

ALTANIS

The Sunken City

by R.C. Pinnell

This is the first of a two-part adventure designed to be compatible with the BASIC-EXPERT '81 rules system. It includes a complete matrix for encounters, maps for wilderness and dungeon exploration and an appendix for creatures and magic items not easily located in available manuals.



Myths and legends of a city beneath the waves are common gossip among seafaring folk that dwell along the coastlines of the great kingdoms. Sailors often talk of seeing mermaids far out at sea, weeks away from the sight of land. Could such creatures truly exist? Is there such a place where beings have erected an underground city? Only the most hardy and inquisitive adventurers are likely to investigate such a thing.

WILDERNESS MODULE X14

ALTANIS, The Sunken City

By R.C. PINNELL

INTRODUCTION

This adventure is designed for a party of 6 to 9 characters from 4th to 8th levels of experience each. It is meant to be used with the rules system found in the Basic and Expert D&D books edited by TOM MOLDVAY, DAVE COOK & STEVE MARSH, from the original game created by GARY GYGAX and DAVE ARNESON. A party that intends to explore the setting of this adventure should include at least one cleric, thief and magic-user of 5th to 8th level, and several fighting men, including dwarves, elves and hobbits.

ACKNOWLEDGEMENT

This module would not be possible had not Tom Moldvay and David Cook designed and written the world-shaping adventure, X1, The Isle of Dread, back in 1980. That adventure opened up a whole new world for players and dungeon masters by offering a very basic setting that allowed gamers to expand upon and develop as they saw fit. Frank Mentzer's use of the setting in his own Expert edition of the rules, and the MYSTARA products that soon-after appeared helped canonize the little world hinted at in the X1. In addition, the film writing of Beverly Cross and his adaptation of Greek mythology to the screen has equally influenced this adventure in two specific points. I thank them all. Note that this product does not relate in any way to Judges Guild world of High Fantasy setting.

Notes for the Dungeon Master

Much of the adventure to follow takes place on land, that is, on islands; some cave and dungeon exploration is included. But almost as much can occur within the shallow seawaters separating the three mountaintops rising out of the waves. This will require the characters to use some form of floating vessel to get from one location to the next; a sailing ship's lifeboat will likely be the mode from ship to island, with the larger vessel used from island to island. The rules regarding movement on water are to be found in the Expert manual and should be applied when appropriate. More about this will be discussed later.

ALTANIS, Background

The city of ALTANIS has long been a myth and legend of generations of seafarers. While its location is as varied as that of the number of those who proclaimed to know, one thing was common among the claims--it had once been a large island that lay many sailing days to the south-southwest of the great Kingdom of IERENDI.

There is no record of explorers ever having seen or set foot upon an island as described by the legends. Those that have proclaimed its existence, survivors of shipwrecks or lost at sea, that have sworn to seeing it, have had little to offer in actual evidence to support their assertions. None could even state its name, for if it did once exist in the written history of civilization it has long been erased, or lost. That such a city did once exist and was populated by intelligent sea mammals known as the KOPRUH, is the underlying mystery to be discovered among the ruins just beneath the waves. But who, or what, are the KOPRUH? And why did their city vanish into the sea?

Explorers returning from the Isle of Dread have brought back reports of encounters with strange, mammalian beings never before seen by humans. Such accounts describe the creatures as being very similar in body shape to a man, with a head, torso, and two arms and flipper-like hands. Their lower extremity, however, alters from the bipedal appendages of humans, and instead become three long tails that they can coil about objects. Could these beings be related to, or descendents of the KOPRUH of ALTANIS?

Long ago a clan of fishermen was driven from their coastal home by invaders from the east. Comprised of about twelve inter-related families, each member of the clan could be directly related back to the original settler of the vicinity, JANUS KOPRANUS. Escaping to the sea, the twelve families found themselves caught in the midst of a great squall. Their tiny fishing boats foundered and the clan sank into the dark depths of the ocean, but not before all had prayed to their patron, the sea goddess, MINOWE. Hearing their cries, the goddess transformed the humans, giving them gills with which to breath and webs between their fingers and toes, allowing them to swim away from the stormy waters.

Escaping the deadly monsoon the clan swam west until reaching the nearest land, a trio of small islands rising up from a large rocky plateau just beneath the surface of the water. Unable to live above the surface they went about erecting an underwater city. They were joined by a friendly race of sea mammals that called themselves the PRUHANA. The aquatic humans, the KOPRA, and the PRUHANA forged an alliance, becoming the KOPRUH, and

for generations lived peacefully together. But this would eventually change.

Some of the humans, being adept at spell casting of magic, began teaching the PRUHANA the art. The creatures were not successful in controlling the magic except for one, distinct ability. The ability to Charm was able to manifest itself within the PRUHANA, and they soon mastered its effects. So much so that certain individuals became intoxicated by the powers of the ability and, slowly, began using it on the humans. This eventually led to a schism between the two races, with the PRUHANA becoming the dominant factor, and causing the humans to abandon the alliance, and the city they had built.

After years of absence by the humans the city began to dissolve back into the plateau, while the PRUHANA kept to their residences in the hot springs within the caverns of the three islands. Forced to find new ways to survive, the humans split into separate groups, often forming small colonies along coasts of the known world. Over time they became referred to as MERMEN. In the meanwhile the PRUHANA remained reclusive, and never seen by humans again. That is, until recently.

START

How the party reaches the location of the sunken city is a matter of possibilities. If the players have not recently finished the module X1, The Isle of Dread, then some purpose will have to be devised by the DM to get them to hire a ship. This would indicate they are on the mainland of the known world continent, perhaps in SPECULARUM itself, and in need of one. Certainly the discovery of old legends and rumors of a sunken city filled with untold wealth might be incentive enough. And if that is the case, the process of procuring a ship and setting sail should not be complicated. If on the other hand they have finished exploring The Isle of Dread it is possible that they might come across the location on their return to the mainland.

In addition to the above plot-hooks, it is possible that the party is traveling via ship from one place to another and a storm appears, blowing their vessel off course and taking them to the location. But whether it is finding an old map, hearing a tall tale, or being blown off course, the DM should be as sparse or elaborate with the details of journeying to the sunken city as he wishes.

For the purpose of this adventure it is assumed the party is resting between expeditions, and has taken rooms in one of the nicer inns of SPECULARUM. One night, while relaxing after a filling and scrumptious meal, the group is casually resting in the dining hall when they begin to

overhear bits and pieces of conversations talking about a sunken city. As snippets of details describing mountains of gold and other treasure increase the group turns more of its attention to hearing all that they can.

Suddenly the talk quiets down when the sound of dice tumbling across the table in the corner draw the party's eyes in that direction. Sitting alone is an old man, with very little hair and a beard. Wearing a simple robe, and with a staff leaning against the wall of the booth next to him, he seems harmless enough. He quickly gathers up the 3 cubes, drops them into a wooden cup and shakes them about again. Then the party realizes he is staring at them, and smiling. To their surprise, he waves them over.

As soon as they approach him he introduces himself as Ernesto Garcia Gyjaximus. He pardons himself and says he could not help but notice the interest the group was displaying in the gossip floating through the room. He pauses, shaking the dice cup. Continuing, he says--"The stories are true, though most who boast of knowing are simply doing so to hear themselves. A race of beings was spared extermination by a powerful sea goddess, and in return built a submerged civilization that paid homage to her alone for unknown centuries . Until they mysteriously disappeared. I know nothing more, but--I have heard of a man, a wise sage who might know the location of the sunken city. If you are interested in locating him, I will divulge the man's location, for a small price." When asked how much he replies "just a silver piece, and the tossing of the dice."

Allow each player to roll 3 die and consult the table to follow to see what effects result. Once all have finished, he will tell them that the oracle is on an island, 9 days south-southwest of IERENDI. It is one of 3 islands near to each other, so they will have to search each to find him. (Once they do, of course, he will reveal that the city lies on the plateau, between the three islands. More about this appears later under the Island description.)

DIE **ROLL** **RESULT**

3	Character gains 1 point to Primary ability
4-5	Character gains PERM damage bonus of +2
6-7	Character gains XP to move ½ way into next level
8-9	Character gains 1 point to CON (bonus retroactive)
10-11	Character gains 1 point to DEX (2, if a thief)
12-13	Character gains 1 point to CHA (2, if an elf)
14-15	Character loses XP to drop to top of next lower level
16-17	Character suffers PERM damage penalty of -1
18	Character can upgrade any one item by +1, or charge any wand, rod or stave to full capacity. Will also make non-magic weapon at least +1, or a ring, protection +1

Only one (1) roll allowed per player/character

Once this encounter has occurred the figure will not be in the inn ever again, though a map to the islands will have mysteriously appeared under the door to their room the next day. The party must then hire a ship and crew to take them to their desired destination.

Regardless how the party obtains a ship, whether through the impetus just described or having hired one for an earlier expedition--say to the Isle of Dread--once the party is afloat and at sea a journey of sorts must occur in order to deliver them to the location of this adventure. This can be ignored and the DM can simply have the party arrive at the locale, or the process of the journey can be played out if desired. If choosing the latter the DM should consult the Expert manual for mechanics dealing with this part of the adventure.

The party will be able to see the islands when their ship gets to within 24 miles of the location. These will appear as small hills rising out of the sea, getting larger as the ship draws near. Once they have arrived at the location and dropped anchor, exploration of the three islands can commence.

Even at high tides the ship's navigator will see the danger in anchoring within the triangular plane between the islands. Instead, he will insist that the captain position the vessel in deeper water, outside this plane, and safe from tidal effects. Once accomplished, the party can go ashore using the ship's lifeboat.

TERRAIN FEATURES

There are certain geophysical forces working in and around the land and water where the characters will be exploring. The three mountains, themselves, contain caverns and tunnels carved out of them by old volcanic activity that has calmed somewhat over the eons; the bubbling hot springs and mud pits left behind being a clue to this. Geysers that rise up from the underwater plateau erupt every hour, releasing the pressure still present beneath the surface; should these go off in a particular sequence is a sign of an impending quake deep in the crust of the earth below. The tides caused by the lunar effect result in a particularly low and high level here, exposing the surface of the plateau and making it possible to easily walk upon.

Each game day the DM should roll for the geyser activity. Each hour a geyser will erupt beginning with the first set. Using the table to follow, each set of geysers has a sequential possibility in which they will erupt. Should all the sets actually erupt in a continuous sequence, there is a possibility that a large shift in the earth's crust will occur, causing a tsunami. Each set of geysers was given a name by the KOPRUH, having to do

with cultural and religious relation to the races.

GEYSERS OF THE ALTANIS PLATEAU

Each geyser is from 20' to 30' in height and cone shaped. Its base ranges from 45' to 60' across and its top 5' to 15'. At low tide many of these will appear as small islands just above the surface of the water. At high tide eruptions from them appear as if whales may be present and spouting. In either event, the fluid spewing from the orifice of these cones is very hot, and capable of scalding anyone touched by it that comes within 60'.

The 7 SISTERS (2A) EASTERN PLATEAU

Roll 1d8 to determine firing order of this set. If an 8 results it means all the odd geysers (1, 3, 5, 7) have erupted simultaneously. If this set fires in numerical sequence (1-7) then proceed to the next set. Though these appear to be in a more or less straight line running north to south they are, in actuality, offset to one another by as much as a mile east or west.

The 5 MAIDENS (2B) SOUTHERN PLATEAU

Roll 1d6 to determine the order of eruption. If a 6 results it means all odd geysers (1, 3 and 5) have erupted simultaneously. If this set fires in numerical sequence (1-5) then proceed to the next set.

The 3 AUNTS (2C) WESTERN PLATEAU

Roll 1d4 to determine sequence. If a 4 results it means the odd geysers (1 & 3) have erupted simultaneously. If this set fires in numerical order (1-3) then proceed to the final geyser.

The OLD MAID (2D) CENTRAL PLATEAU

This geyser will go off if/after all the others have erupted in numerical order. If that should occur, then the plateau is 50% likely to suffer a cataclysmic earthquake, resulting in a tsunami that will speed away from this location, racing toward the shores of the known world's land masses.

If a major earthquake occurs the DM should determine the effects it will have upon the island caves and tunnels, as well as the surface of the underwater plateau. Cave-ins and collapses are very possible, as well as cracks and gorges opening up.

WATER TEMPERATURE & LEVELS

With so much volcanic activity still present in the area the waters around the islands and above the plateau are relatively warm. The further away from this zone and the deeper one goes the temperatures naturally plummet.

The very light blue area delineates the actual surface of the plateau itself. This zone surrounds the islands, as well, and the water depth and temperatures here range from 0 to -15 feet and from 80 to 90 degrees F (27-32 C).

The medium blue zone is a band around the plateau that declines at about a 60-degree angle with temperatures dropping quickly from 80 near the top of the plateau to around 60 degrees F (27 down to 16 C) near the base. The base is roughly 90 feet below the surface of the plateau.

The dark blue zone is where the base of the plateau ends and the ocean floor begins a slow descent, spreading out across the submerged landscape. The depth here runs from 105 to 200 below the surface of the water, and the temperature is a nippy 60 down to 40 degrees (16 down to 6 C).

Low tides will occur at midnight, and noon, resulting in the water depth across the plateau being a mere 2' to 4'. High tides will happen at dawn and sunset; with the water depth being that as given above in the description under light blue.

THE SILENT STATUES

On the north plateau stand the remains of 9 stone figures. These rise out of the plateau, like extensions of the coral itself, and are worked and shaped into 3 distinct forms. Only some have remained relatively intact over the eons, and these are on the east side of the central, most northern one. These all appear to be aquatic figures, with tail flukes instead of legs, web-like hands. Their round heads and faces are without detail, being worn smooth by the sea currents. At low tide these are visible above the water line, and stand as tall as 18'. The central statue and those to the west of it have been destroyed, with only their pedestal shafts still standing; chunks of stone that lie atop the plateau about their base suggest the remainders of these works. At low tide only the pedestals are visible.

If the party has encountered the creatures in the caverns on Island 1 before finding the statues they will have a good chance of suspecting those that are intact are in the same likeness. There is a base chance of 10% plus 5% for every Intelligence point above 12. Allow each character one attempt to make the association. If the party has not seen the creatures, or the other statue, on Island 1 and have found this area first, there is literally no chance that they will understand who or what these might represent.

WEATHER & MOVEMENT

The weather in and around the islands is generally mild. Travel to and from the location from the main-lands will naturally be affected by weather conditions. As such, once the party has reached the plateau and islands, the DM should consult the Optional Water Movement chart in the Expert manual (X64) at the start of each game day, using a d10 and ignoring results of 1 and 12. This will result in local weather conditions fairly consistent for the area.

At the start of each week, should the resulting check as noted above be a 1 or 12 then indications are a major storm is approaching the area; these usually generate to the southeast and move toward the location. The DM should determine the strength of the storm, if it will reach the islands and plateau, and what effect it will have.

MOVEMENT & PREDATORS

While on the islands or within a ship of some type the movement for characters is the same as that found in either manual (Basic or Expert). With two exceptions, when the party decides to explore the plateau at low tide they will experience some resistance from the remaining water. For humans, elves and dwarves the water level should not be life threatening, but simply slow their normal move base by 1" per foot of water. For hobbits it is a different matter, in that the depth might still be above their heads. Some care regarding them must be taken, and might simply resort to their being carried.

Also, when the tides are low, traveling in a large ship across the surface of the plateau will not be possible; the draft of the ship will certainly not be shallow enough and it could, easily, become stuck. An alert party might figure this out but should they not the navigator aboard ship will make sure it is anchored away from the plateau as the tide goes out. Otherwise, travel by lifeboat above the plateau during low tides should not be too difficult.

MONSTERS OF THE DEEP

Whether the tide is low or high there is a community of creatures residing in and around the plateau and island hills. While some are generally harmless, such as dolphins, seals, gulls, others should be avoided if at all possible. The DM can augment the following table with creatures of his own desire, though using it as is should be sufficient for game play. The table lists each type of creature that is likely to be present, the number that might be encountered, and during which tidal time. Note that those encountered during High Tide will be fully submerged, unless they attack, which may require

them exposing parts of themselves above the surface. Should a character be under the water when such encounters occur the creature is at an advantage, gaining first attack always, while the character suffers a -6 to attack with any physical weapon; movement for the character is also impeded, being ½ that of normal. Check each hour the party is on the surface of the water in a lifeboat, or if physically in the water, moving across the plateau at low tide. A roll of 1-3 on a d6 indicates an encounter in the former case, while a roll of 1-2 for the latter.

WANDERING ENCOUNTER TABLE

Die Roll	Creature type	#Appearing	Low tide/ High tide
2	Barracuda*	3-12	Yes/ Yes
3	Crabs, giant	1-6	Yes/ Yes
4	Eel, Moray*	1-4	Yes/ Yes
5	Jellyfish*	1-8	Yes/ Yes
6	Shark, bull	1-8	No/ Yes
7	Shark, Mako	1-4	No/ Yes
8	Shark, White	1	No/ Yes
9	Snake, sea	1-8	Yes/ Yes
10	Spiny rockfish	3-12	Yes/ Yes
11	Stingray, giant*	1-4	Yes/ Yes
12	Termite, Salt-	2-7	Yes/ Yes

Water

*Barracuda (AC6, HD ½, M15", AT bite, D 1-4, SA F1, MO11, Neutral)

*Eel, Moray (AC 0/6, HD4, M9", AT bite & crush, D 1-6, 2-12 per round from crushing jaws should it roll a 20 to hit, SA F4, MO 9, Neutral)

*Jellyfish (AC9, HD1, M6", AT sting, D poison, SA F1, MO 7, Neutral. Jellyfish take only ½ damage from blunt weapons. Jellyfish poison functions like that of a Sea Snake.

*Stingray, giant (AC 4, HD 6-8, M12", AT bite & sting, D 1-4 and paralysis, SA F2-3, MO 8, Neutral. Stingray paralysis functions like that of a Ghoul, but can only be removed by a Neutralize Poison, or Cure Serious Wounds spell.)

SET ENCOUNTERS, AQUATIC-COMBAT

In addition to the mobile encounters listed previously there are several "set" ones that will occur only at specific locations. The creatures listed at each location will be very familiar with their immediate vicinity, and may likely detect the intrusion of their space by the party, whatever the mode of transportation the group might be using at the time. The DM must adjudicate the likeliness of such detection, and the response of the creatures at the locale.

Submerged combat is always at a penalty to characters. In such instances, all To Hit attacks are at -6, and damage is ½ the total combined amount, excluding the magical bonuses of weapons. Meaning that ½ the weapon and strength damage of the character is computed, then adding the magic bonus.

In addition, characters do not gain any dexterity bonus to their AC while treading water, or submerged; use of a shield is also restricted, gaining no benefit. Heavy metal armor such as plate or chain is impractical (unless it is magical, in which case the penalty is ignored), forcing the character to expend more energy to remain afloat or move, thus reducing the character's ability to attack to once every 3 rounds. Leather armor reduces the ability to attack to once every other round. Those not wearing any armor at all, thus, are at an advantage. Note that this does not apply to characters merely walking through knee-deep waters across the plateau at low tide.

ENCOUNTER MATRIX, AQUATIC

1A. DRAGON TURTLE (HPS: 135) An old, large dragon turtle swims constantly about in this location in a large circular pattern about 300' in diameter. About 70' below it, standing stuck in the sandy sea bottom is an emerald statue about 3' tall. The turtle has claimed the item as its own and will attack any that dare disturb it. Formed in the likeness of a mermaid, the item is worth 5,000 GP to collectors of such statuary.

1B. SEA DRAGON (HD: 11, HPS: 49) A rogue sea dragon has established a lair here within a coral. Somehow it has managed to collect 30,000 SP that line the bottom of its nest; passing ships of long ago are the likely source. While it is neutral by nature, it will aggressively attack any that appear to threaten it.

1C. SEA SERPENTS (HPS: 32, 30, 28, 26, 24) A family of sea serpents has claimed this spot. During high tide they will often hunt for food along the surface of the southern end of the plateau, finding delicacies of sea cucumbers and jellyfish in abundance. They have no treasure.

1D. GIANT OCTOPUS (HPS: 44) A giant octopus has made a home in the side of the plateau at this location at about 20' below the surface of the water. Stuck onto the very end of one of its tentacles is a Ring of the Sea, a magic item highly sought and guarded by sailors. When worn the item allows the wearer to breath underwater as if he had gills, and negates the move penalty normally associated with being submerged. It is made of a gold band with two small black pearls inset. Its powers have

no effect on the octopus, or any creature at home in the sea or any body of water.

1E. SEA HYDRA (HPS: 72, 8 per head) *Along the northeast rim of the plateau this twelve-headed beast rules the deeper waters. Few other creatures beside it will be found in the area. Though it protects its feeding ground ferociously, there is no treasure anywhere in the vicinity.*

1F. GIANT SQUID (HPS: 31, 29, 2x27, 25, 23) *A colony of these creatures claims the northwest face of the plateau. Ruins of some kind jutting out from the plateau have a vague semblance of docks; why the KOPRU would have had such is not clear, but perhaps to allow trade with land going beings that would need such facilities. The giant squid find the food supply here reason to claim the area. They have no treasure.*

1G. STORM GIANT (HPS: 67) *An injured giantess has found a hidden retreat within the face of the plateau at this locale and is nursing herself back to health. Separated from her clan during their annual migration south, she was attacked by a Behemoth of the Deep roughly a week ago. If discovered she will defend herself to the best of her abilities (attack at -3 and doing ½ damage due to her injuries) if attacked, but will bond with those that offer her assistance and aid. The only possession she managed to retain after being separated from her people is a magic +3 trident that cannot be used by humans; without the aid of a belt of giant strength of some kind. It has other abilities the DM can determine as desired.*

A multitude of other life forms is likely to be found in and around the plateau, that includes sea worms, clams, lobster, shrimp, fish, sea birds, and others. Since they pose no threat per se to the group, the details regarding them are not necessary. The DM should mention them only if desiring to create a mood or feeling for the players.

EXPLORING THE ISLANDS

Each island has its own population of creatures particular to it and not found on the others. These are described in detail under each heading to follow. But what will be of obvious curiosity to the characters are the ruins still standing atop each island hill. Clearly these were built for land-based beings, but their state of erosion is such that no clue as to who built them or why is evident. They are, in fact, the remnants of the PRUHANA civilization from centuries ago.

At one time the race was a land-based species almost human in appearance and ability. A sea-going people they came upon the islands during their many world voyages and some remained and settled here. But life for those that did was not easy. Decades of endless typhoons and catastrophes sent them into the deep caves in order to survive. There they discovered an ancient race of creatures that assisted them. And after centuries of interbreeding the PRUHANA came to resemble their hosts to the point that, now, there is very little to distinguish the two from one another. The KOPRU, the original subterranean race, is all but gone as their kind mixed with the PRUHANA. Only a few "nobles" of pure blood remain, one in this adventure and several on the Isle of Dread.

For the purpose of this adventure the ruins serve only as places of hiding and protection for some of the animals and creatures that reside on the islands. The DM can substitute (or remove) those on island #2 with any he desires. The encounters on islands 1 and 3 are pertinent to the storyline and should not be removed unless some other plot device(s) has been designed.

ISLAND #1, HAVENSTONE KEEP

A large population of goats dwells on the island along with many giant lizards, and birds that make their nests atop the two tall peaks here. But it is the large ruins that will likely be the focus of the group's curiosity. The remains of a moderately sized Keep stand at the base of one of the island's hills.

The perimeter walls vary from 5' to 9' in height and their width from 1' to 3'; all depending on the state of decay, as these ruins have been weather beaten for over a century. The tower walls range as high as 12' to 15' and are in the same state of collapse. The interior walls are only a foot thick at best, and from 3' to 7' in height; gaps in these and the exterior walls are abundant, ranging from inch wide cracks to spaces a man could walk through easily. There are no roofs left at all, every one having collapsed and fallen to the ground long ago.

While a multitude of insects, lizards, spiders and birds have made homes or nests among the ruins, none of these will pose a threat to the party. The areas that will come in to play and effect the group are described as follows.

A. *Large patches of grass 3' to 5' in height will be seen at these locations. Thicker and taller than that generally encountered, these areas are animated by a minimal degree of intelligence and will attack anything or one*

that enters. Collectively known as *Grab Grass* (Found in the *Companion manual*, p.34) it is more of a nuisance than anything else. Details of this will be located in the appendix section following the adventure for those that do not possess the manual referred to.

B. Mud Pits. Oozing atop the ground at these locations is a large pit of deep, thick mud. Each contains 6 Mud-man that will attack any one or thing that gets within 10'. (HPS: 16, 14, 12, 10, 8, and 6 for each pit) Details for these will be found in the appendices following the adventure. They can also be located in *MM2*, p.93, though slightly different.

C. A Deep Hole. This large opening in the ground spans a roughly 40' by 60' area. At 20' the bottom can easily be seen with appropriate light, revealing a muddy floor and a tunnel in the eastern wall about 20' wide. Descending into it should not be difficult for the party, but doing so will bring them face to face with a *Mud Golem* (HPS: 52) This creature will not be detectable from the edge of the hole above, and will wait until someone or thing enters its area of concern before attacking. All the data for this creature will appear in the appendices at the end of this adventure, and can also be found in the *Companion Manual* on p.33.

THE VOLCANIC CAVES AND MUD PITS

Once past the golem the party can enter a 20' wide tunnel that runs eastward. This extends into the ground some 60' before angling to the northeast. At this point it enters a large cavern with a low hanging ceiling--about 8'. When the group is within 10' of this chamber they will feel the air turn hot and moist, an offensive smell of mud and sulfur will penetrate their nostrils, and they will begin to feel the effects of heat exhaustion. After three turns within the cavern they will suffer a -1 penalty to hit and damage on all attack rolls, becoming -2 after another three turns elapse. They will return to normal one turn after leaving the caverns.

A. A secret tunnel can be located here that leads directly to the inner chamber of the *KOPRUH*, and the cellar of the temple ruins. Unfortunately, a gaping crevasse must be negotiated in order to use the tunnel to its fullest.

B. A series of terrace-like steps lead down into the chamber itself. With the walls and ceiling dripping with runny clay it is at first difficult to distinguish the floor from the actual mud pits ahead. Three large bubbling pits of mud fill the chamber, two along the northern wall and one along the south. Located in each of these is a *KOPRUH* (HPS: 48, 46, 44), at location B with the largest of the three being in the south pit. They will attack intruders upon detection, attempting to throw vast

amounts of mud at them with the same effects as a mud-man, but lacking the ability to hurl themselves (this is described later in the appendices). If this attack does not turn back the invaders the *KOPRUH* will use their *Charm* ability, resorting to physical attacks as a last means.

C. The eastern half of the great vault turns south leading to a large terrace. Standing atop this (at location C) is a gold statue of a *PRUHANA*, with two large gems for eyes. Each is worth 5,000 GP. Any one that attempts to remove the eyes must make a *Save vs. Spell* or become charmed and will not thereafter molest or disturb the idol. An elf is immune to this particular attack.

Continuing south a short series of terraces rises, passing through a tunnel and into the inner chamber of the *KOPRUH*. Here three more pits are located, with a *KOPRUH* in each one located at B (HPS: 40, 38) and a *NOBLE KOPRU*, at D. This, one of the last of its species (along with those appearing in the *X1, The Isle of Dread*) is also the last shaman of its people. Capable of using 1st to 3rd level clerical spells, it attacks as an 11 HD creature, and has 88 HPS. (More about this creature appears in the appendices following the adventure) All three will attack any non-*KOPRUH* that enters the cavern, with the shaman casting spells to its best defense/offense (the DM should choose those that seem most logical for the circumstances).

The shaman wears a necklace of pearls (12) each worth from 100 to 1000 GP. Along with this, and the gems at C, there is 8000 PP in a pile at E along with a +2 *Sword*, with an additional +4 bonus vs. *Sea Dragons*, *Sea Serpents*, *Dragon Turtles*, *Giant Squid*, *Giant Octopus* and *Sharks*.

ISLAND #2, CASTLE & TOWER

The largest of the three islands is, ironically, sparse and home to fewer creatures than the first. Some wild pigs roam the higher elevations along with a few types of predatory birds, but for the most part the level areas are barren and empty of life. Except for the castle and tower ruins.

The castle and tower ruins are in the same condition as those of the keep previously described. While a few beams of rotted and splintered wood still cling to higher sections of the walls, the roofs have totally disintegrated and fallen to the floors below. Vines and natural growth have climbed across some chambers creating a canopy of sorts, filled in with webs and nesting debris of the creatures making their homes there.

A. The Entry tower to the castle lacks doors, but a leafy roof of intertwined vines and limbs from plants covers

about 50 % of the area, providing shade during the day and some protection from moisture during such times when rain falls. It is currently the home of six Gecko Lizards (HPS: 25, 23, 21, 19, 17, 15). They are currently very famished and will attack anything that remotely looks like a possible meal. They have no treasure.

**B. This square tower is the home of a Black Widow Spider (HPS: 24). The complete skeletal remains of what appears to be a dwarf sit on the floor leaning against the south wall. Its clothes have long rotted away and become dust on the ground, though a metal helm still rests atop its head. A faded parchment in its bony hand reads,
I AM MEGO OF THE MOUNTAIN. THIS HERE WIDOW BIT ME AND KILLED ME. DON'T LET HER GET YOU. THAT IS ALL.**

Care must be taken in removing the parchment from the skeleton's hand or it will crumble to bits. If examined a shiny ring will be found in the rotted left boot still on the skeleton's foot. It is a magic ring of Holiness. This item is described in the appendices following the adventure and is found in the Companion manual on p.52. Why the dwarf would have had such an item is an enigma to be sure.

C. Diametrically opposite the tower of the black widow spider is another that is occupied; this one being the home of a pair of Giant Weasels (HPS: 33, 30). They are rather hungry, having not eaten in the past 3 days, and will ferociously attack anything entering their tower abode. Among the debris and refuse that fills this place is a container filled with liquid. How it got here is simply a mystery the party will, likely, not care, since it is of a magic nature and will benefit whomever claims it. Inside the bottle is a full potion of Giant Strength.

D. The larger of the two entrances to the castle, this one is on the north wall. In the same decayed condition of the rest of the ruins, it is amazing the walls remain standing at all. Though there is nothing currently residing at this location it is a potentially dangerous area for the group to pass through. If anyone should foolishly molest the walls thinking to find a secret door or compartment there is a 20% chance that a 5' wide by 7' high section of the wall will collapse upon the perpetrator. This will inflict 3-18 points of damage upon the victim or half if a successful DEX check is made. Should the person not be wearing a helmet, there is an additional 5% chance that a serious blow to the head will send the victim into a coma. If this should occur, roll a d8 to see how many days the person will be unconscious and unable to continue exploring. A roll of 8 indicates a d12 should be rolled as the result is 1-12 hours. Only a Cure Serious Wounds spell will remove the comatose condition, otherwise, only time will

prevail in returning the character.

E. A tower and small attached building stand to the northeast of the castle. In the same state of ruin, their purpose for being so far from the castle is not clearly evident. In the past, the tower served as a dungeon, or jail, while the jailer-guards dwelt in the building.

How long the tower served for this purpose is unknown, nor the untold suffering that occurred at the hands of the jailers. But evidence of the victimization of those that were incarcerated remains in the form of a lingering spirit, for a Ghost (HPS: 90) still resides within the round tower. Fortunately for the party, the former victim was a Lawful resident of long ago, wrongfully accused and placed in jail.

If the spirit is approached in a non-threatening manner it will actually assist the party, by leading them to the remains of a large, oak chest at location F, where a treasure lays undisturbed. If hostile actions are aimed at it, the spirit will react accordingly. Details of this creature are listed in the appendices after the adventure, or can be found in the Companion DM manual on page 32-3. Inside the chest is a +2 War Hammer, a +3 Shield, a suit of +3 Chain armor, and a +1 Lawful Two-handed sword, +3 vs. Undead. These, too, are described in the manual referred to.

Who the spirit is/was is not clear, and the DM can make up any back-story to explain this encounter if he desires.

ISLAND #3, THE TEMPLE & THE ORACLE

Imprisoned (stuck) on this island is the old, blind oracle that the party was told of by the stranger in the inn, back in SPECULARUM. He resides in a chamber (A) relatively intact compared to the remaining ruins. Each day he uses one of his magic rings (of Lesser DJINNI summoning) to call upon a benevolent being to bring him food. He does not know the nature of the provider, or all its abilities, and is thankful for the aide it renders.

Unfortunately his feast is usually disrupted, if not actually denied him, by a flock of Harpies that have been ordered by a powerful being to remain on the island and torment the old man. Thus, each day when his meal arrives and the old man makes his way to the great stone table to take nourishment, the creatures swoop down from the tops of the pillars above and steal his food, and drive him away. Sometimes he is savagely attacked, other times he is not. But such suffering does not accumulate to the point of being fatal, for he wears along with his other item a magic ring of regeneration; a gift he does not fully know the powers of.

Though the DJINNI could conceivably carry the old man away to safety, it is restricted from doing so by the cursed item the old man possesses. Unaware of its powers the old man wears a loadstone necklace that is tied to the temple ruins. Should the wearer of this item go beyond 1000 feet from the temple he will begin to enlarge at a rate of 1 foot and 50 lbs. per turn, up to a maximum limit of 20 feet additional, and 1000 lbs. If removed it can be carried beyond this limit and, when worn will empower the wearer with the strength of a Cloud Giant, granting the chance to hit and doing damage at the same rate for a duration of 6 turns, useable once per day. Removing the necklace will require a Remove Curse spell cast by a cleric of at least 8th level.

Endlessly tormenting the old man every day at mealtime are eight Harpies (HPS: 24, 23, 22, 21, 20, 19, 18, 17, 16). Should they be killed or driven away, the old man will gladly tell his rescuers what they want to know--that the sunken city of ALTANIS lies submerged beneath the water directly southeast of the temple, about 30 miles. He does not know the details or history of the city, but that it was once filled with mountains of gold and pearls, and that the sea goddess MINOWE once blessed its citizens. He will also give them his items in exchange for transport off the island and back to civilization.

In addition to the Harpies, 3 stone figures appear to be formed out of the tops of the three largest pillars (see map inset). These are actually Gargoyles (HPS: 32, 31, 30) that, if undisturbed, will pose no threat to the party. But should the group discover the monsters' treasure at D the creatures will animate and swoop to attack.

Covered by dirt and debris at D lie two items--a magic helm and trident of MINOWE. When worn the helm allows the wearer to move and swim underwater unburdened and able to breathe normally, as the helm completely enclose the wearer's head, drawing oxygen out of the water via two apparatuses on each side much like the gills of certain aquatic creatures. A command word (AQUATIS PERFECTIS) will seal and unseal the device when entering or exiting the water. Only the magic-user spell Wizard Eye cast into the helm will reveal this, as the command is written inside the item. The trident is a +3 magic weapon able to summon a Water Elemental as a staff once per week. As a weapon it gains a +2 to initiative rolls in combat, and inflicts 3-18 points of damage upon non-sea dwelling creatures; otherwise doing 1d8.

The old man has never stumbled upon the Gargoyle's treasure, and has thus been spared their hostility.

ALTANIS, The Sunken City

About 30 miles southeast of the island temple lies the submerged ruins of ALTANIS. Where the surface of the plateau lies a roughly uniformed 15' below the sea level, a natural depression occurs here caused by a sinking of the land mass when an ancient volcano collapsed millennia ago. This caused the area to drop, roughly, another 15', and created a bowl the KOPRUH found ideal in which to build their city.

When the tide is low the water depth within this bowl is just under 20', and clear enough to allow any one upon the surface to see the remains of the city below. But that is about all they will see--ruins, for without maintenance the natural forces of the sea have nearly removed all evidence of the city that was abandoned so long ago.

As the KOPRA adapted to their undersea environment they abandoned conventional structures that served them well when they were land dwellers. Modeling their homes and buildings to fit their new way of living beneath the water, their city became a natural extension of the terrain in which it stood; to the uneducated eye there was little to distinguish their creations from the natural world around them. Except for the existence of roads and paths, which the KOPRA laid, connecting one site to another, more out of the old habits than practicality. And it is these roads and paths that have remained, visible and fairly intact, that offer proof positive of a designing force that goes beyond natural forces.

The ALTANIS city map reveals many roads and paths that are still visible from the surface at low tide. These are comprised of stones laid tightly together to form avenues connecting the many structures within the depression. It should be fairly easy to follow these, either by swimming above them or by walking across them, providing some means of keeping one's feet upon them is devised. It is less likely that the structures can be explored, as they have all but collapsed in on themselves, leaving only varying sizes and shapes of mounds that once served as their homes and such. The DM can design areas to be explored inside these if desired, but such is not necessary. The exterior landscape within this sunken depression is all that is needed, and contains enough challenging creatures and encounters to conclude the adventure.

A. A group of tiger sharks patrols each of these locations (HPS: 26, 25, 24, 23, 22, 21; 24, 23, 22, 21, 20, 19; and 22, 21, 20, 19, 18, 17). They will move to attack any creature that gets within 120' of their location. They are slightly larger and heavier than the bull shark, having 3+3 HD and doing 1-10 damage per bite. They have no treasure.

B. Dominating the area roughly 270' in diameter around

these locations is either a pod of 3 manta rays (HPS: 32, 31, 30 in each group) or 1 giant manta ray having from 55, 65 or 75 HPS. The giant versions each have a small collection of treasure caught in a crevasse of their wing flaps or stuck on to their long, barbed tail. In the case of the former it will amount to 100 PP and 2 gems worth 5000 GP each. For the latter, it will be a magic ring of either elemental adaptation or survival. Both of these items are described in the Companion DM manual on pages 52 & 53, and will be found in the appendices at the end of the adventure. (The ring of survival will have 50 charges, and the ring of elemental adaptation will be for air & water)

C. A strange creature from the elemental plane of Water will be encountered here. It is on a mission to determine what happened to the race of dwellers here that once paid regular homage to MINOWE. It will not initially pose a threat to any group exploring the ruins, but will react if it is attacked or bombarded by spells. It is called an **UNDINE** (HPS: 60) Information regarding the creature will be found in the appendices following the adventure and is available in the Companion DM manual on page 42. The creature possesses no treasure.

D. The most seriously threatening encounter in the ruins will be with a beast known as the **KRAKON** (HPS: 130) This behemoth of the deep has come to the surface for some reason and found the warmer waters within the bowl to its liking. Claiming the large area in the southeast of the huge depression, it has managed to accumulate a fair amount of treasure over the decades. Whether from looting the ruins themselves or from the infrequent and unsuspecting ships that have passed too near to its locale it is not fully known; scores of skeletal remains litter the landscape around the beast. At the moment its treasure consists of, 24000 CP, 50000 SP, 20000 EP, 30000 GP and 500 PP. Along with these loose coins scattered about are 75 gems and 20 pieces of jewelry each valued from 100 to 1000 GP. Mixed and buried among all this is a water tight flask containing a potion of water breathing, another water tight tube containing a scroll of protection vs. elementals, a wand of cold with 10 charges, a suit of +2 chain mail with Cure Wounds ability, a +3 sword--bastard, and a +1 war hammer of returning (The monster, armor and hammer to be described after the adventure in the appendices).

Once the party has explored the bowl and ruins, and met and encountered the creatures within, they will have successfully completed the adventure; finding the sunken city of **ALTANIS** being their main goal. How much, if any, of all the background and history the party can learn from the ruins and bits of clues that remain is left to the DM to decide. Clearly they should have more questions than answers when they have finished.

Perhaps there are more caves deep within the islands that hold the answers. If so, are they also the home to other, undiscovered creatures? Does the history of the **KOPRU** exist some-where in hidden vaults as yet uncovered?

The role of the DM does not begin and end with simply the running of the adventure as written. The possibilities for more adventure depends upon the DM and his own drive to create, and contribute.

Here ends the adventure, **ALTANIS**, the sunken city.

IN CLOSING

There is a lot of information given in the preceding pages. New monsters as well as items make appearances and lots of treasure awaits to be located and hauled away by the party. Just because it is listed does not mean that you, the DM should allow its inclusion if you feel the item, monster, treasure is too much for the group involved. You must modify any item that you feel is such, tailoring it to best fit you and your group's style and need.

Written & Designed by, **R. C. PINNELL**
Maps by, **NICOLAS DESSAUX**
Editorial Assistance by **DAVE BLACKLEY** and **NICOLAS DESSAUX**

Copyright 2009 by **PIN-HAMMER ADVENTURES**

APPENDICES, PART 1--MONSTERS

BARRACUDA
EEL, GIANT--MORAY
GHOST (COMPANION, p.33)
GRAB GRASS (COMPANION, p.34)
JELLYFISH
KOPRUH (X1)
KRAKON
MANTA RAY, GIANT (COMPANION, p.34)
MANTA RAY (COMPANION, p.34)
MUD GOLEM (COMPANION, p.33)
MUDMAN
SHARK, TIGER
STINGRAY
UNDINE (COMPANION, p.42)

*Barracuda (AC6, HD ½, M150' (50'), AT bite, D 1-4, SA F1, MO11, Neutral) Hunting alone or in small packs these fish are incredibly fast and always attack first and last in a round regardless of initiative rolls. Each bite resulting from a roll of 20 indicates a 10% chance the fish bit through and severed a major artery or vein.

Should this occur the victim will lose an additional 1-6 for the former or 1-4 for the latter HPS per turn unless a Cure Serious Wound is applied to the damaged area. Binding the wounds tightly will slow the loss to ½ that listed. Burning the two parts of the artery/vein in an attempt to solder them whole again will result in 1-8 HPS damage to the victim and, should he survive, requires a Save vs. Breath roll or he will slip in to a coma for 1-8 days.

*Eel, Moray (AC 0/6, HD4, M90' (30'), AT bite & crush, D 1-6, 2-12 per round from crushing jaws should it roll a 20 to hit, SA F4, MO 9, Neutral) These creatures dwell inside holes inside coral or the sea floor and will aggressively attack any one or thing that moves to disturb it. If it is within its lair the limited exposure of its flanks allow it the better AC rating; if out in the open, or caught swimming about, use the latter AC. Should the creature roll a 20 to attack/bite this indicates it has locked its jaws upon the victim and will continue to inflict 2-12 points of damage per round without the need to continue rolling attack die.

*Ghost (AC -2, HD14, M 90' (30'), AT 1 touch/1 gaze, D Age 10-40 years, paralysis, SA Immune to all spells except those that effect evil, magic weapons needed to hit, can Magic Jar at will once per encounter and use Gaze to paralyze 1 victim for 2-8 rounds, MO 10, Any alignment.) The DM should consult the COMPANION DM manual, p.33 if possible for complete details.

*Grab Grass (AC 9, HD 1 per 5' square, M 0', AT 1, D Special--will animate and attempt to hold any victim that moves into or through it. There is a 5% chance per round a person with 12 or less STR can break free; for each point above 12 the odds increase by 5%. It has 1 hit die for every 5' square area--SA normal man, MO 12 Neutral. More details are available in the above-mentioned manual on p.34.

*Jellyfish (AC9, HD1, M 30' (10'), AT 1-6 sting, D poison, SA F1, MO 7, Neutral.) Jellyfish take only ½ damage from blunt weapons. Jellyfish poison functions like that of a Sea Snake.

*Kopruh (AC6, HD6, M 30' (10') or 120' (40') swimming, AT 1 bite, or 2 claws or 3 constricting tail flukes, and Charm attack, D 1-4, 2 X 1-6 or 3 X 3-18, SA F4, MO 8, Chaotic.) The Charm ability of these creatures is special in that they will know the thoughts and memories of their victim, there is no limit to the distance at which the victim can be controlled, and the victim will be totally committed to the interests of the Kopruh. The charm can be broken by a dispel magic, the death of the controlling Kopruh, or should the victim make a new saving throw at the beginning of every month. More information about these creatures is found in the

adventure module X1, The Isle of Dread; with most pertaining to the purer, noble Kopru. These odd, amphibious sea creatures are man-sized and benefited greatly from the mingling of their race and the human descendents of JANUS KOPRANUS. While the latter are now commonly referred to as Mermen, little is known of the Kopru.

*Krakon (AC -5, HD 20, M 30' (10')/180' (60') swimming, AT 1 bite and 4 x crushing damage and swallow whole, D 6-24 per bite, 3-18 per round from crushing tentacles and swallow from bite on a d20, SA F10, MO 11, Chaotic) This huge monster from the deep is a multi-tentacle beast with a large maw capable of swallowing a man and will do so on a roll of 20 on the attack die. A victim of such an event will be trapped in its stomach, and continue taking 1-12 points of digestive acid damage per turn until able to exit by some means. Cutting a slit in the beast to allow a victim to escape or be pulled free requires inflicting 30 points of damage on the same location; the first hit needs to connect with the creature's normal AC, with each attack that follows needing to hit one AC better than the one before. Its normal attack will be to attempt to grasp its victim and crush it to death, or grab it and draw it into its mouth; the latter requiring a hit at least 2 better than the minimum necessary, otherwise the tentacle will simply hold the person at bay. While attacking it has 4 other tentacles that it will use to move itself about. It is possible to sever a tentacle, but doing so requires a slashing weapon of large size, inflicting a minimum of 16 points of damage on the appendage; though this is not likely due to the severe penalties of underwater combat. Should the creature lose 2 of its appendages it will use 2 of its motion appendages as replacements; a loss of 2 more and the creature will flee the combat.

*Manta Ray (AC 6, HD4, M 120' (40') swimming, AT 1 tail, D 1-8 + paralysis, SA F2, MO 7, Neutral. The Giant version has 10 HD, Move 180' (60') AT 1 buffet & 1 tail, D 3-12 & 2-20 + paralysis, SA F5, MO 7, Neutral). Normal rays grow up to 7' across and 12' in length--including the tail, which is lined with many barbed spines that can paralyze its victim. The Giant ray can be up to 75' long, and is also invisible when in the sand on the ocean floor. Only the larger type might have treasure unknowingly attached to it.

*Mud Golem (AC 9, HD 8, M 90' (30') AT 1 hug, D 2-12 + smothering, SA F8, MO 12 Neutral) A humanoid creature magically formed from mud, it can swim or walk in or on mud, or quicksand without sinking, or remain submerged in either, rising to the surface at will. It will hug its victim with both arms trying to smother the person in the process. If it hits with a natural 20 it will encase the victim much like the Mud Man. Damage

inflicted upon it will be transferred to its victim by ½. It is immune to most spells as golems are, and those that effect the undead. It requires magic weapons to hit it. More information about it can be found in the COMPANION DM manual on p. 33.

*Mud Man (AC 10, HD2, M 30' (10'), AT 1, D mud-throwing & suffocation, SA F1, MO11, Neutral) These animated creatures of mud form from enchanted waters seeping into the ground. As such they require magic weapons to be hit. They hurl blobs of mud at any one or thing that violates their area. This mud will harden in one round after impact, slowing the victim's rate of movement by 10' with each hit. When they are within 10' of the victim they literally hurl themselves atop the being and encase him. A successful attempt--hit--by the mud man doing this essentially destroys it, but slows the victim an additional 40' per move per round/turn. When a victim cannot move any further he or she is totally encased and will suffocate, taking 1-8 hit points of damage per round until death--which is automatic after 3-5 rounds--or the material is cleared from the airways. It requires 6 gallons of water to dissolve the mud from around a victim's head and 1-6 rounds of physically removing the mud. Mud men are immune to poison, and most spells that effect the mind and the undead. A spell that transmutes mud to rock or some other form is instant death to the creature.

*Shark--Tiger (AC 4, HD3+3, M 180' (60') swimming, AT 1 bite, D 1-10, SA F3, MO 9, Neutral). This striped predator of the sea is as ferocious as the Great White at times.

*Stingray, giant (AC 4, HD 6-8, M120 (40'), AT bite & sting, D 1-4 and paralysis, SA F2-3, MO 8, Neutral. Stingray paralysis functions like that of a Ghoul, but can only be removed by a Neutralize Poison, or Cure Serious Wounds spell.) These creatures of the family of Dasyatidae range in size from 12" to 3' across in the shape of an elongated pie pan, with tails trailing behind them up to lengths of 3' to 7'.

*Undine (AC4, HD8, M 90' (30')/240' (80') swimming, AT 1 fist or 1 coil, D 2-16 or 1-10, SA F16, MO 9, Chaotic) The Undine is an intelligent creature of the Elemental Plane of Water. It is not often encountered on the Prime Plane, but some appear on missions concerning the concerns of their species and the deities that protect them. More information can be found on this creature in the COMPANION DM manual, on p.42.

APPENDICES, PART 2--TREASURES

CHAIN MAIL, +4--CURE WOUNDS (COMPANION, P.55)
RING OF ELEMENTAL ADAPTATION (COMPANION, P.52)

RING OF DJINNI SUMMONING (EXPERT, P.62)
RING OF HOLINESS (COMPANION, P.52)
RING OF REGENERATION (EXPERT, P.62)
RING SURVIVAL (COMPANION, P.53)
WAR HAMMER, +1--RETURNING (COMPANION, P.57)

Chain Mail +4, Cure Wounds. This magical armor will restore/cure ½ of the damage the wearer has received. It can only cure the user and has no power upon poison, disease or scar damage from acid or fire. The ability can only be used once per day.

Ring of Elemental Adaptation. The user of this ring will be able to enter and freely breathe in any elemental plane as if he is on the Prime Plane. It does not bestow any other functions than the ability to supply oxygen to his brain as if he were in his own environment.

Ring of Lesser-Djinni Summoning. This ring functions like the one listed in the (Expert) manual, except that it does not bestow total control over the Djinni. It will force the being to perform a simple, short command only.

Ring of Holiness. If worn during the meditation and praying for spells the wearer will gain an additional 1st, 2nd and 3rd level spell--if he or she is able to use them. If it is removed those spells are forgotten. In addition a cleric, but not a druid, will gain a +1 bonus to Turn Undead while it is worn. It does not affect Turn attempts that do not require a roll.

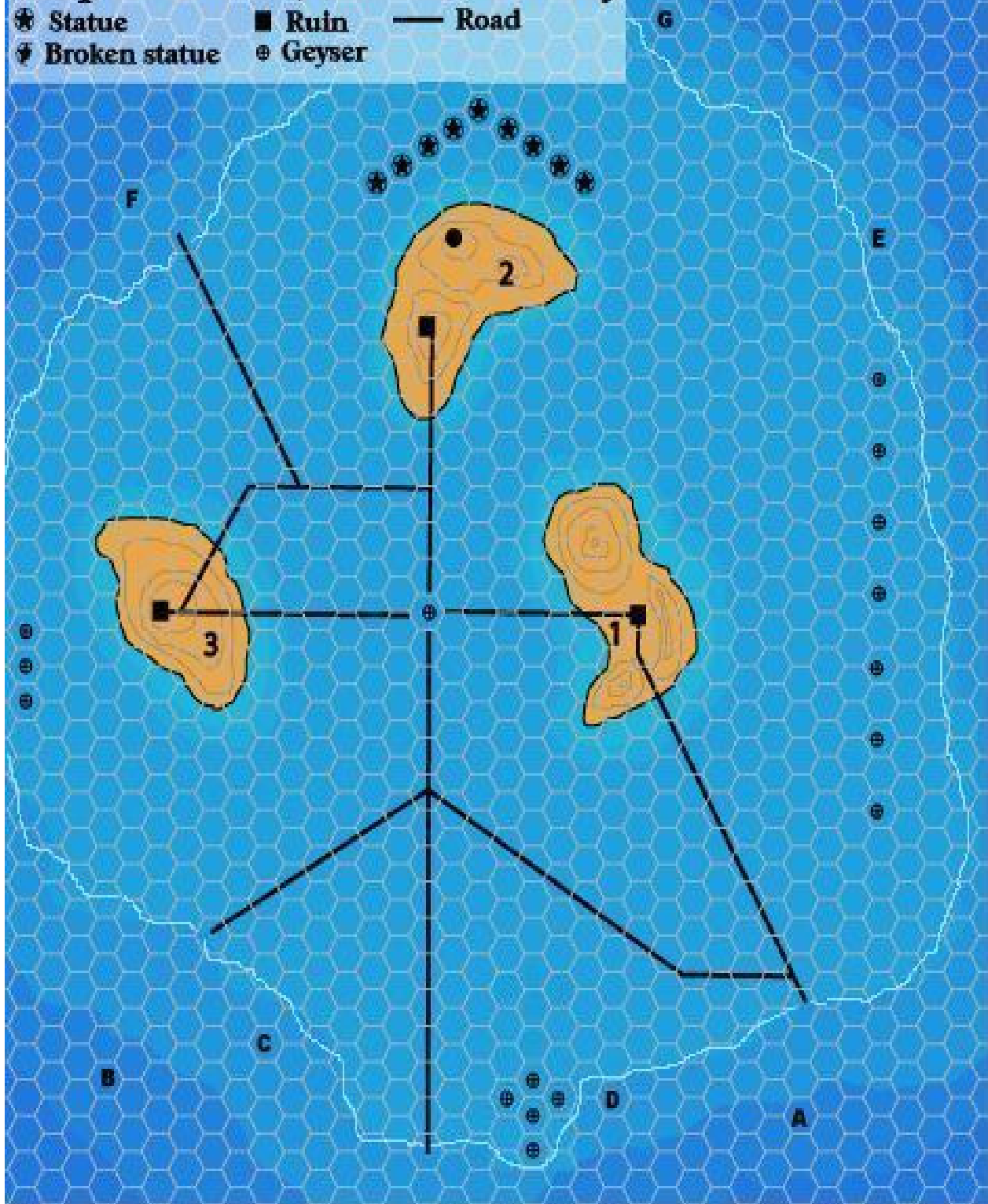
Ring of Regeneration. This item restores lost hit points to the wearer at a rate of 1 per Turn. It will eventually regrow/replace lost limbs, digits and appendages; with a finger or toe requiring 24 hours while an entire arm or leg would take 1 week. It will not function if the wearer drops to below 0 hit points, and cannot regenerate acid and fire scarring.

Ring of Survival. The user of this item will be able to survive without air, food or liquid drink while it is worn. Each charge spent will supply the wearer with sustenance for 24 hours regarding food and drink, or air to his brain for each hour deprived of oxygen. The ring normally contains 101-200 charges, and when the total reaches 5 or fewer, it turns black.

War Hammer, +1, Returning. This hurling weapon will return to its user if it misses its target. It will do this at the end of the same round, and may automatically be safely caught by its user; unless he is paralyzed, confused, immobile or otherwise unable to do so. If it hits the target it does not return.

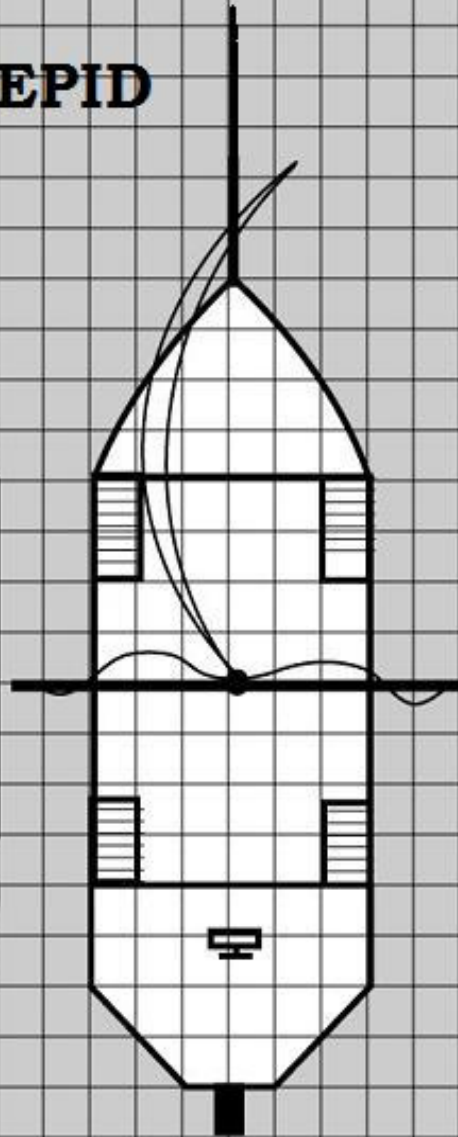
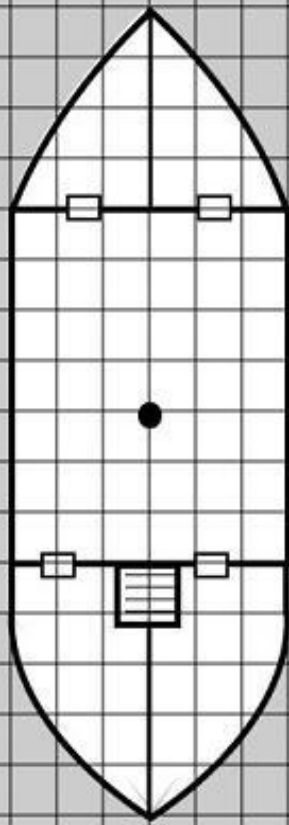
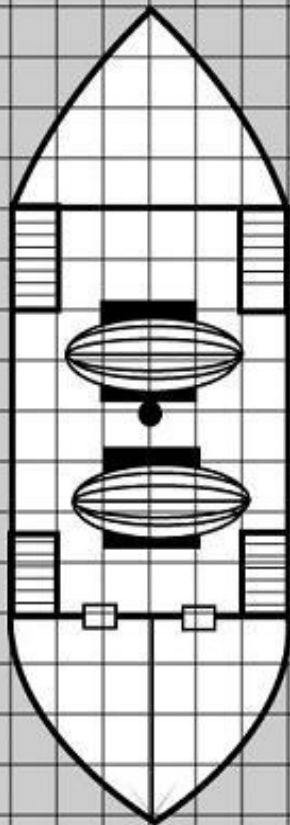
Map of Altanis, the Sunken City

- ☼ Statue
- ☼ Broken statue
- Ruin
- ⊕ Geyser
- Road



HMS INTREPID

FORE



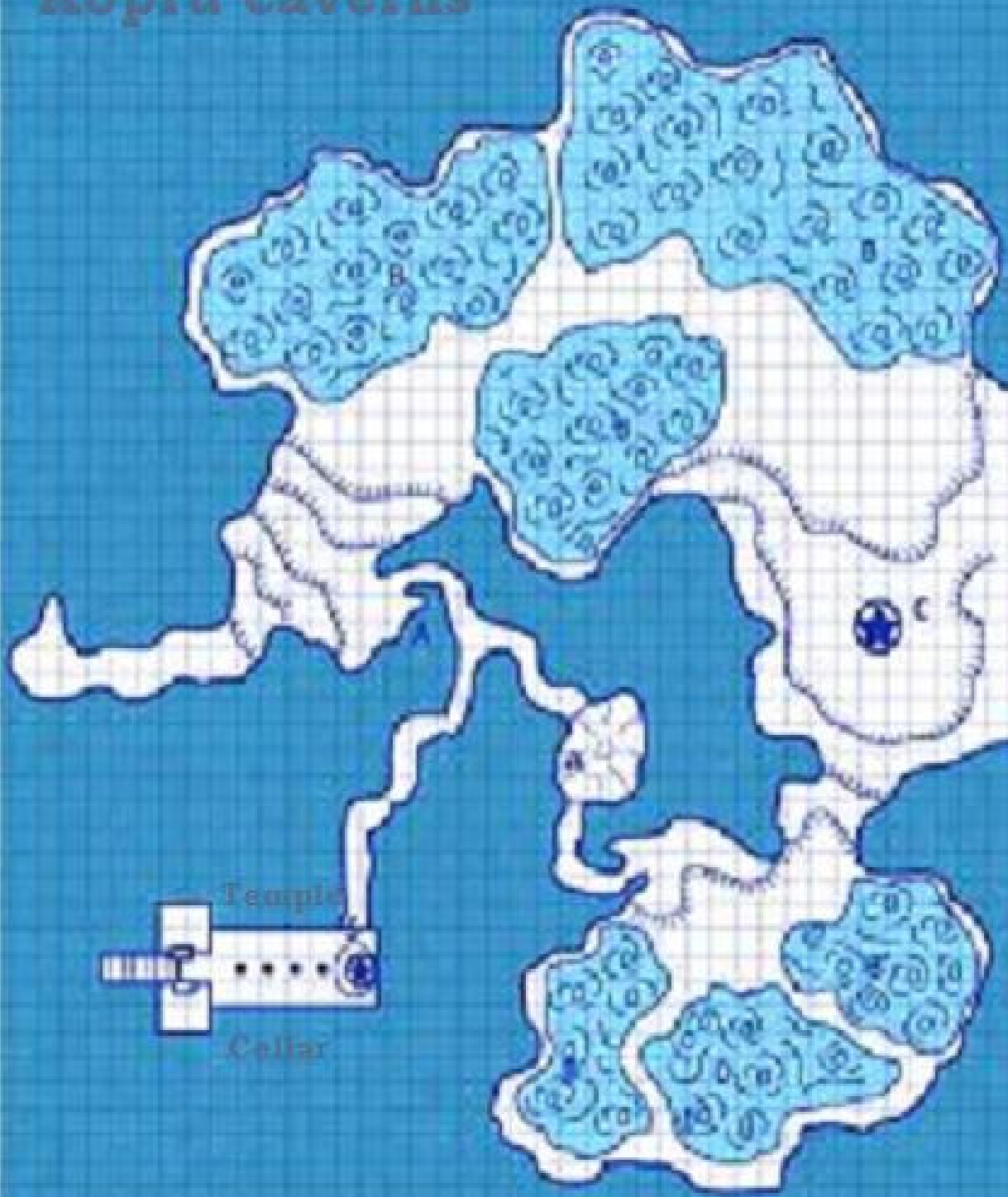
AFT

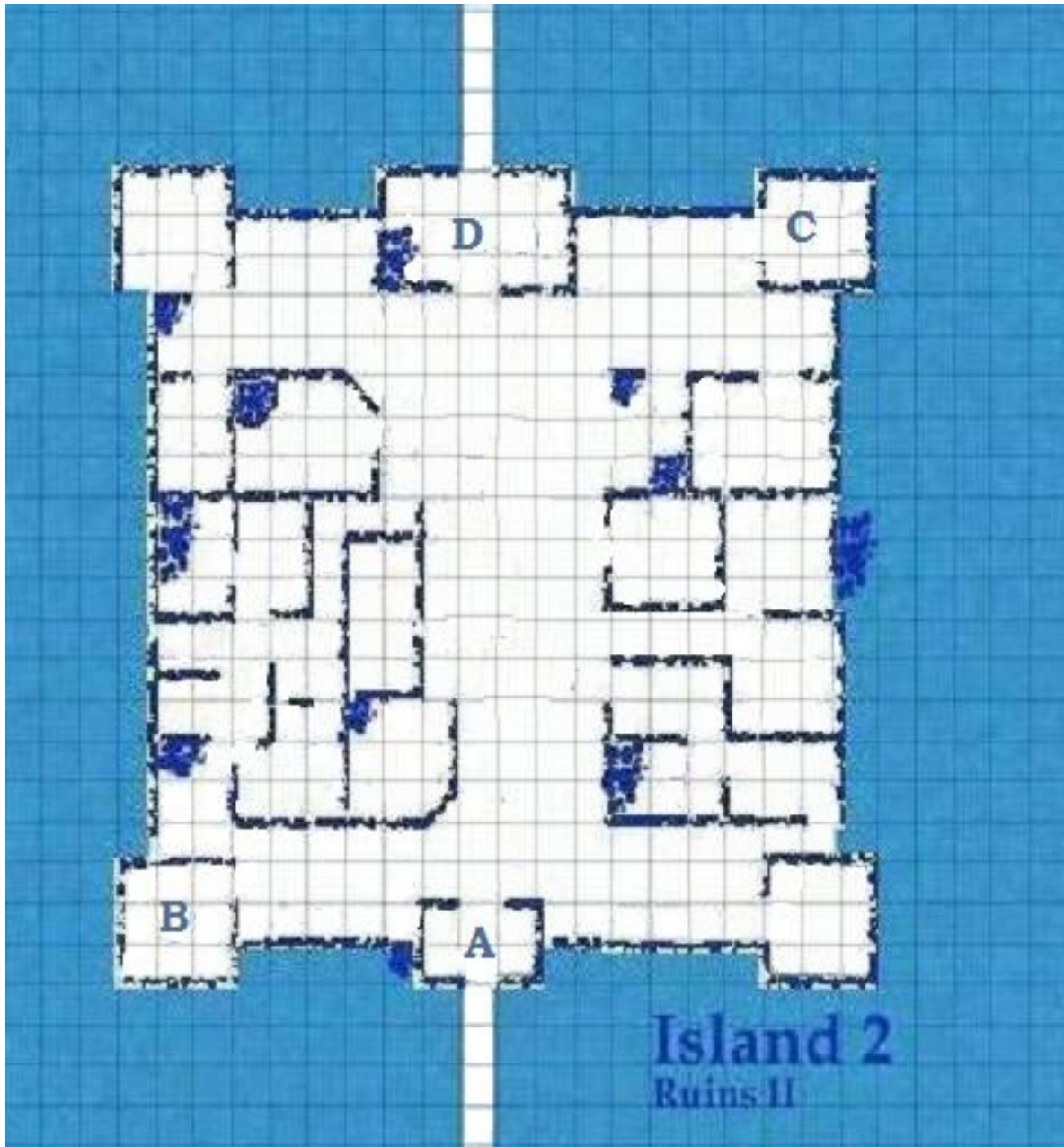
Square = 2 feet





Kopru caverns

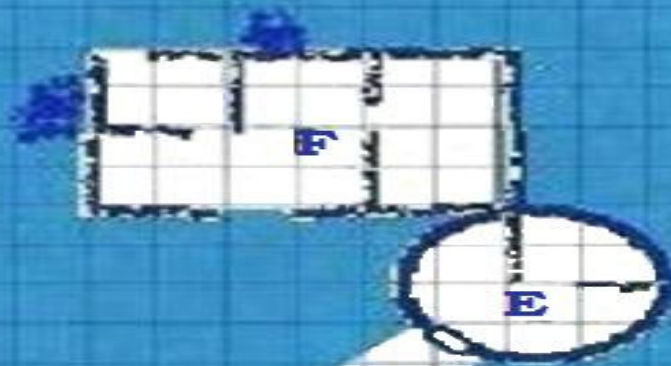


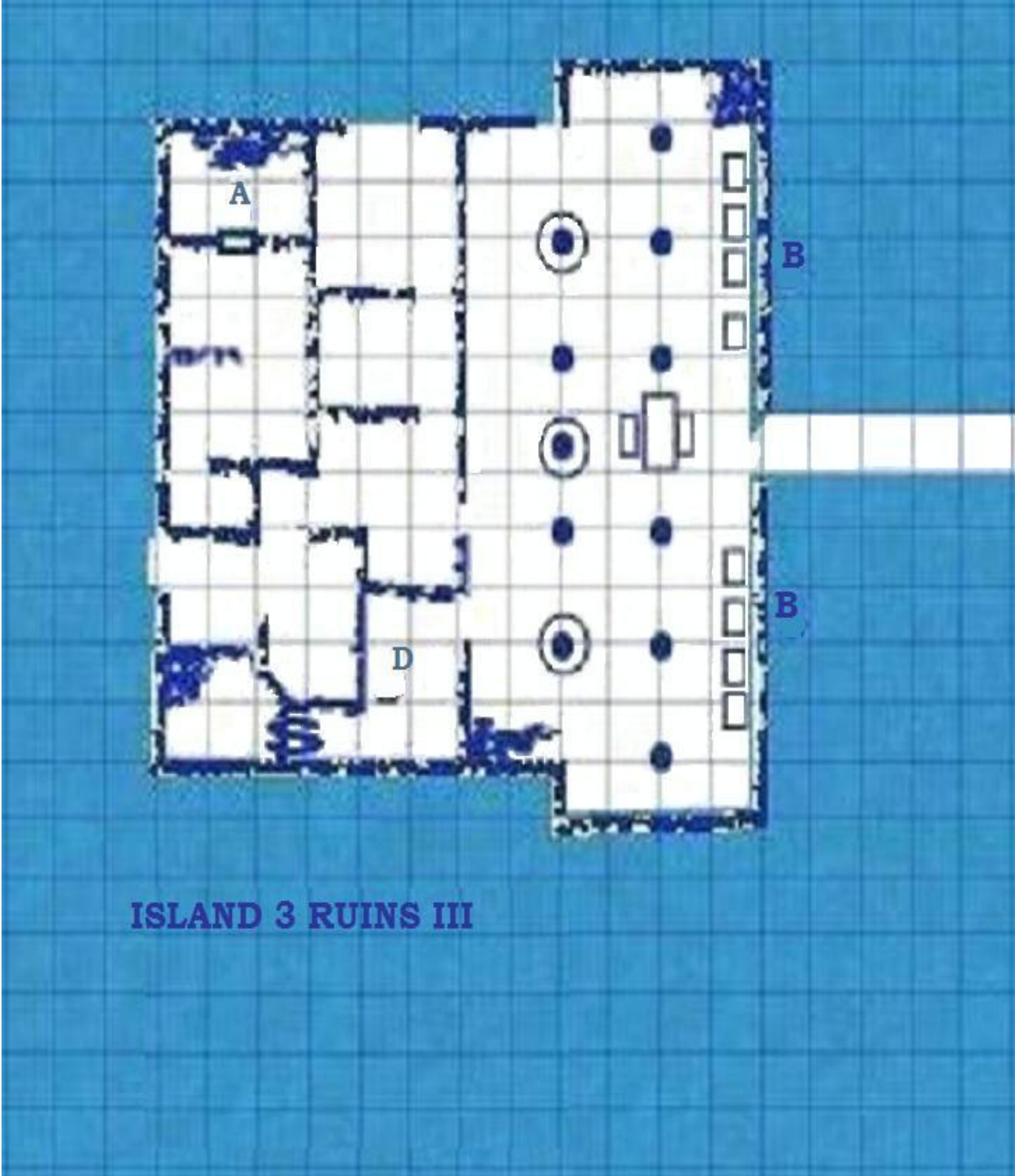


Island 2
Ruins II

Island 2

Ruins 1





City of
Altanis

Square = 90'

