

VS1

For Basic or
Advanced games

Vignette Scenario

THE CAVES OF ORTOK

by Jason Paul McCartan

FOR 4-6 ADVENTURERS OF LEVELS 3-5



Centuries ago, the great wizard Ortok broke apart his treasure vault and secreted his collection in multiple hidden caches throughout the world. Some of these caches have already been found, but many more remain undiscovered. Rumors suggest that one such cache may be found in some caves nearby. However, that is not all that the caves hold!

The Caves of Ortok is one of a range of prepackaged modules that are designed to be dropped into play during existing campaigns or adventures, or even to just be used on their own, by discerning Gamemasters everywhere.



OSRIC™
EDITION

VS1

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A Vignette Scenario™ for 4-6 adventurers of levels 3-5 for OSRIC™.

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ABOUT THIS PRODUCT

The *Caves of Ortok* is part of the InfiniBadger Press line of *Vignette Scenario*™ products, which are designed to be complete packaged scenarios that can be dropped into play during existing campaigns or adventures without much additional work by Gamemasters. They're enhancements, expansions, or fillers, so feel free to use them as you see fit. Each *Vignette Scenario*™ is designed to be modular and scalable, and are published for a number of different game systems. Part of the philosophy of these products is that instead of publishing them for a single game system and leaving the conversion to the system of choice to individuals, the heavy lifting is already done, which reduces the amount of work needed to use them. Our motto and aim is "Make the GM's job easier". This version of the product is for the *OSRIC*™ game system, available from www.knights-n-knaves.com/osric/.

THE CAVES OF ORTOK

Introduction: The name Ortok is only talked about openly in a few circles, and whispered in most. It is a name some associate with power, others with fear, and others yet with reverence. There are stories relating to how the great wizard Ortok managed to perform wondrous deeds, about how he defeated this monster or that demon or some other god, but there are many more stories about the great magical artifacts that he collected over the years.

Most of these stories are just that. Ortok was indeed a great wizard, and did amass a sizeable collection of magical and non-magical treasures and artifacts. Unfortunately, he was also a crass man, and given to a number of distasteful pleasures and desires, which he often found himself acting upon in civilized society. This led to him being hounded and chased by other wizards, who took it upon themselves to attempt to not only re-educate him in the error of his ways with regards to fitness for society, but to relieve him of his collection. To defend against this, he broke his collection up many different caches, secret places that were difficult to get to and protected by magic and other defenses. Ortok has since passed from the world, but much of his treasure has still yet to be recovered, and wizards today still talk about the artifacts and power still waiting to be found.

If you are a player, STOP READING RIGHT NOW. The rest of this text is for the eyes of the Gamemaster only, and you will spoil your enjoyment and possibly that of the other players, if you read further.

FOR THE GAMEMASTER

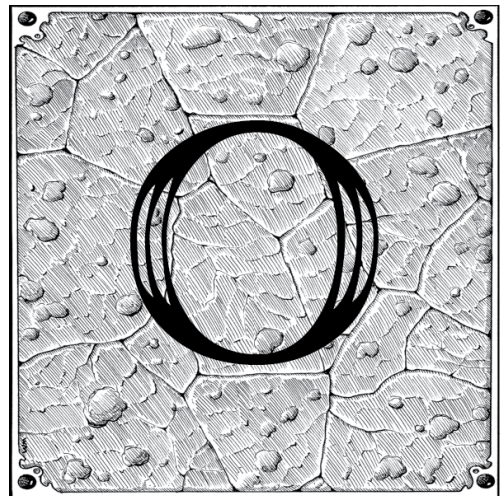
This module is for a group of **4-6 adventurers of levels 3-5**, although it can be scaled for groups of other sizes. Gamemasters should feel free to customize this module as they see fit for their use. The module has also been designed to be extensible by the Gamemaster, who can choose to expand upon it using the optional modifications listed in some of the entries to provide hooks to other adventures, or even deeper levels. It is designed to be a challenging experience, however, for even this level of play.

Appendix B provides a number of pregenerated characters for play, including at multiple levels, so that you can easily run this module as a standalone scenario as well.

In Appendix C, you will find any handouts that can be printed out and given to players. Feel free to print these out or modify these as needed for play.

In Appendix D, additional copies of maps are provided for play, including keyed maps for the Gamemaster and unkeyed maps that you can use for the players.

In general, the Gamemaster should read through the entire module at least once fully to understand all of the elements in it. A second reading is usually a good idea to understand how any parts between different areas link together. The Gamemaster maps have been reproduced at the back for easy reference for this, and you should feel free to copy these so that you have them nearby with reading the module if you don't want to keep flipping back and forth.



BACKGROUND: The rumors about Ortok's passing are sadly mistaken, as he managed to find a way to translate himself through space and time into the near future, although even he himself is not sure when he will return to the world, or where, or even in what form. The rumors and stories about his treasure caches are true though, and only a few of these numerous caches have indeed been found. Ortok's cache complexes usually utilize natural formations, and have only one physical way in and out that that is a rather arduous to access without the use of magic. They are then reinforced by a number of magical and non-magical defenses and traps; once an appropriate location for a cache had been located, Ortok would use portal magic to travel to and from it, leaving this one physical entrance/exit as an emergency escape should he need it. These entrances are usually how others stumble on one of Ortok's caches, although claiming the treasure within often takes more lives than are rewarded. Many adventurers, especially greedy wizards, have lost their lives looking for Ortok's caches.

One particular unfound cache is hidden in an underground complex accessible through some coastal caves that have been claimed by a disposed sahuagin princeling and his retinue. The entrance to the cave system is half-filled at even low tide and the cave complex has to be accessed by swimming through a natural tunnel that is always flooded. Once inside the cave complex, there is a secret entrance that can be accessed that leads into the lower level of the cave. This lower level is constructed and trapped, but ultimately leads to a vault room that contains one of Ortok's lesser caches.

The sahuagin are refugees from a civil war between siblings in a nearby underwater kingdom, and are the princeling Xasqual, and includes his advisor Shauxit and a number of retainers. During the fight, Xasqual's shark, Niss, who he has cared for since it was just a baby, was grievously wounded, and it eventually washed up on the beach here. Tracking down the body of his mount after the battle is what led the sahuagin princeling and his retinue to the caves here, but before he could recover its body, locals took it away. Exploration of the caves discovered the hidden underwater entrance and the sahuagin claimed that cave as a place to stay. However, the other cave here was inhabited by a vicious giant crab that took a couple of sahuagin retainers before Shauxit came up with a plan to feed the crab, taming it and gaining protection from it as well. Although this leaves less food for the sahuagin, it adds to their protection, and they're happy enough with the tradeoff right now in case of another attack by the other princes. Still reeling from the loss of Niss, Xasqual has been inconsolable since, and it is only through the administrations of food by his advisor Shauxit that he has continued to survive. Shauxit has more or less taken

charge of the group of refugees and is the defacto leader in their eyes; the princeling may wear the crown, but it is the advisor who keeps them alive.

REGARDING STATISTICS: Keeping with our motto, this module uses inline monster and NPC statistics in the text, with references to particular texts and page numbers for you to find fuller descriptions. New monsters, expanded NPC descriptions, and special items can be found in Appendix A. The following is an example:

Sahuagin (2): AL LE; AC: 5; HD 2+2; HP: 16,14; MV 120',240' swim; ATKS: 1; DAM: 1d8 or 1d4; Special: None. XP: 30+3/hp. Gear: Trident, dagger, net. *OSR (294).*

We include as much information as you need inline so that you don't have to refer to source texts unless needed. *OSR* refers to the main *OSRIC* text.

INTRODUCING THE VIGNETTE: There are a number of different ways to introduce the vignette to players. A few examples are listed below:

1. Someone from a nearby settlement has gone missing, and the adventurers have been asked to search for them. Their search leads to the beach, where they find the body upon the shore, slashed apart by either crab claws or sharks. On the body is a note with a drawing showing a cave (cave #1) and the words "entrance here".
2. A local wizard with knowledge of Ortok suspects that one of his caches is nearby, and recruits the adventurers to seek it out. Information the wizard provides includes that there is probably a hidden entrance in one of the caves. On returning with whatever items are found, the wizard will grant the players a boon.
3. Instead of a local wizard knowing about Ortok, one of the players who themselves is a wizard has received information about Ortok's cache, and perhaps some guidance to come to this area. The player knows that all manner of magical goodies await the adventurers if they can find it.
4. The adventurers merely wander into the general area, and happen to see some of the sahuagin disappear into cave #2. There is a bounty in the local area for such creatures of 20gp per head, as they often attack fishing vessels in open water. Sharks net 10gp for their meat.

NOTES: The tide is reasonably constant at the beach, with two cycles of low and high tides. The high tides occur at noon and midday, while the low tides occur between these two. Keep this in mind when adventurers are wandering around, especially after they have entered the caves. If they enter at low tide, there is a chance that they might be exiting at high tide! Unless they are knowledgeable about tides, the only way for them to realize this is for them to wait and watch the tides ebb and flow. At low tide the caves are usually filled with 10 feet of water, and at high tide there is usually 20 feet of water. The sea doesn't come up further than the path leading down to the beach at high tide.

If the party makes it to the cache, the challenge for them is in returning with any extra loot that they may find, particularly anything that may be damaged by salt water, or weigh them down. While Ortok used portal magic to get in and out of the cache, the adventurers most likely don't have access to the same option.

THE PATH TO THE BEACH



RUMORS: While adventurers are in the area, they may hear any number of rumors about the caves nearby, which can be used to prompt them towards exploration or searching for it. Rumors on the table marked (T) are true, and those marked (F) are false. Roll 1d20 and consult the table below, with one or more rumor for each adventurer:

Rumor Table

1d20 Roll	Rumor
1	Fishermen have reported an increase of shark activity in the local waters. (T)
2	The gulls in the bay have been known to eat human flesh. (F)
3	Some of the caves have underwater tunnels that lead to secret caves. (T)
4	There is talk of treasure being hidden in the caves. (T)
5	The body of a shark washed up several months ago, with strange wounds all over its body, as if it had been attacked by pitchforks. (T)
6	At night, during low tide, thousands of small sea strange creatures rush from the water to live out the last few hours of their lives on the beach before the tide pulls them back into the sea again. (F)
7	A dragon lives in one of the caves along the coast. (F)
8	There is a water witch living in one of the caves, and she tries to seduce anyone who she meets. If they refuse her, she turns them to stone. (F)
9	Many people explore the caves but never come back. (T)
10	A giant crab nests in the caves, and a local tribe of kobolds brings him fish as tribute. (F)
11	The ruined statue on the island in the bay used to be an adventurer who was cursed and turned to stone. (F)
12	There is a group of cultists in the area who worship tentacled creatures who live beneath the sea. (F)
13	There have been sightings of strange fish-headed men near the caves. (T)
14	The sand bank leading on the beach up to the cave is only partially exposed at low tide. (T)
15	The beach sometimes turns up shells with pearls inside of them. (F)
16	There are secret entrances into the deeper caves. (F)
17	Over the past few months, there have been a lot of fish bones washing up on the beach. (T)
18	There are many jellyfish in the bay, and they sometimes wash up on shore. (T)
19	Pearls can be found washed up on the beach. (F)
20	The gulls that live near the beach eat human flesh and are demons. (F)

THE CAVES AND BEACH



LEVEL 1: THE CAVES AND THE BAY

AREA A. THE CLIFF TOP: The cliff reaches 120 feet above the water line at low tide, and 110 feet at high tide. The smell of brine is strong in the air, and there is the constant presence of gulls squawking overhead. There is a steep pathway cut into the side of the cliff that leads down to the beach that requires single-file walking, and has no guide rope. The less dexterous may have difficulty descending it.

AREA B. THE BEACH: The beach is littered with sand, pebbles, the remnants of shells and shellfish, driftwood, and lots of seaweed. At low tide, the beach is fully exposed, but at high tide, the sea comes all the way up to the bottom of the stairs leading down from the top of the hill. At low tide, the sand bar leading towards the caves is exposed somewhat, but at high tide, it is completely covered. There is a 5% chance that adventurers may see sahuagin entering or exiting cave #2 while standing on the beach.

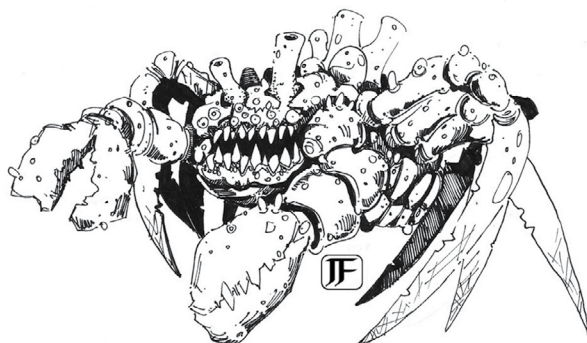
AREA C. THE ROCKY ISLAND: Out in the bay there is a prominent island standing sentinel against the sea. Jutting 30 feet out of the water, it is topped by a ruined 20-foot tall statue of some tentacled-headed humanoid. The statue and the outcrop are covered in gulls and their nests. The water between the outcrop and the beach is between 6-15 feet deep during low tides but rises to over 20 feet deep at high tide.

AREA D. OPEN WATER: The open water here leads out into deeper water, and is up to 40-50 feet deep at this point. This is the limit of where the sharks that the sahuagin ride will generally venture to, waiting on their riders to go out hunting together, but it is not unknown for one or two sharks to travel in a little closer to the caves, while avoiding the giant crab, especially during high tide.

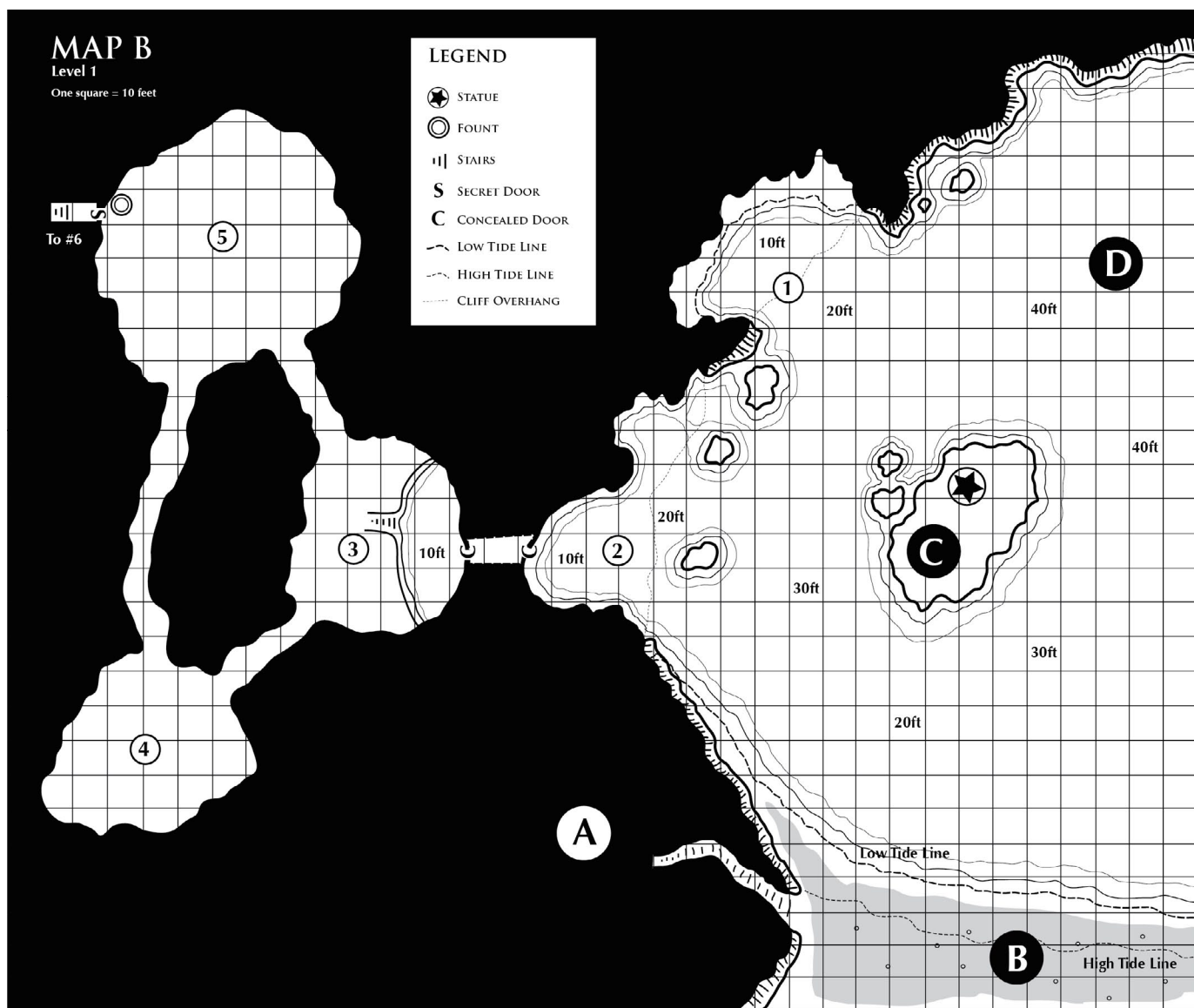
Shark (1+): AL N; AC:6; HP 4; HP: 17; MV 240' swim; ATKS: 1 bite; DAM: 2d4; Special: None. XP: 50+2/hp. *OSR (255).*

#1. GIANT CRAB CAVE: Living in this large cave is a giant crab, who patrols the waters in the area. The sahuagin who live in the other caves keep him fed with fish and other delicacies that they catch, and he's become quite used to being fed by them. He regularly patrols around his cave and cave #2, as well as the waters between. His favorite tactic is to stay under the water, and grab the unsuspecting in his giant foreclaws, pulling them under the water and out to the deeper areas of the sea. When the tide is low, the water level in his cave drops, and he uses that time to recuperate. It's rare for him to come up onto the beach, but he has been known to do it, especially if he thinks he can get a meal out of it. If heavily wounded, he will retreat to his cave to hide out and heal.

Giant Crab (1): AL N; AC: 3; HD 5; HP: 27; MV 90'; ATKS: 2 claws; DAM: 2d4/2d4; Special: None. XP: 75+3/hp. *OSR (250).*



LEVEL 1: THE CAVES AND THE BAY



#2. DIVING CAVE: This cave stays filled with water, even at low tide, when the floor of it stays about 10 feet under water. There is little of interest above the water, but anyone swimming towards the bottom rear of the cave will find a concealed tunnel that leads deeper. This tunnel connects to cave #3, and is big enough for even a large humanoid to swim through it. When the tide is high, the cave is completely flooded.

#3. DIVING POOL: Access to this cave comes via the tunnel in cave #2, which feeds sea water into the large carved pooled area of the cave. This pool has been created by the sea constantly eating into the rock during the tide changes. When the tide is high, the water line meets the floor of the cave, but when the tide is low a 10 foot wall is exposed. A section of this wall has been cut away to make a

crude steep and slippery stairway that leads from the low water line up to the cave floor above. There are usually always at least two sahuagin guards here, one outside each of the exits leading to other caves. The guards will attempt to raise the alarm, if they are being overwhelmed, calling others from caves #4 and #5. They will attempt to pull attackers into the pool of water where the sahuagin will have the advantage in combat. Like caves #4 and #5, there is the cloyingly strong smell of fish and seaweed in the air.

Sahuagin (2): AL LE; AC: 5; HD 2+2; HP: 16,14; MV 120', 240' swim; ATKS: 1; DAM: 1d8 or 1d4; Special: None. XP: 30+3/hp. Gear: Trident, dagger, net. *OSR (294).*

#4. SHARED CHAMBERS: The majority of the sahuagin sleep and rest here. Makeshift cots of seaweed and bracken are placed throughout the cave, with the few meager possessions owned by individuals are placed at the foot of each of the cots. In this room there can be found six sahuagin (roll 1d2 for gender, 1 for female and 2 for male), unless they have ran to caves #3 or #5.

Sahuagin (6): AL LE; AC: 5; HD 2+2; HP: 16,14,11,10,9,8; MV 120', 240' swim; ATKS: 1; DAM: 1d8 or 1d4; Special: None. XP: 30+3/hp. Gear: Trident, dagger, net. *OSR (294).*

#5. PRINCE'S CHAMBERS: This is the makeshift throne room of Xasqual, and it is mostly barren. A large area to the rear is covered in a carpet of seaweed. Usually found in this room is Xasqual, who lies morose on his bed, and Shauxit along with another six sahuagin retainers (roll 1d2 for gender), one of which is the captain of his guard. What little treasure Xasqual was able to steal away with him is found in a locked chest. Shauxit now carries the key. While lethargic to begin with, as soon as there is a fight, Xasqual will suddenly energize and fight to the death in an attempt to avenge the death of Niss. His bereavement has left him quite mad.

Next to the secret door is a simple freestanding stone fount like those in churches, which is currently empty apart from a thin layer of salt. The fount and door are magically linked. The sahuagin had previously poured sea water into the fount and the water had evaporated leaving behind only the salt. If the salt is cleared away and fresh water, such as drinking water or even holy water, is poured into this font, the secret door in the rear wall will unlock allowing access to a set of winding stairs that leads down 50 feet to the cache complex and room #6.

Xasqual, Sahuagin Princeling: AL LE; AC: 5; HD 6; HP: 26; MV 120',240' swim; ATKS: 1; DAM: 1d8 or 1d4; Special: None. XP: 300+8/hp. Gear: Trident+1 light 30' radius, dagger, net. *OSR (294).*

Shauxit, Sahuagin Cleric: AL LE; AC: 5; HD 5; HP: 25; MV 120',240' swim; ATKS: 1; DAM: 1d8 or 1d4; Special: Spellcasting as 8th level cleric. XP: 250+4/hp. Gear: Trident, dagger, net, key to chest, Wand of Enemy Detection (5 charges). *OSR (294).*

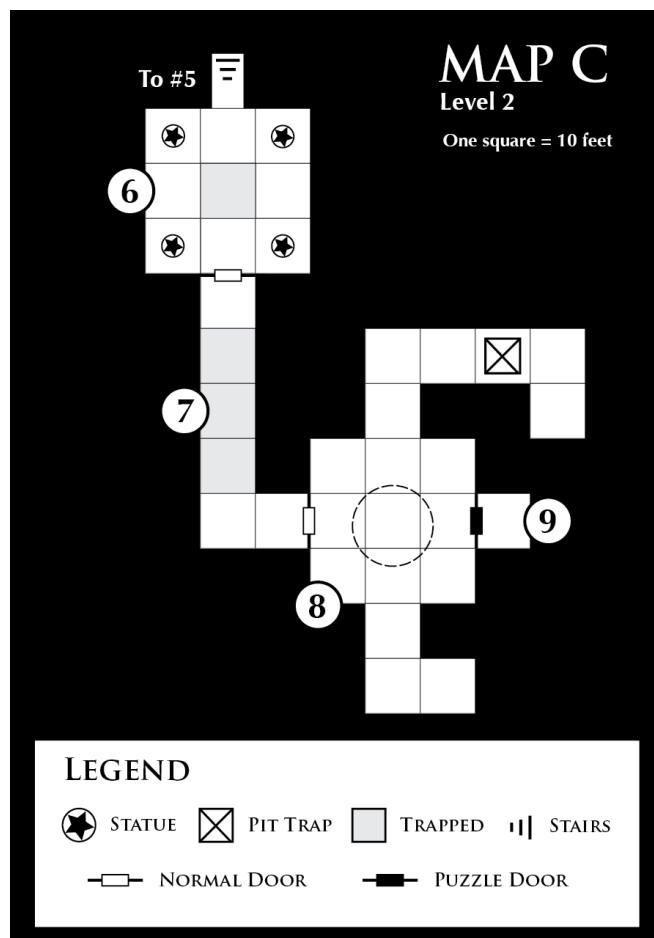
Sahuagin Warchief: AL LE; AC: 5; HD 4+4; HP: 23; MV 120',240' swim; ATKS: 1; DAM: 1d8 or 1d4; Special: None. XP: 100+5/hp. Gear: Trident, dagger, net. *OSR (294).*

Sahuagin (5): AL LE; AC: 5; HD 2+2; HP: 15, 14, 12, 9, 9; MV 120',240' swim; ATKS: 1; DAM: 1d8 or 1d4; Special: None. XP: 30+3/hp. Gear: Trident, dagger, net. *OSR (294).*

The treasure chest, which is filled with salt water, also contains the following: 69 sp, 4 gp, 11 pp, a sapphire worth 75gp, a *Potion of Philter of Love* (Appendix A), and a *Gem of Brightness* (Appendix A). The treasure chest is not watertight when closed and locked.



LEVEL 2: ORTOK'S AREA



LEVEL 2: ORTOK'S AREA

#6. COMPLEX ENTRANCE: Stairs from room cave #5 lead down for 50 feet into this 30 x 30 foot room. At the opposite side of the entrance to the room is a single door that opens inwards into the room that is unlocked. The room is unremarkable apart from the four small statues of a strange stoney mineral, one in each corner of the room. Each of the statues looks like a small 3 foot tall humanoid figure with the head and torso of a different type of sea-dwelling creature: an angler fish, a goblin shark, an octopus, and an electric eel. These statues are miniature sea salt golems, and they guard the entrance to the complex, coming to life if they are touched, if the magically trapped central square in the room is stepped on, or the door is opened without deactivating the golems first. They can be deactivated by pressing heavily down on their heads once, which will cause them to stop moving or attacking instantly. Even though these are miniature versions of the golems, they still perform their special attacks.

Miniature Sea Salt Golems (4): AL N; AC:7; HD 2+2; HP: 22,21,18,66; MV 60'; ATKS: 2 + special; DAM: 1d4/1d4/special; Special: See description. XP: 400. See Appendix A.

#7. CONNECTING CORRIDOR: This 10 x 50 foot room connects directly to room #6, and to room #8. The wall facing the door seems made of a latticework

ROOM #7		Tile Colors	
B	G	B = Blue G = Green W = White R = Red	Shaded areas are trapped
W	R		
G	B		
W	R		
B	W		
R	G		
W	B		
G	R		
R	B		
W	G		

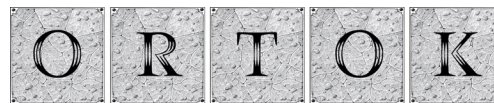
of very small holes (for those that can examine it). The floor from the door at room #6 all the way to the other end of the corridor is made up of 5 x 5 foot pearlescent flagstones in different colors of red, green, blue, and white. These flagstones represent the colors of the elements, and only the blue ones are safe to walk upon. The first and last 10 feet of the corridor are completely safe. Stepping on any of the stones that are not blue will cause

a round of ice flechettes to fire from the holes at the end of the corridor down to the door, doing 3d4 damage to whoever they hit (A Save Vs. Breath allows for only half damage). Anyone standing in the line of fire of the corridor will be hit, although those behind others will not be. The trap regenerates after 1d4 rounds. Getting across the sequence once successfully deactivates the trap until the sequence is run again in reverse. Stepping on multiple blue stones at once is allowed, but stones are only activated with at least 50lbs of weight on them.

Adventurers will most likely have to jump from blue stone to blue stone, and this requires a successful attribute check against Dexterity. Failing this means they will land on a different stone. Roll 1d6 to determine where they land. If the roll indicates the stone that that the originally aimed for, roll again.

ROLL ON 1D6	RESULT
1	The stone ahead to the left
2	The stone ahead to the right
3	The stone to the left
4	The stone to the right
5	The stone behind to the left
6	The stone behind to the right

#8. PUZZLE ROOM: This 30 x 30 foot room has two connecting corridors, one to the north and one to the south (see below), and against the east wall is a complex door with a puzzle lock and an inscription on the wall next to it. Etched into the center of the room is a 15 foot diameter circle, taking up half of the room. The complex door cannot be broken down or magically unlocked as it has been made magically resistant; the only way through it is to solve the puzzle lock. On the door is a set of five buttons in a line reading "O, R, T, O, K".



The inscription next to the door gives a phrase with five words in it "The Moon Makes Angry Romeos". The solution to the puzzle is to press the buttons in the order "T", the first "O", "K", "R", the second "O": the letter corresponds to the number of the button in the sequence and the position in the word in the phrase. Once the full word is entered without error, the complex door unlocks. The buttons can be pressed again to release them back into the position of their normal unpressed position.



The puzzle lock and circle are linked to each other, and the circle is in actual fact a binding circle. Anyone attempting to unlock the puzzle door and who presses a button out of sequence activates the circle. The circle will suddenly flare into life with white-blue light that rises about two feet off the ground, and magical script around the outside of it will appear. Anyone alive inside the circle at this point will be caught within it and cannot escape it (and nor can anything else). Further failed attempts on solving the puzzle will cause the blue light to rise another two feet. Getting a button correct will drop it back two feet, or deactivate it, although depressing a button to reset the puzzle does nothing. If the circle is six feet high and another wrong button is pressed (4 wrong answers overall), then a quasit is summoned, and the binding circle is released. Anyone inside the circle at this point is translocated to a demonic plane. The quasit will be enraged that it has been summoned against its will and will attack whoever it sees, although it may be able to be reasoned with. Once the binding circle releases a quasit, it is reset, and will be reactivated again with further wrong entries on the puzzle lock.

Quasit (1): AL LE; AC: 2; HD 2+2; HP: 16; MV 150'; ATKS: 2 claws, 1 bite; DAM: 1d2/1d2/1d4; Special: Weapon immunities, special abilities, polymorph. XP: 325+3/hp. *OSR (218)*.

The corridor to the north turns to the right and continues. Further along it there is a 30 foot pit trap, which is covered by an illusion spell, making the pit very hard to discern. At the bottom of the pit is the body of a very dead ancient adventurer and his gear: a rusted and pitted shortsword, a backpack

containing 24 gp, 4 sp, an amethyst worth 50gp, and the remnants of what used to be map.

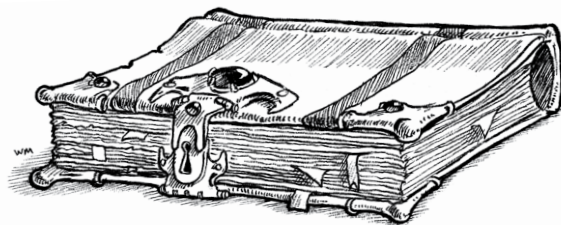
The corridor to the south seem to just end in a dead end, as if half-completed. (This has been put in place for the Gamemaster to expand upon the cache area as a way down to deeper levels. There may actually just be a illusion spell hiding the stairs leading down?).

#9. CACHE ROOM: This is a 10 x 10 foot room with no other entrances apart from the complex door that enters it, which has a lever to allow the door to be opened from the inside (resetting the puzzle lock). Inside the room are three reading podiums, each of them with a heavy leather-bound book on them. At the bottom of each of these is a small chest (not water-tight). At the back of the room is a full-sized mirror.

NOTE: Gamemasters are encouraged to enter their own treasure here, but the following has been supplied as sample treasure.

Book 1 is a concise history book of the world accurate to about six hundred years ago. Book 2 is the personal diary of a great wizard of ages long gone (not Ortok). Book 3 is a spell book containing 3x third level spells, 4x second level spells and 5x first level spells. Chest 1 contains the equivalent of 3d1000 (2120) gp in mixed coins. Chest 2 contains various gems and jewelry worth 10d100 (516) gp. Chest 3 contains two magic items (*Dagger +1 with a special property*, and a *Crystal Ball*).

The mirror is how Ortok travelled to and from the cache, using the mirror here and another elsewhere as portals that he passed between. It seems to be just an ordinary mirror now (although an interesting twist would have the mirror portal still be active in one direction, so anyone touching it or falling into it ends up... who knows where?)



APPENDIX A

NEW MONSTERS

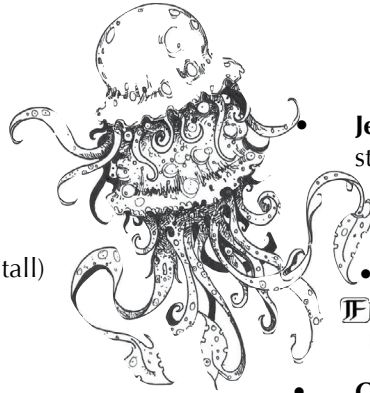
SEA SALT GOLEM

Frequency:	Rare
No. Encountered:	1
Size:	Large (6-8 foot tall)
Move:	120'
Armour Class:	7
Hit Dice:	8
Attacks:	2 fists/1 special
Damage:	2d6/2d6/special
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	None
Lair Probability:	None
Intelligence:	Low
Alignment:	Neutral
Level/XP:	8/2200

These normally 6-8 foot tall golems have been created by drawing the salt from the sea and shaping it, and as such have a mottled appearance of various mineral colors of white, grays, and browns. The heads and upper torsos of these golems are typically formed into the shape of different sea creatures with humanoid legs and arms attached. As with other golems, they are not affected by ordinary weapons. They are unaffected by poison or gasses, and also immune to charm, hold, and sleep spells. However, non-salt water does do damage to them as per holy water.

Depending upon the type of head attached, the golem gains additional abilities, as below:

- **Angler Fish:** Can distract anyone looking in its direction with its lure, giving a -4 to all attacks.
- **Black Swallower:** Can swallow creatures up to 10x its own size, and will attempt to do so with a successful bite attack. Swallowed creatures take 1d6 damage per round. The creature expands based on what it eats.
- **Electric Eel:** Can cause an electrical attack for 1d6 when it strikes with a fist. It takes 1d4 rounds for this to recharge.
- **Goblin Shark:** Has a bite attack that does 2d6 damage.



Jellyfish: Has a number of stingers that cause stinging damage. Roll 1d6. On 2-6 they inflict 1d4 damage. On a 1, the target is paralyzed for 1d4 rounds.

• **Narwhal:** Has a long horn protruding from its head that can be used to perform a 1d6 reach attack.

• **Octopus:** Squirts ink at opponent, which causes blinding for 1d4 rounds.

• **Squid:** Grapples an opponent, causing 1d6 damage each round held.

NEW MAGIC ITEMS

Philter of Love: The imbiber of this potion becomes charmed by the next person or creature he or she lays eyes upon. However, the drinker will actually become charmed and besotted by the person or creature if it is of the preferred sex and of similar racial stock. The charm aspect of this potion lasts for 4+1d4 turns, but only dispel magic will make the drinker cease to be enthralled by a member of a preferred sex.

Gem of Brightness: This crystal appears to be a long, rough prism. Upon utterance of a command word, the crystal emits bright light of one of three sorts. One command word causes the gem to shed light as a lantern. This use of the gem does not expend any charges. Another command word causes the gem of brightness to send out a bright ray 1' diameter and 50' long. Any creature struck by this beam is blinded for 1d4 rounds unless it makes a saving throw versus spells. This use of the gem expends 1 charge. The third command word causes the gem to flare in a blinding flash of light that fills a 30' long cone that is 5' wide at its terminal end. Although this glare lasts but a moment, any creature within the cone must make a saving throw versus spells or be blinded for 1d4 rounds; permanent damage results, and beings suffer a like penalty to hit indefinitely unless cure blindness, heal, or similar magic is used. This use expends 5 charges. Magical darkness negates the effects of the gem. A gem of brightness has 50 charges; when all its charges are expended, the gem crumbles to dust.

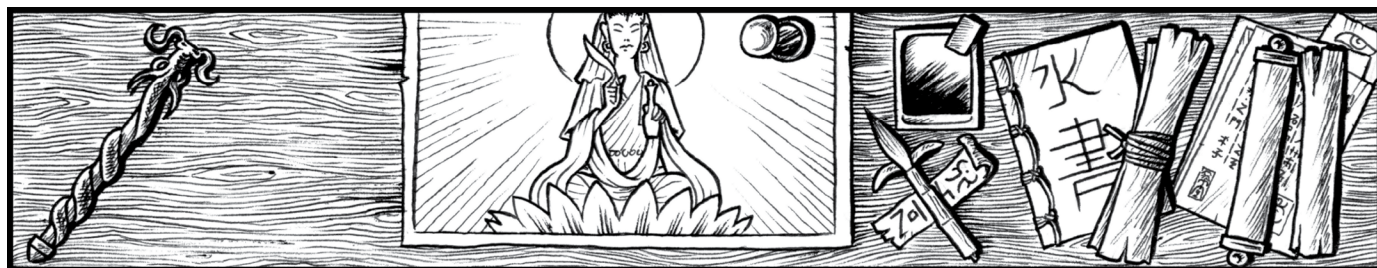


APPENDIX B

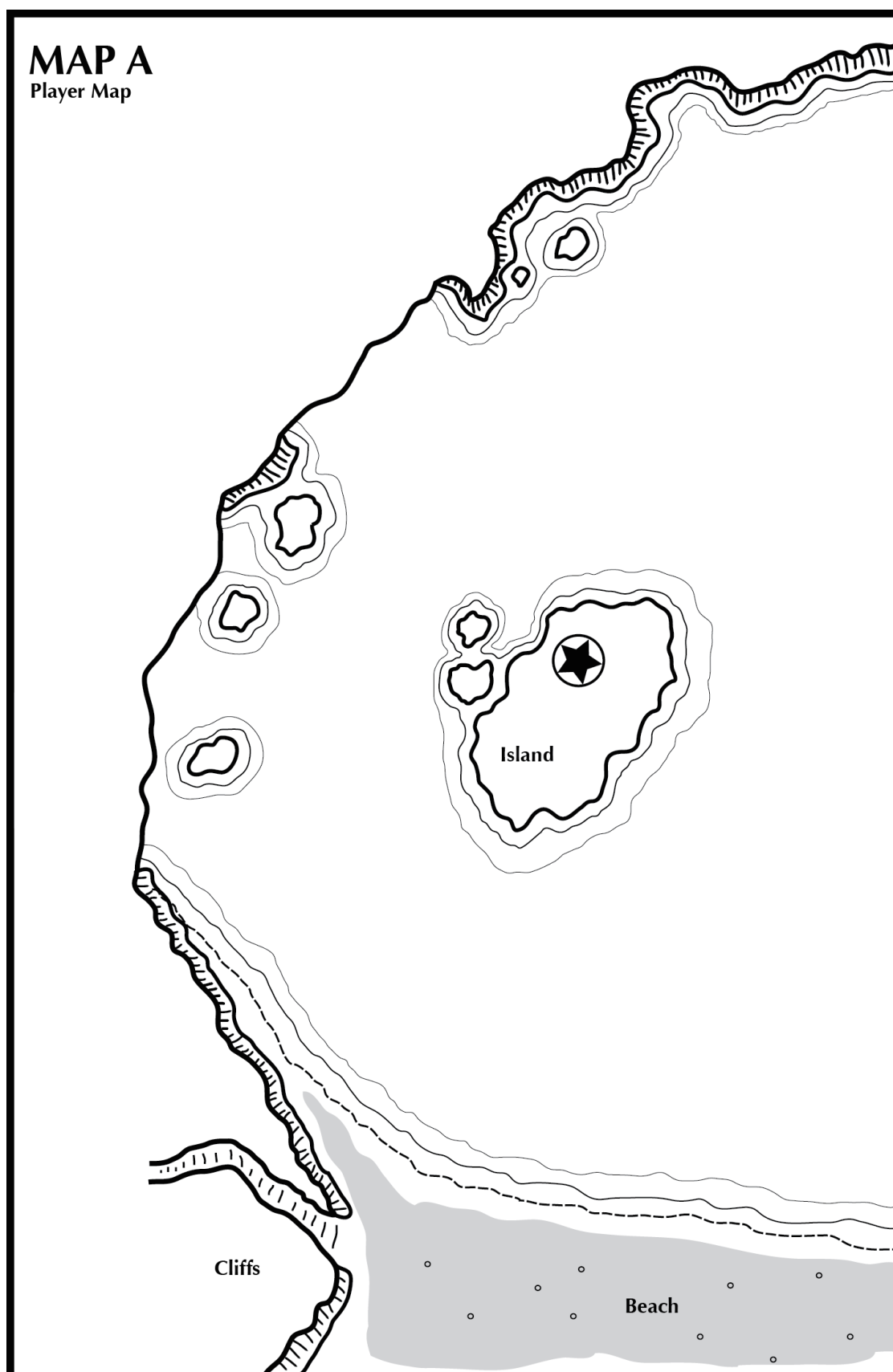
PREGENERATED CHARACTERS

These characters have all been created from the core *OSRIC™* book, and include two versions of each class. You may want to also allow each character to purchase additional starting equipment before starting play. Roll starting hit points for the appropriate level of play (3, 4 or 5 hit dice). These all assume human as the base class, so be sure to adjust for any non-human race.

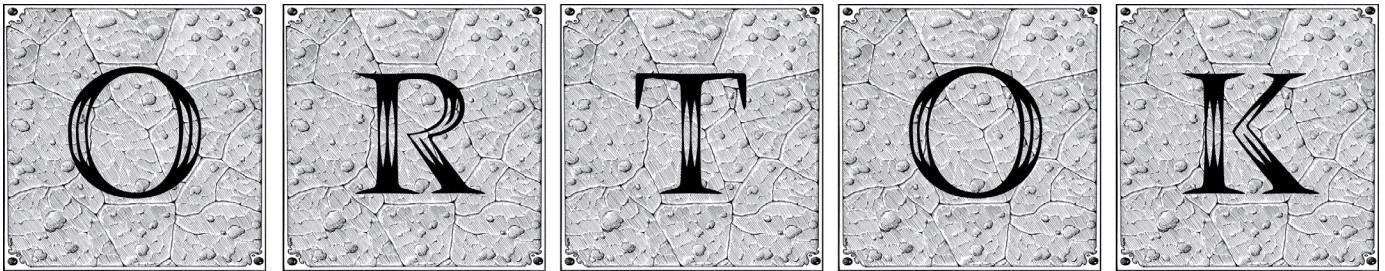
- **Assassin.** STR 13, DEX 13, CON 7, INT 15, WIS 8, CHA 11. AC 7. Gear: Leather armor, small shield, shortbow, 20 arrows, Thieves' Tools.
- **Assassin.** STR 13, DEX 13, CON 11, INT 13, WIS 6, CHA 16. AC 7. Gear: Leather armor, small shield, light crossbow, 20 bolts, Thieves' Tools.
- **Cleric.** STR 11, DEX 10, CON 11, INT 9, WIS 13, CHA 11. AC 3. Gear: Plate mail, hammer.
- **Cleric.** STR 11, DEX 8, CON 10, INT 9, WIS 16, CHA 8. AC 4. Gear: Chain mail, shield, mace.
- **Druid.** STR 10, DEX 7, CON 11, INT 12, WIS 13, CHA 15. AC 7. Gear: Leather armor, wooden shield, sickle-shaped sword, sling, 20 stones.
- **Druid.** STR 7, DEX 9, CON 15, INT 6, WIS 18, CHA 17. AC 7. Gear: Leather armor, wooden shield, spear, sling, 20 stones.
- **Fighter.** STR 14, DEX 9, CON 12, INT 13, WIS 12, CHA 13. AC 2. Gear: Plate mail, shield, longsword.
- **Fighter.** STR 15, DEX 13, CON 15, INT 10, WIS 14, CHA 8. AC 2. Gear: Plate mail, shield, bastard sword.
- **Illusionist.** STR 10, DEX 18, CON 9, INT 15, WIS 7, CHA 8. AC 10. Staff, dagger, spellbook. Spells known: Lvl 1: Change Self, Darkness, Light, Invisibility, Magic Mouth.
- **Illusionist.** STR 9, DEX 17, CON 10, INT 16, WIS 12, CHA 11. AC 10. Gear: Staff, dagger, spellbook. Spells known: Lvl 1: Detect Illusion, Detect Invisibility, Hypnotism; Lvl 2: Improved Phantasmal Force, Ventriloquism.
- **Magic-User.** STR 8, DEX 8, CON 11, INT 14, WIS 11, CHA 6. AC 10. Gear: Wizard robes, dagger, staff, 4 darts, spell book. Spells known: Lvl 1: Read Magic, Read Languages, Charm Person; Lvl 2: Continual Light
- **Magic-User.** STR 9, DEX 13, CON 5, INT 15, WIS 14, CHA 7. AC 10. Gear: Wizard robes, dagger, staff, 4 darts, spell book. Spells Known: Lvl 1: Read Magic, Shield, Light; Lvl2: Detect Invisibility
- **Paladin.** STR 12, DEX 13, CON 9, INT 10, WIS 15, CHA 17. AC 2. Gear: Plate mail, shield, two-handed sword.
- **Paladin.** STR 15, DEX 8, CON 9, INT 13, WIS 13, CHA 18. AC 2. Gear: Plate mail, shield, bastard sword, dagger.
- **Ranger.** STR 13, DEX 10, CON 16, INT 14, WIS 14, CHA 12. AC 5. Gear: Chain Mail, two shortwords, shortbow, dagger.
- **Ranger.** STR 13, DEX 13, CON 14, INT 13, WIS 14, CHA 9. AC 7. Gear: Ring Mail, longbow, longsword, dagger.
- **Thief.** STR 11, DEX 14, CON 10, INT 10, WIS 11, CHA 7. AC 8. Gear: Leather armor, shortword, composite bow, 20 arrows, sling, 20 stones, Thieves' Tools.
- **Thief.** STR 13, DEX 14, CON 11, INT 7, WIS 11, CHA 9. AC 8. Gear: Leather armor, 4 daggers, light crossbow, 20 bolts, Thieves' Tools.



APPENDIX C



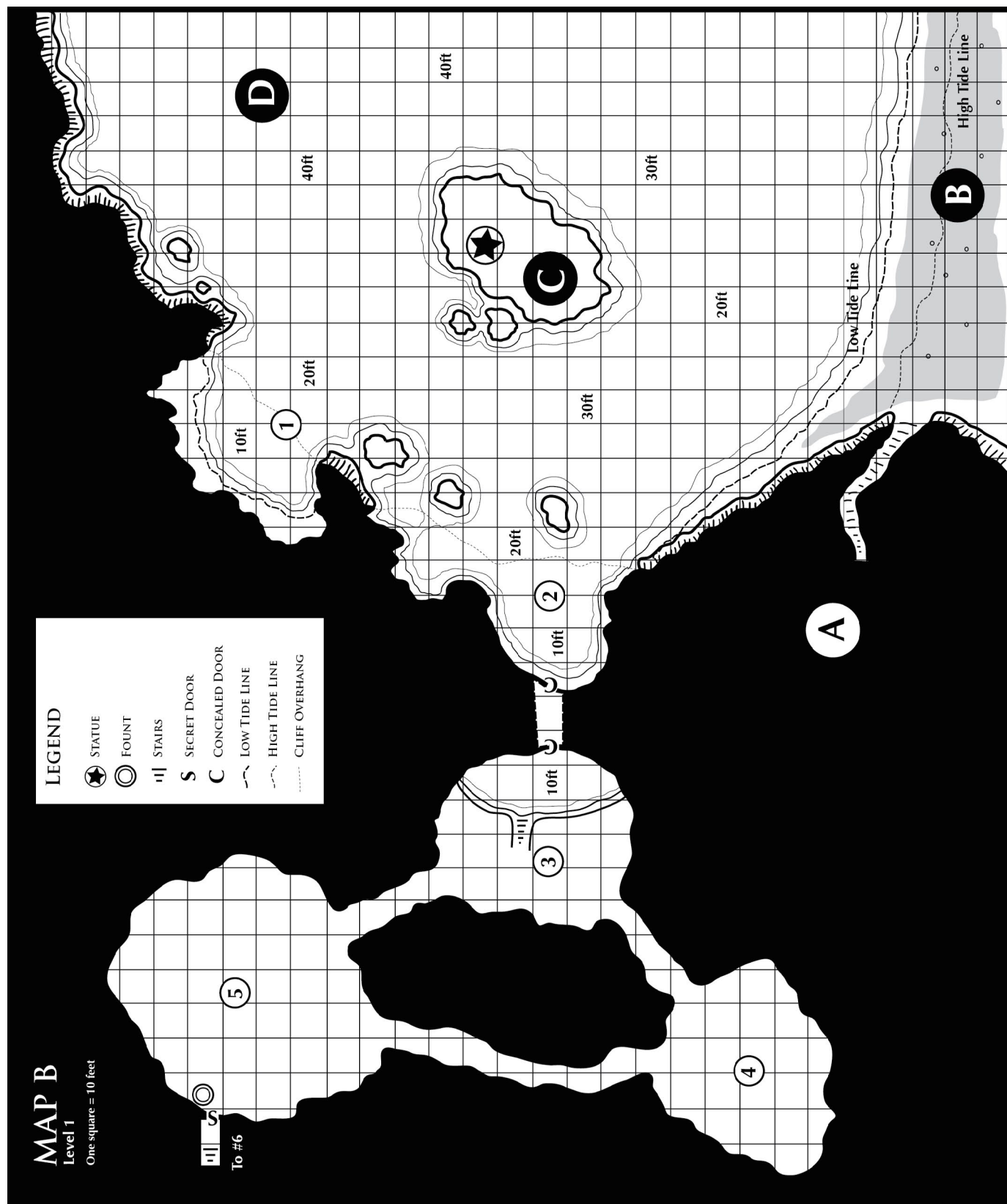
ROOM #8 BUTTONS

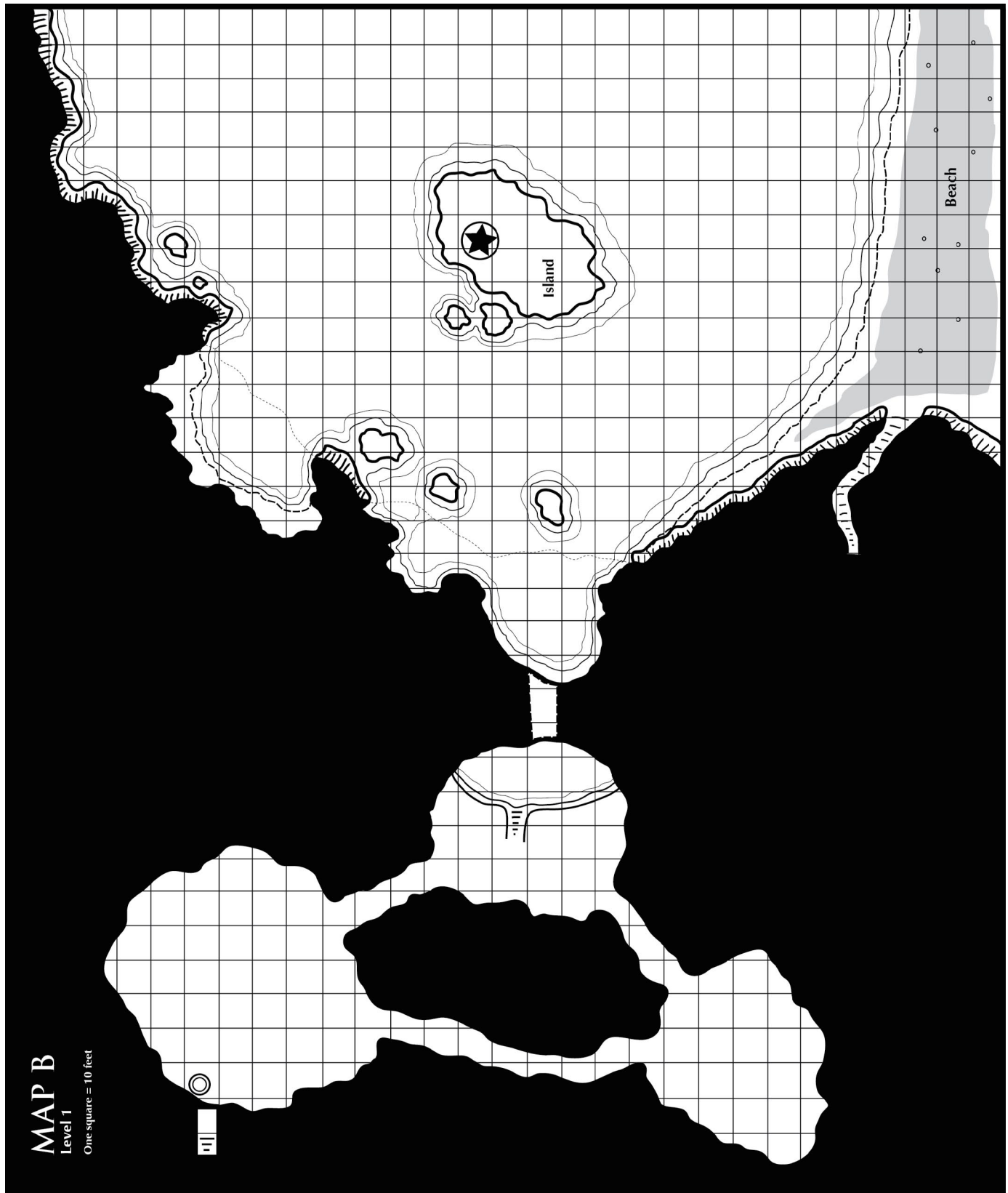


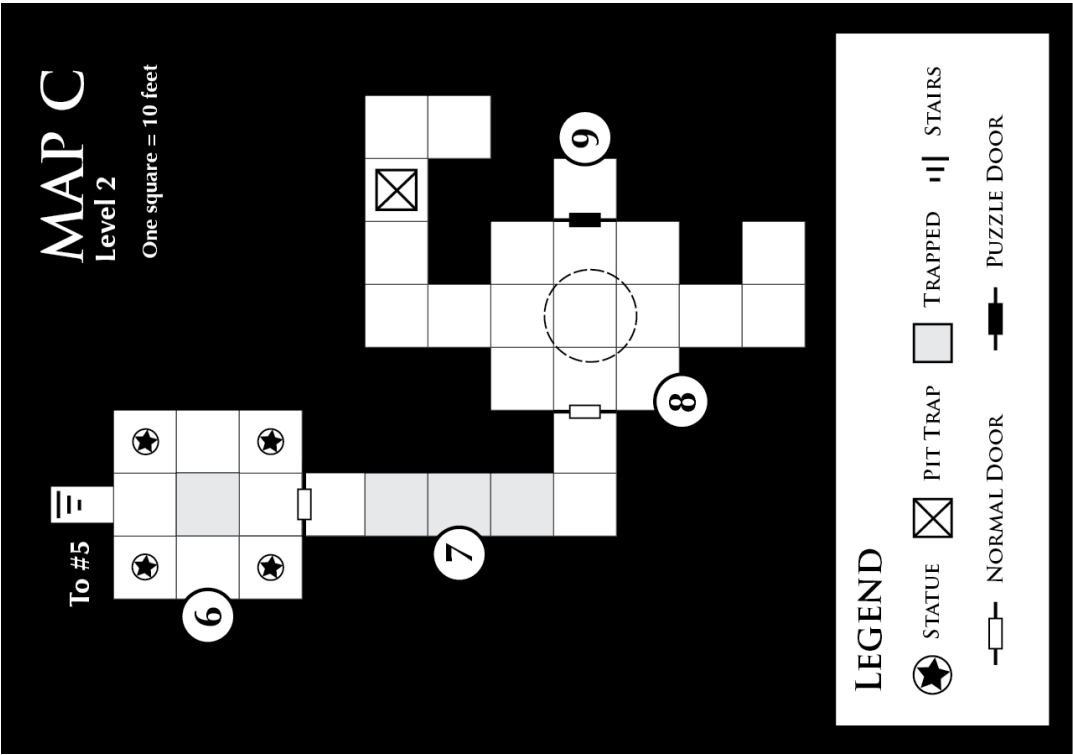
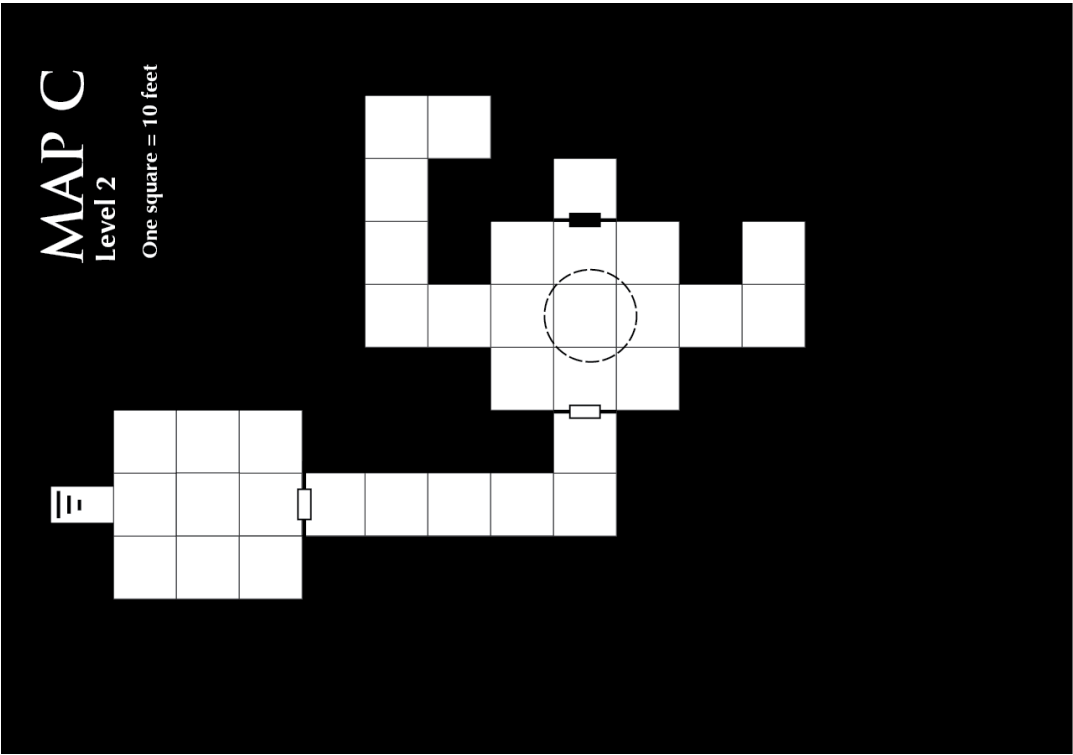
ROOM #8 INSCRIPTION



APPENDIX D







ROOM #7		Tile Colors	
B	G	B = Blue G = Green W = White R = Red	
W	R		
G	B		
W	R		
B	W		
R	G		
W	B		
G	R		
R	B	Shaded areas are trapped	
W	G		

ROOM #7		Tile Colors	
B	G	B = Blue G = Green W = White R = Red	
W	R		
G	B		
W	R		
B	W		
R	G		
W	B		
G	R		
R	B		
W	G		

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