

R2W

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Rappan Athuk 2

The Wilderness Areas...Continued

by Bill Webb and Clark Peterson



*Rappan Athuk is a dungeon of legend. As with any major entrance to the underworld, the wilderness around Rappan Athuk is a dangerous place—popular with bandits, marauding monster bands and worse. **Rappan Athuk 2: The Wilderness Areas** is a supplement to **Module R2: Rappan Athuk—The Middle Levels**. It continues to detail the wilderness around the most famous dungeon in all the lands and allows you to set the dungeon in the location it was intended. Included in this supplement are a wilderness map and wandering monster tables for all terrain types as well as detailed bandit groups and monster lairs.*

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The Wilderness Areas...Continued

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Introduction

This is the second installment of the free supplemental material provided by **Necromancer Games** as product support for the vast catacombs of Rappan Athuk. This material expands on the wilderness material provided in previous downloads available on the Necromancer Games Website. Since Rappan Athuk is designed to be easily transplanted into any fantasy world, the lairs and encounters here may be used either as part of the aforementioned nefarious dungeon, or as independent areas of your world as you, the DM see fit. This download presents some of the higher level, more difficult encounter areas of the wilderness surrounding the dungeon of graves. These areas were likely too difficult for your players to deal with earlier; but now, with the middle levels of the dungeon being explored, its time for you, the DM, to have some fun!

This supplement contains the remainder of the bandit groups and monster lairs discussed in the previous download. It describes the island lair of Aragnak, the Red Dragon, as well as his actions against a treasure-laden group coming up from the depths below. The final three areas describe a wrecked pirate ship, once the means of travel for an evil band of

sea brigands, now the den of the undead crew, the troll mound, and the lair of a coven of sea hags. Care should be taken in the latter encounter, for though less combat oriented than the rest, is very deadly if properly run, as they have unseen allies...

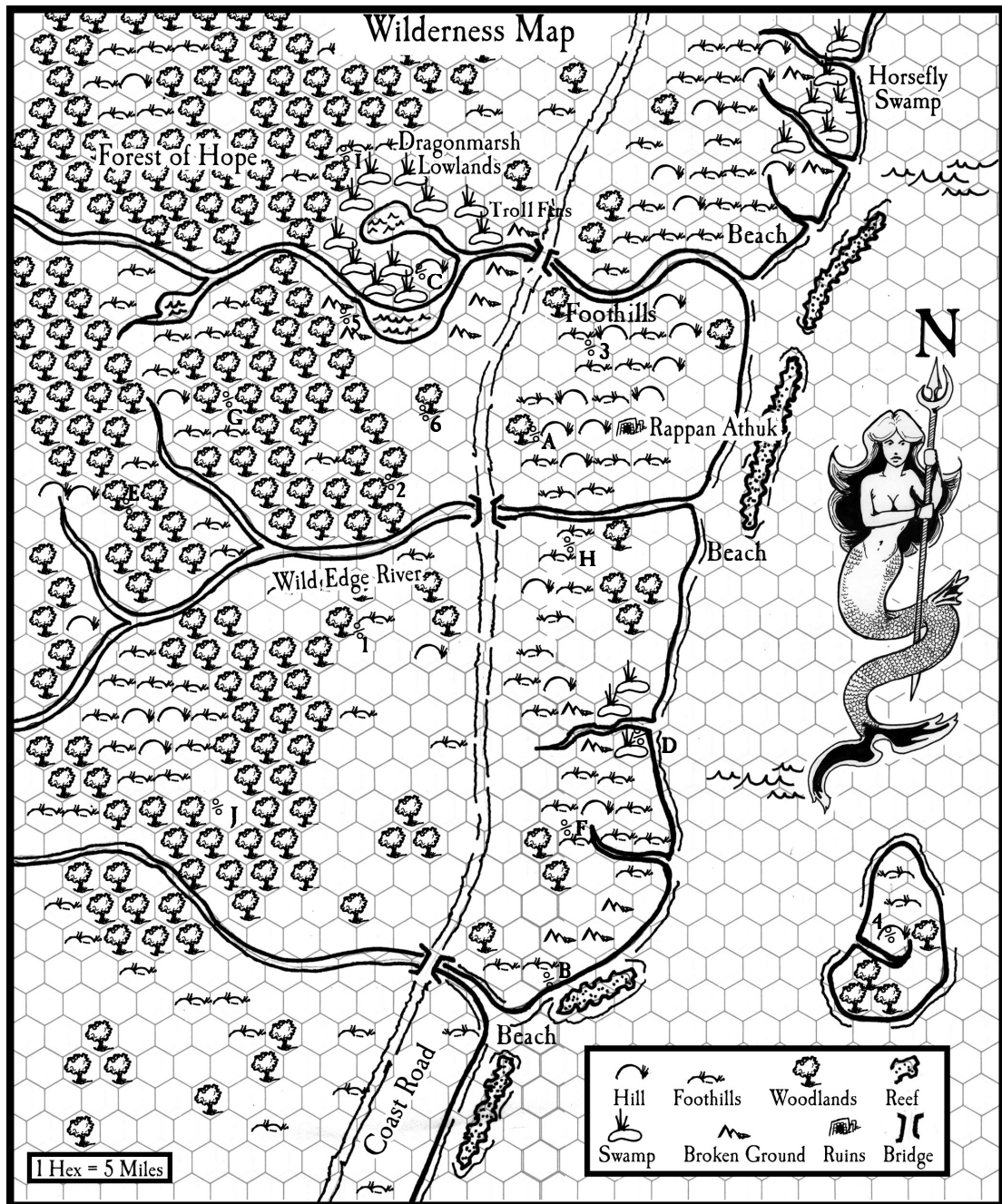
The Wilderness Surrounding the *Dungeon of Graves*

Rappan Athuk is a dungeon of legend. As such, most know where the dungeon is located—off the Sea Coast Road, in the hills east of the Forest of Hope. Prior adventuring bands (and some local bandits) have marked the general area with several signs indicating the way to the dungeon (and to their ambush). The difficulty of Rappan Athuk has never been locating it. Getting home alive is another matter entirely...

As with any major entrance to the underworld, the wilderness around Rappan Athuk is a dangerous place—popular with bandits, marauding monster bands and worse. Merchants and patrols are quite rare and stay entirely on the road, as the woods and hills surrounding the area are untamed. This is not to say that the area is unpopular with adventurers. Legends of great treasure and glory abound for hundreds of miles, and the draw



Dungeon Master's Wilderness Map



is too great for many to resist. So, off they go in search of the proverbial fortune and glory. Most find only death and despair.

The Wilderness Map

The wilderness area is depicted in the Wilderness Map included in the previous free download for *Module R1, Rappan Athuk, The Dungeon of Graves--The Upper Levels* and

can be found on the Necromancer Games web site. If you have downloaded this you obviously know how to get there! This map also notes some of the innumerable lairs and places of interest associated with the infamous dungeon of Rappan Athuk, as well as the location of the entrance to the dungeon.



Wilderness Areas and Wandering Monster Tables

The divisions of area and the wandering encounters to be had in the region surrounding the dungeon of graves are detailed in the free download for *Module R1, Rappan Athuk, The Dungeon of Graves--The Upper Levels* and can be found on the Necromancer Games website (necromancergames.com). Discussion of these encounters, both benevolent and malevolent, is not repeated here.

Bandit Group 4: Aragnak the Red Dragon (EL 14)

This encounter can occur either at the exit of the dungeon or on the island lair of Aragnak. Depending on where it happens, different situations apply.

Aragnak is a male adult Red Dragon. He flies over the wilderness area looking for only the most notable and important PCs. If the PCs aren't famous enough for him to know who they are he does not bother with them. This encounter should not be used on lower level PCs.

Aragnak the Male Adult Red Dragon: CR 14; SZ H Dragon [fire]; HD 22d12+110; hp 275; Init +0; Spd 40 ft., fly 150 ft. (poor); AC 29; +31 melee (2d8+11, bite) and +26 melee (2d6+5, claw), +26 melee (1d8+6, wing), +26 melee (2d6+17, tail slap), and (2d8+17, crush); SA breath weapon (12d10, DC 25); SQ blindsight, damage reduction (5/+1), fire subtype, frightful presence (DC 24), immunities, keen senses, locate object, spell-like abilities, spell resistance (21); AL CE; SV Fort +18, Ref +13, Will +17; Str 33, Dex 10, Con 21, Int 16, Wis 19, Cha 16.

Skills: Bluff, Concentration +10, Diplomacy +10, Intimidation +10, Knowledge (Rappan Athuk) +4, Listen +6, Search +6, Spellcraft +4, Spot +10. **Feats:** Alertness, Cleave, Flyby Attack, Power Attack, Snatch, Wingover.

If Aragnak is encountered as a bandit encounter, he lies in wait as the PCs are exiting the dungeon. Aragnak is well aware that Joe Platemail III, if strong enough to survive the depths of Rappan Athuk, is a fearsome opponent. He is still nursing a deep wound he took from a (now dead) paladin he encountered here. Aragnak reveals himself 100 feet away from the party, with a fierce roar and flapping of wings. In a booming voice, he demands that the players strip and leave everything they have on them in a pile. If they refuse, he flames them once and makes his demand again. If they charge him, he flies up and attacks from the air, using his breath weapon and snatch attacks. Only once they are mostly (or all) dead or incapacitated will he land a "pick through" the remains. If Aragnak is wounded over 50% (less than 135 hp left), he retreats and flies off to his island lair. He carries no treasure with him.

The Island Lair of Aragnak

Thirty miles offshore is the remains of an old pirate stronghold. This island controls a narrow stretch of safe water in the otherwise reef-filled waters surrounding this coastal area. The island is about 2 miles in diameter, of reasonably flat relief, and features a small harbor, a good supply of spring-fed fresh water, and dozens of wild goats, left behind by the pirates when they were rather rudely evicted from the island by Aragnak. The island is heavily wooded, and underbrush grows thickly to within feet of the shore. Near the harbor is a small wood and stone fort, partially wrecked and caved in, in which lairs the dragon.

Sailing to the island: If the PCs attempt to reach the island by boat, they encounter the dangerous reefs and sandbars that made this location desirable as a base to the former inhabitants. Sharks and other natural creatures frequent these reefs, as they provide an abundant source of fish and other prey animals. The only safe passage through the reefs for any craft larger than a small boat leads directly into the harbor. Attempts to land at any



other point with a larger vessel requires a Profession (sailor) check (DC 30). Navigation into the harbor itself requires a similar test (DC 20) to avoid destroying the ship. If this test fails, the ship is destroyed 1d6 miles from the island. If a ship is destroyed, it sinks 2d10 feet in the shallow waters, and all aboard take 1d3-2 d10s of damage in the wreck. There is a 40% chance per hour that 2d8 sharks are attracted to any wreck. They attack anyone they can reach if blood is in the water (indicated by anyone taking over 5 points of damage). Additionally, there is a 10% chance per day that Aragnak notices the foundering vessel and investigate.

Going swimming: It is possible that the PCs are forced to swim to the island. If they do, they find the waters fairly calm and easy to navigate, without any armor or encumbrances of course...

For each mile, a Swim check (DC 12) must be made, with +2 on the DC per mile previously swum. Failure indicates that the PC is drowned. Additionally, there is a 20% chance per mile of encountering 1d6 sharks, with a 40% chance that they attack (automatic if anyone is wounded).

Arriving on the Island: If the PCs arrive by swimming, they may hide in the foliage and rest, relatively unmolested. If they arrive by boat, they must land in the harbor, directly in front of the old fort. At any given time, there is a 70% chance that Aragnak is present. If he is home, there is a 70% chance that he is asleep as well. If he is in his lair, he cannot be seen from aboard a ship. A Spot check (DC 15) notes a steady stream of smoke issuing from the fort's center (from the snoring Red Dragon's snout!).

Look! A Dragon!: If Aragnak is awake, he waits for the PCs to arrive onshore before destroying their ship and attacking them on land. His tactics are similar to those described on the mainland, however, he will not flame his own nest, nor retreat if wounded. Any battle on this island with the

dragon is to the death! Only after he is killed may they PCs investigate the fort (see below).

Sleepin' Like a Baby: If Aragnak is asleep, he can be found nestled on top of his vast hoard of treasure, carefully placed and arranged inside the fort. A detailed map of the fort is provided as map R2-2. Entry into the fort can only be made by climbing its 8-foot walls, as all entrances at ground level have been blocked by debris. The inside of the fort is 100 feet square, with the last 65 feet having a collapsed roof. Anyone climbing the walls must make a Move Silently check (DC 15) or awake the sleeping dragon. Otherwise, the dragon sleeps until approached within 10 feet, is disturbed or is attacked.

Bones and rusted armor and weapons litter the ground around the lair of Aragnak. Fast movement or combat within the fort requires a Dex check (DC 10) each round. Failure indicates that a PC has tripped on debris and is prone. The dragon is unaffected by this debris. The dragon fights to the death to defend his lair.

Treasure: The dragon's lair contains a vast hoard of wealth, stolen from the pirates and from dozens of adventuring parties over the years. The hoard contains numerous suits of mundane armor, mundane weapons and the following: 26,000 gp, 173,000 sp, 42 gems of various values (1d100 x 1d6 gp value each), 26 pieces of jewelry of various values (1d1000 x 1d8 gp value each), a fancy cloak of silver wolf fur (300 gp), a fancy cloak of winter wolf fur (875 gp), ancient calendar embellished with turquoise (800 gp), oaken staff shod with meteoric iron and smoky quartz gems set in the head (1000 gp), a silver flask etched with designs (700 gp), silver-plated steel gorget chased with stellar designs (75 gp), simple platinum ring, vine motif (650 gp), wrought gold spice set (4000 gp), *full plate* +3 (*spell resistance 13*) that is actually cursed so that any spell that affects user (that bypasses the SR) will have maximum effect,



+5 sickle, +2 heavy flail of mighty cleaving that sheds light in a 20 foot radius (as a torch), +1 large steel shield, rod of negation, rod of the viper

All of these items are mixed in with literally thousands of mundane items. Weeks are needed to inventory and find everything.

Lair B: The Wrecked Pirate Ship (EL 6)

This lair consists of the sunken remains of a band of evil pirates, sunk in a storm on the reefs 30 years ago. The water around the wreck is fairly shallow (40 feet), but the reefs and riptides make approach to this lair impossible for any craft larger than a dinghy. Sea life is abundant around the wreck, and small brightly colored fish swim in and around the ship. The site of the wreck cannot be seen from land, but is easily spotted from the air. Sharks roam the area freely, and in great numbers, perhaps drawn by the inherent evil of the now undead crew and captain. Swimming in the water draws attack from 2-12 sharks 20% of the time. Splashing or making lots of noise attracts 2-12 attackers 50% of the time. Blood in the water; from combat or other means, brings 3-18 sharks, which immediately attack anything that moves.

Medium-Size Shark: CR 1; SZ M Animal [Aquatic]; HD 3d8+3; hp 16; Init +2 (Dex); Spd swim 60 ft.; AC 15 (+2 Dex, +3 natural); Atk +4 melee (1d6+1, bite); SQ keen scent; AL N; SV Fort +4, Ref +5, Will +2; Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +7, Spot +7. *Feats:* Weapon Finesse (bite).

The ship was a great galley, named the Scarfist over 80-feet in length. It sunk in a storm, with the loss of all hands. A map of the pirate ship interior is provided as map R2-3.

The evil crew of the Scarfist still inhabits the ship, though they they were so evil, that upon death, they joined the ranks of the undead. There are 12 crew (**Brine Zombies**), and the

Captain (**Mummy of the Deep**). They attack any who enter the lower levels of the wreck.

The first three chambers of the inside are fairly typical of a 40-year old shipwreck. Barnacles and coral have grown along the walls and floors. Old rotten wood debris floats along the ceiling of the roof of the second chamber. Within this debris are 4 **Brine Zombies**. These beasts hide in the debris, only making their presence known if they are physically found, or if they are spotted (Spot DC 20—looking up only). Otherwise, they remain here to block the exit and attack from behind.

Brine Zombie (4): CR 1; SZ M Undead [Aquatic]; HD 4d12; hp 26; Init -1 (Dex); Spd 30 ft., swim 30 ft.; AC 13 (-1 Dex, +4 natural); Atk +4 melee (1d6+2, cutlass, 19-20/x2) or +4 melee (1d6+2, slam); SQ undead, partial actions only, fire resistance 10; AL NE; SV Fort +1, Ref +0, Will +4; Str 14, Dex 8, Con —, Int —, Wis 10, Cha 1.

Feats: Toughness.

SQ—Partial Actions Only (Ex): Brine zombies have poor reflexes and can take only a partial action each round (move or attack, but not both unless charging).

SQ—Fire Resistance: Brine zombies have fire resistance 10 due to their waterlogged bodies.

Cutlass: Small slashing weapon, cost 15 gp, damage 1d6, critical 19-20/x2, weight 3 lb.

The rear of the ship (chamber 4) is the lair of the captain of the Scarfist, **Killbessa, the Mummy of the Deep**, and 8 more **Brine Zombies**.

Brine Zombie (8): CR 1; SZ M Undead [Aquatic]; HD 4d12; hp 26; Init -1 (Dex); Spd 30 ft., swim 30 ft.; AC 13 (-1 Dex, +4 natural); Atk +4 melee (1d6+2, cutlass, 19-20/x2) or +4 melee (1d6+2, slam); SQ undead, partial actions only, fire resistance 10; AL NE; SV Fort +1, Ref +0, Will +4; Str 14,



Dex 8, Con —, Int —, Wis 10, Cha 1.

Feats: Toughness.

SQ—Partial Actions Only (Ex): Brine zombies have poor reflexes and can take only a partial action each round (move or attack, but not both unless charging).

SQ—Fire Resistance: Brine zombies have fire resistance 10 due to their waterlogged bodies.

Cutlass: Small slashing weapon, cost 15 gp, damage 1d6, critical 19-20/x2, weight 3 lb.

Killbessa, Mummy of the Deep: CR 4; SZ M Undead; HD 6d12+3; hp 42; Init -1 (Dex); Spd 20 ft., swim 20 ft.; AC 19 (-1 Dex, +10 natural); Atk +7 melee (1d6+5, +1 keen cutlass, 17-20/x2) or +6 melee (1d6+4, slam); SA despair, improved grab, curse of the deep; SQ undead, control water, resistant to blows, damage reduction (5/+1), fire resistance 10; AL NE; SV Fort +2, Ref +1, Will +7; Str 17, Dex 8, Con —, Int 6, Wis 14, Cha 15.

Skills: Listen +9, Move Silently +8, Spot +9, Swim +20. *Feats:* Alertness, Toughness.

SA—Improved Grab (Ex): To use this ability, the mummy of the deep must hit an opponent of up to Large size with its slam attack. If it gets a hold, it can use its curse of the deep ability.

SA—Curse of the Deep (Su): On a successful grapple check against a Large or smaller creature, a mummy of the deep causes an opponent's lungs to fill with water if the opponent fails a Fortitude save (DC 15). A failed save deals 1d4 points of temporary Constitution damage each round until the opponent dies. A *remove curse* halts the drowning damage if applied before the creature dies.

SQ—Control Water (Su): Once per day, as the spell cast by an 8th-level sorcerer.

SQ—Resistant to Blows (Ex): Physical

attacks deal half damage to mummies of the deep. This effect is applied before damage reduction.

Possessions: +1 keen cutlass, ring of freedom of movement.

Tactics: These creatures rise and attack as soon as the chamber is entered, fighting till destroyed or until the PCs flee the ship. The four Brine Zombies from chamber 2 try to block the way out. None of the Brine leaves the ship, nor can they be turned while inside it.

Treasure: In chamber 4 is a rotten chest. This chest is locked (Open Lock, DC 20), however, it is so rotted it just falls apart when lifted from the water (spilling all contents over the ocean floor below). Inside are 3 bottles of fine rum, 250 gp, and a *silver horn of Valhalla*. Killbessa wears a +1 *keen cutlass of sharpness*, and a *ring of freedom of movement*.

Lair C: The Troll Mound (EL Variable)

This lair contains a large tribe of trolls (42 total), led by a matriarch troll priestess. These trolls are loosely aligned with the evil wizard, Turane (described in the R1 free download), and provide him safe haven in return for gold and gems. Several particularly adventurous trolls actually serve the wizard as bodyguards. The troll mound consists of a large troll-made hill, connected to many entrances via a series of tunnels, both dry and water filled. There are 11 such entrances (see Map R2-4). All movement in the swamp is at $\frac{3}{4}$ normal, and running or charging requires a Dex check (DC 12). Failure indicates that the individual in question has rather unceremoniously fallen into a pool of muck. Trolls are unaffected.

While the trolls are quite aggressive, they have also become the masters of this swamp, and as such, have become quite lethargic about keeping watch on their domain. Hence, there is only a 50% chance per 10 minutes spent within 1 mile of the mound that an encounter with 2-7 **trolls** occurs. Each minute



of combat draws an additional check for 1d4 additional trolls, arriving 50% of the time until 20 have been vanquished.

Trolls: CR 5; SZ L Giant; HD 6d8+36; hp 70; Init +2; Spd 30 ft.; AC 18; Atk +9/+9 melee (1d6+6 [x2], claws) and +4 melee (1d6+3, bite); Reach 10 ft.; SA rend; SQ regeneration (5 hp/round), darkvision (90 ft.), scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +5. *Feats:* Alertness, Iron Will.

Tactics: Trolls encountered in the swamps operate at an advantage over their foes. If faced by fire, there is a 50% chance that a troll wounded over 75% simply jumps into a nearby pool of water to avoid destruction. Another tactic is for two trolls to grapple anyone wearing heavy armor, and dive into such a pool, endeavoring to drown their victim, rather than face a stand-up fight. While chaotic and stupid, these trolls use the local terrain to the best of their abilities, gaining the skill Hide (+10) while in the swamp. The trolls are too dumb and cocky to get help, and they do not retreat to warn their fellows in any case.

The Entrance Tunnels: Of the 11 tunnels shown, 1-5 are dry, 6-9 are partially water-filled, and 10-12 are completely submerged beneath the fetid marshwater. The dry tunnels may be crossed with ease, the partially water-filled tunnels require any creature less than 3 feet tall to make Swim check (DC 12), and the water filled tunnels require Swim checks (DC 12) to pass. Failure to make the checks requires a Fortitude Save (DC 15) to avoid drowning.

The Troll Mound: At any given time, there are 4d6 regular **trolls** and the troll matriarch, **Fedorla** in the mound. Fedorla is also a 9th level cleric. These creatures are randomly distributed throughout the mound, going about their daily business, though Fedorla stands near the center of the mound. The interior of the mound is 100 feet in diameter,

the ceiling supported by the natural high points of the land, with 3 water pools (each leading to an underwater tunnel). The roof itself is made of wet grass and hides, stretched over a framework of sturdy wooden poles. Sleeping areas are scattered about, no more than rough piles of bones, grass, and hides. In the center of the chamber is an unholy shrine to some bizarre, primitive troll god (an evil form of the barbarian god, Bowb), upon which are littered piles of gold and gems, torn and shredded armor bits, and rusted weapons. No other treasure is present in the mound.

Trolls: CR 5; SZ L Giant; HD 6d8+36; hp 70; Init +2; Spd 30 ft.; AC 18; Atk +9/+9 melee (1d6+6 [x2], claws) and +4 melee (1d6+3, bite); Reach 10 ft.; SA rend; SQ regeneration (5 hp/round), darkvision (90 ft.), scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +5. *Feats:* Alertness, Iron Will.

Fedorla, Troll Priestess Clr 9: CR 14; SZ L Giant; HD 6d8+36 plus 9d8+54; hp 163; Init +2 (Dex); Spd 30 ft.; AC 23 (-1 size, +2 Dex, +7 natural, +5 armor); Atk +17/+12 melee (1d8+7, +1 *heavy mace*) or +12 ranged (1d8+6, masterwork shortspear, crit x3, range 20 ft.) or +15 melee (1d6+6 [x2], claws), +10 melee (1d6+3, bite); Reach 10 ft.; SA rend (2d6+9), death touch (1/day, melee touch attack deals 9d6 damage); SQ regeneration (5/round), scent, darkvision 90 ft.; AL CE; SV Fort +17, Ref +9, Will +12; Str 23, Dex 14, Con 23, Int 10, Wis 15, Cha 12.

Skills: Concentration +12, Knowledge (religion) +8, Listen +8, Spellcraft +6, Spot +8. *Feats:* Alertness, Combat Casting, Lightning Reflexes, Iron Will, Quicken Spell, Weapon Focus (mace).

Spells Prepared (6/5/5/3/2/1; base DC 12 + spell level): 0—create water, cure minor wounds (x2), guidance, resistance (x2); 1st—bless, cause fear*, command, cure light



wounds, divine favor, random action; 2nd—cure moderate wounds, death knell *, desecrate, hold person (x2), resist elements; 3rd—animate dead*, blindness/deafness, prayer, protection from elements; 4th—death ward*, poison, spell immunity; 5th—flame strike*, slay living.

**Domain spell. Deity:* Bowb. *Domains:* Death (1/day, melee touch attack deals 1d6 per cleric level); War (free Martial Weapon Proficiency and Weapon Focus with deity's favored weapon).

Possessions: +1 heavy mace, potion of cure moderate wounds, scroll of 2 divine spells (*ethereal jaunt* and *silence*), masterwork shortspear, masterwork chainmail, unholy symbol, hack silver bracelet (50 gp), sack with 300 gp, fish bones, and chunk of meat.

Tactics: In a direct fight, the trolls, being simple minded and fearless, charge and attack. They may try to grapple as described above. They never retreat from this “holy” ground, and fight to the death. Fedora is no fool. She is an old, wise troll, and as such, directs the battle from the rear. All trolls present obey her without question. She casts *protection from elements (fire)* on herself as her first action, followed by *prayer*, *bless*, and *slay living* (cast at the biggest fighter). She saves her substantial *death touch* ability until she is actually in melee. The DM is encouraged to use her other spells as he sees fit, keeping in mind that she is cunning and wise.

It is possible that a wise party of adventurers will decide to burn the mound from outside. Due to the wetness of the earth and grass used as roof material, this event is effective if rather undramatic. All of the trolls present come out of the mound and attack, enraged as never before. They come out of each entrance in equal numbers, and then converge on the party from all sides. The vast amount of smoke generated by the fire also draws all remaining (unkilled) trolls to the fray in 1d4 minutes.

Treasure: As the price of alliance, Turane the wizard supplies these trolls with a steady supply of gold and gems. This material is left on the altar as sacrifice to the trolls god. Additional material is anything taken in battle by the trolls, and consists of the weapons, armor and skulls of defeated foes. There are 13,200 gp, 9620 sp, and 31 assorted gems (determine randomly) scattered about the altar. Most of the remaining material is useless, however one shortsword, while rusty, is a +2 *keen shortsword of speed*.

Lair D: The Coven of Sea Hags (EL 2 or 11 if fought)

This encounter can be played in one of two ways, either as a straight up fight, or (better) as a roleplaying opportunity. Three sea hag sisters live along the coast in a cave. They possess a powerful artifact, known as *the cauldron of blood* that allows them to gaze across the boundaries of time, seeing either the past or the future. These hags have developed skill as wizards as well as having their innate powers. The PCs most likely encounter **Marty the Imp**, the servant of the sisters before they ever meet the hags. Marty spies for the ladies and keeps them informed as to the comings and goings near their lair. He never fights, and always runs if confronted. If the lair is approached, Rhyshhna covers her face and approaches the party. She asks what they seek, and is friendly, if distant in her conversation. She does not desire a fight, but would rather bargain with the players, for blood, money, or magical items. Layout of their cave is shown as Map R2-5.

The bargains that can be made with PCs are left to the discretion of the DM. Prices of fortunes should range from reasonable low (short timeframe, past) to very expensive (long timeframe, future). Any fortune telling done by the hags certainly require a blood sacrifice (see item description for the cauldron), and also require some “gift” of monetary or magical treasure. Alternatively, the PCs can just murder the evil sisters and their imp, but the DM should discourage them



from doing so. If they are attacked, they use their *evil eye* abilities and try to escape into the sea. They never willingly participate in a stand up fight. These ladies are business people, not monsters, after all (well, maybe they are monsters too).

Marty the Imp: CR 2; SZ T Outsider; HD 3d8; hp 13; Init +3; Spd 20, fly 50 ft (perfect); AC 18; Atk +8 melee (1d4, sting, plus poison); SA poison, spell-like abilities; SQ damage reduction (5/silver), spell resistance (5), poison immunity, fire resistance (20), see in darkness, polymorph, regeneration (2 hp/round); AL LE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills: Hide +15, Listen +5, Move Silently +5, Search +5, Spellcraft +5, Spot +5. *Feats:* Dodge, Weapons Finesse (sting).

Rylshhna the Wizardress, Female Sea Hag Wiz5: CR 9; SZ L Monstrous Humanoid [Aquatic]; HD 3d8+3 plus 5d4+5; hp 34; Init +1 (Dex); Spd 30 ft., swim 40 ft.; AC 13 (-1 size, +1 Dex, +3 natural); Atk +8 melee (1d4+4 [x2], claws) or +10 ranged (1d8, masterwork light crossbow, crit x3, range 80 ft.); Reach 10 ft.; SA horrific appearance (Fortitude save DC 12 or 2d8 temp Str damage), evil eye (3/day, 30 ft., Fortitude save DC 12, 25% death if failed, coma otherwise); SQ SR 14, water breathing; AL CE; SV Fort +3, Ref +5, Will +8; Str 19, Dex 12, Con 12, Int 14, Wis 13, Cha 12.

Skills: Alchemy +7, Concentration +6, Knowledge (arcana) +6, Hide +3, Listen +9, Scry +7, Spellcraft +7, Spot +9. *Feats:* Alertness, Combat Casting, Maximize Spell.

Spells Prepared (4/4/3/1; base DC 12 + spell level): 0—dancing lights, daze, false resistance; 1st—magic missile (x2), ray of enfeeblement, shocking grasp; 2nd—blur, invisibility, Melf's acid arrow; 3rd—lightning bolt.

Spellbook: 0—arcane mark, dancing lights, daze, detect magic, detect poison, dis-

rupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, resistance; 1st—grease, magic missile, ray of enfeeblement, shocking grasp, true strike; 2nd—blur, darkness, invisibility, Melf's acid arrow; 3rd—blink, lightning bolt.

Possessions: Scroll of 2 arcane spells (fireball [x2]), wand of ray of enfeeblement (14 charges), masterwork light crossbow, 20 masterwork bolts.

Shralynn, Female Sea Hag Wiz3: CR 7; SZ L Monstrous Humanoid [Aquatic]; HD 3d8+3; hp 16; Init +1 (Dex); Spd 30 ft., swim 40 ft.; AC 13 (-1 size, +1 Dex, +3 natural); Atk +7 melee (1d4+4 [x2], claws) or +8 melee (1d6+4, masterwork shortspear, crit x3, range 20 ft.); Reach 10 ft.; SA horrific appearance (Fortitude save DC 11 or 2d8 temp Str damage), evil eye (3/day, 30 ft., Fortitude save DC 11, 25% death if failed, coma otherwise); SQ SR 14, water breathing; AL CE; SV Fort +3, Ref +5, Will +7; Str 19, Dex 12, Con 12, Int 13, Wis 13, Cha 10.

Skills: Concentration +5, Knowledge (arcana) +6, Hide +3, Listen +9, Spellcraft +6, Spot +9. *Feats:* Alertness, Combat Casting, Extend Spell.

Spells Prepared (4/3/1; base DC 11 + spell level): 0—daze, detect magic, flare, light; 1st—chill touch, mage armor, magic missile; 2nd—flaming sphere.

Spellbook: 0—arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, resistance; 1st—charm person, chill touch, mage armor, magic missile, shield; 2nd—blindness/deafness, flaming sphere.

Possessions: Wand of burning hands (22 charges), masterwork shortspear, dagger.

Marmtroth, Female Sea Hag Wiz3: CR 7; SZ L Monstrous Humanoid [Aquatic]; HD 3d8+3; hp 19; Init +1 (Dex); Spd 30 ft., swim



40 ft.; AC 14 (-1 size, +1 Dex, +3 natural, *ring of protection* +1); Atk +7 melee (1d4+4 [x2], claws) or +8 melee (1d6+4, masterwork shortspear, crit x3, range 20 ft.); Reach 10 ft.; SA horrific appearance (Fortitude save DC 11 or 2d8 temp Str damage), evil eye (3/day, 30 ft., Fortitude save DC 11, 25% death if failed, coma otherwise); SQ SR 14, water breathing; AL CE; SV Fort +3, Ref +5, Will +8; Str 19, Dex 12, Con 12, Int 13, Wis 14, Cha 10.

Skills: Concentration +5, Knowledge (arcana) +6, Hide +3, Listen +10, Spellcraft +6, Spot +10. **Feats:** Alertness, Combat Casting, Silent Spell.

Spells Prepared (4/3/1; base DC 11 + spell level): 0—daze (x2), flare, light; 1st—mage armor, magic missile (x2); 2nd—flaming sphere.

Spellbook: 0—arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, resistance; 1st—charm person, chill touch, mage armor, magic missile, ray of enfeeblement; 2nd—fireball, flaming sphere.

Possessions: *Ring of protection* +1, masterwork shortspear, dagger.

Tactics: The sisters attempt to flee if attacked, first revealing themselves to weaken the party, and then by using their evil-eye ability.

Treasure: In addition to the hag's personal magic items, the cave contains three large wooden chests, filled with silver (total of 2260 sp) and gold (total of 5340 gp), tribute from adventurers seeking fortunes. The chests are neither locked nor trapped. In the center of the cavern is a huge bubbling cauldron, filled with blood. This is in fact the *cauldron of blood*, a powerful artifact of divination, created many centuries ago. Use of the cauldron requires blood from any who would know the future or view the past. Only

one who donates blood can scry using the cauldron.

Cauldron of Blood

Description: The *cauldron of blood* appears to be a normal cauldron forged of blackish-red iron. The true origins of this artifact have been lost over time.

Powers: The cauldron of blood allows the user to view past or future events (similar to a *divination* or *legend* lore spell) by donating blood from his body to the boiling waters of the cauldron. To use this device, the user must bring water in the cauldron to a boil, and then bleed himself; allowing his fresh blood to drip into the boiling water. (This deals normal damage and temporary Constitution damage to the user based on how far in the past or future he wishes to look.) At this time, the user decides whether to view past or future events. The events can concern a person, place, or thing; they can be current or forgotten, or even information that is not yet known (see the *divination* spell). The cauldron functions for a maximum of 10 minutes before the visions disappear.

Dam* Viewable Time (Future/Past)

2	30 minutes/6 months
4	1 hour/1 year
6	12 hours/20 years
8	1 day/50 years
12	1 week/100 years
16	1 month/300 years
20	1 year/500 years

*Damage is applied to both current hit points and Constitution. Both heal at the normal rate. Note, that a user cannot bring his Constitution below 1 using the cauldron.



New Monsters

Mummy of the Deep

Medium-Size Undead (Aquatic)

Hit Dice: 6d12+3 (42 hp)

Initiative: -1 (Dex)

Speed: 20 ft, swim 20 ft

AC: 19 (-1 Dex, +10 natural)

Attacks: Slam +6 melee

Damage: Slam 1d6+4 and curse of the deep

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Despair, improved grab, curse of the deep

Special Qualities: Undead, control water, resistant to blows, damage reduction 5/+1, fire resistance 10

Saves: Fort +2, Ref +1, Will +7

Abilities: Str 17, Dex 8, Con —, Int 6, Wis 14, Cha 15

Skills: Listen +9, Move Silently +8, Spot +9, Swim +20

Feats: Alertness, Toughness

Climate/Terrain: Any aquatic

Organization: Solitary or gang (2-4)

Challenge Rating: 4

Treasure: Standard

Alignment: Always neutral evil

Advancement: 7-18 HD (Medium-size)

A mummy of the deep is an undead creature that lairs in the depths of the sea. It is the result of an evil creature that drowned at sea (through an accident or as punishment for sins committed in life). The wickedness permeating the former life has managed to cling on into unlife, and revive the soul as a mummy of the deep.

A mummy of the deep appears as a bloated,

desiccated humanoid, wrapped in torn and waterlogged clothes and seaweed that covers its body as if bandaged. It shuffles when it walks, leaving a trail of water wherever it goes. A mummy of the deep will never journey more than 500 feet from the body of water where it drowned.

Combat

A mummy of the deep attacks with its slam attack.

Despair (Su): At the sight of a mummy of the deep, the viewer must succeed at a Will save (DC 15) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful or not, that creature cannot be affected again by that mummy of the deep's despair ability for one day.

Improved Grab (Ex): To use this ability, the mummy of the deep must hit an opponent of up to Large size with its slam attack. If it gets a hold, it can use its curse of the deep ability.

Curse of the Deep (Su): On a successful grapple check against a Large or smaller creature, a mummy of the deep causes an opponent's lungs to fill with water if the opponent fails a Fortitude save (DC 15). A failed save deals 1d4 points of damage per round, and the victim is affected as if drowning. A creature so affected, can hold its breath for 1 round per 2 points of Constitution before succumbing to drowning damage. A *remove curse* halts the drowning damage if applied before the creature dies.

Control Water (Su): Once per day, as the spell cast by an 8th-level sorcerer.

Resistant to Blows (Ex): Physical attacks deal half damage to mummies of the deep. This effect is applied before damage reduction.

Fire Resistance (Ex): A mummy of the deep is so waterlogged that it gains fire resistance 10.



Brine Zombie

Medium-Size Undead (Aquatic)

Hit Dice: 4d12 (26 hp)

Initiative: -1 (Dex)

Speed: 30 ft., swim 30 ft.

AC: 13 (-1 Dex, +4 natural)

Attacks: Cutlass +4 melee (or slam +4 melee)

Damage: Cutlass 1d6+2; slam 1d6+2

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks:

Special Qualities: Undead, partial actions only, fire resistance 10

Saves: Fort +1, Ref +0, Will +4

Abilities: Str 14, Dex 8, Con —, Int —, Wis 10, Cha 1

Feats: Toughness

Climate/Terrain: Any aquatic

Organization: Gang (2-4) or crew (6-11)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral evil

Advancement: 5-8 HD (Medium-size)

Brine zombies are the remnants of a crew (in most cases a pirate crew) that has perished at sea. They are mindless creatures, not very pleasant to look at, and relentless in their attacks on the living. The spark of evil that brought them back from the ocean depths drives them to seek out the living, in attempts to have such creatures share in their watery graves.

Brine zombies appear much as they did in life, still wearing the clothes—now rags—they wore at their time of death, and possibly still wielding the weapons they did in life. Their bodies are bloated, blue-green in color, and waterlogged.

Combat

Brine zombies attack with their cutlasses or fists. If they successfully grab an opponent in combat, they will dive overboard in an attempt to drown the creature.

Partial Actions Only (Ex): Brine zombies have poor reflexes and can take only a partial action each round (move or attack, but not both unless charging).

Fire Resistance: Brine zombies have fire resistance 10 due to their waterlogged bodies.

Cutlass: Small slashing weapon, cost 15 gp, damage 1d6, critical 19-20/x2, weight 3 lb.

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