

A FIRST EDITION ADVENTURE DAUGHTERS OF THE DEEP

FOR CHARACTERS LEVELS 4-8



by L. Allen & RC Pinnell

Cover by Cesar Eugenio Vidal

For centuries the land dwellers and the seafolk have maintained a precarious partnership. The sailors of San Gropla have sailed upon and fished the known seas mindful of those that resided below their passing ships. But something strange has happened that might upset the truce between the air-breathers and the sea-breathers. Recently, there has been a plague of disappearances within the fishing community, with many of its sailing men vanishing. In one case, the entire male population of a village along the southern coast has vanished, leaving only the women and children to defend themselves. Hearing of their plight, the characters decide to journey to the coast out of curiosity and, possibly, to make some easy coin offering their services to defend the village folk. But upon arriving they learn that there is a bigger mystery behind all those missing men!

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Table of Contents

Notes for the Game Moderator...	2
The Village of LaMounte...	3
The Two-Two Tavern...	4
The Temple of Minerva...	5
The Shrine of Minerva...	5
The Warehouses...	6
Rumors Table...	7
Background...	7
Purpose of the Adventure...	9
Getting Started...	9
The Sea caves of the Forgotten Cult...	10
Set and Random Wandering Monsters...	11
Tides and Random Encounters...	11
Key to the Sea Caves and Rooms...	12
Continuing the Adventure...	21

MAPS

Village of LaMounte...	3
Tavern...	4
Temple...	5
Warehouses...	6
Aerial view of village, coast, cove...	8
Sea Caves...	12

ILLUSTRATIONS

Kelpie, by Thomas Millie Dow...	18
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NOTES FOR THE GAME MODERATOR

This adventure is designed to be used with the game supplement, *SEA MAIDENS OF SAN GROPIA*. If you do not have that item, don't worry, it is written generically enough that you can insert it into any campaign/system with minor alteration (It is Compatible as-is with 1st Edition, and OSRIC rules).

The nature of the adventure requires that characters enter and explore an environment not normal to their experience. In this case, they must spend at least some of their time below the surface of the open sea. This creates extreme stress upon the characters as it requires them to have a means of breathing underwater, as well as dealing with the penalties that occur when combating creatures that dwell in such a place. It is recommended that you provide the characters access to minor magic (i.e., potions of water breathing) that will aide them in their exploration. (An NPC within the village will have at least 6 such items when the characters arrive)

Because of the condition just described, it is more favorable for the players to have access to character classes that are beyond the basic core group (cleric, fighter, magic user, thief). By allowing druids and monks, for example, the party might possess skills outside the basic classes that could enhance their chances of success. If you do not wish to allow such classes, then it would be prudent to provide nominal magic items that might help the group in ways that, those mentioned, might have.

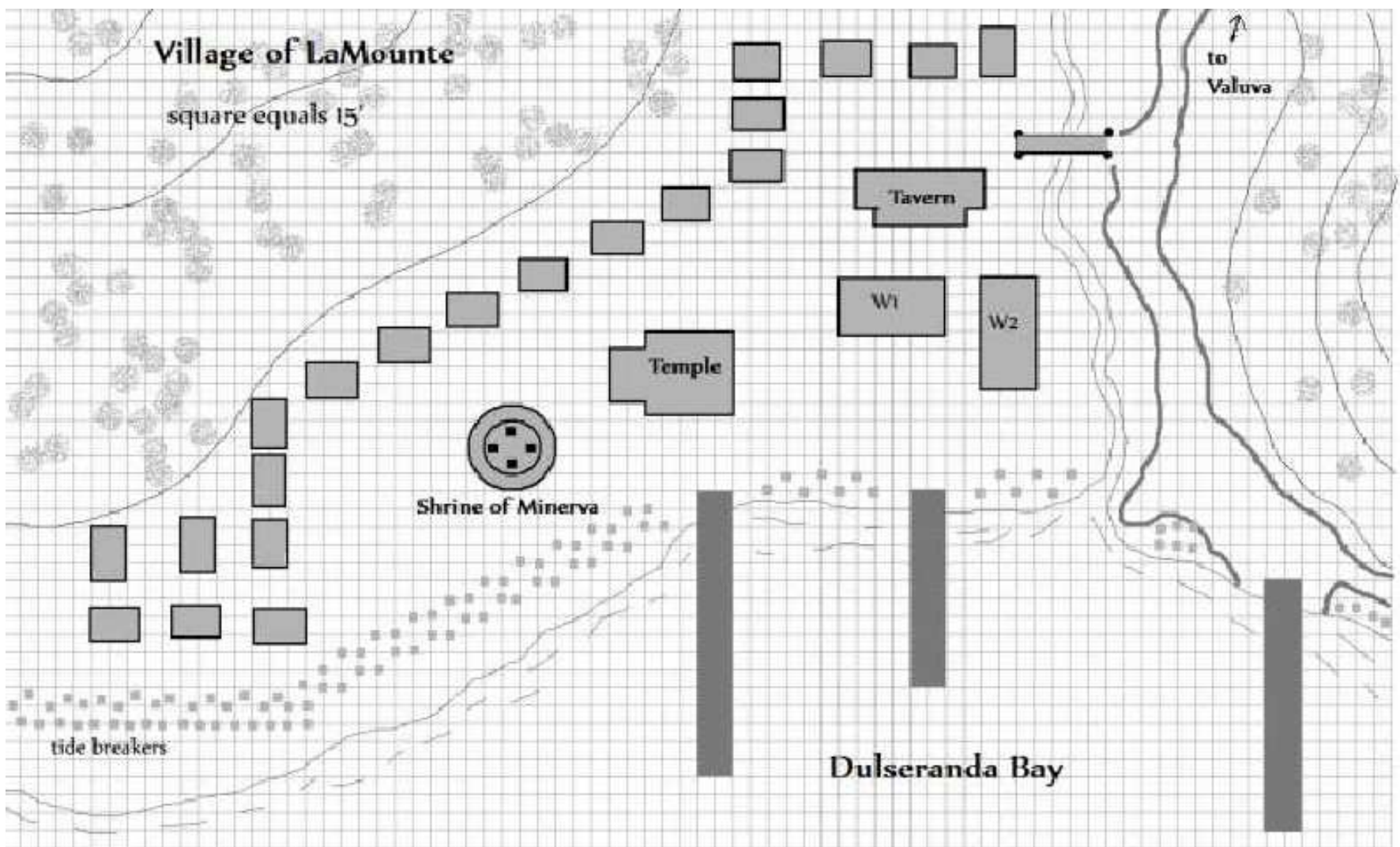
The beginning of this scenario takes place on land, along the shore of some continent-realm where coastal villages are common. The party of characters will likely arrive by means of roads and horseback. There are no random monster encounters necessary for them to deal with en route unless you wish to create and conduct them yourself.



THE VILLAGE OF LAMOUNTE

The Village of LaMounte(la-mon-tay)is a small fishing community along the southern shore of the continent-realm known as San Gropia. It is located where sloping hills meet the sea, and beside a small fresh water creek flowing down to the shoreline. Its population includes 20 families of fisher folk, and a few NPC types described later. Each family contains a matron and 2 to 5 children; with the exception of 2 old sailors, there are no adult males in the village or male teens over 14 years of age. The women and children are 0-level individuals, having 1-4 hp each; the NPC have their own statistics that appear later. Matron women are not, necessarily, the mothers of the children in the homes. Some might be older sisters, aunts, grandmothers. It is up to you to provide such details to suit your own personal style and agenda. The children range in ages from infants to teen girls; there are a few pre-pubescent males in the village, but most have been taken or sent away to relatives for reasons that will become clearer as the adventurers learn more about the community.

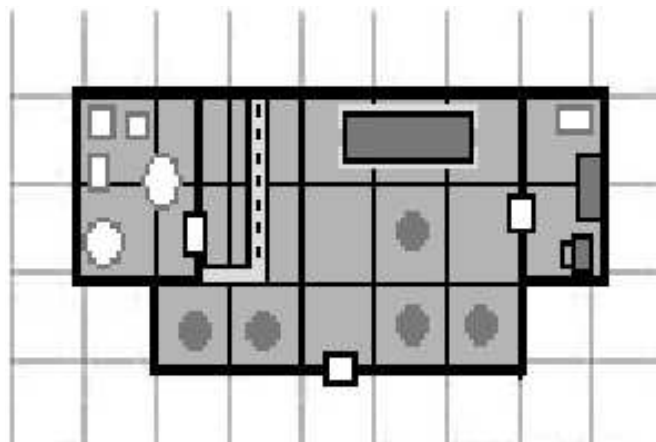
LaMounte is typical of any seaside community with the exception noted above: there are (almost) no males to be seen! It boasts a tavern known for its ginger-rum and sea soups for leagues in all direction, and a temple dedicated to the goddess Minerva, patron protector of the sea and fishermen. It has 3 long piers capable of handling large merchant vessels and 2 warehouses able to store the cargo of 7 such ships as they make their way along the coast; not long ago the village prospered from such activity, but when the men folk began to disappear, so too did the labor required for such business, and ships eventually ceased appearing.



THE TWO-TOE TAVERN

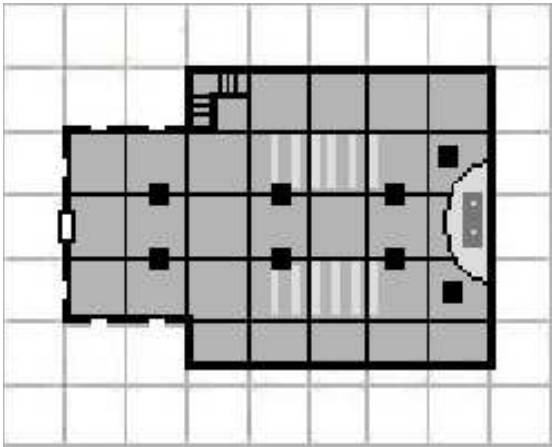
This establishment is ran and owned by TALIA TOHRYDER; referred to by friends and neighbors as Two-Toe Tillie. She runs a respectable business that serves ginger-rum that is highly desired throughout the realm of San Gropia; besides keeping cold seamen warm when out at sea on frigid nights, it does not cause ill effects the morning after no matter how much is consumed. But only fishermen, sailors and local folk can obtain it without having to survive Tillie's Ordeal! Strangers and non-fisher folk must best Tillie at a little sport that she is seldom--if ever--defeated. The contest requires the applicant for her rum to stand on a piece of whale bone, barefooted, until either she or he falls off; the bone is 25 feet long, 2 inches wide and 6 inches high, and is placed atop the bar during such events. The *catch* is, all contenders must do so standing only on their big toes, and squatting down. Anyone that outlasts Tillie can, thereafter, request and be given the ginger-rum at the rates she charges her regular customers(this amounts to 1GP per 8 ounce mug, 1PP per 32 ounce stein). While Tillie's tavern offers an extensive menu of drinks, she also has a working kitchen, hot soups can be prepared in the back room from stock of the sea, and items traded from inland folk that pass through. (Develop this aspect as you desire)

Talia is a 50 year old single woman, with dark hair and brown eyes. She is quite short, being only 5 feet in height and weighing 110 pounds. Her center of gravity is so low that her skill at "Dancing the Bone", as locals call it, has only failed her 3 times in the 20 years she has run the tavern; twice to halfling adventurers that passed through, and once to a female dwarf! (Tillie resented that loss and grumbles about it to this day, still suspicious that foul play wasn't involved!) If players ask for more information regarding her, use the following stats to assist you. S16 I13 W14 D18 C14 CH15 In addition to this, Tillie is a retired adventurer thief L8--Neutral Good--with 36hp. She gave up adventuring 20 years ago when she almost lost her life; she made the mistake of joining a party of young thrill seekers bent on stealing the treasure of a hill giant rumored to dwell at a certain location. The expedition ended in the others deserting her at the first encounter with the huge creature, with she barely escaping with her life, having suffered a blow that crushed her right elbow; to this day, she cannot flex that arm and extend it fully. Fortunately, her career prior to that event had been moderately successful, and she was able to take her acquired riches and return to her former life among the fisher folk and establish the tavern. In a chest beneath her bunk she still has quite a bit of wealth stored: 1,500CP, 2,000SP, 750GP, 200PP, 30 small gems (valued each at 10-100GP), 10 large gems(valued each at 100-1000GP), a silver chain(valued at 1200GP), a gold anklet (valued at 500GP), a +2 dagger of wounding, a +2 short sword, a cloak and boots of elf kind, a +2 ring of protection, a Potion of *polymorph self*, and a *bag of holding*. (Items underlined are ones she wears and uses at all times) Tillie knows all the gossip listed on the rumor table to follow, and will divulge 1-3 of them to strangers as the whim strikes her; those that best her at Tillie's Ordeal will be provided with 1-2 more---if they inquire.



THE TEMPLE OF MINERVA

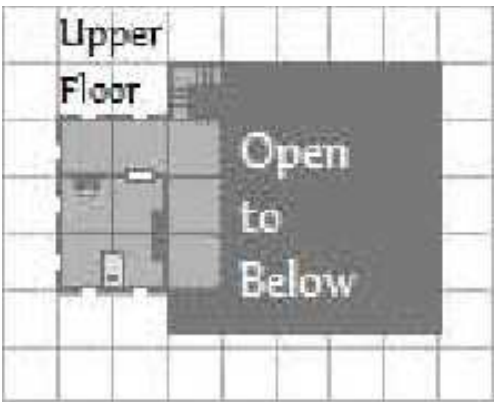
Like many coastal towns and villages, LaMounte hosts a temple dedicated to a deity that the locals believe has an effect on their daily lives. When the village was established the residents erected their temple to honor the goddess--Minerva; being the patron Saint of the Sea and fisher folk, their choice was an obvious one. Since all clerics of Minerva must be female, the characters will find upon arrival an NPC capable of assisting them in the course of their adventure.



Though LaMounte is a small community, it maintains not only a large worship hall, but a shrine dedicated to the goddess as well. The temple itself is simple in structure and interior; 12 pews allow the total population of the adult community to attend services--though most stand empty now due to recent decreases in the male portion of the village. Eight pillars support the floor above, and the high ceiling in the prayer hall, as an altar stands against the east wall of the chamber. The Great Mass is held annually at the time of the spring equinox, while lesser ones are held each night of the 13th day when the moon is ascending; these lesser services deal with varying matters depending on the status of the moon--waxing, waning, full, new. (Baptisms, marriages and births are celebrated during the waxing moon, while funerals are reserved for the waning moon. You should create meanings having to do with the sea for the remaining phases.)

Residing in the one room on the 2nd story is the cleric and leader of the temple, SISTER CELESTE. She is Neutral, with chaotic tendencies, 5'11" tall weighing 121 lbs. C8(32hp) S14 I13 W17 D16 C15 CH17 COM+20. M12" ATK 1 DAM 2-7/3-12(trident) She can cast 5x1st, 5x2nd, 4x3rd and 2 4th level spells per day. You can choose which ones she might have memorized, or use the following.

1st LEVEL:	2nd LEVEL:	3rd LEVEL:	4th LEVEL:
Bless	Detect Charm	Cure Disease	Cure Serious Wounds
Cure Light WoundsX2	Hold Person	Prayer	Neutralize Poison
Detect Evil	Know AlignmentX2	Remove Curse	
Remove Fear	Slow Poison	Speak With Dead	



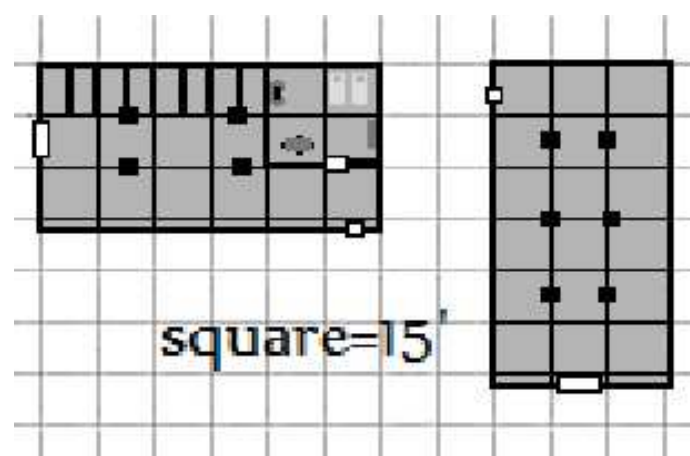
On the second story of the temple is the one-room residence of Sister Celeste. Its contents include a cot, writing desk with chair, and a free-standing wardrobe in which she stores her wearing apparel. Beneath her bed is a locked chest that also contains her personal items used when she is in silent prayer; she wears the key to the chest on a chain around her neck. Also within the chest is the following: +1 *ring of protection*, +1 *hammer*, 7 Potions of Water Breathing, and a *ring of swimming*. Sister Celeste knows all the rumors that follow this section, and will divulge 1 to 4 of them to those she thinks will assist the village at this time.

THE SHRINE OF MINERVA

Four statues of Minerva stand atop pedestals at this location. Each depicts her in various roles of protector and guardian of the sea, and is tied to a specific season. Spring is a pose of creation, with her nude half-woman half-fish form surrounded by smaller statuary in an orgy of life-making. Summer is a pose of hunting, as she holds a trident in one hand and a net in the other. Fall is a pose of birth and celebration, with many tiny figures seeming to emerge from her. Winter is the pose of protection, as she bears shield and sword, as carved shapes of tentacle creatures float about her.

THE WAREHOUSES

Two large warehouses stand as a stark reminder of the shipping and storage business that once thrived in LaMounte. The western one has been converted into a stables, and is run and maintained by the only 2 adult males left in the village; both men are in their seventies, and suffering severe losses in their abilities of mind and body. ZEKE and ABE were once excellent sailors and fishermen, but long hard years at sea forced them to relinquish such activity over a decade ago. They share a room next to the stables that contains two cots, a stone fireplace, table and shifarobe. They are considered 0-level humans, having 4 and 3 hp. Though each is capable of donning a suit of leather for AC8, their severe age penalizes their attack swings by -1 to hit; their only weapons being a club and dagger. The old men have no personal wealth, being supported by the kindness of the women of the village, but both are friendly and honest. If questioned they will only know 1/2 of the rumors given on the table that follows--and will likely forget major parts of those. The eastern warehouse is full of boxes, barrels, sacks, and loose items long forgotten or abandoned by whomever claimed ownership of them. Many will be stacked 2 or 3 high, creating pseudo-passages forcing one to walk between them to move about within the building. If the characters decide to explore this building, for each turn spent there is a 5% chance they will find a minor item of jewelry, or gem, worth 50GP. There is also a 1 in d6 chance per turn that they will disturb a colony of **giant rats** that dwell within; these have nests scattered throughout the debris and will rush forth to attack anyone probing about. Giant Rats x16 (HP: 1-4 each) AC7 M12"/6" ATK1 D1-3 SA 5% chance per bite of delivering a disease INT Semi- AL Neutral(E) SZ Small.



RUMORS TABLE

ROLL 2d8

2. A race of barbarian women from across the sea has raided the coastal villages for decades, stealing the men and keeping them for slaves. (PT)
3. There are sea caves west of the village that were once used as a retreat from warring invaders; but they have not been used for many years. (PT)
4. Strange "sea berries" have been washing ashore near the caves, but they are inedible and thus know one is interested in harvesting them.
5. The men of the village began disappearing not long after the berries began washing ashore.
6. A creature lives in the sea caves that is friendly (F)
7. At high tide only one sea cave is accessible; during low tide, 2 more appear.
8. Dolphins have not been seen in the area for at least a decade.
9. During the full moon bipedal shapes have been seen swimming near the sea caves.
10. Melodic singing can be heard coming from the caves at night.
11. Last week a bloated and disemboweled male corpse floated into the cove. Its face was eaten away and the victim's identity remains a mystery.
12. At low tide a large coral reef can be seen from the cliffs overlooking the sea caves.
13. Just before the men began to disappear, each would begin acting distracted, disinterested in their normal lives (and almost as if mesmerized), spending most of their time walking along the shore of the cove.
14. The lad--Kirt--had been acting strange of late, disappearing for hours on end and coming back wet and smelling of the sea. Last week he did not come home from one of his expeditions, and the village laments, fearing that he may have fallen victim to that which took the older males as well.
15. Old Zeke used to tell tales of his youth when sailing the distant seas, and how many a time he came face to face with mermaids. (PT: in actuality, he was referring to female sea creatures that he could not explain in any, other, terms)
16. Sister Celeste believes the plight of the village is nothing less than Minerva's wrath, for all those decades of fishermen over fishing her domain.

(PT indicates the rumor is partially true; F means it is False)

BACKGROUND

Twenty-three years ago LaMounte was a thriving community. Trading ships from all the known realms would frequently stop at the tiny cove en route to the capitol of San Gropia. This created a boom-town economy in the village that enriched the residents, allowing them to create a shrine and temple to Minerva, goddess and protector of the sea and fishermen. But the regular arrival and departure of ships created a situation that would, eventually, doom the village.

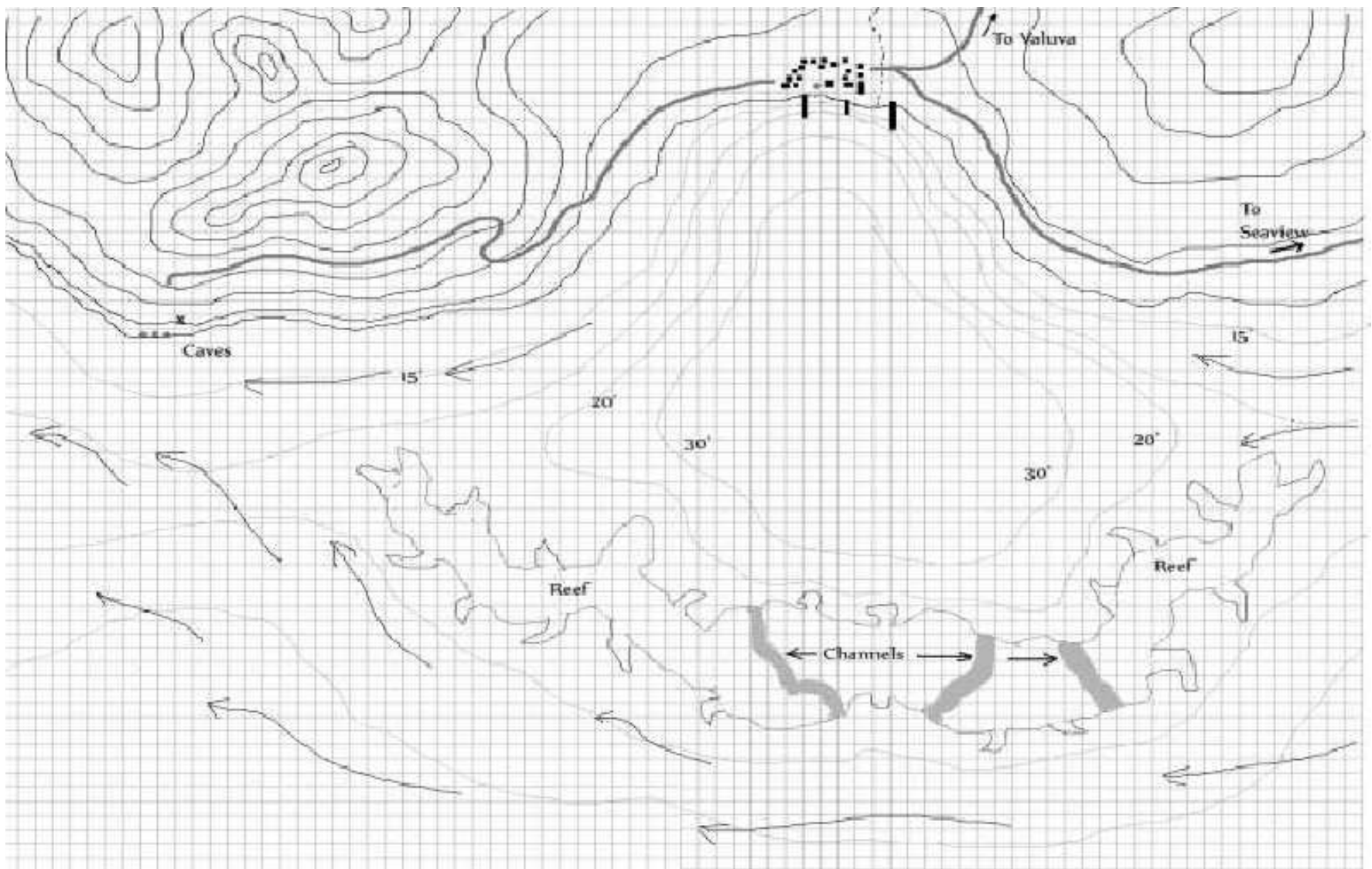
The natural cove that almost surrounds LaMounte is due to an extensive coral reef a mile off shore. The reef is home to scores of plant and animal life. As vessels first began entering the cove they sought channels through the reef that allowed the quickest access. These became wider and deeper as more and bigger ships entered, tearing away chunks of the reef in the process. Eventually, broad deep channels were cut through the reef, but in the process, large colonies of galeoan (mollusk) were torn loose and set adrift.

The mollusk was then, and is now, part of the diet of many creatures that live in and around the reef. One in particular is the Paxuay (pahk-why), a race of bipedal fish like people with fins and gills. The mollusk is harvested in large amounts and used in a variety of dishes the creatures prepare. One of the mollusk's benefits to the creatures is a pungently exciting aroma that seeps through their skin upon digesting it. This aroma, when

inhaled by land creatures(only males are affected), intoxicates them, and distorts their perception of the Paxuay. It functions similar to an illusion and charm spell to the point of creating the appearance that the creatures are, in fact, irresistible and divinely attractive! This lends credence to the tales of sailors having sighted beautiful women of the sea for generations.

Being an exclusively female species, the Paxuay have no weapons of war; what tools they do create are for hunting other creatures of the sea, and are not effective upon land or above the surface. Their greatest weapon is, ironically, their ability to procreate. Having long, hollow cylindrical tongues, the Paxuay insert these organs into host creatures through an available orifice and deposit their eggs. Once laid, the eggs grow and mature and eventually hatch, with the young bursting through the host and killing it. Being highly intelligent, the Paxuay discovered centuries ago that the air breathers traveling above them were especially easy to lure into the waters' depth--at least the male of that species was, who were intoxicated by their aroma; for reasons unknown to them, the females of other species were not affected.

Though the Paxuay were, and still are, peaceful beings for the most part, the recent destruction of large portions of their food supply--the galeoan--has caused them to retaliate against the offenders. Using their most effective means to do so, the beings have targeted the nearby coastal villages in an attempt to reduce the threat against them and their environment. Thus, two decades ago, the Paxuay began a campaign of frequent encounters with the land beings, targeting the males and luring them to their destruction. To facilitate the attacks, they needed a place where both they and their victims could meet. Able to breathe only for short periods out of the water, they needed a location easily reachable by all, that afforded them quick and easy access and protection; the sea caves west of LaMounte were ideal for their plans.



What the Paxuay did not plan on was Kirt--the village boy--discovering the cave and finding scores of galeoan washing up along the shore near them. Nor were they aware that he began collecting the mollusks, and has been preserving them in a pool within one of the caves. Upon finding him there one day they had no choice but to take him hostage until their plan was concluded.

PURPOSE OF THE ADVENTURE

Most adventure scenarios usually include a great deal of monster genocide on the part of the characters. This is necessary, generally, to justify the finding of treasure and magic and gaining of levels. But *Daughters of the Deep* is *not* your standard module. Though the characters will certainly have to defeat some creatures, and will find some treasure and gain experience, their actions will have a greater purpose. For, clearly, their ultimate goal will be nothing less than solving the mystery behind the village's dilemma, and providing a solution that will be agreeable to all concerned.

GETTING STARTED

The characters arrive at the village having either been brought by the stories circulating throughout the land, or sent by the noble, Baron Flicklinger of the nearby city of Valuva, to investigate and discover *why* all the able-bodied men of the village have disappeared. If the former is the case, then you can use the pleas of the village women for assistance and defense, as described in circulated fliers and posters among the coastal towns and communities. If the latter is the case, then you can assume the Baron has petitioned freemen and adventurers to undertake the investigation for a token payment; 5,000 to 10,000 GP should be sufficient for a group with the levels required. (The characters as a group will also receive an equal amount in Experience should they discover the reason behind the village's dilemma)

Once the characters are at the village allow them to roam about and interact with the NPC previously described, picking up bits of information until they can formulate a theory of what is behind the recent disappearances of the men. Rumors 2, 3, 4, 5, 7, 9, 11, 13 and 14 form the overall basis of the current dilemma of the village, and should be stressed when characters are told them. It is difficult to gauge how well players can "*connect the dots*" in scenarios such as this, so be prepared to drop any other hints you deem reasonable to assist and point them in the right direction. (Note: even the normal village women will know 3, 8, 10, 11, 13 and 14, and will divulge such should the characters approach them in a kind and helpful posture) If it becomes apparent that the players are stumped as to how to proceed, impart to them a sensation of benevolent power should they be /or when they are at the Shrine of Minerva; allow each to make a Wisdom check, with those that succeed receiving "*guiding thoughts*" to investigate the caves.



SEA CAVES OF THE FORGOTTEN CULT

Long ago in LaMounte's past there was a time when warring races would invade from unknown realms across the sea. Being a small village, even then, the residents could not fully defend themselves and depended on the local nobles at the time to send forces to aide them. Such aide did not always arrive on time, or at all, and the folks of LaMounte had to retreat to safe and hidden locations to avoid total extinction. Between such invasions, the citizens discovered the sea caves just southwest of the village, and found them to be easily defensible by even a small force. It did not take long to modify the main entrance, constructing a dock and nearly a dozen rooms in which to store provisions and arms, while hiding out in the natural caves that were larger and could accommodate their population.

The villagers of LaMounte did not always worship Minerva. A century ago they were devoted followers of SUVEN (sue-vane), god of storms and tides. When they found and took shelter in the caves they erected a shrine to Him, that he might continue to protect them(See Key to follow.) But the attacks on the village seemed to show no relent, and many began to doubt if SUVEN even cared about them. After one invasion that nearly destroyed the whole village, a local woman began to preach the gospel of Minerva, and eventually swayed the remaining population to abandon SUVEN, who had often forsaken them. From that day forward, the village seemed to be blessed, and rebounded quickly. Ships that had often passed their tiny port started to drop anchor in their protective cove, offloading goods and cargo that would then be transported by horse and wagon overland to the great city of Valuva further east. In short time the village was prosperous, and in dedication to the goddess that smiled upon them, they erected a temple and shrine. And in time, even the older villagers forgot about SUVEN, and his idol in the caves, since retreating to them was no longer necessary, as the invasions, strangely, ceased.

But the sea caves are not, totally, abandoned. They serve now as the base of operations for the Paxuay, whose story has already been told. And, recently, they have been a preoccupation of the village boy--Kirt--who discovered them one day when walking along the shore and saw great clumps of galeoan drifting into the base of the rocks and disappearing. Waiting till low tide, the lad swam into the caves and discovered a past that he did not know about his village. He also found thousands of galeoan, forced into the caves by the sea current, and after discovering a great artificial pool in a large cavern, he started collecting them and-- for reasons he did not himself know--began storing them there.

Kirt's fascination with the galeoan was natural, at first. Having never been at sea, the sight of the strange objects floating in large clumps along the shore easily caught his attention; his inquisitive nature being what it was. But the natural oil produced by the mollusks, which the Paxuay found delectable--and was the cause of their own epidural aroma--also affected the lad; its mesmerizing scent has since saturated his hands and into his blood directly, giving him an immunity to the effect caused by the Paxuay's scent. This has surprised and confused the Paxuay, as he can see them for what they are (like all females).

Once the players decide upon investigating the caves, they will find them easily accessible by long boat; one of which they will be given by the women of LaMounte. But entering the caves will be tricky, for only the most western one can be entered at both low and high tide; the two eastern entrances are underwater during high tide. A land route also exists, which is described in the KEY, and must be discovered there.

SET AND RANDOM-WANDERING MONSTERS

The types of creatures present when the characters first enter a cave is dependent upon the tide/time of day or night. The tables below provide instant information for you to glance over, before moving on to the actual KEY of the caves.

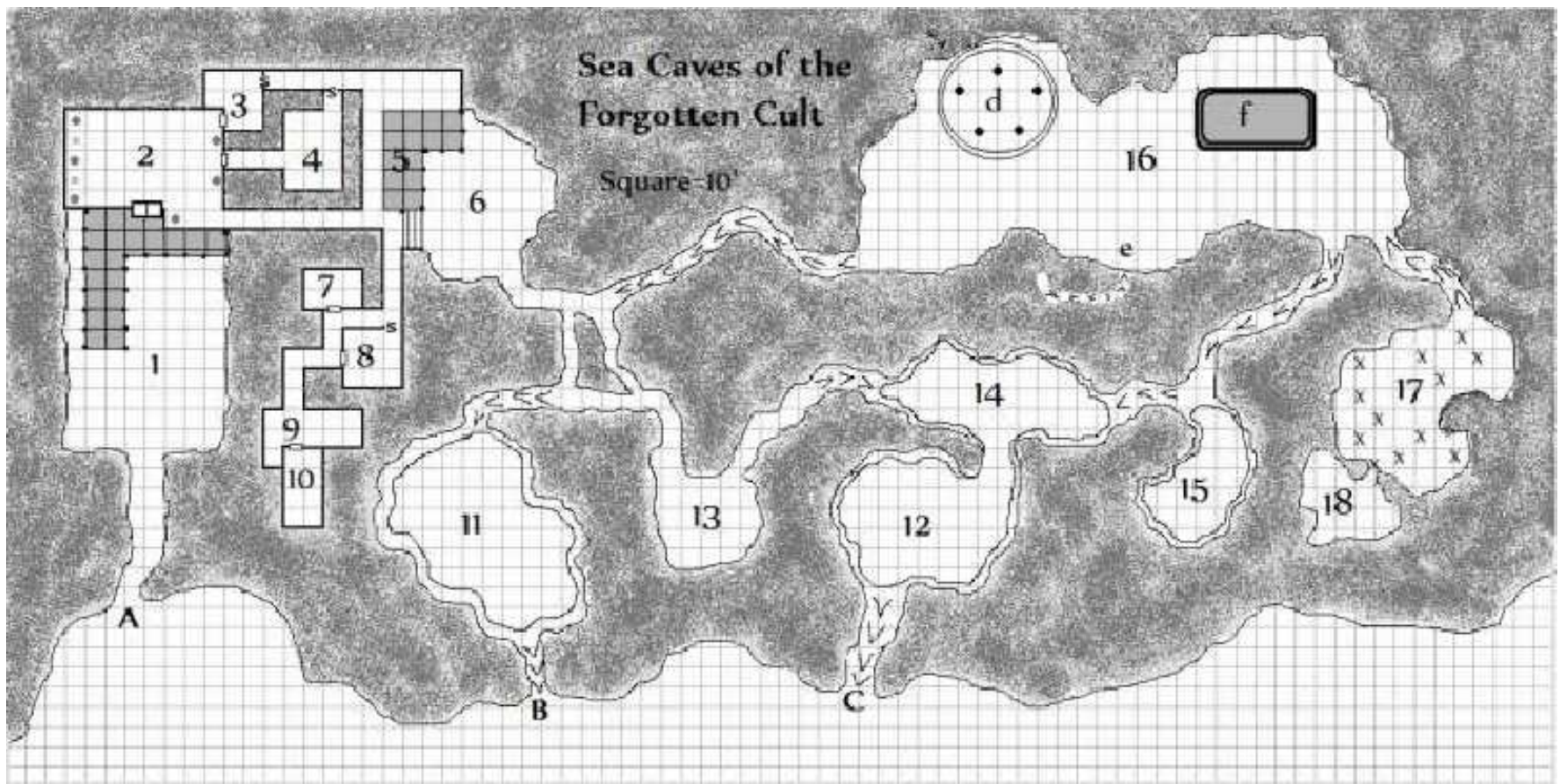
CAVE/ OR AREA	TIME & WATER DEPTH PER CAVE		WATER TO CEILING HEIGHT IN CAVE	CREATURE/S PRESENT & STATUS
	HIGH TIDE	LOW TIDE		
1	16'	6'	9'/19'	2 Giant octopus, High Tide/ Random, Low Tide
2	Above water and dry		11'	25 Giant rats--Set
3	As above		11'	150 Rot grubs--Set
4	As above		11'	1 Mimic--Set
5	Above water, wet		11'	3 Green Slime--Set
6	16'	6'	9'/19'	6 Strangle weed, Set
7	Above water and dry		11'	Special (a)
8	As above		11'	8 Giant centipedes--Set
9	As above		11'	Patch of Yellow Mold--Set
10	As above		11'	Special (b)
11	16'	7'	16'	2 Kelpie, Low Tide/Random, High Tide
12	16'	5'	16'	2 Vodyanoi, High Tide/Random, Low Tide
13	8'	2'	16'	2 Blood worms--Set
14	16'	5'	16'	Special/treasure(c)
15	8'	2'	16'	6 Giant crabs--Set
16	Dry and above water		32'	4 Paxuay--Set/Special (d)
17	As above		14'	12 Stalactites--Set
18	As above		12'	Special (e)

- (a) secret compartment in chest in room(See KEY to follow).
- (b) cursed items in room (See KEY to follow).
- (c) ring and sword (See KEY to follow).
- (d) shrine of SUVEN, pool of water, air shaft to cliffs above; Kirt is shackled to a wall(See KEY to follow).
- (e) A ring is buried in the sandy cave floor (See KEY to follow).

TIDES AND RANDOM ENCOUNTERS

High and Low tides occur twice per 24 hour cycle each. High tide reaches its maximum at 7 in the morning, and 7 at night, while low tide reaches its lowest at 1 in the morning and 1 in the afternoon. Many of the creatures listed above have a preference to what time they wish to be at the given location. When the time/tide is not to their liking, they will exit the caves and go out into the open sea; perhaps it is the time they hunt or socialize with others of their ilk. It is during these times--when the "Set" encounters are absent from the location, that random encounters can occur. To determine what these might be, create your own table, making sure to include creatures that would likely be found in such caves. Or, use the following.

Roll 2d10	Creatures Encountered
2	1-2 Fog giants
3 - 4	2-7 Otter, giant sea
5	2-5 Ixixachitl
6 - 7	1-10 Portuguese Man-o-war
8 - 9	1-3 Sting rays
10	1-8 Sea snakes
11 - 13	2-12 Crab Man
14 - 16	1-4 Moray eel
17	1-2 Sea Hag
18	1-2 Nereid
19 - 20	1-4 Troll, Marine--salt water



KEY TO THE SEA CAVES AND ROOMS

Entrances to the sea caves are noted as **A**, **B** and **C** (see map above). These are approximately 10' to 12' wide, with **A** having a ceiling height above the water of 10'-20'; **B** and **C** are underwater at high tide, but have ceiling heights of 16'. When the tide is out (low tide) the water depth in cave 1 drops to 6', while water from caves 11 and 12 flow out and down, filling the tunnels but leaving pools behind in caves 6, 13, 14 and 15. The walls of the caves are natural rock; those of rooms 2, 4, 7, 8, 9 and 10 and the corridors between them have been chiseled and worked to a flat smooth surface, and coated with mortar and white wash. The ceilings of the man made chambers have been worked as well, with the average height of 10' in all except the large chamber(2), which has a height of 18'. Doors throughout are standard, but stuck due to the moisture swelling them and years of non-use. Wooden docks are built into caves 1 and 6, and are in poor condition; steps leading down into cave 6 suggest a purpose to this chamber that is not, now, evident. Smoke from torches will quickly fill the small caves in a turn or less, with the flames consuming oxygen and dropping the levels of breathable air; you should deal with this as you see fit(e.g., penalties incurring to abilities over time), but not to the point of suffocating the characters. Obviously vision, natural and otherwise, will be affected should torch smoke become extreme.

Time is a critical component in the exploration of the caves. You should be clear about when the characters enter and exit them, and how much time they spend therein. If too much has elapsed, it is possible that they will become trapped in certain locations and, possibly, be caught in life threatening situations. It is recommended that you keep a time-log as accurately as possible in order to implement this component.

1. **MAN-MADE CAVE** Long ago this cavern was more naturally shaped, similar in size to that of #11 just to the east. It was widened and worked to the form it appears today because of the tunnel leading into it. Those that discovered the caves found this the most protected, and less threatened by the rise and fall of the tides. A wooden dock was erected, with pylons buried deep in the cave floor, to which boats could tie up and off load goods and people. Metal torch sconces are fastened to the posts at the end of the dock, with additional ones on paired posts every 20 feet going north. These devices are rusted and in great decay at present. The dock is waterlogged and rotting in places, but capable of holding the characters. A well-worked wall appears north of the dock with inset double doors. A pair of **Giant Octopus** have discovered this chamber and during High Tide like to escape to the dark beneath the dock and sleep. They will rush forth to attack any moving thing that reaches the dock. AC7 M3"/12" HD8 (40, 36 hp) ATK 7 DAM 1-4(x6)tentacles/2-12 bite SA Constriction SD If victims are "pinned" by 1 or more tentacles they attack the octopi at -1 to hit(1 arm pinned) or not at all(both arms pinned). Spray black ink MR Standard INT Animal AL Neutral(evil) SZ Large Hidden on the cave floor beneath the dock is 2,000 GP, 1,000 PP, 4 gems (worth 200/300/500/750 GP) and a silver ring(worth 100 GP).
2. **MAN-MADE ROOM** The first, and largest of these types of chambers, the walls are smooth and very slick with moisture. The ceiling is 11 feet above and more natural than the walls--uneven and rough. Two doors in the south wall are the primary entrance to the chamber from the sea; two smaller doors in the east wall lead to other chambers, while a long narrow corridor going east leads to a natural cave (6) much like the entry (1) and is the secondary access to the sea. This room was used primarily to store goods during those times past when the villagers had to retreat to the caves and hide. It also served as the armory, where weapons and such were kept. Presently there are 6 large barrels standing against the east, west and south walls(see map), and two large crates at the west wall. Their contents, having spoiled long ago and have mutated into molds and slimes and detrimental compounds, are noted as follows.

BARREL	LOCATION	ORIGINAL CONTENTS	CURRENT STATE OF CONTENTS	Edibility
1.	East wall	Salted pork	Crystallized skin	Very poor(a)
2.	East wall	Rum	Molasses-like goop	Very poor(a)
3.	South wall	Crackers	Powdery paste	Poor(b)
4.	West wall	Nails	Rusted metal rods	NA
5.	West wall	Pickles	Soupy vinegar-water	Poor(b)
6.	West wall	Smoked sea bass	Stew-like chowder	Very poor(a)
CRATES				
1.	West wall	Hand axes (x32)	Rusted blades, swollen handles	NA(c)
2.	West wall	Daggers(x32)	Rusted blades, swollen handles	NA(d)

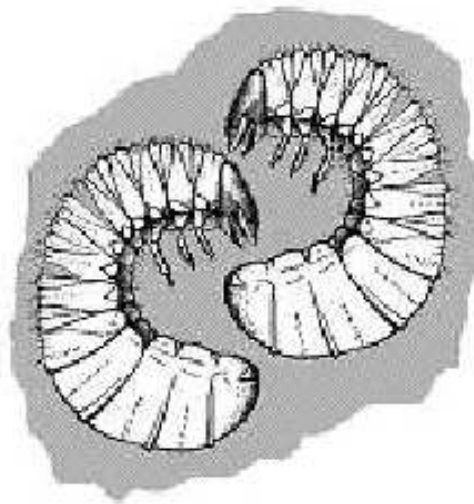
(a) Very poor requires anyone that consumes even a bite of the substance to make a Save vs. Poison check. Those that fail will end up with stomach cramps and severe diarrhea for 1-3 days. This condition also penalizes the characters ability in combat to hit by -2 and reduces all damage he can do by 1/2. Those that make their save suffer the following condition, regardless.

(b) Poor edibility means the victim will suffer some dizziness, dry mouth and hearing loss for 1-12 hours. If a Save vs. Poison fails, he or she will also suffer a penalty of -1 on to hit and damage rolls for the period determined.

(c) One appears not to be rusted and is, in fact, a magical +1 weapon.

(d) As above, one appears to have remained in very fine condition, and is magical, +1/+3 vs. sharks.

3. **PANTRY** The walls of this room are lined with shelves running from floor to ceiling. The shelf spacing varies to accommodate the sizes of the containers stacked on them, with some having as little as 8 inches between them and others 2 feet. Along these shelves stand jars and canisters, some with sealed lids and some with loose ones or none at all. The containers vary in diameter and height (the latter according to the space of the shelf itself, only a little less) and some have labels while others do not; not all are filled, and some are, in fact, empty. There are roughly three hundred such vessels on the shelves, and exploring the contents of each will require much time. Fortunately, there appears to be a pattern of how the containers are stacked, according to what wall they are against. The north wall jars and containers seem to hold pickled items, sea cucumbers, beets, eggs, etc., while those on the east wall shelves appear to contain smoked items: fish, meats, fowl, and so on (these are also larger in general). Of the two shorter walls, contents found along the west wall appear to be spices, herbs and such, while contents found in south wall containers include broths (stock from chicken, etc.), and vegetables. As one would expect, nothing within any of the containers has remained unspoiled after all this time; even jars that appear sealed (with wax or fat), have suffered spoilage over the decades. Use the Edibility rating (**a**) from the previous room, to all substances that are tasted in large amounts by a character. The true threat in this room is found within several of the containers. For every 10 containers that are opened and searched 1 will contain 1-5 **Rot Grubs** within, that will attempt to burrow into any living flesh that is exposed to their attacks. AC9 M1" HD 1hp each SA burrow into victim taking 1-3 turns to reach heart and kill their host INT non- AL Neutral SZ small (Note: applying open flame to the creatures will inflict 1-6 hp damage per application) A secret panel is located in the north-east corner of the room, built into the shelves and can be detected by standard means.



4. **GALLEY** This chamber appears to be a food preparation station...or was! The splintered remnants of two wooden tables lay piled in the southeast corner of the room, a cooking oven made of fitted stones and bricks stands crumbling in the northwest corner, and two large chests are pushed up against the east wall--each 4 foot long by 3 foot wide and 3 foot high. The lid on one(the one furthest to the north), appears broken and not in alignment with the bottom half--as if casually placed atop it; if searched the contents discovered include hundreds of broken and chipped dishes, bowls and mugs. Silvery strands of spider webbing cover everything within, but the maker of the strands does not seem to be present. The other chest appears to be in better condition, though there is something strange about its appearance, as if it is almost organic! It is, in fact, alive. A **Mimic** managed to find its way into the caves 2 years ago and found a sanctuary in this chamber. Able to assume the form of a common item--in this case a chest--it has succeeded in remaining hidden from creatures moving around in the caves and rooms. This creature, that calls itself "TEBO" speaks the common language of men, as well as that of sea elves and tritons. If approached and dealt with in a friendly way it will reveal to the characters all the information it knows about the caves. That(1)there are sea creatures that walk upright like men, and yet are able to appear different to those that see them. (2) A young village boy has been visiting the caves for over a year, and might recently have been captured by these creatures. (3) The creatures do not actually reside in the caves, but come from the sea, and can only remain out of the water for short periods of time. The mimic is otherwise very typical, and hungry. AC7 M3" HD7(33 hp) ATK1 D3-12 SA Glue like substance that holds fast whatever it touches SD Can camouflage itself MR Standard INT Average AL Neutral SZ Large.

5. **INNER DOCK** A second man-made wooden dock is found at this location. This one is built at water level at high tide and functions much like an extension of the walking space north and west of it. A short flight of steps at the south end of the deck lead into the water of the cave beyond. The wooden deck is very saturated with salt water, with some of the planks bowing at the ends and sticking up as growths of green lichen and mold can be seen sprouting from the cracks there. The surface wood is very soft and splintery, capable of shooting sharp slivers into unprotected feet and causing infection. (You should deal with this as you deem appropriate) The rocky ceiling of the cave is 9 feet above the deck, and 19 above the water in the cave at low tide. Clinging to the ceiling here are 3 large growths of **Green Slime**. These will attempt to drop down upon anything passing beneath that they sense. AC9 M0" HD2 (14, 12 and 10 hp) ATK 0 D Nil SA They will attach themselves to living flesh and within 1-4 melee rounds consume the victim, turning it into one of its own kind(no resurrection possible!) Note: it can be scraped off quickly, excised, frozen or burned. A *cure disease* spell will kill it instantly. All other forms of attack do it no harm. INT Non- AL Neutral SZ Small

6. **NATURAL CAVE** Though not as worked as the main entrance(1)the construction of the dock here seems to suggest it was intended to be another access chamber to and from the sea. The depth of the water within rises and ebbs with the tides, as currents flow back and forth through the tunnels leading to other areas (11, 12 and 13). Regardless of time, there is a group of **Strangle Weed** attached to the floor of this cave. AC6 M Nil HD 2x4, 2x3, 2x2 (HP: 20, 18, 16, 14, 12, 10) ATK 1 D&SA each plant has 3-12 fronds in a patch of 3-12 feet square. A "hit" indicates a victim is entwined by a frond--each having a strength of 4-16. The victim's strength is compared to the frond, with positive integers indicating a 10% chance per difference of escaping the grasp of the weed. A negative factor indicates the amount of crushing damage the victim takes by subtracting the victim's STR from the overall strength of the fronds attacking him. INT animal AL Neutral SZ Small (You should thoroughly research these monsters before play begins)

7. **ROOM** A single, swollen door allows egress to this chamber(Open Stuck Doors is required). The walls and floor are fairly flat and smooth, but the ceiling, 11 feet above, is barely worked at all, and retains all the appearance of the natural caverns. Several dark spots--from 3 inches to 2 feet in diameter--appear randomly upon the surface and, if inspected, will be easily identified as mold and lichen growths. Four dust covered cots stand on the floor within, two at the west wall pointing east, and two on the east wall pointing west. Each is covered by a set of linen and quilts, having a pillow stuffed of dry sea moss. Rope and cord binding stretch between the wooden frame of the cot that supports a mattress of moldy goose feathers, and have become stretched and loose with time, creating a noticeable sag. Anyone trying to sit or lay upon the cots will fall through unless they make a Dexterity Check (roll dexterity or less on a d20), with those that fail crashing through to the floor below. Four broken and smashed footlockers are scattered about the room, all are empty, but one of them has a secret compartment in the lid. If this is found and opened(thief skills required), characters will discover a small, black cloth bag tied with a string, and inside a magic *ring of water walking*! (This item's power will only function for a total of 3 hours per day, and then it must rest for 4 hours per each hour of use once the maximum has been met. A careful log of time should be kept by the DM/or player regarding this restraint.)
8. **DORMITORY** At one time this room appeared to accommodate up to as many as thirty people as the remnants of at least that many cots are present. Half of these are in the same condition as those just described in the previous room, with the other half in worse condition. There are no chests or footlockers evident, but 10 freestanding wardrobes (8' tall, 4' wide and 3' deep) with doors and drawers can be seen around the room. Searching these will produce feminine articles of clothing and grooming devices to suggest that this chamber was the quarters of the village females at one time--or some of them. All such items have long been exposed to sea air, and time, and are of little value or use to the characters. For each wardrobe searched there is a 10% cumulative chance that characters will find in in one of the drawers a large box full of stale, rotten confectionary. At one time it seems there was more than a dozen cookies or small cakes within the box. Hiding within this matter is 8 Giant Centipedes. AC9 M15" HD 1-4hp ATK1 D Nil SA Poison, weak (+4 to saves) INT Non- AL Neutral SZ Small(1' long)
9. **BARRACKS** This chamber is very similar to the previous room, having 12 bunk beds lined against the walls, with one or two large footlockers beneath the lower one. The bunks appear to be drier and not as moisture penetrated; meaning the cord binding, blankets and mattresses as well as the frames. All of the footlockers are stuck shut, and 1 in 6 is actually locked as well, with its mechanism soldered by years of calcification and brine; those locked are actually easy to open, having been weakened by the process, and requiring a simple Strength check to expose the interiors. The contents of the footlockers include mundane and sundry items of general use and wear, but decades old. There is a door in the south wall, and clinging to it appears to be some kind of yellow growth. **Yellow Mold** AC9 M0" HD Nil ATK 1 D 1-8 SA Poison spores SA-SD (If contacted roughly it will) Release spores in an asphyxiating cloud 10' x 10' x 10', and all within must make Save vs. Poison or die (a *cure disease* and *resurrection* are necessary within 24 hours to save such victims!) Only affected by fire based attacks; *continual light* spell will cause it to go dormant for -12 turns.
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10. **ROOM** a single door in the north wall of this room allows entry and does not appear to be stuck as the others in the caves are; it will open fairly easily and--if inspected--the hinges look to have some type of oily coating covering them.(Kirt found this chamber in his explorations and was attempting to use the devices within to summon back the old god, SUVEN, to help the village. Sadly, one day he was seen by the Paxuay and captured) The contents of the room include two cots, footlockers, a freestanding chest of drawers, a desk and chair; a small altar stands at the south end of the chamber, with items familiar with clerical prayer spread atop it--including a large, open book. Both cots appear to be sound, and well kept, as Kirt used these when night caught him inside and he chose not to risk leaving in the dark. The chest of drawers contains the simple garments of holy men, along with prayer beads and holy symbols; these being fashioned like miniature tridents. The footlockers each hold a war hammer, a suit of leather armor, leather bracers and shin guards, boots and belts. The desk is covered with parchments of various size--some being in rolls--with writing of an ancient language unknown to the characters. Some bear recent writing in common--Kirt's attempts to decipher the ancient tongue in order to perform the ancient rituals to summon SUVEN'S help. The key phrases he was able to complete, and can be found in the book on the altar are the following.

*OUT OF THE DARK, OUT OF THE DEEP
RISE TO THE SOUND OF YOUR CHILDREN THAT WEEP
GIVE UNTO US THE POWERS WE SEEK
IMBUE US, AND SPARE US, MOST HUMBLE AND MEEK*

*OH MIGHTY SUVAN, THE FATHER OF ALL
PROTECT US, YOUR CHILDREN AND ANSWER OUR CALL*

While the translation is in common, anyone attempting to recite the ritual from the book must try to do so in the ancient tongue. In doing so, there is a chance of mispronunciation--per word uttered--causing the ritual to fail. To properly recite the summoning, a character must roll a per cent chance or less, (per word),based on the following: 1 point per Intelligence + 1 point per level; elves gain an additional 3 points, and dwarves and gnomes, 2. If the ritual fails at any point, do not inform the player that he has done so and is now subject to a curse; use the following or create your own as you desire.

1. The character begins to emit a foul body odor in 1-3 days that smells like chum.
2. The character's skin becomes scaly, drying and peeling every 4-5 days for 12 hours.
3. Whenever outside, 1-8 seagulls will soon appear and follow the character around.
4. When doused with seawater, the character will be unable to breathe with his lungs and must immediately be immersed in a body of salt water. (If dried off, the effect ceases)
5. Eating seafood becomes dangerous, requiring the character to Save vs. Poison or take 1-6hp of damage per bite.
6. The character's flesh between fingers and toes grows together creating webbing. This does not benefit him in aquatic situations at all, and makes holding items/weapons difficult (-1 to hit in combat situations!)

(YOU MAY CHOOSE THE CURSE AS YOU DESIRE OR RANDOMLY ASSIGN IT BY ROLLING A D6)

If a character is *cursed* by one of the effects from the previous list a *Remove Curse* spell is required to remove the malady. Should any character actually perform the ritual, completing it without an error, then the summons will have been successful, and an avatar of SUVEN will appear in 1d4+2 turns. The room will grow damp and smell like the sea, and the sound of crashing waves will be heard prior to a shadowy shape manifesting before the altar. Though grey and non-corporeal, this form can clearly be seen, and will be wearing a crown upon its head, and holding a trident as it floats in the air, its fish-like tail slowly waving back and forth. The character responsible will feel a pounding against his skull as SUVEN speaks directly to his mind, demanding to know why he was summoned. The character's player may ask you anything he likes pertaining to the adventure, but you are not obligated to answer anything. You may, at your discretion, reveal all or parts of the Background and History that appears previously, including all the provided rumors, and additional ones that you deem appropriate. To *play* SUVEN as an NPC, think of him as arrogant, and angry that the villagers abandoned him long ago. He is not likely to be very forgiving of them, and will not likely aide the characters in their adventure unless they can persuade him they will try to convert as many villagers back to worshipping him as possible. If they can convey that, he might be helpful. If they cannot, and waste his time, he will inflict upon the one that summoned him a form of Lycanthropy, rendering the character into a Sea Wolf(lesser)with all the statistics that apply. (Note: see Monster Manual regarding this) If after 3 turns it is apparent nothing constructive will be forthcoming from this encounter, SUVEN will dissipate and his avatar will vanish.



11. **CAVE** The ceiling of this chamber is 16' above the floor, and at High Tide it is completely full of water. When Low Tide comes the water drains back out to sea, lowering to 7' deep; a tunnel in the north wall leads to other chambers, and at low tide a flow of water trickles through it into this chamber from areas **6** and **13**. At Low Tide a pair of **Kelpie** will be present exploring the cavern. AC3 M9"/12" HD5 (30, 24hp) ATK Nil D Nil SA-SD These creatures have a powerful *Charm* ability that works only on males. They will use it to lure men into the water to them(-2 to saves). Those affected will attempt to swim to the Kelpie, who will wrap their tendrils around the victim and hold him underwater as he happily inhales water, drowning himself in ecstasy. If the victim cannot reach the Kelpie, he will still try to swim to one, breathing water and drowning himself. Those doing so will suffer 2-20hp damage per round until they die or are somehow brought to the surface. Because of their slimy wetness they suffer only 1/2 damage from fire based attacks--none if they make their save throw. They have no treasure.

(Illustration by Thomas Millie Dow, 1895)

12. **CAVE** This natural chamber is full of seawater at High Tide just as the one previously described, and, like the other, has a 16' ceiling above the floor. When the tide is out all the water from this and the cave to the north (14) flows south, lowering the depth to a mere 5 feet. At High Tide there will be a strange pair of creatures within: 2 **Vodyanoi**. AC2 M6" HD8(40, 36hp) ATK3 D3-12/3-12/1-10 SA Nil SD Once per day it can summon 1-20 electric eels to its aid INT Average AL Chaotic Evil SZ L(8' tall, 5' wide)
13. **CAVE** Though the ceiling within is 16' above the floor of the cavern, its position, higher than the ones east and west, prevents it from filling all the way. Thus, at High Tide the water depth is 8', and at Low Tide, it decreases to 2. When the water is high the occupants will not easily be detected--until they attack, but if the cave is entered when the water is lower, the shapes of two, large snake-like creatures can be seen. These are 2 **Bloodworms**, and will attack regardless of water depth. AC4 M6" HD6 (30, 27hp) ATK 1 D 1-8 + blood drain INT Non- AL Neutral SZ L(20' long) Once the initial attack succeeds, it will automatically drain 1-8hp of damage until the creature dies or it releases its grasp.
14. **CAVE** This oval shaped cavern is connected to the one south of it by a wide channel and experiences the same water conditions at High and Low tide; its ceiling, too, is 16'. Laying in the sand of the cave is a magic *ring of elemental command(water)*, and a +2 *long sword*. There is a 5% cumulative chance per turn spent of finding these at Low Tide.
15. **CAVE** At an altitude in the cliffs higher than those to the west, this chamber is never full of water, getting only 4-6' deep at High Tide, and only one foot or less at Low Tide; the ceiling is 16' above the cave floor. Currently occupying this cavern is 6 **Giant Crabs**. AC3 M9" HD3 (HP: 23, 22, 21, 20, 19, 18) ATK 2 D 2-8/2-8 INT Non- AL Neutral SZ L(4'+ diameter)
16. **GREAT CAVE** At 110' north to south , 265' east to west, with a 32' ceiling, this is easily the largest of the natural caves in the cliff. It is also the driest, with the floor of the cave being 15' higher than the ceilings in 11, 12 and 14. But drier does not mean the air isn't thick with dampness, nor that the sandy floor does not become wet from mist; only that it does not experience flooding and water levels determined by the tides. Being so large it was used in the past primarily for the villagers to congregate and escape the reach of invaders at high tide. It was here, also, that they erected a shrine to their god, SUVEN, and a pool in which to sacrifice. Being a god of the sea and tides, SUVEN expected the adult village women to enter the pool during their monthly cycles and deposit all their unfertilized eggs. It has not been used for such in nearly a century. The statue of SUVEN (d) bears resemblance to the shadow figure that appears in room 10 if the ritual there is successful. Here, though, his image is created from carved coral, and decorated with gemstones of jade, emerald and rubies(approximately 50 of such, with a base value each of 100 GP). A hole in the wall near the ceiling at (e) is an old air shaft that Kirt discovered at one time, and began using rather than entering via the sea caves. There is a long knotted rope that goes from the surface where it is staked but ends at the hole in the cavern; the Paxuay found it soon after they captured Kirt and severed the line at that point, the rest of the rope being used now to bind the lad, who is tethered to an iron ring in the wall just beneath the hole. If approached, he will be found delirious and frothing spittle and foam as his insides are being torn apart by a hatching Paxuay. After 1 turn of agony his torso will explode, erupting from within, as an infant worm like Paxuay will slither out and in search of water; it will head for the pool at (f). Kirt cannot be saved, but in his last breath he will scream, "Reef! Reef!" before grasping his locket and dying. If the characters attempt to free Kirt, or they attack the emerging Paxuay, 4 adult females will emerge from the pool and, immediately, begin to

charm them. This effect is similar to that of the 2nd level druid spell, though it is a natural phenomenon created by the aroma the Paxuay excrete, thus a Save is treated differently. Humans that make a save vs. spell will cut the "check period" given for one's intelligence in half; with the period listed in the spell description reduced as follows: months to weeks, weeks to days, days to turns, etc. Also, half-orcs get a -2 penalty to this check, elves get a -1, halflings get a +1, dwarves a +2 and gnomes a +3. Once a character is under the charm of a Paxuay the creature will begin kissing the victim, profusely inserting its tube-shaped tongue into his mouth and down his throat to deposit its eggs in his stomach. If a victim drinks strong alcoholic beverages within 1 hour doing so will destroy the eggs. Thereafter, (and any time) if a victim is struck with lightning or electricity for 24 or more hp of damage, the eggs/embryos will be destroyed. If nothing is done to counter the condition, the character will take 1-8 hp of damage per week as the embryos within gestate; in 1 to 6 weeks, they then kill their host when they hatch, or emerge from his carcass. The 4 "Daughters of the Deep" (**Paxuay**) have limited means to defend themselves beside their intoxicating aroma. AC7 M9"/15" HD2+1 (16, 15, 14, 13 hp) ATK 2 claws, D 1-3 /1-3 SA Charm excretion SD Fire based attacks do half or no damage MR 90% vs. illusion spells/attacks INT Highly AL Neutral, Chaotic tendencies SZ S-M(6' tall) The creatures do not speak any language that characters will understand, nor do they possess any treasure or items of interest. (Note: Please be sure to read all previous material in regards to these creatures--See Background--and be prepared to make decisions for them regarding character actions. The Paxuay are not at war with the characters, but will respond to hostility in the way they know best. This small group is one "shift" of many that is responsible for the disappearance of the village men-folk. (The carcasses of which, most have been either flung into the entry caves to be eaten by scavengers, or hauled into cavern 17) The large pool at (f) is 30' wide by 60' long and 15' deep. It is full of saltwater and mollusks. If characters avoid the Paxuay, and explore the pool, it is possible they will become coated with mollusk oil. Only by drinking it will this negate any effects from future encounters with Paxuay; treat such as a full potion, that will last for 1d6+6 hours. (A Sage could determine this is so!)

There is much implication in the details just given. Will characters be able to deduce from all that they experience the reason behind the missing men? Since Kirt cannot offer much in the way of explanation, it is recommended that, if searched, they be allowed to find a locket on him that, when opened, will produce a small piece of paper with writing upon it. In his own hand, Kirt reveals his opinions as follows.

If something should happen to me please know that I have tried to help LaMounte as best I could. I have tried to summon GUYAN, but failed. I believe the enemy that has robbed us of my father and the rest of the men comes from the sea. It is NOT a race of barbarian women, but creatures that hide in illusion, and lure men to their graves. I believe they have a lair close, perhaps in the cove itself. I have seen them swimming from the sea caves to the reef on moonlit nights. If it is there, I would not be surprised.

If I do not return, tell my mother -- I love her!

17. **CAVE** Drier even than the Great Cavern, this large chamber appears at the end of a rising tunnel. With a ceiling beyond 36' it has become the natural home of creatures that desire high places. A colony of 12 **Piercers** has discovered this carcass dump and claimed it. Of various sizes, they hang suspended from the rocky ceiling above and will drop down to attack humanoids entering, for they desire some fresh meat. The chamber floor is piled 4' to 6' high with rotted carcasses, while the creatures above hang-in-wait!(See Xs on the map) AC3 M1" HD1-4(HP 18-32 for 4HD, 13-24 for 3HD, 9-16 for 2HD, 5-8 for 1 HD) ATK 1 D 4-24/4HD, 3-18/3HD, 2-12/2HD, 1-6/1HD SA 95% surprise ability INT Non- AL Neutral SZ Small to Medium. A small opening in the southwest wall continues in that direction.
18. **CAVE** This is likely the smallest of the natural caves, with a ceiling of just 12' above the floor. A mummified corpse lies half buried in the sand in the center of the chamber--a past victim that was still barely alive when carried to the larger cave; he dragged himself into this small retreat and died, but not before burying a bauble the Paxuay were not interested in. A foot beneath him is buried a magical *ring of Djinni summoning*. An inscription on the inside of the ring reads as follows: **imafallingcomeacalling!** If this is said while the ring is being rubbed, a Noble Djinni will appear and grant the wearer 3 Wishes! It will do nothing else but grant the wishes. (Being an extremely powerful item, you must decide whether or not to include it. If you choose not to, then make a substitution that you deem appropriate.)

This ends the first part of the adventure-module, DAUGHTERS OF THE DEEP.

CONTINUING THE ADVENTURE

The concluding part of this adventure is now in your hands. It is likely that the characters will want to continue their adventure and track the Paxuay down to their lair in the coral reef. This is up to you. If you wish them to do so. You will likely have to extrapolate from and expand upon the information provided in this document. Do not hesitate to take the premise and *run-with-it!* You should allow the characters to advance a level or two if the case warrants it. When creating the sequel, levels 5 to 10 are suggested when designing encounters in the sea and/at reef locations.