; #AT 1; Dmg 3-18; SZ H; ML 8; XP 175; MC2.

**21. Lurker in the Depths.** From the south, the tunnel shrinks to little more than 2' in diameter. Beyond the constriction, the passage opens up into a large chamber with an exit in the opposite wall. This grotto looks much like the chasm in area 16, as the floor drops away from the tunnel entrance into darkness. However, at the base of the pit, the south wall opens into a small cave where a giant octopus lurks. Just north of this chamber, the tunnel opens into the Draven Deeps, site of the koalinth colony.

The marine hobgoblins keep the octopus confined in this cave and feed it the victims of their plunderings. To the koalinth, this brutal treatment is a religious matter. It reinforces their belief in the superiority of sea-dwellers over land-dwellers. As a result, the giant octopus is usually kept well fed. The bones, tattered clothes, and other remains of the octopus's victims (including three sea-elven spears and a rusty short sword) are scattered in the depths of the pit in front of its small niche.

When the PCs first enter this cave from the south, there is a 75% chance that the octopus detects them through disturbances in the currents and the PCs' smell in the water. If so, it takes one round to slowly move out into the bottom of the pit. From there it attacks the PCs with its tentacles as they pass overhead. It attempts to grab up to three human-sized figures and pull them down to its lair. If the octopus takes more than 30 hp damage, or if three or more of its tentacles are severed, it tries to retreat into the side cave, perhaps bringing some victims with it. It uses its ink to hide this retreat. If the octopus is pursued into its cave, it will fight to the death.

**Giant octopus:** INT animal; AL N(E); AC 7; MV 3, swim 12; HD 8; hp 51; THAC0 12; #AT 7; Dmg 1-4 ( $\times 6$ )/2-12; SA constriction; SD ink, color change; SZ L; ML 13; XP 1,400; MC2.

If the PCs are able to pass through this chamber without destroying the

octopus, the creature stays alert and waiting for 3-18 turns. If the PCs later try to retreat from the Draven Deeps through the tunnel, the octopus will be ready for them.

Beyond the northern exit to this lair, the tunnel opens up into the crevice that houses the koalinth colony (areas 22-26). Two koalinth guards (statistics as koalinth warriors in "The Draven Deeps" section that follows) are posted near the tunnel's opening, but they have only a 10% chance of hearing the sounds of combat in the octopus's lair.

### The Draven Deeps

Years ago, when the Cataclysm shook and molded the face of Krynn, a great fissure opened beneath the water, allowing tremendous amounts of heat and pressure to escape. The great forces split the planet's crust at its seams, creating the fault that continues underwater and far inland (see area 6). After bubbling and shaking for a few years, the activity died down and the fissure resealed itself. But the geothermic forces left their mark on the land and sea. A great cliff was created, and the rock and crust around it were riddled with extensive tunnels. Many of these tunnels still exist (see "The Underwater Tunnel").

Since the Cataclysm, this fissure has periodically reopened to release the pressures from below. The last reopening occurred 60 years ago. A sea-captain named Draven Argentsin had boasted that his caravel, the *Galedancer*, could outrun any ship. Many tried to beat her, but the *Galedancer* lived up to her captain's claim. On one day, Draven was speeding well in front of four challengers when the underwater fissure opened and engulfed his ship in flame and ash. Draven and his wrecked ship were swallowed in the resulting maelstrom. The place where Draven perished has since been named the Draven Deeps.

The site of the fissure is now cool and solid, although small bursts of steam and gases periodically stir the water (see area 26). A tribe of koalinth has moved into the caves that dot the cliff overlooking the northeast side of the fissure (see the "Koalinth Colony" map). The caves extend 20'-120' into the cliff. The floors of the caves are rocky and uneven, with many niches that serve as beds or hiding places for the koalinth.

There are currently 152 adult male koalinth, 107 females, and 66 young in the colony. Also present are seven leaders, 14 assistants, two sub-chiefs, and the chieftain. Not all of the population is present at Draven Deeps at any given time. About half of the warriors are on patrol or hunting, about a third of the females are gathering food, and up to half the children are learning from their elders or bullying each other in the depths.

After arriving three months ago, the koalinth have prospered due to abundant sea life and shipping lanes that beg to be plundered.

The koalinth don't know they live in a dangerous zone, and they do not realize the significance of the steam and occasional tremors. They know a group of Dimernesti lives somewhere close by, and they send regular scouting missions to find the sea elves' home. Being more interested in plundering Palanthian ships than in exploring, they have not investigated the dark tunnel beyond the "Lurker in the Depths" (the giant octopus at area 21).

**Koalinth chieftain:** INT average; AL LE; AC 2; MV 12; HD 4; hp 22; THAC0 17; #AT 1; Dmg by weapon type +3 (spear); SZ M; ML 12; XP 120; MC1 (Hobgoblin).

**Koalinth subchiefs (2):** AC 3; HD 3; hp 16; THAC0 17; Dmg by weapon type +2 (spear); XP 65; other statistics as for koalinth chieftain.

**Koalinth leaders and assistants (21):** AC 5; HD 1 + 1; hp 9 each; THAC0 19; Dmg by weapon type (spear or dagger); XP 35; other statistics as for koalinth chieftain.

**Koalinth warriors (152):** hp 6 each; Dmg by weapon type (spear); other statistics as for koalinth leaders and assistants.

The koalinth females and young are noncombatants and have 1-6 hp each.

Each turn that the PCs spend in the Draven Deeps (in the area shown on the map) there is a 1-in-6 chance that they will encounter 1-6 koalinth warriors (40%), 1-4 koalinth females (30%), or 1-3 koalinth young. The females and young swim to the nearest cave to alert the tribe, and 2-12 koalinth warriors pursue the PCs in 2-4 rounds. If warriors are encountered, one of them will always flee to warn the tribe, bringing 2-12 more koalinth in 2-8 rounds.

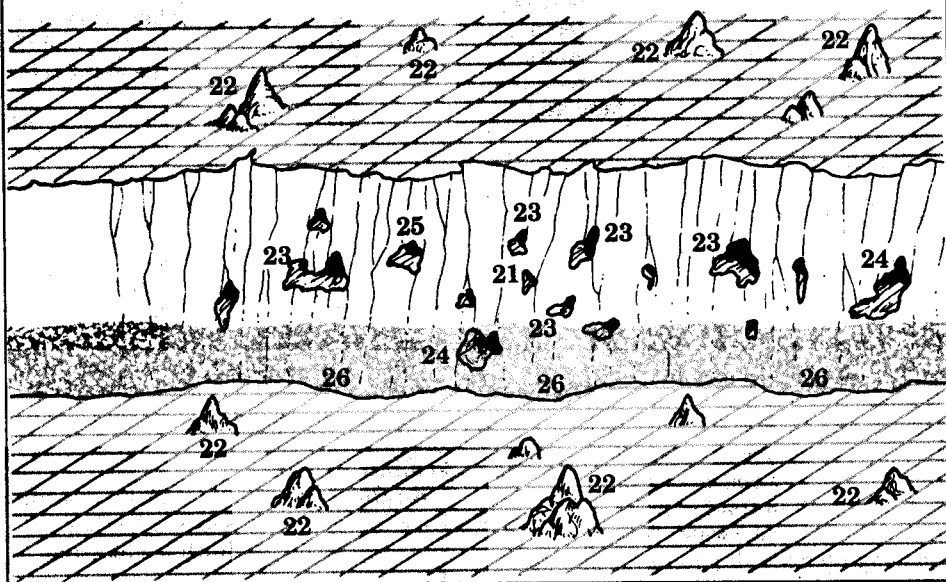
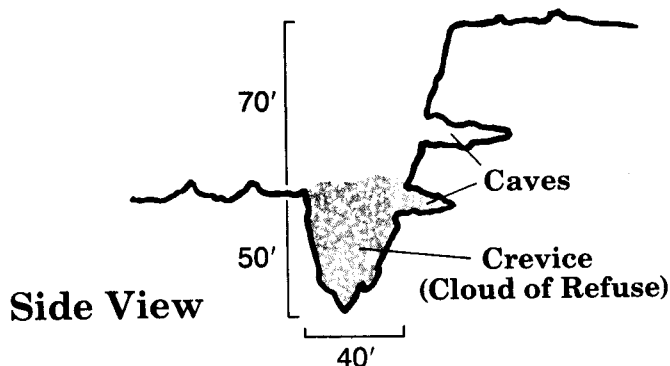
Once the tribe is aware that intruders are present in the deeps, the females



# THE KOALINTH COLONY

## Areas 21-26

1 square = 10'



withdraw into the caves while the males all go to track down the intruders. The PCs see groups of koalinth prowling and searching the whole area (encountered as above). If the koalinth come upon the PCs inside the colony, they will attack to kill.

The chieftain interrogates all captives using a crude form of Common. He tries to discover the real reasons for their intrusion and asks them specifically where the Dimernesti live. If the PCs reveal this information, he may be persuaded to let the adventurers live (long enough to verify the truth of their

words and attack the Dimernesti).

If the PCs do not reveal the location of the sea elves' home, or if they are hesitant (as though preparing a lie), the koalinth chieftain will have them thrown to the Lurker in the Depths (area 21) without their weapons. He keeps their weapons and obvious treasure in his own cave, adding them to the tribal treasury (see area 25).

The koalinth do not keep prisoners longer than two days for any reason; they either kill and eat their prisoners or they feed them to the giant octopus in area 21.

Two koalinth are posted at the tunnel exit (area 21) to guard the entrance of the cave. If they are attacked, one fights while the other flees to alert the tribe (as detailed above). If the PCs are brought here after an audience with the chieftain, the koalinth will enter the cave and awaken the octopus, then force the PCs into the pit at spearpoint.

**22. Guard Post.** Six koalinth warriors armed with spears and nets are stationed at each of these guard posts. They remain motionless before attacking and receive a bonus of -2 to their surprise rolls. If the PCs approach peacefully, they find themselves surrounded by koalinth guards who demand that the adventurers drop their weapons and submit to being bound. The PCs are then conducted before the tribal chieftain. If the PCs refuse to surrender their weapons or be bound, the koalinth attack. They do not let intruders past them and attack to subdue using their nets. Five koalinth attack the trespassers while one goes to alert the chieftain.

If the PCs allow themselves to be taken before the chieftain, their arms will be bound with kelp bonds, and they will be conducted to area 25. If the PCs manage to kill the sentry who flees to warn the tribe of intruders, the koalinth colony will not be alerted to their presence.

**23. Tribal Caves.** The tribal caves extend 20'-80' into the fissure wall. Each cave houses 2-12 koalinth warriors, 2-12 females, and 1-8 children (females and children are noncombatants). These koalinth are resting or preparing food. Bones and refuse are tossed out of the cave to fall into the crevice below.

**24. Subchiefs' Caves.** The subchiefs' caves extend 20'-120' into the fissure wall. Each houses a sub-chief with 2-4 females.

**25. Chieftain's Cave.** The chieftain's cave is 130' deep, with a 20'-wide mouth. He has five female consorts, and six warriors guard the entrance. Inside the cave are the tribe's treasures: 9,322 sp; 5,834 gp; 935 steel pieces; and 35 gems worth 50 gp (× 16), 250 gp (× 12), 500 gp (× 4), 750 gp (× 2), and 2,000 gp.

**26. Crevice.** The crevice here is 50' deep and 40' wide. The floor is littered

with debris thrown down from the tribal caves in the wall above. Escaping gases from small fissures on the floor of the crevice stir up the refuse, creating a hazy cloud that limits all underwater vision to 5' (see map).

### Detonating Dalamar's Device

Dalamar created the explosive device using methods and magic unheard of on Ansalon since before the Cataclysm, when the Kingpriest of Istar crusaded against the Wizards of High Sorcery. At that time, some mages were determined to fight back rather than negotiate, and they prepared magical items of great destructive power to use in battle. When the wizards decided against fighting the Kingpriest, these destructive items were magically deactivated.

Great amounts of thermal energy have been magically summoned, compacted, and locked within Dalamar's brass cylinder. These forces are controlled by the magical runes inscribed on the outside of the device. The brass key is a small miniature of the cylinder, and the two are magically linked. As Ryon mentioned in the "Adventure Background," the device detonates when the small brass rod is snapped.

The PCs must decide how, when, and where to plant and detonate the device. They may plant it in the seaside caves before they encounter the sea elves (or even after speaking with them, which would surely force the PCs' alignments toward evil). The PCs could also drop the device into the crevice at the Draven Deeps, whether they pass secretly through the undersea tunnel or approach the koalinth colony across the sea floor. The effect of exploding the device depends on where it is detonated.

Wherever the explosion occurs, all living things within 30' are killed by the heat or by the impact, and anything within 60' must save vs. breath weapon or die. Anyone within 120' of the explosion takes 5d10 hp damage and must save vs. wands or be deafened for 1-3 days. All within 300' take 1d10 hp damage and must save vs. paralysis or be blinded for 2-5 days. The effects (other than damage) are cumulative, so that a person 50' away from the explosion who makes his saving throw vs. breath weapon suffers 5d10 hp damage as well as possible deafness and blindness.

If the explosion occurs in the Draven Deeps, use the information in the above

paragraph and that given in areas 22-26 to determine how many koalinth are killed (in relation to where the PCs placed the device). If more than half the koalinth are killed, the rest of the tribe will move to a safer spot farther north, and the threat to shipping is over (see "Concluding the Adventure"). If less than half are killed, the Dimernesti drive the koalinth out within a few weeks (provided the elves are still alive).

Although the Draven Deeps lies on the fault, exploding the device there does not affect the rest of the fault. The seaside caves, the underwater shaft, and the cliff on land are stable points along the fault, like hinges. If one of the "hinges" is snapped by the explosion, the whole fault will shake, whereas disturbing any point beyond the hinges does not cause such a disturbance.

If the PCs detonate the device anywhere along the fault (on land or at sea) other than the Draven Deeps, and the explosion takes place at least 30' beneath the ground or sea floor, the entire fault will be affected. At sea, the tremor causes maelstroms and powerful currents that sweep animal and plant life before them (crushing it against the solid floor of the sea). The undersea tunnel (areas 15-21) collapses, and steam and other gases are released into the water from below. At the Draven Deeps, a great fissure opens up in the crevice, spewing forth gouts of magma and pockets of sulfurous gas. Between 50%-80% of the koalinth are killed in the upheaval, and the rest leave for safer waters.

On land, a tremor runs the length of the cliff face (described in area 6), shaking loose great shards of rock that fall and crush everything below them. The ceilings of all of the caves throughout the fault collapse. In the seaside caves, 3-18 sea elves are killed by the collapse (the results of which are detailed in "Concluding the Adventure").

If the PCs are in dangerous territory when the device is set off, the DM can consult the *Wilderness Survival Guide* for guidelines on earthquakes and avalanches (pages 78-83).

The device cannot be detonated within three miles of the Tower of High Sorcery in Palanthas. This magical protection is ensured by the very writings that contain the powerful thermal energies inside the brass cylinder. This protection cannot be bypassed without much

work and magical experience (Dalamar, who created the device, is the highest-ranking black-robed wizard in Ansalon). Because of these protections, Dalamar—and therefore Lord Jostin—is willing to trust the PCs with the device. Still, such responsibility and power are not to be taken lightly, and Jostin and Dalamar are keeping tabs on the party (see "Concluding the Adventure").

### Concluding the Adventure

Two weeks after the PCs are given the mission and the device, the *Water Fox* approaches the Gates of Paladine. If the PCs have eliminated the koalinth by then, the *Fox* will arrive safely in Palanthas. If the PCs have not eliminated the koalinth, the *Fox* is attacked just outside the Gates of Paladine (on the sea map, in the hex west of the Draven Deeps).

The attack comes in the early hours of the morning, as 80 koalinth warriors clamber up the sides of the *Water Fox* and slaughter the crew aboard. If the PCs make it on board the *Fox* before the attack, they may be able to fight the koalinth off and save the crew and cargo. The *Water Fox* has a crew of 42 men (30 0-level humans, eight 1st-level fighters, and four 3rd-level fighters) and the captain, a 5th-level fighter named Lannigan. Lannigan carries a *long sword* +2; the other seamen fight with short swords or daggers.

If the PCs and crew somehow manage to fight off the koalinth and return to Palanthas, Lord Jostin will thank them. However, the lord of Palanthas will also be mildly upset because the problem has not been solved. The PCs do not receive their reward money (yet), and Jostin tells them to go back and do the job they were supposed to do. If the PCs tell Jostin about the Dimernesti, the lord urges the party to get the elves to help them, and to do it quickly. He has too much on his mind to solve the problem for the PCs.

Unfortunately, if the PCs return to Palanthas for any reason without eliminating the koalinth (even to set up negotiations with Danik), a terrible thing will happen to the Dimernesti while they are gone. Koalinth scouts stumble on the undersea entrance to the Dimernesti home, and the evil creatures attack the sea elves in force.

The Dimernesti caves are demolished,

and the lower chambers are filled with the bodies of valiant elven warriors who tried to defend their home from the koalinth. The Dimernesti women and children escape (in otter form), but the warriors and leaders, including Danik, are all dead. Dafta, alone, lives to lead the remaining members of her tribe to safer waters.

When and if the PCs return to the elven caves, they encounter a squad of 10 koalinth looters searching the place for any forgotten treasures. If the PCs return with the device, they can plant it inside the seaside caves without any fear of harming the sea elves (the resulting explosion is detailed in "Detonating Dalamar's Device"), but they may always have a guilty conscience. Could they have avoided the destruction of the Dimernesti?

The adventure is over when one of five things happens:

- The PCs all perish.
- The PCs plant and detonate the device in the Draven Deeps amid the koalinth caves.
- The PCs plant and detonate the device within the seaside caves.
- The PCs return to Palanthis (without detonating the device) to set up negotiations between Lord Jostin and Danik of the Dimernesti (detailed above).
- The PCs return to Palanthis without eliminating the koalinth or after losing the device (possibly to the bandits at areas 1 or 4).

If the PCs use the device to devastate the koalinth of the Draven Deeps before the creatures attack the *Water Fox*, the koalinth menace will be over, and the Dimernesti will be saved. Unless the DM judges otherwise, shipping in Palanthis should return to normal in two months—a time that helps the Palanthisians count their blessings.

After seeing the PCs' success in this mission, Lord Jostin may ask them to help with another problem. For instance, he may ask them to gather information on the faction working to thwart him, eliminate the bandits in the region, or find an honorable way for him to get out of building Dalamar's school of black magic.

If the PCs are successful in eliminating the koalinth menace, Lord Jostin gladly pays the rest of their reward upon their return. He announces their deeds in the Central Plaza, and the city has its heroes for the year. Any elves in the PC group should feel some guilt if any sea elves were hurt during the

course of this adventure.

If the party detonates the device in the seaside caves without learning that the Dimernesti live below, the PCs should feel they have successfully accomplished their mission. However, within a week, the PCs begin having recurring nightmares of elven figures calling out for justice and vengeance.

Soon, lacedons (underwater ghouls) begin hunting the PCs, attacking them when they are most vulnerable. The lacedons are the remnants of the dead Dimernesti, seeking revenge on their murderers. After a total of 48 lacedons have attacked, a revenant—the avenging spirit of Danik—comes seeking the PCs' deaths.

If the PCs somehow lose the device (either to the bandits of areas 1 and 4 or to the koalinth) and are unable to get it back, Dalamar will find out (through a *magic mirror* spell) and inform Lord Jostin of what happened and where the device is. Lord Jostin then forces the PCs to retrieve the device and try

again. During the delay, the *Water Fox* may arrive, and the Dimernesti may be wiped out by the koalinth.

Manipulating the environment as the PCs have done may have some results that Dalamar didn't foresee. Perhaps the explosion awakens or attracts some horror of the deep that comes to imperil the lives of mankind. A giant squid, a sea dragon, or an amphidragon could pick up where the koalinth left off. Lord Jostin might hire the adventurers to hunt down and eliminate this new threat.

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