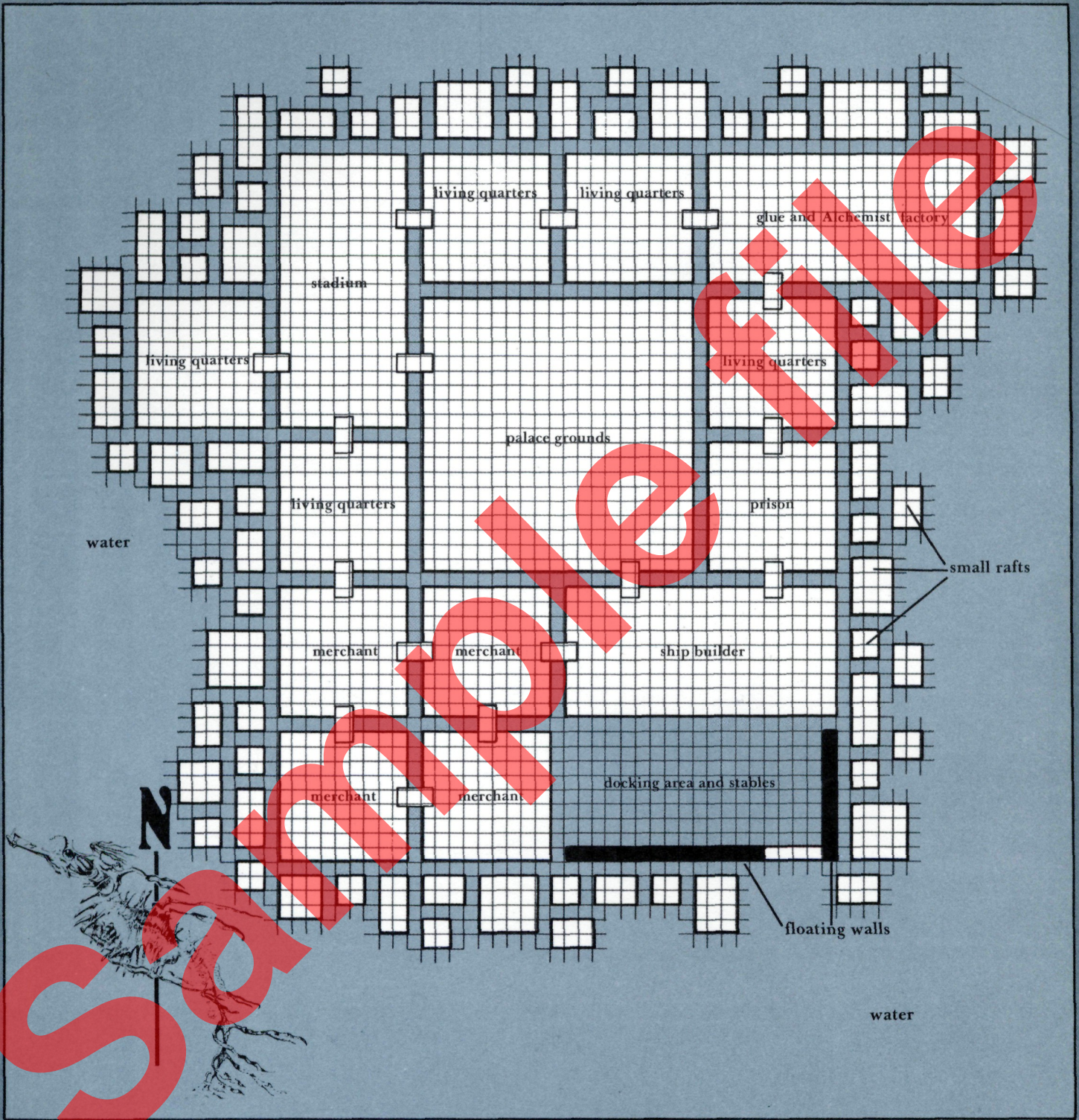
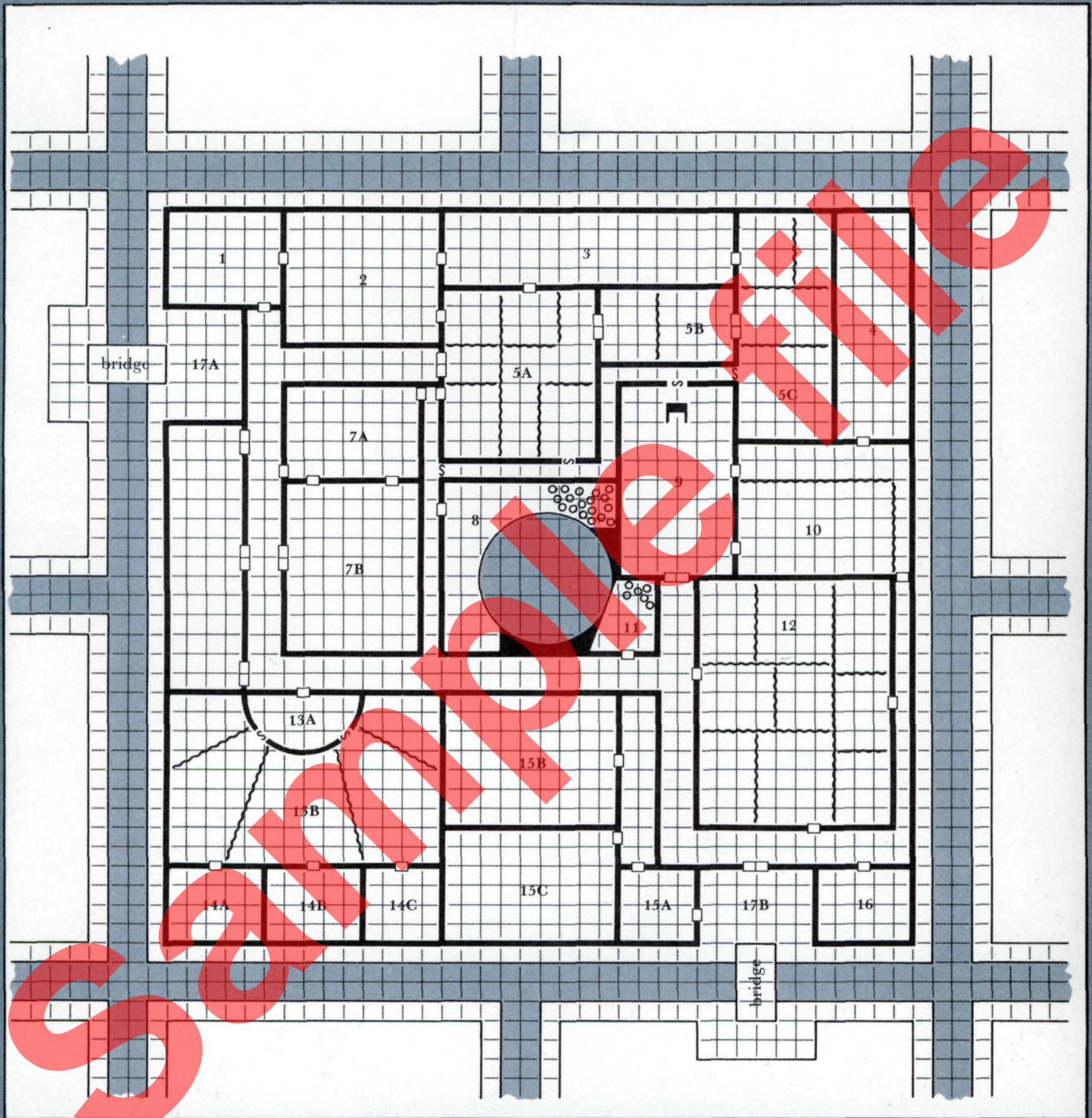


KRON



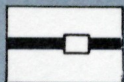
Scale 1 square = 20'

THE PALACE GROUNDS OF KRON

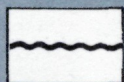


KEY

Scale 1 square = 10'



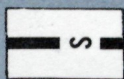
door



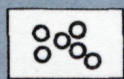
curtains



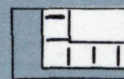
throne



secret door



barrels



"sidewalks"

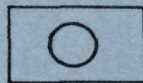
SUTHUS



KEY



secret door



hole in ceiling

Scale 1 square = 10'

INTRODUCTION



THE WAR RAFTS OF KRON

The War Rafts of Kron is an ocean and undersea wilderness adventure. Before beginning play, read the entire adventure carefully to become completely familiar with it. Much of the information given in the encounter descriptions is for your use only. Reveal this information to the players at your discretion. Use your imagination when describing encounters to the players. If an area description is not given in an encounter, make up your own, based on what you know about the area and what you see on the maps.

There are three areas of adventure: the coral city of Suthus, the raft city of Kron, and the sunken city of Colhador. Each area has its own encounter descriptions, wandering monster tables, and maps.

The Adventure Party

This adventure is designed for a party of 4-6 characters of levels 9-12. Although a halfling may reach only the 8th level according to the rules, an 8th level halfling will enjoy the adventure if he has a powerful magic item. The party should have a total of 40-50 levels (45 is best). The party should have at least one magic-user or elf and at least one cleric. You may wish to adjust the strength of certain monsters and encounters, based on the abilities of the party.

Be sure to give the characters a good chance of survival. Try to be impartial and

fair, but give the characters the benefit of the doubt in extremely dangerous situations. However, if the players insist on taking big risks, they must be willing to pay the penalty.

New Rules For This Adventure

Much of this adventure takes place in the murky waters of the ocean floor. Because activity underwater is different than on land, you will need some new rules. If a rule is not mentioned here, assume that the spell, item, or action works normally underwater.

Use common sense. If what is written does not apply to a certain situation, think about it for a moment and then decide what would really happen.

Healing

If a character rests for an entire day, he heals one hit point. If he does not spend a major portion of the day resting, he does not heal at all.

Drowning

If a character cannot breathe, he suffocates and dies. A character can hold his breath for three rounds if he is active. If he takes no actions, the character can hold his breath for six rounds. After that he begins to drown and in three more rounds is dead. However, his body has suffered no points of damage.

Underwater Movement and Actions

A normal person cannot move or fight as well underwater as he can on land. He is -4 to hit with any weapon such as a sword or axe. Missile weapons are only -1 on hit rolls, but they have only half their normal range.

A normal person moves slower underwater. The Underwater Movement Table shows the speed the players may move underwater. The table has a Sink/Rise column which

Underwater Movement Table

Encumbrance	Move	Swim *	Sink/Rise
up to 250	60'(20')	90'(30')	Rise 10'/round
251 - 300	45'(15')	60'(20')	No movement
301 - 400	30'(10')	30'(10')	Sink 10'/round
401 - 800	30'(10')	15'(5')	Sink 20'/round
801 - 1,200	15'(5')	0	Sink 30'/round
1,201 - 1,600	15'(5')	0	Sink 40'/round
1,601 and up	0	0	Sink 50'/round

* Swimming rates for outdoors and indoors.

shows how fast a character sinks or rises underwater. If a fighter with plate mail, a sword, and a shield falls into the ocean, he sinks 20 feet per round because he has 660 coin weight of encumbrance. If he removes his armor and shield, he rises 10 feet per round.

If a character is swimming, add or subtract the swimming speed from the sinking or rising speed. For example, a person carrying 350 coin weight of encumbrance sinks 10 feet per round if he does nothing. If he swims, he can either stay even by swimming upward or swim downward 20 feet per round. If he swims horizontally he will sink 10 feet per round while moving 10 feet per round.

When the players are on ships on the high seas, you will need sailing rules found on pages 42-44 of the revised D&D® Expert rules.

Light

Seeing underwater is more difficult than seeing above water. Just under the surface of the water a person can see 500 feet with natural lighting. For every 100 feet below the surface, the range of vision is reduced 50 feet. A person 1,000 feet or more under water is in complete darkness. A light or beacon can be seen only half as far away as normal and can illuminate an area only half as large as normal, regardless of the depth of the water.

Sound

Noises travel farther underwater than in the air. When describing events to the characters, all sounds should be much louder and a little distorted if they are underwater. Navigators quite often use sound instead of light for navigation underwater.

Writing Underwater

Normal ink smears underwater. Normal documents and writings become indecipherable in two turns. This includes maps, but not magical writings. If the party wishes to map the areas they investigate underwater, they must use a different system of mapping.

Spell Casting Underwater

It is impossible to speak clearly underwater. Unless a cleric or magic-user has *waterbreathing* (either through the spell or a magic item), he cannot cast spells underwater.

Even if a cleric or magic-user can breathe underwater, some spells will have strange results or side effects underwater. Do not tell the party what the effects of the spells are underwater. Let them discover the effects for themselves. Any spells not listed below are not affected by being underwater.

CLERIC SPELLS

First Level

Purify food and water: This spell removes the salt from sea water and makes it drinkable.

Fourth level

Create water: This spell creates a spring in the ocean floor. However, because it is underwater there is no noticeable effect. The spring water is polluted by the salt of the sea water before anyone can drink it.

Sticks to snakes: The snakes drown in 4 rounds.

Fifth Level

Create food: The food is immediately polluted by salt water. However, it looks edible. If the characters eat any of the food, they must save vs. *paralyzation* or become violently ill for 1-6 turns.

Insect plague: The insects immediately drown. However, their bodies make an obscuring cloud.

MAGIC-USER SPELLS

Third Level

Fire ball: This spell does only half damage underwater.

Fly: This spell allows the adventurer to fly or swim underwater at 360 feet per turn.

Lightning bolt: Because salt water is a good conductor of electricity, lightning bolts act as area effect spells. Any creature within 20 feet of the point where the spell is cast, takes 1-6 points of damage per level of the spell caster. A successful saving throw means the victim takes only half damage.

Water breathing: This spell also allows the adventurer to speak underwater without penalty. He does not need to drink anything as long as he stays underwater. This spell does not protect a player if the water is poisoned or polluted.

Fourth Level

Ice storm/wall: The wall of ice works normally except that it must be braced from above because ice floats to the surface. Remember that many sea creatures will simply swim around or over the wall. *Ice storm* also works normally except that the damage it does is 1-8 per level of the caster rather than 1-6 per level of the caster. *Ice storm* does not affect water currents flowing into or out of it.

Massmorph: The affected creatures appear to be clumps of kelp rather than trees.

Polymorph self/other: Any character changed into a fish or other water-breathing creature gains the ability to breathe water.

Wall of fire: This spell covers only half its normal dimensions, 600 square feet. It prevents creatures of 2 hit dice or less from passing through it.

Fifth Level

Cloudkill: This spell works normally. The vapors poison the water, making any creature that breathes water susceptible to its damage. It floats with the currents.

Conjure elemental: Air elementals must maintain contact with air while underwater. If they are ordered to break contact with air, treat it as a loss of control over the elemental. If an air elemental is conjured from bubbles, it is 1/2 hit dice, does 1/2 damage, and saves at 1/2 its normal level.

Earth elementals must maintain contact with the earth (ocean floor). If they are ordered to break contact with the earth, treat it as a loss of control over the elemental.

Fire elementals lose 2 hit dice (as energy drain) each round they spend underwater.

Water elementals are invisible as long as they are underwater. Because fighting creatures are immersed in water, the elemental almost always inflicts 1-8 points of extra damage.

Sixth Level

Lower water: This spell works normally. However, if the caster is on the ocean floor, he will not notice any effect except for a possible change in light. The surface of the sea will be 1/2 as far away.

Magic Items

Potion of gaseous form: This potion works normally except that the adventurer appears as a large cloudy bubble.

Scrolls: Because they are magical, scrolls work normally underwater. The magical writing will not smear.

Sword +1, flames on command: This sword is only +2 against plant and undead creatures while underwater.

Normal Items

When any party member attempts to use a normal item underwater, consider its condition after it is submerged for long periods of time. For the purpose of this adventure and other underwater adventures, metal objects will not rust enough to affect their performance. A sword develops a thin layer of rust in a few days underwater, but is not significantly harmed unless it is underwater for a month or more.