



Advanced Adventures

The Forgotten Grottoes of the Sea Lords

By Keith Sloan



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More than a century ago, the evil Sea Lords ruled this region. They were cruel men, devil-worshippers who practiced vile rites and were the terror of folk across the seas. But, like most tyrants, they were at last thrown down, their strong places sacked and destroyed. Now, they are little more than a name of fear and loathing. Little of them remains, but sometimes an isolated hold or other location is discovered, most filled with plunder from decades of their reign of terror.

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An OSRIC™ module designed for 6-10 adventurers of levels 6-8

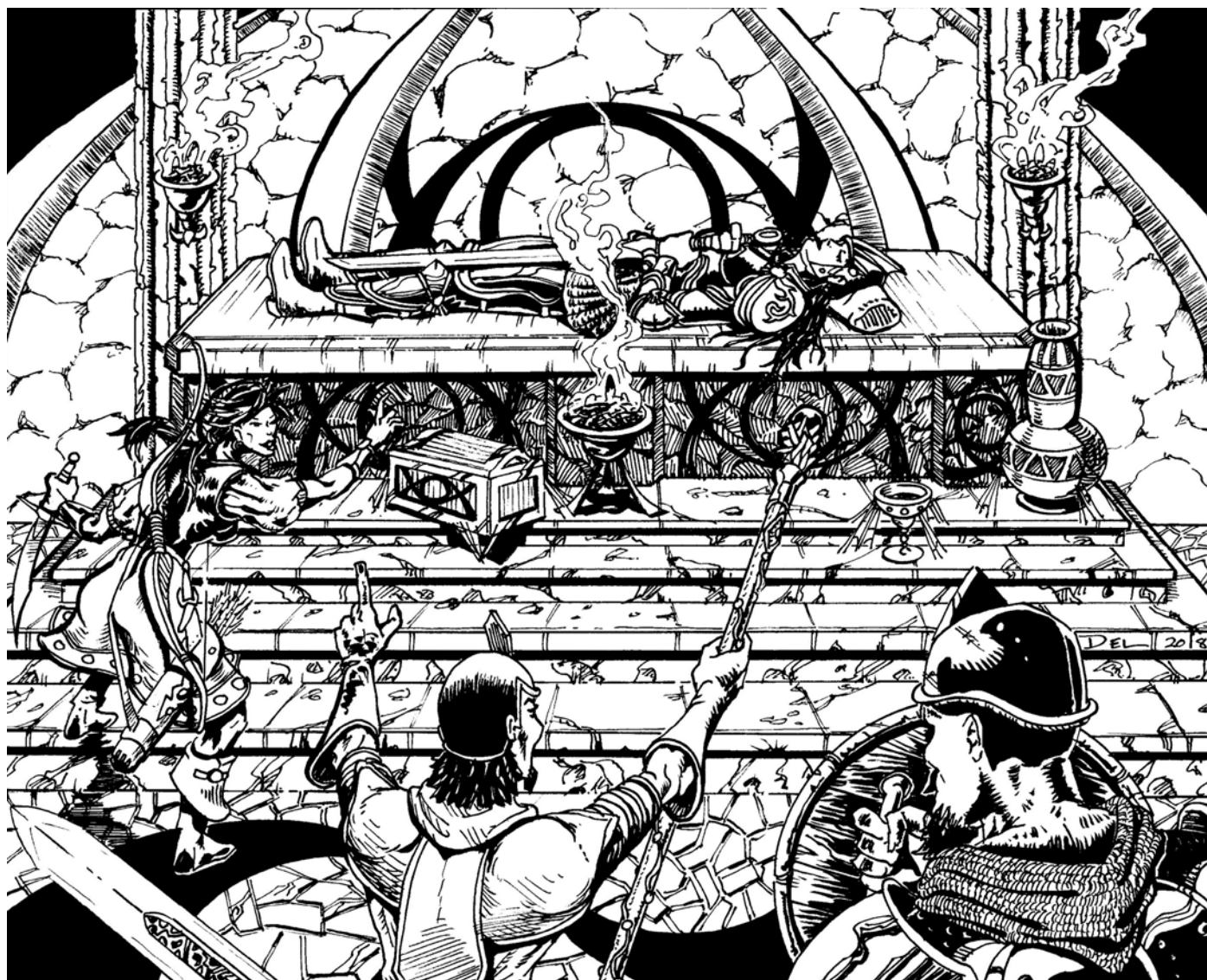
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ADVANCED ADVENTURES MODULE #41

The Forgotten Grottoes of the Sea Lords

by Keith Sloan

AN ADVENTURE FOR CHARACTER LEVELS 6-8



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THE FORGOTTEN GROTTOS OF THE SEA LORDS

More than a century ago, the evil Sea Lords ruled this region. They were cruel men, devil-worshippers who practiced vile rites and were the terror of folk across the seas. But, like most tyrants, they were at last thrown down, their strong places sacked and destroyed. Now, they are little more than a name of fear and loathing. Little of them remains, but sometimes an isolated hold or other location is discovered, most filled with plunder from decades of their reign of terror.

STOP! If you plan to participate in this adventure as a player, then stop reading here. Prior knowledge of this module's contents will only spoil your enjoyment of the game.

Notes for the Game Master: This adventure is designed for a party of characters level 6-8. There are several potential situations where even a more powerful party would find themselves in grave danger if they are not cautious. A weaker, but clever, party might be able to leverage the various groups and factions to great effect.

There are several such factions now dwelling in the remnants of the Sea Lords' hold. A group of fishermen, followers of the foul god Dagon, have built a temple here, or repurposed one left by the old Sea Lords. Additionally, a group of pirates uses a portion of the place as a supply depot for their corsairs. Other pirates either dwell or pass through the place regularly. The undead remnants of the Sea Lords also linger in corners of the dungeon. Other creatures and groups can also be found within

The tidal swing here is several feet and is annotated on the main map with high and low water marks. These effects impact several of the grottoes within the complex.

The dungeon is constructed of natural stone throughout, with most being fairly well constructed. Passages are typically 10' wide and 8' tall. Rooms are 10' high and more. The air throughout is cold, damp, and smells strongly of the sea in the worst sense, with a heavy smell of briny rot throughout. Of course, the sea penetrates the complex in several locations. There are ruins atop the cliff, but all are utterly demolished and there is little of interest as all ways down are heavily blocked with rubble.

There are many potential reasons for a party to explore this location, and one relevant to the GM's campaign is always best. However, for a one-shot game or if the GM is short of ideas, the following may be used to lure the party to the dungeon.

Suggested Start: *Of old, these seas were the domain of the dread Sea Lords, an empire of pirates and devil-worshippers who held many ports on this sea under the sway. But, like many tyrants, their own hubris and evil led to their downfall centuries ago. With the rise of newer, often more benign, kingdoms, they have largely forgotten except in stories to scare children.*

However, in a recent (unrelated) adventure, your party acquired a treasure map purporting to show the location of one of the Sea Lords old holds. While most were sacked and plundered long ago, this one seems to have been missed. With luck, perhaps some of their vast treasure remains for the taking!

Having ascertained the validity of the map through cautious inquiry, you have chartered a small ship to take you to the desolate stretch of coast where the hold is indicated to lie. The crew has now readied the longboat and is prepared to drop you wherever you direct and await your signal for recovery.

Give the players some time to ask questions and formulate a plan. Their map indicates a few, but not all, of the possibilities for entering the dungeon. For a weaker party, the GM may consider providing the following additional magic items to aid in this adventure, dividing them up as they see fit: **3 potions of healing**, a **ring of swimming**, a **potion of water breathing** (2 doses), and a **wand of wonder** (5 charges).

Actual play starts with the party aboard their chartered vessel, with the ship's crew having readied the longboat (it can carry the party plus two crewmen rowers, and can easily haul a fair amount of loot, if any is acquired). There should be a pre-arranged signal for the party to summon the longboat for pickup.

THE SHADES OF KINGS

Scattered throughout the dungeon, and wandering throughout it, are numerous ghosts of dead kings and lords from history, brought here involuntarily by the theft of their bodies and blood. These shades are the least of spirits and, though just visible if looked at carefully, they are nearly invisible and totally insubstantial. There is no way to interact with them, and they will not respond to signals of any kind, even though it is clear that they can see the party. Even on the Ethereal Plane, where they primarily exist, they are mere shadows of ghosts, though they can be turned as ghosts by an ethereal cleric.

The shades are trapped within the dungeon and will follow a party they encounter in the hopes of deliverance. By themselves or in small numbers they have no ability to cause material effects (though their presence will be weird and unnerving, perhaps). However, as time goes on and the party accumulates more of them, the shades will become more substantial, and the following effects will occur:

1-8 Shades – no effect

9-16 Shades – once per turn, a shade will attack a spell caster (THACO 10); upon a hit, it will drain a random spell from the PC, after which that shade will disappear. These attacks are in addition to the following additional effects.

17-24 Shades – in melee, the shades will swarm 1-4 PCs per round to feed off the emotions and stress of combat. This will have the following effects on those swarmed: -2 to hit/damage, -d4 HP due to draining of strength and will (once per melee), any spell casting is disrupted and the spell lost; d4-1 shades will vanish after the battle

25+ Shades – once per turn, a shade will attack a random PC (THACO 10); upon a successful hit, it will drain one level from the PC. Further, the shade will then become an actual ghost, which will continue to attack. **Ghost** (AC 0, HD 10, HP 64, ATK 1, DAM ages 4-40 years, SA save vs. magic or age 10 years and flee in panic 2-12 turns on sight (clerics >6th level are immune; others above 8th level save at +2); magic jar spell; silver or magic to hit; immune to all spells except from an ethereal caster; AC8 on the Ethereal Plane)

A party that acquires the **Aspergillum of the Blood of Kings** (see Appendix A: New Magic Items) will gain power over the shades, and the above effects will no longer be in effect. In fact, the wielder of the Aspergillum may command the shades to attack enemies, as laid out above (Note: do not tell the player this; they must figure it out).

The shades cannot leave the dungeon unless the wielder of the Aspergillum leads them from it. Thus, if the party departs without the Aspergillum, the shades will remain. However, they will remain wherever the party departs from, waiting for their return, at which time they will resume following and attacking, as described above. If the party returns to another location of the dungeon, the shades that were following previously will sense it and move to find the party at a movement of 90 ft per round.

KEY TO MAIN LEVEL

There are multiple entrances to the main level, each with its own hazards. The beach below the cliff is of dark stones with no sand to speak of, and subject to strong tides and currents. It averages about 30' wide at low tide and about half that or less at high tide.

The tidal variation is about 6' between high (indicated by dotted lines on the map) and low water. The GM should determine the current tidal conditions, or let the players choose when they wish to land, as it will affect several locations in the dungeon. The tides go from high to low every 6 hours and 10 minutes.

There is a 50% chance each time the beach is crossed that 2d12 zombies will attack from the sea. Additionally, there is a 25% chance that d8 death gulls from AREA 45 will also attack, perhaps making for a rather complex battle.

Zombies (AC 8, HD 2, HP 11, ATK 1, DAM 1-8, undead immunities, attack last)

Death Gulls (AC 6, HD 3+1, HP 17, ATK 1, DAM 1-6). See Appendix B: New Monsters.

Wandering Monsters: Encounters occur 1 in 6. Check every 2 turns. Roll a d8 and consult the following table.

- 1 1-8 **Huge Spiders** (AC 6, HD 2+2, HP 14, ATK 1, DAM 1-6, poison, leap 30', surprise on 5 in 6)
 - 2 1-4 **Death Gulls** (see Appendix B: New Monsters: AC 6, HD 3+1, HP 17, ATK 1, DAM 1-6)
 - 3 1-2 **Sea Wights** (AC 5, HD 4+3, HP 22, ATK 1, DAM 1-6, level drain, silver/magic to hit, undead immunities)
 - 4 1-3 **Dagonites** (see Appendix B: New Monsters: AC 4, HD 2, HP 13, ATK 1, DAM 2-7, immune to poison/charm/sleep/paralysis); all have spears, 1 has throwing harpoon (DAM 2d6+3; save vs. paralysis or stunned d4 rounds)
 - 5 1-4 **Aquatic Ogres** (MOVE 6 / swim12, AC4 HD4+4, HP26, ATK 3, DAM 1d6/1d6/2d4)
 - 6 1-6 **Shades of Kings** (see above)
 - 7 1-2 **Pirates** (from AREAS 104/105: AC 7, LV 1, HP 7, ATK 1, DAM 2-8) – they are either Dagon worshippers or conducting unauthorized treasure hunting (equal chances)
 - 8 Monster from nearby room or GM Choice
1. **SEA CAVE:** This cave opens directly to the sea and is 6' deep even at low water. It is used by pirates as a secret base of sorts, and they maintain a small garrison here. The opening is 8' high at high water.
 2. **PIRATE GROTTO:** This cave is about 15' high, and there is a rough wharf of sorts on the northern side (it is a few feet above the high water mark; waves lapping against it make some noise). There is a long boat tied up to a rough bollard of iron hammered into the stone. The northern end of the cave has several crates of foodstuffs, cloth, barrels of ale and wine, and the like. A careful observer might note that these supplies and others held by the pirates, while plunder, are stockpiled here to resupply passing pirate ships; there is nothing of any particular value. There is only a 10% chance that 1-4 **pirates** (AC 7, Lv1, HP 7, ATK 1, DAM 1-8) are here at any given time.

The southern beach area is lower and subject to the tides. There is a pile of stones against the southern wall, clearly stacked in an intentional manner. It would take about 30 minutes to clear a space for someone to get into the space beyond.
 3. **BURIED CAVE:** This dark cave has a sandy floor. Half buried in the sand are 4 human skeletons and some rusty and rotted gear and weapons. At the back of the cave is a much larger skeleton of something that might have once been a tremendous sea lion. Three rounds after entering, the **sea lion skeleton** (AC 5, HD 6, HP 35, ATK 3, DAM 1-6/1-6/2-12, undead immunities, ½ damage from edged weapons, turns as ghost) will animate and attack. Buried in the sand in the back of the room is a **shield +2** with the device of a gold crown and trident on black.
 4. **INNER CAVE:** There are more crates and barrels of supplies in this room, most of it bulky and of only ordinary value. There is a single **pirate** (AC 7, Lv1, HP 7, ATK 1, DAM 1-8) here, usually sleeping off (50%) after sampling some plundered wine. He is supposed to be a sentry, but they tend to be a lazy and undisciplined lot. He carries 2d6 SP and 1d6 GP.
 5. **BEACH CAVE:** This cave is not easily noticed from the sea as it is somewhat obscured by a spur of stone. It is also low (5') with some tendrils of scraggy weed hanging in front of it. The floor is rough and the noise of the stones being stepped on echoes.
 6. **SEA GROTTO:** This 40' high cave was clearly formed by the river, which was diverted long ago into its current course through the construction of a retaining wall. The drop-off the river once fell over is about 25' and there is a hole in the ceiling from AREA 43 (noise here will attract the diaks in AREA 43 and there is a 25% chance that d3 of them will enter on any given turn). The main feature, however, is a 35' deep tidal pool that fills most of the lower area even at low tide. The pool connects to the sea via a 100' long flooded tunnel to the open sea.
 7. **BEACH AND WATERFALL:** About 20' above the beach is a cave from which a small river flows to form a waterfall. Climbing to the cave is difficult as the cliff face is rather sheer and slippery. The cave mouth is low (about 5') but opens up inside to about 9' high.
 8. **TIDAL CAVE:** This wide cave is easily visible from the sea, as it is wide and tall (12' above high water). At high water, it will be 4' under water as the sea pours into the grotto beyond (AREA 18); the in and out flows are rather weak (a subtle indicator of the underground connection to the sea). Hanging several feet above the high water line are pegs hammered into the stone, from which hang a few dead seals, recently killed. These can be used to distract the beast in the Great Grotto (AREA 18).
 9. **ROCK PILE:** There is a pile of stones perhaps 8 feet high piled up against the cliff in a half-pyramid. They are clearly stacked and not the result of an avalanche or other natural occurrence. Behind the stones is a very strong wooden door, now faded to a greyish-white, with badly verdigris-crusted bronze fittings. In the center of the door is a bronze inlay depicting a crown with a trident sticking up through it, the sigil of the vile Sea Lords. Opening this door will require a Bbend bars-lift gates roll due to its stoutness (only one PC may try at a time).
 10. **RIVER CAVE:** This area opens up to about 20' high. The air in the cave is briny and the entire area is damp and slick. The river flows out from a very low opening (insufficient head room to follow the river without swimming underwater against a strong, cold current). The door to the east is crusted with salt and the bronze hinges are thick with green corrosion, but it remains quite stout.
 11. **CRYPT OF THE SEA WIGHTS:** This tomb contains six roughly-carved stone biers, upon each of which rests a **sea wight** (AC 5, HD 4+3, HP 22, ATK 1, DAM 1-6, level drain, silver/magic to hit, undead immunities). They appear quite different from regular wights, as they have the look of drowned corpses with eyes lit by a hellish green fire. This may confuse experienced adventurers as to what they are, but they are the same as regular wights in all other aspects. The chief of the sea wights (35 HP) wears an electrum filigree crown (3,500 GP) and also wears the **ring of the depths** (see Appendix A: New Magic Items).

The secret room (A) contains a single chest against the east wall encrusted with verdigris, but otherwise still strong. It is protected by a poison dart trap with 2 darts. Inside the chest are 3,400 EP, 2,277 GP, 4 gems (500 GP each), a **scroll of reincarnation**, **teleport**, **clairaudience**, **burning hands**, and **erase**, 8 darts +1, and a **spear +3**.
 12. **ENTRY ROOM:** There are several carvings on the walls of sea monsters, as well as a few carvings of the Sea Lords' sigil, a trident through a crown.

13. **SECRET ROOM:** This oddly shaped room has a slight shimmering curtain at the center chokepoint. Anyone walking through this light will feel a slight shiver and have a slight ringing in their ears for a few minutes, but nothing else will happen. What effect it has beyond this, if any, is unclear and its purpose is long forgotten. The thick dust on the floor indicates that this room has clearly not been entered in a very long time.
14. **GUARD ROOM:** Once a guard room, the door to this room has been torn off and is no longer present.
15. **EMPTY ROOM:** There are several carvings on the walls of sea monsters, as well as a few carvings of the Sea Lords' sigil, a trident through a crown. The original purpose of this space is hidden by time.
16. **OLD HALL:** This hall is disused and in poor repair. The walls are covered with badly decaying frescoes with motifs of the sea, mainly of a dark and disquieting nature. Sea serpents, sharks, deep underwater cities of sahuagin, and the like are common. There are numerous unidentifiable creatures depicted as well, all seemingly nightmarish things that dwell deep below the sea. The air is briny smelling.
17. **CAVE:** This cave is empty except for two recently killed seals, a very large dead fish, and a dead merman hanging from hooks on the northern wall of the cave. The smell of the sea is quite strong in this cave.
18. **GREAT GROTTO:** This large grotto has a ceiling about 40' above water level. Although it appears to fill from the beach, there is also a large underground tunnel connecting it to the open sea. The pool is about 30' deep. Dwelling in it is a **dragon turtle** (AC 0, HD 13, HP 78, ATK 3, DAM 2d6/2d6/4d8, steam blast). The creature is present 75% of the time. It is always hungry and will attack anything entering the grotto. However, it can easily be distracted by tossing it a dead seal or other carrion, which will keep it occupied for 3 rounds, just enough time to cross the grotto in either direction, provided the tide is low enough.
- At the bottom of the grotto is a great deal of effluvia, including the following treasure: 7,700 EP, 4,100 GP, 244 PP, 27 gems (determine values randomly), 6 pieces of jewelry (determine randomly), a **suit of leather armor +3**, a **potion of clairaudience**, **potion of climbing**, **potion of water breathing**, **oil of fumbling**, **oil of elemental invulnerability** (fire), an **elixir of health**, and a flask of **Sekolah's fire** (see Appendix A: New Magic Items).
19. **HIGH CAVE:** This cave section is about 8' above the main level of the Grotto, with a sheer rise. It contains a dragon turtle egg, which will not hatch for many more months. Doing anything to bother it will certainly cause the dragon turtle to go mad with anger. The egg weighs about 20 pounds and is quite durable.
20. **SMALL CAVE:** This cave is empty except for the steamed and rotted remnants of a few giant crabs.
21. **CRYPT OF THE SEA WIGHTS:** This tomb contains eight rough-carved stone biers, upon each of which rests a **sea wight** (AC 5, HD 4+3, HP 22, ATK 1, DAM 1-6, level drain, silver/magic to hit, undead immunities). Each Wight wears an electrum bracelet that depicts a trident through a crown (100 GP each).
- The pit trap drops victims about 10' along a chute into the underwater tunnel connecting the Great Grotto (AREA 18) with the open sea. Anyone falling in will attract the attention of the dragon turtle (AREA 18), if present.
22. **MUMMY CHAMBER:** This oddly shaped room was once used for burial preparations and ceremonies, though only a few stone tables remain. There are, however, four **mummies** (AC 3, HD 6+3, HP 30, ATK 1, DAM 1-12, magic to hit, undead immunities, fright, rotting touch) still dwelling here. They have nothing of value except a fist-sized ruby made of paste worth 1 SP.
23. **SECRET ROOM:** This room contains a large wooden chest that is protected by a **Glyph of Warding** (blindness) and a poison dart trap (1-3 damage plus poison). Inside it is 2,400 GP, a bracelet (250 GP), a pendant (500 GP), a large ring (1,000 GP), a **cloak and boots of elvenkind**, a **cloak of protection +2**, a **scroll of speak with dead**, **find traps**, **hold person**, **know alignment**, and **invisibility to undead**, and a **mace +2**.
24. **SHADES OF KINGS:** There are d6+2 shades of kings loitering here. See description in the introduction. The room is otherwise empty of trappings.
25. **SMALL HALL:** This hall is decorated with aquatic motifs but is otherwise empty and devoid of interest.
26. **THE SLEEPING WARRIOR:** Laying on a bier in the center of this domed room is a beautiful female warrior, clad in platemail with a longsword clutched in her hands. She is a **vampire** (AC -2, HD 8+3, HP 50, ATK 1, DAM d8+8, drain 2 levels, magic to hit, undead immunities, shape change, charm gaze, summon rats/bats, regeneration) and has slept here for many years, in a meditative state. She is a noble, once one of the Sea Lords. Oddly enough, she is honorable, despite being quite evil. If touched, she will rise and confront her awakens, without malice, asking what they wish. She will negotiate, though she has few needs aside from a desire to be left alone. She despises the Dagonites who she views as vermin infesting her ancient hold, though she will not act against them herself. She will fight willingly with any hostile adventurers. She wears **platemail +2**, a bejeweled necklace (5,000 GP), three rings (2,000, 1,000, 1,000 GP respectively), and wields a **longsword +3**.
27. **WATERLOGGED ZOMBIES:** A group of 13 **zombies** (AC 8, HD 2, HP 11, ATK 1, DAM 1-8, undead immunities, attack last) are in this room, servants of the evil priestess (AREA 29). They will not attack except in self-defense, or if ordered by Lidersh or one of the sea hags (AREAS 28 & 29).
28. **SEA HAG LAIR:** This room has a 20' ceiling at its peak. Three sea hags (AC 7, HD 3, HP 19, ATK 1, DAM 1-4, MR50%, fright, death glance) dwell here in a lair they've decorated with piles of rotting seaweed, dead fish, and a few waterlogged corpses for feasting on (mostly in the antechamber). The place reeks terribly, much to their delight. They serve the priestess in AREA 29 and each will aid the other if in danger. They have little wealth except 6,100 CP (somewhat crusted with verdigris) and 3 gems (50 GP each) recovered from a dead sailor.
29. **LAIR OF GREINA THE HAG:** **Lidersh**, a priestess of the hag goddess Greina, dwells here (AC 4, LV 10, HP 49, ATK 1, DAM d4+3, spells). She is served by the sea hags in AREA 28 and the zombies in AREA 27, who will come to her aid and vice versa. Like most of her kind, she is vile, loathsome, and wishes no company beyond her foul servants (and even then but seldom). If encountering a strong party, she may attempt to bluff or negotiate, though betrayal is the likely outcome of any agreement. She is no friend to the Dagonites on the level below, though both sides are content to stay clear of the other. She carries a poisoned **dagger +2**, **potion of poison** (virulent, saves at -2), a **potion of extra healing**, **potion of invisibility** (2 doses), and a **ring of protection +2**.
- Lidersh's Spells (10th level ability):
1st – **Command** (x2), **darkness**, **detect good**, **detect magic**, **protection from good**
2nd – **Augury**, **charm person**, **hold person**, **sleep**, **silence 15' radius**, **wyvern watch** (appears as sea serpent)
3rd – **Animate dead**, **feign death**, **glyph of warding** (fire), **remove curse** (reversed)

4th – **Fiend summoning I***, **neutralize poison** (reversed), **lower water** (reversed)

5th – **Fiend summoning II***, **slay living**

*: See Appendix C: New Spells

One corner of her room has a box made of strange greenish wood carved, with gem and pearl inlay depicting horrific sea scenes (drowning sailors, sharks eating humans, sahuagin terrorists, and the like). The box, though horrific looking is worth perhaps 1,000 GP due to its intricacy and weird materials. Inside it is a deck of weathered cards (a **deck of divination** that is less one of each type of card from a full deck; see Appendix A: New Magic Items), a verdigris-crusted brass armband (a **band of the waters**, see Appendix A: New Magic Items), a **potion of water breathing** (2 doses), 3 gems (500 GP each), and a solid gold replica of a small human hand (4,000 GP).

30. SHADES OF KINGS: There are d6+2 shades of kings loitering here. Painted carvings on the east wall depict some of the Sea Lords at the height of their power. They seem to be officiating over the sacrifice of wailing prisoners to some sort of giant fish creature. Their sigil of the trident and crown is common throughout. The room is otherwise empty.

31. QUAILOSS' LAIR: A strange, furtive little creature dwells in this room named **Quailoss** (AC 5, LV 9, HP 37, ATK 1, DAM d6+2, thief abilities). He carries a **shortsword +1**, a **potion of invisibility** (2 doses) and wears **boots of elvenkind**. He appears to be a mix of human and goblin, as he is but 3½ feet tall and has a weird greenish color to his skin. His clothes are shabby and mismatched and his elven boots are too large for him. He is a skulker and spy (and a 9th level thief), marginally under the thrall of the priestess Lidersh (AREA 28). He will obey the commands of the Sea Hags or Lidersh to spy, if so ordered, but even then he is an unreliable servant. He is chaotic and unpredictable and has no seeming purpose in life except to spy and occasionally steal some small object. His pride and joy is a dead giant rat stuffed with dried seaweed, who he calls Serpis and is his sole friend and confidant; he talks to it constantly, whispering secrets, giggling at unspoken jokes, and acting as if it talks and advises him. He takes it everywhere.

Hidden in his room are numerous small objects he has taken, almost all of no real value (string, a knife, a small mirror, a dried husk of cheese, etc). However, there are also 75 SP, 19 GP, a gem (250 GP), a silver bracelet (100 GP), a **philter of beauty**, and a **throwing axe +1**.

32. TRAP ROOM: There is a small chest in this room. Anything touching it will release a cloud of sleeping gas (save versus poison or sleep for d6 turns) that will also obscure vision in this entire area. If the trap is triggered, the King of the Sea Wights will rush in from AREA 33 to attack in the confusion. The chest is empty.

33. LAIR OF THE SEA KING: A powerful wraith dwells here, self-styled King of the Sea Wights (AC 5, HD 5+3, HP 43, ATK 1, DAM 1-6, level drain, silver/magic to hit, undead immunities). In truth, he does very little and the Sea Wights largely ignore him. The king wears a **bronze crown of command** (see Appendix A: New Magic Items) and wears a great gold ring (2,500 GP). His lair is otherwise devoid of interest.

34. SHADES OF KINGS: There are d6+1 shades of kings loitering here. See description above. The room is otherwise empty.

35. SHADES OF KINGS: There are d8 shades of kings loitering here. See description above. The room is filled with the rotted debris of wooden furniture, probably tables and chairs, though very little is left.

36. EMPTY ROOM: There is a strong and unpleasant fishy odor

waffing up the stairs. The stairs lead down to the Lower Level (AREA 61). There is some salty residue on the stairs, perhaps dried seawater. The room is otherwise empty.

37. GRAND HALL: This great hall was once the main entrance to this complex. However, it collapsed long ago and the stairs up are totally choked with fallen stone and utterly impassable. The hall is rather ornate, with marble floors and walls, pillars carved with nautical motifs, and the sigil of the crown and trident everywhere. However, it shows signs of its age. The marble is dull and a little dusty, the walls are cracked and chipped, etc.

38. THRONE ROOM: A throne room of sorts lies at the end of the hall. The décor is similar to the Grand Hall, but even more elaborate. Atop a low dais is a great throne of polished red coral. The seat is enormous and there is not a speck of dust on it. It is carved with images of weirdly deformed humans all around its periphery, all bent as if in worship of the one in the seat. On the wall behind the throne is a large mural depicting a Sea Lord wielding what appears to be a truly immense, golden mace. It has just struck a foe and seems to have done something to him, as the victim appears to be shrinking in upon himself and something seems to flow from him into the mace.

39. THE DISTORTED ROOM: From outside, this appears as a bare room with a large box of some sort near the opposite wall. As soon as it is entered, those doing so will seem to feel that they have stepped into someplace else. The room will suddenly seem to grow longer and wider, and badly distorted in an ever-changing way. There will be a sense of vertigo (save versus death or become seriously disoriented, with -4 to Dexterity and to hit for 3d6 hours). As one moves forward, the room will seem to stretch such that, the further one goes towards the box (or in any other direction), the further away it seems to get. The effect and perception is unique to each person; some may see things closer than others. Simply walking backwards will have no effect, and attempting to fly will vastly magnify the effect (and requires a second save; effects are cumulative for a second failed save).

The room is detached from normal reality and, as such, detection spells of any sort do not function here. The effect is magical in nature, however, and a dispel magic may be effective (treat as if cast by an 11th level magic-user). The effect may also be negated by an unconscious person (or mindless undead). Other ways may work at DM's discretion.

The box is 7' long, 3' wide and 3' high; it is made entirely of meteoric steel (it weighs 1,500 pounds and is itself worth 20,000 GP if anyone could move it). It is impervious to all forms of scrying or detection. It is locked (the key is missing), and the lock itself is protected by a poison needle trap and a glyph of warding (electrical for 22 HP). The chest lid is protected by the equivalent of a **wizard lock** (10th level ability). Inside is red velvet upon which lies a **specter** (AC 2, HD 7+3, HP 55, ATK 1, DAM d8 or d6+6, drain 2 levels, magic to hit, undead immunities) holding the **Aspergillum of the Blood of Kings** and wearing a platinum symbol of the Sea Lords (4,000 GP). If the opener does not speak the proper phrase ("Lord, render me thy charge, for the Lord of the Seas commands it"), the specter will rise up and attack. It can use the Aspergillum (treat as **mace +5** with ability to drain blood on a hit) or attack normally (to drain 2 levels).

40. SHADES OF KINGS: There are d8 shades of kings loitering here. See description above. The room is otherwise empty.

41. STAR-SHAPED ROOM: The five narrow vertices of this room are lost in impenetrable shadows (about the final 5' of each). Every round there is a 25% chance that a small globe of fast-moving light will shoot from one dark area and rush into a random other one. The lights are of random colors and shades. They move very fast (36") and will evade any attempt to capture or hinder

them. If somehow one is stopped from its movement, it will explode in a release of magical energy for 6d6 damage. There may be other implications, as well...

42. **EMPTY ROOM:** The room is empty. The pit trap in the alcove drops 30' to AREA 111 below.
43. **DIACK CAVE:** Seven **diakks** (AC 3, HD 8+8, HP 45, ATK 2, DAM 2-8/2-8, weakness, jump, audible glamor, enfeeblement) dwell here, all resembling squat pelicans. Once servants of a night hag, they have gone rogue and moved into this cave, from where they prey on whatever they can. They are aware of the secret door, but usually enter and exit via a hole in the floor of their cave that opens 25' above the tidal pool in AREA 6. If in extremis they can also flee via the river, though this is dangerous even for them. They have no treasure.
44. **WATERFALL CAVE:** A waterfall from the ceiling 20' above forms a deep pool of frothy water here. Anything in this room will be attacked by **death gulls** (see Appendix B: New Monsters: AC 6, HD 3+1, HP 17, ATK 1, DAM 1-6) in 2 rounds, with 1-3 of them arriving every round until all are slain, fled, or the party flees. The room is wet, slick, and treacherous. There is nothing of value herein. The water falls with some force but, shortly above the ceiling of the cave, the chimney it falls down opens up and could be climbed all the way to the cliff top above (a difficult journey in either direction).
45. **TUNNELS OF THE DEATH GULLS:** This tunnel complex consists of a number of small caves, all around 1' diameter that connects the nests of numerous **death gulls** (see Appendix B: News Monsters: AC 6, HD 3+1, HP 17, ATK 1, DAM 1-6), and allows them to fly either into the dungeon or out of cliffs towards the sea. They have no treasure. There are a total of 35 of the creatures, of which about 2/3 are present at a given time.
46. **BRASS GOLEM:** Standing in this room is a **brass golem** (see Appendix B: News Monsters: AC 5, HD 14, HP 60, ATK 2, DAM 3-18, +2 weapons to hit, immune to most magic, acid spray), now badly crusted with verdigris. It may appear as a simple (but large) statue as it will not move unless touched, at which point its ancient orders to protect this complex will take over and it will attack. For the first round of combat it will not be able to attack, as it needs to break the crust off itself first. On the second and third rounds it will strike last due to slowness, but will fight normally after that.
47. **MURAL HALL:** The southern wall of this chamber is dominated by a large mural depicting a number of human sea lords meeting with sahuagin on a shoreline, apparently cementing an alliance. Captives and other gifts are being exchanged by both sides. The mural is faded, but still clear enough to make out. The chamber is otherwise empty.
48. **THRONE OF STONE:** Sitting at the northern end of this room is a great throne of heavy green stone, carved with aquatic motifs such as krakens, undersea cities, and the like. The throne radiates magic. Any light cast will throw up shadows that seem to show a seated figure, perhaps 8 or 9 feet tall with octopoid features (though it is hard to make out the shadow clearly). Nothing is there, and the shadow is harmless, as is the throne.
49. **LARVAL ROOM:** There are 12 **larvae** (AC 7, HD 1, HP 4, ATK 1, DAM 2-5) in this room, the property of the night hag (AREA 50) and her primary wealth. She will do anything she can to avoid their destruction, as she has much need of them here (trading with the lich, for instance) and in her home back in Hades. The larva will relentlessly attack intruders unless ordered to cease by the night hag.
50. **NIGHT HAG LAIR:** A **night hag** (AC 9, HD 8, HP 51, ATK 1, DAM 2-12, silver/iron+3 weapons to hit, spell immunities, magic

missile for 2d8 damage, ray of enfeeblement, know alignment, polymorph self, gate Type I demon or barbed devil) has dwelt here for some time, using this as a base for collecting souls of the evil dead, something she has had much success doing. She is in periodic contact with Lidersh, the priestess of Greina in AREA 29, though there is no particular feeling of comradery or affinity between them (but neither is there hostility). For her part, she cares nothing for anyone else in the dungeon, though she is wise enough to not make needless enemies. She has entered into negotiations with Imperatos the lich on the level below (AREA 81), who craves larvae for its own purposes. A deal has not been negotiated, as yet, and the hag could be convinced to aid a party if her larvae were threatened. Of course, such a deal would certainly leave the hag with deep enmity with the party. She has no treasure; without the ability to ransom herself or her larvae at need, she would likely offer to trade one of them for something of value from the lich.

51. **SPECTER LAIR:** A **specter** (AC 2, HD 7+3, HP 42, ATK 1, DAM d8 or d6+6, drain 2 levels, magic to hit, undead immunities) dwells here. It will attempt to focus its attacks on a single individual to drain that person's levels to make them a half-power specter. It is loosely allied with the sea wights but in practice this means they simply ignore one another. The specter wears a golden necklace worth 1000 GP. Also in the room is a small pouch containing 9 gems (three 100 GP, three 250 GP, two 500 GP, and one worth 1,000 GP), a **potion of longevity** and a **potion of extra healing**.
52. **PUDDLE ROOM:** There is a puddle of seawater on the floor, gurgling up from a crack in the floor, though what causes this is unclear. The room is otherwise empty.
53. **PYX'S LAIR:** The door to this room is wizard locked and a sign on it in Common says "go away or die." The room is the home of **Pyx** (AC 1, HD 10, HP 66, ATK 1, DAM d6+2, spell use) a strange bird-like humanoid. He is evil, cold-hearted, and has little use for other living things, desiring his solitude above all else. He is extremely intelligent and fancies himself a scholar of a variety of arcane subjects. His knowledge of esoteric matters is on par with a good sage. He will not necessarily be hostile if approached carefully, and could serve as a source of information, albeit at a high price. His greatest love is books on magic and other supernatural subjects; he will pay handsomely for them and they can be used to buy, if not his friendship, then at least cooperation. Of course, being chaotic evil, he is a dangerous partner, at best.



Pyx's quarters are dominated by heavy wood furniture. He has a huge desk, complete with countless drawers and compartments filled with all manner of scholarly and writing supplies. There are at least 3 hidden compartments within this desk. One contains a few letters from someone named "Zolars" discussing acquisition of the "desired materials" for the "stated price" but lacking specifics. Another contains a scroll of protection from magic and a scroll of knock, wizard lock, floating disk, rope trick, polymorph other, and conjure elemental (water). The third compartment is well hidden, wizard locked, and protected by a poison needle trap. It contains a **quill of stealing** (see Appendix A: New Magic Items), **bracers of defense** IAC 4), a **wand of magic detection** (33 charges), and a **ring of one wish**.

There is also a heavy bookshelf here filled with about two dozen volumes on esoteric magical and supernatural topics, the pride and joy of Pyx. 25 are normal but valuable (d10x10 GP each to a collector). One is his spellbook (spells as below plus d6-Level for levels 1-5). One is a **book of knowledge** (see Appendix A: See New Magic Items).

Pyx always is found with the **staff of Urgrim** (see Appendix A: New Magic Items) in hand. He also carries a **potion of extra healing** and a **golden pendant** (2,000 GP)

Pyx's Spells (11th level ability):

- 1st – **Burning hands, magic missile (x2), protection from good**
- 2nd – **Detect invisibility, invisibility, mirror image, web**
- 3rd – **Dispel magic, hold person, lightning bolt, slow**
- 4th – **Dimension door, minor globe of invulnerability, wizard eye**
- 5th – **Cone of cold, feeblemind, passwall**

- 54. SHADES OF KINGS: There are d3 shades of kings present when this room is first entered (see above). It is otherwise empty.
- 55. EVIL IDOL: Along the south wall of this room is a 4' high idol of some vaguely squat, froggish entity. There is no indication of who or what this represents, but there are signs that small offerings have been left here recently (a few shallow dishes with some sort of slimy green water or other liquid in them). The eyes of the idol appear to be rubies, but are in truth just red glass. Still, taking them will result in a minor curse on the defiler.
- 56. STAIR ROOM: The room is empty except that d6 shades of kings will be here the first time the room is entered.
- 57. GUARD ROOM: Once a guard room, all that remains is the rotted remnants of some wooden furniture and other detritus.
- 58. SLIME ROOM: This room appears to have once been a vestry or other temple chamber. Now, however, everything is terribly rotted. The wooden cabinets and other furniture are soft and disintegrating, the remnants of robes and vestments are rotted almost completely away and were once nested in by mice (not recently), and the place is clearly long abandoned. The smell is of heavy, moldy must. There is nothing of value here. However, some of the vestments are infected with **green slime** (AC 9, HD 2, HP 9, ATK 1, DAM 0, infection) and rummaging through them is dangerous.
- 59. WIGHT PIT: There is a 20' deep pit trap in this room that contains a pair of **sea wights** (AC 5, HD 4+3, HP 22, ATK 1, DAM 1-6, level drain, silver/magic to hit, undead immunities) who have been trapped here for some time. They will happily feed on any falling victims.
- 60. CAVE OF THE UNDERWATER DEAD: There are a total of 45 **zombies** (AC 8, HD 2, HP 11, ATK 1, DAM 1-8, undead immunities, attack last) dwelling in this cave, though about 1/3 are gone at any given time. Who placed them here or why is unclear, but

they scour the seas looking for the dead to return to this place, where they are somehow added to the ranks as new zombies. They will attack the living without regard in order to obtain new recruits. Their flooded cave is devoid of anything of value.

KEY TO THE LOWER LEVEL

The construction of this level is the same as above. The air is damp, dank, and reeks of the sea in every unpleasant manner imaginable.

Wandering Monsters: Encounters occur 1 in 6. Check every 2 turns. Roll a d8 and consult the following table.

- 1 **Vampiric Mist** (see Appendix B: New Monsters: AC 3, HD 8 HP 50, ATK 1, Dam 2-16, surprise, blood drain, can only be struck when latched on to victim)
 - 2 1-2 **Sea Wights** (AC 5, HD 4+3, HP 22, ATK 1, DAM 1-6, level drain, silver/magic to hit, undead immunities)
 - 3 1-6 **Shades of Kings** (see above)
 - 4 1-4 **Dagonites** (see Appendix B: New Monsters: AC 4, HD 2, HP 13, ATK 1, DAM 2-7, immune to poison/charm/sleep/paralysis); all have spears, 1 has throwing harpoon (DAM 2d6+3; save vs. paralysis or stunned d4 rounds)
 - 5 **Dagonite Priest** (choose one from AREAS 66-69) accompanied by 2-7 Dagonite guards
 - 6 1-2 **Pirates** (from AREAS 104/105: AC 7, LV 1, HP 7, ATK 1, DAM 2-8) – they are either Dagon worshipers or conducting unauthorized treasure hunting (equal chances)
 - 7 1-4 **Aquatic Ogres** (MOVE 6 / swim12, AC4 HD4+4, HP26, ATK 3, DAM 1d6/1d6/2d4)
 - 8 Use monster from nearby room or GM Choice
61. ANTECHAMBER: Two **dagonite guards** (see Appendix B: New Monsters: AC 4, HD 2, HP 13, ATK 1, DAM 2-7, immune to poison/charm/sleep/paralysis) are in this room. Each is in greenish metal ceremonial armor (very elaborate) and wields a harpoon (DAM 2d6+3; save vs. paralysis or stunned d4 rounds). They will not immediately attack intruders, but will challenge them in guttural Common, ordering them to depart (after which they will alert the temple priests). If attacked, they will make a lot of noise to spread the alarm.
- The chamber is decorated with frescoes with all sorts of underwater scenes, all dark with sharks, fish people, and other monsters feeding on humans and sea elves, and engaging in foul, unspeakable deeds. A weird sickly-sweet incense fills the room, and it is almost as unpleasant as the heavy fish stench of the place.
62. TEMPLE OF DAGON: The Temple of Dagon is an impressive structure. Though stairs descend down into it, the ceiling remains level throughout (and thus is about 50' high over the main portion). Sconces depicting fish heads stick from the walls throughout, with a dull greenish gaslight burning from each. All of the walls are covered with paintings of undersea scenes involving death, devilry, and destruction. The many pillars are carved to represent twined tentacles. Seaweed is arranged in various places as a sort of decoration, as well, adding to the briny, unpleasant smell. All of the doors are of brass, tinged with verdigris, depicting fishermen with tridents, on guard. Atop a dais at the west end is a platform atop 10' columns upon which stands a 30' high statue of Dagon, a fish-like humanoid with webbed digits, spines, claws for hands, and a weird Babylonian-style beard. Its hands are held together, palm upward, from which burns a blue-green fire under-lighting its face. Its eyes are aquamarine gems of immense size (5000 GP each). Beneath the dais is a tunnel. Two free-standing pillars flank the dais, just before it, each 20' tall and carved with a trio of tentacles wrapping around it. Before the dais is a pool

of dark seawater. There is a 15% chance that d4 priests are present with 2d4 Dagonite guards conducting ceremonies.

If the temple is desecrated in any way, four **giant tentacles** (AC 3, HD 4, HP 23, ATK 1, DAM 1-8) will rise up from the pool (they can reach 40') and the three on each free-standing pillar (which can reach 30') will also unravel to attack the malefactors. On a hit, the tentacles grab the target and begin to constrict for automatic damage each round. If a person is struck by a second tentacle, the two will also attempt to rend the person to pieces – save versus death at +1 every round while held by multiple tentacles; for failed saves, the victim will lose a random limb (75%) or be torn in half and slain outright (25%). In lieu of an attack, an adventurer may attempt to remove a tentacle from themselves or another person (chance of success is their double their bend bars/ lift gates ability +10% to remove a single tentacle in around).

Any disturbance will also attract the attention of any remaining priests and guards, as well as the clamavore lurking in AREA 63. In the event of a major fight, the Chief Priest (AREA 70) will start by casting raise water to flood the temple with 8' of water, which will not impact his forces but will almost certainly make things difficult for the party.

63. UNDER TUNNEL: This low tunnel (5' high, 10' wide) leads to a small room within which lives a hideous abomination of Dagon, a **clamavore** (see Appendix B: New Monsters: AC 0, HD 8, HP 49, ATK 2(3), DAM 2d6+6/2d6+6/ (2d6+6), fire resistance, spit pearls, hold and bite for third attack). It is usually asleep but, in the event of a battle with scuttle out in d4 rounds to investigate. It is stupid but loyal to the Dagonites. Its lair is foul and horrific smelling (save vs. poison or wretch for d4 rounds, and otherwise devoid of interest).

64. VESTRY: This room contains several racks of priestly attire for use in rituals and has space and furniture to allow priests to prepare for rituals. There are other priestly supplies here, as well. Kept here are 13 bejeweled garments (100 GP each), 2 sets of gold altar wear items (4,000 GP for each set), a **periapt of proof against poison +2**, and a **necklace of prayer beads** (beads of atonement, curing (x2), karma).

65. TEMPLE TREASURY: The main treasure of the Dagonites is kept in this hidden room. The treasure is kept in three locked chests (the Chief Priest has the keys, which will not negate the traps). Each chest is guarded as indicated:

#1 (guarded by **glyph of warding – death**); contains 13,500 GP and 13 CP.

#2 (guarded by **explosive runes** and poison needle trap); contains 2,150 GP, 101 pearls (fifty 10 GP, twenty-five 250 GP, fifteen 500 GP, seven 1,000 GP, three 2,000 GP, and one 5,000 GP)

#3 (guarded by **glyph of warding – cold blast** for 16 HP, poison needle trap, and falling masonry block from ceiling 6d6 damage – save for no damage); contains **platemail +3**, a **ring of mind shielding**, a **wand of frost** (17 charges), a **scroll of protection from devils**, a **potion of invisibility** (3 doses), 5 pinches of **dust of dryness**, a **feather token** (homunculus), and the **hexagrammaton of ambition** (see Appendix A: New Magic Items for the latter two items).

66. DAGONITE UNDER PRIEST: The under priest of dagon (AC 4, LV 6, HP 35, ATK 1, DAM d6+3, immune to poison/charm/sleep/paralysis, spell use) dwells here. Like most of his fellows, he is a true zealot and a strong right-hand for the chief priest. He carries a **mace +1**, a **scroll of wyvern watch**, **prayer**, **bless**, and a green-gold holy symbol of Dagon (500 GP). In his room can also be found 400 GP, 30 PP, and 4 gems (50 GP each)

Under Priest's Spells (6th level ability):

1st – **Bless** (rev), **cure light wounds** (reversed), **detect magic**, **darkness**, **remove fear** (reversed)

2nd – **Chant**, **hold person** (x2), **know alignment**, **silence 15' radius**

3rd – **Dispel magic**, **feign death**

67. DAGONITE LESSER PRIEST: This is a **lesser priest of Dagon** (AC 4, LV 4, HP 22, ATK 1, DAM d6+2, immune to poison/charm/sleep/paralysis, spell use). He has 75 CP, 66 SP, 98 GP, a green-gold holy symbol of Dagon (250 GP), a **potion of clairaudience**, and a **potion of healing**.

Lesser Priest's Spells (4th level ability):

1st – **Bless** (reversed), **cure light wounds** (reversed), **detect magic**, **darkness**, **remove fear** (reversed)

2nd – **Chant**, **hold person**

68. DAGONITE LESSER PRIEST: This is a **lesser priest of Dagon** (AC 4, LV 3, HP 17, ATK 1, DAM d6+2, immune to poison/charm/sleep/paralysis, spell use). He has 75 SP, 45 GP, and a green-gold holy symbol of Dagon (250 GP).

Lesser Priest's Spells (3rd level ability):

1st – **Cure light wounds** (reversed) (x2), **darkness**, **remove fear** (reversed)

2nd – **Spiritual hammer**

69. DAGONITE LESSER PRIEST: This **lesser priest of Dagon** is female (AC 4, LV 3, HP 14, ATK 1, DAM d6+1, immune to poison/charm/sleep/paralysis, spell use). She has 43 SP, 76 GP, gold earrings (100 GP), six pieces of fine amber (50 GP each), and a green-gold holy symbol of Dagon (250 GP).

Lesser Priest's Spells (3rd level ability):

1st – **Cure light wounds** (x2), **darkness**, **remove fear**

2nd – **Spiritual hammer**

70. CHIEF PRIEST OF DAGON: This is the lair of the **chief priest of Dagon** (AC 1, LV 9, HP 51, ATK 1, DAM 2d6+6, immune to poison/charm/sleep/paralysis, spell use). He has **platemail +1**, a **trident +2**, a **scroll of protection from good 10' radius**, and a **vial of Sekolah's fire** (see Appendix A: New Magic Items). The room is decorated with weird religious writing on every wall, as well as paintings of various foul, underwater scenes. The room itself is lit by a greenish glow from a lamp (a puffer fish on a brass stand that glows with a magic light to 20'). He also has 2 gold candlesticks (50 GP each), a green-gold holy symbol of Dagon (1,000 GP), and a pouch of 155 GP.

Chief Priest's Spells (9th level ability):

1st – **Bless** (reversed), **detect magic**, **darkness** (x2), **protection from good**, **remove fear** (reversed)

2nd – **Augury**, **hold person** (x2), **resist fire**, **silence 15' radius** (x2)

3rd – **Dispel magic**, **glyph of warding** (electrical), **prayer**, **speak with dead**

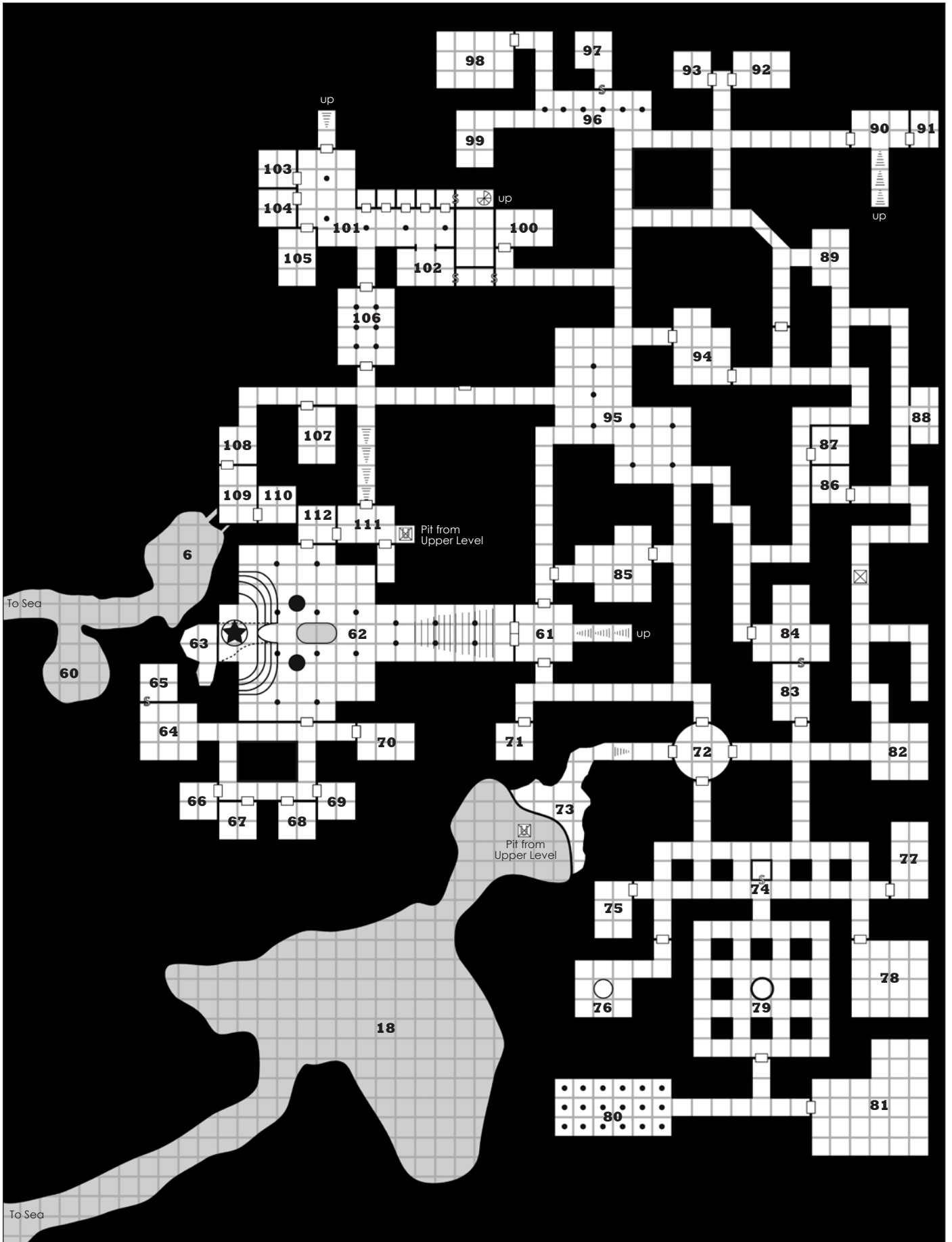
4th – **Lower water** (reversed), **poison**

5th – **Raise dead** (reversed)

71. SAHUAGIN EMISSARY: An **emissary** of the sahuagin barony (AC 4, HD 4+4, HP 32, ATK 1, DAM d6+4) and his guard, a **wereshark** (AC 0, HD 10+3, HP 47, ATK 1, DAM 5d4, silver/magic to hit, lycanthropy), are here. They have been sent to make contact with the Dagonites about an alliance against the humans and sea elves in the region. The Dagonites are eager, but playing coy in order to exact greater benefits from such an alliance. The sahuagin is therefore impatient and has also begun bargaining harder, resulting in a (likely short) standoff. The wereshark is in human form, but has a bullet-head, dead eyes, and a cruel expression that marks him as not quite human. If attacked, the sahuagin will expostulate that it is an emissary and may not be

LOWER LEVEL

ONE SQUARE EQUALS 10 FEET



assailed. He carries a trident, dagger, 2d6 GP, a gem (250 GP), and a vial of **Sekolah's Fire** (see Appendix A: New Magic Items).

The emissary has a small chest of gifts for presenting to his hosts, should they be necessary. It contains 1,000 GP, 24 pearls (100 GP each), a gold statue of an octopus with emerald eyes (4,000 GP), a **ring of human influence**, and a small wax tablet indicating the location of several sea elf settlements in the region, annotated with approximate populations.

72. ROUND ROOM: This room is unusual in that its domed ceiling is 25' above, and the walls are all painted a uniform blue-green, including the inside of the doors. It is otherwise unremarkable.

73. INNER GROTTO: This is an extension of the Great Grotto (AREA 18). The southern end and tunnel connecting the two are completely submerged; the northern portion has a stable beach of rocky sand. A pit trap from the level above drops its victims directly into the water here, which will attract the dragon turtle from AREA 18 to feed.

74. MANY PASSAGES: Each face of the eight 10' square block sections is carved with a different motif related to the sea: ships, underwater volcanoes, sea monsters, etc. The centermost is hollowed out; the secret door side is unique in that it depicts a scribe copying manuscripts rather than a nautical theme.

A –This room is a small library, with 39 books and a handful of scrolls. 36 of the books are non-magical books of varying subjects, albeit of great rarity (worth perhaps 25 GP each, on average). Also here are a **book of exalted deeds**, a **manual of puissant skill at arms**, and a **manual of quickness of action**. The scrolls are all fairly unremarkable except for a **scroll of protection from demons**.

75. GHOUL/GHAST LAIR: 8 **ghouls** (AC 6, HD 2, HP 12, ATK 3, DAM 1-3/1-3/1-6, paralysis, immune to sleep/charm) and 3 **ghasts** (AC 4, HD 4, HP 23, ATK 3, DAM 1-4/1-4/1-8, paralysis, immune to sleep/charm, retching/nausea within 10') dwell here. There are numerous corpses here, all seemingly of drowned sailors. Scattered amidst this foul bounty are 70 SP, 40 GP, and a **scroll of lightning bolt** in a leather case. The creatures are aware of, and worship, the nearby lich (AREA 81).

76. FOUNTAIN OF CHANGES: At the center of the room is a fountain of clear water that gently sprays up and falls back into a basin made of grey marble that depicts a red eight-armed symbol of Chaos. Anyone that drinks from this fountain will undergo a change of some sort (roll d20 and consult the following table). Subsequent drinks will have no effect.

- 1 Change to random alignment
- 2 Change age +/- d4x10 years (treat <1 as infant)
- 3 Change sex
- 4 Lowers random ability by d4
- 5 Raises random ability by d4
- 6 Reduce/increase height by d4 feet
- 7 Change to random demihuman race
- 8 Change to random humanoid race
- 9 Change to random monster race
- 10 Change to random animal type
- 11 Drinker becomes mute
- 12 Drinker becomes blind
- 13 Drinker swaps minds with nearby person
- 14 Gains/lose 5d6x1,000 XP (50% for either)
- 15 Multiple significant physical features change (physically unrecognizable but otherwise normal looking)
- 16 Strange mutations (horns, scales, tail, etc.)
- 17 Major Insanity
- 18 Powerful **curse** (DM choice)
- 19 Random effect from **deck of many things**
- 20 Roll twice, special or DM Choice

77. GHOUL/GHAST LAIR: 9 **ghouls** (AC 6, HD 2, HP 12, ATK 3, DAM 1-3/1-3/1-6, paralysis, immune to sleep/charm) and 5 **ghasts** (AC 4, HD 4, HP 23, ATK 3, DAM 1-4/1-4/1-8, paralysis, immune to sleep/charm, retching/nausea within 10') dwell here. There are numerous corpses here, all seemingly of drowned sailors. Scattered amidst this foul bounty are 75 SP, 19 GP, 4 PP, and a gem (100 GP). The creatures are aware of, and worship, the nearby lich (AREA 81).

78. ELEMENTAL SUMMONING ROOM: This chamber is aligned to the Elemental Plane of Water and can be used by a spellcaster or other powerful entity to summon creatures from that plane (GM choice as to how the Dagonites could use it, or the party if they were feeling adventurous). The floor is carved with many designs, sigils and other devices, indicative of the chamber's alignment with the plane of water. It is otherwise empty.

79. GREAT SEAL: The center of this odd area is dominated by an 8' diameter round disk of heavy brass inset into the floor and slightly raised above it. The disk is immensely heavy and cannot easily be lifted. Further, it radiates magic and is protected by a **wizard lock** (11th level ability). The disk is carved with various runes of protection and warding against evil and the center shows the crown and trident of the old Sea Lords. What lies below this seal is unknown (GM's can use this to expand the dungeon, or perhaps an even worse sea monster dwells below). Each face of the eight 10' square block sections is carved with a different motif related to the sea, including ships, underwater volcanoes, sea monsters, etc.

80. MANY PILLARED HALL: A slight chanting in an unintelligible language will be heard in this room, the source and direction unidentifiable and changing. After a few moments, a procession of seven ghostly forms, hoods over their heads, will seem to flicker into view, chanting to their god and appearing and disappearing seemingly at random. They will not interact with the living and may simply be echoes of ancient rites held in this place.

The thick columns all are square and carved with identical geometric designs; each has a single sigil of the Sea Lords, the crown and trident.

81. IMPERATOS THE LICH: Dwelling in a dark room is the lich **Imperatos** (AC 0, HD 11, HP 56, ATK 1, DAM 1-10, paralysis, magic to hit, spell use, undead immunities), once a Sea Lord. He wears a bejeweled holy symbol (5,000 GP). Those days are nearly forgotten by him and now he dwells here in solitude, contemplating his un-life. The Dagonites are aware of him and, while not enemies, they fear and avoid him. He has no friends or allies, though the nearby ghouls and ghasts (AREAS 75, 77) worship him, and even leave small offerings of corpses as a sort sign of devotion (there is currently a corpse and a pile of 11 silver coins before the door).

Though the lich has no use for treasure, it does have the following dumped in an unguarded and unlocked chest: 3,400 GP, 422 PP, 8 gems (500 GP), a highly bejeweled scepter (10,000 GP), a **scroll of infravision**, **water breathing**, **dimension door**, **cone of cold**, **part water**, a **manual of the golems** (stone), a **potion of longevity**, and a **vial of Sekolah's fire** (see Appendix A: New Magic Items).

Imperatos' Spells (18th level ability):

- 1st – **Burning hands**, **magic missile** (x2), **protection from good**, **shield**
- 2nd – **Darkness 15' radius**, **detect invisibility**, **ESP**, **invisibility**, **web**
- 3rd – **Cclairvoyance**, **dispel magic**, **fireball**, **lightning bolt** (x2)
- 4th – **Dimension door**, **fire trap**, **ice storm**, **minor globe of invulnerability**, **wizard eye**
- 5th – **Cloudkill**, **conjure fire elemental**, **cone of cold**, **teleport**, **wall of stone**

- 6th – **Anti-magic shell, death, globe of invulnerability**
- 7th – **Delayed blast fireball, reverse gravity, power word stun**
- 8th – **Monster summoning VI, symbol**
- 9th – **Prismatic sphere**

82. SHADES OF KINGS: There are d4 shades of dings loitering here. See description above. The room is otherwise empty.

83. OGRE MAGE CAMP: An ogre mage named **Akito** (AC 4, HD 5+2, HP 32, ATK 3, DAM 1-3/1-3/1-6, fly, darkness 15' radius, invisibility, polymorph self, regenerates, charm person, sleep, gaseous form, cone of cold) is camped here. He recently learned of this place and came in search of plunder. He has a single **hobgoblin mercenary sergeant** (AC 5, HD 1+1, HP 9, ATK 1, DAM 1-10, halberd, shortbow) here with him, but the others are next door (AREA 84) and will come if there is a melee. Akito will not be openly hostile, but will seek to find out what the party knows of the place. However, he secretly sees them as rivals and will seek to rob and destroy them if the opportunity presents. He knows little of the place (he entered via AREA 18 by correctly surmising the use of the dead seals) but may lie to a party to confuse and injure them.

Akito has little treasure, some of it found in this dungeon. All of it is in a **bag of holding** (500 pound capacity) that contains 2,400 SP, 1,100 GP, 6 gems (four 100 GP, two 250 GP), a **longsword +2, +3 vs. reptiles** (named Scale Hammer), a **potion of extra healing**, a **potion of polymorph self**, and a **philter of persuasiveness** (that he may use on the party). The hobgoblin carries 17 GP.

84. HOBGOBLIN CAMP: Akito (AREA 83) commands a force of eight **hobgoblin mercenaries** (AC 5, HD 1+1, HP 7, ATK 1, DAM 1-8, shortbows) in this room. They sit here when not exploring, drinking strong wine (they have a small barrel of it). They will go to their master's aid in the event of a fight, and vice versa. The Hobgoblins do not like this dungeoneering duty, but are well-paid and disciplined. Each carries 2d6 GP.

85. DAGONITE QUARTERS: 11 **Dagonites** (AC 4, HD 2, HP 13, ATK 1, DAM 2-7, immune to poison/charm/sleep/paralysis) and a **Dagonite leader** (AC 4, HD 4, HP 27, ATK 1, DAM 2-7, immune to poison/charm/sleep/paralysis) are in this room, and there are quarters for several more (all currently on duty elsewhere). The leader has a throwing harpoon nearby (DAM 2d6+3; save vs. paralysis or stunned d4 rounds). There are always at least 2-3 of them awake and alert. If attacked, they will try to defeat the invaders and get word to the temple complex. Each wears a green-gold medallion of Dagon (100 GP). There are two barrels of half-decayed fish here for food, as well as the half-consumed corpse of a human (pirate). Secreted in one pile of seaweed (used as a "bed roll") is a green-gold idol of Dagon (1,500 GP) that is cursed – anyone taking it will not want to let it go or let anyone else touch or see it (save or attack even friends if they try to take it).

86. NAATHLIX'S REFUGE: A lone aquatic elf named **Naathlix** (AC 8, HD 1+1, HP 4, ATK 1, DAM 1-4) is hiding out in this room. He will claim to have entered the dungeon via the large grotto (AREA 18) during a storm and was chased inward by the beast there (all true); he will neglect to mention that he came here as a spy to find out what the sahuagin are up to. Now, he is famished and thirsty and does not think he will be able to escape again. His only gear is a dagger. He would be most grateful if he could reach the sea again safely. His knowledge of the dungeon is minimal, though he will say that it is a center of evil Dagon worship, and will try to gain any additional information from the party that he can.

87. ROCK OF WRATH: Sitting in the center of this room, partially sunk into the floor, is a large, rough stone about 3' high. The stone radiates a slight heat and will cause pain if touched. Further,

touching it will curse the toucher such that, whenever involved in a battle, they will always be the first to be attacked, where such is possible.

88. EMPTY SHRINE: This appears to have been a shrine to some sea god or other. However, it was desecrated long ago, the altar smashed, an idol broken to small pieces, etc.

89. EMPTY ROOM: This room is empty except for a small pile of seaweed, which is still slightly damp.

90. LANDING ROOM: Empty. The air on this level reeks of the sea even worse than the level above. A carving of the sigil of the Sea Lords on the north wall has recently been defaced.

91. SEAWEED ROOM: This room is empty except for a quantity of still-wet seaweed everywhere, some splashes of fresh blood, and a foul smell of rotting fish. It appears something was living here, but no longer.

92. DEAD AQUATIC OGRES: Three dead aquatic ogres are in this room. None have any wounds on their body and the only oddity with the corpse is that they are colder than ambient temperature and their skin is quite pale. Lothric (AREA 93) will claim to know nothing of them.

93. LOTHRIC'S REFUGE: The animated corpse of a man named **Lothric** (AC 8, HD 2, HP 13, ATK 1, DAM 1-6, undead immunities) is in this room. It will not attack if the room is entered but instead parley. It will claim to be Lothric, once a Prince of Lormyrr, whose body was stolen by the Sea Lords for their foul rituals. However, Lothric's spirit somehow managed to reenter his body and run away before his blood could be drained, much to the chagrin of his captors. He has no concept of time and does not know how long he has been down here (more than a century). He wishes to escape with his body so it can be returned for proper burial. The party's aid would be most appreciated though a reward is problematic at best. Lothric is strangely disturbed by the entire ordeal and does not think or remember things clearly (treat as a normal zombie for combat purposes, though, if slain again, he will reanimate in 24 hours).

94. SHADES OF KINGS: There are d6+1 shades of kings loitering here. The room is otherwise empty. Painted carvings on the walls depict a powerful fleet of the sea lords, destroying all who oppose them. One picture shows several prisoners being fed to sea monsters.

95. LARGE HALL: This hall is decorated with painted carvings of various humans. All are well-dressed and clearly great lords of men. However, most have sinister expressions, evil sneers, or the like. Each has a name carved below it, and represents a long-dead Sea Lord. Some of the carvings have been vandalize or otherwise damaged.

96. SMALL HALL: This hall has a row of pillars carved like fish, with wall carvings of octopi and squids. There are d6 shades of kings here when first entered.

97. SECRET ROOM: The door to this room is **wizard locked** (8th level ability). It is a long-forgotten treasury within which are two chests (neither trapped but both locked), containing:

#1 – 4,500 CP, 2,788 SP, 1,420 GP

#2 – 240 GP, a **potion of growth**, a **potion of heroism**, a pot of **marvelous pigments**, a **feather token** (steel ball, see Appendix A: New Magic Items), a pair of **javelins of lightning**, and a **ring of fire resistance**.

98. AQUATIC OGRES: Three **aquatic ogres** (MOVE 6 / swim12, AC4 HD4+4, HP27, ATK 3, DAM 1d6/1d6/2d4) are temporarily camped in this room. They have discovered the secret door

to AREA 97 but have been unable to open it. Because of this, they will try parleying with a party, offering to split the treasure if the party helps open up the door. They will betray them at first opportunity, of course, and seek to run off with whatever they can carry without getting killed (they're interested in loot, not fighting). They have no treasure except that one wears a serpentine gold armband (500 GP).

99. CAT STATUE: This room is empty except for the statue of a normal house cat. However, inside the mouth is a live mouse, struggling to escape. The cat statue will do nothing and does not radiate magic, though on subsequent visits it will have moved location and position, and the mouse may be gone.

100. SKELETON ROOM: 13 **skeletons** (AC 7, HD 1, HP 6, ATK 1, DAM 1-6, undead immunities, ½ damage from edged weapons) are in this room, and will attack intruders. The room is otherwise empty of anything of interest.

101. PIRATE COMMON AREA: The pirates dwelling here on a long-term basis are in and around this area. The ceiling is low (8') and there are several barrels and boxes of ale, wine and foodstuffs kept here for use of the pirates. They are a rough lot, cruel and evil, and also quite undisciplined given their nature. There is a 50% chance that 1-6 **pirates** (AC 7, LV 1, HP 7, ATK 1, DAM 2-8), are in this room at any given time (all from adjacent rooms). In the event of a melee lasting more than one round, all the nearby pirates will hear it and respond.

There are five cells in the east wing, each barred from the outside and with a small observation window. The cells are occupied as follows:

A: **Wererat** (AC 6, HD 3+1, HP 16, ATK 1/3, DAM 1-6 or 1-3/1-3/1-6, silver/magic to hit, lycanthropy, summon giant rats). If spoken with, he will claim to be a poor traveler, waylaid by the pirates on the high seas. In truth, he was one of their crew but was locked up when he tried to make some of his comrades into wererats. He will beg for release and promise to aid the party.

B: **Pirate** (AC 7, LV 1, HP 7, ATK 1, DAM 2-8). He is being punished for exploring the dungeon without permission (i.e. opening the southern door of AREA 106). He will happily aid rescuers in exchange for a chance to escape. In truth, he was captured by the Dagonites and joined their religion, first to survive, then as a true believer; he has also been trying to get some of his fellow pirates to mutiny and join the Dagonites, with some success. He has a green-gold necklace of Dagon hidden under his clothes (100 GP). He will denounce the wererat if he thinks it will aid his cause. He will also denounce the lass in D as a "foul sea witch."

C: **Merchant** (AC 10, LV 0, HP 4, ATK 0, DAM 0). This hapless chap was taken by the pirates and is being held for ransom. He is loud, whiny and annoying, but will promise 250 GP reward for rescuing him (he will try to weasel out of most of it later). He will be a hindrance.

D: **Selkie** (AC 10, HD 3+3, HP 13, ATK 0, DAM 0). A young, beautiful woman is in this cell, wearing rags and little else, who appears quite ill. She is a selkie in human form and ill from being away from the sea for many days. She swam into the grotto out of curiosity and was captured. The pirates think she is a spy and are awaiting orders on what to do with her. She will wish to return to the sea as rapidly as possible, but will aid rescuers as she can and if given a weapon, will fight. She will hide her true nature as long as possible.

E: This cell contains a skeleton picked clean by rats (several normal ones are in this room. The secret door is unknown to the pirates, though a corner of it is gnawed away, appearing as an ordinary rat hole, which will make detecting it easier.

102. TORTURE CHAMBER: This torture chamber is used by the pirates on their enemies and for general entertainment. The **jailor/torturer** (AC 4, LV 7, HP 41, ATK 3/2, DAM 2d4+6) dwells here, a hulking brute and nasty specimen even among the pirates. His fellows shun him, and even the captain is leery of him. He lives for his work, not pay, and thus only has 275 SP and 31 GP in a small pouch. On his person he has a **broadsword +2**, a **throwing hammer +1**, a **ring of fire resistance**, and a silver holy symbol (depicting a feminine hand with dagger; 500 GP).

103. OFFICER'S QUARTERS: The **pirate captain** (AC 4, LV 7, HP 45, ATK 3/2, DAM d8+3) and his **lieutenant** (AC 5, LV 5, HP 28, ATK 1, DAM d10+3) dwell here. The former has a **longsword +1**, a **potion of heroism**, a **potion of extra healing**, a gold necklace (1,000 GP), a silver bracelet (500 GP), and a the key to locked chest. The latter has a **halberd +1**, a **potion of speed**, a **potion of invisibility** (2 doses), a gold chain (250 GP), and a diamond pendant (500 GP). They are unhappy with this duty and would rather be commanding ships at sea, not sitting on plundered supplies in a dank hole. However, their master (not present) is cruel and they dare not disobey orders. There is a small desk with a few loose papers on it. Most are inventories of supplies (not very accurate) but there is also a log of ships by name that have drawn or delivered supplies from this base by date (every few days seems to be usual; the last was 3 days past; some of the ship names may be known to the party as infamous pirate vessels). There is also a map showing several locations in the local seas with various annotations (this depicts both potential sites to raid, as well as other secret pirate bases). There is also a locked chest here (the captain has the key on him) that is protected against picking by a poison needle trap. Inside are 2,400 SP, 1,880 GP, and six gems (250 GP each). There is a jug of excellent brandy in this room with two small glasses.

104. PIRATE QUARTERS: Eight **pirates** (AC 7, LV 1, HP 7, ATK 1, DAM 2-8) and one mate (AC 7, LV 3, HP 19, ATK 1, DAM 2-8) are quartered here. One pirate wears a green-gold necklace of Dagon under his clothes (100 GP). There are shortbows and arrows available, as well. The mate has 2d6 SP and 2d6 GP; each pirate has 2d6 SP and 1d6 GP on their person.

105. PIRATE QUARTERS: Thirteen **pirates** (AC 7, LV 1, HP 7, ATK 1, DAM 2-8) and one mate (AC 7, LV 3, HP 19, ATK 1, DAM 2-8) are quartered here. Two pirates and the Mate wear green-gold necklaces of Dagon under their clothes (100 GP). There are shortbows and arrows available, as well. The mate has 2d6 SP and 2d6 GP; each pirate has 2d6 SP and 1d6 GP on their person. One of the pirates wears a **ring of berserk strength** (reversed **ring of weakness**) and thusly attacks at +1 to hit and +2 to damage due his 18 Strength.

106. STORE ROOM: There are numerous crates and boxes stored in this room; most contain food, ale, wine, rope, tar, tools, and other nautical needs. There is also a quantity of swords, axes, shortbows, arrows, and other weapons piled up rather haphazardly. Although poorly organized, there is a path down the center between doors. The southern door is heavily barred from the room side, with a few barrels of ale pushed up against it as an added measure (bend bars/lift gates check to force from the south side). This has not stopped the occasional pirate from sneaking out to look for plunder (or to worship with the Dagonites). The Captain is considering executing those caught going out – he is growing concerned that this base is not nearly as safe as his superiors believe it to be.

107. DAGONITE DESERTERS: Two **pirate deserters** (AC 7, LV 1, HP 7, ATK 1, DAM 2-8) are in this room temporarily. They are Dagon-worshippers and are seeking to get back into the pirate base to spread the word of Dagon, but cannot get past the barred door. They will parley with a strong party and seek to use them to get inside AREA 106, before betraying them. If the party came from that direction, the Dagon-worshipping pirates will

APPENDIX A: NEW MAGIC ITEMS

try to get them to go into the flooding room (AREA 109) so they can kill them with the machinery. In any case, they will try to keep them clear of the Dagon Temple area (AREA 62) until they can warn the Dagonites of the intruders. Each wears a green-gold necklace of Dagon under his clothes (100 GP).

108. WHEEL ROOM: This room is empty except for a large steel lever on the west wall which is fully down. The door to the south is of copper and quite strong, but easily opens to the south. If the door is shut, the wheel can be turned, which locks the door and floods AREA 109 (see below).

109. FLOOD ROOM: The walls of this room are sheeted with plates of copper now badly tarnished green and corroded from age. A 3' square section of floor is a heavy copper grate. There is a lever in this room much like the one in AREA 108. If either lever is flipped, the two doors to this room will lock and a plate will lift from the southwest corner, rapidly flooding the room with seawater from AREA 6 (below sea level). The moving plate also opens a short passageway that allow one to swim out into the grotto, albeit about 10' under water. The sequence of events cannot be halted and after a minute of being fully flooded, the lever will return to its previous position, the plate will close, and the room will drain through the grate in the floor. The system is interlocked to prevent flooding the entire lower level.

110. DAGONITE GUARD: A pair of **Dagonites** (AC 4, HD 2, HP 13, ATK 1, DAM 2-7, immune to poison/charm/sleep/paralysis) are in this room. If intruders come into AREA 109, they will emerge in one round and try to ascertain who they are. If they appear to be intruders, they will try to gabble in their blubbery voices for a time to get them off guard while one of them makes his way to the lever and tries to throw it and flood them all out. If the pirates from AREA 107 are with the party, they will begin talking very loudly to get their attention. Each wears a green-gold necklace of Dagon (100 GP). One has a throwing harpoon (DAM 2d6+3; save vs. paralysis or stunned d4 rounds)

111. GUARD ROOM: A group of six **Dagonite guards** (AC 4, HD 2, HP 13, ATK 1, DAM 2-7, immune to poison/charm/sleep/paralysis) are in this room at all times. Two have throwing harpoons (DAM 2d6+3; save vs. paralysis or stunned d4 rounds). They are generally alert because of the nearby pirates and other denizens wandering the dungeon. In the event of attack, after one round one of the guards will grunt in their guttural speech to guards in AREA 112 to raise the alarm. Each wears a green-gold medallion of Dagon (100 GP). There is also a weird stone barrel full of fairly fresh fish; the room reeks of it, and the Dagonites. The closet to the east is where those falling into the pit trap in AREA 42 end up; the Dagonites like to take anyone that survives the fall prisoner for eventual sacrifice in the temple.

A – The door to this area is barred from the north side. This space is used as a cell to keep prisoners intended for sacrifice in the temple. Currently, the only victim present is an **aquatic ogre** (MOVE 6 / swim12, AC4 HD4+4, HP21, ATK 3, DAM 1d6/1d6/2d4) who, while it wishes to be free, will not be terribly cooperative the party. It will try to flee, only fighting if necessary.

112. GUARD ROOM: Two **dagonite guards** (AC 4, HD 2, HP 13, ATK 1, DAM 2-7, immune to poison/charm/sleep/paralysis) and a dagonite leader (AC 4, HD 4, HP 27, ATK 1, DAM 2-7, immune to poison/charm/sleep/paralysis) are in this room. Each has a throwing harpoon (DAM 2d6+3; save vs. paralysis or stunned d4 rounds). If warned from AREA 111, the leader will order one of his guards to alert the temple complex of attack, resulting in a disciplined defensive response. He and the other guard will then investigate and aid in any battle. Each wears a green-gold medallion of Dagon (100 GP).

HERE ENDS THE FORGOTTEN GROTTOS OF THE SEA LORDS

Aspergillum of the Blood of Kings: This holy water sprinkler is a powerful, ancient artifact that was long held by the clerics of the god of the underworld. It is said to have been created in ancient days, possibly by a foul pre-human civilization that used the device in the darkest of rites involving ritual sacrifices. Whatever the truth of this, priests have used the Aspergillum since time immemorial for a variety of special rites that call upon the darker aspects of their various gods.

Of old, the Aspergillum had the power to absorb blood in great quantities, which could then be sprinkled forth as desired by the wielder. Early in its history, it became custom that only the blood of lords and kings would be absorbed into it. The Aspergillum can hold up to 12 gallons of blood, and gains neither weight nor size regardless of how much it holds. The sprinkler can be made to sprinkle blood in any quantity the holder desires, and absorbs likewise on touch. Absorbed blood remains fresh and warm; it never decays. It has the following powers and properties:

May be used as a weapon (treat as mace +5)

Absorb all blood from a living person on a hit unless victim saves versus death; attempting to do so changes the wielder's alignment to neutral evil; if already neutral evil, the wielder is placed under a quest by god of the underworld. Blood cannot be absorbed if the Aspergillum is already full (assume 1.5 gallons of blood per average person).

Animate dead (1 figure, 7/week)

Prayer (always in effect when held)

Summon hag (1/week; summoned Hag is: 1-2 Night Hag, 3-5 Green Hag, 6-8 Annis); summoned hag will expect to be rewarded

Other powers and ill effects are possible if the blood of a powerful creature (Level X) is absorbed.

This is a powerful artifact of evil! **Experience Point Value:** — **G. P. Value:** 60,000

Band of the Waters: This copper or brass armband allows the wearer to freely breathe and swim underwater, as if he were wearing a *ring of swimming* and had consumed a *potion of water breathing*, both effects of indefinite duration while the band is worn. Further, the wearer can swim down to great depths without any negative effects due to pressure, though temperature is not moderated. **Experience Point Value:** 2,000 **G. P. Value:** 10,000

Book of Knowledge: This finely-bound leather book provides 500-2,000 experience points to any who reads it. A book of knowledge can only be read once by the same person, and once read, it disappears, reappearing in another nearby library. **Experience Point Value:** 1,000 **G. P. Value:** 5,000

Crown of Command: This bronze crown conveys upon its wearing the ability to compel obedience from all fish (including crustaceans, mollusks, and other sea invertebrates) within a 60 ft. radius if they fail a save versus magic (using one charge of the crown). Those who fail are completely under the control of the wearer of the crown and the wearer can convey orders and messages of emotions (fear, anger, hunger, etc.). Fish that save are immune to control, but will not approach within 10' of the crown. A crown of command contains 20-30 charges when found. **Experience Point Value:** 1,000 **G. P. Value:** 5,000

Deck of Divination: This deck consists of cards that can be activated once to cast a divinatory-type spell at 12th level of cleric ability. A typical deck contains fourteen cards. Eight will be *augury* spells, four *divination* spells, and two *commune* spells. Other possible cards in unusual decks can have other properties, mainly involving detection spells. The cards may only be used by a cleric. **Experience Point Value:** 5,000 **G. P. Value:** 15,000

Feather Token (Steel Ball): This item appears as a steel ball (like a ball bearing). When it is rolled across the ground and the

command word spoken, it will grow into a steel ball of about 18" diameter, moving at great speed. The ball will strike with the force of a powerful catapult shot, breaking down even magically held doors and gates, battering strong walls, and doing 8d6 damage to anyone in its path. It will run 120' unless stopped by solid stone or deep earth sufficient to stop a catapult shot. Thus, a line of enemies could be struck down, each taking full damage. It is useable but once. **Experience Point Value:** 1,000 **G. P. Value:** 5,000

Feather Token (Homunculus): This token will create a homunculus (as per MM) that will loyally serve the person who called it forth for 24 hours (except that any class may control it and there is no damage taken if it is destroyed prematurely), at which time it will vanish. **Experience Point Value:** 500 **G. P. Value:** 3,000

Hexagrammaton of Ambition: This slim and extremely rare volume details a course of study to increase one's personal power. A person that studies the volume with interruption for a week and practices its mental and esoteric exercises without interruption will rise to the next level (with the minimum experience points required). Once the book is successfully employed, the writing will fade, thus it can only be used once. However, the price for using it, as it was created by Dagon for the use of his priests, is that the reader must change one axis of his alignment towards Neutral Evil (i.e. Lawful or Chaotic becomes Neutral, or Good change to Evil; the reader may choose which changes, provided both may be changed). There is no penalty for those already Neutral Evil. **Experience Point Value:** 3,000 **G. P. Value:** 30,000

Quill of Stealing: This item appears to be a simple quill pen, albeit rather ornate. This pen can be used to steal a signature or even a seal off of one document and place it on another document. Only one stolen signature or seal can be held in the pen at a given time. **Experience Point Value:** 1,000 **G. P. Value:** 3,000

Ring of the Depths: This curious ring is carved in the likeness of a kraken with terrible red eyes of rubies. The ring acts allows the wearer to breath underwater, and protects them against the effects of water pressure. However, it provides no ability to swim better or protection from the effects of cold water. Once per day, the wearer can use the ring to fill the lungs of a victim of 7 HD/Levels or less with seawater (save versus death or drown; a successful save still causes the victim to attack at -4 for 2d4 rounds



due to choking and makes spellcasting impossible). Of course, this has no effect on creatures that do not breathe or otherwise lack lungs or other such organs.

The ring is also cursed. There is a base 10% chance that the wearer will be inflicted by lycanthropy and become a Wereshark (check weekly). This percentage increases by 5% each time the drowning power is used (also, make an additional check each time the power is used). Anyone so afflicted will refuse attempts to aid them and will seek the ocean immediately. **Experience Point Value:** — **G. P. Value:** 2,000

Sekolah's Fire: This similar in effect to Greek Fire. On a successful hit, it will burst into flame causing 3d6/2d6/1d6 damage over 3 rnds. It cannot be extinguished with water. It is made in a secret process by the Sahuagin, though others have acquired small amounts from time to time. **Experience Point Value:** 200 **G. P. Value:** 300

Staff of Urgrim: This twisted wooden staff topped by a crystal held in a carved feminine hand has the following powers usable by magic-users:

Light (on demand the crystal glows blue or white)
Charm person (uses 1 charge, useable 1/day)

The wielder of staff of Urgrim also gains a +2 bonus to armor class and saving throws. It strikes as a staff +2, and can deflect a magic missile or an arrow once per round. **Experience Point Value:** 5,000 **G. P. Value:** 25,000

APPENDIX B: NEW MONSTERS

CLAMAVORE

SIZE: Large (8-10 ft. wide)
MOVE: 180 ft., swimming 180 ft.
ARMOR CLASS: 0
HIT DICE: 8
ATTACKS: 2
DAMAGE: 2-12 + 6
SPECIAL ATTACKS: Spit pearls
SPECIAL DEFENSES: Half damage from fire
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1-4
LAIR PROBABILITY: 80%
TREASURE: None
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 6 / 1,100 + 10/hp

General information: Clamavores are an abomination from the Elemental Plane of Water. None know what purpose brings these horrors to the Prime Material Plane, but one thing is certain: when on the Prime Material Plane they seek to destroy all mundane life. A Clamavore will always attack whichever opponent which has done the most damage to it previously. It attacks with the 2 claws. Should a claw strike an opponent, rearward facing spikes will embed itself in the target. In subsequent rounds, the Clamavore will work the claws back and forth in a saw-like fashion, automatically doing damage to the ensnared victim. Should an unfortunate individual be struck by both claws, the Clamavore will attempt to bite with its shell for an additional 2-12 +6 damage.

Additionally, the Clamavore can spit one pearl per round up to 120 ft. Upon a hit, the pearls do 2-12 damage, destroy any metal it contacts (magic items saves versus acid), and drains one point of Wisdom from the victim (save to negate). If the opponent is in the grasp of both claws, the Clamavore can forgo the bite attack and spit a pearl at +4 to hit. A Clamavore will have 3-6 pearls available for spitting, which are replaced at a rate of 1 per week.

Physical description: At rest, Clamavores appear to be enormous clams (8-10 feet across). They have peculiar markings all over the shell consisting of a circle with two lines radiating outward forming a V shape, terminating in smaller circles. When the Clamavore takes notice of a mundane lifeform, the true, horrifying nature of the creature becomes apparent. The shell opens, the hinge at the base separates, and 6 limbs sprout forth, 4 clawed, chiton encrusted legs, and two likewise encrusted arms, each terminating in terrible, snapping claws.

DAGONITES

SIZE: Medium (6 ft. tall)
MOVE: 90 ft., swimming 180 ft.
ARMOR CLASS: 4
HIT DICE: 2 or more
ATTACKS: 1
DAMAGE: By weapon type
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 6-60
LAIR PROBABILITY: 60%
TREASURE: Individual: 2-12 ep, 2-8 gp, 1-6 pp. In Lair: 1-8k cp (10%), 1-6k sp (30%), 1-8k ep (15%), 1-6k gp (50%), 1-10 gems (30%), 1-6 jewelry (25%), any 2 magic items + 1 potion (15%)
INTELLIGENCE: Average and higher
ALIGNMENT: Neutral evil
LEVEL/X.P.: Varies

General information: Dagonites, or the People of Dagon, are a race of ocean-dwelling humanoids. They can be found in any clime or location, but generally prefer tropical or temperate seas in locations remote from major land masses. They are a vile race, worshipping their great god Dagon, who gives them their name. They practice abominable rites, including living sacrifices, cannibalism, demon summoning, and the like. While they have little use for other races, they can sometimes be found in loose alliances with sahuagin or other aquatic monsters. Of course, their highest loyalties are always to their god and themselves. They are capable of breeding with humans, and such offspring almost always favor the Dagonite parent, even if it takes some time to

manifest. Dagonites can remain outside of water for long periods of time with little ill effect, though they like to submerge themselves regularly even when living in air. They are immune to poison, sleep, charm and paralysis attacks.

Dagonites wear only minimal clothing, and usually only when spending time out of water. They use a variety of weapons suited for combat both underwater and in air. Their most formidable weapon, one requiring specialized training, is a huge harpoon causing 2d6+3 damage. Creatures man-sized or less must save versus paralysis or be knocked from their feet and paralyzed for 1-4 rounds. Anyone struck will be caught up by the harpoon and the Dagonite can then pull them inward as the harpoons are attached to stout cords.

In addition to the more common sorts of Dagonites, there are priests among them that can rise to the 9th level of ability. Such priests are always worshippers of Dagon. Other, great and powerful lords among the Dagonites exist, but always in the most remote of locations.

Languages: Dagonites speak their own language, one difficult for humans to master (a few of them speak Common, but always poorly because of their lips).

Physical description: Dagonites appear roughly human, but with significant physical differences. They have gills, for instance, and rubbery green-grey skin. Lines of spines protrude along their backs and cheeks. Their digits are webbed and they have large, dark eyes that do not blink; they see well in the dimmest light (infravision 60 ft.). Their mouths are large with rows of sharp teeth covered by blubbery lips.

DEATH GULL

SIZE: Small (2 ft. tall)
MOVE: 30 ft., flying 150 ft. (AA: level IV)
ARMOR CLASS: 6
HIT DICE: 3+1
ATTACKS: 1
DAMAGE: 1-6
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None



MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 6-36
LAIR PROBABILITY: 60%
TREASURE: None
INTELLIGENCE: Animal
ALIGNMENT: Chaotic evil
LEVEL/X.P.: 4 / 85 + 4/hp

General information: Death gulls are vicious carnivores and, while they prefer eating the flesh of the dead, they will happily attack the living to satisfy their insatiable appetites. They are neither intelligent nor tameable, and merely dangerous vermin with terrible teeth and strong beaks designed for tearing flesh.

Physical description: Death gulls are similar in appearance to common seagulls, but are larger and have blood red eyes.

GOLEM, BRASS

SIZE: Large (9 ft. tall)
MOVE: 60 ft.
ARMOR CLASS: 5
HIT DICE: 60 hit points
ATTACKS: 2
DAMAGE: 3-18, 3-18
SPECIAL ATTACKS: Acid spray
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 100%
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 9 / 9,000

General information: Brass golems are a variant style of golem sometimes created like the more well-known iron golem, with similar requirements, costs, and construction times. Like them, such golems remain under the command of their creator, and often times outlast them, remaining programmed with whatever their last commands were. In addition to striking powerful blows with its fists, the brass golem can spray acid every fifth round in a stream up to 20 ft. from itself (3-36 damage; save for ½). They are immune to normal fire, though magical fires will damage them (-1 hit point per die of damage). Like the iron golem, electrical attacks will slow them for 3 rounds. They can only be struck by +2 or greater magical weapons, and are immune to rust monster attack.

VAMPIRIC MIST

SIZE: M (5 ft. wide)
MOVE: 120 ft.
ARMOR CLASS: 3
HIT DICE: 8
ATTACKS: 1
DAMAGE: 2-16
SPECIAL ATTACKS: None
SPECIAL DEFENSES: Incorporeal, surprise
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1-3
LAIR PROBABILITY: 70%
TREASURE: None
INTELLIGENCE: Low
ALIGNMENT: Neutral
LEVEL/X.P.: 6 / 550 + 10/hp

General information: Vampiric Mist is a gaseous entity that lives by draining victims of their blood. The creatures are nearly invisible (surprise on 5 in 6). Upon sensing a warm-blooded victim nearby, the mist will envelop the person, temporarily becoming more

substantive as it drains its chosen victim. Once it makes a successful attack, it will drain 2-16 hit points of blood from the victim per round until it has absorbed an amount equal to its own original hit points. While draining, it is susceptible to attack. Once sated, it will flee to digest its meal and will lose its corporeal nature. Although it cannot be struck in this mist form, it is susceptible to magical attacks such as fire or cold that affect an area; it is also susceptible to strong winds like a *gust of wind*.

Physical description: Vampiric mists seem to be nothing more than a light mist until it starts draining blood. It then appears as a misty, blobby entity filled with arteries and veins.

APPENDIX C: NEW SPELLS

Fiend Summoning I (Conjuration/Summoning)

Level: 4
Range: 30 ft.
Duration: 2 rnd + 1 rnd/level
Area of Effect: 30 ft. radius
Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

This spell allows the cleric to open a connection to the Lower Planes and summons forth one or more lesser beings to serve the caster. The caster may direct the summoned creatures to do whatever she likes, including fighting designated enemies. At the expiration of the spell, the summoned fiends will vanish, returning to whence they came. Alternatively, the cleric can summon the fiends within a prepared pentacle, thereby imprisoning them and also incurring their hostility. If the spell expires while they are so imprisoned, they will be unable to return to their home and will remain until slain or dispelled through some other magic. They will remain hostile to the caster but may be compelled to service through threats or other means. The fiends summoned are as follows:

D%	Result
00-40	1-8 Larvae
51-55	Imp
56-60	Quasit
61-70	1-3 Fire mephits
71-80	1-3 Lava mephits
81-90	1-3 Smoke mephits
91-00	1-3 Steam mephits

Fiend Summoning II (Conjuration/Summoning)

Level: 5
Range: 30 ft.
Duration: 2 rnd + 1 rnd/level
Area of Effect: Special
Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

This spell is the same as *fiend summoning I* except that more powerful creatures are summoned, as follows:

d% Result	
00-05	Roll on table for Fiend Summoning I but double number summoned
06-15	1-2 Hordlings
16-25	1-2 Diablos
26-30	Derghodaemon
31-40	1-2 Hydrodaemons
41-50	1-2 Piscodaemons
51-60	Yagnodaemon
61-70	Nightmare
71-75	Green hag
76-80	Annis
81-00	Night hag

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