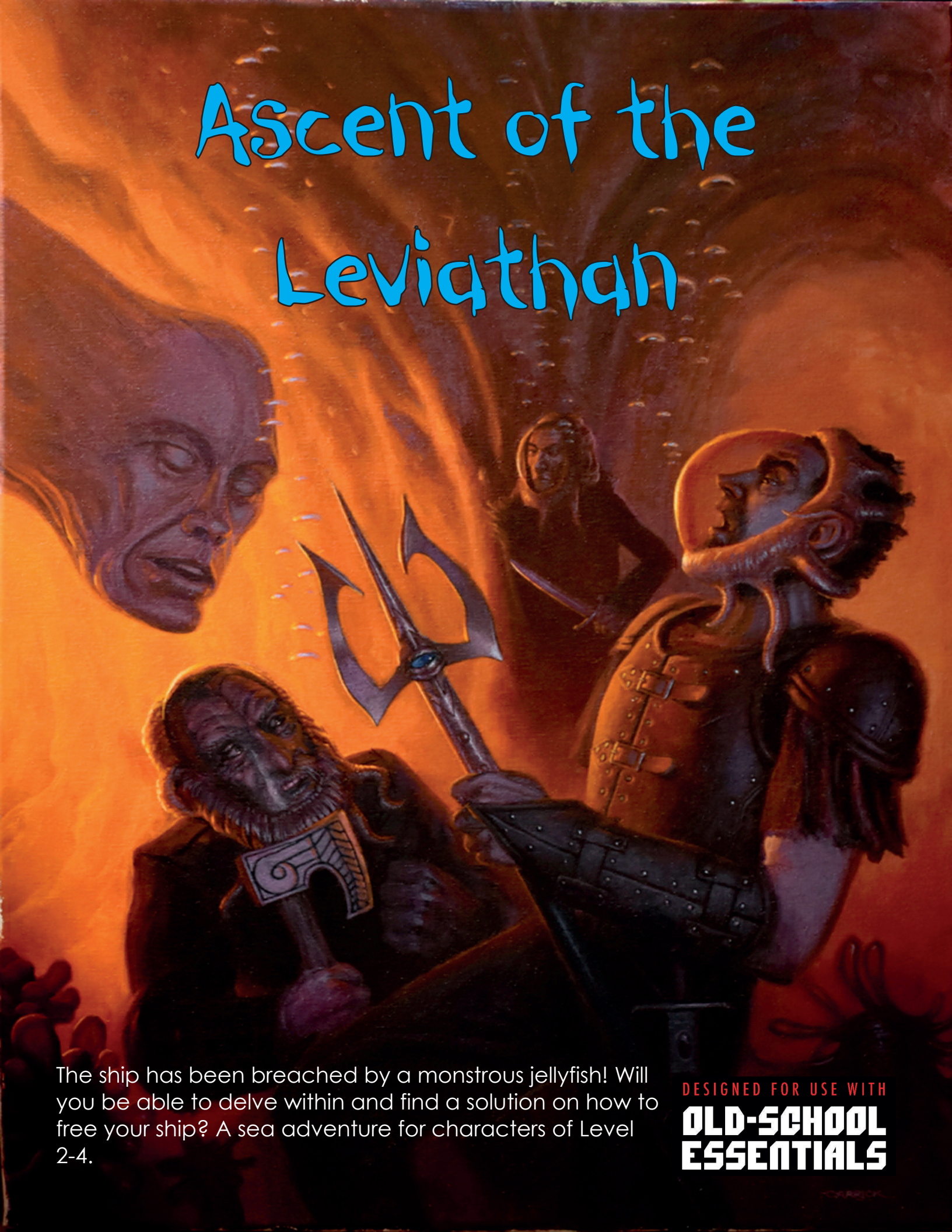


Ascent of the Leviathan



The ship has been breached by a monstrous jellyfish! Will you be able to delve within and find a solution on how to free your ship? A sea adventure for characters of Level 2-4.

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ESSENTIALS**

Ascent of the Leviathan

AN ADVENTURE FOR CHARACTER LEVELS 2-4

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Author's Dedication

For Daryl. One of the most courageous warriors I know.



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Ascent of the Leviathan

Adventure Summary

The party is traveling the Zontani Sea to the City of Vermilion or other place desired by the referee. While at sea, they are chased by two ships filled with loot hungry pirates! Right before the pirates ram the PCs vessel, a humongous jellyfish rises from the deep, quickly breaching all three ships. Once the ships are breached, the PCs are tasked (or forced by pirates) to explore the dead jellyfish and discover how to deflate it to release their ships or the pirates threaten to murder them all.

Morblar, first mate to the captain aboard the PCs ship, knows some lore about jellyfish, shouting (see **What Morblar Knows** below) an explanation that they float with air sacs. Puncturing the air sacs may be a solution!

The walls, floor, and ceiling of **Area #3, #5, #6, and #25** inside the jellyfish have pores regulating oxygen entering/leaving the chambers. The party may attempt to puncture the air sacs, taking 1d4 hours for enough air to be released for the jellyfish to sink, or learn 'The Rhopalialia' in **Area #15** to quickly release the air naturally (1d2 turns). The party can enhance the breach in **Area #6** but it takes three days for the jellyfish to sink enough to dislodge any ships. Attempting to puncture holes outside or anywhere else besides **Area #3, #5, #6, and #25** takes 3d6 days of labor cutting through numerous layers of rubbery jelly.

The gargantuan jellyfish emerged from a rift from the Elemental Plane of Water. The jellyfish is used as an underwater vessel, commanded by a group of cnidarians (see **New Monster**). They are seeking one of their own kind known as the Oracle (the Oracle is featured in the City of Vermilion adventure). During its ascent from the deeper water, an Abyss Whisperer (see **New Monster**) entered the jellyfish and began feeding, eventually killing the cnidarians mode of travel, as well as skirmishing and taking control of some of the inhabitants. Both sides have fought each other and are severely weakened.

Once the jellyfish sinks, the ships are freed, and the party can board a vessel and continue sailing towards the City of Vermilion or other destination. However, the pirates still need to be dealt with! Clever PCs may find some items within the jellyfish to increase their chances to escape. Or emerging PCs can either attempt to escape on the open sea, negotiate, fight for their lives, become prisoners, or possibly...join the pirates!

The adventure begins immediately as the party finds themselves in the midst of action on the open sea. However, optional adventure hooks can be applied to fit the referee's campaign or to make it less of a 'railroad' in the beginning.

Introduction

Easy pay and long, boring days of travel towards the City of Vermilion upon a tranquil sea came to an abrupt halt several hours ago. The bellowing First Mate, Morblar, sends gawking, terrified sailors quickly scrambling around the deck. Sailors throw unneeded items overboard, trim the sails, and frantically follow barked orders from stone-faced Captain Arokor. The *Lucky Siren* glides across the sea, but just beyond its wake, two identical sleek ships quickly close the distance.

They are known as 'The Twin Devils', a brother and sister, both sea captains by their own right but better known as cutthroats and ruthless pirates of unmatched greed. The pirates jeer and cheer boisterously, their prize in sight, as they begin their usual maneuver of splitting up and attacking their prey from both sides. Ropes with grappling hooks and weapons are gathered as men and women steel themselves for the upcoming brawl, the *Lucky Siren* clearly outmatched and outnumbered. (Allow the PCs to do a few rounds of action—shooting arrows, spells, etc.)

After several failed evasive maneuvers, The *Lucky Siren* slows to combat speed and Captain Arokor gives a grim nod to the crew before drawing his blade. The Twins sail closer, eager for loot... Suddenly all three ships jolt to a complete halt and raise sharply above the sea! The ships groan, sailors are knocked off their feet, and battle cries quickly turn to bawls of confusion, wonderment, and pain.

An immense, pink-tinged, translucent mound of jelly-like substance abruptly creates an instant island from its emergence from the turquoise seawater, grounding all three ships. Hissing air and bubbles erupt from the water and massive, hairy tentacles float to the surface briefly before sinking once more into the sea. Water geysers jet 30' high from craters spewing a salty spray that drenches most of the ships before briefly residing and revealing three cave-like entrances. The 'caves' on the surface of the monstrous jellyfish's umbrella-shaped bell lead within the gelatinous mass.

Referee's Notes

Combat breaks out briefly with half-hearted missile weapons as nobody is brave enough to set foot upon the jellyfish, but the three captains manage to stifle the confrontation in 1d3 rounds. The surprising and unnatural event creates an opportunity for awkward parley. During the parley, consisting of loud shouting back and forth, Morblar shares his knowledge about jellyfish.

What Morblar Knows:

1. Jellyfish float with air sacs. Perhaps they could be punctured to deflate the jellyfish so it sinks. (True)
2. Small creatures, such as fish and crabs can inhabit jellyfish. He is afraid of what might live inside this jellyfish due to its size! (True)
3. We must hurry! Some creatures explode after death due to gas build-up! Probably have less than 48 hours! (true about explosions—see whales, but may not be case with jellyfish. Referee discretion).
4. There may be access from underwater through the mouth, but the mouth is usually surrounded by tentacles (True—see **Tentacled Forest**, pg. 21).

The pirates demand Captain Arokor's crew/passengers to enter the jellyfish through the 'caves' and find a way to sink the jellyfish to free the ships or be murdered. If the terms are accepted, the pirates promise not to harm the sailors and let the ship go...for ¾ of its cargo (spices and silk totaling 10,000 gp).

Outnumbered, Captain Arokor leans on accepting the deal (referee's discretion) and quietly converses with the party in hopes they may find something within the jellyfish to slow or destroy the pirate ships in case the pirates don't honor their deal. The pirates, of course, betray the deal, but may give the ship a two turn head start before resuming the chase (referee discretion).

Refusal to enter the jellyfish leads to battle. Surviving the battle still leads to discovering a means to deflate or submerge the jellyfish. Fleeing by rowboat may be an option, but several sailors and Captain Arokor will be left behind to be tortured, imprisoned, or killed by the pirates. Finally, losing the battle against the pirates means subdued prisoners (i.e. the party) are forced to enter the jellyfish. Captain Arokor offers Morblar (first mate) and three sailors (0 level) to accompany the party.

Depending on negotiations, the pirates reluctantly offer two members (1st level fighters) to accompany the party. Surprisingly out of character, these two pirates are loyal to the cause and hold their own in a fight although they won't take unnecessary risks.

The babble of confusion from sailors and pirates alike may uncover some information (roll 1d4 times on the table below):

ROLL	PIRATE/SAILOR RUMORS
1	"You daft fool! Just go ahead and touch it! One that big and it will sting you to death!"
2	"We're going to need a bigger boat..."
3	"I'll be my lucky rabbit's foot that creatures can live in jellyfish that big..."
4	"My cousin's sister's brother told me he has seen something like this before. He told me he entered one and there was great treasures within. He even showed me a fancy bauble that he claims he took from one. But, he was also known to drink a lot."
5	"My grandma told me a species of crab lives inside jellyfish. Can you believe that? It lives inside it, eating all the scraps."
6	"Oh this is just great! I hear sharks eat jellyfish. That's all we need right now is a bunch of sharks..."
7	"Who knows what could be inside that thing....that...that thing could swallow a ship!"
8	"OI Morty told me that jellyfish have air bubbles inside them...ya know...t help them float. Wonder if we could...pop it?"

Between the sailors and pirates, there are a total of fifteen **Mesogleas**, with the majority belonging to the stingy Captain Arias. Only one **Mesogleas** per party member is offered for water breathing purposes with the requirement that one PC must wear a **Irutesh Slave Collar** (see **New Magic Items**), in which the code phrase is not given truthfully. The pirates request the strongest looking PC wear it, as their hope is they can try to sell the PC to the Irutesh later.

After an hour has gone by, Captain Arias orders a pirate crew to follow the party inside and ensure they are attempting to find a solution to submerging the jellyfish. The pirates search for the party and attempt to intimidate them to 'hurry up', as well as insisting they take all the risks. They demand all the loot found. They fight until half their numbers are slain then attempt to flee. **Note:** The pirate crew have 6+ members, depending on how many **Mesogleas** are left. Captain Arias always saves two **Mesogleas** for himself.

(6+) Pirates: AC 9 [10]; HD 1; hp 6 ea; **Aft** 1 x weapon (1d6 or by weapon); **THACO** 19 [0]; **MV** 120' (40'); **SV** D12 W13 P14 B15 S16 (F1); **ML** 7; **AL** C; **XP** 10

- **Gear:** cutlass (treat as sword), clubs, spears, and/or daggers, 2d12 cp, 1d20 sp ea.

If the party is inside the jellyfish for more than eight hours, Captain Arokor and the pirates believe the party is dead and attempt to find a different solution of dragging the ships off the jellyfish by hacking out a ditch through the gelatinous mass. This process takes about a week.

Mesogleas

The rare **Mesogleas** is a type of jellyfish in the Zontani Sea able to create and store oxygen in its cells rapidly. Divers apply the jellyfish to their face when underwater for collecting abalone and other seafood. The jellyfish suctions to the face and head of the diver with tentacles wrapping around the ears. The diver is able to suck oxygen out of the jellyfish, while it's cells rapidly create more. The ear tentacles enhance vibrations allowing an easier time for hearing and communicating with others wearing the jellyfish while underwater. The jellyfish is semi-transparent and causes a -1 to attack rolls when worn. **Mesogleas** can provide oxygen for 8 hours before tiring and perishing, unless allowed to rest and recharge. It needs a full day of rest before it can provide oxygen for a diver again. Highly prized by divers, **Mesogleas** can sell for 400 gp.

Ituresh Slave Collar

These simple, unadorned bands of dark, gray metal, around an inch thick and wide, are strange technological devices used on their slaves by the Ituresh People. When activated the collar shrinks to fit the neck of its unfortunate wearer perfectly to the point of choking them, while two spikes extend into the hosts jugulars.

Through some strange mixture of science and the arcane, the collar begins to extract oxygen directly from the surrounding water, inserting it into its wearer's bloodstream, thus mitigating the need to breath while underwater.

The collar has the following rules and effects:

- **Devious Device:** Any **Ituresh Collar** activates itself instantly when placed on a suitable neck. Any wearer of a collar takes 2 hp of damage by the two spikes when it is activated. This damage cannot be healed as long as the collar is worn.
- **Code Phrase:** Each **Ituresh Collar** is made with a unique phrase in the native language of the Ituresh. Only by *clearly* saying this phrase can an **Ituresh Collar** be safely deactivated. Non-Ituresh only have a 50% chance of stating the code phrase correctly. After the phrase is spoken, an **Ituresh Collar** remains inert for one round before resetting itself.
- **Water breathing:** Anyone wearing an active **Ituresh Collar** doesn't need to breath underwater as oxygen is pumped directly into the wearer's bloodstream.

- **Choking:** While the collar is activated on land, the wearer cannot breathe and begins to choke. After two rounds, the wearer begins to suffocate, with the loss of consciousness following four rounds later, and death coming in round six. The only way to stop this process is to submerge the collar completely in water.

Furthermore, speaking is impossible while wearing the collar, and eating and drinking is extremely difficult as it needs to occur underwater and may inflict 1d4 damage during the process due to the spikes moving during the chewing or swallowing motion.

The Pirate Standoff

The twins are Captain Arias and Captain Sasha.

They got gold in their eyes and speak the language of lies. Merciless in their quest to satiate their appetite of greed, the twins are a terror to all merchants upon the seas. The twins are both rough and disheveled looking, wrinkles formed by long days in the weather have shaped their faces, and both have long dark hair with brown eyes. Both portray an aggressive stingray tattoo on their necks, its tail wrapped around their left ear.

Captain Arias, Level 5 Human Thief: AC 7 [12]; hp 25; ATT 2 x dagger (1d4); THACO 17 [+2]; MV 120' (40'); SV D 12 W 13 P 11 B 14 S 13 (T5); AL C; XP 300; STR 13, INT 12, WIS 12, DEX 17, CON 10, CHA 14

- **Gear:** Dagger +1, (3) daggers, gold hoop earring (15 gp), platinum ring with emerald (400 gp), and shark skin boots (20 gp).

Captain Sasha, Level 4 Human Fighter: AC 6 [13]; hp 32; ATT 1 x cutlass (1d8); THACO 17 [+2]; MV 120' (40'); SV D 10 W 11 P 12 B 13 S 14 (F4); AL C; XP 125; STR 15, INT 10, WIS 11, DEX 16, CON 15, CHR 13

- **Gear:** Leather, cutlass, two throwing daggers, buckler, gold hoop earring (15 gp), tiny golden cat figurine with ruby eyes (225 gp), gold armband (40 gp) and a **Potion of Fire Resistance**.

(2) First Mates, Level 2 Fighters: AC 8 [11]; HD 2; hp 14 ea; ATT 1 x weapon (1d6 or by weapon); THACO 19 [0]; MV 120' (40'); SV D 12 W 13 P 14 B 15 S 16 (F2); ML 8; AL C; XP 20

- **Gear:** cutlass, (2 daggers), one has a gold tooth (15 gp), 2d12 cp, 2d10 sp, 1d6 gp.

(38) Pirates (combined crews-19 per ship) Level 1 Fighters: AC 9 [10]; HD 1; hp 6 ea; ATT 1 x weapon (1d6 or by weapon); THACO 19 [0]; MV 120' (40'); SV D 12 W 13 P 14 B 15 S 16 (F1); ML 7; AL C; XP 10

- **Gear:** cutlass, clubs, longbow and arrows, and/or daggers 2d12 cp, 1d20 sp ea.

Crew of the Lucky Siren: Captain Arokor is an experienced sea captain with a loyal, hard-working crew.

Loyal, sea knowledgeable, and honest, Captain Arokor is a highly sought captain by merchants to sail their goods. Captain Arokor rarely hesitates on even the toughest of decisions, his stone-face offering no emotion. Although on land, it's rumored Captain Arokor likes to party.

Captain Arokor, Level 6 Human Fighter: AC 8 [11]; hp 42; ATT 1 x cutlass (1d8+1); THACO 17 [+2]; MV 120' (40'); SV D 10 W 11 P 12 B 13 S 14 (F6); AL L; XP 500; STR 16, INT 14, WIS 10, DEX 15, CON 13, CHR 16

- **Gear:** Cutlass +1, finely embroidered clothing, gold wedding band (100 gp), ruby ring (225 gp), 12 cp, 18 sp, 37 gp.

Morblar, Level 2 Human Fighter (First Mate): AC 8 [11]; HD 2; hp 13; Att 1 x weapon (1d6 or by weapon); THACO 19 [0]; MV 120' (40'); SV D 12 W 13 P 14 B 15 S 16 (F2); ML 8; AL N; XP 20

- **Gear:** short sword, golden bracers (50 gp), a smooth 'lucky' stone (worthless).
- Morblar is hard of hearing and tends to shout when talking. He has a habit of rubbing his lucky stone constantly. His grandfather was fascinated by jellyfish and shared his knowledge to Morblar.

(24) Sailors: AC 9 [10]; HD ½; hp 2 ea; Att 1 x weapon (1d6 or by weapon); THACO 20 [-1]; MV 120' (40'); SV D 14 W 15 P 16 B 17 S 18 (NH); ML 6; AL L and N; XP 5

- **Gear:** Clubs, belaying pin, dagger, crossbows.
- Chummy and a superstitious lot.

Ursula, 2nd Level Human Cleric: AC 7 [12]; hp 9; Att 1 x weapon (1d6 or by weapon); THACO 19 [0]; MV 120' (40'); SV D 11 W 12 P 14 B 16 S 15 (C2); ML 7; AL N; XP 25;
Spells: Cure Light Wounds

- **Gear:** Flail, leather armor, small shield, holy symbol (25 gp), 1d10 sp, and 1d8 gp.
- Haughty and ill-tempered, Ursula is a passenger aboard the *Lucky Siren*. She refuses to enter the jellyfish unless forced.
- She does not heal anyone unless a hefty donation is given to her deity.
- She joins the pirates if it means survival.

Optional Adventure Hooks

1. A mysterious ship floats strangely out in sea. It's tilted to its side, as if beached, but it floats. The local fishermen believe it's a sign of bad luck and avoid it. Adventurous souls have journeyed to find the ship and loot it, but none have returned. Ol' Edgwin claims the boat is a merchant ship from the far-off Rhone Empire and believes it must be loaded with valuable silks and ingots!

The ship was last seen to the east near a trio of small islands...can't miss it!

2. The party has taken passage on a ship. After several days of travel, they pass a ship beached on a strange gelatinous mass...a jellyfish?! The trapped ship's crew hollers and waves down the ship and your captain decides to be a good soul and stop to see how you all can help.

3. Damn thieves...they stole your ship!! You quickly outfit a faster ship and crew with a reliable captain. Money is flowing, but it's worth it cause no one steals your ship! After a few days and lucky winds, you spy your ship ahead...the chase is on!

4. Everyone knows the pirate, Captain Reefscar! 'Scourge of the Seas' the minstrels claim, spinning their tales, and 'Devourer of Ships' complain the merchants. But that was several decades ago and no one has seen the portly captain after being bested by the honorable Captain Holkrin...until now. Local fishermen claim they have seen the recognizable pirate ship just off to the east. Most believed Captain Reefscar's ship sank so many decades ago...how is it floating once more?! And what loot might be on it? (The ship is breached on the jellyfish).

5. A cnidarian approaches the party while out at sea. It begs for assistance against an unspeakable evil that has been killing their band of fellows. It offers a fist-sized milky pearl (2,000 gp) for the efforts. It agrees to show the party the jellyfish but refuses to enter, fearful of the primeval evil lurking inside.

6. Completely unlucky, the PCs have been captured by pirates and have been rotting in the holds for about a week. Shouts of surprise and bucking of the ship cause panic aboard the ship. After things quiet down, crew mates roughly haul the PCs to the deck. The captain explains the predicament, arms the party, and forces them to enter the jellyfish to free the ship. He offers freedom! He promises....

The 'Dungeon'

The obvious entrances are the 'caves'. The entire jellyfish is flooded with water, except where noted, and requires the PCs to use water breathing magic/mechanics to survive. Some areas, noted on the map, have bio-luminescence that provides 10' radius of dim light. The walls, floors, and ceilings are translucent jelly (3'-5' visibility through the walls) with a variation of colors ranging from light pinks, dark purples, blues, reds, and yellows. Although semi-transparent, it's impossible to see through walls far enough to be helpful. Walking on the jellyfish feels like walking upon a sponge.



'Doors' are folds of jelly, sphincter-like and provide an air-tight seal, that PCs may crawl/squirm through to enter different areas. Ceilings are typically 15' high. Please refer to **Appendix A: New Monsters** at the end of the adventure.

PCs may also attempt to enter from underwater, trying their luck through the tentacled forest. Please refer to **The Tentacled Forest** (pg. 21).

Guideline/Optional Rules: These rules are at referee's discretion.

- Movement while swimming is halved unless magically enhanced.
- Only piercing and thrusting weapons can be used effectively. Bows and other hurled weapons are useless. Crossbows can be fired but range is halved. For simplicity, bludgeoning and slashing weapons inflict only half damage. Overall, when attacking with a melee weapon, land dwellers suffer a -4 penalty to attack rolls for being unaccustomed to the underwater environment.
- Fire based spells have no effect underwater. Verbal spellcasting is impossible, unless water breathing spells or magic items allow for verbal communication, such as the **Mesogleas** (referee discretion).

- **Note:** One can be attacked from the top, bottom, and flanks when underwater. Referee's discretion for attack bonuses.
- **Vision:** The Zontani Sea is exceptionally clear and underwater vision has a range of 120'. However, for every 10' of depth, vision is reduced by 10'. Magical light (*Continual Light*, etc.) has its range halved.
- **Sound:** Sounds travel further in water, hence sound based spells are doubled in range.
- **Water Pressure:** Deeper than 100' and PCs feel water pressure effects. They begin to take 1d4 damage each round for every 50 feet below 100' (i.e. 150'=1d4, 200'=2d4, etc.). However, the inside of the jellyfish in this adventure is above 100'.
- **Temperature:** The deeper one travels, the colder the water. Without protection, temperatures may affect PCs causing hypothermia and eventual death. At referee's discretion, PCs may take 1 hp of damage when deeper than 100' per 6 rounds and suffer -1 to Attack Rolls and increased casting times.

Wandering Encounters: Check every 6 turns. A roll of 1-2 on a d10 results in an encounter.

ROLL	WANDERING ENCOUNTER	NOTES
1	<p>(4) Giant Amebocytes: AC 7 [12]; HD 1; hp 5 ea; Att 3 x pseudo-pod (1d3); THACO 19 [0]; MV 120' (40'); SV D 12 W 13 P 14 B 15 S 16 (F1); ML 10; AL N; XP 13 ea.</p> <ul style="list-style-type: none"> • Reach: Can reach up to 10' with its two pseudo-pod attacks. Pseudo-pods may be severed after 2 hp of damage, but amebocytes can create a new one within one round. 	These creatures patrol the tunnels, attacking the party immediately.
2	<p>(5) Barracuda: AC 6 [13]; HD 1; hp 7 ea; Att 1 x bite (2d4); THACO 19 [0]; MV 120' (40'); SV D 12 W 13 P 14 B 15 S 16 (F1); ML 8; AL N; XP 13</p>	A school of barracuda that entered the mouth and are searching for food.
3	<p>(1) Jellyfish (harmless)</p>	A 3' amber colored jellyfish with a huge bell on top swims with floating tentacles. It glows and provides 20' diameter light.
4	<p>(1) Cnidarian: AC 8 [11]; HD 7; hp (7) 43; Att 1 x pseudo-pod or 7 x tendril (2d6 or 1d4x7); THACO 13 [+6]; MV 60' land (20'); 90' water (30'); SV D 8 W 9 P 10 B 10 S 12; ML 9; AL N; XP 850</p> <ul style="list-style-type: none"> • Paralyzation: A save vs. Paralysis or be paralyzed for 2d6+2 rounds on a successful pseudo-pod (land attack) or tentacle attack (water attack). Tentacle attacks can only be utilized when in water and can be severed after 10 hp of damage. • Immunity: <i>Electricity, fear, sleep, hold, paralysis, and polymorph</i> type magics. • Telepathy: 60' radius. They have a special <i>Comprehend Language</i> ability that allows them to read and speak most languages and are highly sought for negotiator/translator type positions in the underwater world. 	The cnidarian from Area #17 searches for resources for when he needs to abandon the giant jellyfish.

Continued

ROLL	WANDERING ENCOUNTERS	NOTES
5	(15) Stinging Jellies (swarm)	These stinging jellies (group) attack a random PC. A successful hit delivers 1 point of damage, save vs. paralyzation or stunned for 6 rounds.
6	(7) Giant Amebocytes: AC 7 [12]; HD 1; hp 5 ea; Att 3 x pseudo-pod (1d3); THACO 19 [0]; MV 120' (40'); SV D 12 W 13 P 14 B 15 S 16 (F1); ML 10; AL N; XP 13 ea. <ul style="list-style-type: none"> • Reach: Can reach up to 10' with its two pseudo-pod attacks. Pseudo-pods may be severed after 2 hp of damage, but amebocytes can create a new one within one round. 	These creatures are attacking a few 2' long fish.
7	(4) Zontani Pelican Eels: AC 5 [14]; HD 2; hp 11 ea; Att 1 x bite (1d6); THACO 18 [+1]; MV 120' (40'); SV D12 W 13 P 14 B 15 S 16 (2); ML 7; AL N; XP 30 ea. <ul style="list-style-type: none"> • Swallow: On an attack roll of 18+ can swallow halfling and gnome sized targets whole. After 1d2 rounds, the victim enters the stomach and takes an automatic 1d8 damage due to stomach acids. Those attacking the eel do half damage to a victim inside. • Blindness: Can blind targets 3x per day for 1d4 rounds if a failed save vs. paralysis. 	These creatures are seeking any type of prey.
8	(1) Merिताhti Stalker: AC 4 [15]; HD 5; hp 31; Att 2 or 1 (1d6/1d6 or 2d8); THACO 15 [+4]; MV 120' (40'); SV D 10 W 11 P 12 B 13 S 14 (F5); ML 8; AL N; XP 175. <ul style="list-style-type: none"> • Gear: Necklace of killer whale teeth (275 gp) and a bracelet made of vibrant shells mixed with miniature pearls (375 gp). 	The Merिताhti Stalker watches the party from a distance. It attempts to stay out of reach, leading the party to dangerous areas. It may attack while the party is preoccupied with something else.
9	Herring (swarm)	A sizable cluster of herring that swims about the party. It reduces vision to only 2'. After 1d6 rounds, the herring swim off.
10	(6+) Pirates, Level 1 Fighters: AC 9 [10]; HD 1; hp 6 ea; Att 1 x weapon (1d6 or by weapon); THACO 19 [0]; MV 120' (40'); SV D12 W13 P14 B15 S16 (F1); ML 7; AL C; XP 10 <ul style="list-style-type: none"> • Gear: cutlass, clubs, longbow and arrows, and/or daggers 2d12 cp, 1d20 sp ea. 	Pirates from the ships. They heckle and attempt to intimidate the party into taking chances. They fight to defend themselves and attempt to flee when half their number is slain.

The Jellyfish

The deck of the ship provides ample views of the semi-translucent gelatinous mass of swirling colors that comprise this new 'island'. The newly emerged gelatin holds several shallow pools, several containing darting, spooked fish, crabs, and other marine life. Three craters are spread out over the surface, each with a dark hole that has finally stopped spewing water, suggesting access ports to enter the creature. Taunting and sneering pirates are the only forms of 'well wishes' for your task.

1. Entrances: The surface of the jellyfish's bell feels spongy, rubbery, and squishes when walked upon. The deeper indentations, or craters, hold an ominous cave-like opening near the bottom that descend inside the gargantuan jellyfish. Remnants of seaweed float just inside the cave's surface as briny water floods the tunnel.

- Refer to the map on which cave opening the party decides to enter.
- Each tunnel descends approximately 65', either abruptly or gradually depending on entrance.

2. Shells: Various sized **shells** are embedded in the jelly-like walls, ceilings and floors of the chamber, from giant conch shells to tiny crab shells in brilliant shades of red, blue, orange, and purple. Other shells glisten with iridescent swirls of intense colors ranging from peacock greens, creams, deep cobalt blues, and pinks. Tiny fish nibble at the shells, searching for food.

- Most of the **shells** have cracks or other imperfections that make most of them worthless. However, after 1d6 rounds of searching, there are 12 beautiful shells that may fetch 10 gp each and a total of 5 milky white pearls, 50 gp each.

Continued

- After the 7th round, searchers may discover the **Mask of Orideous**. It takes a full turn to delicately carve it out of the jelly wall and doing so has a 60% chance to attract **Giant Amebocytes** that investigate in 2d4 rounds.

(4) Giant Amebocytes: AC 7 [12]; HD 1; hp 5 ea; Att 3 x pseudo-pod (1d3); THACO 19 [0]; MV 120' (40'); SV D 12 W 13 P 14 B 15 S 16 (F1); ML 10; AL N; XP 13 ea.

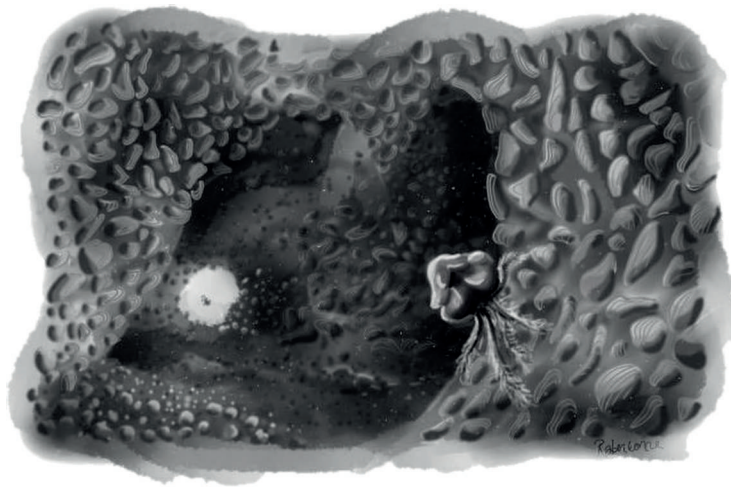
- **Reach:** Can reach up to 10' with its two pseudo-pod attacks. Pseudo-pods may be severed after 2 hp of damage, but amebocytes can create a new one within one round.

Mask of Orideous

Orideous was one of the founding fathers of the village of Jhuron on the Zontani Sea. The mask is created from a multitude of miniature shells of various colors. The face appears as a demonic skull with sharp edged triangular shells near the bottom of the mask.

The mask is enchanted with protective magic and provides an AC 7 to the wearer. While worn, aggressive underwater shelled creatures (clams, oysters, crabs, etc.) ignore the wearer unless attacked and the wearer may speak to and understand crustacean and mollusk creatures.

However, the wearer's Charisma is reduced by 2 owing to the fish smell emanating from the mask. The smell makes it easier to track by creatures using olfactory senses and seabirds may be attracted to the stench.



3. Air Bubble: Crawling through the sphincter reveals an empty chamber with slowly rising water leaving 2' of breathing space near the ceiling. Near the southern wall is a floating mass of **jelly** with shredded gelatinous tendrils barely clinging to the central blob.

- The air is stagnant but breathable. The water is 8' deep.
- The floating mass of **jelly** is a slain cnidarian. Several areas of the jelly have a deep purple color to the rest of its lighter complexion. Careful inspection reveals a milky white pearl (100 gp) embedded in the jelly.

4. Sea Squirt Garden: Bio-luminescent water reveals an erupting palette of color from hundreds of sea **squirts** mixed with starfish attached to floors, walls, and ceiling. Fluorescent colors, electric blues, deep reds, and every other color of the rainbow creates a mesmerizing texture. A pale, gaunt humanoid **creature** explodes suddenly from a cluster of sea squirts, it's sudden movement releasing a cloud from the squirts which creates a hazy effect through the bio-luminescence.

- Cutting or harming the sea **squirts** in any way cause them to release a cloud of acid into the water, delivering 1d4 damage to those in the area of effect. The acid covers approximately a 10' diameter area and dilutes after 1d2 rounds.
- The **creature** is a **Meritahti Stalker**. It attempts to flee immediately towards **Area #9** in an attempt for a confrontation with the PCs versus the giant crab—its enemy. It has a 50% chance of helping the PCs or a 50% chance to help the crab, with its goal of weakening both sides. Or the stalker swims through **Area #11** towards **Area #14** to try and overcome its foes with the barracuda. Ultimately it seeks a new Meritahti Lord to serve, although it is friendly towards the Zontani Spined Sea Star in **Area #18**. The acid cloud from the squirts needs to be entered if chasing it.

(1) Meritahti Stalker: AC 4 [15]; HD 5; hp 31; Att 2 or 1 (1d6/1d6 or 2d8); THACO 15 [+4]; MV 120' (40'); SV D 10 W 11 P 12 B 13 S 14 (F5); ML 8; AL N; XP 175.

- **Gear:** Necklace of killer whale teeth (275 gp) and a bracelet made of vibrant shells mixed with miniature pearls (375 gp).

5. Glow: The access doors open into an oblong chamber, a pink glow emanating from the walls and ceiling. The chamber's floor is under water (5' deep) and on its surface floats vividly deep-purple, feathery kelp with lavender, bulbous bladders. The kelp's leaf-like blades cover the water's surface in a dense canopy with its tendrils attached in numerous places along the gritty chamber floor.

- The deep-purple kelp is a species known as *Aubergine Jhapunicus*. Movement by PCs is reduced to half in this chamber.



- *Aubergine Jhapunicus* has several uses:
 - The bladders can be used to breathe underwater for 30 minutes, however it causes the breather to develop a high-pitched voice similar to sucking helium for an hour.
 - Eating the leaves once per day provides 1d3 hp of healing but stains the tongue and lips purple for six hours as well as annoying cramps and flatulence for three turns after imbibing.
 - The fronds are very strong, capable of holding 500 lbs of weight and can be used as rope. There are enough fronds to knot together for 2,000 feet of rope. Clever PCs may attempt to use the rope to anchor/slow the pirate ships.

6. Breach: Wood splinters float on briny water that fills this chamber (3' deep). Shards of wood splinters jut out of the ceiling and walls, an oozing puss dribbling from the wounds. A **gash** in the ceiling sucks the air from the chamber creating watery ripples and a low howling sound. A floating **keg** jostles its way around the chamber.



- The **gash** is 8' up the northern wall near the ceiling and exits the jellyfish, creating air bubbles outside. The gash narrows to 1' wide before exiting.
- PCs living or familiar in this region have a 15% chance of determining the contents of the **keg** from

the smell. The keg holds tannin from the rare *Boraku Tree* found in the southern jungles of Jhurlmek, mixed with common *Amaranth* grain phyto-chemicals. The combination, called *Boranth*, explodes upon impact or when exposed to air. The explosion causes 3d6 damage in a 15' diameter (save vs. Spells for half damage). Alchemists are interested in such a concoction as only the Sholoh tribes of Jhurlmek know the recipe (1,500 gp).

- Care must be taken to remove the waxed cork—removal by hammer may cause it to explode. Exploding the keg near the gash expands the tear and the jellyfish submerges enough to free ships after two full days. Or it may effectively create a hole in a ship, sinking it in 1d4+2 hours.

7. Oysters: The gelatinous walls surrounding this chamber have a mix of dark and light greens, yellows, and splashes of pinks spiraling throughout, creating a vibrant, alien visage, that eventually meets purplish mussels mortared to the floor. Strange orange and reddish translucent **blobs** swim clumsily about the chamber near several giant **oysters** that line the walls. The blobs extend pseudo-pods to assist in movement as they consume stray fish and other tiny life forms swimming within the chamber. A **sphincter** of folded gelatin lies in the floor on the east side.

- The **blobs** are **Giant Amebocytes** that become aware of the party in 1d4 rounds, attacking immediately.
- There is a total of 12 giant **oysters**. First attempts at prying them open cause them to snap quickly, delivering 2d6 damage on a successful attack roll (treat as HD 5). **Note:** Attempts to open oysters have a 35% chance of attracting an additional 1d4 Giant Amebocytes which arrive in 1d4+2 rounds unless a thief utilizes their Open Lock skills.
- Two of the oysters have fist-sized pearls (500 gp ea), while one has a head-sized golden pearl (2,000 gp).
- The **sphincter** is an access hole that descends to **Area #19**.

(9) Giant Amebocytes: AC 7 [12]; HD 1; hp 5 ea; **Att** 3x pseudo-pod (1d3); **THACO** 19 [0]; **MV** 120' (40'); **SV** D 12 W 13 P 14 B 15 S 16 (F1); **ML** 10; **AL** N; **XP** 13 ea.

- **Reach:** Can reach up to 10' with its two pseudo-pod attacks. Pseudo-pods may be severed after 2 hp of damage, but amebocytes can create a new one within one round.

Level 2: The Stomach

The stomach is lit by faltering bio-luminescent clouds that sporadically light up the huge cavern providing 5' of light for 1d2 rounds then fading. The ceiling is 25'-40' above. The walls, ceiling, and floor are slightly acidic (to break down food), and PCs take 1d4 damage every turn while inside **Area's #8-11**. The throat area (center) is completely dark, its interior descending downwards and lined with thousands of tiny, paralytic tentacles. While traveling through the jellyfish stomach, roll every two turns on the **Miscellaneous Item Table**. Each item can only be discovered once.

In addition, while moving through the jellyfish stomach there is a 25% chance that the **Giant Spider Crab**, if still alive, becomes aware of the party and attempts to ambush them (see **Area #9**).

8. Whale Bones: A colossal cavern holds a gaping, gigantic **hole** in its center, covered with thousands of tentacles ranging from 3' to 25' long. Against the wall rests algae-covered **bones** of a gigantic fish. It's bony ribs extend upward towards the 25' high ceiling.

- Refer to **Area #11** for those exploring the **hole**.
- The blue whale **bones** have been here a long time, extending 100' along the northwest wall.
- The fossilized baleen plates of the whale could

potentially be fashioned into a special suit of armor (AC 6) by a skilled armorer and leather worker.

- Inside the bones are random contents from the whale's stomach covered in barnacles and seaweed—rusty nails, bits of a rotted sail, a human femur, and a trio of silver fishhooks (10 gp ea).

9. Stomach Lord: Numerous sponges and chunks of coral form a colorful kaleidoscope effect. The vibrant floor appears to be moving as hundreds of tiny crabs march across the brilliant landscape, hunting for food and flashing their minuscule claws.

- A **giant spider crab** lairs here, growing enormous from feeding off the food scraps consumed by the jellyfish. Its camouflage comprised of sponges and other dead sea life stick to its shell and allows it to surprise opponents on a 1-5 on a d6. **Note:** the **giant spider crab** has extra-long legs with a reach of 30'!
- Littered in its algae covered lair is 523 cp, 310 sp, and 696 gp. Stuck on a sponge is a air-tight scroll case containing a **treasure map** that leads to an island known as The Cauldron (or referee discretion).

ROLL	MISCELLANEOUS ITEM
1	Colorful sea anemones cling to human bones.
2	A mermaid's decayed corpse. She still wears pearl earrings (75 gp).
3	A giant oyster. It has a pearl inside (500 gp).
4	A bottle with a message inside it. The message reads "On an atoll near the Rains of Sanjoon. Need rescue. Please hurry!" A date suggests its 50 years old.
5	A silver anklet with a lapis lazuli (75 gp).
6	An algae-covered Potion of Healing .
7	34' of rope. Fails after its third use.
8	Air-tight scroll holds <i>Gust of Wind</i> . Opening it underwater ruins the scroll.
9	Air-tight scroll—Cursed. Scroll looks like a treasure map, but it's gibberish. Character spends his/her life searching for the treasure and can't stop talking about it.
10	A human skull.
11	A rusty cutlass with the name Yelvan etched on the handle.
12	A belt with a silver skull as a buckle (35 gp).
13	An ancient copper broadsword from a long forgotten civilization. Cleaned up, it provides a +1 to Hit, but dulls easily and does -1 damage.
14	A skeletal spine of some strange sea serpent, 22' long.
15	Abalone shell with strange writings. <i>Comprehend Language</i> spell reveals a historic record of a centuries old civilization treaty with a warring neighbor.
16	A giant warhammer, suitable for a storm giant.
17	A ruby pendant on a silver chain (150 gp).
18	A seaweed covered steering wheel.
19	A chunk of colorful coral. Closer inspection reveals it grows on a marred white dragon's scale.
20	A coffin. Inside are five preserved shrunken heads. One wears a golden headband (85 gp).

(1) Giant Spider Crab: AC 3 [16]; HD 5; hp 33; **Aff** 2 x claw (2d4); **THACO** 15 [+4]; **MV** 90' (30'); **SV** D 10 W 11 P 12 B 13 S 14 (F5); **ML** 9; **AL** N; **XP** 300.

- Reach of 30' with claws.

10. The Laughing Dolphin: The bow of a ship lies in a crumpled, splintered heap against the north wall with remnants of barnacle covered wood surrounding a bowsprit in the shape of an open-mouthed dolphin. Wisps of kelp dance underwater, failing to hide a single barnacle-covered **door** blocking access to the ship's enclosed inner chamber amidst the wreckage.

- The **door** needs a successful Open Doors check for access. **Inside:** Remnants of floating hammocks, clothing, and seaweed cloud vision. A **chest** lie among broken crates and furniture. In 1d4 rounds, algae-covered **skeletons** rise from the debris and move through the swirling, rotted cloth to defend the treasures they were sworn to protect (vision reduced to 5').
- The **chest** is **locked**, but easily opened normally due to damage (+35% to Open Locks). Inside the chest is 750 cp, 842 sp, 200 gp, a tiny, intricately painted vase (75 gp), two waterlogged bolts of ruined silk, several frayed rope cords of an unknown religious order, an amulet of a jade butterfly (200 gp), and a ring of silver swimming dolphins with sapphire eyes engraved with "For Daryl" (450 gp).

(8) Skeletons: AC 7 [12]; HD 1; hp 6 ea; **Aff** 1 x weapon (1d6 or by weapon); **THACO** 19 [0]; **MV** 60' (20'); **SV** D 12 W 13 P 14 B 15 S 16 (1); **ML** 12; **AL** C; **XP** 10 ea.

- Make no noise, until they attack. Immune to effects that affect living creatures (i.e. poison). Immune to min-reading spells (i.e. *charm*, *hold*, *sleep*).

11. Throat: A huge, gaping hole is ringed by thousands of tiny, slim **tentacles** ranging from 3' to 25' feet in length, roughly one inch thick, dangle and float within the dark waters. The central opening descends into darkness with only flashes of colorful fish that wrestle with tentacles along the outer rim.

- The throat is an access point between **Area #11** and **#12**. The tiny **tentacles** filter food and can deliver a weak sting if touched or gripped (1d4 damage). The hole is wide enough to carefully avoid the tentacles but if PCs move with haste, they have a 50% chance of being hit by a tentacle.
- Halfway down the throat, perceptive PCs notice bones of fish, humans, and other sea creatures entwined within the tentacles of the murky water. Three skeletons, hopelessly entwined in the tendrils, attempt to grasp furtively towards anything living (easily dispatched).

12. Mouth: The tentacled hole opens into an enormous cavern, but the wide **shaft** continues into a massive tangle of tentacles that slowly sway at the whim of the currents. What looks like vomit, old seafood carcasses, and gunk is mixed together forming a thick, disgusting sludge on the cavern's floor. **Fish** bones, driftwood, seaweed, and dull, cracked shells are caked on the walls and ceiling.

- Anyone attempting to enter the **shaft**, leaves through the mouth of the jellyfish and enters an area of twisting tentacled formed passages (see **The Tentacled Forest**, pg. 21). The tentacles near the entrance of the shaft/mouth are more potent, delivering a nasty sting (2d4 damage) and the victim must make a save vs. paralysis or be stunned for 2d4 rounds, which result in extra opportunities to be stung. PCs have a 65% chance of being hit by one of the swaying tentacles every 1d8 rounds. It takes three rounds to clear these more potent stinging tentacles to enter the **Tentacled Forest**.
- The skeletal remains of several **fish**, fish-folk, humans, and other creatures dangle within the giant tentacles.
- PCs using **Potions of Water Breathing**, the **Ituresh Collar**, or other means of water breathing have their nose assaulted by the sludge smell, causing them to fight at -1 to hit for 1d3 turns. Those using **Mesogleas** don't encounter this problem as it gets filtered through the jellyfish.
- Walking through or swimming close to the gunk raises silt clouds, 10' radius, that obscure vision to 2' range for 2d4 rounds.
- There is a 50% chance of encountering **Pelican Eels** in this area as it's part of their hunting territory.

(6) Zontani Pelican Eels: AC 5 [14]; HD 2; hp 11 ea; **Aff** 1 x bite (1d6); **THACO** 18 [+1]; **MV** 120' (40'); **SV** D12 W 13 P 14 B 15 S 16 (2); **ML** 7; **AL** N; **XP** 30 ea.

- **Swallow:** On an attack roll of 18+ can swallow halfling and gnome sized targets whole. After 1d2 rounds, the victim enters the stomach and takes an automatic 1d8 damage due to stomach acids. Those attacking the eel do half damage to a victim inside.
- **Blindness:** Can blind targets 3x per day for 1d4 rounds if a failed save vs. paralysis.

13. Anchor: An **orange** glow from the north reveals a sizable **anchor** standing upright in the sludge with a chain leading off into the muck. An open-mouthed **skeleton** is chained to the anchor with a brass chain (25 gp and 25' long). Several fish (harmless) swim around the anchor or nibble at the muck on the floor.

- The dim **orange** glow of bio-luminescence comes from the northern passage (**Area #16**).

- The **anchor** is 125 lbs. The connecting chain is 125' long, rusted, and coiled in the muck. Attaching it to a boat unawares, such as a pirate ship up above, can decrease the speed of a ship by 35% as it tangles in kelp, etc. (Referee's discretion).
- Anyone touching or releasing the chained **skeleton** reels from the intense fear of drowning emitted by the long-dead victim. After 1d4 rounds, the intense feeling passes and the 'rescuer' must make a saving throw vs. spells. Failure causes any underwater breathing, magic or otherwise, to suddenly fail causing the PC to start drowning (death in number of rounds equal to CON score) unless another potion, spell, etc. is used. A successful saving throw results in the rescuer receiving a boon of immunity to drowning, which is inferior to underwater breathing as the PC continually coughs and gasps, suffering -4 to Attack Rolls but can never drown.

- Wedged near the access door to **Area #25** is a round, shield-sized shell known as **Skimmer**, which is the cause of the **glow**. A human arm bone dangles from the strap. Anyone freeing the shield is immediately pulled up to the ceiling as the shield attempts to float (see description).
- A **giant barracuda** (15' long) managed to avoid the stinging tentacles of the mouth and has resided in this cavern since, feeding on crabs, kelp, fish, and whatever else it can find. Ravenous for bigger prey, it attempts to ambush the party while they are in the kelp forest (surprise on 1-4 on a d6).

(1) Giant Barracuda: AC 6 [13]; HD 4; hp 27; Att 1 x bite (2d6); THACO 16 [+3]; MV 150' (50'); SV D10 W 11 P 12 B 13 S 14 (4); ML 9; AL N; XP 75



14. The Lurker: A dense, dark, seaweed and kelp forest blocks vision to 2'. The walls, ceiling and floor quickly disappear among the waving, vibrant, green feathery tendrils. Occasionally the kelp sways and a dim, bluish **glow** is discerned further in the chamber, before being quickly swallowed by the dense foliage. Colorful fish, jellyfish, and crabs swim or crawl along the kelp, hunting for food.

Skimmer

Skimmer is a medium, rounded and flat capiz shell tinted a light blue along the rim and a darker blue near the center that continually glows. Leather straps allow the shell to be wielded as a **Medium Shield +1**. Its continual glow provides a soft blue hue and provides light to 10' diameter. Silver runes of magic run along the inner rim of the shell. The shield ALWAYS floats and is able to support the weight of its owner and gear, but is left to the whims of the wind, sea, or river currents. Hence, once grasping this shield if it is underwater, it immediately attempts to float the wearer to the surface. However, a dextrous bearer can stand on it and float or be dragged by a ship (medieval wake boarding) or run and skim off shallow water (skim boarding). The shield won't support extra weight from a companion unless they're below 150 lbs (possible for halflings and gnomes).

15. The Rhopalia: Eight, 2' thick, translucent **lappets** hang from the 20' high ceiling. Some of the lappets course with electrically surged cells, emitting light that emulate sparks of lightning that travel up and down the lappet and quickly disperse into the ceiling and walls creating a cosmos looking effect from the variety of colors. Other lappets are gray, dull, and lifeless.

- Grabbing one of the eight **lappets** for a full round has different effects. Those labeled 'spark' have the electrically surged cells. Starting from the north:
 - **#1. Spark:** An alien-like sound is telepathically heard by the grabber. It has the sound of tinkering bells mixed with sounds of deep throttled humming. It puts the grabber in a trance for six rounds.
 - **#2. Spark:** The grabber is immediately jolted for 1d6 damage.

- **#3.** PCs may not be aware of anything happening besides a subtle shudder/quiver throughout the jellyfish or if divided, PCs notice effects in the areas affected. Oxygen is released from the walls, floor and ceiling in **Area #3, #5, and #6**, filling the rooms and creating more buoyancy within the jellyfish. In **Area #6**, this causes a wind tunnel effect and anything entering the area from now on is sucked and squeezed through the gash and violently expelled out of the jellyfish (4d6 damage).
- **#4. Spark:** The entire jellyfish shudders causing a jostling of the water inside (and nervous yelling/shouting of alarm from those on the ships). Water is expelled through each cave access points (**Area #1**) with a geyser effect for 1d4 rounds. The grabber is stunned for 1d6 rounds.
- **#5.** PCs hear a blowing noise from parts far off inside the jellyfish. Oxygen is released into the room from the walls, floor and ceiling in **Areas #25**, causing the jellyfish to emerge from the water even higher.
- **#6.** The grabber is overwhelmed by disturbing feelings of hopelessness, loss, fear, and despair. Visions abound of lost/dead loved ones, companions crying for help but unable to do anything, and facing overwhelming odds. These effects persist for one turn and inflict a -2 to Attack Rolls. (Trapped emotions due to the **Abyss Whisperer**, see **Area #24**).
- **#7.** PCs hear a loud hissing noise. Oxygen is sucked through pores of the walls, ceiling and floors in **Areas #25**, eventually submerging the jellyfish in 1d2 turns and freeing the ships above. **Note:** the grabber must continue holding the lappet to make this work, otherwise the effect ceases. However, tying lappet **#2** to **#7** allows the effect to work on its own.
- **#8. Spark:** A violent release of underwater bubbles is heard briefly from far away. Oxygen is released through pores of the walls, ceilings and floors in **Areas #3, #5, and #6**, slowly submerging the jellyfish in 1d4 hours.



16. Cnidarian Quarters: The gelatinous walls, floor, and ceiling of this chamber emit a dim **orange** glow, that faintly pulsates, as if controlled by the numerous, colorful starfish that plaster every inch. Bits of floating **jelly** and translucent tissue cloud the water creating a hazy, dizzying effect. A barnacle laden **tortoise** shell dominates an alcove to the northwest.

- The dim **orange** glow is harmless, but brighter towards **Area #17**.
- The **tortoise** shell is 6' diameter and may be worth 400 gp to a crafter (for making lyres, combs, etc).
- Above the **tortoise** shell floats **jelly** comprising five blobs of jellyfish (slain cnidarians). Two of them have colorful chunks of coral (totaling 25 gp), a black pearl (400 gp), and an exquisite, ultra-rare, *Domindas* shell (2,000 gp to a collector).

17. Commander: A orangish glow from the northern wall illuminates most of the chamber. Colorful starfish and a variety of different **shells** hang from the walls and ceiling providing a mosaic of shapes and colors. Sea **polyps** litter the western floor. A **blob** of jelly hovers near the northern wall, leaking a pearly cloud in the water.

- 15 of the **shells** may fetch a price at market (25 gp ea).
- Anyone within 2' of the sea **polyps** is showered by an expulsion of orangish bio-luminescence that acts similar to the spell *Faerie Fire* for 1d4 turns. Saving throw vs. breath to avoid.
- Anyone approaching the jellyfish **blob** causes it to slowly elongate and form human facial figures on the tip of a pseudo-pod. The **Cnidarian** speaks telepathically, affecting everyone within a 60' diameter. It is delirious due to its injuries and may go off on a tangent while communicating (see Information Table).
- The cnidarian reveals what lappets to use in **Area #15** if the party agrees to slay the Abyss Whisperer, however he refuses to join them due to injuries.
- *Cure Light Wounds* does not effect the cnidarian as their anatomy is too different, however the kelp, *Aubergine Jhapunicus* (see **Area #5**) would work. If cared for, the cnidarian agrees to descend the jellyfish using the Rhopalia (see **Area #15**) if the PCs can slay the Abyss Whisperer (see **Area #24**). The cnidarian could be a future ally to the party while on the Zontani Sea.

(1) Cnidarian: AC 8 [11]; HD 7; hp (7) 43; **Att** 1 x pseudo-pod or 7 x tendril (2d6 or 1d4x7); **THACO** 13 [+6]; **MV** 60' land (20'); 90' water (30'); **SV** D 8 W 9 P 10 B 10 S 12; **ML** 9; **AL** N; **XP** 850

- **Paralyzation:** A save vs. Paralysis or be paralyzed for 2d6+2 rounds on a successful pseudo-pod (land attack) or tentacle attack (water attack). Tentacle attacks can only be utilized when in water and can be severed after 10 hp of damage.
- **Immunity:** Cnidarians are immune to *electricity*, *fear*, *sleep*, *hold*, *paralysis*, and *polymorph* type magics.
- **Telepathy:** Can communicate by telepathy in a 60' radius. They have a special *Comprehend Language* ability that allows them to read and speak most languages and are highly sought for negotiator/translator type positions in the underwater world.

ROLL	INFORMATION
1	Our transport was invaded by a strange jellyfish. It overtook some of the systems of the transport, eventually killing it. Yes...our transport is a giant jellyfish...now deceased.
2	We came from the Elemental Plane of Water. Our goal was to seek one known as the Oracle, who is one of our kind. She has shells of power that can determine one's fate. She is somewhere in the Zontani Sea (see the City of Vermilion adventure)
3	What are you? I have never seen your kind before. What are you doing here?
4	The evil jelly fed off our transport and eventually killed it. It and its minions are to the south. We have greatly injured it, the time for you to strike is now! Yes...you...I'm too injured.
5	One can control the transport in a chamber to the west of here by manipulating the hanging tendrils (lappets).
6	We are a species of jellyfish and mean no harm.
7	The gate to the Elemental Plane of Water is deep in an abyss. I believe that's where the dark jellyfish boarded us...an Abyss Whisperer! It gets into your thoughts! (It's expression shows horror, but then realizes that is how its communicating with the party).
8	No, don't waste your healing on me. Our anatomy is different. Perhaps some of the <i>Aubergine Jhapunicus</i> , kelp from upstairs may help (Area #5).

18. Starfish: Several gelatinous corpses float eerily throughout the chamber, wicked purple spines protruding from them. A massive purple starfish, covered in quivering spines, covers the northwest wall. A strange golden human **skull** lies below it.

- The **Zontani Spined Sea Star** attacks anything coming within 30' of it by shooting spines, as the slain amebocytes can attest.
- The **skull** has a series of three holes above the empty eye sockets. Close inspection reveals that the holes might have once held gems (one is located in **Area #24**). The skull is the 'legendary' **Golden Skull of Cormadhar** and detects as magic without the gems.

(1) Zontani Spined Sea Star: AC 4 [15]; HD 3; hp 20; **Att** 1d4+1 x spines (1d4 ea); **THACO** 17 [+2]; **MV** 18' (6'); **SV** D 12 W 13 P 14 B 15 S 16 (3); **ML** 7; **AL** N; **XP** 65

- **Spines:** shoot spines to 30'. Can form 1d2 new spines every five rounds.
- **Regeneration:** 1 hp per round
- **Melee:** Attackers using melee weapons without reach (i.e. spear) take 1d3 damage on successful hits from its thorny armor.

Golden Skull of Cormadhar

Cormadhar was a 'legendary' (in his own mind) musician/adventurer who traveled across the lands seeking knowledge and ancient magics. It is rumored he became a prisoner of a jungle demon who was jealous of his knowledge, but Cormadhar's demise is unknown.

Alone, the skull is worth 1,200 gp. Finding and adding the gems to the three sockets in the forehead unbinds the magic held within the skull. Inserting just one of the three Cormadhar gems allows the skull to speak when held (only), mostly in an annoying fashion with it asking all sorts of questions. However, once it 'locks on' to a topic presented by the owner, it excitedly babbles and shares any knowledge it may have on the subject or item with 65% success (referee's Discretion). Further powers depend on which gem have been inserted into the skull:

Hessonite: The Hessonite gem allows the skull to cast *Identify* once per day, but the process takes 1d6 turns.

Tanzanite: Inserting this gem allows the skull to cast *Detect Magic* three times per day.

Opal: Inserting this gem allows the ability to *Counter Sound* once per day for a full turn. This power allows the skull to quickly mix speech, humming, and whistles, gaining volume and speed, to create a constant cacophonous babbling sound that negates magic or abilities that rely on sound or vocal effects (i.e. a harpy's singing).

Collecting all three gems and inserting them into the skull provides additional benefits, such as a damaging eye beam, but all are rumors and speculations (referee's discretion). Two gems are not found in this adventure and can be placed elsewhere at referee's discretion, the Hessonite is in **Area #23**. The skull knows what gems can power it, but not the location.

19. Empty: This chamber has an access hatch located in the ceiling (access to **Area #7**).

The Abyss Whisperer Lair

Referee's Notes: An Abyss Whisperer has overtaken this part of the jellyfish. It fed on the giant jellyfish's essence for months, eventually slaying it. The walls, floor, and ceiling are a deep purple and/or dark blue with angry violet, squiggly veins running throughout the area. Creatures in this area are under the Abyss Whisperer's control and can be commanded telepathically, if in range of sight, otherwise they have been commanded to attack all intruders.

20. Stinging Jellies: A cloud of tiny violet jellyfish with dangling tendrils swarm about the chamber, making it difficult to see across to the far end. A sea **turtle** floats sideways as several jellyfish cling to its body.

- Getting across the chamber safely requires a successful save vs. breath. A failed saving throw results in the jellyfish latching onto the PC; they must make a save vs. paralysis or be paralyzed for one turn and take 1d4 damage per round as the jellyfish swarm the victim and feed. Once a turn passes, the PC can move and is immune to further paralyzation effects for a full turn.
- Anyone saving the paralyzed sea **turtle** gains a mundane animal companion/follower for life as long as they stay near the sea.

21. Guard Chambers: Several dark blue/purple colored amoeba creatures float and bob, suspended in the middle of the chamber. They pulsate sluggishly, their poly-pods randomly forming and returning back into their central blob.

- These **Giant Amebocytes** are under the control of the Abyss Whisperer and have ceased their function of helping the giant jellyfish. They attack on sight.
- There is a 75% chance the **Giant Amebocytes** in **Area #22** join in the fray if there is any fighting.

(7) Giant Amebocytes: AC 7 [12]; HD 1; hp 5 ea; **Att** 2 x pseudo pod (1d3) and 1 x bite (1d6); **THACO** 19 [0]; **MV** 120' (40'); **SV** D 12 W 13 P 14 B 15 S 16 (1); **ML** 11; **AL** N; **XP** 13 ea

Continued

- **Reach:** Can reach up to 10' with its two pseudo-pod attacks. Pseudo-pods may be severed after 2 hp of damage, but amoebocytes can create a new one within one round.

22. Guard Chambers: This chamber is identical to **Area #21** except there is a gelatinous **blob** against the east wall.

- The **blob** is a slain cnidarian that holds a shell and coral bracelet (150 gp) and two rubies (300 gp ea) within its gelatinous mass.

23. Abomination: The walls, ceiling, and floor exhibit a dark violet color with squiggly veins of pink crisscrossing each other. Dead, limp polyps and bleached coral lightly coat the northern floor, with pale white, tiny crab carcasses floating through the terrain. A bizarre **creature** floats in the center of the chamber, gripping a wicked **trident** with head bowed. The creature is half man, with the lower half a fish tail that is covered in a gelatinous, translucent mass that exposes only a few fish scales. At the waist, the creature resembles a pale man except the skin sags as if becoming jellified. Beyond the creature is a broken, monstrous **clam** shell.

- The **creature** was once a merman and now is the mindless bodyguard of the Abyss Whisperer (see **Area #24**).
- **Note:** After 1d4 rounds of combat, the Abyss Whisperer begins to attack from **Area #24** with its one tentacle. Using its telepathic ability, it sounds eerie and almost hypnotic as it promises a blissful eternity in its realm. If it paralyzes a victim, it draws it back to its room in 1d2+1 rounds where it begins to feed (see **Area #24**). If the party focuses on it, it attempts to paralyze everyone first before feeding.
- The **trident** is made completely from agatized coral of orange and reddish hues and forged with magic. It acts as a **Trident +1, +2 vs. Sharks** (treat as spear).
- The giant broken giant **clam** shell holds loot collected from the innards of the jellyfish. It contains 3,700 cp, 1,400 sp, 900 gp, coral earrings (75 gp), an algae-covered jade statue of a warlord on a horse (300 gp), an exotic shell necklace with pearls (800 gp), a **Potion of Gaseous Form**, a **Cormadhar gem—Hessonite** (2,000 gp, see **Area #18**), and an ancient, barnacle-covered **Wand of Fire** (7 charges). Under all the coins is a heavily waxed scroll case. It holds a treasure map labeled Lone Palm Atoll (or referee's discretion), and on it is written 'Cormadhar Gem?'

(1) Gelatinous Merman: AC 4 [15]; HD 3; hp 24; Att 1 x trident (1d6+1); THACO 17 [+2]; MV 120' (40'); SV D 12 W 13 P 14 B 15 S 16 (3); ML 12; AL C; XP 50

24. Whispers from the Abyss: This cramped chamber is crammed full of a violet and black gelatinous jellyfish creature! Overwhelming thoughts of hopelessness and anguish plague the chamber.

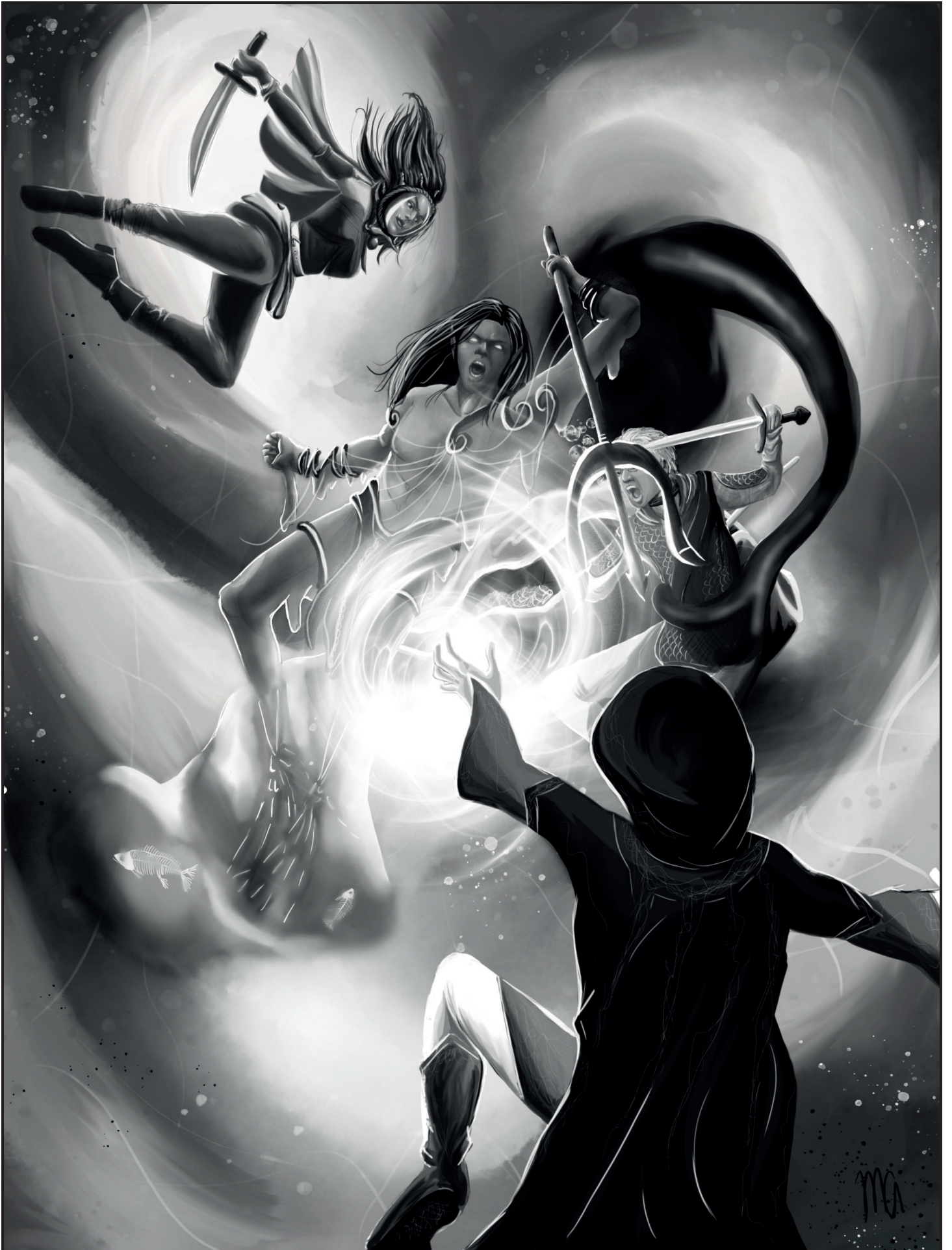
- The Abyss Whisperer has gorged itself on the giant jellyfish's fear and essence, becoming quite massive. However, it has been severely damaged by the cnidarians and only has one functioning tentacle. It hides in the chamber to heal over time.
- Due to its injuries, the Abyss Whisperer attempts to paralyze everyone before focusing on one victim. It also mentally calls out frantically to any surviving minions in **Areas #20-24** to assist it in battle.

(1) Injured Abyss Whisperer: AC 6 [13]; HD 10; hp 22 (80); Att 1 x pseudo pod (2d6) or tentacle (1d4 + paralysis); THACO 11 [+8]; MV 60' (20'); SV D 6 W 7 P 8 B 8 S 10 (10); ML 10; AL C; XP 1,150 (2,300—reduced due to injuries).

- **Tentacles:** A save vs paralysis is needed on a successful hit from a tentacle or be stunned for 1d6+4 rounds. Tentacles can be severed after sustaining 15 hp damage.
- **Aura of hopelessness:** An aura exudes from the Abyss Whisperer in a 15' radius causing -2 to attack rolls due to thoughts of hopelessness, anguish, and failure.
- **Telepath:** Can communicate with beings within 30' radius. When touching their victim they can utilize a **ESP** ability.
- **Mind Control:** Slain victims absorb negative and horrific emotions emitting from the Abyss Whisperer. After a month, the corpse becomes a puppet, controlled by the Abyss Whisperer. The corpse is not undead, however after a period of months to years, the corpse becomes gelatinous, losing the original abilities of its slain body. Eventually the body crumbles, consumed by the gelatinous form and becomes a new Abyss Whisperer. There is a 25% chance the new Abyss Whisperer retains any spell-casting ability from its victim, but can't learn new spells.

25. Air Bubbles: This massive chamber is full of air, smelling of seaweed and brine. The chamber is completely empty with only a few shallow puddles.

- The air pressure keeps water out when the access doors are used.
- These chamber's walls are thin-lined and can be punctured after two turns. Escaped air creates a mass of air bubbles that rise to the surface from outside. After 1d4 hours, enough air escapes to free the grounded ships above.



Level 3: Tentacled Forest

Swaying, hairy, tentacles encircle the maw of the great jellyfish and dangle hundreds of feet below in the deep sea. The tentacles form a 'moving jungle' as passages to great caverns reveal themselves before suddenly the whims of the water's movement close them once more, only to reveal another undiscovered location or treasure or monster, either horizontally or vertically! The entire level is underwater unless noted.

Referee's Notes: Moving through the tentacles is confusing and PCs can easily get hopelessly lost. A map

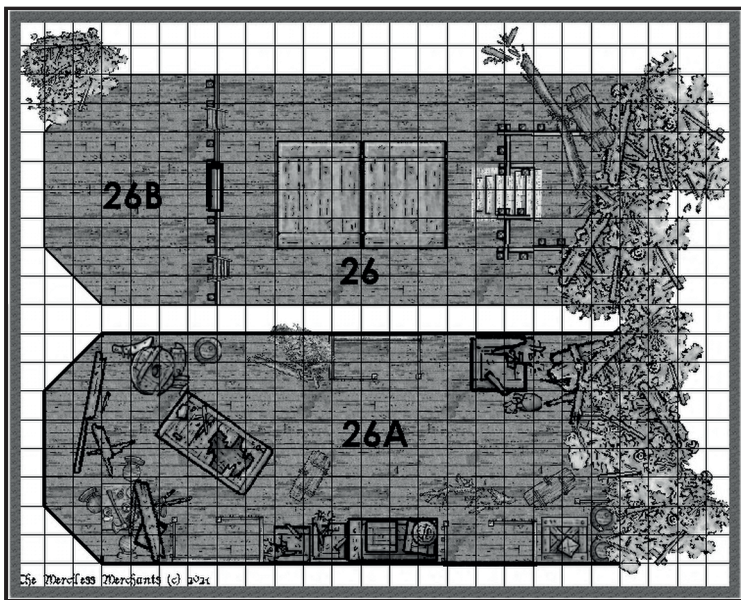
is provided for the more traditional way of exploration, but a referee may decide to use the optional method found in **Appendix B: The Tentacled Forest** for a completely random dungeon. **Note:** It is suggested to roll beforehand so that players don't need to wait for results, or have the players help roll the randomness. Movement is reduced by $\frac{3}{4}$ if attempting to swim through the tentacles.

Wandering Encounters: Check every 6 turns. A roll of 1-2 on a d10 results in an encounter.

ROLL	ENCOUNTER	NOTES
1	Old fishing net emerges from tentacled wall/floor/ceiling and entangles 1d4 random party members.	Cutting them out takes 2d6 rounds.
2	(5) Zontani Pelican Eels: AC 5 [14]; HD 2; hp 11 ea; Att 1 x bite (1d6); THACO 18 [+1]; MV 120' (40'); SV D12 W 13 P 14 B 15 S 16 (2); ML 7; AL N; XP 30 ea. <ul style="list-style-type: none"> • Swallow: On an attack roll of 18+ can swallow halfling and gnome sized targets whole. After 1d2 rounds, the victim enters the stomach and takes an automatic 1d8 damage due to stomach acids. Those attacking the eel do half damage to a victim inside. • Blindness: Can blind targets 3x per day for 1d4 rounds if a failed save vs. paralysis. 	These creatures are seeking any type of prey.
3	Herring (swarm)	A sizable cluster of herring that swims about the party. It reduces vision to only 2'. After 1d6 rounds, the herring swim off.
4	Pocket of frigid water affected 1d4 PCs.	Save vs Breath Weapon or take 1d3 damage and suffer -1 to attack rolls for 1 turn.
5	A school of multi-colored fish swarm the party for 6 rounds.	The bright flashes of color are soothing, and yet motivating. Party receives the effects similar to a <i>Bless</i> spell for 2 turns.
6	(5) Needlefish: AC 6 [14]; HD 1; hp 7 ea; Att 1 x piercing nose (1d6); THACO 19 [0]; MV 120' (40'); SV D 12 W 13 P 14 B 15 S 16 (F1); ML 7; AL N; XP 10.	Needlefish search the tendrils for hidden prey. They attack the party for 1d4 rounds out of confusion before swimming off.
7	(6) Giant Amebocytes: AC 7 [12]; HD 1; hp 5 ea; Att 3 x pseudo-pod (1d3); THACO 19 [0]; MV 120' (40'); SV D 12 W 13 P 14 B 15 S 16 (F1); ML 10; AL N; XP 13 ea. <ul style="list-style-type: none"> • Reach: Can reach up to 10' with its two pseudo-pod attacks. Pseudo-pods may be severed after 2 hp of damage, but amebocytes can create a new one within one round. 	These creatures act confused, as their host is dead. They defend themselves if attacked.
8	A wooden, screaming man's face lies within a curtain of tentacles. Further investigation reveals its part of a bowsprit.	When touched, it screams briefly, then shouts questions "why are you here?, where am I? Where is my ship? Why aren't we sailing? Get me out of here!" Etc.
9	15 skeletons are entangled within the tentacles. One is clutching a narwhal horn. The others appear to be dancing due to the swaying tentacles.	Closer inspection reveals the skeletons each have six fingers and large sloping forehead. The narwhal horn is worth 500 gp.

Continued

ROLL	WANDERING ENCOUNTER	NOTES
10	(1) Giant Seawater Beetle: AC 3 [16]; HD 4; hp 19; Att 1 x bite (3d6); THACO 16 [+3]; MV 120' (40'); SV D 10 W 11 P 12 B 13 S 14 (F4); ML 9; AL N; XP 75	The beetle has snipped off tendrils with its powerful mandibles and created a floating lair. Its exoskeleton gives immunity to the jellyfish tentacles. It defends its lair and doesn't follow fleeing targets. Inside its belly are 5 carnelians (75 gp ea), 3 sapphires (150 gp ea), and a Dagger +1 .
11	Sea current surge doubles movement rate, uncontrolled for 1d4 rounds.	Roll vs. Breath weapon or become hopelessly tangled in tentacles. Takes 2d6 rounds to free oneself, half the time if assisted. Take 1d4 damage from minor stings.
12	A tentacle violently swings and attacks random PC (Treat as HD 5).	A successful hit causes 1d8 damage and make a save vs. Paralyzation or be stung and paralyzed for 1d6 rounds.



26. Laughing Dolphin 2: Tentacles sway on the whims of the sea current but eventually open to form a massive chamber with tentacles forming random rubbery columns throughout. The broken debris of a **ship**, including its splintered mast, litters the area. Clutching tentacles make the wood creak, creating an cacophonous underwater sound and releasing random air bubbles. The aft of the ship has only part of its name showing through the barnacles clustered on the backside, 'ug..g olphi'. A shredded, seaweed-covered upper deck has a wagon-sized trapdoor to the hold (see **Area #26A**) and a barnacle covered **door** to a cabin (**Area #26B**).

- Searching the outskirts of the **ship** and tentacles reveals several human skeletons. They stir within 2d6 rounds and attack. Otherwise, they answer the call of the wight in **Area #26B** and arrive in 1d4+2 rounds.
- The **door** requires a successful Open Door check to open.

(10) Skeletons: AC 7[12]; HD 1; hp 6 ea; Att 1 x weapon (1d6 or by weapon); THACO 19 [0]; MV 60' (20'); SV D 12 W 13 P 14 B 15 S 16 (1); ML 12; AL C; XP 10 ea.

- Make no noise, until they attack. Immune to effects that affect living creatures (i.e. poison). Immune to mind-affecting spells (i.e. *charm*, *hold*, *sleep*).
- Two of these skeletons wear amulets shaped as butterflies (200 gp ea) that mark some sort of holy order.



26A. The Hold: A rush of bubbles escape from the sides of the trapdoor when opened, revealing a dark chamber below. The hold contains barnacle covered **crates**, boxes, weapon **racks**, a life-sized **horse** statue, **bones**, and a few stalls with rusted manacle chains with algae covered **skeletons**.

- The **crates** and boxes contain destroyed/ruined spices, wheat, and cotton. One crate is marked with a butterfly and holds ruined scrolls that flake and float away immediately. One box is locked and contains a rusty sword with a pommel shaped as a heron. The blade is worthless in combat, having an 80% chance to break, but the heron represents the noble Remulus Family from the City of Illanter. Sages recognize the symbol. Taking the blade back to the family may net 400 gp as it's a long lost blade of one of their ancestors.
- The weapon **racks** hold a variety of different swords, all rusty and worthless (break on a natural roll of 20). A ring of keys hangs on one corner and can unlock the manacles in the hold.
- The **horse** statues has scaled legs and rears up from crashing waves. Shells, starfish and crabs are carved within the mane. The statue is in great shape and may fetch a price of 2,200-2,500 gp if the PCs can figure out a way to transport the 750 lb statue.
- The **bones** begin to rise and 'swim' as if controlled by water currents and form skeletons within 1d4+2 rounds that immediately grab swords off the weapon rack and begin to attack intruders.
- The algae-covered and manacled **skeletons** begin to move after 1d2 rounds of anyone entering the hold. They make soundless screams, and make waving motions with their arms. They are attempting to warn the PCs of the skeletons that will form to attack them. They attempt to grapple any skeletons that come within reach. These skeletons immediately stop moving if freed, finally put to rest.

(10) Skeletons: AC 7[12]; HD 1; hp 6 ea; Att 1 x weapon (1d6 or by weapon); THACO 19 [0]; MV 60' (20'); SV D 12 W 13 P 14 B 15 S 16 (1); ML 12; AL C; XP 10 ea.

- Make no noise, until they attack. Immune to effects that affect living creatures (i.e. poison). Immune to min-reading spells (i.e. *charm, hold, sleep*).

(3) Algae-covered Skeletons: AC 7[12]; HD 1; hp 3 ea; Att 1 x weapon (1d6 or by weapon); THACO 19 [0]; MV 60' (20'); SV D 12 W 13 P 14 B 15 S 16 (1); ML 12; AL C; XP 10 ea.

- Make no noise, until they attack. Immune to effects that affect living creatures (i.e. poison). Immune to min-reading spells (i.e. *charm, hold, sleep*).

26B. Captain's Cabin: The stuck door opens to reveal a sizable chamber with a split bone sculpture of a giant sea creature. Its cracked **skull** with massive jaws lies against a dismantled bed and a desk beyond. Broken **debris** (lanterns, furniture, etc.) lies on the floors in heaps. Behind the **desk** is an algae-covered comfy chair with a rotting humanoid in tattered finery.

- In 1 round, the **wight** captain rises from its chair, performing a muffled, bubbled screech through the water. The screech draws the attention of the ten skeletons outside, who arrive in 1d4+2 rounds unless dispatched earlier, as well as the eight skeletons in the hold, but they are unable to open the trap door.
- The **skull** begins chomping its jaws, attempting to bite anyone within a 5' radius of it. Although easy to avoid, a successful attack (HD 5) causes 2d8 damage. A natural 18 or higher causes the victim to be 'swallowed' resulting in the victim taking damage and becoming trapped within the skull. It takes a round to swim out of an empty eye socket. The skull stops moving once the wight is slain or if successfully turned.
- **Tactics:** The wight attempts to fight near the creature's skull and push/drag/pull PCs towards the sea creature skull's nasty bite. The skull ignores the wight.

(1) Wight Captain: AC 5 [14]; HD 3*; hp 14; Att 1 x touch (energy drain); THACO 17 [+2]; MV 90' (30'); SV D 12 W 13 P 14 B 15 S 16 (3); ML 12; AL C; XP 50

- **Undead:** Make no noise until they attack. Immune to effects that affect living creatures (i.e. poison). Immune to mind-affecting or mind-reading spells (i.e. *charm, hold, sleep*).
- **Mundane weapon immunity:** Only harmed by silver weapons or magic.
- **Energy Drain:** A successfully hit target permanently loses one experience level. A person drained of all levels becomes a wight in 1d4 days, under the control of the wight and ordered to protect the ship.
- **Gear:** Key around neck for desk drawer, gold and emerald ring (120 gp).

(If not dispatched earlier) (10) Skeletons: AC 7[12]; HD 1; hp 6 ea; Att 1 x weapon (1d6 or by weapon); THACO 19 [0]; MV 60' (20'); SV D 12 W 13 P 14 B 15 S 16 (1); ML 12; AL C; XP 10 ea.

- Make no noise, until they attack. Immune to effects that affect living creatures (i.e. poison). Immune to min-reading spells (i.e. *charm, hold, sleep*).
- Two of these skeletons wear amulets shaped as butterflies (200 gp ea) that mark some sort of holy order.

Continued

- Within the **debris**, is a crystal ball, the size of a basketball. Inside is a faerie, sprite-type creature with webbed feet and hands, sleeping within an open, strange shell. Shaking or knocking on the crystal never wakes the creature. Breaking the crystal (hp. 25) causes the water sprite to awaken. Frightened, she escapes amidst a flurry of water bubbles, essentially becoming water. Whoever freed her is blessed in that if they ever find themselves drowning, the water sprite instantly appears and casts *Water Breathing upon them before disappearing once more never to be seen again. The shell is of an extinct shell-creature, made from mother of pearl, that could fetch 300 gp to the right buyer.*
- The **desk** drawer is locked (key is around wight's neck). **Trap:** An acid gas erupts in a 5' diameter from the drawer, creating mostly harmless but still slightly acidic bubbles, for 1d4 damage--no save. **Inside drawer:** an ivory smoking pipe (75 gp), a ring of rusty keys, a cloak pin of an electrum dolphin (50 gp), a **Potion of Animal Control** (fish), a soggy pouch containing five diamonds (200 gp ea), and a **bejeweled beetle amulet** (500 gp). The **bejeweled beetle amulet** is cursed (save vs. spells) to anyone who touches it. Failed saving throws mean the victim is compelled to stay and protect the amulet where it rests at all costs (even drowning). A successful saving throw creates a compulsion to put the amulet on. The amulet can't be removed without a *Remove Curse*, but the wearer can *shape-change into a saltwater beetle once per day for one hour. The PC retains their knowledge, but is incredibly hungry, consuming things one may usually not eat.*

Saltwater beetle (treat as Tiger Beetle): AC 3 [16]; HD 3+1; hp 20; Att 1 x bite (2d6); THACO 16 [+3]; MV 150' (50'); SV D 12 W 13 P 14 B 15 S 16 (1); ML 9; AL N; XP 50

- Can breathe underwater.

27. Deadhead: Swaying tentacles reveal a chamber dominated by a gnarled palm tree, its vibrant roots entangled in a patch of condensed rock, earth, as well as a prevalent, brightly glowing **stone**. A massive tangle of seaweed and kelp are entwined within the roots, floating adrift as if a banner. A turquoise, **shimmering**, translucent air bubble surrounds the palm branches that surprisingly still have deep, dark green palms.

- The **shimmering** shield is passable and forms a 10' radius bubble of oxygen, allowing PCs to breathe. The palm leaves are constantly pumping out oxygen and rely on the root entwined glowing **stone** (3' diameter) that has a *Continual Light* cast upon it.
- The tree is actually a **treant** and speaks to those approaching, although most find it hard to

understand its speech unless they are inside the 10' radius air bubble.

- It begs to be dragged to land, specifically to a far-off atoll known as Palm Atoll (now Lone Palm Atoll, see Lone Palm Atoll adventure, or location is referee's discretion). It realizes it's a difficult challenge and has little hope, but clever PCs may determine a successful method. Possible ways:
 - Using the chain/anchor from Area #13 and a freed ship is the best method to move the treant to safety but reduces the ship to half speed
 - A *Warp Wood* spell allows the treant to mortar itself against a ship, causing a 1/3 movement penalty
 - Any other creative idea that the party utilizes to bring the treant to its desire location nets a bonus 1,500 XP each!
- Inside the treant's gullet is a fist sized amber (400 gp), a **Potion of Levitation**, and a **Potion of Treasure Finding**. It happily offers these items to the PCs on a successful rescue.
- The treant is talkative and knows a few things from its time floating here (referee discretion). Refer to Treant Rumor table.

(1) Treant: AC 2 [17]; HD 8; hp 32; Att 2 x fist (2d6); THACO 12 [+7]; MV 60' (20'); SV D 8 W 9 P 10 B 10 S 12 (8); ML 9; AL L; XP 650

- **Distrust fire:** And those who wield it.
- **Surprise:** This treant does not have this advantage in this location.
- **Animate trees:** This treant may not use this skill in this location.



ROLL	TREANT RUMOR
1	"I've seen some of your dead brethren, warped into a floating utensil for mortals. Be wary, it has a corrupt vibe within its timbers." (see Area #10 and #26).
2	"No, don't think about it. You touch it and try to steal it from my grasp, I will slay all of you. No mercy, no remorse...your bodies will rot and provide me nutrients. Do not touch the glowing stone!" (It immediately attacks those attempting to steal his glowing stone).
3	"I have no idea how long time has passed. I have floated here for centuries, sustained by this stone and adapting to this watery embrace. I long to feel fresh soil within my toes and the sun...There was an event that diminished the spark of life though...ohh...it was a short time ago, but brief. It was like a bad dream" (referring to the Abyss Whisperer in Area #24).
4	"I survive by magic from blessed friends in the Elemental Plane of Water. They enhanced my palm leaves for oxygen, they provided my personal sun...they did all they could. I long for land, and to be reunited with my mate on a atoll near the Rains of Sanjoon (Lone Palm Atoll or GM discretion).
5	"I was fond of a silver bracelet...I know that sounds strange, but it was from a dryad who almost chose me as her tree for a symbiotic relationship. Alas, she wandered on, concerned that I was too near the island's shores of the hungry sea. Her perception proved to be true. But she left me a silver bracelet of dancing faeries....some strange humanoids with sharp branches and thick bark upon their backs stole it from me. If you happen to find it, I would be in your debt for its return..." (see Area #30).
6	"Why am I here? Well, not by choice. A storm ripped through an island I dwelled on and I was swept away. How I long to return....my mate is still there....alone" (refer to Lone Palm Atoll adventure, coming soon, or GM's discretion).
7	"Oh? You think this is weird? Only mortals wander and adventure throughout the world? Well, it's not been by choice, I assure you, but I have seen endless oceans....endless water...although my vision is blocked, I celebrate this creature's embrace to help me keep hold of the little soil and nutrients I cling too."
8	"Yes, you may rest here, but please, I beg you....please stay for awhile. It's been awhile since I have chatted and I must have time to think about all the things I wish to say...and hear what all your tales are!"

28. Seaweed Hut: A bulbous, circular mass of seaweed surrounded by soft swaying tendrils contains a dark 2'x2' cave entrance. Colorful shells and pieces of decorative coral are tied to the seaweed and a string of fish float near the entrance.

- **Inside:** the entrance leads to a 20' x 20' seaweed laden walled cave with colorful starfish decorating the ceiling. There is a **75% chance** the **mermaid** is inside her home and a soft, pleasant, **humming** can be heard through the water.
- Anyone attempting to enter the tent draws the attention of the mermaid. She takes a shimmering humanoid form underwater unless attacked (where she becomes invisible).
- She is angry with the crabmen (see **Area #30**) for stealing her silver, and horned mask.
- She is amused and curious about the mortals underwater, asking a series of questions about the party's travels, and provides sanctuary if she is not threatened. See Mermaid Table for questions and information she may ask/share.

- **Treasure:** Inside her seaweed hut she has stashed an exquisite, 4-piece dishware set (100 gp ea piece), a bejeweled goblet carved in the likeness of a whale spouting water (500 gp), and an idol of a mermaid (3' high) adorned with an **Amulet of Mighty Fists**.

(1) Mermaid: AC 10 [9]; HD 4; hp 22; **Att** none; **THACO** 16 [+3]; **MV** 120' (40'); **SV** D 10 W 11 P 13 B 13 S 14 (4); **ML** 7; **AL** N; **XP** 225

- **Spittle:** Range 20', ignores armor. Target must save vs. spells or be blinded for 2d6 rounds.
- **Charm:** Save vs. spell or be smitten as *Charm Monster*, females receive a +2 to their saving throw.
- **Kiss:** Any creature kissing the mermaid must roll a saving throw vs spells or take 1d4 of drowning damage. The victim must make a save vs. spells or take an automatic 1d4 damage per round for 10 consecutive rounds. Three successful saves are required to break contact.
- **Water control:** Can control a watery serpent that the same number of hp as mermaid, AC 4. It attacks as mermaid with successful hits causing 1d6 damage.

ROLL	NEREID TABLE
1	"Do you have sound mind? Do the jellyfish control you?" (she refers to the Mesogleas and may have suspicions that the Abyss Whisperer controls them).
2	"During a storm, a man ship, labeled the Laughing Dolphin, was torn asunder by the angry sea. A strange holy order worshiped a land-bound flying insect and strived to stay with the ship instead of attempting to swim to the sea's surface. I have an amulet of theirs if you offer trade (see Amulet of Mighty Fists).
3	"I've noticed a group of nixies wandering about the tentacles. Be wary that they don't charm you!" (see Tentacled Forest Random Encounters).
4	"The jellyfish is dead. I must leave soon as its corpse will draw predators. Alas, I was just getting comfortable here. The rumor is that a Abyss Whisperer killed the jellyfish...they are rare and only found in very deep waters."
5	"I heard the cnidarians...yes, the jellyfish men have a name" she cackles gleefully, "but yes, they are seeking one known as the Oracle. Supposedly one of their own kind. The rumor I heard is she holds shells that can tell the fate of the picker. Best you feel lucky if you run into her is my guess (see City of Vermilion adventure or GM discretion).
6	"I heard rumors there is a keg of <i>Boranth</i> floating inside the jellyfish. That keg is dangerous! It goes boom! Did you find it? I'd trade you for it (Amulet of Mighty Fists).

Amulet of Mighty Fists

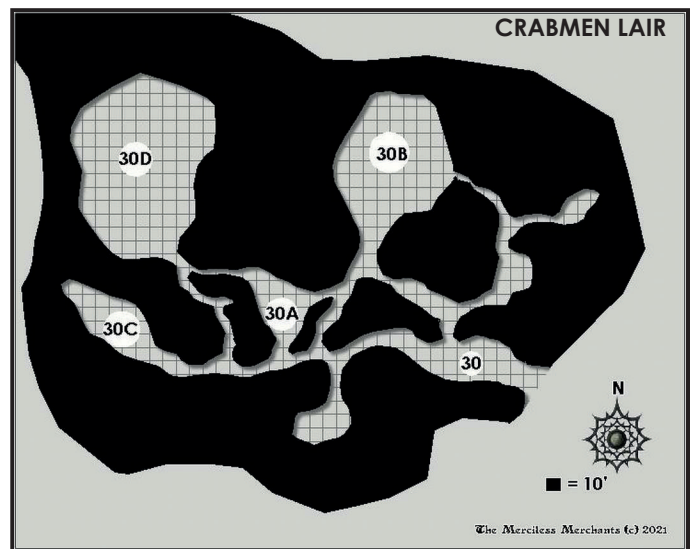
The **Amulet of Mighty Fists** is shaped as two colorful butterflies battling each other. Once worn after six turns, the bearer's hands become fists of iron, and are able to deal 1d6+2 damage on a successful hit. The bearer may strike opponents needing +2 or better magical items to hit. The downside is the bearer's hands are clenched as fists, making them useless to grasp items, cast spells, or any other delicate type of work. If the amulet is taken off, hands become normal after one turn.

29. Cocoon: Through the water's gloom, shimmering strands form a silvery **bell** that hangs from the roof in the center of the tentacle-formed chamber, hanging within 8' of the floor of the 30's ceiling. The shimmering strands appear as some sort of webbing with strands of seaweed and kelp waving gently, helpless to the current's movements.

- Moving towards the 'bell' or nest attracts the **water spiders** in 1d4+1 rounds, who defend their lair.
- Inside the 'diving bell' nest is an air pocket that lasts for approximately two hours after the spiders are slain. The time allotted is enough to re-charge the **Mesogleas** for an extra hour of air.
- Three compact cocoons hold desiccated nixies. One has platinum earrings (275 gp) and a seahorse pendant with tiny ruby eyes (500 gp).

(2) Water Spiders: AC 6 [13]; HD 3*; hp 15, 19; Att 1 x bite (2d6 + poison); THACO 17 [+2]; MV 60' (20)/ 120' (40') in water; SV D 12 W 13 P 14 B 15 S 16 (2); ML 8; AL N; XP 50

- **Poison:** A successful saving throw vs. Poison is needed or become paralyzed for 3d6 rounds.



30. Crabmen Lair: Writhing tentacles entwine a giant rock hunk. A darkened **cave** mouth extends into the barnacle-encased rock.

- Inside the **cave**, the floor is littered with hardened pellets composed of sand and gravel mixed with a few silver coins.
- Three **crabmen** become enraged at their lair's intrusion and aggressively defend it.
- **Treasure:** There are 475 sp littered on the floor.

(3) Crabmen: AC 3 [16]; HD 3; hp 16 ea; Att 2 x claws (1d6); THACO 17 [+2]; MV 120' (40'), swimming 90' (30'); SV D12 W 13 P 15 B 15 S 16 (3); ML 8; AL N; XP 35 ea.

- **Breathe:** Can breathe underwater and on land.

30A. Silver Pillar: A pillar of silver items, held together by encrusted barnacles and mollusks, stands erect in the center of the chamber. The pillar is approximately 2' wide and is attached to the 20' tall ceiling.

- Chipping silver creates sound and alerts the crabmen in **Area #30B** and **#30D** in 1d6+1 rounds.
- The items include 2,200 sp, a silver candlestick (50 gp), a silver bracelet embedded with amber (175 gp), a silver mask with ivory horns (100 gp—see neried, **Area #28**), a silver mask with golden tears (150 gp), and a silver dagger (50 gp).

30B. Crab Pet: A half eaten, decapitated bull shark floats hauntingly about the chamber. A chaotic pile of debris comprising mainly of kelp, old boards, and empty shells lies in the east corner.

- The crabmen's pet resides here, surprising intruders on a 1-4 of 1d6 as it emerges from its debris pile. It attacks intruders on sight and investigates any strange noises in **Area #30A** in 1d6+1 rounds.

(1) Giant Crab: **AC** 2 [17]; **HD** 3; **hp** 19; **Att** 2 x pincer (2d6); **THACO** 17 [+2]; **MV** 60' (20'); **SV** D 12 W 13 P 14 B 15 S 16 (2); **ML** 7; **AL** N; **XP** 35

- **Ravenous:** Attack any moving creature (except crabmen).

30C. Pen: Shiny **chains** and manacles are embedded into the walls. Five underwater **fey** folk are clamped around the waist and float in the water. Tiny, colorful **fish** peck at the fey, as if feeding on tiny bugs.

- The **chains** have been diligently scrubbed free of rust.
- The **fey** are saltwater nixies. All are dead. The **fish** are harmless.

30D. Silver Paradise: A thick seaweed curtain blocks sight of the interior. A giant cavern lays beyond the curtain, with a few natural rock pillars supporting the ceiling. The west wall is emblazoned with a long, squiggly streak of silver **ore** without an ounce of seaweed or sea life masking its brilliance. An interwoven seaweed **tapestry** with dangling seashells and coral lies beyond a jutting flat **rock** embedded with silver coins. A stout crabman sits on the stone awkwardly, with guards on either side.

- The silver **ore** can be mined, but takes two weeks. It generates raw silver ingots totaling 6,000 sp.
- The **tapestry** is well done and may fetch 50 gp, but is bulky (100 lbs.).
- The **rock** serves as a silver throne with 500 sp and 66 pp embedded into it with barnacles and other shell creatures.

- The leader is startled by humans and orders his minions to attack. It wears a silver collar (150 gp) around an appendage. If PCs can somehow communicate with the leader, he ceases the attack. It would be interested in the PCs to destroy the annoying nixies in their camp (see the shell, **#Area 32**). In exchange it allows a safe area for rest or if an adequate amount of silver is offered.

(1) Crabmen Leader: **AC** 3 [16]; **HD** 4; **hp** 26; **Att** 2 x claws (1d6); **THACO** 16 [+3]; **MV** 120' (40'), swimming 90' (30'); **SV** D10 W 11 P 12 B 13 S 14 (4); **ML** 8; **AL** N; **XP** 75

- **Breathe:** Can breathe underwater and on land.

(4) Crabmen: **AC** 3 [16]; **HD** 3; **hp** 16 ea; **Att** 2 x claws (1d6); **THACO** 17 [+2]; **MV** 120' (40'), swimming 90' (30'); **SV** D12 W 13 P 15 B 15 S 16 (3); **ML** 8; **AL** N; **XP** 35 ea.

- **Breathe:** Can breathe underwater and on land.

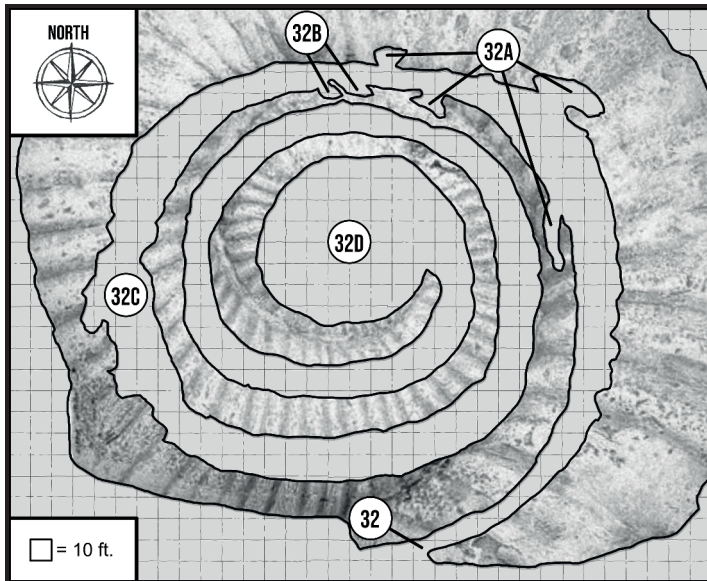
31. Long Forgotten: A wondrous, gigantic, 20' long fish **husk** is entangled within the thick jellyfish tentacles. The mouth is littered with scythe-sized teeth and a thick **bone** armor is exposed through the decaying fish scales. Rotted flesh floats around the corpse and fish scales are pasted to jellyfish tendrils.

- The **husk** is a dunkleosteus that came from the Elemental Plane of Water or a 'lost world' type setting, but seems to have died only a month ago.
- The dunkleosteus has a thick, armor-plated **bone** skull. Crafters may be able to fashion shields and breastplates (AC 6) out of the bone.
- Inside the rotted fish is a rusty plate armor gauntlet, a set of seal skin drums from the lands of the Enku (100 gp), bones from victims, and a single jasper (145 gp).
- After 1d4 rounds from entering this area, a group of **Zontani pelican eels** enter and attack.

(6) Zontani Pelican Eels: **AC** 5 [14]; **HD** 2; **hp** 11 ea; **Att** 1 x bite (1d6); **THACO** 18 [+1]; **MV** 120' (40'); **SV** D12 W 13 P 14 B 15 S 16 (2); **ML** 7; **AL** N; **XP** 30 ea.

- **Swallow:** On an attack roll of 18+ can swallow halfling and gnome sized targets whole. After 1d2 rounds, the victim enters the stomach and takes an automatic 1d8 damage due to stomach acids. Those attacking the eel do half damage to a victim inside.
- **Blindness:** Can blind targets 3x per day for 1d4 rounds if a failed save vs. paralysis.





32. Shell Entrance: Tentacles part, revealing a massive spiral **shell** shaped as an oxbow's horns. Cracked lines skitter across the ancient shell composed of ivory, pink, and light orange spiraling colors with splashes of turquoise. A shelled **corpse** lies just outside the entrance.

- The giant **shell** is of an extinct heteromorph ammonite family.
- The corpse is a crabman. It has several slender, short darts protruding from it (nixie).

32A. The Spiral: The spiraling passage varies from 8' wide, to 5' wide, and finally to a tight 3' wide in places. The shell's colors become brighter, almost fluorescent, the deeper one travels. Several 3' wide side **alcoves** spiral upward from the main passage.

- There are a total of five **alcoves** that branch off the main passage and spiral upward within the shell. The side passages eventually end after about 10' and contain shallow pockets of air that can sustain someone for an hour. A Mesogleas may recharge here, providing a half hour of extended air.
- Using two-handed weapons in this area during combat is impossible.

32B. Cracked: *Treat as secret door.* A few **cracks** fracture the ivory colored calcium carbonate of the shell.

- Jabbing or thrusting a weapon into the **crack** easily causes it to crumble revealing the interior spiraling passage.
- There is a 25% chance the giant lamprey eel in **Area #32C** senses the vibrations of cracking the shell and investigates in 1d6 rounds.

32C. Shell Guardian: Thin wisps of seaweed and algae cling to several **trinkets** littered on the floor.

- A giant lamprey eel protects the nixies lair from intruders and attacks immediately unless nixies are present.
- The trinkets include a broken shell armband, a rusted and battered shield, 45 sp, 63 gp, a golden bowl (50 gp), and an elaborate hair pin of a smiling woman—**Storyteller's Hairpin**.

(1) Giant Lamprey: **AC** 5 [14]; **HD** 5*; **hp** 29; **Att** 1 x bite (1d6 + blood drain); **THACO** 15 [+4]; **MV** 90' (30'); **SV** D 12 W 13 P 14 B 15 S 16 (3); **ML** 7; **AL** N; **XP** 300.

- **Blood drain:** Attaches to victim on a successful hit, doing 10 automatic damage per round.

Storyteller's Hairpin

Two emeralds are entwined with decorative carvings on the clamp and a tiny red ruby sits upon the pin (400 gp). A beautiful smiling woman with flowing hair nestles near the top of the pin.

Once clamped in hair, the wearer experiences reoccurring dreams of a woman named Nadera who lived on the island of Sanjoon. The somewhat boring dreams represent her life—Nadera doing house chores, Nadera walking around a gorgeous island with vibrant colors, Nadera eating, etc. At the end of the dream is a deafening crack and people panicking as some sort of cataclysmic event occurs. The last vision is of a floating, glowing, voluptuous woman laughing while riding a skyhorse made of clouds. A goddess?

The wearer feel slightly compelled to visit the resting spot or last place known of the previous wearer (currently Nadera) which eventually becomes stronger and forms a Geas within six months.

The smiling woman of the hairpin eventually transforms to resemble the wearer after two weeks. After two weeks, the hairpin begins to store the deeds and stories of the wearer.



32D. Nixie Camp: The spiraling 3' wide passage eventually opens up into a domed chamber made of intense color hues. The **fluorescent** effects make it difficult to detect details, but several kelp beds litter the area. Several shapes flitter through the cavern, whether they are fish or other sea life, it's difficult to make out due to the dazzling, vibrant colors.

- The **fluorescent** effects cause a -2 to attack rolls while fighting in this chamber.
- These saltwater nixies are similar to their freshwater cousins except they love and cherish light and glittering items.
- The nixies are more curious than alarmed of why mortals are here. If the PCs are aggressive, they immediately grasp hands and attempt their charm ability. Whether charmed or negotiated with, the nixies wish for the PCs to clear out the greedy crabmen (see **Area #30**).

(12) Nixies: AC 7 [12]; HD 1; hp 2 ea; Att 1 x weapon (1d4) or 1 x group spell (Charm); THACO 19 [0]; MV 120' (40'); SV D 12 W 13 P 13 B 15 S 15 (E1); ML 6; AL N; XP 10 ea.

- **Shy:** Will try to charm intruders, rather than entering combat.
- **Weapons:** Daggers, javelins, and small tridents (treat as spears).
- **Charm:** 10 nixies together can cast a charm to enchant a victim to serve them for one year. Save vs. Spells or be charmed: move towards the nixies (resisting those who try to prevent it); defend the nixies; obey the nixie's commands (if understood); unable to cast spells or use magic items; unable to harm the nixies. Killing the nixies breaks the charm.
- **Summon giant bass:** Each nixie can summon one fish to aid in combat. There is only a 25% chance for a giant seawater bass to be in the area or able to

get through the jellyfish tentacles. If successful, it arrives in 2d4 rounds.

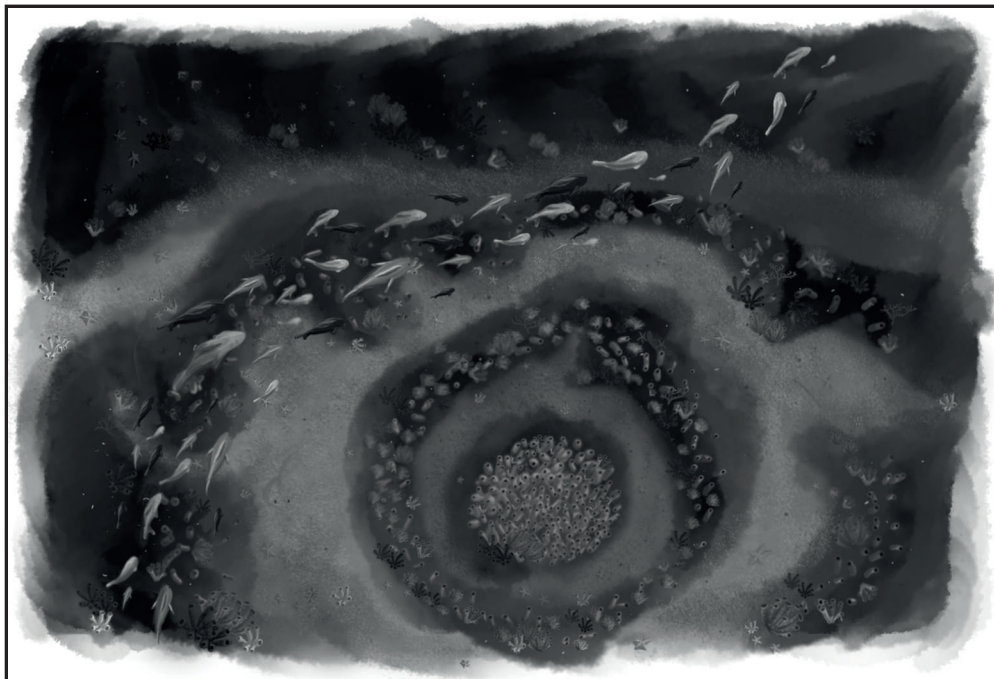
- **Bestow water breathing:** Can cast upon charmed slaves. Lasts for one day, then must be refreshed.

CONCLUSION

Finding the solution to sink the jellyfish brings cheers from the sailors and pirates alike. The grounded ships can once more set sail. Depending on how the voyage began, the *Lucky Siren* may continue onward to the City of Vermilion or referee discretion, but the pirates, of course, don't keep their word and give chase after an hour headstart. Careful and/or clever utilization of the discovered *Boranth* (**Area #6**), the anchor (**Area #13**) and/or the **Wand of Fire** (**Area #23**) may assist the party in escaping the pirates.

Or if Captain Arokor and the sailors are slain, the party may become prisoners of The Twins and taken to the Brine Lords (see the upcoming City of Vermilion adventure or referee discretion), or become pirates! Or the party may think of a different way to escape, or become stranded, lost at sea....possibilities are endless...

If the PCs fail, the Abyss Whisperer remains in the giant jellyfish for several years, controlling it to do its bidding. Eventually the massive jellyfish becomes completely gelatinous and forms into an extremely massive Abyss Whisperer that lays terror and dread upon the seas and coastal villages.



APPENDIX A: NEW MONSTERS

Abyss Whisperer

Resembling a jellyfish with four tentacles, the Abyss Whisperer inhabits the deepest depths of underwater chasms and trenches in the seas and oceans, never seen by mortals or the sun. This primeval horror varies in hues from light blue, dark purple, to violet and its size is relative to how much it feeds. Sadistic, it gains sustenance from tormenting its victims and observing the last traces of life leaving the body, before inserting a seed through the mouth of the corpse. The seed absorbs negative and horrific emotions from the Abyss Whisperer, eventually becoming a new Abyss Whisperer (see Mind Control ability). A favorite tactic is for the Abyss Whisperer to paralyze its victim, then latch on to them while they feed upon it for an automatic 2d6 damage per round. It uses its *ESP* and *Telepathic* abilities to gorge on the fear of their victim, blissfully promising eternity in its realm and gleefully tormenting them until they are slain.

Armor Class: 6 [13]

Hit Dice: 10 (varies)

Attacks: 1 x pseudo-pod (2d6) or 4 x tentacle (1d4+paralyzation)

THACO: 11 [+8]

Movement Rate (MV): 60' (20')

Saves: D 6 W 7 P 8 B 8 S 10

Morale: 10

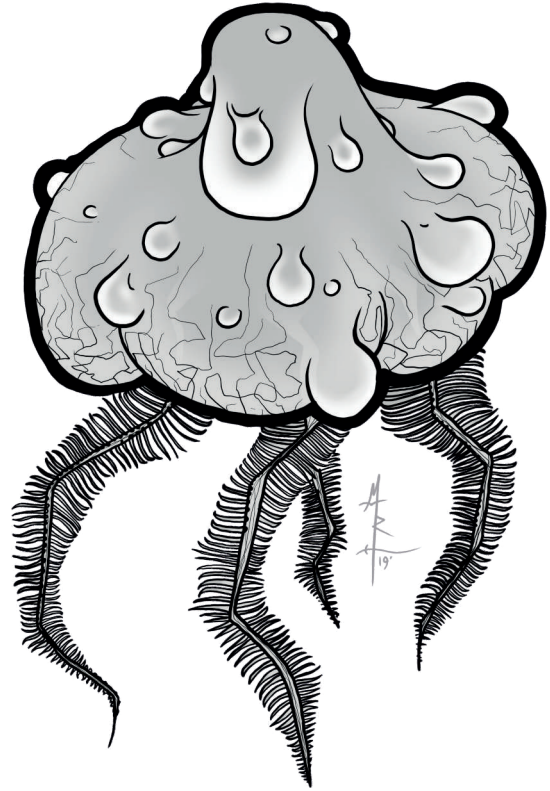
Alignment: Chaotic

XP for Defeating: 2,300

Number Appearing: 1d2

Treasure Type: F

- **Tentacles:** A save vs paralysis is needed on a successful hit from a tentacle or be stunned for 1d6+4 rounds. Tentacles can be severed after sustaining 15 hp damage.
- **Aura of hopelessness:** An aura exudes from the Abyss Whisperer in a 15' radius causing -2 to attack rolls due to thoughts of hopelessness, anguish, and failure.
- **Telepath:** Can communicate with beings within 30' radius. When touching their victim they can utilize a *ESP* ability.
- **Mind Control:** Slain victims absorb negative and horrific emotions emitting from the Abyss Whisperer. After a month, the corpse becomes a puppet, controlled by the Abyss Whisperer. The corpse is not undead, however after a period of months to years, the corpse becomes gelatinous, losing the original abilities of its slain body. Eventually the body crumbles, consumed by the gelatinous form and becomes a new Abyss Whisperer. There is a 25% chance the new Abyss Whisperer retains any spell-casting ability from its victim, but can't learn new spells.



Cnidarians

The cnidarians are strange and bizarre creatures, essentially jellyfish that swim, and float upon the sea. However, the cnidarians can manipulate the top half of their gelatinous substance by forming a thick pseudo-pod that takes different shapes, to almost perfect detail. Thus, a cnidarian could transform into a female human, complete with facial expressions, hair, wearing a long dress, that glides on its jellied bottom along the water, or a pseudo-pod ending in a face of some creature, or could resemble a seal or other type of wildlife laying on a milky shore. However, the shape change keeps the milky gelatinous color.

Cnidarians are highly intelligent but do not speak. Rather they use telepathy, affecting all in a 60' radius or an individual as they choose. They use a special *Comprehend Language* ability that allows them to communicate with most life forms and are highly sought for negotiator/translator type positions in the underwater world. Cnidarians glow during the night and can shift its colors to a slight tinge of turquoise, blue, red, pink, and purple, but milky white is always dominant. Cnidarians are attracted to light and their curiosity usually brings them closer to determine the source. Cnidarians value beautiful shells, coral, and pearls and carry pieces within their gelatinous bodies.

Armor Class: 8 [11]

Hit Dice: 7

Attacks: 1 x pseudo-pod (2d6 + paralysis) or 7 x tentacle (1d4 + paralysis)

THACO: 13 [+6]

Movement Rate (MV): 60' (20') land, 90' (30') water

Saves: D 8 W 9 P 10 B 10 S 12

Morale: 9

Alignment: Neutral

XP for Defeating: 850

Number Appearing: 1d8

Treasure Type: L and V

- **Paralyzation:** A save vs. Paralysis or be paralyzed for 2d6+2 rounds on a successful pseudo-pod (land attack) or tentacle attack (water attack). Tentacle attacks can only be utilized when in water and can be severed after 10 hp of damage.
- **Immunity:** Cnidarians are immune to *electricity*, *fear*, *sleep*, *hold*, *paralysis*, and *polymorph* type magics.
- **Telepathy:** Can communicate by telepathy in a 60' radius. They have a special Comprehend Language ability that allows them to read and speak most languages and are highly sought for negotiator/translator type positions in the underwater world.



Giant Amebocytes

Giant Amebocytes are rarely found outside of a living organism and may be mistaken as some sort of red to orange ooze or jellyfish. Amebocytes are a type of cell or unicellular organism that has the ability to alter its shape, primarily by extending and retracting pseudo-pods. Amebocyte's role inside organisms is to target and destroy pathogens/invasers, assist in disposing of wastes, form skeletal fibers, fight infections, and digest and distribute food.

Amebocytes roam throughout the creature using their pseudo-pods for movement and tending to their host's needs. They immediately attack any foreign 'invasers', such as a party of adventures. Amebocytes use their pseudo-pods in combat and only bite if in very close melee. Their bite doesn't do any damage, however their saliva is acidic causing the 1d6 damage.

Armor Class: 7[12]

Hit Dice: 1

Attacks: 2 x pseudo-pod (1d3) or 1 x bite (1d6)

THACO: 19 [0]

Movement Rate (MV): 120' (40')

Saves: D 12 W 13 P 14 B 15 S 16

Morale: 11

Alignment: Neutral

XP for Defeating: 13

Number Appearing: 2d8

Treasure Type: Nil

- **Reach:** Can reach up to 10' with its two pseudo-pod attacks. Pseudo-pods may be severed after 2 hp of damage, but amebocytes can create a new one within one round.

Meritahti Stalker

The Meritahti Stalker is a pale, gaunt, humanoid creature, approximately 7' tall. Its head is composed of folds of muscular tissue that open to reveal a starfish shaped maw with sharp teeth. It possesses no eyes, sensing prey through vibrations in the water. Their hands and feet are shaped like starfish. The Meritahti Stalker are rumored to be servants to the Meritahti Lords—giant, intelligent, starfish creatures known for their malevolent intent, that dwell in hidden coral reefs. Their loyalty knows no bounds.

The Meritahti Stalkers are enemies to crabmen and other crustaceans, attacking them on sight. They value colorful coral, shells and pearls of variable value.

Armor Class: 4[15]
Hit Dice: 5
Attacks: 2 x claw (1d6) or 1 x bite (2d8)
THACO: 15 [+4]
Movement Rate (MV): 120' (40')
Saves: D 10 W 11 P 12 B 13 S 14 (5)
Morale: 8
Alignment: Neutral
XP for Defeating: 175
Number Appearing: 2d8
Treasure Type: L (S)

Zontani Pelican Eels

The Zontani Pelican Eel are black or olive colored and resemble eels with huge mouths that are loosely hinged and wide enough to swallow targets much larger than the eel itself. The hinged lower jaw has no body mass behind it, making the head disproportionately large. The pouch-like lower jaw resembles a pelican.

The long, whip-like tail allows it to swim. The end of the tail has an organ called a photophore with numerous, tiny tentacles which glow pink and give off faint, red flashes. Three times per day the Zontani Pelican Eel can create a bright reddish flash from its photophore that blinds a target for 1d4 rounds if a save versus Petrification is unsuccessful.

There are rumors that giant Zontani Pelican Eels live in the deeper waters of the Zontani Sea (1500+' deep) and can swallow human and ogre-sized targets (HD 6, Dmg 3d6). Zontani Pelican Eels don't carry treasure. However, fishermen are known to value the photophore for attracting fish and pay up to 50 gp.

Armor Class: 5[14]
Hit Dice: 2
Attacks: 1 x bite (1d6)
THACO: 18 [+1]
Movement Rate (MV): 120' (40')
Saves: D 12 W 13 P 14 B 15 S 16 (2)
Morale: 7
Alignment: Neutral
XP for Defeating: 30
Number Appearing: 3d6
Treasure Type: Nil

- **Swallow:** On an attack roll of 18+ can swallow halfling and gnome sized targets whole. After 1d2 rounds, the victim enters the stomach and takes an automatic 1d8 damage due to stomach acids. Those attacking the eel do half damage to a victim inside.
- **Blindness:** Can blind targets 3x per day for 1d4 rounds if a failed save vs. paralysis.

Zontani Spined Sea Star

These giant purple starfish are found in the warm waters of the Zontani Sea. Most have 5-6 arms and cling to coral and reefs in shallow water. They are completely covered by long, pointy spines which provides an AC of 4. In addition, successful melee attacks against it inflict 1d3 damage to the attacker with each successful hit, unless a long reach weapon is used (i.e. spear). The terror of the shallows, the sea star moves slowly, but can shoot 1d4+1 spines up to 30' per round, for 10 consecutive rounds, that inflict 1d4 damage each! Once prey is slain, a 30' long tongue reaches out to pull the victim to its mouth for feeding. The Zontani Spined Sea Star does not have individual treasure; however, underwater species value their spines to be used as crossbow bolts underwater.

Armor Class: 4[15]
Hit Dice: 3
Attacks: 1d4+1 x spines (1d4 ea)
THACO: 17 [+2]
Movement Rate (MV): 18' (6')
Saves: D 12 W 13 P 14 B 15 S 16 (3)
Morale: 7
Alignment: Neutral
XP for Defeating: 65
Number Appearing: 1d4
Treasure Type: Nil

- **Spines:** shoot spines to 30'. Can form 1d2 new spines every five rounds.
- **Regeneration:** 1 hp per round
- **Melee:** Attackers using melee weapons without reach (i.e. spear) take 1d3 damage on successful hits from its thorny armor.



APPENDIX B: RANDOM GENERATION FOR THE TENTACLED FOREST

This is an alternate way to run the Tentacled Forest and a nightmare for players to attempt to map as it is ever-changing (in fact, it's recommended not to try mapping it). As the PCs travel through the passages and rooms, the next areas are rolled randomly as everything is victim to the whims of the sea currents. In a sense, the dungeon chooses where the PCs go! This area is dangerous! Once the PCs leave the first area they may get hopelessly lost within the tentacles, potentially drowning if exploring for too long. Or they may get lucky with the rolls, find some interesting things, and find their way out.

The referee always starts with **Table 1** when the tentacles decide to shift. **Note:** It may be helpful to look up a google image of a lion's mane jellyfish to gain a sense of the magnitude of tentacles. A referee may want to roll this area out before play as players watching a referee roll dice can get boring over time, or even better--have the player' roll, but the idea is that this whole areas is random and at the whim of floating tentacles from the currents.

Roll the correct die for each table. After rolling on **Table 1** for the length of time, roll on **Table 2** to see what's discovered and move on through the different tables to generate a result.

Important Note: When a new passage or chamber is rolled on **Table 2**, the current area closes in 1d4 rounds. PCs may become swallowed by tentacles if the area closes on them. Simply roll on **Table 10** to determine what the tentacles do. Once a saving throw is made (if needed, depending on the result) the PC stops taking damage and waits until the allotted time (**Table 1**) and a new discovery is made (**Table 2**).

Table 1: Length of Time

Results rolled determine the amount of time the Discovery (**Table 2**) lasts before becoming swallowed by tentacles.

ROLL	RESULT
1	1d4 rounds
2	1d6+2 rounds
3	2d4 rounds
4	1 turn
5	1d3 turns
6	6 turns

Table 2: Discovery

Results rolled determine what happens with the next shifting of tentacles.

Important Note: Current area closes in 1d4 rounds if a new passage or chamber is rolled. If anything else is rolled, the current area stays open for the new allotted amount of time. Monsters, treasure, tricks, etc. may all float their way into the current area if it is rolled.

ROLL	RESULT
1	Passage, see Table 3.
2	Chamber, see Table 6.
3	Trick/Trap, see Table 9.
4	Wandering Encounter, see Table 13.
5	Weird, see Table 11.
6	Special Location, see Table 14.
7	Treasure, see Table 12.
8	Special Location, see Table 14.
9	Roll on Table 6, Table 12, and Table 13.
10	Roll on Table 1, Table 9, and Table 12.
11	Roll on Table 6, Table 11, and Table 13
12	Roll on Table 6, Table 11, and Table 12.

Table 3: Passage

Roll results in type of passage that opens. Roll on **Table 4** for length and **Table 5** for width.

ROLL	RESULT
1	West passage
2	East passage
3	North passage
4	South passage
5	Up passage
6	Down passage
7	Diagonal passage up and down
8	2 passages, roll a d6 twice on this table.
9	3 passages, roll d6 three times on this table.
10	Passage opens, but rapidly closes, leaving a 10'x10' area. Roll on Table 2 after allotted time.
11	Passage is curvy, roll again.
12	Passage turns abruptly, roll again.

Table 4: Passage Length

ROLL	RESULT
1	10'
2	40'
3	25'
4	80'
5	50'
6	20'
7	60'
8	30'

Table 5: Passage Width

ROLL	RESULT
1	3'
2	5'
3	10'
4	20'

Table 10: Tentacles

Roll results in the type of tentacle the party encounters. Tentacle encountered can either come from **Table 9**, or from the party being swallowed by tentacles after not leaving an area in time.

ROLL	RESULT
1	1d8 damage. Save vs. poison for half damage.
2	1d4 damage, no save.
3	1d4 damage, save vs. poison or be paralyzed for 2d6 rounds.
4	Save vs. spells or act as if under a <i>Confusion</i> spell for 1d6+1 rounds.
5	Healed for 1d6 hp. Only occurs once per character, per day.
6	3d6 damage, save vs. poison for half damage.
7	Save vs. poison or be paralyzed for 1d4 rounds.
8	Nothing happens
9	Nasty rash, body part turns speckled purple for 1d4 hours.
10	Save vs spell or receive horrific visions of skin bubbling off their body. Act as if under a <i>Scare</i> spell.
11	1d4 party members must roll vs. breath weapon or be entangled by tentacles for 2d6 rounds, roll again on table.
12	Tentacle randomly slaps random party member. Attacks as HD 5 creature for 1d6 damage.

Table 6: Chamber Shape

Roll results in type and shape of the chamber that opens. Roll on **Table 7** for size (adjust accordingly if a circle, triangle, etc.), and on **Table 8** for depth or height of the chamber. Remember, PCs may enter chambers from the floor, ceiling, sides, chamber's floor center, etc. while swimming.

ROLL	RESULT
1	Square
2	Octagon
3	Circle
4	Polygon
5	Oval
6	Triangle
7	Rectangle
8	Odd-shaped

Table 7: Chamber Size

ROLL	RESULT
1	10' ceiling
2	20' ceiling
3	30' ceiling
4	60' ceiling
5	20' deep floor
6	30' deep floor
7	50' deep floor
8	10' deep floor

Table 8: Depth and Height

ROLL	RESULT
1	10'x10'
2	20'x10'
3	20'x30'
4	20'x60'
5	50'x40'
6	15'x20'
7	40'x80'
8	30'x40'

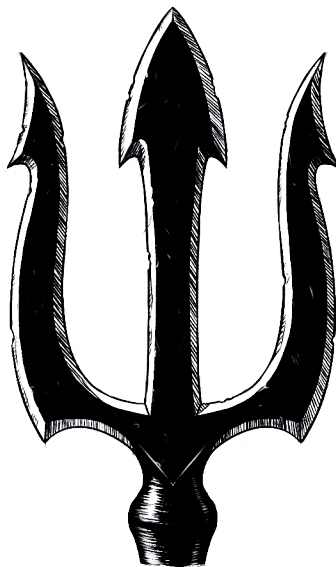
Table 9: Trick/Trap

ROLL	RESULT
1	Tentacles close on party, no escape. Roll on Table 10.
2	Tentacle attacks once at random party member as HD 5, roll on Table 10.
3	Pocket of frigid water. Save vs Breath Weapon or take 1d3 damage and suffer -1 to attack rolls for 1 turn.
4	Old fishing net emerges from tentacled wall/floor/ceiling and entangles 1d4 random party members. Cutting them out takes 2d6 rounds.
5	Log/debris becomes dislodged and abruptly comes out of ceiling/wall/floor. Effects 1d4 party members (roll randomly for who). Save vs. Breath Weapon or take 1d8 damage.
6	Tentacles close on party, pushes them into new passage/chamber. Roll on Table 1.
7	Sea current surge doubles movement rate, uncontrolled for 1 round. Roll on Table 10 if doubled movement rate ends in tentacled wall/floor/ceiling.
8	Tentacle blocks most of passage/room. Roll Dexterity to avoid tentacle to pass. If tentacle touched, roll on Table 10.

Table 11: Weird

Roll results for a weird occurrence.

ROLL	RESULT
1	Entangled fish skulls begin humming loudly for 1d4 rounds. Roll on Table 13.
2	Bioluminescence cloud in the water, sparks and flashes like a lightning storm (harmless).
3	A wooden, screaming man's face lies within a curtain of tentacles. Further investigation reveals its part of a bowsprit. When touched, it screams briefly, then shouts questions "why are you here?, where am I? Where is my ship? Why aren't we sailing? Get me out of here!" Etc.
4	15 human skeletons, entangled within the tentacles. One is hugging a chest. The others appear to be dancing due to the swaying tentacles. Roll on Table 10 for attempts to get chest. Chest holds 2,800 cp, 750 sp, 300 gp, and a narwhal horn (500 gp).
5	An entangled clump of bleached white kelp floats into the passage/chamber. It's about 30' diameter and slows movement by ½.
6	A school of multi-colored fish swarm the party for 6 rounds. The bright flashes of color are soothing, and yet motivating. Party receives the effects of a <i>Bless</i> spell for 2 turns.
7	A few tentacles seem charged with electricity as sparkles surge through them aggressively. The tentacles discharge, causing fish and other sea life to float belly up—stunned. Party is unaffected.
8	A 5' obsidian obelisk, wrapped in tentacles. Golden, spiderweb-like etchings are scattered upon its surface. It glows when touched but is harmless. It weights 400 lbs.

**Table 12: Treasure**

ROLL	RESULT
1	Entangled 7' tall stone statue of a howling minotaur. Horns are ivory (200 gp ea)
2	Long string of black pearls (15 x100 gp ea).
3	A rotted sahaugin corpse. Has a strange metallic scale headdress with petrified starfish, bits of shells, and 6 emeralds (75 gp ea). It still grips a trident.
4	A golden scepter engraved with carvings of wild beasts never before seen (250 gp).
5	A cracked crate containing 5 rusty rods and a lockbox: Poison needle trap, save vs poison or take 10 damage. Inside are 150 sp, 375 gp, and 400 pp.
6	An expertly created kelp net holding a bottle of colored sand, a Potion of Water Breathing (2 doses), and a Potion of Healing .
7	A human skeleton clutching a floral painted vase (100 gp). Inside vase is a silver amulet shaped like a great blue heron with tiny sapphire eyes (475 gp).
8	A gold skeleton of a three headed monkey (500 gp). If the Golden Skull of Cormadhar can speak, it recognizes the monkey as the jungle demon's pet that encased him in gold.
9	A toy boat made completely of platinum, littered with semi-precious stones (2,000 gp).
10	A abalone shell engraved with spells: <i>Rope Trick</i> , <i>Invisibility</i>
11	Tentacles are wrapped around a giant stone hand (5' tall). One finger still has a gold plated 'fingernail' worth 250 gp.
12	A tiara glazed with semi-precious stones (575 gp).
13	A silver chatelaine with attached scissors, and a ring of keys (75 gp).
14	15 ivory bangles (20 gp ea) entangled in seaweed.
15	A bejeweled hairpin (175 gp) stuck into a chunk of wood.
16	A silver makuta (crown) with electrum highlights (300 gp).
17	A fishing net holds a barnacle covered chest. Inside: A scroll of <i>Ice Storm</i> (ruined if opened underwater), 2,023 cp., 1,800 sp, a coral armband embedded with diamonds (900 gp), and a dagger made of malachite (1,500 gp—useless as weapon).
18	A abalone shell engraved with spells: <i>Continual Light</i> , <i>Cure Light Wounds</i> x2
19	A jade statuette of a succubus (675 gp)
20	A brass lamp riddled with rubies (850 gp)

Table 13: Tentacle Forest Wandering Encounters

Roll determines a wandering encounter.

ROLL	ENCOUNTER	NOTES
1	(5) Needlefish: AC 6, MV 30', HD 1, hp 7 ea., #ATT 1, Dmg 1d6, XP 17 ea.	Needlefish search the tendrils for hidden prey. They attack the party for 1d4 rounds out of confusion before swimming off.
2	(12) Nixies: AC 7, MV 60', 120' swimming, HD 1d4 hp, #ATT 1, Dmg by weapon, SA Charm, MR 25%, XP 39 ea.	These mischievous sprites parley, offering to cast Water Breathing on the party in exchange for one 'friend' (charmed slave). They are more curious than hostile, only attacking to defend themselves.
3	(1) Giant Seawater Beetle: AC 3, MV 30', 120' swimming, HD 4, hp 19 #ATT 1, Dmg 3d6, XP 132.	This creature has snipped off tendrils with its powerful mandibles and created a floating lair. Its exoskeleton makes it immune to the jellyfish tentacles. It defends its lair and doesn't follow fleeing targets. Inside its belly are 5 carnelians (75 gp ea), 3 sapphires (150 gp ea), and a Dagger +1 .
4	(6) Giant Amebocytes: AC 7, MV 120', HD 1, hp 5 ea, #AT 3, Dmg 1d3 pseudopods, bite 1d6, SA Reach, XP 15 ea.	These creatures act confused, as their host is dead. They defend themselves if attacked.
5	(1) Locathah: AC 6, MV 120', HD 2, hp 5 (12), #ATT 1, Dmg by weapon, XP 42. Carries a trident, dagger, shell necklace (50 gp)	The Locathah is upset and depressed that his giant eel mount was slain by a tentacle. It asks to accompany the party out.
6	(5) Zontani Pelican Eels: AC 5, MV 120' HD 2, hp 11 ea, #AT 1, Dmg 1d6, SA Swallow, SD Blindness, XP 41 ea.	These creatures are seeking any type of prey.
7	(1) Meritahti Stalker: AC 4, MV 120', HD 5, hp 28, #ATT 2 or 1, Dmg 1d6/1d6 or 2d8, XP 234.	The Meritahti Stalker is eating a giant tuna. When reduced by 75% of its hp, it attempts to flee through the tentacles.
8	Herring (swarm)	A sizable cluster of herring that swims about the party. It reduces vision to only 2'. After 1d6 rounds, the herring swim off.

Table 14: Special Locations

Refer to area descriptions for special locations. All special locations are permanent within the jellyfish and do not get swallowed by tentacles. Every two hours, a 1-2 on a d10 results in a wandering encounter (refer to Table 13).

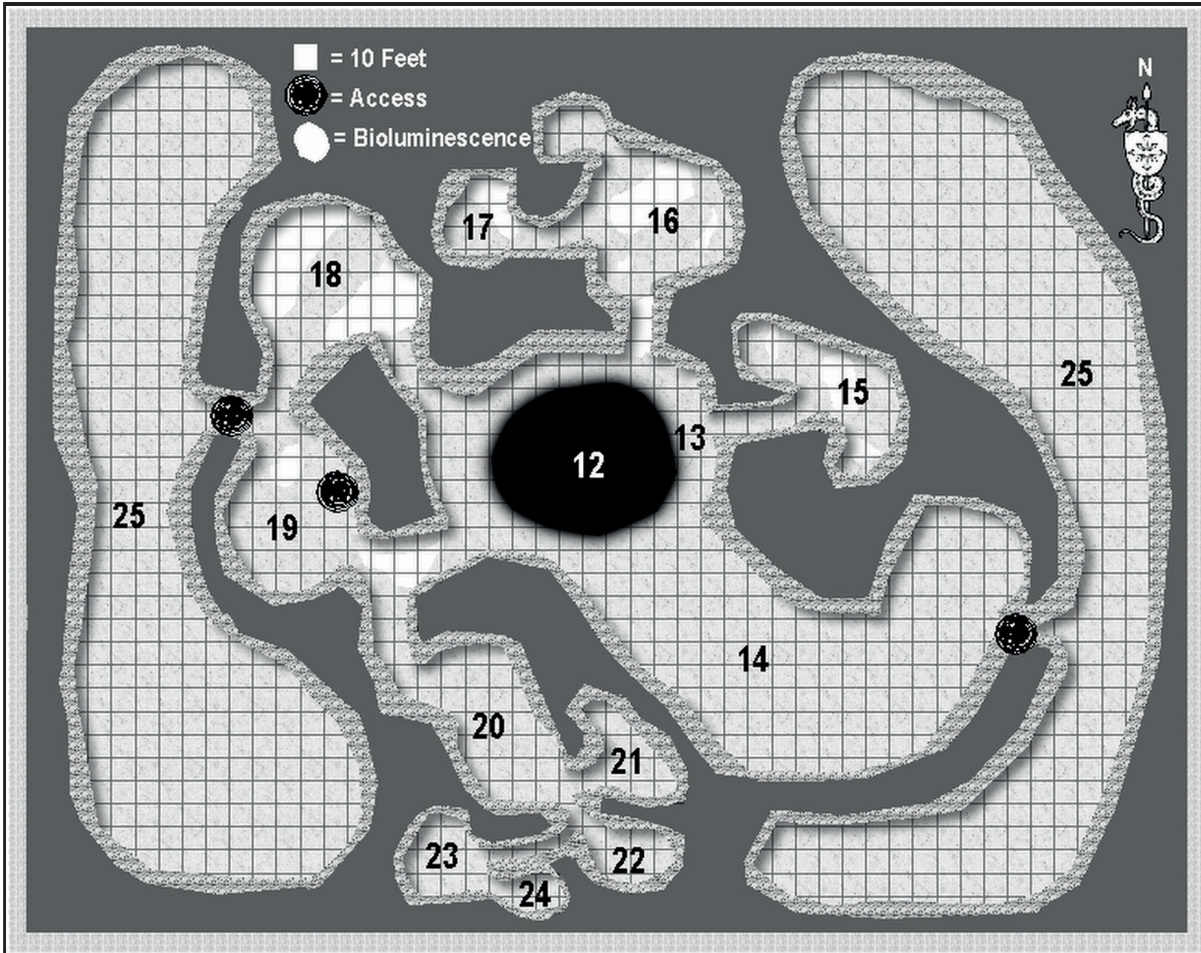
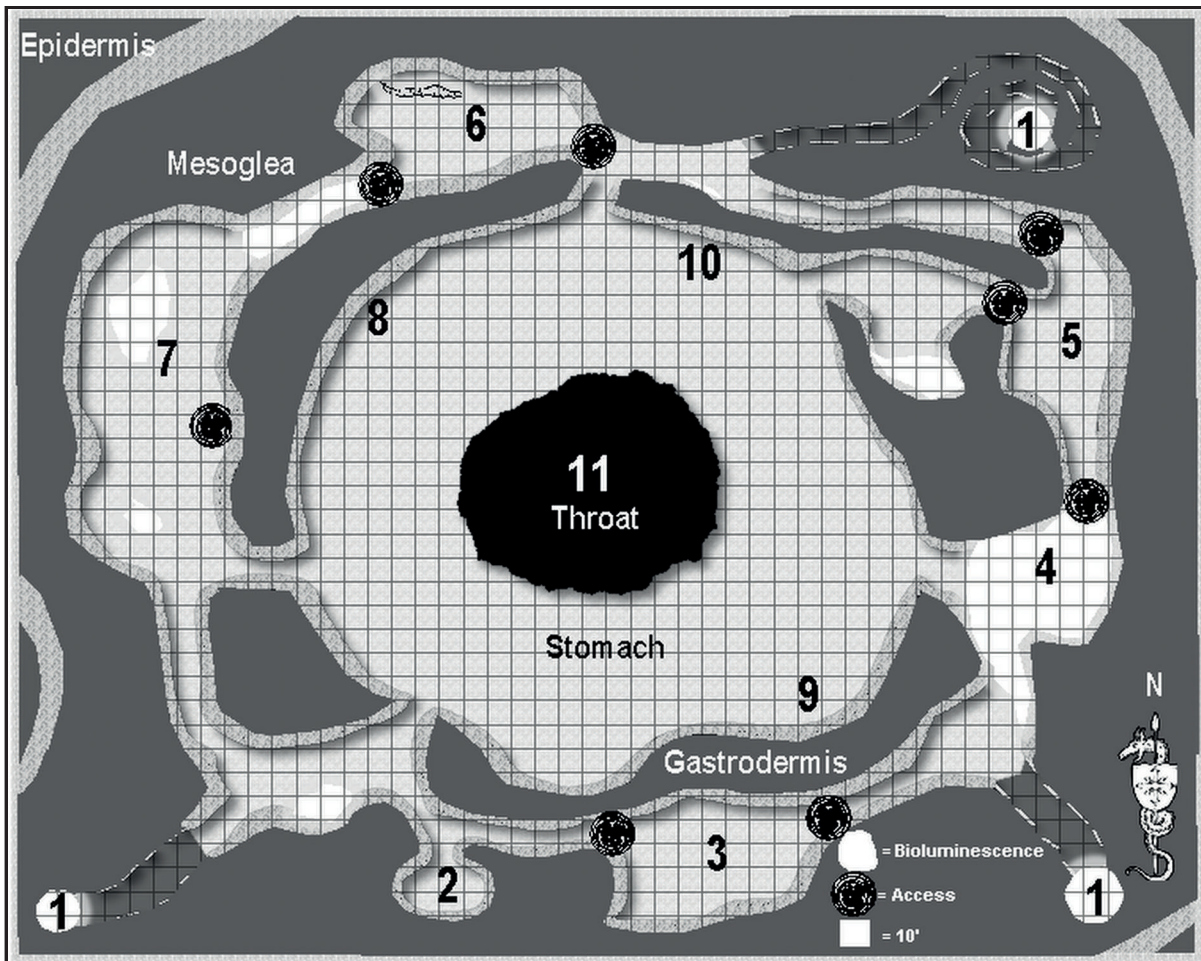
ROLL	RESULT
1	Area #26 Laughing Dolphin 2
2	Area #27 Deadhead
3	Area #28 Seaweed Tent
4	Area #29 Cocoon
5	Area #30 Silver Paradise (Crabmen Lair)
6	Area #31 Long Forgotten
7	Area #32 Shell
8	Outside Jellyfish or Area #12 Mouth



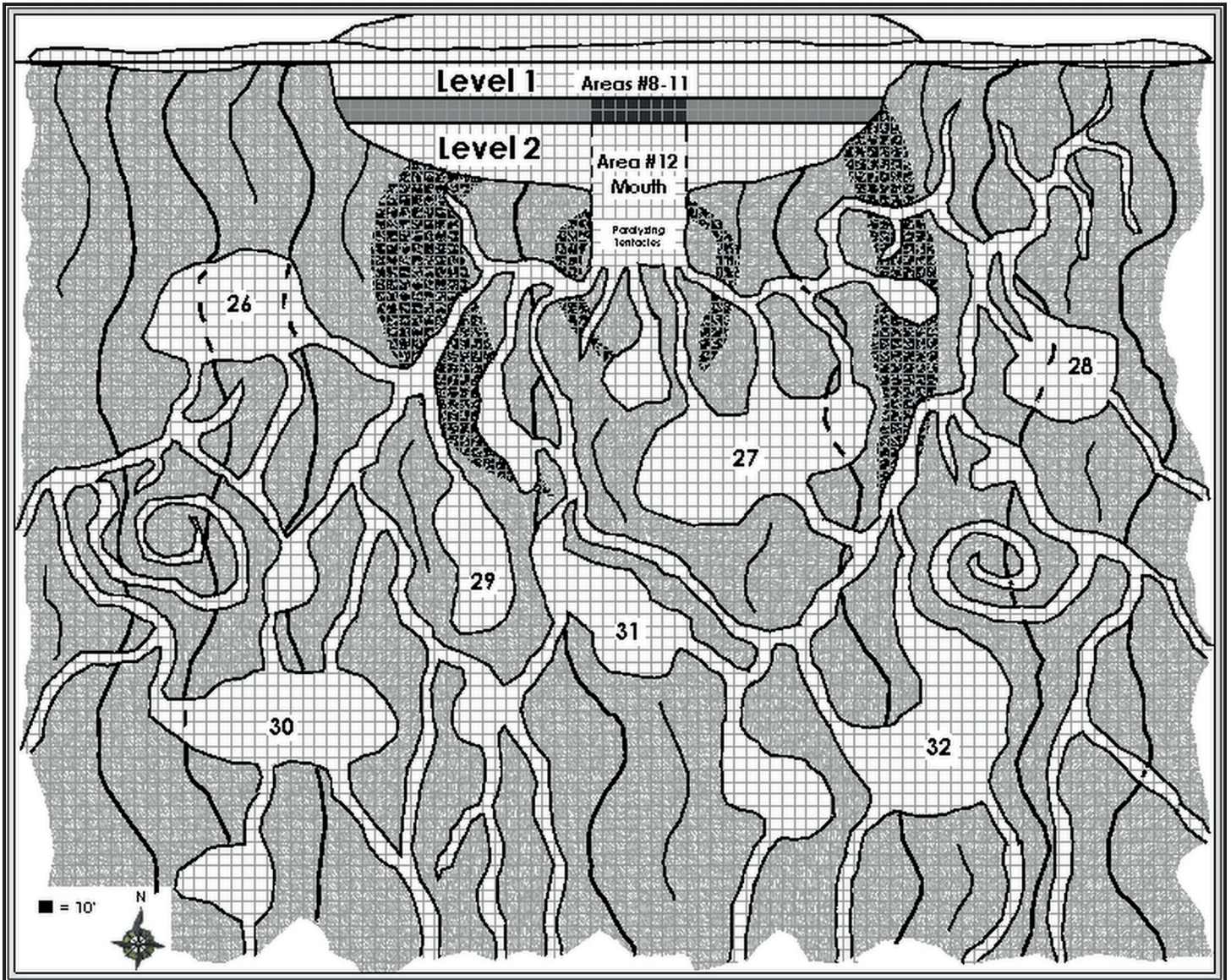


APPENDIX C: MAPS





The Tentacled Forest



LEGAL

For the Ascent of the Leviathan, the adventure background, all place names and descriptions, all new monsters (Abyss Whisperer, Cnidarains, Giant Amebocytes, Meritahiti Stalker, Zontani Pelican Eels, Zontani Spined Sea Star), all NPC names listed in the text when used in any context, are product identity. All artwork, maps, logos, and presentation are product identity, with the exception of artwork used under license. The name The Merciless Merchants are product identity.

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