



Dead In The Water

You crack your eyes open, surprised to be alive after the sudden storm. What was it that woke you? The hot sun? The stillness ringing in your ears? Bruised, you disentangle yourself from rope and debris on the deck and pull yourself up on the rail. You peer out across a sailor's nightmare—a sea of glass. Not a ripple in the water as far as the eye can see. Not a whisper of wind touches the sails. You've heard stories of ships becalmed for weeks, throwing horses overboard to lighten the load and conserve water. You remember stories of starvation and cannibalism. You see other ships in the distance listing, torn and low in the water. Old. Dead.

And you are too...dead, in the water.

If you enjoy this adventure, look for future releases in the **Advanced Adventures** line from Expeditionary Retreat Press.



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Advanced Adventures

Dead In The Water

By Lang Waters



An OSRIC™ module designed for
6-8 adventurers of levels 3-5

Expeditionary Retreat Press

ADVANCED ADVENTURES MODULE #42

Dead In The Water

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AN ADVENTURE FOR CHARACTER LEVELS 3-5



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DEAD IN THE WATER

You crack your eyes open, surprised to be alive after the sudden storm. What was it that woke you? The hot sun? The stillness ringing in your ears? Bruised, you disentangle yourself from rope and debris on the deck and pull yourself up on the rail. You peer out across a sailor's nightmare—a sea of glass. Not a ripple in the water as far as the eye can see. Not a whisper of wind touches the sails. You've heard stories of ships becalmed for weeks, throwing horses overboard to lighten the load and conserve water. You remember stories of starvation and cannibalism. You see other ships in the distance listing, torn and low in the water. Old. Dead.

And you are too...dead, in the water.

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 difficult adventure is designed for a party of 6-8 characters of levels 3-5. It provides a challenging scenario where wits will be tested and the basic battle for survival is called into question.

In the ancient past several boats carrying refugees of war floundered at sea. Out of food, water and near death the refugees finally sighted a small island and made landfall. As they landed upon the beach lightning came down out of the clear sky and their priests found strangely shaped glass where the bolt struck, suggesting the figure of a swordfish. Suddenly a huge swordfish beached itself, providing food for the hungry refugees and saving their lives. A dagger was then made out of the glass and they called it **Kahli talo Ahti**—*The Blessing of the Sea*—and they named their home Myriandrus.

The priests of Myriandrus never forgot the god that answered their prayers, and they stood upon the blessed black sand of their sacred beach and sacrificed trophies of war to the sea god Ahti as often as they could. **Kahli talo Ahti** opened the veins of the prisoners of war—their blood soaked the black sand and ran into the sea for centuries.

In return Ahti blessed the people with wondrous knowledge and wisdom, such as the technology of steam, and sea and weather magic. Myriandrus became a powerful island civilization that conquered many other nations. Myriandrus thrived, but she was brutal. Defeated peoples were sacrificed to Ahti or kept as slaves.

One of these slaves, named Matak, wished to beg Ahti for mercy, and thought the only proper place to do this was on the sacred beach. Stealing to the beach he beseeched the god on his knees, but it didn't take long before his wailing attracted the attention of the priests. Matak stole the **Kahli talo Ahti** from the altar, killed the priests, and ran for his life. Coming to the harbor he stole a magnificent ship. In his wake, a strange storm arose and his pursuers could not catch him.

Soon after Matak's escape Ahti sent a tremendous earthquake against Myriandrus of such magnitude that even the ships in the fleet sank as they crashed into one another. Myriandrus was swallowed by the sea and lost, with the exception of a sole survivor, and receded into myth and legend.

The survivor was the royal sorceress named Yasha. She made a promise to Ahti that she would regain his favor by returning **Kahli talo Ahti** to his temple on the sacred black sands. She still wishes to restore the city to its former glory—a mad dream as she is the only Myriandran alive. Yasha is warped by centuries of solitude, anger and the need for vengeance. Too attached to her home to leave, she sends storms upon the sea to ensnare ships. Her storms drive ships to the waters of the ancient harbor, still becalmed by the heavy enchantments laid upon them in ancient times. Stories of the sea witch and her weir inspire fear among sailors. Yasha is forever hoping to glean knowledge of Matak and the location of **Kahli talo Ahti**.

Matak has secrets of his own, and he too still lives. He has travelled the world in his ancient, steam powered ship, but every century he returns to Myriandrus to salvage technology and spare parts for his ship. Now his vessel is in need of repair.

Adventure Hooks: Below are suggestions to integrate the module into an ongoing game.

1. Either in a sea side port or from the lips of hired sailors comes the legend of the Witches Weir—a spot in the ocean that ships occasionally vanish into, never to be heard from again. The characters could be curious about the legend or they could be hired to discover what happened to a certain noble that disappeared on a voyage through that area.
2. While at sea, the party is caught in a violent storm which nearly sinks the ship. When the storm clears and the sun comes out the characters find their sails becalmed and they look out upon the Witch's Weir.
3. Scrolls discovered in a sorcerer's library describe the ancient and wonderful city of Myriandrus, along with clues as to its location.
4. The characters have been previously accosted by Matak and they follow him. Matak is aware of being followed and has slowed his ship's speed to stay just in sight of the characters. Matak would like to manipulate the characters to his ends once they are becalmed.
5. The characters explore the ruins of an old colony of Myriandrus. Murals depict fantastic ships in the shape of predatory sea creatures. These ships move without sails or oars in naval battles and, if closely observed, provide directions to the mother island.
6. Sailors tell stories about the ancient, beautiful and technologically advanced city of Myriandrus, sunk into the sea. Did such a city ever truly exist? If it did, it must hold a great many secrets and much treasure!

SPECIAL CONSIDERATIONS

There are special considerations for this adventure dealing with resources and environment. The area has a finite amount of food and water. The game master should note before the adventure begins how much food and water the characters have on their ship as managing these resources could become important. Once the adventure begins food and water should be tracked. Other survivors have addressed resource scarcity in interesting ways. Will the players join them? Characters must ration food and water, decide who to befriend and who to make enemies with, where to explore and for what. It is entirely possible for characters to escape without unraveling its secrets.

Food and Water: It's impossible to be scientifically accurate about survival regarding food and water as there are too many variables. The below is offered merely as a playable simulation.

Food: Without food but with hydration characters can remain active for as many days as they have points of Constitution. After that they are immobile. After three weeks of immobility they are dead.

Water: Humans can go only three days without water. On the first day without water characters are -2 to all rolls. On the second day without water they are -5, on the third day they are immobile. On the fourth day the character has as many hours as they have Constitution points until they expire.

Underwater Adventuring: Characters will likely find themselves underwater at some point. Familiarize yourself with appropriate rules regarding movement, combat and spell casting.

Swimming: Characters that know how to swim can swim at a base rate of 9" without armor or magical assistance.

Drowning: Characters can hold their breath for 1 segment per point of Con. Thereafter they suffer an automatic 10 HP of damage per round or 5 pts damage per round if their Cons are greater than 16.

Escaping the Witch's Weir: If at any time the characters can move under their own power beyond the circle of mist that encircles the weir (about 2.5 miles in every direction from the PCs boat) the characters will find themselves in open sea with a strong wind.

NOTABLE NPCs

Ankit: Ankit leads the group of people that have managed to survive in the weir. Ankit holds the record as longest survivor—he has been trapped in the weir for more than a year. He looks fit. Ankit's motives are different from the rest of the survivors. Ankit, is not a sailor: he is a mid-level rogue with excellent survival skills.

Having grown up an orphan and surviving by his wits in a port city, Ankit heard sailors tell of the Witch's Weir, of the once great navy built to look like majestic sea creatures, and the fabled sunken city of Myriandrus. Some sense of romance about the sunken city caught hold, and he could think of nothing else until he worked a ship headed near the rumored location of the Witch's Weir.

Ankit is convinced that the he has found Myriandrus and wants more than anything to recover something ancient, wondrous and magical. He thinks that the strange ship that he has observed salvaging has certainly been looking for wondrous items from the deep. He would like nothing more than to board Matak's ship and have a look around. He's too put off by what he has seen of Matak, his ship, and the attacks he has seen Matak repel, to attack Matak directly. He isn't sure that he can convince other survivors to attack until they are in truly dire straits.

Ankit (male human): T6; AL NE; AC 8; HP 24; S 10, I 12, W 10, D 15, C 11, CH 10; 6th level thief abilities; Dmg 2-7 **short sword +1**. Ankit has a **ring of feather falling**.

Matak: Matak has travelled the world for centuries, sometimes trading, often taking. He is always swathed in dark red robes and scarves which circle not only his arms and body, but also swirl up around his head, providing only a slit for his shadowed eyes. Gloves cover his hands. No part of his skin is exposed. He always has a water skin slung over his shoulder and a sword and dagger tucked into his belt. He is entirely mysterious and could well be introduced into a campaign long before the events of this adventure. He wanders the world, unable to make real connections to others as he is damned, and the only person in the world that understands him wishes, above all else, to kill him.



When Matak beseeched Ahti for mercy he was heard—and **curled**, for desecrating the sacred beach of Myriandrus and taking **Kahli talo Ahti**. He speaks in a dry and raspy voice as his curse dooms him to unquenchable thirst. Players may speculate that he is undead, and they should be encouraged to do so, but they would be wrong. Ahti remade Matak out of the sand he stood upon—he is now composed entirely of sand.

Though his steam powered ship is considered wondrous, and figures in all the stories about him, none now alive (except Yasha) know from whence it came or the nature of its propulsion. Matak wears **Kahli talo Ahti** tucked into his belt, and is never apart from it. If the dagger is taken from him he will disintegrate into base sand. Matak knows that the dagger has cursed him and he is aware that it is absolutely essential to his survival.

He may try to befriend the party if he thinks they are strong and can be of use. He may make promises and he may even keep them. If he is convinced they are of no use to him he will not go out of his way to help them. He currently needs a drive shaft for his ship. Once he recovers one that he can restore he will fix his engine and leave.

Matak the Red, Matak the Cursed: SZ M; AL NE; AC 2; MV 60 ft; HD 12; HP 72; # AT 2; Dmg 4d6 (bludgeoning fists) or 1; Dmg d4+4 (**Kahli talo Ahti**—see below for further details). SA in the presence of wind, Matak can generate a sandstorm in a 10' radius around him. This sandstorm will reduce visibility of anyone in it to 0, and they will make their to hit rolls at -4. Additionally when Matak successfully hits by more than 3 above what he needs to hit, he has hit the opponent in the face and engulfed the face in sand, causing suffocation. Any character hit in such manner must take a full round to clear their lungs. They must also make a Constitution ability check. If the check is failed the character is suffocating and will make the same check the next round at a -1 penalty. This penalty is cumulative per round until the check is successful or the character suffocates after three successive failures. SD hit only by +1 or better weapons, immune to piercing weapons and electricity. Matak is also amorphous, meaning that he is usually in the shape of a human because he was human and that is convenient, but he can take any shape he wishes. When standing upon sand he can travel through it at his normal movement rate. If he is standing upon a real beach, even underwater, his bludgeoning damage increases to 4d8.

Kahli talo Ahti—(*The Blessing of Sea*): This is a glass dagger in the shape of a swordfish. The enchantment on the dagger makes it as strong as a dagger made of metal. It is +4 to hit and damage and it is a "bleeding" dagger. Damage dealt by the dagger is progressive for up to 10 melee rounds on a 1 for 1 basis. For example, an attack causing 5 points of damage will cause an additional 5 points of damage the next combat round and each following rounds. No curative magic of any type will be effective against this dagger. It is **curled** for anyone not of Myriandran blood, turning bearers into sand (save vs. petrification every round it is wielded).

Yasha the Sea Witch: Yasha, the royal sorceress and sole survivor of Myriandrus, now lives on a crag of rock that once looked out over the city. She is now a unique sea hag and a powerful witch who wishes to keep her promise to Ahti by taking vengeance on Matak and recovering **Kahli talo Ahti**: he has sacrificed everything to do so.

Her lair is inside the crag and is accessible via an underwater cave. Yasha has a pool of water in her lair that shows her the location of ships. When she sees ships that she wants to trap she uses her magic to create a powerful storm that draws the ship into her dead space. She will then do reconnaissance by shape shifting into a beautiful mermaid. She likes to pick off sailors one at a time by seducing or enticing them, then drowning and eating them or bringing them back as undead to serve her. Due to the fact that clerics often have the power to create water or purify food, Yasha will seek to identify and eliminate clerics first.

If Yasha can fulfill her promise to Ahti by recovering **Kahli talo Ahti** and/or killing Matak, she can die with some semblance of happiness. In the process of pursuing this goal she lures ships into her dead zone in order to acquire more magic and power.

Yasha the Sea Witch (Sea Hag/Druid). 10th level Druid ; SZ M; AL CE; AC 7; HP 60; S 16, I 12, W 17, D 10, C 13, CH 5/15 (when polymorphed); # AT 2 claws, 1 weapon or spells; Dmg 1d3 +3/1d3 +3 or by weapon +3. SA true appearance save vs. spells or lose half STR for d6 turns, evil gaze (3/day) save vs. poison or paralysis for three days; SD immune to charm, fear, sleep and fire and cold based spells, immune to weapons not forged iron, silver or else enchanted with at least +1 bonus. Many of her spells are aquatic-oriented versions of more common spells that the GM should adjudicate appropriately.

- 1st: **Detect magic, speak with animals, purify water, entangle**
- 2nd: **Charm person, heat metal, scaleskin** (as **barkskin**), **water trap** (as **fire trap**)
- 3rd: **Call lightning, plant growth, water breathing, animate dead**
- 4th: **Dispel magic, call sea beings** (as **call woodland beings**), **protection from lightning**
- 5th: **Control wind, control water** (as **control wind**), **wall of water** (as **wall of fire**)

Yasha possesses an **orb of storms** (see Appendix A: New Magic Items) and her viewing pool operates for druids as does a **mirror of mental prowess** for magic users.

Yasha has two **undead sea gulls** that patrol the weir. Though they do not attack unless captured or cornered and even then they attempt to flee. They are her eyes at a distance. Whatever they see is projected on the surface of her mirror of mental prowess. They are seen from time to time staring attentively from a distant ship's rail or circling far above the character's heads.

Undead Sea Gulls: SZ M; AL N; HD 2; HP 9; AC 8; MV 120' (flying); # AT 1; Dmg d4; turn as zombies, but cannot be destroyed or commanded.

THE WITCH'S WEIR

The steam powered fleet of ancient Myriandrus had no need of wind or oars to power their ships. Because of this, the port of Myriandrus was covered with heavy enchantments to still the water and provide safe harbor. When Myriandrus sank beneath the sea the waters remained magically still. Ships that can fill a sail with wind with magic or equip themselves with oars can attempt to escape. Note that a common caravel can't be equipped with oars. If the oars from the bireme are discovered the bireme could be rowed out. Also, the small life boats that most ships have could be so equipped. Yasha may use her weather magic or undead to stop characters from escaping.

Yasha keeps lacedons stationed underwater in groups of five throughout the weir in order to attack small boats. These lacedon are under 50' of water and are trained to watch for movement above, but will not pursue anything greater than 100' distant. If PCs are in row boats the lacedon will try to capsize them or climb aboard if they can catch them. Note the 'L's on the above and below water maps. See "Myriandrus Under Water" section for stats.

Timeline of Events: Every night lightning strikes Matak's ship and undead rise from the sea to attack it, as Yasha tries to kill or capture Matak. The sounds of the fight between the undead and the automatons will carry a great distance, but all combatants rarely vocalize, so it is a strange, muffled commotion. Occasionally there is a splash of something falling overboard. Note that the attack will not be visible unless the players are in close proximity to his ship or have the means for long range vision.

Day 1: Players are approached by an embassy from Ankit's ship. They offer to share resources and information as long

as there is an agreement about the lottery—"Think about it." Two sea gulls are seen circling above the ship.

Day 2: Yasha, in the form of a beautiful mermaid, will try to speak to the cleric if there is one in the party, with the aim of enticing the character into the water to be attacked. She will be very flirtatious and friendly. If the cleric is female she will appear as a merman. She will also swim around their ship trying to learn as much as possible. Later in the day she will send 10 lacedon to attack. Yasha will send her undead sea gulls to observe so that she can observe from her lair.

Day 3: During the day the PCs will see several locathah in hot pursuit of a huge fish just below the surface of the water.

Day 4: A locathah scout will be spotted observing the PCs ship. It is riding a giant moray eel and has exposed itself out of water from the waist up in order to get a better view. It will slowly sink beneath the waves once seen. At dusk a great bloom of golden pink jellyfish slowly propels itself past the PCs ship.

Day 5: Another lacedon attack against character's ship (10). Eggs onboard the Intrepid hatch unleashing young sharks into the weir. Meryeh discovers Ankit's hidden shrine to The Trickster God and the fix in the lottery.

Day 6: Yasha attacks the locathah village with an algae bloom, a "red tide". The algae turns the water around the village red. It will kill a lot of fish which will rise to the surface. The red tide slowly dissipates over the next couple days.

Day 7: Matak retrieves what he needs from Myriandrus for his engine and leaves. The undead attack and the storm centered on his ship are ferocious.

Six ships (in addition to the PC's) are becalmed and float on the surface of a still sea. Most of the ships have been scavenged for resources, but not all of them, and not exhaustively. There are still items to be found, with commensurate risk. Not all the ships are mapped—the simple encounters upon them do not require mapping—but the more-complex encounters come with diagrammed ships.

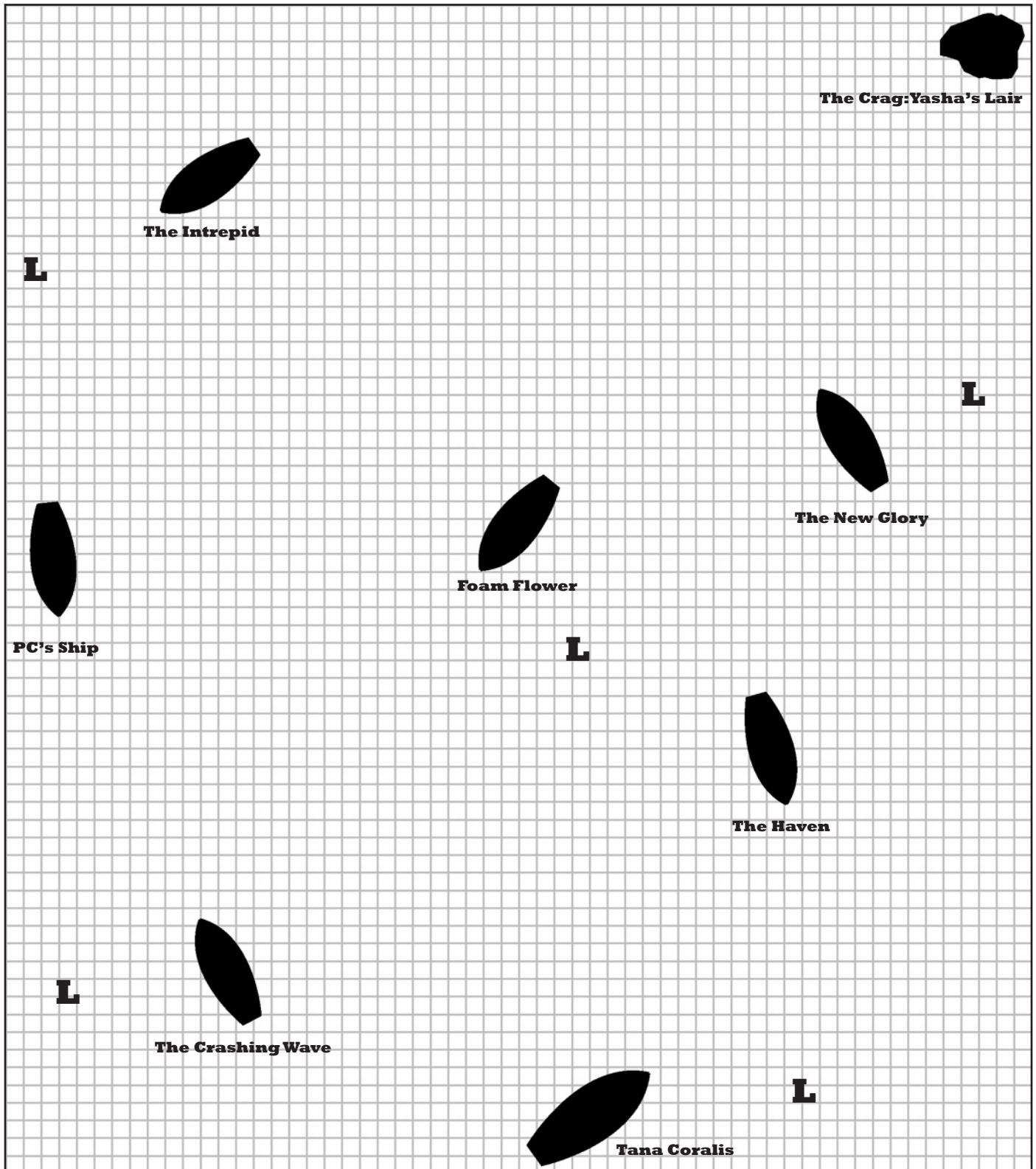
THE SHIPS: HAVEN

This is the survivor's ship, lead by Ankit. A large chalk inscription covers the illegible original name of the vessel and now reads "Haven." They are a group of people from various ships that have been trapped in the dead zone that are surviving by any means necessary. They have used rigging to collect rainwater on their ship. They have a store of hard tack that will feed them on minimal rations for one more month. They have 4 barrels of water at present, enough for all them for another two weeks. This is somewhat dire, and they realize that a reckoning is not far off. The survivors know to avoid the beautiful mermaid and how to take circuitous routes that avoid the lacedon. Such information is the kind of information the survivors can offer when negotiating with the characters.

Hanging from the arms of a sea deity on the prow of the ship is a net holding more than 20 human skulls. This net hangs here as a clear indicator that the survivors mean business. These are the skulls of all the previous survivors that gave their lives to feed the group, most of them willingly. Saving their head is a way to honor them. The promise is to bury them on land when possible and whoever leads the group makes this promise. The skulls are in a net so that they can be easily carried to another ship if needs arise. The current survivors are very touchy about the net—they all have friends in there. In addition, the net contains the shared wealth of all the survivors who didn't make it. It currently contains 1,546 gp and 253 sp.

THE WITCH'S WEIR

ONE SQUARE BETWEEN SHIPS EQUALS 25 FEET - SHIPS AND CRAG ARE NOT TO SCALE - L=5 LACEDONS



Suspended and painted all over the hull are holy images of a multitude of deities. Four of the holy symbol amulets (two on each side of the ship) are endowed with permanent **protection from evil 10' radius** and thus greatly reduce the number of undead attacks against the Haven. The survivors do not know this.

The Survivors: Ankit (male human): Leader, worships The Trickster god—passes himself off as a former ship captain. See Notable NPCs. Has scraps of knowledge of the various ships they have

scavenged at the game master's discretion. Magic wealth: **short sword +1, ring of feather falling.**

Forten (female human): MU 5; AL NG; AC 10; HP 15; S 8, I 16, W 19, D 13, C 11, CH 13; Dmg 1-4 dagger. Spells: **friends, magic missile, shield, sleep, knock, continual light.** Was a diplomat on a ship that has sunk. She suspects but cannot prove that Ankit has somehow rigged the lottery. As she doesn't want to become a victim she is careful to keep her suspicions to herself. She may

reveal her suspicions under the right circumstances. She is the one that has organized methodical resource and rainwater collection. She managed to rescue her damaged spell book, but the only additional spells it contains (besides the ones she's memorized) are **jump**, **read magic**, and **fool's gold**. Magic wealth: **pearl of power** (2nd level), **potion of climbing**.

Meryeh (male elf): T5, AL NE; AC 6; HP 22; S 11, I 13, W 10, D 15, C 9, CH 9; 5th level thief abilities; Dmg 1-6 short sword. Meryeh does not suspect Ankit's fix, but Meryeh would like to put in his own fix. He has been secretly exploring the ship on his watch and will eventually find the shrine to The Trickster God. Ankit does suspect Meryeh of a hidden agenda, as any perceptive thief would. Ankit will volunteer him for risky business. Magic wealth: **ring of protection +2**, **potion of plant control**.

Ozgur (female half-elf): F4, AL NG; AC 6; HP 16; S 15, I 9, W 13, D 12, C 13, CH 7; Dmg 2-9 **long sword +1**. Was part of the crew of a military ship. Ozgur is familiar with the coastline and kingdoms of the southern continent. She is strong and xenophobic. She is hostile to people she doesn't know, and it was difficult for her to throw in her lot with the survivors, but she knew she couldn't survive without help. She is unswervingly loyal to her new group. Magic wealth: **longsword +1**, **bracers of defense** (AC 6)

Sallati (optional, see below)(male human): C4, AL CN; AC 10; HP 12; S 10, I 12, W 15, D 15, C 11, CH 10; Dmg 1-6 mace. Arrived on a ceremonial barge but decided to try his fate with the survivors. He now ministers to the survivors as best he can and prays they will all make it out of the weir. Spells: **cure light wounds**, **create water** (x2), **hold person**, **know alignment**. Sallati is an optional survivor if the PC's party is large—including Sallati will change the tone of the survivors as a group as Sallati is able to pray for the ability to **create water** and defend the group from the predations of the lacedons. Magic wealth: none.

When new ships arrive the survivors send an embassy to greet them. Their voices will carry a great distance across the stillness of the open water. They will explain what has befallen the players. This explanation will include how they have survived by coming together and pooling resources. The embassy, lead by Ankit, will try to ascertain if the players have any food and water before offering to join together. They may ask to come aboard to get a better look. There is an invitation to join them on the Haven to share food and water if it seems advantageous to the survivors. If the embassy feels they have an advantage in strength, and the players have water but do not want to join them, the survivors will discuss on the Haven whether to take it by force. In any kind of negotiation Ankit will suggest that the survivors have knowledge to share about local dangers (the witch, the lacedons, specific ship information) and how to avoid them.

When food runs out, a lottery ensues. Losers of the lottery feed the survivors. Bone dice are rolled each time food is so low that one of the survivors must give their life. Ankit has fixed the lottery with a loaded die that he uses and then switches. He feels bad about it, but he's a survivor. He has a hidden shrine to the Trickster God (god of thieves) and he places the loaded dice before the small idol when they're not needed.

The rest of the ship has been gutted for survival purposes: all personal wealth the survivors have is indicated upon their person and new wealth (from lottery losers) is placed inside the chest in the net equally among the remainders. Magic items are distributed to those who can use them or diced for if there is more than one possible user. Unfortunately for Ankit, the method of dicing precludes using his loaded dice, so he's had no greater success than any of the others.

THE SHIPS: THE INTREPID

This ship was an exploratory vessel from a land far away, marooned here by Yasha several years ago. This ship of proto scientists

gathered oddities from all over the world and stored them in their quarters and below deck. This ship has been stripped of all easily retrieved and useful items, but useful items exist for the brave. The boat has a very slow leak and sits low in the water. The current survivors leave it alone due to two fatal attempts to explore it.

Forecastle: A clothed skeleton of a man leans against the wooden rail with a crossbow pointed at the stairs. There is a water stained book in his inside coat pocket. Most of the book is not readable, but some sentences are readable:

"Near the Blue Reef assailed by devils from the deep. Repelled them and captured one. Extraordinarily cunning, clearly very intelligent and malign. Snapped Kelly's neck."

"Perhaps our greatest botanical discovery! The stories of carnivorous sea weed are true! Natives off the Cape of Noor lead us to a most dangerous location. Poor Lena, quite ghastly. Still, we retrieved a specimen."

"Another wonderful discovery! Is it plant or animal? It presents as quite docile but engulfed Terry in some kind of derangement from which he recovered."

"By Ahti is it possible? Have we found fabled Myriandrus....by accident?"

"Dove too deep. What have we disturbed?" The crew have disturbed a mummy, which stalked them over several nights until all were dead. The mummy is a former priest of the Temple of Ahti the crew was exploring. The mummy returns each night.

Mummy: AL NE; AC 3; MV 60 ft.; HD 6+3; hp 35; #AT 1; D 1-12; SA Save vs. magic or become paralyzed for 1-4 rounds; SD Sleep, charm, hold spells, poison and paralysis do not affect, one-half damage from spells based on cold or electricity. The mummy wears a gold and emerald necklace worth 1,500 gp.

Sterncastle: There are two spyglasses on both port and starboard sides that can be removed without much effort.

Main Deck: Hooks, boxes, nets and a crane are scattered around on the deck. 10 people once served on the Intrepid. Their quarters contain books, boxes and jars describing marine flora and fauna. Collections of shells of extraordinary variety adorn the rooms, as well as jars with strange, preserved marine creatures. There are signs of struggle and broken glass in room 7. A pile of clothes in the corner contains most of a skeleton. Strewn about under the clothes and bones are about 20, triangular shaped, pieces of gold worth 3 gp each.

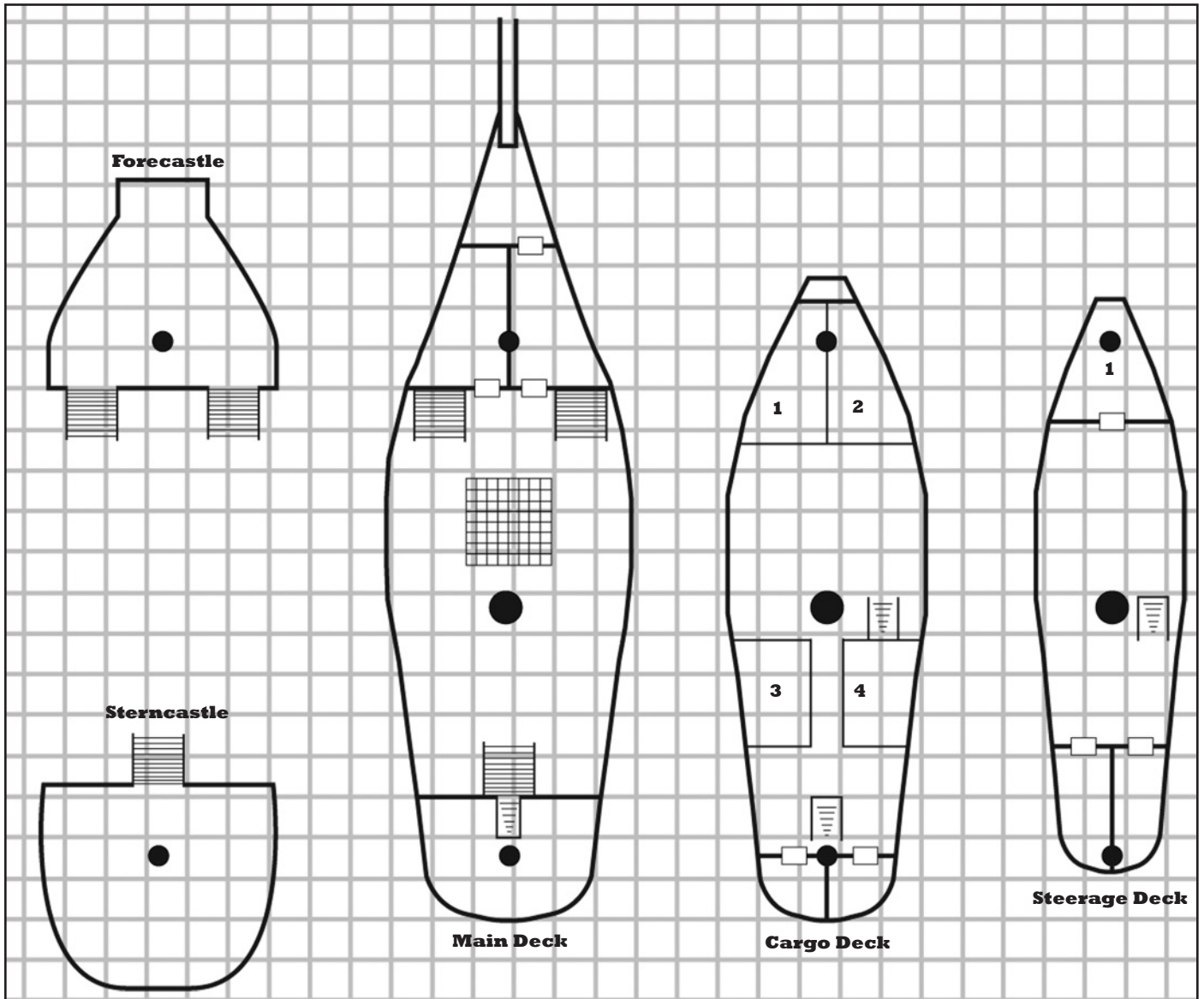
Cargo Deck: 7' ceiling, flooded to 5' the first time characters explore the ship. The ship is slowly sinking and will sink on the fourth day after characters have explored it. Most characters will be underwater up to their neck for these encounters the first time they board they Intrepid.

1. TANK ONE: This room has a thick glass plate instead of a door, converting this room into a tank. The top third of this plate has a seam and there is a lock at the top of the plate, such that it looks like the top third of the glass will fold down providing access to the tank. In this tank is a man sized anemone. When approached it reaches out towards the PCs with its feelers. It is intelligent and just wants to eat and go home. While it knows something of the other specimens it cannot communicate except through touch and images.

Starving Anemone Man: SZ M; AL N; HD 3, HP 15, AC 9, MV 10 ft. swimming, # AT 1; Dmg d10. SA Touch causes strange, debilitating hallucinations of coral reefs and underwater sea life (save vs. poison). Communication is possible via images if save is made.

THE INTREPID

ONE SQUARE EQUALS 5 FEET



2. **TANK TWO:** A small room made into a tank as #1 above. Inside there appears to be a man sized squid. Its head is perched upon its tentacles, which touch the floor, very much like it is standing up and eye to eye with the PCs. The characters may notice four tentacles appear to be thicker and stronger than the others (legs and arms?). If they stand staring for a minute or so the squid will curl the end of one of its thick appendages into a ball and hit the glass in a clear gesture of frustration. Intelligent eyes stare at the characters.

Starving Squid Man: SZ M; AL NE; HD 5, HP 25, AC 6, MV 60 ft., 120 ft. swimming, #AT 1, Dmg d6 or by weapon. Will attack anything in its way, just wants to escape. It is intelligent, but doesn't speak any land languages and hates land creatures.

3. **TANK THREE:** This is a tank with thick glass walls rising four feet from the floor. Note that since the cargo deck is flooded to 5', a plant is growing out of a tank and spreads broad leaves upon the surface of the water at 5'. Among the leaves are some orange bulbs that look potentially edible. They are not. Successful inspection from a distance will reveal the presence of some wicked looking thorns on the plant. Any creature within 10' will be attacked with razor edged vines that lash out. Among the bones of victims lying around the tank is a **short sword +2** and 126 gp.

Carnivorous Sea Weed: SZ M; AL N; HD 5, HP 25, AC 8, MV 0 ft.; AT 5; Dmg d4+special. The plant has 5 separate vines that will attack. If any vine succeeds at its attack by more 3 or more was needed to hit, that vine has attached itself to its victim and will automatically drain the victim of hit points equal to the margin of its successful to hit roll. For example, if the plant succeeds with a number four higher than was needed to hit, on subsequent rounds the vine will drain four hit points automatically until either the vine is cut off or the victim is dead.

4. **TANK FOUR:** This tank is of the same construction as #3. It has what looks like large, transparent, leathery satchels strewn about the bottom. Something moves inside of them. Clearly they are eggs of some kind, but of what? These eggs will hatch on day 5, releasing 10 baby giant sharks.

10 Baby Giant Sharks: SZ M; AL N; HD 3, HP 10 each, AC 6, MV 240 ft.; #AT 1; Dmg d4+1.

Underneath the opening to the main deck for the cargo hold is what looks like a very large, iron bound barrel. A secret door must be searched for to reveal that it is something more than a barrel. This is an **Apparatus of Kawalsh**. Note that a second secret door must be discovered in the interior to reveal the

special nature of the apparatus. This is the vehicle that the crew used for underwater exploration.

Steerage Deck: This deck is completely underwater. Coils of rope lay about and empty containers of different sizes either float at different depths in the water or remain on the deck. There is a large, glass bottom in front of room #1. Staring through the glass for more than a minute will reveal light coming from something deep underwater. The light will not be apparent if there is a stronger light source near the observer. The underwater light is coming from the Temple of Ahti noted in the Myriandrus Under Water section.

1. COLLECTION ROOM: There are many unusual items in this room.

Against the walls are a metal box and five wooden buckets. In the center of the room is an exquisitely decorated, but heavily encrusted, sarcophagus, and on the far side is a pile of what looks like shells. The hull is crushed slightly inward here and looks likely to be the location of the slow leak.

A. Myriandrian Navel Bombs: These 5 grapefruit size, heavily encrusted and dented, copper spheres drifting in the water of this room. Very close inspection of the spheres will reveal that they have a seam that bisects them. It will take a successful bend bars check to twist the hemispheres in opposite directions. If successful the hemispheres move, but rather than coming apart they stop moving after several twists. The twists will open a small window into the sphere allowing water to pour into the inside and combine with the air and volatile substance therein. This will cause a massive explosion one full round after the twisting. The explosion will cause 5d6 damage to everyone within 10 ft of the explosion, 3d6 20 ft distant, 1d6 30 ft distant. Worse still, if one of these spheres is opened in the collection room it will blow out the already weakened hull where it has been crushed. This will open a huge hole in the boat, which will then sink within 5 rounds; characters unable to make it topside in that time will be taken down into the depths with the ship.

Anyone in an adjacent room will not be impacted, but they will feel the concussion. If the spheres are opened in air nothing will happen, unless they are then thrown into water.

B. Engraved Shells: The shells on the far side of the room are all large, colorful, and beautifully engraved. Some have images from the history of Myriandrus, with repeated symbols of the nation—predatory sea animals like swordfish and sharks. Some shells have spells. Both the history and the spells are up to the GM. This is an opportunity to disclose as much or as little of the background story that the GM wishes. For a GM uninterested in expansion, randomly determine three magic user spells of 1-4th level and one illusionist spell of 1-3rd.

Some shell engravings show strange looking humanoids with bulbous heads and short tentacles. They appear to be looking at various underwater scenes—pointing at fish, looking at coral etc. Player must specifically ask about the engraving in order to roll an Intelligence check. An intelligence check is needed to disclose that the depiction is actually of humans with something on their head—a mass covers their entire head with short tentacles hanging from the mass. The humans in the engraving do not appear to be in distress. If one of the bombs is opened in the collection room all of the engraved shells are destroyed.

C. Locked Metal Box: A locked metal box contains 750 sea encrusted triangular gold coins with sinister looking cephalopod images (each coin is worth 3 gp). There is a similarity between the images on the coins and the images on the shells that should not be discouraged, though they are in fact different. Scattered throughout the hoard are 15 large pearls worth 200 gp each.

D. Five Wooden Buckets: These buckets used to contain the five large jellyfish that are floating in the room. Because the jellyfish are transparent they will only be noticed with a successful Intelligence check, and only if the room is searched for hidden items. These creatures are dead and magically enchanted, but that is not apparent from simply looking at them. They were being kept in the buckets, but as the ship filled with water they floated out. These are the items depicted on the engraved shells. If a character puts one on top of his/her head, the jelly will wriggle down to encapsulate the entire head, fitting very snugly. This may cause some concern on the part of the character. If the character doesn't panic, and if they are doing this underwater they will find that they can breathe regularly. If they try to put one of these jellies on above water they will suffocate unless the jelly is removed. To remove the jelly a finger must be tucked under the jelly where the jelly encircles the neck and simply pulled outward to break the seal. The jelly can be very easily removed—it can be torn off for example, but any attempt to remove the jelly other than carefully breaking the seal will destroy the jelly and its properties permanently. They must be stored in salt water else they will shrivel up and lose their magic. If one of the bombs is opened in the collection room all of the enchanted jellyfish are destroyed.

E. Sarcophagus: This sarcophagus is encrusted with sea life and corrosion. It is still possible to make out elaborate Myriandran decorations. With a great deal of effort the sarcophagus may be opened to reveal a skeleton. The skeleton is adorned with a necklace and a ring, both with manta ray motifs and both worth 1,000 gp each.

THE SHIPS: THE NEW GLORY

This ship contained a crew of plague ridden people exiled from their homeland. Large skulls are painted on the hull of the ship, and in clear letters are the words "plague keep away" for anyone that can read the script of the Culungians. The entire crew is dead and their skeletons are scattered in pathetic scenes throughout the ship. Many of the bones show signs of gnawing if examined, but not the sort of marks you'd expect from cannibalism—rats infest the ship. The plague, carried by fleas, is still a threat. The fleas live on rats, and the rats, while still able to eat the cartilage and chew bone, are very, very hungry. Characters that board this ship face two powerful threats—the plague that killed the crew and the ghosts of the dead.

In a hard, leather bound notebook in the captain's quarters is his most recent entry (in Culungian), "*We poor plague ridden exiles have sought refuge but found none. If you are reading this you are doomed, you have Calle's Curse. Your days are numbered and they will be filled with suffering. Woe to you! Pity you! Pray to Calle to forgive your sins, which must indeed be grievous.*"

While exploring the ship the GM should include descriptions of disturbingly bold rats staring at the characters. This swarm of starving rats has only a 5% chance to attack when the characters first board, but this chance increases 5% with every turn they spend aboard. There are **30 rats**; AL N; HD ½, HP 1 each, AC 7, MV 150 ft.; #AT 1; Dmg 1; SA if bitten must save vs. poison. Failure to save against poison indicates that fleas have transferred from the rat to the character and the character will contract bubonic plague. 1-3 days after contraction flu like symptoms will occur and the character will be bedridden. Symptoms consist of swollen lymph nodes, fever, vomiting and death in 7 days if untreated. Close attendance to the character will incur a similar 5% chance to have fleas transfer to the character that is attending to them each time they are in close proximity.

There are 25 spirits of plague victims on this ship: 10 on the main deck, 10 on the cargo deck, 4 in steerage and 1 in the crew's

nest. They all look like sickly plague victims and wander forlornly or lean against rails and bulkheads, moaning. They are transparent and don't seem to acknowledge the players. For each hour that the characters are on a single deck they will attract 3 spirits. Their powers increase as their numbers increase:

- <10: No effect other than the sounds of moaning
- 11-20: Spirits now acknowledge characters and follow them, pleading. They may try to touch the characters, which the characters will perceive as something soft and barely corporeal passing through them, but they will feel it. PCs must save vs. spells or **flee** in fear for three rounds.
- 21-25: If more than 20 ghosts are together on one deck they collectively manifest the powers of a **ghost** (without the magic jar capability). The situation will turn from frightening to terrifying as the ghosts are now corporeal.

In the robes of a plague victim on the steerage deck is a bone scroll case. Inside is scroll containing the cleric spells **create food and water**, **locate object**, and **remove curse**. Also on the steerage deck are storage bins of food and water: enough hard tack for one person for 2 months and enough water in two barrels to last one person 2 months. There is nothing else of value on the ship.

Ghost: SZ M; AL LE; AC 0, HD 8 (collectively), HP 40 (distributed equally among the ghosts), #AT 1 (all the ghosts will be pawing at the characters, but for the purposes of this attack on character is chosen at random), DAM ages 4d10 years, SA save vs. magic or age 10 years and flee in panic 2d6 turns on sight (clerics >6th level are immune; others above 8th level save at +2); silver or magic to hit; immune to all spells except from an ethereal caster; AC8 on the Ethereal Plane)

THE SHIPS: CRASHING WAVE

This bireme was a naval mapping vessel and it still has the ability to skirmish if necessary. If desired, it can be a scout ship of a nearby political power from your campaign. The ship arrived with no one onboard. Ankit contrived to visit this ship with one other survivor that had an "accident" while they were scouting. Ankit gathered all of the oars together tied them to the anchor chain and threw them overboard. Consequently these oars can be retrieved when Ankit deems it advantageous.

THE SHIPS: FOAM FLOWER

The Foam Flower was a Koshite slaver ship that carried a cargo of 100 slaves: all are now dead. The captain and crew have succumbed to a curse and are now undead coffer corpses. If PCs board the ship and are subject to the strangulation attack of any coffer corpse they are then cursed. They will turn into a coffer corpse in X days, where X=Con. There are three ways to break the curse: remove the chains from the dead people in the hold; burn the ship, or use a remove curse spell.

Excerpt from the captain's log: "A week from Port o' Ball. A general malaise affecting crew. Our disease increases 3 crew bedridden. We waste, and no amount of food sates hunger. The cursed Haloi below chant to raise the dead, but we taught them a lesson—beheaded their sorcerer for all to see. <unreadable smudge> Thomas rose from his hammock, three days dead. Attacked remaining crew, strangled Carl to death. Have locked myself in my cabin, barely any strength left. I hear Thomas and the others scratching at the door. Damn the Haloi."

8 Coffer Corpses: SZ M; AL CE; HD 2; HP 8 each; MV 60 ft.; #AT 1; Dmg d6. SA strangling. SD only hit by magical weapons. These creatures have never been underwater and still wear tattered clothes. One of them has a bone tube tucked in a vest pocket with multiple **cure disease** (x3) scrolls in it.

THE SHIPS: TANA CORALIS

This mighty vessel is Matac's ship. From a distance it looks like an enormous sword fish floating high on the water. Closer inspection reveals that it is a boat designed to look like a huge fish. Details on the ship are incredibly realistic—it looks like it is covered in blue, metal scales that reflect light. Movement is visible along the back of the fish, along what must be rails on the main deck.

Matac has returned to Myriandrus to salvage parts for his ship. Specifically he needs a drive shaft as the current shaft is irreparably damaged. Every day Matac sends automatons into the water to salvage from the sunken ships on the ocean bottom there.

Each night Yasha attacks Matac with lightning and undead and each night Matac repels them. Even so, Matac is not averse to onboarding some new help if it means he can be less distracted and more focused on fixing his ship. If Matac's reaction to the characters is favorable, he may offer passage out of the weir in exchange for help with salvage and defense. Any deal that Matac strikes with the characters will only be honored if it does not inconvenience him very much.

The storms that Yasha sends are visually impressive but do almost no harm to the Tana Coralis and Matac himself is immune to electrical damage. Of more concern are Yasha's regular attacks by her minions. Matac has lost almost all of his automatons and he's down to his last four. This has slowed down his salvaging effort and puts the task at risk. Prolonged underwater exposure to salt water damages him and he tries to avoid doing the salvaging himself.

Matac knows little about the other ships in the weir because he doesn't care, and he firmly turned down the offer of the survivors.

LEVEL ONE

1. **MATAC'S QUARTERS:** Coming up the stairs there is a large wheel for steering the ship. An enchantment has made all of the walls here transparent (looking outward only), so that it is as if the room is open to the elements. There is a large wooden table with six chairs, a desk with a large, sloped top and above it a shelf holding what look like many large sheets of paper. There are two shelves and a bed and a large lantern hangs above the table.

The sloped desk is made for viewing charts, and there are charts for bodies of water all over the world slotted into the shelves above the table. The charts are a treasure in themselves as Matac has travelled the world for centuries noting continents, islands, currents etc. Of critical importance are the maps indicating mines and deposits of coal. The GM should feel free to place maps and clues to other adventures here. On the table is a beautifully decorated and fragile foldable hand fan made of paper and thin wood. It is an unusually powerful **wind fan** (double the gp and experience point value of the standard item). This powerful fan will produce a steady **gust of wind** when used that lasts for 1 turn instead of only for 5 segments. If Matac is suspicious of the characters he will have this fan in his belt in order to use it during combat, as with a gust of wind he will be able to use his sandstorm attack.

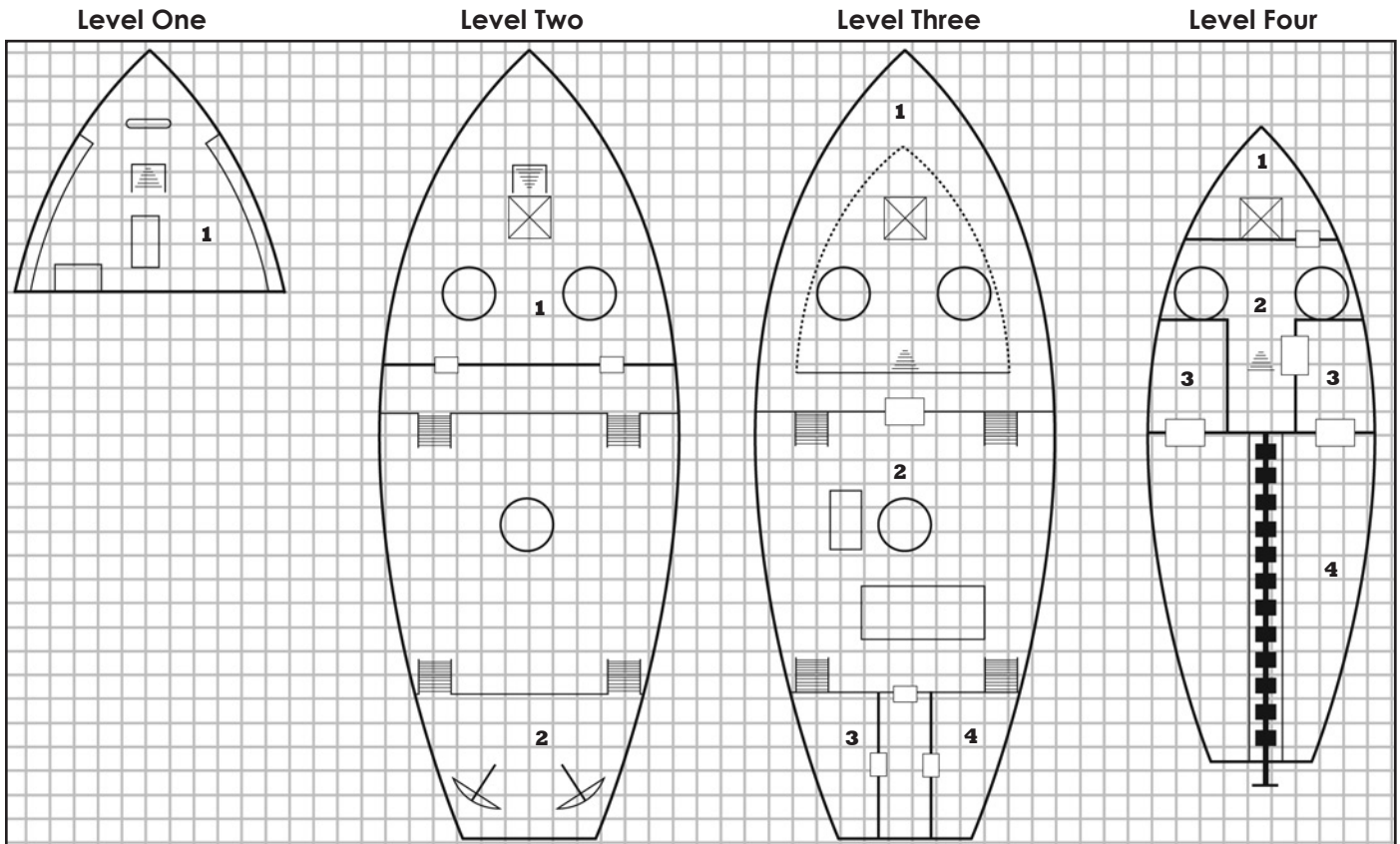
The bed and the table are nondescript. Under the bed is a loose board (find as concealed door). Under the floor boards is a large box trapped with a poison needle (sleep). Inside the box are 7,231 gp, 5,903 sp, and fifteen gems worth 100 gp each.

LEVEL TWO

1. **WORK ROOM:** This large room has two large, circular tubes about ten feet from the door, near the middle of the room. The

TANA CORALIS

ONE SQUARE EQUALS 5 FEET



tubes rise up from the floor and disappear through the ceiling. Stairs at the far end of the room lead to a higher room above. This room has been repurposed into a workshop. A work bench borders the bulk head all the way around the room. Above, below and on the bench are items recognizable as metal tools, but they are mostly in size, shape and function unrecognizable to the characters. Strips of metal, gears and many mysterious metal shapes lay scattered about. A rich, not unpleasant, grease and oil smell permeates the room.

Ropes and pulleys exist that will open two very large doors at the far end of the room. The original purpose of this room was to hold soldiers that would board the enemy ship after a successful ram with the ship's proboscis. There are also large bay doors marked by an 'x' in the middle of the floor. These doors are aligned with the bay doors marked by an 'x' on levels 3 and 4 such that when all doors are opened coal can be loaded in on level 2 which then drops to level 4.

2. AFT DEFENCE: This area has two large ballistae that can be used to fire at other ships. Range is M 100/L 300, damage is 3d12.

LEVEL THREE

1. BRIG: Upon entering this room the characters see bars set into the floor and the bulkhead in a rounded, rectangular shape that mirrors the hull. There are several humans here, barely alive. They are incoherent and refer to their captor, when they are intelligible, as "Red Matak", "The Devil Matak" or simply "The Devil." Matak will have warned the characters not to enter this room and if asked he will be angered—his purposes are not any of the business of the characters. These are 0 level humans or NPCs with stories at the GM's discretion.

There are two large cylindrical shapes that rise from the floor and disappear into the ceiling. There are also two wooden hatches in the floor. If lifted up the one closest to the door reveals a ladder down into the engine room, and the further hatch reveals a ladder down into the boiler room. Large bay doors marked by an 'x' open to the room above, and there are corresponding doors in the floor.

2. MAIN DECK: This is the main deck of the ship. Large ropes are coiled all about, and there are large and small chunks of things that look made by an intelligent hand although thoroughly encrusted in coral and sea plants. An automaton is patiently chipping encrustations off of something on a bench in the middle of the deck with a pick. If Matak is asked about this he will simply say that he is looking for something here. He doesn't believe it is any of the characters business to know what, but if pressed he may say that he needs something to repair his ship. The automatons roam the main deck performing tasks for Matak and will ignore characters unless ordered by Matak.

A large wooden mast is centered on the main deck. Matak can always leave by using a sail and his **wind fan** if it goes badly for him. The mast is hinged in the middle and can also act as a boom.

Automatons: SZ M; AL N; HD 4; HP 17 each; AC 6; MV 90 ft.; #AT 1; Dmg d8 grasping metal claw. SA on a 19 or 20 grasped and held, extends a new appurtenance with a large knife—+4 to attack while character is held, d6 damage.

3. DIVING ROOM: This room is an equipment room for diving apparatus. The room contains large boots, gloves, what looks like hand held rakes, several helmets with strange clasps and a glass front with metal grating. Large coils of tubing made from the innards of some beast lie in coils and other brick-a-brac with unknown uses lay about. Matak can send humanoids underwater with this apparatus.

4. **SALVAGE** : Perhaps at one time a canteen, this room has been repurposed to house items retrieved from salvage. The room is full of metal shapes that the characters can make no sense of. The room also stores 4 casks of fresh water, enough for one person for two months.

LEVEL FOUR

1. **COAL ROOM**: This room is full of a large amount of coal. Metal shovels lean against the wall.
2. **BOILER ROOM**: Two large cylindrical shapes descend from the ceiling and open up to expose platforms for coal. This is not immediately obvious because nothing is burning right now. Huge hoses are coiled floor to ceiling that can be deployed through portals to draw up water.
3. **ENGINE ROOM**: This room has an astonishing array of metal shapes that the characters have never encountered before. Pistons, metal armatures, valves and coils dominate the center of the room in a huge mass. This is the engine that converts the steam into up and down movement that turns the drive shaft that spins the propeller.
4. **CARGO HOLD**: This large empty room encompasses the space of two decks and so from floor to ceiling it is about 14 feet. A wooden enclosure about 4 feet high and 6 feet wide runs down its center. The wood can be removed in panels to expose the drive shaft.

MYRIANDRUS UNDER WATER

The fabled city of Myriandrus lies beneath the waves, holding the secrets and treasures of a vanished people. Myriandrus and the centuries of ships that have fallen victim to Yasha are 50' below the surface of the water. Though many ships in various states of decay cover the ruins, only 5 have been keyed.

Stationed at the locations marked "L" on the map are groups of 5 lacedons that lay in wait to attack small vessels or individuals.

Lacedon: SZ M; AL CE; HD 2; HP 8 each; AC 6; MV 90 ft, 90 ft. swimming; #AT 3; Dmg d4/d4/d6 claw, claw, bite. SA paralyzation. SD immune to sleep and charm. Lacedon that have previously been encountered and wounded—but not killed—can enter the dream realm of the enemy that wounded them and then step through into the real world where the dreamer dreams to physically attack provided the enemy is near a graveyard. As all of the PCs are sleeping above a ship graveyard, they are thus subject to this attack if the lacedon choose to use it.

Random Encounter Table, Underwater: Roll d10 every 6 turns that characters are exploring by swimming in open water above the ruins. If anyone in the party is wounded and not completely healed increase the likelihood of a barracuda or shark encounter to a 1 on a d4 every turn. There are two large kelp forests as noted on the map. These can be navigated but not seen through.

1. **Barracuda**: SZ M; AL N; HD 2; HP 8; AC 6; MV 300 ft. swimming; #AT 1; Dmg 2d4. This Large, ferocious fish prefers prey smaller than it is, especially wounded.
2. **Shark**: SZ L; AL N; HD 3; HP 18; AC 6; MV 240 ft. swimming; #AT 1; Dmg 2d4. 90% likely to attack a wounded character.
3. **Locathah Patrol**: The locathah are not necessarily hostile, but they are xenophobic. They will attack, but if overtures are made and communication is established, they will make an offer—if the characters can successfully retrieve something

of value from four sunken ships for their chief, and swear friendship, they will leave them alone. They may even trade information if sufficiently friendly.

- 1 **Sub-chief**: SZ M; AL N; HD 2; HP 15; AC 6; MV 120 ft. swimming; #AT 1; Dmg d6+1 (trident). Possesses six 100 gp pearls.
- 9 **Warriors**: SZ M; AL N; HD 2; HP 10 each; AC 6; MV 120 ft. swimming; #AT 1; Dmg d6 (spear). 3 of the warriors have nets which they will use first to attack. A successful hit means entanglement—character cannot make an attack until it is freed from the net. Two consecutive, successful Strength checks are required to break free. Nets are only effective within 20'. Each warrior has 3-18 gp worth of primitive coral jewelry.
- 10 **Giant Moray Eel Steeds**: SZ M; AL N; HD 5; HP 20 each; AC 6; MV 90 swimming; #AT 1; Dmg 3d6.

4-7 No encounter.

8. **Giant Portuguese Man 'O War**: SZ L; AL N; HD 3; HP 15; AC 9; MV 10 ft. swimming; #AT1; Dmg d10. SA paralyzation. SD transparent, 90% undetectable unless detect invisible is used. Characters touching a tentacle must save vs. paralysis. If failed, it will slowly wrap more tentacles around the character and draw the PC up to be devoured in 3-12 turns. Severing a tentacle takes only 1hp, but causes no damage to the PMOW. Only hits to the body (8' x 4') cause real damage. This man 'O war has 30 tentacles that trail 30' ft. below it. It floats in the weir, trapping what it can.

9. **Carnivorous Sea Weed** (easily identified as such if previously encountered on the Intrepid): SZ M; AL N; HD 5, HP 25, AC 8, MV 0 ft.; AT 5; Dmg d4+special. The plant has 5 separate vines that will attack. If any vine succeeds at its attack by more 3 or more was needed to hit, that vine has attached itself to its victim and will automatically drain the victim of hit points equal to the margin of its successful to hit roll. For example, if the plant succeeds with a number four higher than was needed to hit, on subsequent rounds the vine will drain four hit points automatically until either the vine is cut off or the victim is dead.

10. **Yasha**. Yasha in her mermaid/merman form. She may deceive by leading the characters to a ship or building and pointing earnestly, or toy with them, perhaps using her **entangle** spell when the characters are moving through kelp forests.

BUILDINGS AND PORT OF MYRIANDRUS

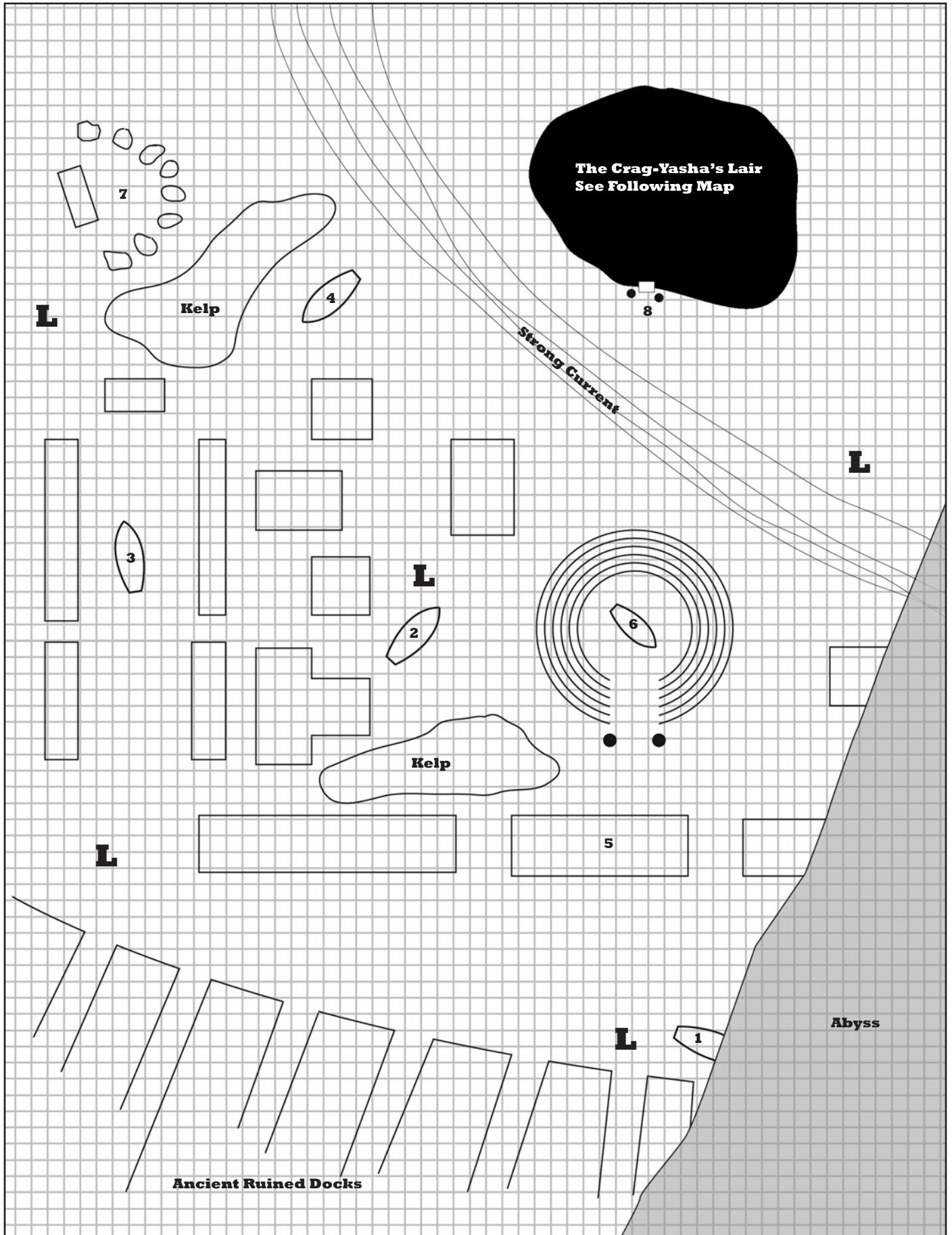
The remaining buildings are broken down and ruined, grown over and inaccessible. The GM can make exceptions to this and key unique encounters if desired. The port is of special interest—it contains the remains of the ancient fleet of Myriandrus, all that did not tumble into the abyss. It looks like a jumble of huge, encrusted, swordfish, sharks and sea turtles. These are the ships that Matak is busy salvaging.

Characters may wish to explore the graveyard of ships and it's up to the GM to decide to what extent any particular ship can be explored—if the ship is completely intact, partially rotted away, covered in sea weed, on its side etc. If desired, The Intrepid can be used to provide a "generic ship" layout.

Yasha has raised and taken most of the dead back to her lair, but she has left some surprises. Four ships are located and described below, and GM should feel free to expand this number, placing them on the map as desired.

MYRIANDRUS UNDER WATER

ONE SQUARE EQUALS 10 FEET - L=5 LACEDONS



1. **SHIP ON THE EDGE:** Only half of this ship remains on the sea floor, the other half having descended to an unknown depth into an abyss. Inside this heavily-rotted ship, a medium sized wooden box bound sits on a shelf facing the black depths. The chest is made of rotten wood, and when opened, falls apart, spilling coins and objects towards the opening character, meaning that everything is cascading down into the abyss. If the character immediately tries to grab or cup their hands under the contents they make a Dex check. If successful the character's grabbed a **ring of free action**. The ring is made of pearl with wild looking dancers engraved on it. If unsuccessful, the character grabs 2d6 gp. The rest of the treasure is irretrievable.

Five nearby **lacedons** (SZ M; AL CE; HD 2; HP 8 each; AC 6; MV 90 ft, 90 ft. swimming; #AT 3; Dmg d4/d4/d6 claw, claw, bite. SA paralyzation. SD immune to sleep and charm) will attack when the box is disturbed, if they haven't already been eliminated.

2. **CURSED CORPSES:** Characters will see movement on the deck of this ship. Patient observation will reveal that what looks like six corpses move about on deck, but if observed for a solid turn it will become clear that they are repeating a pattern of movement and gestures, precisely the same, over and over. It appears to be a cadaverous captain giving orders to crew members. At a certain point the captain will appear to gesture and pray to an idol on the deck. These men will not attack unless physically touched, then all will attack.

The idol has wings, tentacles, many eyes, talons—and is utterly repellent and hard to look at. If one of the characters tries to emulate the gestures that the captain made towards the idol, a clear, deep voice will speak directly to his/her mind, "what is your question?" The voice will answer truthfully one yes/no question. The character will then have to make a saving throw vs. spells or be cursed to take the place of the captain, pacing and giving orders.

6 Coffer Corpses: SZ M; AL CE; HD 2; HP 8 each; MV 60 ft.; #AT 1; Dmg d6. SA strangling. SD only hit by magical weapons.

3. **AQUATIC CUBE:** An aquatic gelatinous cube resides here and the ship thusly appears strangely clean—debris that one would



expect to see, even growing plants, are strangely absent, though larger items such as overturned chairs and tables are present. In the center of one of the rooms, on the floor, lies a pile of coins, buttons and some other unidentifiable items. A skull floats, upside down and unmoving, about six inches above the pile. Suspended next to the skull at different angles are three small, brightly colored glass bottles.

The cube has accumulated 50 gp, 20 sp, 65 cp, a non-magical knife with a carved bone handle, and three potions, **healing**, **giant strength** (storm), and **undead control** (ghouls).

Gelatinous Cube: SZ L; AL N; HD 4; HP 21; AC 8; MV 60 ft. swimming; #AT 1; Dmg 2d4. SA Paralyzation, surprise on 1-4. SD Electricity, fear, holds, paralyzation, polymorph and sleep based attacks have no effect on gelatinous cubes.

4. **THROATWARBLER MANGROVE:** This ship was once a luxury yacht with ornate carvings on the rail and prow of flowers and vines and fanciful, but heavily corroded, metal lamps hung on the deck. The many plants now growing on the ship add to the strange, extravagant beauty. The rooms were once painted in bright colors, depicting hunting, dancing and in one room, erotic scenes.

Hidden in the room with erotic paintings, under a rotting floor board, is an amulet with what looks like shining stars etched into a silver surface. This amulet functions as a **ring of shooting stars**, but only has 6 charges remaining. Using the amulet to produce anything other than the **light** effect of the ring uses a charge. The **light** effect will remain even when the amulet is drained of all its charges.

4 Shadows: SZ M; AL CE; HD 3+3; HP 15; AC 7; MV 120 ft, 90 ft. swimming; #AT1; Dmg 1d4+1. SA Drains strength, dexterity or constitution, SD +1 or better to hit; immune to cold, poison, paralyzation and mental attacks, nearly undetectable—requires a roll of ≥ 18 on d20 to become aware of them before they attack.

5. **LOCATHAH ENCAMPMENT:** A band of locathah has taken up residence in the ruins of a warehouse. They are xenophobic but not necessarily enemies.

When they catch intruders, they are put to a test. The characters must return something of value from several of the numbered sunken ships as a gift to their leader. The locathah will watch from a distance as they assay each ship. If the intruders survive, the sea people become allies and allow passage through their territory. They may trade for information, such as the location of Yasha's lair.

1 War chief: SZ M; AL N; HD 2; HP 22; AC 6; MV 120 ft. swimming; #AT 1; Dmg d6+2 (**trident +2**). Attacks as 5th level fighter. Possesses a **trident +2**, and a pearl and coral necklace worth 1,500 gp.

4 Sub-chiefs: SZ M; AL N; HD 2; HP 15 each; AC 6; MV 120 ft. swimming; #AT 1; Dmg d6+1 (trident). Each sub-chief has six pearls worth 100 gp each.

40 warriors: SZ M; AL N; HD 2; HP 8 each; AC 6; MV 120 ft. swimming; #AT 1; Dmg d6 (spear). Half of the warriors have nets which they will use first to attack. A successful hit means entanglement—character cannot make an attack until it is freed from the net. Two consecutive, successful Strength checks are required to break free. Nets are only effective within 20'. Each warrior has 3-18 gp worth of primitive coral jewelry.

10 Giant Moray Eel Steeds: SZ M; AL N; HD 5; HP 20 each; AC 6; MV 90 swimming; #AT 1; Dmg 3d6. Only 10 locathah will be mounted on eels at any given time. The eels are stabled and time is required to mount a full scale attack with them.

6. **GIANT OCTOPUS:** The great amphitheater dominates what is left of Myriandrus. One ship has come to rest in the very center of the level field on its side. A **giant octopus** lairs in the cargo hold which has a large unobstructed opening on the main deck.

The contents of a chest have spilled across the bottom of the lair. Sea life has grown over much of what was in it, but 4,500 gp, and 1,000 pp can be easily recovered, as well as 2,000 gp worth of gems. 2,000 more gp can be recovered, along with 2,000 sp, but it will take one turn for every 100 coins to do so.

Giant Octopus: SZ L; AL N; HD 8; HP 40; AC 7; MV 180 ft. swimming; #AT 7; Dmg 1d4+1 tentacles, 4d4 beak. Each successive hit the tentacle does an additional 2d4 crushing damage. The only way to be released from the tentacles is to sever the tentacle by doing 8 hp of damage to it. Those held by tentacles are 25% likely to have both arms held, 50% likely to have one limb held (attack at -3). With both arms free the attack penalty is -1.

7. **TEMPLE OF AHTI:** This is a simple open air temple is defined by large standing stones in a semi-circle around a simple stone altar 4' in height. The altar stone glows with a pale, green light, and is carved to look like a coiled snake. This light is dimly visible at 40' distance. The standing stones have large swordfish carved into them. The floor is black sand, extending beyond the defined space, and it is obvious that this was once a beach. If the **Kali talo Ahti** is placed on this altar Matak will disintegrate and Myriandrus will rise again to open air.

Close inspection of the stones will reveal that one of them has a seam bisecting the entire stone. It looks like the stone has been opened recently. This is the sarcophagus of Keppa, priest of Myriandrus. Keppa is the mummy that stalked the crew of the Intrepid. Each of the other standing stones are also sarcophagi containing mummies. They will only attack if disturbed, and if all the remaining mummies are disturbed, the altar transforms into a sea serpent.

8 Mummies: AL NE; AC 3; MV 60 ft.; HD 6+3; hp 35 each; #AT 1; D 1-12; SA Save vs. magic or become paralyzed for 1-4 rounds; SD Sleep, charm, hold spells, poison and paralysis do not affect, one-half damage from spells based on cold or electricity. Each mummy wears a gold and emerald necklace worth 1,000 + 1d6 hundred gp.

Sea Serpent: SZ L; AL N; HD 8; HP 40, AC 5, MV 12', Atk 2, Dmg 1d6/3d6; SA poison, constrict. Poisonous bite for d6 damage and death in 1d4 rounds, save vs. Poison to negate. Constricting attack—3d6, if attack is successful, 3d6 Dmg each successive round. Can crush a creature in d6+4 rounds. Fights to the death.

8. **YASHA'S LAIR:** Yasha's lair is within the crag that visibly dominates the weir. Two great marble pillars in the form of oar fish are set to either side of a great bronze double door, 10' feet

wide and 12' high. The pillars and door are easily seen from a distance (underwater) as they clearly indicate an ancient place of importance dug into the crag. If Yasha is aware of the character's position her first attack will be to greatly strengthen the current here, hoping to whisk the characters into the abyss with a **control water** spell. 5 powerful lacedons wait just inside the double doors.

A winding cavern dug into the mountain bends in a long arc upward. Yasha has resurrected the dead from the ships in the weir for centuries, gathering them in caverns 1 and 2, accessible only via the tunnels B and C. These rooms are packed with skeletons. Should the need arise Yasha will summon the creatures to her defense. The undead will rise through the portals at B and C and emerge from the pools in area 3 at 5 per round from each portal until their number is exhausted. Undead will pursue the PCs until they are turned or destroyed.

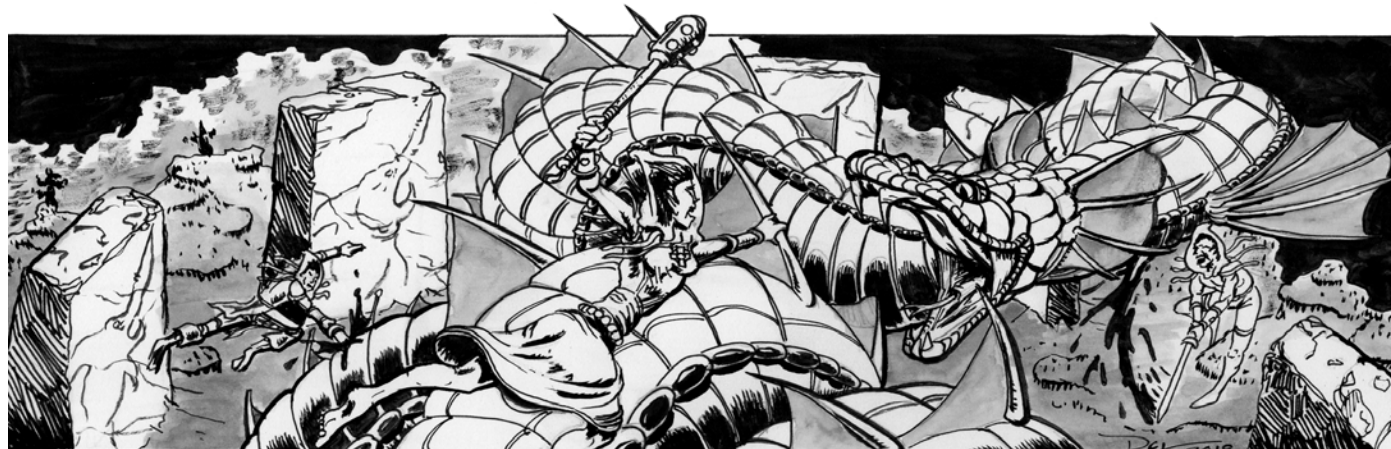
5 Powerful Lacedon: SZ M; AL CE; HD 3; HP 12 each; AC 6; MV 90 ft, 90 ft. swimming; #AT 3; Dmg d4/d4/d6 claw, claw, bite. SA paralyzation. SD immune to sleep and charm. Turn as shadows.

1. **CAVERN OF THE DEAD.** 50 skeletons: SZ M; AL N; HD 1; HP 5 each; AC 7; MV 120 ft.; #AT1; Dmg d6. SD 1/2 Dmg from edged and cutting weapons, piercing weapons like arrows and spears do a maximum of 2 points Dmg; immune to cold and all mental based attacks. One of the skeletons possess a **longsword +2** (adjust to hit and damage accordingly).

2. **CAVERN OF THE DEAD.** 50 skeletons: SZ M; AL N; HD 1; HP 5 each; AC 7; MV 120 ft.; #AT1; Dmg d6. SD 1/2 Dmg from edged and cutting weapons, piercing weapons like arrows and spears do a maximum of 2 points Dmg; immune to cold and all mental based attacks.

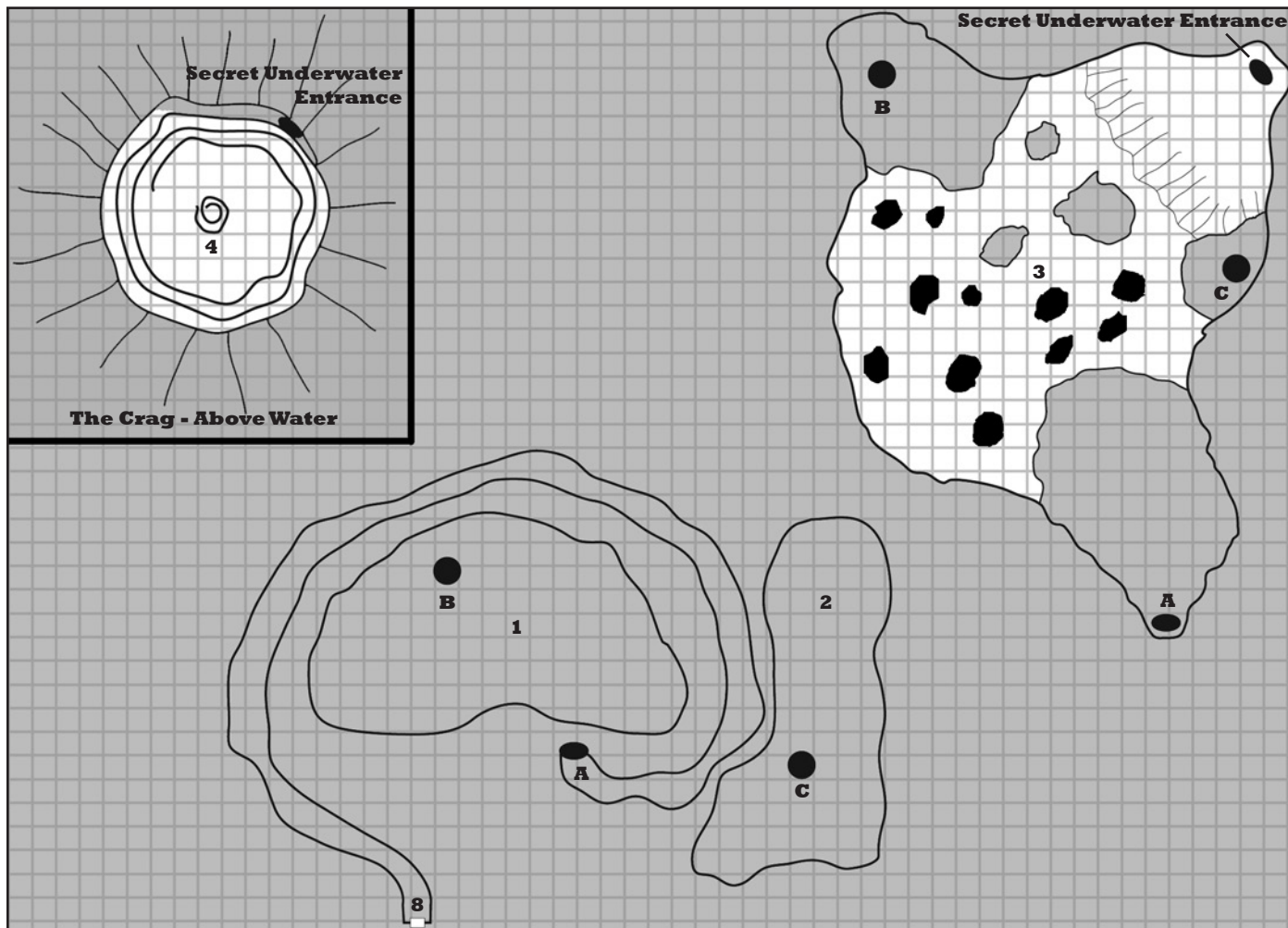
Characters arriving at point A on the map will discover a ten foot wide tunnel in the ceiling. If PCs swim up this tunnel they will emerge in a pool in Yasha's lair, which is filled with air, not water.

3. **YASHA'S CHAMBER.** When the characters emerge from the pool, the characters will see a hideously ugly form surrounded by candles, gazing into a pool where she has been watching their progress. The form is so repellent that there is a brief question about whether it is human or not. Note the special attack of the sea hag at this point when characters see her. Yasha will cackle loudly and open with an appropriate spell. She will then summon the undead from areas 1 and 2. She will fight the characters as long as she feels she has the advantage, but if she starts losing she will dash to the back of the raised area and exit the secret door that leads to an underwater entrance onto the extremely narrow ledge that encircles the crag. This path wends its way to the top of the crag, 70 feet above the surface of the water.



YASHA'S LAIR

ONE SQUARE EQUALS 10 FEET



If characters explore Yasha's lair they will find some candles and the bottom half of a giant clam shell full of sea water lying on the cavern floor. This shell and water acts as a mirror of mental prowess, which Yasha uses to scry upon the weir and travel back and forth. When characters examine the shell the water will be clear, as it will not be manifesting any powers. The mirror functions with command words known only to Yasha—if the PCs desire to learn them, it should take a lot of their character's money to research and discover. Removing or destroying the mirror of mental prowess will permanently destroy the calm water effect on the weir.

Next to the mirror are three large chests containing Yasha's many treasures.

Chest One: 8,345 cp, 4,357 sp, and 2,349 ep.

Chest Two: 9,834 gp, fifteen 100 gp pearls, a gold ring (500 gp), and a **ring of swimming**.

Chest Three: A **suit of elven chainmail +1**, and a **cloak of the manta ray**.

4. THE CRAG'S PLATFORM. At the very top is a level area approximately 40' x 40' which has a raised platform in the center with another spiral ascent to a 5' x 5' platform 10' above the level area of the crag. Yasha will take the high ground and cast lightning and wind spells, hoping to blow the characters off of the crag and over the cliff. If that doesn't work she will use her **orb of storms** (see Appendix A: New Magic Items) to do away with the characters. Yasha's orb is in the shape of a beautiful, fist sized, black pearl. She

is vindictive enough to throw this into the sea before she allows the characters to take it from her.

APPENDIX A: NEW MAGIC ITEMS

Orb of Storms: An 8-inch glass sphere which enables the owner to control weather as the spell once daily. Once per month the bearer of the orb can completely change the weather into a *mighty storm*. A *mighty storm* creates a giant black thunder-head with giant flashes of lightning and booming thunder, with the following effects per round. (Note: ranged attacks and spell casting within the area of the *mighty storm* are impossible due to the violent weather conditions. The owner of the orb is also protected from any natural weather conditions, including extreme heat or cold.)

- 1st Round: Anyone under the cloud must save vs spells or be deafened by the thunder for 1d4 x 10 minutes.
- 2nd Round: Acid rain pelts down upon the unlucky victims, dealing 1d6 points of damage. No save allowed.
- 3rd Round: Lightning strikes, up to six 10d6 bolts. No target may be hit by more one bolt.
- 4th Round: Hailstones deal 5d6 points bludgeoning damage to targets, no save.
- 5th-10th Rounds: Violent rain and wind gusts reduce visibility to 5 ft, including all types of low light vision. Attacks upon creatures within 5 ft are at -4, attacks on creatures farther away are at -10 and sight cannot be used to locate target.

Experience Point Value: 5,000 **G. P. Value:** 25,000

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