

The Secret of Redscar

Designed by Bill Barsh



Redscar was not the most notorious or successful pirate in his time so when he and his ship disappeared, few gave it consideration. But a map has come into your possession that details the location of Redscar's last target—a hidden temple of a forgotten sea god. Now, standing on the windswept cliffs overlooking a turbulent sea, your discerning eye has detected a cave mouth rising just above the crashing waves. Hidden inside that ominous cave is the **Secret of Redscar**!

The Secret of Redscar is an adventure for four to six characters of fifth to seventh level.

This module requires the use of the **Swords & Wizardry** game rules.



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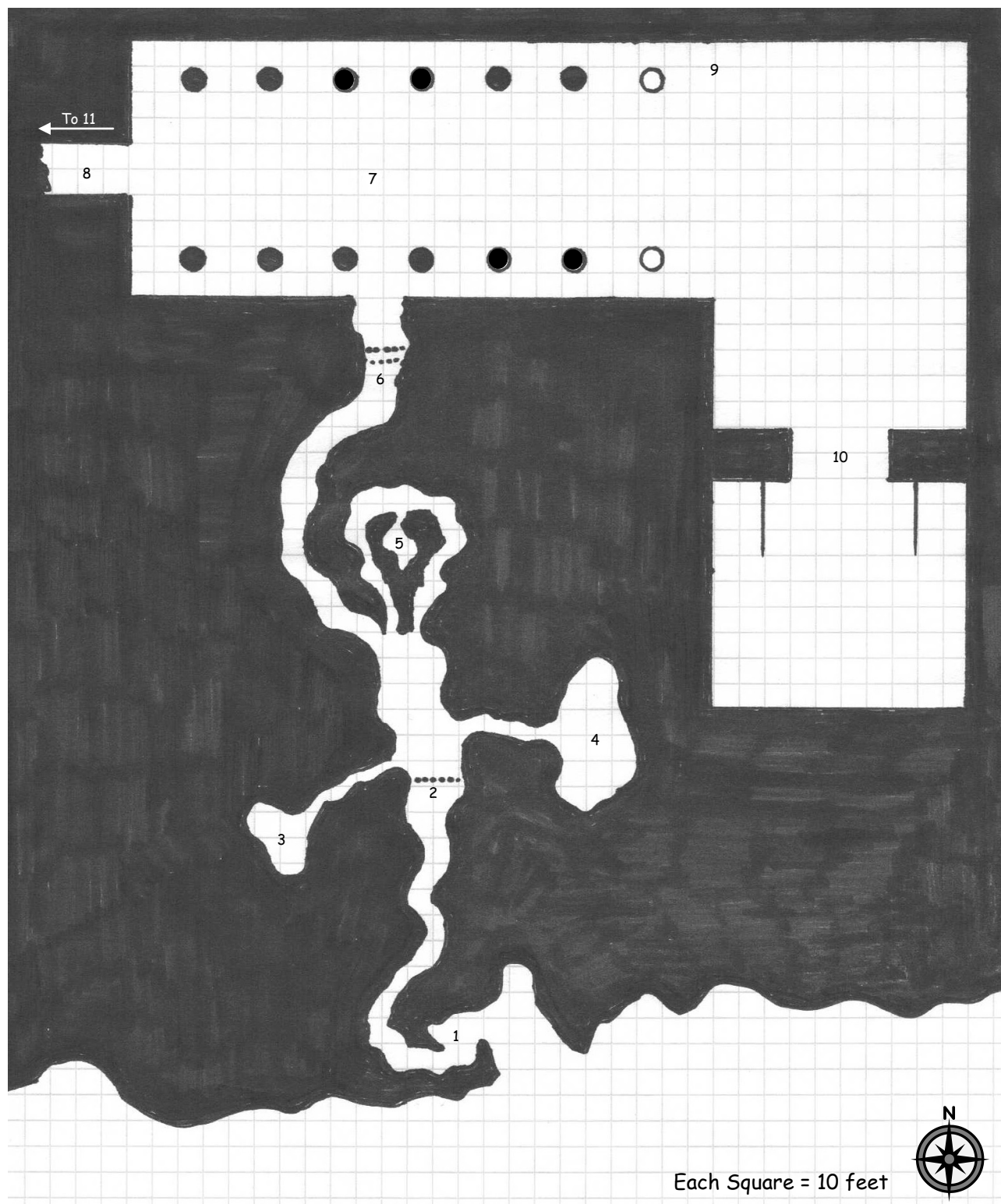


**Swords
& Wizardry**

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MAP 1: TEMPLE OF THE MERMEN





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Credits

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THE SECRET OF REDSCAR



Introduction

The Secret of Redscar is a dungeon adventure designed for use with the *Swords & Wizardry* game system. The scenario will work best with a party of three to seven characters that are fifth to seventh level with a total of about 20-28 character levels. A well-balanced party is optimal but no particular character class is required. The party should possess magic weapons as several opponents can only be hit by magic or silver weapons.

In this adventure, the PCs have located a hidden cave complex along a rocky, ocean coastline. The

complex was formerly used by a pirate named Redscar, who was not particularly notorious nor successful. In fact, Redscar's only claim to fame was his sudden and enigmatic disappearance. Several decades ago, just after he successfully sacked the merchant guild at Port Crescent, Redscar and his ship vanished. The attack was so brilliant that the people of the Port Crescent actually stood on the docks and cheered as Redscar escaped to the open sea.

The sacking of Port Crescent was last time anyone saw Redscar, his ship or his crew. Many speculated the pirate simply retired on the plunder from



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Port Crescent; however, the true story of the fate of Redscar is not so pleasant.

As Redscar sailed away from Port Crescent, he rifled through the plunder from the merchant guild's vault. Amongst the loot he found a gold scroll case and a map within. The map revealed the location of an ancient merman temple. Redscar, confident from his recent success, immediately set a course for the temple whereupon he soon discovered a hidden entrance along a desolate stretch of rocky seaside cliffs. The pirate anchored his ship and took most his crew into the caves where he surprised a large group of merman pilgrims.

Redscar, who was not particularly blood-thirsty, had no intention of killing the mermen, and only sought to rob the temple. However, his crew, emboldened by their victory at Port Crescent, pushed their luck and a battle erupted within the temple. In a gory bloodbath all were slain. For these depredations, the merman's god cursed Redscar and his men to stand guard at the temple for all eternity. The crew that remained on Redscar's ship simply fled when the pirate failed to return. However, the ship was caught in a storm and all were lost.

With the sanctity of their temple violated, the mermen abandoned the temple and never returned. Recently a pair of mind slayers discovered the abandoned temple, but they were attacked by Redscar and his undead pirates. One of the mind slayers was killed and the other retreated. It has since gathered some minions in an effort to destroy Redscar and plunder the temple.

Player Character Involvement

There are a number of ways to involve the PCs in this adventure.

1. A local fisherman accidentally discovered the cave system when his boat was nearly destroyed in a storm. He will sell the location of the caves to the PCs.
2. The PCs, or some other NPCs, discovered the shattered remains of Redscar's ship on a small, uninhabited island. The only item of note they discovered was a golden scroll tube that contained a map (showing the location of the cave system).
3. The PCs, while travelling by ship, are stranded near the cave when their ship is destroyed (storm, pirate attack, sea monster attack).

The Cave System

The cave system has two distinct sections. The first section contains a small area of naturally formed caves. The entrance to the caves is hidden near the water line along a steep cliff where a natural rock formation conceals the entrance. Even with a map, the entrance is difficult to find.

The caves and tunnels are nearly filled at high tide and salt water is ever-present in the form of puddles and small pools. The locations of high tide and low tide are marked on the map. The caves at location 3, 4 and 5 have sunken floors (about 10' below the level of the tunnels). These sunken areas are always filled with sea water, even at low tide. There is no light in the tunnel system and daylight only illuminates the first 50' of the entrance tunnel.



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The second section of the map is the merman temple and ancient city area. The merman temple is devoted to one of the sea gods and is more than 500 years old. In fact, the temple was constructed by another race of sea creatures and abandoned when the race died out. The mermen discovered the forgotten temple and soon converted it for their own use. In fact, temple is connected to the remnants of an ancient city; however, the access corridor is blocked with stone. The mermen never attempted to clear the stone away as a priest sensed a powerful evil beyond the blocked corridor.

A pair of mind slayers have recently discovered the ancient city section and established a base to raid therein. A massive pit leads deep into the earth at location 15 and is used by the mind slayers as a passage to their underworld lair. The ancient city sec-

tion is scantily illuminated by some scattered braziers.

There is no chance of encountering a wandering monster during the course of this adventure.

The Water Troll

The entry cave system is the lair of a powerful water troll. He is generally found in location 5. The troll has a group of sea ogres under his leadership (location 4). If the complex is attacked, the ogres and troll will assist one another and fight to the death to repel invaders. Both the troll and ogres are aware of the merman temple, but they avoid it as they do genuinely fear undead souls within.

Redscar and Crew

The temple area is guarded by the undead Redscar and his ill-fated crew. Redscar is now a skeletal warrior and his crew are standard skeletons. They will attack the PCs if they enter area 9. The undead pirates will start by using missile weapons but will enter hand-to-hand combat as necessary. Redscar and his crew are under the magical protection of the temple (see location 10).

The Mind Slayer

About a week prior the PCs entering the caves, a pair of mind slayers discovered the temple (via the ancient city). The pair were scouting out an access point to raid the surface. Using their telekinetic powers, the mind slayers cleared the debris leading to the temple (location 8). The creatures were ambushed by Redscar and one of the mind slayers was





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killed. The surviving mind slayer, now anguished over the loss of its mate, retreated to the underworld and recruited a group of blood orc mercenaries. The mind slayer is preparing his attack as the PCs enter the cave system.

Starting the Adventure

This adventure begins when the PCs enter the cave system at location 1. The caves are damp and slippery. Currently, the entry tunnel is covered with about two feet of water at the ocean opening. Careful observation reveals the tunnel has a minor upward grade and the water level, at low tide, comes to an end at the location marked on the map (see location 2). At high tide, the entry tunnel, which is only eight feet high, is nearly filled with water (five feet deep). Locations 2 through 6 are covered with three feet of water during high tide.

The PCs will need to supply their own light source within the cave system. If a PC falls into the water, any flame-based light sources will be extinguished.

1. The Cave Mouth: Waves from the ocean crash about the entrance which makes movement extremely dangerous. PCs at the entrance risk falling and injuring themselves as they attempt to enter. Each PC must make a dexterity check or risk falling and suffering 1d4 damage.

Monsters: None

Treasure: None

2. Low Tide: The entry tunnels opens into this larger area. The dotted line on the map indicates the extreme location of low tide. The floor of this chamber is covered with small puddles; some even have small fish and crabs swimming about.

Monsters: None

Treasure: A gold earring (10 gp) lies in one of the puddles.

3. Blood Urchin: This small cave has a sunken floor (10' lower than the cave tunnels) and it is therefore always filled with water. The pool is home to four blood urchins. These creatures will attack any who enter the pool. The aquatic ogres (location 4) occasionally throw in food for the urchins and consider them pets.

Monster: Blood Urchin (4) HD 2, Hp 14, 12, 11, 9; AC 3 [16]; Atk Spike (1d3) for 1d4; Special Poison; Move 1/3; Save 16; AL Neutral; CL/EXP 4/120

Treasure: Lying at the bottom of the pool is **+1/+3 vs humanoids dagger** (glows red in a 10' radius when humanoids (of any kind) are near (60').

4. Aquatic Ogres: A 20' deep pool sinks below the entrance level of this chamber. The pool fills the entire room. The pool is the lair of five aquatic ogres. These creatures can swim at incredible speeds and launch themselves out of the pool like a missile. They can target a PC and make an attack roll at -2. If they hit, the PC will be knocked to the ground for one round (stunned) and suffer normal damage. The ogres are very sensitive to the cave system as sounds echo easily. Thus, they are not surprised easily and they will automatically detect combat anywhere in



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the natural cave system. The ogres will come to the aid of the sea troll in location 5.

Monster: Aquatic Ogre (5) HD 4+1, Hp 32, 27, 22, 21, 19; AC 5 [14]; Atk Spear 1d10; Special None; Move 9/15; Save 13; AL Chaos; CL/EXP 4/120

Treasure: The ogres have a brass chest at the bottom of their pool. The largest ogre has a key to open it. The chest is trapped. If the trap is not disarmed and the chest is opened, an explosion of concentrated brine will occur. All those within 10' under water and 20' out of water, will suffer 3d6 damage or save for half damage. The chest contains 500 gp.

5. Sea Troll: The floor of this small chamber is sunken 10' beneath the ground level of the tunnel. A sea troll claims this chamber as his own. The creature is vicious and will attack any who enter the cave system. The troll will be alerted to trespassers unless the PCs take significant steps to remain quiet while in the caves. The troll will help the ogres if they are attacked.

Monster: Sea Troll (1) HD 6+3, Hp 47; AC 3 [16]; Atk Claw (2) 1d4+2, Bite 1d6+2; Special None; Move 12/18; Save 11; AL Chaos; CL/EXP 8/800

Treasure: Lying loosely in the troll's pool, mixed in with dozens of bones, are 700 gp, 120 pp, 2,400 sp, 10 – 50 gp gems and one giant pearl worth 1,500 gp. Also, a *ring of spell storing* (cleric) is still on a skeletal hand amongst the bones.

6. High Tide Mark: The tunnel continues to slope upward to this point and opens to a ceiling height of 20'. The PCs must climb a 10' wall to continue down

the tunnel. The water level never rises more than five feet up the wall. The corridor that continues north from the dotted lines is slightly damp, but it is clear that the ocean does not penetrate beyond the lower tunnel.

Monster: None

Treasure: None

7. Hall of Pillars: This massive hall has a ceiling height of 50'. Enormous 10' wide pillars span from floor to ceiling on the north and south sides of the hall. The pillars are decorated with carvings depicting sea creatures and merfolk. There are a total of 14 pillars. Two of them are hollow and contain the wealth of the temple. The pillars can be smashed open by force or magically opened using the rod lying on the altar at location 10. If the treasure is disturbed, Redscar and his undead crew will exit the temple (location 10) and attack the intruders.

Monster: None

Treasure: Each pillar contains 1,000 gp, 8,000 sp, 17,000 cp and 100 pearls worth 20 gp each.

8. Blocked Corridor: This corridor leads to location 11; however, the corridor is blocked by stone and debris. It will take three PCs at least four hours to remove the rubble to access location 11. If the PCs attempt to unblock the corridor, the mind slayer (location 16) will be alerted and he will set an ambush clear at location 12.

Monster: None

Treasure: None



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9. Mind Slayer Corpse: Lying in a pool of dried blood is the corpse of a mind slayer. Dozens of small crabs are feasting on the body and in some places, only bones remain. The creature's robes are torn and tattered. The body is riddled with a half dozen cross-bow bolts and numerous sword wounds are evident.

Monster: None

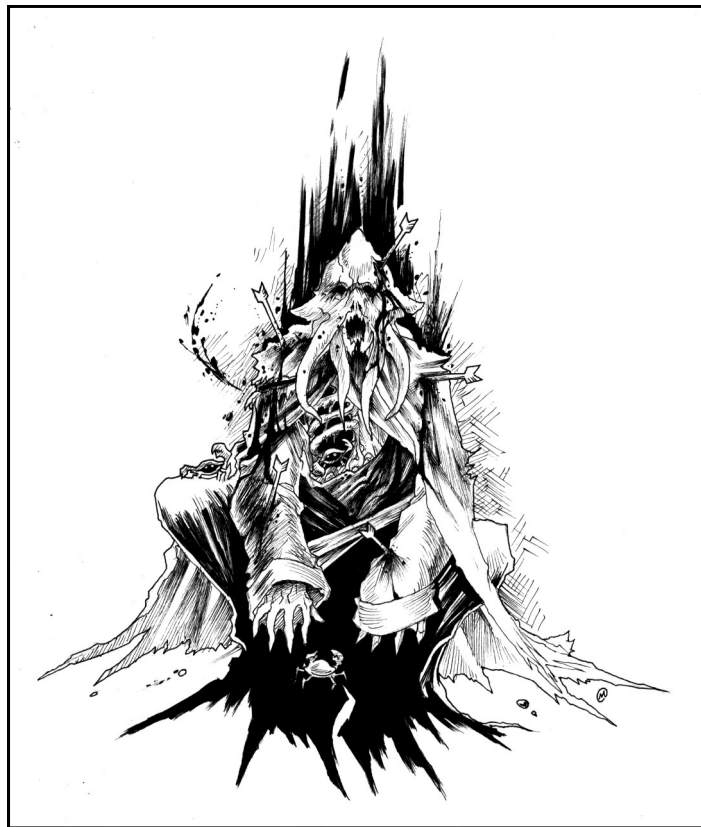
Treasure: None

10. Temple: The temple is a very plain structure with crumbling murals on all walls. The murals depict creatures of the oceans, though most of the art is faded and damaged. A large altar in the shape of a clam shell (half) is set near the south wall. The shell is supported by two stone columns carved in the shape of kelp strands. The shell is real and is nearly eight feet long and six feet wide. Stains from live sacrifices can still be detected inside the shell. Redscar, who is now a skeleton warrior, and his undead crew (skeletons) occupy the area. If at all possible, the undead will first use their missile weapons and then engage in hand-to-hand combat.

Monster: Redscar (skeleton warrior) HD 12, hp 64; AC -1 [20]; Atk 1 w/+1 long sword 1d10+1; Move 12; Save 3; CL/XP 12/2,000; Special fear aura, +1 or better to hit, cannot be turned, magic resistance 60%

Skeleton (30) HD 1, hp 4 each; AC 8 [11]; Atk 1 w/cutlass 1d6 or crossbow 1d4+1; Move 12; Save 17; CL/XP 1/15; Special cannot be turned while in temple area (within 120').

Treasure: Redscar carries a **+1 long sword** and wears a **ring of fire resistance**. A two foot long silver rod (300 gp) lies in the shell altar. If the rod is touched to



one of hollow columns, a secret panel will open and the treasure will spill forth.

DM's Note: Locations 11 – 18 are noticeably different than the previous sections of the dungeon. This area is all that remains of an ancient city. A cobblestone street (location 12) provides access to the few remaining buildings not completely covered by earth and rock. A massive earthquake buried the city and only this small section survived. The buildings in this area were made of stone. A group of dwarves stumbled upon the ruins of the city about five years ago and managed to dig out the road and paths to the remaining chambers. Unfortunately, the dwarves met a tragic end at location 17.



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The mind slayer has set up a temporary camp based at location 14. The mind slayer has a group of blood orcs working for him. The orcs have set up braziers in locations 11-16. These areas are illuminated, though not brightly. The mind slayer and orcs have been unable to gain access to locations 17 and 18.

If the PCs make a great deal of noise moving the rubble from location 8, the orcs and the mind slayer will be waiting for them in location 11. If this is the case, the orcs will cover the brazier in location 11 until the PCs enter the area.

11. Warehouse: This chamber was once a warehouse. Dirt and stone have broken through a few windows and create piles near the north and west walls. The room is littered with broken and rotted crates and barrels; all of which are empty.

Monster: None (unless ambush is set. See below)

Treasure: None

Special Notes: If the mind slayer and orcs have set an ambush here, all of the orcs and the mind slayer will be present.

12. The Road: This section of the city is spanned by a cobblestone road. The ceiling height in this area varies from 10-12 feet and is supported by timbers (PCs may determine the wood is relatively “fresh” when compared to the 500 year-old city). A brazier burns dully at each end and in the midpoint of the road.

Monster: None

Treasure: None

13. Orcs: This building was once a simple residence. The remains of a kitchen area are evident against the east wall. The orcs have turned this room into a barracks. 10 blood orcs occupy the room.

Monster: Blood Orc (10) HD 2, hp 10 each; AC 5 [14]; Atk 1 w/two-handed battle axe 1d10; Move 12; Save 16; CL/XP 2/30; Special frenzy at sight of blood (+2 to attack rolls).

Treasure: Each orc carries 1d10 gp and 2d10 sp. One of the orcs carries a *potion of healing*.

14. More Orcs: Much like location 13, this building was a residence. It is larger but otherwise unremarkable. A group of 10 blood orcs and the orc leader, a black orc (high priest of Orcus), occupy this chamber. The orcs have managed to fashion a large table from the ruined furniture they found here and they are using casks and crates as chairs. The remains of their latest meal, an undetermined demi-human, is scattered across the table. There are sleeping bags for 11 orcs, but only 10 are present. The missing orc is in location 14a.

Monster: Blood Orc (9) HD 2, hp 10 each; AC 5 [14]; Atk 1 w/two-handed battle axe 1d10; Move 12; Save 16; CL/XP 2/30; Special frenzy at sight of blood (+2 to attack rolls).

Treasure: Each orc carries 1d10 gp and 2d10 sp.

Black Orc (leader) HD 7, hp 35; AC 4 [15]; Atk 1 w/two-handed sword 1d10; Move 12; Save 9; CL/XP 9/1,100; Special: Spells: *cure light wounds* x2, *detect good*, *detect magic*, *darkness*, *protection from good*, *bless*, *find traps*, *hold person*, *speak with dead*, *cure disease*, *find*



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traps, cure serious wounds, poison, create water, dispel good, insect plague, finger of death.

Treasure: The black orc priest carries 3d10 pp and 4d10 gp. He also has a *horn of blasting*.

14a Secret Wine Cellar: One of the blood orcs managed to find the secret door to this room while his comrades slept. He used his *chime of opening* to dispel the magic ward and entered the chamber. He greedily consumed some of the ancient wine and unfortunately was poisoned by a bad bottle and now lies dead on the floor. There are 100 bottles of wine in the room. All but six of the bottles have turned to complete alcohol due to a strange and lost fermentation process (can be treated as flaming oil,

but add +2 damage). Six bottles have remained in perfect drinking condition (magic bottles worth 100 gp each).

Monster: None (dead blood orc)

Treasure: see above

15. The Shaft: This rough-hewn chamber was excavated by a group of adventurous dwarves five years prior to the PCs starting this adventure. A circular shaft descends more than 1,000 feet into the earth. The shaft ends in the ceiling of a massive cavern and underground lake. The dwarves discovered the shaft and eventually the remaining city. They excavated what they could but became trapped in location 17. Recently, a pair of mind slayers came across



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the great cavern and shaft. They were intrigued to find a complex elevator system that gave access to the entire length of the pit.

A wooden elevator, complete with a complex rope and pulley system, allows up to 1,000 lbs to be transported up and down the shaft. For purposes of this adventure, the shaft and caverns are not described.

Monster: None

Treasure: None

16. Mind Slayer: This building is used by the mind slayer as a temporary lair. The structure was once a tavern/inn. The second level of this two-story building has collapsed. The stairs remain (though they will not support weight above 75 pounds). Anyone climbing the stairs (above 75 pounds) will fall and suffer 1d6 damage. A stone bar bisects the eastern section of the room from the larger western section. The mind slayer has set aside a sleeping area behind the bar (which cannot be seen from the entrance. This creature is not particularly brave and will attempt to escape if cornered. It will always use its mind blast attack at the start of combat.

Monster: Mind Slayer HD 10, hp 52; AC 2 [16]; Atk 4/2/1 tentacles 1d4 each / claws 1d8 each / mind blast 2d4 +stun; Move 12; Save 5; CL/XP 12/2,000; Special mind blast, intelligence drain, ESP, telekinesis

Treasure: The mind slayer carries 76 gp, 44 gp and 10 gems worth 100 gp each. He also wears a gold and platinum necklace worth 1,750 gp. A wooden chest contains 1,500 gp (stamped 300 years ago).

17. Leech: The door to this chamber is locked. It is a massive brass door with an intricate lock (-10% chance to be picked). The door is tarnished with age but the figure of a beautiful woman is carved into its surface. Strange runes in an ancient language above the door translate to say, "Enter and be doomed." The room beyond the door is completely dark (per *darkness* spell). If illuminated or the *darkness* dispelled, a startling sight will greet the PCs.

The room is bare and no decorations, furniture or carvings are present. Hanging from the ceiling (30' high) are a dozen silver chains. The chains are thin with ½" links. Entangled within the chains, and suspended 10' from the floor, is what appears to be a beautiful woman. The woman is actually a succubus (demon). She is one of the 13 daughters of the demon lady Caizel, Queen of the Succubi.

Standing in a circle, with gazes transfixed on the demon, are 16 dwarves. The dwarves appear to be alive, but all are very old and gnarled. Their life essence is slowly being drained by the succubus. The succubus was captured by the priests of the city and imprisoned in this chamber. In fact, the priests cursed her – using her own powers against her. She cannot escape the silver chains unless freed by others. However, any who behold the succubus must immediately make a saving throw or become enthralled with the daughter of Caizel. Those who become enthralled will simply stand and stare at her while their lives are slowly drained (losing 1 hp per year in her presence). A saving throw must be made for each round spent in the room; however, a +1 bonus is granted (cumulatively) for each round spent



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in the room. Elves are not immune to this charm. The first saving throw is made at -2.

Lying on the floor throughout the room are the dried husks of various humans and demi-humans who succumbed to the curse. The succubus will try and warn the PCs. She will offer them treasure or service if they free her. She will claim there is a hidden treasure in location 18. The succubus cannot alter the magical nature of her curse unless she is freed from the silver chains. Additionally, the succubus cannot be harmed while suspended from the chains. The chains are completely immune to any magical effects. Of course, she will attempt to betray the PCs as soon as possible (she will gate in some help). The chains are worth 500 gp each.

If the succubus is freed, the dwarves will immediately be released from the charm. They will be weak and unfit for travel or adventure for several days. The dwarves will tell the PCs their story of how they found the city and cleared the passages. They entered the prison chamber of the daughter Caizel and fell to the magical charm. The dwarves have no treasure as it was stored in location 15 and the mind slayer has taken it to location 16.

Monster: Succubus, Daughter of Caizel HD 10, hp 50; AC 0 [19]; Atk 2 claws for 1d6 each; Move 12; Save 5; CL/XP 12/2,000; Special +2 or better weapon to hit, 85% magic resistant, cause darkness 10' radius, level drain (2 levels) with kiss, gate in demons (+20% to normal succubus chance), shape change

Treasure: see above

18. Sea Serpent: The hall leading to this massive chamber slopes downward until it reaches the door. The slope is steep and a dwarf can determine a 20' drop from the street level. The door to this chamber is brass and locked as the door to location 17.

The room beyond the door is nearly filled with water. Only the alcove area closest to the door is above the water. The walls extend 20' above the water level. Faded murals depict people swimming in the ocean. The chamber was once completely open to the sea and used as an artificial beach. The water depth descends from the entrance area to a depth of 30' at the center point of the room to the south wall.

A massive sea serpent (spitting) uses the chamber as its lair. The serpent will remain hidden, under the water, in hopes some PCs will actually enter the pool. The serpent has amassed some treasure in the





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southwest corner of the room. An escape route to the ocean is located in the south wall about 10' below the water level.

Monster: Sea Serpent HD 12, hp 70; AC 4 [15]; Atk 1 bite 1d8; Move 4/18; Save 3; CL/XP 13/2,300; Special acid spit (twice per round for 2d6), poison bite adds 2d6 damage, constrict on successful hit

Treasure: Loosely scattered in the southwest corner of the room is 2,300 gp, 4,000 sp, a +3 *sword* (DM to determine type) that can *detect traps* once per day, a *magic-user scroll* (in water-tight bone scroll case) containing five spells of 4th level, a +2 *flaming flail* (flame weapon), *ring of spell turning* (2/day use), and a *rope of entanglement*.





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New Monsters

Mind Slayer

Hit Dice: 10

Armor Class: 2 [16]

Attack: Tentacles-4 (1d4), Claws-2 (1d8),

Mind Blast-1

Special: Mind Blast inflicts 2d4 damage plus stun, Telekinesis to hurl objects, Intelligence Drain, ESP

Move: 12

Saving Throw: 5

Alignment: Chaos

Challenge Level/Experience: 12/2,000

These terrible fiends have the physical body of a human but their heads are large and oval-shaped. They have two large, black eyes but no nose. Four tentacles (typically 3' long) hang just above their mouths. Mind Slayers wear colorful robes accented by ornate jewelry (which they crave). Like humans, the males are slightly larger than females. They rarely carry weapons of any sort.

Mind Slayers, as their name suggests, are keenly adept at destroying the minds of their victims. The brains of intelligent creatures is the meal of choice for a Mind Slayer.

In combat, a Mind Slayer will first attempt to use its mind blast attack. A mind blast attack can be sent in any direction and has a cone-shaped area of effect. The cone starts at 2' wide and expands to 10' wide at its maximum range of 20'. Any creature with an intelligence greater than that of an animal must make

a saving throw or suffer 2d4 damage and be stunned for 1d4 rounds. Stunned creatures may not make any actions and are treated as if paralyzed.

In hand-to-hand combat, a mind slayer can attack with its two hands (razor sharp finger nails) for 1d8 damage each. If both attacks hit the same target in any round, the mind slayer can choose to use its tentacle attack on the next round. The PC is considered in the grasp of the mind slayer, but the PC may continue to make normal actions including attacking or casting spells. The PC may not move away until he successfully breaks the grasp of the mind slayer. The targeted PC can attempt to break free after the tentacle attack by rolling a d20. The result must be equal or less than the PCs strength ability score.

The mind slayer's tentacle attack is fearsome and deadly. It can only use its tentacle attack on targets that are stunned, immobile or similarly unable to move freely. Characters that are surprised are considered immobile for the purposes of this attack. The mind slayer must attack the same target with all four of its tentacles. Each tentacle will inflict 1d4 damage and the target will lose two points of intelligence for 1d10 turns. If a target is reduced to an intelligence score of zero, it dies immediately and its brain has been consumed by the mind slayer.

Mind slayers have an ESP ability that is the same as the spell of the same name. They can use this ability three times per day (same duration as the spell).

Finally, a mind slayer has a very powerful telekinetic ability. Mind slayers can move up to 2,000 pounds of material up to 20' per combat round. They can also use the telekinesis to hurl objects as



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missile weapons. They can direct missile weapons or ammunition (arrows, sling stones, etc.) just as a missile weapon attack. Stones and other objects (less than 10 pounds) can also be used as missile attacks. The damage inflicted is equal the normal damage if the object is considered a weapon (spear, arrow, etc.). Non-weapon objects inflict damage based on their weight (up to 2 pounds 1d6 damage, 3-5 pounds 1d8 damage, 6-10 pounds 1d10 damage).

Mind slayers dwell deep under the earth but frequently seek access to the surface to raid human, demi-human and humanoid settlements. They often employ the help of evil creatures such as orcs.

Aquatic Ogre

Hit Dice: 4+1

Armor Class: 5 [14]

Attack: Weapon 1d10

Special: None

Move: 9/15 swim

Saving Throw: 13

Alignment: Chaos

Challenge Level/Experience: 4/120

An aquatic ogre is much the same as its land-based relative. They are generally stupid and large. They prowl the shorelines in search of easy prey as they can breath on land and water. However, aquatic ogres can only stay on land for two hours at a time before they need to return to the water. If they are caught out of the water after two hours, they suffer 1d8 damage per turn until they die.

These foul creatures resemble regular ogres but

have dark green skin, pointed ears and they have webbing between their fingers and toes. They also have large gills on their necks. Aquatic ogres often work for other sea-based creatures.

Sea Troll

Hit Dice: 6+3

Armor Class: 3 [16]

Attack: Claw-2 1d4+2, Bite 1d6+2

Special: Regenerate 3 hit points per round

Move: 12/18 swim

Saving Throw: 11

Alignment: Chaos

Challenge Level/Experience: 8/800

A sea troll is nearly indistinguishable from its land-based cousin. They are dark green-skinned and have razor sharp claws and teeth. They do have a slightly scaled skin.

Sea trolls are solitary in the fact they do not often mix with other sea trolls but they will seek minions if possible. They regenerate 3 hit points per round in combat but only if they are immersed in salt water.

Blood Urchin



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Hit Dice: 2

Armor Class: 3 [16]

Attack: Weapon Spikes 1d4

Special: Poison

Move: 1/3 swim

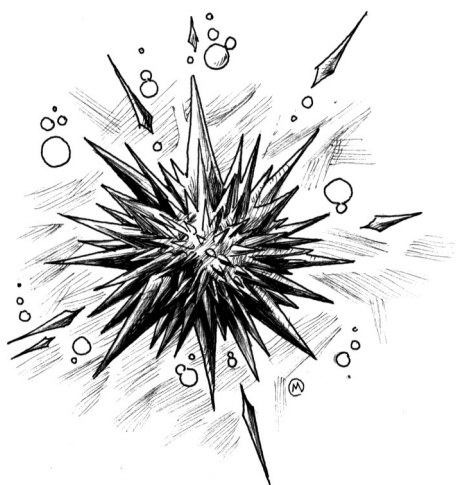
Saving Throw: 16

Alignment: Neutral

Challenge Level/Experience: 4/120

The blood urchin is a large relative of the standard sea urchin. They are blood red in color and found in rocky or heavy coral areas. They are not active hunters, but they will attack anything that approaches within 20' (that is larger than they are).

Blood urchins can fire 1d3 spikes per turn (same target only) that inflict 1d4 damage. Additionally, the spikes inject a mild poison that produces a mild epileptic fit for one round. Any creatures carrying weapons will drop them if they fail their save. The poisoned creature will lose one round of action. Simultaneous poison attacks are not cumulative.



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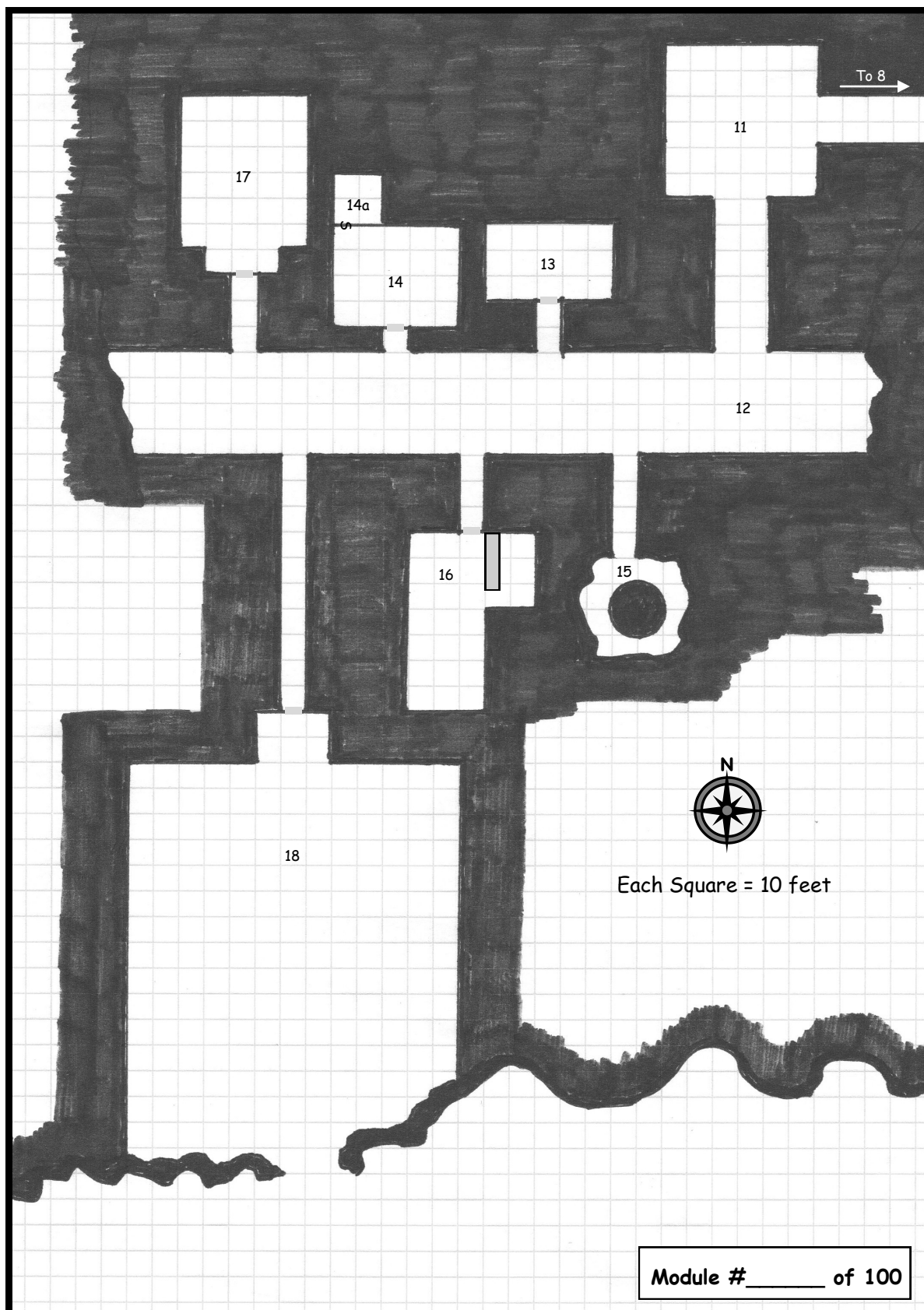
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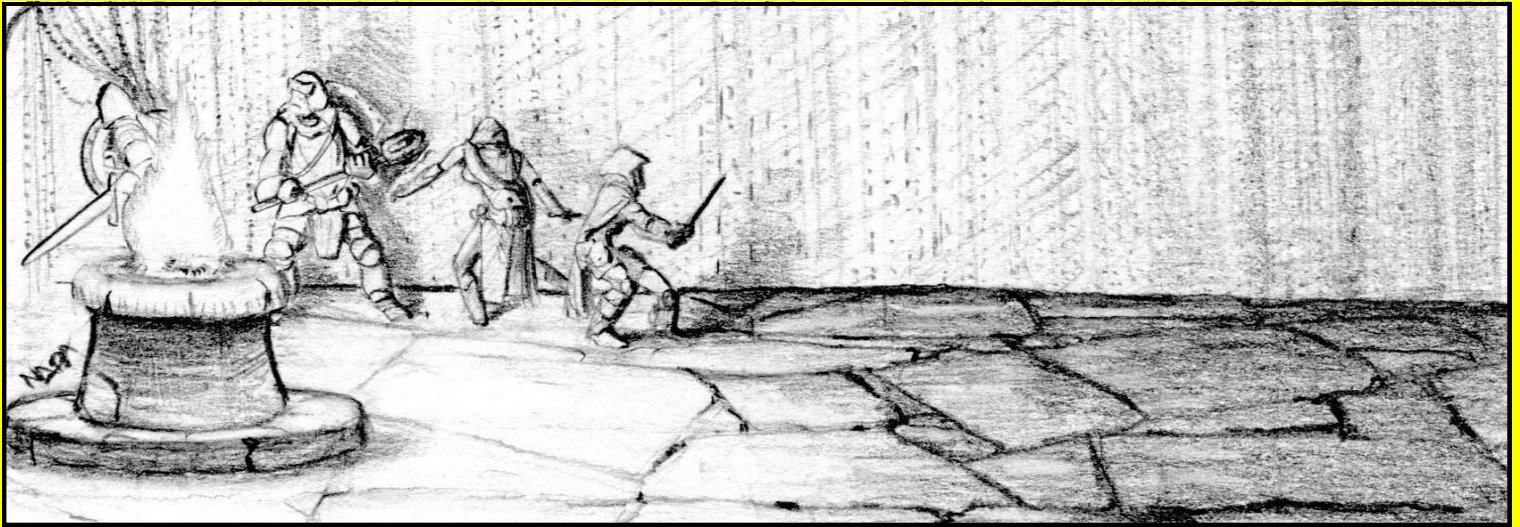
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MAP 2: THE ANCIENT CITY





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