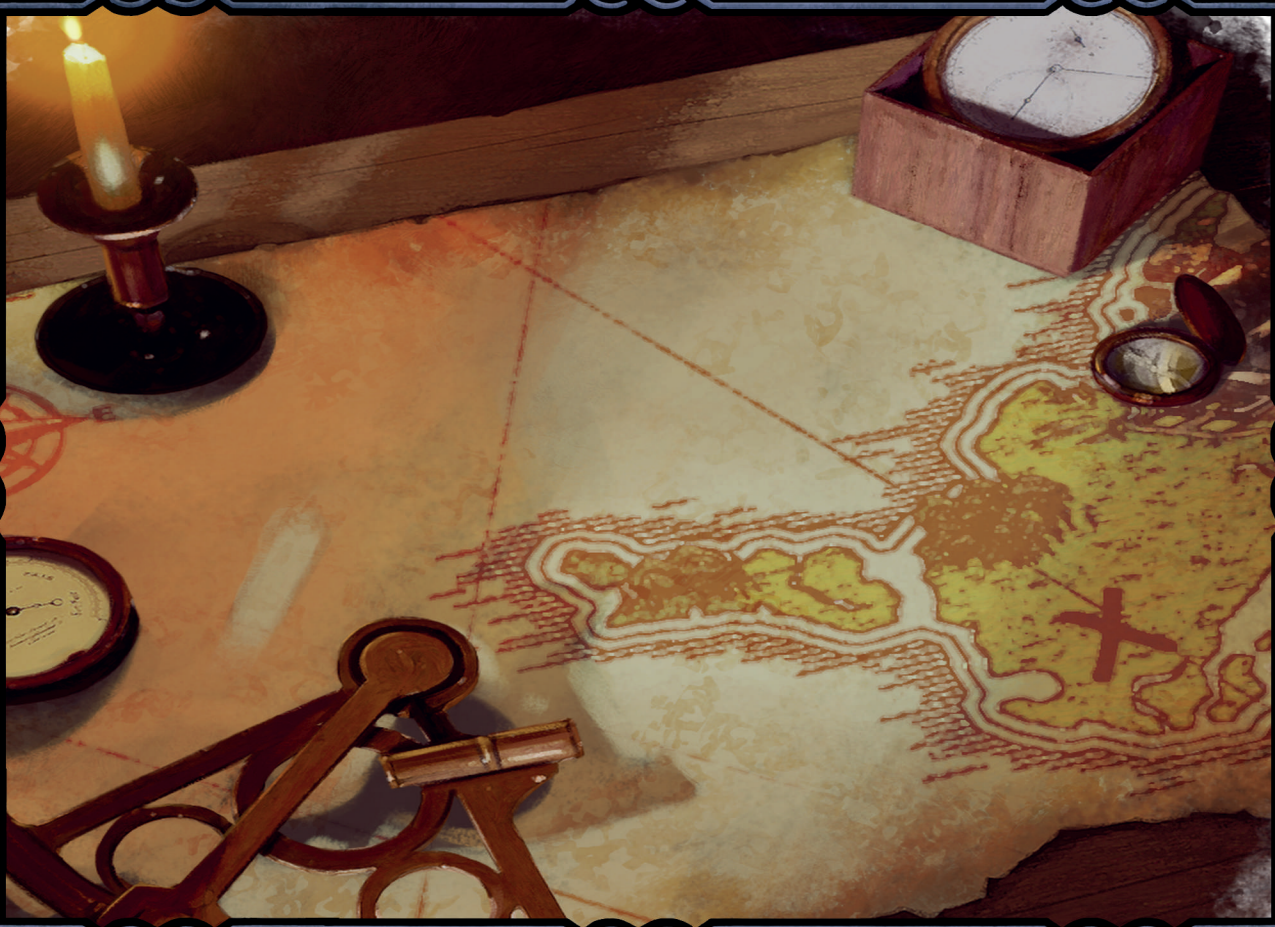


Brine Lord Cassidy's Tomb



While visiting a sea-coast town, PCs hear for a call for arms by several excited bards and minstrels! Korwyn, mighty hero of the lands, known for vanquishing the sea devil Dwormer and its minions, seeks experienced volunteers to assist him in recovering treasures from Brine Lord Cassidy's Tomb! Korwyn claims he has a map to the fifty-year old tomb, a ship full of sailors, a sharpened sword, and wishes to set off at once! Volunteers receive a fair share of the plunder!

An adventure for Levels 5-8.

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

Brine Lord Cassidy's Tomb

Authors: Malrex, James "Squiggy" Whitchurch, Johnny F. Normal

Additional Authors: Jeremy Coffey, Bruno Pešec, Aric Allen, Jon Bertani, Brendan Howseman, Jordan Hyman, and Nicholas Schirtzinger

Cartography/Layout: Malrex, Grutzi (Zontani Sea maps)

Cover Art: Dean Spencer (cover template) and art piece

Art: Johnny F. Normal (p. 5, 10, 47, 48, 49, 53, 60) James "Squiggy" Whitchurch (p. 34, 54) Malrex (p. 16, 19, 28, 40, 44, 57), William McAusland (p. 13, 14, 23, 24, 45), Matt Lichtenwalner (p. 53), Dean Spencer (p. 2)

Note from Malrex

A last minute Kickstarter tier, that Grutzi talked me into, presented an opportunity for a few Kickstarter Backers to be apart of the creation process for this adventure. It started out as a simple treasure map adventure idea with a few tricks, that suddenly doubled in size and blew up into something GREATER—all due to collaboration, hard work, and passion for the hobby. Whether it was a monster/room, a Brine Lord, or two dudes that grabbed the bull by the horns and jumped in throughout the whole process!

I want to thank all our Kickstarter Backers for their support in the creation of Voyages on the Zontani Sea and Gyllagoon's Island! I want to thank the Additional Authors of this adventure for their valuable contributions. You all rock!

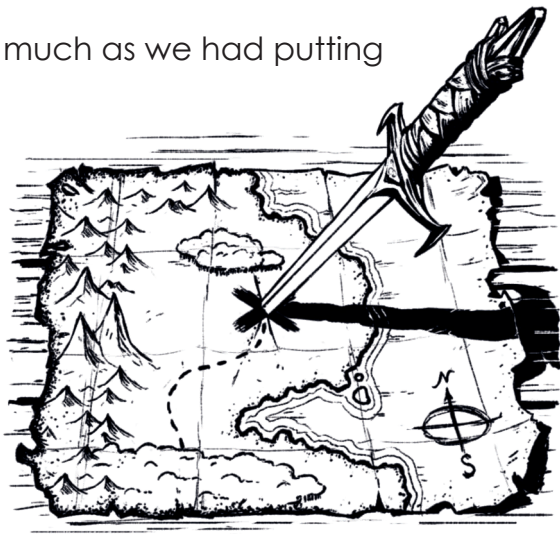
And I especially want to thank Johnny F. Normal and James "Squiggy" Whitchurch who spent hours brainstorming over long emails, forced me to watch movies for ideas/examples, poured their ideas and passion into this project, even throwing their art skills at it (and talking me into doing my own as well). These two guys kick ass!

I hope all of you enjoy running/playing this adventure as much as we had putting it together.

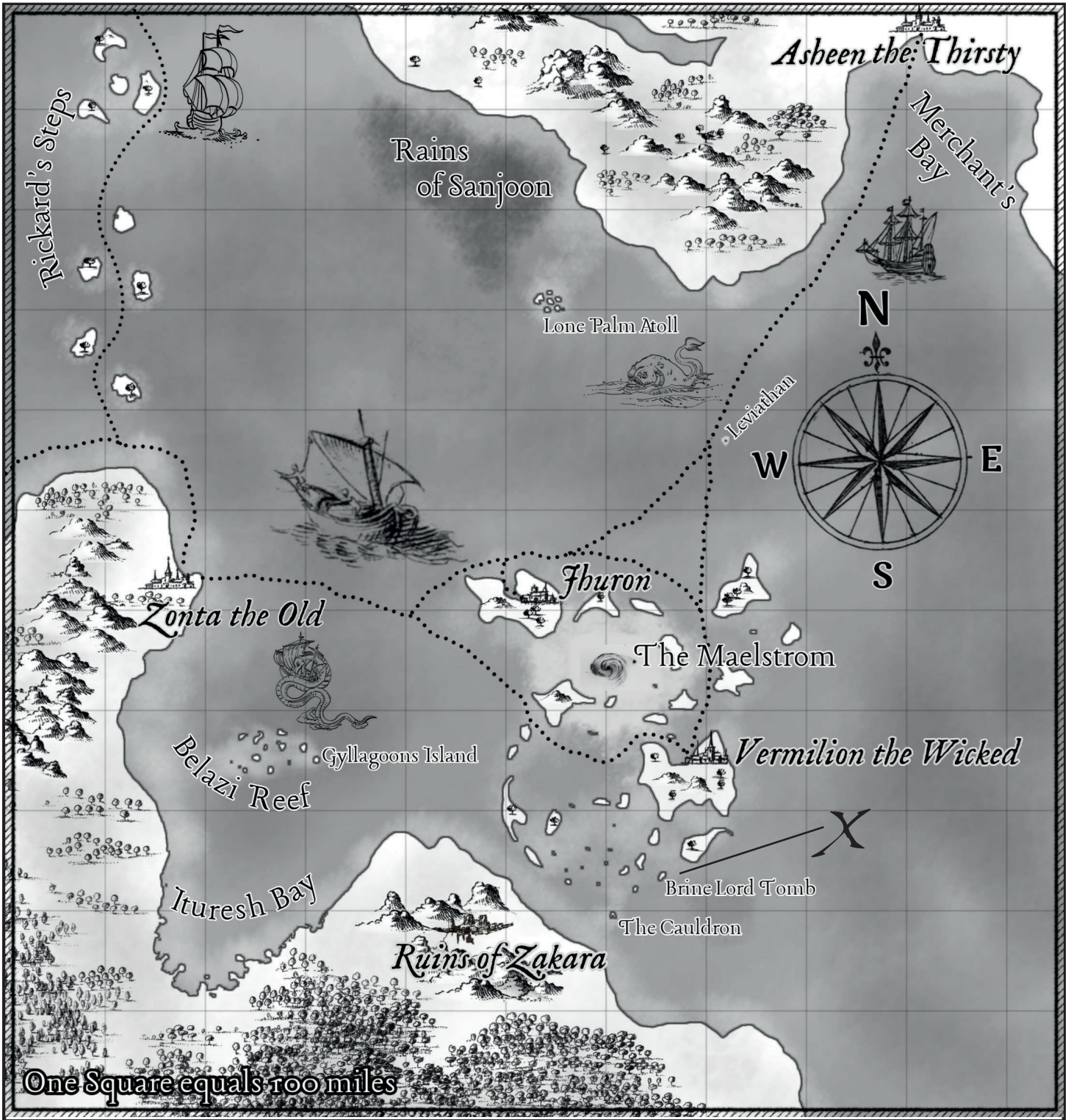


DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

"Old-School Essentials is a trademark of Necrotic Gnome. The trademark and Old-School Essentials Logo are used with permission of Necrotic Gnome, under license".







Brine Lord Cassidy's Tomb

Introduction

Brine Lord Cassidy's Tomb is for characters of Level 5-8 using the *Old School Essentials* rule-set.

While visiting a sea-coast town, PCs hear for a call for arms by several excited bards and minstrels! Korwyn, mighty hero of the lands, known for vanquishing the sea devil Dwormer and its minions, seeks experienced volunteers to assist him in recovering treasures from Brine Lord Cassidy's Tomb! Korwyn claims he has a map to the fifty-year old tomb, a ship full of sailors, a sharpened sword, and wishes to set off at once! Volunteers receive a fair share of the plunder!

Adventure Summary

Korwyn is mind-controlled by a boss mezsudian jellyfish (see **Appendix B: New Monster**). He carries five mezsudian jellyfish with him in seawater filled canisters. He cares naught for the treasure hunt as his main goal is to bring more victims back to the 'hive' of jellyfish that dwell within Brine Lord Cassidy's Tomb as well as potentially utilize them in their war with the fish demon, Abyzou. He attempts to get others possessed while traveling to the island, including the PCs (see *Aboard the Jade Moon*). Sea travel to the island location of Brine Lord Cassidy's Tomb takes four days.

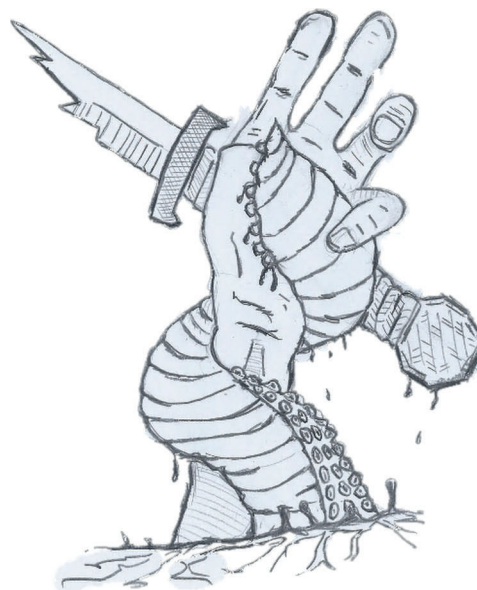
Rumors abound about past Brine Lords and their tombs, scattered about the Vermillion Sea, holding plunder and riches from years of pirating. If only one is lucky to discover them! This tomb is dedicated to Brine Lord Cassidy, his crew, and holds all the loot from his plundering days around Rickard's Steps from 50 years ago. Its location has been a secret from all, until Korwyn 'discovered it' after being *Geased* by the mezsudian jellyfish. Inside the tomb, a fish demon and a jellyfish hive continually feed off each other and fight for domination and control of the underwater caverns of an old histrix lair. Korwyn's goal is to bring in more recruits for the jellyfish hive mind to beat the odds against the fish demon, Abyzou.

Both the Mezsudian jellyfish and the fish demon have plans to utilize a storm giant skeleton that lies within the grotto, to turn the tides on each other. While PCs may be interested in looting the tomb, they may find themselves in an underwater war for dominance!

Referee's Notes

Factions: It is recommended for the referee to familiarize themselves with **Appendix A: Factions** before play as it provides some background on what is happening in the dungeon.

New Monsters: It is recommended for the referee to familiarize themselves with **Appendix B: New Monsters** before play, especially the cruor barnacle, histrix, and mezsudian jellyfish.



Optional Adventure Hooks

The referee may choose to add or change the main adventure hook to suit their campaign:

1. Tested or forced to find the tomb by other greedy Brine Lords/pirates.
2. A band of nixies ask/force the party (if charming fails) to retrieve a magical crystal ball from a tomb (see T#7). They may threaten to drown a companion, intimidate, or be friendly (referee discretion).
3. A merchant is paying 1,000 gp for a gougerbeak egg and 2,000 gp for fledglings.
4. A storm giantess, Yissa, seeks assistance to retrieve a spiked crown from her deceased father. She believes she knows where his corpse is. She only cares for the spiked crown (see PG#9) and leaves after retrieving it. She offers two pet giant crabs as a reward.

Town Rumor Table

While the Jade Moon prepares for the journey, PCs have two days to equip themselves and hang out in Vermilion or other city/town on the coast (referee discretion). Those seeking information may hear rumors about Brine Lord Cassidy's Tomb.

Roll	Rumor
1	"I'm surprised Brine Lords still exist! Sure, they are formidable when they work together at times, but seems they always squabble internally! Hells, I heard that Captain Lenore Blaqabbey almost took out Brine Lord Fadime Vesi. Not sure why they only allow twelve Brine Lords at any time, but seems to work in our favor if they are trying to kill each other, no? Wish dem both would just stick to the sea and be forgotten, the mangy curs!!" The old sea dog spits on the ground in disgust after sharing his opinion.
2	"Brine Lord Cassidy? Aye, his ship's name was the Hellrazor and nigh unstoppable by the Rhone Empire. That ship would cut through the sea like a knife through melted butter...so fast, and deadly! I heard he had an intense hatred for the histrix---ya know, those seahorse looking things from the deeps?...nasty critters!"
3	"I've heard wild tales of Brine Lord Cassidy. Oh hells, he would wear a histrix helmet at all times! I bet he even slept with it on! My ol' buddy Rodarim, rest his soul,.... he just died a year ago mind you, but that ol' bastard actually survived walking the plank off of Cassidy's Hellrazor!! Ol' Rodarim was a crazy son of a bitch....and one helluva swimmer!"
4	"I believe Brine Lord Cassidy used to be an art dealer, living in Jhuron. I bet he has some valuable art inside his tomb! Say...if Korwyn needs another hand, put in a good word for me...eh?" The drunkard gives a wild stare before becoming incapacitated by his strong drink consumption.
5	"It's like a respect thing..or a code. No Brine Lord should plunder another Brine Lord's resting place. But honestly, that's what they want ya to believe. Dem bastards would steal a cloak off their own grandmother. They are all dirty scum and deserve a watery death! Well....cept maybe Samrynn Sylver, he seems to do some good freeing slaves on the open waters."
6	"Rumor has it, you and your partners are going with Korwyn on that treasure hunt eh? You'll be safe with Korwyn. I heard he is a demon with the sword---no foe is able to stand up to him!! So, aye, you'll be safe! It looks like you could take care of yourself....maybe...but aye, I recommend you just stay out of Korwyn's way."
7	"Are you aware that Brine Lords used to be living peacefully here in Vermilion? I mean, it was their city after all!! But that was before the Rhone Empire dogs moved in and took over. Now everyone hates the Brine Lords and their pirating ways. They are good at it too..damn crafty buggers. I'm sure they are a constant thorn for the Empire."
8	"Brine Lord Cassidy was known for successfully killing one of dem whale sharks! Guess his crew was hungry, but dem whale sharks have useful liver oil ya know....you can use that oil to waterproof anything! I'll bet you five gold bits that you find whale oil stashed in that tomb somewhere. Come on now, let's shake on it! I know you will return since Korwyn is leading the trip!"
9	"A tomb of a Brine Lord? Are you crazy?! They are all cursed. They got witches that will turn you into a harpy you daft fool! You'll be lucky to return alive!....errrr say, if you don't make it, could I have yer stuff?"
10	"Honestly, with all due respect to Korwyn, I....well I just don't think it was wise of him to be so open about the treasure map and all that. There are a few ol' sea dogs around here itching for easy loot, ya know? I'd watch your back sailing out there...some of these bastards would stick a dagger in their own mom's back, you picking up what I'm throwing down here?"
11	"Oh great, now my kids can't stop talking about pirates and becoming treasure hunters. Making them a fishermen is going to take some tough work and convincing....too many damn glory hounds in this city if you ask me!"
12	"Some say, ol Capt. Cassidy was always trying to make something happy. I mean rumor has it he had two wives afterall. But sure...people give prayers to Oceanna and Ushoon for luck and all that, but I heard rumors that Cassidy would actually sacrifice people....to something...probably some underwater demon!! Ya, I know it's vague and all that but I don't want to sound like a crazy person if I say he was sacrificing people to some starfish or whale shark or something, ya know? *Nervous giggle* That's just crazy talk." The lady raises an eyebrow, then whispers quickly "but that's what I'm saying, so keep yer eyes open man!"

Competition

The announcement of Korwyn's quest and treasure map may arouse old sea dogs/captains to attempt to capture glory themselves. Referee discretion on whether competition may attack head-on to gain the map, wait for the departure of Jade Moon from the island in an attempt to confiscate any gained loot, enter the tomb from another entrance to try and loot it first, take over the Jade Moon while the PCs are adventuring, attack each other, or a combination of techniques. Below are some examples of competition that could be employed against the PCs and Jade Moon.

The Rusty Silverbar (Ship is barnacle covered. Flag of mining pick stuck in a silver bar.)		
Captain Zilgar (dwarf)	Level 5 Fighter: AC 9 [10], hp 34, Att 1 x battle axe (1d8), THACO 17 [+2], MV 60' (20'), SV D10 W11 P12 B13 S14 (F5), ML 9, AL N, XP 175 Items: Battle axe, silver drinking horn (25 gp), golden bracelet (50 gp)	Zilgar is an exceptionally rare dwarf captain who always seems to be weirdly smiling. He sports a mohawk and detests armor as he isn't the best swimmer. He just got ripped off on mineral rights on a island and is looking for an easy score to replenish his losses.
Bremert, First Mate	Level 3 Fighter: AC 7 [12], hp 16, Att 1 x short sword (1d6), THACO 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (F3), ML 10, AL N, XP 35 Items: Short sword, one gold armband (40 gp)	Bremert's voice is blessed by the gods and sings orders to the crew, however he stutters when speaking. He is sharp as a tack and leads most of the strategies during combat.
14 Sailors	AC 7 [12], HD 1, hp 5, Att 1 x weapon (1d6 or by weapon), THACO 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 6, AL N, XP 10 Items: swords, slings, 1d10 cp.	A glum bunch, they are starting to feel the lack of coin...some have even whispered mutiny, but with plans to keep Bremert alive.

The Drunken Gull (A variety of bottles decorate the back railing. An upside-down flying sea gull is on the banner)		
Captain Jhilris Vorne (half-elf)	Level 6 Fighter: AC 7 [12], hp 38, Att 1 x longsword (1d8), THACO 17 [+2], MV 120' (40'), SV D10 W11 P12 B13 S14 (F6), ML 9, AL N, XP 275 Items: Longsword, Long Bow +1 , 20 arrows, sapphire ring (100 gp), 120 gp.	Jhilris dreams of being an explorer and adventurer but is too lazy and complains about being bored. Enjoys her booze.
Rhemron, First Mate	Level 3 Mage: AC 8 [11], hp 10, Att 1 x dagger (1d4), THACO 19 [0], MV 120' (40'), SV D13 W14 P13 B16 S15 (M3), ML 6, AL C, XP 35 Items: Dagger, 75 gp. Spells: <i>Magic Missile, Shield, Web</i>	Rhemron enjoys creating hardship on the sailors, even whipping them to bloody shreds. Most are spooked by his strange powers. He enjoys manipulating Captain Jhilris.
Hulan Gorgeman	Level 4 Cleric: AC 9 [12], hp 17, Att 1 x mace (1d6), THACO 19 [0], MV 120' (40'), SV D10 W11 P12 B13 S14 (F6), ML 10, AL N, XP 125 Items: Mace, holy symbol (40 gp). 50 gp. Spells: <i>Cure Light Wounds, Purify Food and Water, Hold Person</i>	Hulan is a passenger and a faithful follower of Oceanna. He is disgusted by Rhemron. He has booked passage to Asheen and may be unaware if the Captain takes a 'side trip' to get some easy loot. He would be willing to join the PCs if given a chance.
15 Sailors	AC 7 [12], HD 1, hp 5, Att 1 x weapon (1d6 or by weapon), THACO 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 6, AL N, XP 10 Items: swords, showrtbows, 1d4 cp, 1d6 sp.	The crew hate and fear Rhemron but are inspired by Captain Jhilris's speeches of glory and adventure (but she always fails to deliver).

Sea Juggernaut (Skulls of underwater humanoids decorate the entire ship)		
Captain Morendar Yurv	<p>Level 7 Cleric: AC 4 [15], hp 33, Att 1 x Mace +1 (1d6), THACO 17 [+2], MV 120' (40'), SV D9 W10 P12 B14 S12 (C7), ML 11, AL C, XP 850</p> <p>Items: Mace +1, chain mail, shield, chest in cabin with 2,000 cp, 300 sp, 274 gp, and three pearls (300 gp ea).</p> <p>Spells: <i>Cure Light Wounds, Cause Fear, Resist Fire, Silence 15' Radius, Locate Object, Remove Curse, Neutralize Poison, Insect Plague</i></p>	Captain Morendar is relentless against creatures of the deep. Fierce devotee of Ushoon, the crews claim he stands in storms howling in delight. His bloodthirsty nature rivals pirates, and his quest for riches are used to further the glory of his god! He wears chain mail, confident his god will protect him from drowning.
Trugan Vorfist, First Mate	<p>Level 4 Fighter: AC 7 [12], hp 23, Att 1 x longsword (1d8), THACO 17 [+2], MV 120' (40'), SV D10 W11 P12 B13 S14 (F4), ML 10, AL N, XP 75</p> <p>Items: Longsword, 3x daggers</p>	Trugan can keep sailors in line with just an intimidating look. A stout warrior, he never seems to lose his cool. His calm demeanor can hide a side of violence when felt wronged.
17 Sailors	<p>AC 7 [12], HD 1, hp 6, Att 1 x weapon (1d6 or by weapon), THACO 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 6, AL N, XP 10</p> <p>Items: swords, slings, 1d10 cp.</p>	Bloodthirsty crew who don't shy from battle.

Aboard the Jade Moon

Sea travel is expected to take four days. Please refer to the Jade Moon Timetable for activities that occur during the journey, the **Sailor Rumor Table** if PCs are asking questions, and the **Wandering Encounter Table** below. Please refer to **Appendix B: New Monsters** for information about the mezsudian jellyfish.

The Jade Moon (Dark green banners and flags adorn the ship)		
Captain Ilmen Garune	<p>Level 4 Fighter: AC 8 [11], hp 21, Att 1 x spear (1d6), THACO 17 [+2], MV 120' (40'), SV D10 W11 P14 B15 S16 (F4), ML 9, AL L, XP 75</p> <p>Items: Spear, sling, gold ring (55 gp).</p>	Captain Garune is a competent master of his vessel and crew. Frowns on those who drink too much. Has a limp handshake.
Omar Palin, First Mate	<p>Level 2 Fighter: AC 7 [12], hp 13, Att 1 x gaff hook (1d4), THACO 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 9, AL N, XP 20</p> <p>Items: Gaff hook, golden necklace (20 gp).</p>	Omar is loyal to Captain Garune. True believer of curses and ghosts.
17 Sailors	<p>AC 7 [12], HD 1, hp 4, Att 1 x weapon (1d6 or by weapon), THACO 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 6, AL N, XP 10</p> <p>Items: swords, slings, 1d10 cp.</p>	Jovial crew. Most believe Omar's tales of curses, ghosts, and have become very superstitious.

Korwyn is on board the Jade Moon as well, mainly keeping to himself.

Flowing long blonde hair and rippling muscles, he is the epitome of a powerful warrior.

Korwyn (boss mezsudian jellyfish): Level 6 Fighter: **AC** 7 [12], **hp** 35, **Att** 1 x **Sword +1** (1d8+1), **THACO** 17 [+2], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (F6), **ML** 9, **AL** N, **XP** 500

- **Hive Mind:** The boss acts as part of the hive mind, delivering orders to adult mezsudian jellyfish that control a corpse and that are in range.
- **Tentacled Attack:** If provoked or severely threatened while inside a host, the boss mezsudian jellyfish can extend its tentacles, causing them to erupt from every orifice of the host, instantly killing them (if not already dead). Multiple tentacles (severable, 10 hp each) can attack, treat as 2 attacks for 1d10 damage each + save vs paralyzation or be paralyzed for 1d6 rounds.
- **Items:** **Sword +1**, silvered baldric (75 gp), **Potion of Healing**.

Jade Moon Timetable

1. First Day: Clear skies, favorable winds. All are in good spirits with good natured teasing, drunk on thoughts of becoming glory hounds. Captain Garune's reputation is legit as he runs a tight ship, braying orders, and it's apparent his sailors respect his commands. Korwyn walks the deck briefly, but stays in his cabin most of the day.

2. Second Day: Korwyn stays in his cabin all day and night, only attending dinner with Captain Garune. Dark clouds on the horizon, but sailors noticeably relax as winds take the storm clouds elsewhere. **Event:** Korwyn introduces Captain Garune to a boss Mezsudian jellyfish (see **Appendix B: New Monsters**) at dinner, which enters and takes over the captain.

3. Third Day: Captain Garune seems over-eager to reach the island, yet is in a foul mood. He eventually lets Omlin Parr take responsibility for the ship's course. The morale and mood aboard the ship is glum. Korwyn stays in his cabin. He answers any summons, but explains he is preparing himself for the quest and would prefer not to be bothered.

Captain's Dinner Event: In the evening on the third night, Captain Garune invites the party leader to dinner as well as Korwyn and the first mate Omlin Parr. He is rude to other PCs wanting to join and forbids it. Suspicious PCs should be relatively successful in attempting to eavesdrop on the captain's dinner, either through the ship windows or the door itself. It is recommended that if the other PCs are not eavesdropping, then the referee and invited PC leave the room to enact this situation.

During dinner, Korwyn and Captain Garune have very boring small talk, then attempt to expose both the party leader and Omlin Parr to a boss Mezsudian jellyfish to join the hive. They attempt it on Omlin Parr first, pretending the jellyfish is part of the meal, before rapidly holding him in place as Korwyn tries to stuff the jellyfish down Omlin's throat. A successful save vs spells means Omlin begins calling for help and fighting back, but a failed save causes Omlin to attempt to help Korwyn and Captain Garune against the PC in 1d4+2 rounds.

Scenario #1: The party leader decides not to attend dinner. Omlin Parr becomes possessed. Korwyn has three more boss Mezsudian jellyfish to offer for water breathing (see **the Fourth Day**).

Scenario #2: Omlin Parr and the PC is able to subdue Korwyn and Captain Garune! Or the other PCs are suspicious, hear signs of a struggle, or find out by other means and come to the rescue! Captain Garune is savable if subdued and a method is used to expunge the jellyfish, but Korwyn is too far gone to be released by the jellyfish. The adventure may continue if the PCs decide to follow Korwyn's map (it's legit) as the sailors or Captain Garune (if saved) are able to steer the ship, although most of the sailors whisper of bad luck and ill tidings. The ship sails to the island (**I#1**).

Scenario #3: The party leader is mind-controlled by the jellyfish. He/she returns to the party, eager to get to the island. The new goal of the PC is to expose his/her companions to the 'hive' and upon arrival to the island at **I#8**, attempts to direct them through the underwater tunnel (**SF#1**) to **SF#6**. The goal of the jellyfish hive mind is to take out the fish demon, Abyzou (see **Appendix A: Factions**).

4. Fourth Day: If the mind-controlled Captain Garune, Korwyn, and possible PC and first mate are not discovered, they anchor the ship off the island near **I#8**. Korwyn explains that the jellyfish can help one breathe underwater and presents two more jellyfish to the PCs. He believes that a small scouting party should go in first. He leads 'jellyfished' PCs and any other companions using underwater breathing magic/items through the underwater tunnel of **I#8/SF#1** and into **SF#6** where anyone who is not controlled by jellyfish are attacked and attempted to be subdued/controlled.

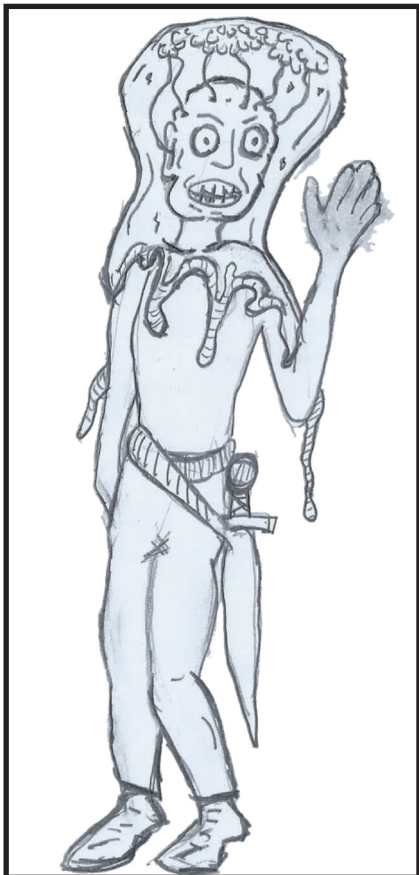
After several hours, Korwyn returns with more jellyfish and beckons the rest of the PCs and/or sailors to join him. Suspicious PCs may attempt to confront Korwyn, who flees to **SF#6** if attacked. **Note:** if Korwyn escapes and the PCs decide to explore the island and/or tomb, Korwyn returns and begins to bring sailors down to **SF#6**.

5. Fifth Day/Night: The jellyfish hive sends out an ambush at night to try and take over the ship. The attackers attempt to possess as many sailors as possible, taking them back to their lair. They raise the anchor, causing the Jade Moon to drift off on the current (referee discretion on success). PCs may encounter the controlled sailors inside the tomb.

Geased? Now What?!

A PC has a 10% chance every day to successfully fight off the jellyfish control. Success means the PCs body expels the jellyfish (it dies immediately) and they regain all normal functions. Failure to expunge the jellyfish means a PC can survive up to 24 days before succumbing to hunger and dying. The jellyfish can still control the 'vessel' and the PC slowly rots as if they are undead (see Appendix B: New Monster).

Possessed PCs do not try to kill their companions or do anything nefarious and should continue to help the party, as long as the party is not fighting the jellyfish hive and their minions. The goal of possessed PCs is to get the rest of their party to join the hive and take out Abyzou and its minions. A controlled PC should be encouraged to play their character normally, but differences can be encouraged. For example, the character may now have a stone-cold personality, different habits, or continue to push the party towards **SF#6**. Perceptive PCs should pick up that other PCs in their party is a 'bit off'.



Referee's Notes: There is an obvious change in personality of Captain Garune, Korwyn, Omlin Parr, and the PC party leader if they are successfully mind-controlled. Spells such as *Detect Danger*, *Detect Evil*, *Know Alignment*, *ESP*, and *Clairvoyance* or similar magical items reveals the Mezsudian jellyfish intruder. A *Cure Disease*, *Remove Curse*, *Dispel Evil*, *Protection from Evil*, or a paladin's *Lay on Hands* ability allows a PC a saving throw vs death at +2 to expunge the jellyfish, which immediately slays it. A *Confusion* spell expunges the jellyfish immediately. Other creative methods to expunge the jellyfish are up to referee discretion.

Sailor Rumors

ROLL	RUMOR
1	"I always heard, that Korwyn was more good-natured. He seems to have a personality akin to a stiff board."
2	"Captain Garune seems off a bit. Don't get me wrong, I'm actually enjoying this trip so far because, well, the Captain seems distracted...which means some sailors, ok...ok...including myself, well, we be slackin' a little. I mean, honestly, how many times does the deck need to be swabbed, huh? But don't worry, we'll get you there. We know what we are doin!"
3	"I got a bad feeling about this whole thing! Hells, look to the sky!" *At that very moment, a seagull flies by.* "Ill omens....oh hells, this is not good....not good...." he whispers, "we are all gonna die."
4	"We all got a rough sense of where we are headed....I've heard some of the islands we will be sailing by are the nesting areas of gougerbeaks! Dem look nasty with their sharp bills, could probably pierce yer skull before you could say 'watch out!'"
5	"I wouldn't take it personal, but I be a bit surprised you'uns aren't invited to the Captain's table with Korwyn. Seems like you'uns would be part of the discussions and stuff. But hells, what do I know? I spend most of my time in the crow's nest."
6	"Sorta weird...Korwyn looks a bit pale to me. Perhaps he hasn't got his sea legs yet. Heh! Hell, yer looking a bit pale yerself, treasure hunter!"
7	Drell said he found a weird red barnacle clinging to our ship before we left. Thought they were always white?
8	"Hilken claims Brine Lord Coxettere was seen sailing these waters. Pay better be doubled quick if we run into him. Beware his halberd!"

Sea Wandering Encounters

While traveling on the sea, roll a d10 every 6 turns. A 1-2 on a d10 suggests a wandering encounter.

ROLL	ENCOUNTER	NOTES
1	Man overboard!	Ol' Fink had too much to drink again. 50% chance to roll on Encounter Table again while he is rescued.
2	<p>(1) Giant Sturgeon: AC 0 [19]; HD 10+2*; 57 hp; Att 1 × bite (2d10); THACO 11 [+8]; MV 180' (60'); SV D10 W11 P12 B13 S14 (5); ML 9; AL N; XP 1,600</p> <ul style="list-style-type: none"> • Swallow whole: On an attack roll of 18 or more. Inside the fish's belly: suffer 2d6 damage per round (until the fish dies); save versus death or be paralyzed; may attack with sharp weapons at – to hit (inside belly has AC 7 [12]); body digested 6 turns after death. 	This 30' monstrosity circles the ship several times before swimming off, unless attacked, then it turns aggressive.
3	Whaleshark Pod	A family of whale sharks become visible before descending back into the depths.
4	<p>(7) Mermen: AC 6 [13]; HD 1; hp 6 ea; Att 1 × weapon (1d6 or by weapon); THACO 19 [0]; MV 120' (40'); SV D12 W13 P14 B15 S16 (1); ML 8; AL N; XP 10</p> <ul style="list-style-type: none"> • Weapons: Spears, tridents, or daggers. 	A group of mermen approach the ship asking for trade. They have pretty shell jewelry and fresh fish and wish to trade for rum or alcohol. Ol' Fink the sailor does not like this trade idea! An argument from the crew erupts on the ship.
5	A violent storm erupts on the seas.	40% chance it makes the ship go faster (happy crew). Or 40% chance the storm adds 1d3 days to the trip (crew morale low). 10% chance the ship is lost and escape by rowboat(2) only option—is there enough space for everyone?
6	Competition	30% the Rusty Silverbar, 30% the Drunken Gull, or 40% the Sea Juggernaut.
7	<p>(1) Wyvern: AC 3 [16]; HD 7*; hp 38; Att 1 × bite (2d8); 1 × sting (1d6 + poison); THACO 13 [+6]; MV 90' (30') / 240' (80') flying; SV D10 W11 P12 B13 S14 (4); ML 9; AL C; XP 850</p> <ul style="list-style-type: none"> • Poison: Causes death (save vs poison). 	Attempts to land on the mast, attacking whoever is in the crow's nest. May take off after scoring a meal.
8	<p>(1) Sea Serpent (lesser): AC 5 [14]; HD 6; hp 32; Att 1 × bite (2d6) or 1 × squeeze (1d10 hull damage); THACO 14 [+5]; MV 150' (50'); SV D12 W13 P14 B15 S16 (3); ML 8; AL N; XP 275</p> <ul style="list-style-type: none"> • Lunge: Up to 20' out of water to use bite attack. 	Attempts to lunge at sailors to obtain a meal.
9	<p>(5) Saltwater Termites: AC 5 [14]; HD 4; hp 25 ea; Att 1 × bite (1d6) or 1 × spray (stun); THACO 16 [+3]; MV 180' (60'); SV D12 W13 P14 B15 S16 (3); ML 11; AL N; XP 75</p> <ul style="list-style-type: none"> • Irritant spray: Above water; maximum once a turn. Can spray one target: save versus poison or stunned for 1 turn. • Ink cloud: Underwater; maximum once a turn. When escaping, can emit a cloud of black ink to confuse attackers. • Eat ships: Cling to bottom of vessel. Each individual inflicts 1d3 hull damage then drops off. • Noticing ship damage: 50% chance per round of spotting leaks. 	Everik runs topside screaming about water leaks!
10	Seaweed Compilation	A stretch of thick seaweed slows the ship by a half day. MV is reduced to half.

THE ISLAND

Most of the island is rocky with seaweed, barnacles, mussels and tide pools with abundant sea life with the higher elevation areas blanketed with sand and jungle palms. Along most of the shore, the rocks have been sculpted with dramatic patterns by the waves and are decorated by both tafoni and marks caused by iron oxide leaching out of the rock. The rocks are sharp, covered with barnacles and mussels, and extremely slippery with bits of sea algae and seaweed. PC movement is slowed by half on most of the island, but returns to normal in **I#5** and **I#6**. In the past, pirates have used the island as a resting spot and to collect coconuts (**I#5**).

Tide: For simplicity, tides change every 6 hours. The first and last hour of the 6 hour time interval, the change in water levels (either higher or receding) is noticeable.

TIDE	TIME
Low	6pm to Midnight
High	Midnight to 6am
Low	6am to Noon
High	Noon to 6pm

It is assumed that the Jade Moon arrives at the island around 10 am on Day 4, meaning they have approximately two hours before high tide floods most of the island, grotto, and dungeon.

During high tide, water can rise up to 25' high! This causes flooding of 6" to 2' deep in **I#2** with some precious areas devoid of water, and up to 10' deep in **I#3** and **I#4**. **I#5-I#6** do not get inundated with water, resting on 30-40'+ high rock and sand.



Island (Low Tide) Wandering Encounters: While traveling on the island, roll a d10 every 6 turns. A 1-2 on a d10 suggests a wandering encounter.

ROLL	ENCOUNTER	NOTES
1	<p>(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</p> <ul style="list-style-type: none"> • 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. 	<p>This spectacular starfish specimen is pulling a seal with its long tongue towards its mouth. The seal is skewered with several long spines.</p>
2	<p>(3) Giant Crabs: AC 2 [17]; HD 3; hp 18, 16, 12; Att 2 x pincer (2d6); THACO 17 [+2]; MV 60' (20'); SV D12 W13 P14 B15 S16 (2); ML 7; AL N; XP 35</p> <ul style="list-style-type: none"> • Ravenous: Attack any moving creature 	<p>Ravenous giant crabs erupt from the sand or behind rocks to aggressively attack prey.</p>
3	<p>Competition</p>	<p>40% the Rusty Silverbar, 35% the Drunken Gull, or 25% the Sea Juggernaut.</p>
4	<p>(6) Robber Flies: AC 6 [13]; HD 2; hp 13 ea; Att 1 x bite (1d8); THACO 18 [+1]; MV 90' (30') / 180' (60') flying; SV D12 W13 P14 B15 S16 (1); ML 8; AL N; XP 20</p> <ul style="list-style-type: none"> • Surprise: Hunt patiently. Surprise on a 1-4, when waiting in shadows for prey. • Poison immunity: Unharmed by killer bees' poison. • Leap: Can leap up to 30' and attack. 	<p>An aerial battle occurs between robber flies and loud, flocking sea gulls. The robber flies are excited to see 'meatier' prey.</p>
5	<p>Luvous, First Mate (Ghost, lesser) (see PG#12)</p>	<p>PCs see a misty figure walking on the island that disappears in 1d4 rounds.</p>
6	<p>(5) Harpies: AC 7 [12]; HD 3*; hp 17 ea; Att 2 x claw (1d4), 1 x weapon (1d6 or by weapon), 1 x song (charm); THACO 17 [+2]; MV 60' (20') / 150' (50') flying; SV D12 W13 P14 B15 S16 (3); ML 7; AL C; XP 50</p> <ul style="list-style-type: none"> • Charm: Anyone who hears the song of a group of harpies must save versus spells or be charmed: move towards the harpies (resisting those who try to prevent it); defend the harpies; obey the harpies' commands (if understood); unable to cast spells or use magic items; unable to harm the harpies. A character who saves is unaffected for the rest of the encounter. Killing the harpies breaks the charm. • Magic resistance: +2 to all saving throws. 	<p>These harpies are squawking over a gougerbeak corpse, fighting over its eyeball delicacy.</p>



Island (High Tide) Wandering Encounters: While traveling on the island, roll a d10 every 6 turns. A 1-2 on a d10 suggests a wandering encounter.

ROLL	ENCOUNTER	NOTES
1	(1d4+1) Giant Crabs: AC 2 [17]; HD 3; hp 17 ea; Att 2 × pincer (2d6); THACO 17 [+2]; MV 60' (20'); SV D12 W13 P14 B15 S16 (2); ML 7; AL N; XP 35 Ravenous: Attack any moving creature	Two giant crabs are preoccupied with ripping a merman corpse apart to feed.
2	(1d8) Zontani Pelican Eels: AC 5 [14]; HD 2; hp 11 ea; Att 1 × 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. 	Pelican eels hunting in the shallows.
3	(3) Histrix: AC 4 [15]; HD 5+; hp 20; Att 1 x weapon (by weapon); THACO 14 [+5]; MV 90' (30') / 120' (40') swimming; SV D10, W11, P12, B13, S14 (5); ML 10; AL N to C; XP 575; NA 1d12 (3d12); TT D <ul style="list-style-type: none"> • Camouflage: One turn for coloration to change allowing them to blend into rocks, plants, etc. giving them a 60% to be hidden and surprise on a 4-to-6 chance. • Grappling: Anyone grappling with a histrix receives 1d3 damage per round from their body thorns. • Telepathy: they may speak to others telepathically with a range of 90'. • Project Force: Can project a deadly force through water up to 100' and deliver 1d8+2 damage, can be used 3x per day. • Inertial Barrier: Creates a water bubble around them, lasting 6 +1d4 rounds and can be used 3x per day. While activated, the histrix takes half damage from mundane weapons and a +2 to saving throws vs. fire and magical fire attacks. 	Three histrix are camouflaged and watching the party. If detected, two fight while one warns Chrymissa in SF#13 of intruders by entering the access cave/tunnel at I#1, I#7 or I#8 .
4	(1) Rockfish: AC 7 [12], HD 5+5*; hp 34; Att 4 × spine (1d4 + poison); THACO 14 [+5]; MV 180' (60'); SV D12 W13 P14 B15 S16 (3); ML 8; AL N; XP 400 <ul style="list-style-type: none"> • Camouflage: 70% chance of being mistaken for a rock or coral formation. • Grasping: If mistaken for a rock and grasped, all 4 spines automatically hit. • Poison: Causes death (save vs poison). 	The rockfish is camouflaged near a random PC and may be mistaken for a rock.
5	Competition	20% the Rusty Silverbar, 45% the Drunken Gull, or 35% the Sea Juggernaut.
6	(1d6) Bull Sharks: AC 4 [15]; HD 2; hp 11 ea; Att 1 × bite (2d4) or 1 × ram (stun); THACO 18 [+1]; MV 180' (60'); SV D12 W13 P14 B15 S16 (1); ML 7; AL N; XP 20 <ul style="list-style-type: none"> • Blood scent; Feeding frenzy: See main entry in <i>Old School Essentials</i>. • Ram: Stunned for 3 rounds (save versus paralysis). 	These sharks are hunting through the shallows.
7	(1d8) 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	The barracuda are very aggressive.
8	(1) Giant Seawater Beetle: AC 3 [16]; HD 4; hp 19; Att 1x bite (3d6); THACO 16 [+3]; MV 120' (40'); SV D10 W11 P12 B13 S14 (F4); ML 9; AL N; XP 75	The beetle organizes kelp and bits of debris for a nest.



I#1. Sea Caves: White bird droppings cover the tops of rocky cliffs, outlining protruding, sun-glistening reefs with a sandy island and jungle palms beyond. Thought as shadows at first, a trio of caves reveal themselves within the sheer rock face, two half submerged by water and one further up a cliff. Clinging seaweed makes a natural damp curtain blocking view from inside. The water is clear and sea life is abundant within the shoals of the island.

- Jellyfish-controlled Korwyn and Captain Garune (Geased) ignore the caves, ordering the ship to be anchored near **I#8**.
- If Captain Garune is not Geased, he orders the sailors to anchor the ship near the three protruding rocks, and hollering for rowboats to be lowered for PCs.
- There are three cave entrances. A small one to the west (refer to **PG#1**), a big one in the middle (see **PG#2**) and a smaller cave that is 20' above the water's edge with echoing bird calls/squawking (see **PG#3**).

I#2. Skylights: Sharp, barnacled-covered rocks surround shallow tide pools full of mussels, darting crabs, sea anemones, and an occasional trapped fish. Three giant holes in the rock shed light below, revealing a wondrous sea **grotto** filled with colorful shelled creatures, starfish, and turquoise waters.

- During low tides, water depth is 10'-15' deep inside the **grotto** under the ceiling holes, with an approximate 20' drop to the water from the ceiling. Carefully jumping causes PCs to sustain no damage. High tides cause the cave to be completely submerged.

I#3. Seal Tide Pool: Monstrous-sized, colorful sea **anemones** cling to the rock under a sheen of 5' deep sea water, lazily waving their fronds for food. Rockfish and vibrant, miscellaneous sea life go about life, hunting, eating, swimming, crawling, and sleeping. A splash on the far end reveals a **seal** half-covered in barnacles and swimming awkwardly.

- The sea **anemones** are harmless unless swimming into them, causing a save vs. paralyzation for 2d10 rounds.
- The **seal** swims clumsily, floating upside down and lacking agility. Closer inspection of the seal shows signs of rot and glimpses of bone.
- Anyone getting close to the seal is attacked.
- Slaying the seal causes a gelatinous mass of jellyfish to slide out of its nostrils before dying (see **Appendix B: New Monsters**).

(1) Seal (controlled): AC 7 [12]; **HD** 2+2; **hp** 11; **Att** 1 x bite (1d6); **THACO** 17 [+2]; **MV** 120' (40') swimming; **SV** D12 W13 P14 B15 S16 (1); **ML** 6; **AL** N; **XP** 25

I#4. Sea Star: A bloated reef **shark**, with two slim spines impaling it, lies next to a permanent tide pool. The saltwater pool rests against darkened cliffs of the highest areas of the island. A giant, purplish, spiny starfish rests against the cliff wall, surrounded by hundreds of colorful starfish.

- The **shark** is three days old, its eyes plucked and other juicy tidbits missing due to the hungry sea life in this area.
- The Zontani spined sea star attacks anyone moving within 20' of it to defend itself.

(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** D12 W13 P14 B15 S16 (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.

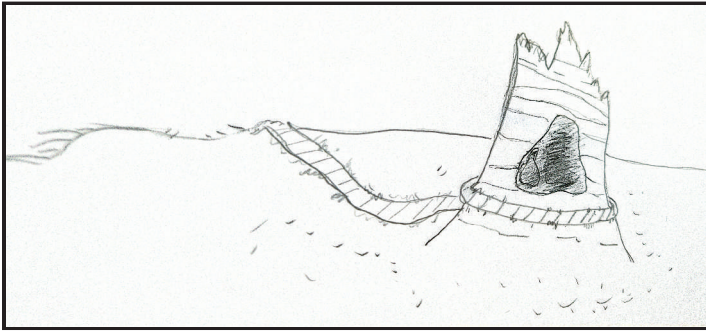
I#5. Sandy Paradise: *The cliffs are 5'-10' high and easy to climb.* Sand and shells are shaded by palm trees laden with orange-tinged **coconuts**. A few driftwood logs form a square around a circle of stones with old **charred** bits of wood and charcoal. Bleached white **driftwood** lies near the edge of the sand, some lying below the cliffs that lead to the rocky portion of the island.

- Druids and rangers familiar with the sea, islands, etc. may recognize the orange-tinged **coconuts** as having sweet juices and being successful in curing scurvy.
- The campfire looks several years old and **charred** bits stick out of half-buried by sand.
- PCs searching the **driftwood** find odd bits of rope (15' useful piece), broken bits from ships, and other small bits of humanoid-made items. There is a 50% chance to find a message in a bottle. "Traveling to the pyramid was a mistake. We got away from the cursed red apes, but now floating hopelessly on wreckage. Strong winds will take us to the Belazi Reef....Gods watch over us."

I#6. Rope Access: A gnarled, hollowed, giant palm **stump** lies next to the edge of the cliff closest to the sea. A burly, fray-tinged **rope** makes a loop around the stump and lies over the cliff, hidden within the cracked rocks and jumbled boulders.

- Inside the **stump's** hollow under decayed palm leaves are five bottles of rum (20 gp ea), a weathered sack containing flint & steele, a silver signaling mirror (15 sp), three empty bottles.

- A green-swirled potion-smells of brine (**Potion of Water Breathing**) leans against a gnarly rabbit's foot, three six-sided bone dice, and a rusty gaff hook.
- The rope eventually emerges from rock crevices and dangles to the ocean below.



I#7. Seal Rock: Tonal honks and barking comes off a barnacled-laden rock covered with sun-bathing seals. Fins can be seen in the water patrolling near the rocks.

- The sharks ignore PCs unless attacked as they prefer seal meat.
- A cave underwater, below the island, leads to Level 2, The Sanguine Fathoms, **SF#18**.

(32) Seals: AC 7 [12]; HD 2+2; hp 11; At 1 x bite (1d6); THACO 17 [+2]; MV 120' (40') swimming; SV D12 W13 P14 B15 S16 (1); ML 6; AL N; XP 25

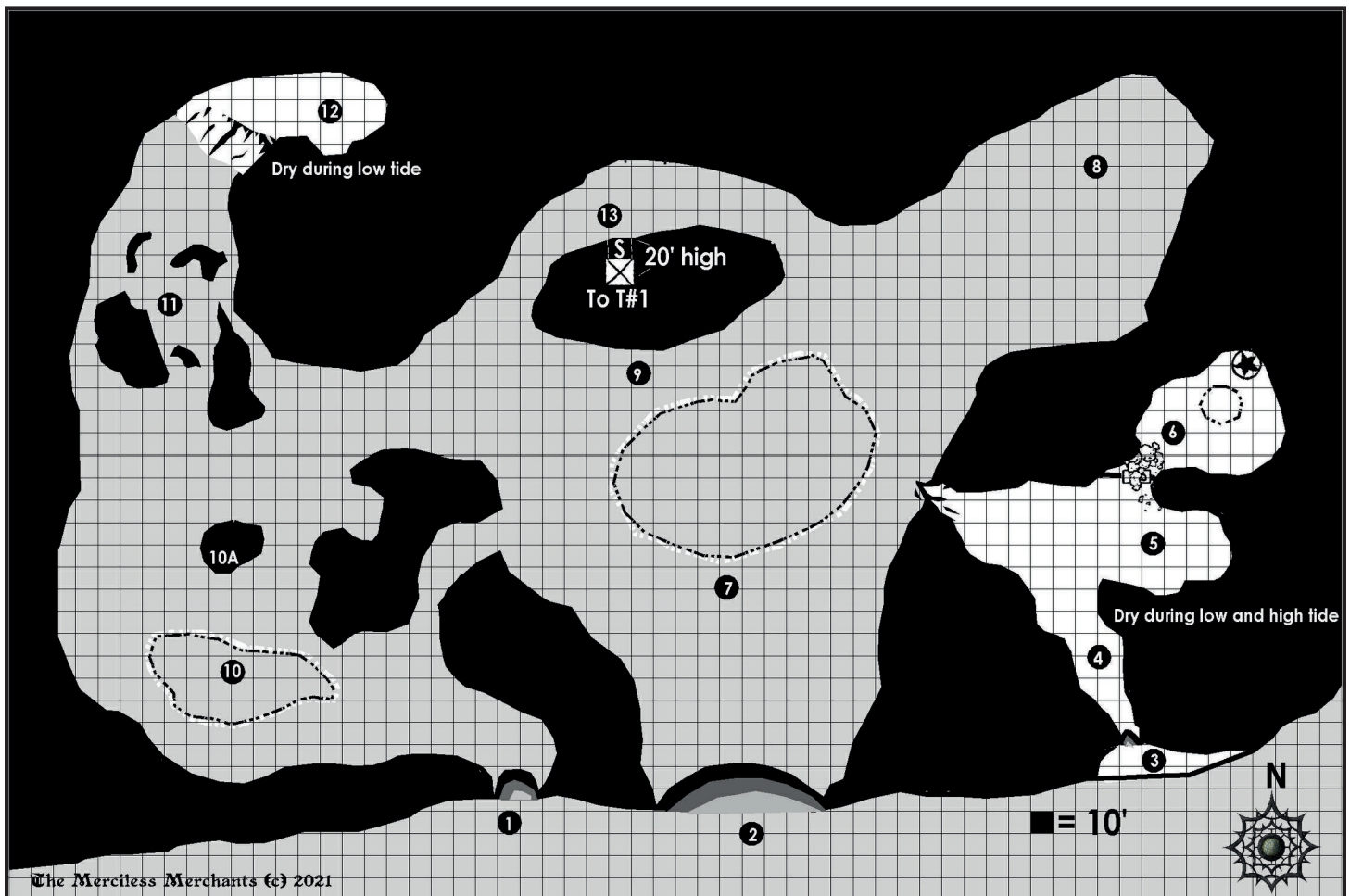
(8) Bull Sharks: AC 4 [15]; HD 2; hp 9; At 1 x bite (2d4) or 1 x ram (stun); THACO 18 [+1]; MV 180' (60'); SV D12 W13 P14 B15 S16 (1); ML 7; AL N; XP 20

- **Blood scent, feeding frenzy**
- **Ram:** Stunned for 3 rounds (save versus paralysis)

I#8. Goriah's Access: A cave mouth set in the sea floor, surrounded by swaying kelp, leads down into the depths through a throat of barnacled rock.

- PCs may not find this cave unless actively swimming in this area.
- After 50' into the cave/tunnel, adult cruro barnacles can start to be seen lining the walls (see **Appendix B: New Monsters**).
- The tunnel travels to Level 2 of the tomb (see **SF#1**).
- There is a 25% chance that Goriah the Orca is swimming in or out of this area (see **SF#1**).

THE PRISMAL GROTTO



An alluring grotto with colorful sea life and open-holed ceilings providing light. The grotto holds remnant clues of past inhabitants (histrich), a nest territory of gougerbeaks, and the prize that the mezsudian jellyfish and Abyzou are fighting for: a storm giant skeleton.

Tide: During high tide, the Prismal Grove becomes completely submerged over time, except for **PG#3-6**, which stay dry. During low tide, the grottoes are approximately 4'-10' deep with several exposed, dry rock protrusion 'islands'. During low tide, **PG#12** is **dry**, but submerged during high tide.

Wandering Encounters: Roll a d10 every 6 turns. A 1-2 on a d10 suggests a wandering encounter.

ROLL	ENCOUNTER	NOTES
1	<p>(1d6) 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.</p> <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. 	The eels are gulping clouds of fish within the water. They attack only to defend themselves.
2	Aggressive tiny black crabs (harmless)	A horde of tiny black crabs stare at the party, brandishing their claws.
3	<p>(7) Gougerbeaks: AC 8 [13]; HD 2; hp 9; Att 1 x beak (1d6); THACO 18 [+1]; MV 120' (40') / 60' (20') swimming / 180' (60') flying; SV D12, W13, P14, B15, S16 (2); ML 6; AL N; XP 30</p> <ul style="list-style-type: none"> ● Swoop: Can dive onto victims visible from above. If the victim is surprised or an attack roll is 18 or more, the beak pierces for double damage. ● Protective: Gougerbeaks get a +2 to attack rolls when defending their eggs or young. 	A few birds are diving from rock shelves, fishing. They defend themselves if attacked or if PCs attempt to move towards the ledge from the grotto to PG#5 . During high tide, the birds are on the ledge.
4	<p>(1d6+2) Bull Sharks: AC 4 [15]; HD 2; hp 9; Att 1 x bite (2d4) or 1 x ram (stun); THACO 18 [+1]; MV 180' (60'); SV D12 W13 P14 B15 S16 (1); ML 7; AL N; XP 20</p> <ul style="list-style-type: none"> ● Blood scent, feeding frenzy ● Ram: Stunned for 3 rounds (save versus paralysis) 	A shiver of sharks enters the grotto as part of their hunting grounds.
5	Distracting fish	A vibrant cloud of fish either hides the legs of the PCs during low tide or during high tide, it engulfs them entirely, blinding them for 1d6 rounds.
6	Sea Anemones (harmless)	Long, colorful tendrils reach out to a random PC, paralyzing them for 1 round.
7	Cold water	A blast of cold current engulfs 1d4 PCs. They become chilled if they stay in the water for longer than one turn, suffering -1 to Attack rolls.
8	Stinging jellyfish	A kaleidoscope of colorful jellyfish swim towards the party, fascinating them for 1d4 rounds.

PG#1. Sea Cave Entrance: A cave hole punches through the wind-swept cliffs above. Crabs attack each other over walls and rocks covered with starfish, mussels, seaweed, and barnacles.

PG#2. Mermaid's Folly Entrance: A gigantic cave entrance (80' wide) leads through the dark, bird shit-stained cliffs and opens into a huge cavern. Barnacle encrusted bones are cemented on the eastern wall, the bony arms moving with the currents, almost inviting one inside. Approximately 100' from the entrance, sunlight streams like a golden bolt through a massive opening in the ceiling. The result reveals turquoise waters, glinting wet rocks, and a vibrant display of miscellaneous sea life within.

- The skeleton is of a mermaid, her neck broken.

PG#3. Gougerbeak Ledge: A ruckus of cawing and chirping come from sleek, feathery birds approximately 3' tall that dive bomb off a dung-stained ledge. They plunge into the turquoise surf below, most emerging a few seconds later with pierced fish on their long beaks. A cave opening is visible on the ledge, 30' high above the ocean.

- Attempting to climb the cliffs cause gougerbeaks to swoop down to attack to protect their territory.
- The ledge is approximately 10' wide but slippery from bird dung. **DEX** check to keep footing if fighting in this area, otherwise the PC falls down and loses a round of action.
- There is a 25% chance that 2d6 more gougerbeaks hear the commotion and enter combat from **PG#5** in 1d6 rounds.

(12) Gougerbeaks: AC 8 [13]; HD 2; hp 9; Att 1 x beak (1d6); THACO 18 [+1]; MV 120' (40') / 60' (20') swimming / 180' (60') flying; SV D12, W13, P14, B15, S16 (2); ML 6; AL N; XP 30

- **Swoop:** Can dive onto victims visible from above. If the victim is surprised or an attack roll is 18 or more, the beak pierces for double damage.
- **Protective:** Gougerbeaks get a +2 to attack rolls when defending their eggs or young.

PG#4. Stench: The smell of ammonia and rotting fish hits like a punch to the face. Bird feces and fish bones carpet the floor. Squeaks, whistles, and croaks echoes through the tunnel, coming from deeper within. Faint carvings and sketches decorate both sides of the passage.

- **Note:** The stench is overpowering in this area and **PG#5.** PCs make a save vs. poison or get -1 to attack rolls. Covering the face with a rag or some other solution negates these effects.

- There is a 50% chance that 1d6 gougerbeaks wander into this tunnel and attack immediately to defend their territory. Fighting in this tunnel has a 75% chance to bring the whole nest from **PG#5** in 1d4 rounds.
- The carvings are ancient, depicting hstrix fighting a humanoid species with a lamprey-like mouth, mermen, and other aquatic races.

PG#5: Nest: Squawking chaos erupts in the cave as numerous bird creatures scatter or move to attack. Driftwood, feathers, feces and dried seaweed make up several **nesting** areas. The northern wall is collapsed with rubble.

- The gougerbeaks are highly aggressive due to nesting season and fight to the death. There are five fledglings that attempt to flee during the battle (2,000 gp if captured alive). 25% chance of perishing during the journey.
- The **nesting** area holds 9 eggs (500 gp ea, or 1,000 gp if questing for it). 35% chance of breaking during the journey.
- Perceptive PCs see light beyond the rubble. Moving rubble for access takes one full turn (see **PG#6**).

(17) Gougerbeaks: AC 8 [13]; HD 2; hp 9; Att 1 x beak (1d6); THACO 18 [+1]; MV 120' (40') / 60' (20') swimming / 180' (60') flying; SV D12, W13, P14, B15, S16 (2); ML 6; AL N; XP 30

- **Swoop:** Can dive onto victims visible from above. If the victim is surprised or an attack roll is 18 or more, the beak pierces for double damage.
- **Protective:** Gougerbeaks get a +2 to attack rolls when defending their eggs or young.

PG#6. Secret Ancient Shrine: Open skylights shine light on shell decorated walls and a giant abalone **half-shell** that lies in front of a grotesque **statue**. The statue is of a sexless figure with combined natural underwater animal and demonic characteristics. An arm with a crab claw points towards the heavens and one sharp-clawed finned foot steps upon a human **skull**. The face has jagged teeth, grinning in revelry.

- Inside the **half-shell** are 100 pearls (10 gp ea).
- The **statue** causes 1d4 damage to any Lawful being that touch it. Defiling the statue causes a light to shine through the ceiling hole and bathe the PC responsible. The light delivers a *Bless* effect, lasting one full day.
- The **skull** has a hidden button (treat as secret door, or successful roll of Find/Remove Trap) that opens it's jaw. Inside is a hand-sized orb of black opal (1,500 gp). The opal is of ancient magic and is known as the **Misting Rains of Sharookysh**.

Misting Rains of Sharookysh

A fist-sized opal worth 1,500 gp, this item is also valuable to sea-dwellers. When attached to a staff and the command word spoken (Jaeum wasser), the orb creates a sphere around the wielder of misting rain. Underwater denizens may travel and/or survive longer on dry land while under the effect of the mist. A second benefit is the wielder can take 2 less damage per damage die against any type of fire magic.

PG#7. Prismal Grotto: Fantastic, scintillating colors of starfish, anemones, crabs, shells, fish, and even the vibrant green varieties of seaweed, kelp, and algae cover the rocky open ceiling chamber. Rocks protrude from the waters, most covered in mussels and barnacles.

- Most of the sea life in this grotto is harmless.

PG#8. Predator: The grotto extends deeper into the cave, the rocky floor replaced by swirling sands and the lighting from the ceiling fades.

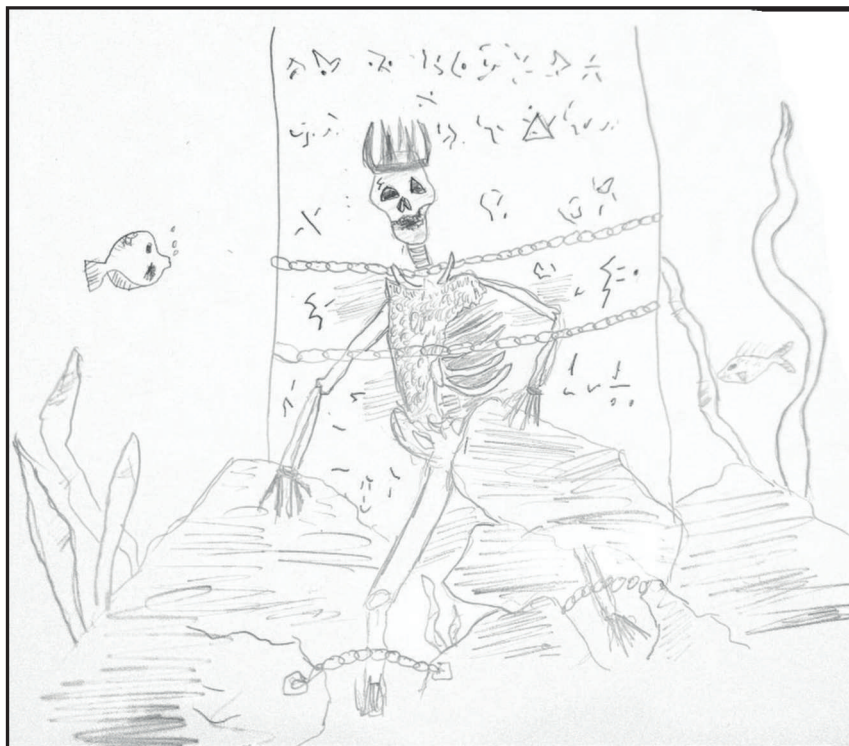
- A giant mantis shrimp emerges violently from its burrow to attack prey from hiding. Roll for surprise.
- Inside the shrimp is a human skeleton with a garnet ring (210 gp), and a golden anklet set with emeralds (375 gp).

(1) Giant Mantis Shrimp: AC 4 [15]; HD 8; hp 45; Att 2 x claw (2d6); THACO 12 [+7]; MV 120' (40') / 60' (20') swimming; SV D8, W9, P10, B10, S12 (8); ML 8; AL N; XP 1,200

- **Surprise:** Prey need to roll for surprise.

PG#9. Ynard, Storm Giant Skeleton: A giant skeleton (Ynard, the storm giant) wearing a spiked **crown** around its **skull**, is chained to a natural rock pillar of the grotto. White barnacles and a few strange reddish-purple **barnacles** cling to the bones. **Hieroglyphs** and murals line the pillar.

- **NOTE:** The spiked **crown** is just below Area **T#8** and is part of the pit trap.
- The **skull** has a strange, yellow and orange brain coral growing on parts of it. Consuming the coral gives the gift of dark prophecy.
- The reddish-purple **barnacles** are cruor barnacles (see **Appendix B: New Monsters**).
- The **hieroglyphs** depict a story of Brine Lord Cassidy freeing a giant, chained to a rocky surf. The giant repaid his kindness by foretelling Cassidy's future—which Cassidy found unforgivable. Cassidy and his crew swore to chain the giant once more and the pursuit lasted for years. Finally after ships splintered, crewmen drowned, and ports burned, the giant was run aground, blinded and crippled. A crown was forged by the links that first restrained the giant and Cassidy affixed it to the giant's skull in a final spiteful gesture to his old enemy.
- **NOTE:** Both the Sanguine Faction and the Mezsudian Jellyfish Faction wish to acquire this skeleton and use it as an ally (see **Appendix A: Factions**).



PG#10. Quietwater Grotto: An elongated grotto is lighted by god's rays from a ceiling hole. Echoes of the surf roar and echo throughout the chamber. Sea life grow and frolic in the rocky bowls of the floor.

- There is a 35% chance that pelican eels from **PG#11** are hunting here.

PG#10A. Bio-luminescence: *Korwyn's map shows a clue here of writing, but only at night and at high tide. A natural chimney thrusts to the ceiling, completely barren of barnacles or other clinging sea life.*

- **Riddle:** At night under high tide conditions, writing appears on the pillar by faintly glowing bio-luminescence:

*First, steel yourself without refrain,
Then go beyond the king of chains.
As weapons cannot win this fight,
Let patience float to greater heights.
Through faith and folly many tried,
But all for naught, for all have died.*

- The riddle explains to use high tide to rise to a secret door is in the ceiling to gain entry into the tomb (**T#1**) from **PG#13**.

PG#11. Eels: Several barnacle-crust rock protrusions rise from the water level (during low tide), some even reaching the ceiling forming natural pillars. Dark **holes** are embedded within some of the rock faces. Although there are still starfish, crabs, and other shelled creatures, there is a lack of fish compared to the other lit grottoes.

- The holes are homes to several Zontani pelican eels and attack if holes are probed.
- Otherwise, the pelican eels have a 25% chance of being aggressive and attacking during low tide and a 50% chance during high tide.
- One hole has a diamond ring of a laughing demon (400 gp) stuck within arm's reach.

(7) 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.

PG#12. Ghosts of the Past: *Dry during low tide.*

A sandy beach is a graveyard to alluring, colorful **shells**. Against the far east wall is a human **skeleton**, half buried by red barnacles and a slimy jelly covering most of its body. Exposed legs are buried in the sand while one exposed arm holds a corked **jug** and the other holds a smaller **item** in a clenched fist.

- Perceptive PCs may find three rare 'Glory of the Sea' cone **shells** (150 gp ea) lying on the beach.
- The **skeleton** is of Luvous, first mate of Brine Lord Cassidy and is covered in cruor barnacles. Digging the skeleton out causes them to attack.
- The corked **jug** is poisoned rum (save vs. poison or die) and the smaller **item** is a pipe (see below).
- There is a 75% chance the ghost of Luvous appears (only during low tide, 25% during high tide) and attempts to speak to the PCs (or at least those that make their saving throw, see below).
- He offers **information** (see Luvous's Information Table) in exchange for taking his bones to his tomb (**T#20**). He promises the location is a safe area to rest.
- It takes 2 turns to dig the bones out from the cruor barnacles and they attack with their antennae to defend themselves. **Note:** Luvous has more power near his corpse or his tomb (**T#20**). If seen elsewhere, it may look like he is trying to talk, or beckons, but regardless he fades after 1d4 rounds.

(8) Adult Cruor Barnacle: **AC** 2 [17]; **HD** 1; **hp** 4; **Att** 1 x sucking (1 damage per round) or 2 x attenules (1d2); **THACO** 20 [-1]; **MV** 1' (0'); **SV** D14, W15, P16, B17, S18 (nh); **ML** 10; **AL** N; **XP** 5

- **Cementation:** If attached to a victim, it automatically inflicts 1 hp of damage per round.
- **Removing:** They can be sliced off by weapon (victim takes 1d4 damage) or removed by fire which inflicts half damage to the victim and half damage to the cyprid.
- **Attenules:** The cruor barnacle only attacks to defend itself, using its two antennae.

Luvous, First Mate (Ghost, lesser): **AC** 7 [12]; **HD** 4+; **hp** 26; **Att** 1 x touch (1d4 + wither); **THACO** 15 [+4], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (5); **ML** 12; **AL** N; **XP** 275

- **Surprise:** On a 1-5.
- **Fear:** Upon first appearing, victims must make a save vs. paralyzation or flee in terror for 2d6 rounds and age one year.
- **Incorporeal:** May travel through walls, doors, etc.
- **Wither:** Victims lose 1d6 years of age per successful hit. Death from aging by this attack causes the victim to become a lesser ghost in 1d6 rounds.
- **Mundane damage immunity:** Can only be harmed by magical attacks. A +1 weapon or better is needed to inflict damage.
- **Spell immunity:** Unaffected by Charm, Hold, and Sleep spells.

ROLL	LUVVOUS'S INFORMATION
1	"It was a battle to be sure, as histrix are plain nasty, but after a long hard victory, Brine Lord Cassidy, bless his soul, proclaimed these sea caverns should be his secret base and eventually his tomb."
2	"Strange jellyfish begun to enter from the underwater caverns. They controlled my friends and I had to battle several, screaming at them that they were mad and to fight it! Companion versus companion – the confusion broke morale and mistrust and chaos broke into the tunnels."
3	"I believe my lord Cassidy's histrix skull helm is magical, but he never claimed it was such."
4	"There are only 12 Brine Lords at any given time. Past inhabitants of the City of Vermilion, they are rebels against the Rhone Empire. One day, perhaps, they will regain control of their homeland, but sadly our crew can't assist."
5	"When the water has a slight taste of blood, you know you are within their domain...bloody red barnacles...all of em bastards! They have entombed many of my friends. Captain Cassidy utilized what looked like a huge mirror and out came this monstrosity with its barnacle companions. It was supposed to be an ally. I have never seen such alien-like creatures before in the sea, but looks like they eventually got me."
6	"Don't drink my rum", Luvous points at the jug, "heh, let it be. I never was big on sharing to begin with, but that jug is poisoned. Don't believe me? Then take a swig for yerself, but I took my own life as the last crew member so the cursed jellies wouldn't get me!"
7	"It was confusing, but after a time, I saw it with my own eyes. A blue-pink tipped jellyfish going down Jorgremson's throat. He convulsed in front of my eyes and I felt helpless, but then he stood and it was not Jorgremson any longer! He was focused on exploring below!"
8	"The Navigator was blamed for many things...but he didn't cause this...I believe the histrix placed a curse on this tomb as well as those alien-like creatures. Beware the red barnacles!" Luvous points at his skeleton and waves his hand as if all is obvious."
9	"There is something down below of great evil...we sacrificed things to it, to make it an ally. It seems to require those bloody red barnacles...and doesn't travel too far from them" he spits "but the barnacles also feed on the jellyfish, so maybe its a mixed blessing...? Curse both of em I say!"
10	"I shall NOT help you with the traps and tricks of the tomb, for Lord Cassidy, bless his soul, deserves rest and the treasures are rightfully ours, won with blood! However, the Cassidy I once knew is no longer...beware of him lads, for he is growing something and it smells of pure evil!" (Luvous refers to T#24).
11	"Aye, take my pipe." Luvous points towards the clenched fist. "My girlfriend, gods was she beautiful....., she told me with her honey voice that this pipe would protect me from jellyfish, and I believed her. Use it as you will, it helps with breathing in the depths and should be useful, but if you ever return to Vermilion, please return it to her, if she still lives. Tell her, I still dream of her, I love her, and wait for her. Her name is Evaliss...Evaliss Swandance."
12	"O! Quinton Cassidy, damn, he was like a brother to me. He loved his art, especially from Jhuron. He collected, he sold it, and then collected more! Alright, one hint....be wary of his art room (see T#12), if you ain't careful, you may get dead...got it?"

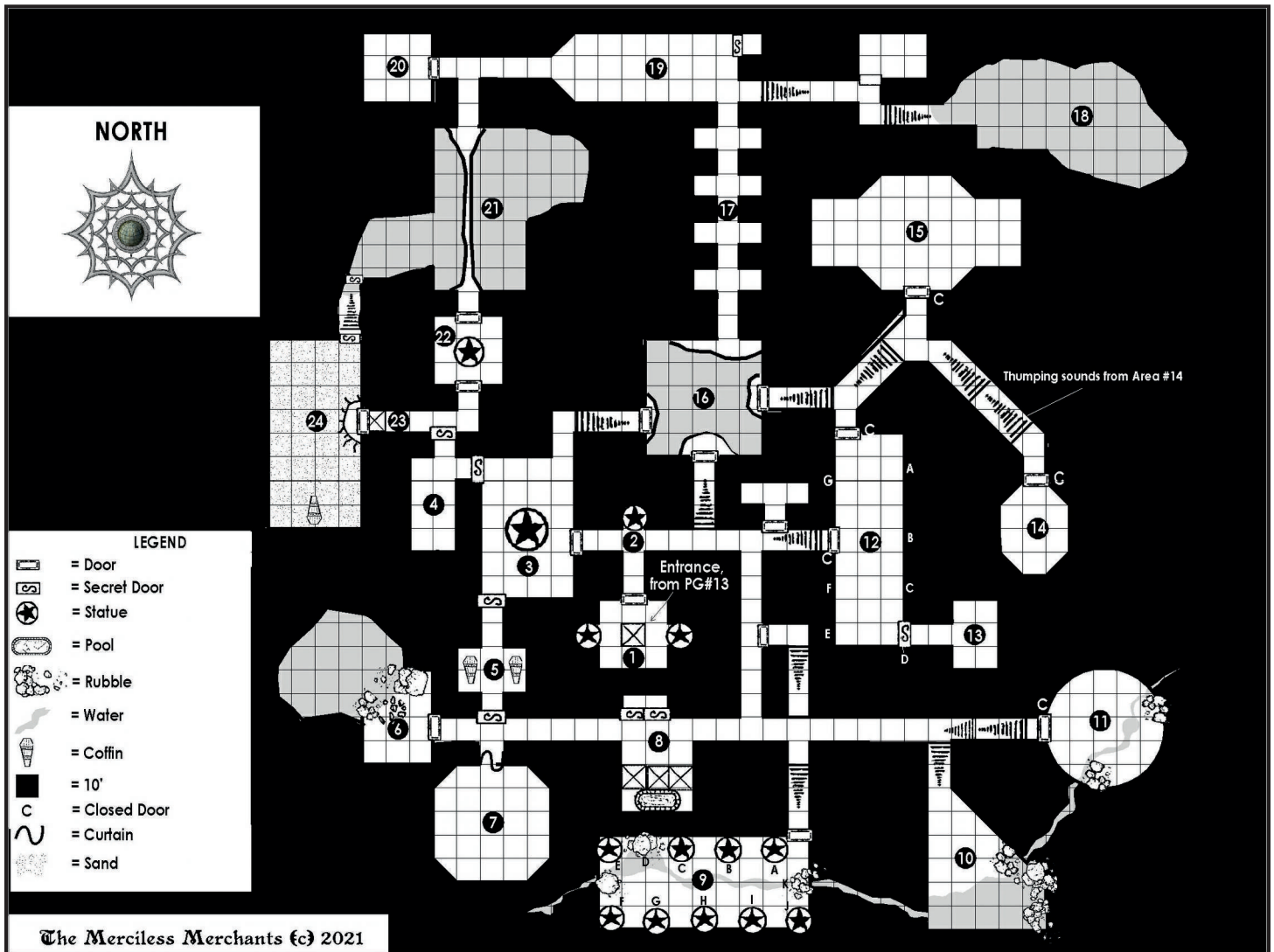
Luvous's Pipe

The pipe is carved from a seal jawbone and embedded with tiny pearls (300 gp total). Packing the pipe and smoking it with any form of tobacco creates a transparent bubble around the smoker. The tobacco gives a mustard aftertaste but repels jellyfish when underwater. Within the bubble, the smoker is allowed to explore underwater as if imbued with *Water Breathing*. The effects last as long as the bearer keeps smoking and has tobacco to refill, one pinch of tobacco lasts one turn.

PG#13. Entrance: A dark watery passage sloshes and echoes throughout the tunnel, controlled by the tides.

- Perceptive PCs, if actively searching have a 65% chance of detecting a darkened patch of ceiling, 20' up, that is clear of barnacles or sea life. Or, if they follow the clues of the map and the riddle (see **PG#10A**) they detect the secret ceiling door easily. A 10' ascent through the secret shaft leads to **T#1** (see **Brine Lord Cassidy's Tomb, Level 1**).
- Ascending to the secret passage is difficult due to slippery, yet sharp barnacled walls. A thief can scramble up with a successful Climb Walls check, but others need to make a **DEX** check at -6 or slip and be cut by barnacles (1d2 + 1d6 fall if 10' or higher).

BRINE LORD CASSIDY'S TOMB LEVEL 1



Note: Most of the floors and walls up to 5' high of Level 1 are covered in normal white barnacles, intermixed with the reddish-purple cruor barnacles. Fish, crabs, and other sea life in various stages of decay can be seen cemented into the walls and floor with a slimy and hardening substance that the cruor barnacles create. The barnacles create a very sharp and rough area to walk and swim through (see Environmental Hazards). The ceiling is natural rock that is smooth and was worked with tools in the past.

Doors: Unless otherwise noted that they are closed (a 'C' near the door on map), most doors are ajar, half rotten, and swinging back and forth during high tides. The closed doors and secret doors require an Open Doors check due to barnacles mortaring them closed.

Tide: During low tide, Tomb Level 1 is dry unless noted. Areas that remain dry, no matter the tides, includes **T#11-15** and they are devoid of any cruor barnacles. However, during high tide, water floods Tomb Level 1, rising approximately 5'. High tide means feeding time of the planula stage mezsudian jellyfish and the nauplius

and cyprid stage cruor barnacles. They mostly feed on each other, but PCs finding them within the swarms may find some trouble, see **Appendix B: New Monsters**.

Environmental Hazards: Despite the tidal influence that can change the dynamics of the level, there are constant environmental hazards, mainly the barnacle encrusted passages and rooms. It is assumed PCs are traveling carefully, but with uneasy footing (low tide) or currents (high tide), there is ample opportunity for an accident to happen. Chances should double if PCs are running or fighting.

Low Tide: Roll a d10 every six turns and once during battle situations. A 1-2 suggests a random PC has:

ROLL	EFFECT
1	Stepped on a cruor barnacle and it attacks.
2	Slipped and lost their footing. Falling onto the sharp floor cases 1d3 damage.
3	Loud! Stepping on sea life creates noise, roll on the wandering encounter table.
4	Suction: The PC steps in a slimy goo puddle. Takes 1d4 rounds to free themselves.

High Tide: Roll a d10 every six turns. A 1-2 suggests a random PC has:

ROLL	EFFECT
1	Swam against a barnacle encrusted wall, 1d3 damage.
2	MV rate is halved while a strong current suddenly goes against a swimming PC, lasts 1d4 rounds. 50% chance to hit a wall for 1d3 damage.
3	MV rate is doubled while a strong sudden current pushes a swimming PC along, lasts 1d4 rounds. 50% chance to hit a wall for 1d3 damage.
4	Swims into a swarm of planula mezsudian jellyfish. See High Tide Wandering Encounter #2 .

Wandering Encounters, Low Tide: Roll a d10 every 6 turns. A 1-2 on a d10 suggests a wandering encounter.

ROLL	ENCOUNTER	NOTES
1	<p>(1) Driftwood Golem: AC 6 [13]; HD 4; hp (18) 25; Att 1 x fist (1d10) or 1 x seaweed whip (1d3+ entangle); THACO 16 [+3]; MV 120' (40'); SV D10, W11, P12, B13, S14 (4); ML 12; AL N; XP 1250; NA 1d3 (1d3); TT None</p> <ul style="list-style-type: none"> • Mundane damage immunity; Immunity: see golem characteristics. • Initiative: -1 penalty due to stiff movement. • Flammable: -1 to saves against fire attacks; suffers one extra point of damage per die. • Entangle: Can use enchanted kelp or seaweed as whips to entangle opponents. On a successful to hit roll, the victim must make a save vs petrification or be entangled for 1d3 rounds. The driftwood golem then focuses on that target gaining a +2 to their attack rolls. 	The golem stands over a dead histrix corpse. It immediately attacks intruders. There is a silver bracelet of intertwined mermaid hair (125 gp) on the corpse
2	Competition	35% The Rusty Silverbar crew, 35% the Drunken Gull crew, or 30% the Sea Juggernaut crew.
3	<p>(2) Histrix: AC 4 [15]; HD 5+; hp 26; Att 1 x weapon (by weapon); THACO 14 [+5]; MV 90' (30') / 120' (40') swimming; SV D10, W11, P12, B13, S14 (5); ML 10; AL N to C; XP 575; NA 1d12 (3d12); TT D</p> <ul style="list-style-type: none"> • See Appendix B: New Monster, Histrix. 	The histrix search for any type of creature that would be useful for the cruor barnacles in SF#19 . They attempt to flee upon seeing the PCs but defend themselves if backed into a corner.
4	Luvous, First Mate (see T#20).	A ghostly apparition beckons to a random PC before disappearing.
5	Roll on Low Tide Environmental Hazard Table	
6	The Once-Navigator (see T#14).	A banging noise can be heard, but the cause is never found.



Wandering Encounters, High Tide: Roll a d10 every 6 turns. A 1-2 on a d10 suggests a wandering encounter.

ROLL	ENCOUNTER	NOTES
1	(1d4+1 swarms) Naupilus (Cruor barnacles): AC 8 [11]; HD 1-1; hp 1-2; Aft 1 x swarm (1 damage); THACO 20 [-1]; MV 40' (10'); SV D14, W15, P16, B17, S18 (nh); ML 10; AL N; XP 5 per swarm <ul style="list-style-type: none"> • Swarm: Attacks as a swarm only when targets are within the swarm. 	The naupilus are looking for any type of food.
2	(1d4+1 swarms) Planula Mezsudian Jellyfish: AC 10 [9]; HD 1-1; hp 1-2; Aft 1 x swarm (paralyzation); THACO 20 [-1]; MV 40' (10'); SV D14, W15, P16, B17, S18 (nh); ML 10; AL N; XP 5 per swarm <ul style="list-style-type: none"> • Swarm: Attacks as a swarm only when targets are within the swarm. Save vs. paralyzation or be paralyzed for one round and take 1 point of damage. 	Jellyfish and naupilus cruor barnacles are feeding on one another. Some of the swarms attack the PCs.
3	(1d4+1) Adult Mezsudian Jellyfish: AC 7 [12]; HD 2; hp 10; Aft 1 x multi-tentacle attack (1d4 damage+ paralyzation); THACO 18 [+1]; MV 90' (30'); SV D12, W13, P14, B15, S16 (nh); ML 8; AL N; XP 35 <ul style="list-style-type: none"> • See Appendix B: New Monsters, Mezsudian Jellyfish. 	These adults attempt to take over a target PC. One attempts to swim away to get in range to warn the hive mind.
4	(1d10) Cyprid: AC 6 [13]; HD 1-1; hp 1d4; Aft 1 x sucking (1 damage per round); THACO 20 [-1]; MV 60' (20'); SV D14, W15, P16, B17, S18 (nh); ML 10; AL N; XP 5 <ul style="list-style-type: none"> • Cementation: Attacks by attaching itself to a victim, automatically inflicting 1 hp of damage per round. • Removing: They can be sliced off by weapon (victim takes 1d4 damage) or removed by fire which inflicts half damage to the victim and half damage to the cyprid. 	The cyprids aggressively attempt to latch themselves on PCs.
5	Roll on High Tide Environmental Hazard Table	
6	Histrix	A tangle of two dead histrix float through the water. It appears they slew one another.
7	Cold Water	A cold surge of current engulfs 1d2 PCs, freezing them. After one turn, if not out of the water, they receive -1 to their Attack rolls.
8	Competition	Three sailors squabbling amongst themselves, scared shitless.



BRINE LORD CASSIDY'S TOMB, LEVEL 1

T#1. Tomb Entrance: *Trapdoor access from PG#13.*

Two statues greet your entrance, **statue #1** (east) is of a shark biting a mermaid in half, while **statue #2** (west) is a mailed tunic-clad mermaid howling while impaling a shark with a spear. A door to the north is ajar and reddish barnacles have started to penetrate the room, covering most of the northern floor and walls.

- **Statue #1:** The shark's teeth are actually pearls (one turn to collect 1d6 teeth at 50 gp each, 20 teeth total.)
- **Statue #2:** The mermaid's chain shirt is a scintillating fish scaled shirt (mundane, but half the weight of regular chain and doesn't rust) and the spear (mundane) is made from an upper jawbone of a swordfish and doesn't incur a penalty for attacking while underwater.
- **Note:** Unless disturbed, the cruor barnacles ignore the party. During high tide (only), 7 cyprids are hunting for food.

(17) Adult Cruor Barnacle: AC 2 [17]; HD 1; hp 4; Att 1 x sucking (1 damage per round) or 2 x attenules (1d2); THACO 20 [-1]; MV 1' (0'); SV D14, W15, P16, B17, S18 (nh); ML 10; AL N; XP 5;

- **Cementation:** If attached to a victim, it automatically inflicts 1 hp of damage per round.
- **Removing:** They can be sliced off by weapon (victim takes 1d4 damage) or removed by fire which inflicts half damage to the victim and half damage to the cyprid.
- **Attenules:** The cruor barnacle only attacks to defend itself, using its two antennae.

(7) Cyprid: AC 6 [13]; HD 1-1; hp 1d4; Att 1 x sucking (1 damage per round); THACO 20 [-1]; MV 60' (20'); SV D14, W15, P16, B17, S18 (nh); ML 10; AL N; XP 5

- **Cementation:** Attacks by attaching itself to a victim, automatically inflicting 1 hp of damage per round.
- **Removing:** They can be sliced off by weapon (victim takes 1d4 damage) or removed by fire which inflicts half damage to the victim and half damage to the cyprid.

T#2. Sea God (Ushoon): Reddish purple barnacles cling to a statue, marring it with an oozing slimy and hardened exterior, creating a horrific vision of melted flesh instead of stone. The now grotesque, powerful-looking man has arms upraised, surrounded by a crashing wave. Suddenly, it's disfigured mouth speaks in a rich voice:

"First you eat me, then you get eaten...what am I?"

- **Answer:** Fish hook. The correct answer causes the statue's fist to open with a popping noise as it breaks the encrusted slime to release a fist sized pearl fish hook 'key'. The key is for the south door in **T#23**.
- The **statue** is of Ushoon (or other sea god) although barely recognizable. Whoever cleans the statue (3 turns) gains an inspiration of courage and receives a *Bless* effect that lasts one full day, however they are attacked by the 10 adult cruor barnacles.

(10) Adult Cruor Barnacle: AC 2 [17]; HD 1; hp 4; Att 1 x sucking (1 damage per round) or 2 x attenules (1d2); THACO 20 [-1]; MV 1' (0'); SV D14, W15, P16, B17, S18 (nh); ML 10; AL N; XP 5; NA 2d10 (20d10); TT None

- **Cementation:** If attached to a victim, it automatically inflicts 1 hp of damage per round.
- **Removing:** They can be sliced off by weapon (victim takes 1d4 damage) or removed by fire which inflicts half damage to the victim and half damage to the cyprid.
- **Attenules:** The cruor barnacle only attacks to defend itself, using its two antennae.

T#3. Octopus Fountain: An enormous fountain depicts an octopus perched on a massive **pearl** (5' sphere). Fountain water comes out of the ends of six **tentacles** while two others are thrust into the air. A 2' lip holds a pool at the base of the fountain which is covered in mussels and tiny starfish. Algae and barnacle encrusted walls hint at faded **murals** painted upon them.

- The **pearl** is worth 10,000 gp, but is 750 lbs. and extremely bulky to move. The fountain water is salt water.
- The two non-spewing water **tentacles** act as levers. One is for the secret door leading to **T#4** and the other opens the door to **T#5**.
- The **murals** are of sea life each with painted barnacles upon them.

T#4. Map Room: Stone floors devoid of barnacles and stone walls boasts a huge bronze colored **flag** (black, cracked hixtrix skull as symbol) and hanging **maps**. The bottom portions of the flag and the maps are ruined and rotting from seawater exposure. A stout stone table and six chairs covered in sea algae squats in the middle of the chamber.

- The **flag** of Brine Lord Cassidy could be sold for 150 gp despite damage to it.

- The **maps** show where past merchants were attacked and plundered and depicts the story of Brine Lord Cassidy's bloody reign. Although damaged, the maps of historic significance can be sold to commanders of naval operations (6 maps at 50 gp each) who hunt pirates.

T#5. Wives Tomb: Two serpentine-carved sarcophagus's lie on either side of the chamber, both with claw-edged holes of extrication. Both **sarcophagi** are adorned with shells and embedded with semi-precious stones surrounding a brass plate etched with letters. The ceiling boasts a carving of an immaculate rosebush with two beautiful roses, one over each sarcophagus.

- The east **sarcophagus** is labeled "Luraina" while the west has "Evelyn" etched on the brass plates. It takes two turns for each sarcophagi to collect the semi-precious stones (40 total for 5 gp ea).
- Evelyn's **sarcophagus** hides an electrum necklace of a unicorn and narwhal facing each other with entwined ivory horns (450 gp). **Note:** Evelyn senses and focuses attacks on whoever carries this necklace, see **SF#21**.

T#6. Fish Rescue: Northwestern rubble piles sit on a **ledge** that leads into an eroded chamber filled with water. An exhausted flopping fish lies in the south corner. Feelers from strange reddish barnacles are attempting to strike it or crawl slowly towards it.

- The **ledge** sits 10' above a mostly flooded room (flooded during high tide) that leads to Tomb Level 2, **SF#15**. The barnacles attack anyone trying to come close to save the fish that poorly timed the tides.

(15) Adult Cruor Barnacle: **AC** 2 [17]; **HD** 1; **hp** 4; **Att** 1 x sucking (1 damage per round) or 2 x attenules (1d2); **THACO** 20 [-1]; **MV** 1' (0'); **SV** D14, W15, P16, B17, S18 (nh); **ML** 10; **AL** N; **XP** 5

- **Cementation:** If attached to a victim, it automatically inflicts 1 hp of damage per round.
- **Removing:** They can be sliced off by weapon (victim takes 1d4 damage) or removed by fire which inflicts half damage to the victim and half damage to the cyprid.
- **Attenules:** The cruor barnacle only attacks to defend itself, using its two antennae.

T#7. Nixie Model: A rainbow colored shimmering curtain of light blocks entry (harmless).

Stepping through the curtain, one finds themselves underwater, but breathing continues as normal. Swirling lights of the spectrum dance through the depths weaving through waving kelp fronds and seaweed. A miniature palace (5' tall) carved into a reef rock has

pearl doors and tiny **creatures** swimming about it while kelp flutters like banners. A white **globe** sits on top of the reef rock.

- The chamber is a powerful illusion. The tiny **creatures** are miniature nixies that are dancing, guarding, and living around their intricate carved palace. The word 'Valkassa' is etched near the door (a command word for a painting in **T#12**).
- The white **globe** is cemented to the rock and won't budge (6 turns to remove carefully). It's a **Crystal Ball with Clairaudience** that works on one location only--a nixie palace in Lone Palm Atoll (or referee discretion). Viewers observe a magnificent room covered in spectacular shells with a matching white globe. There is a 50% chance that in 2d6 rounds, a nixie appears and attempts to communicate with the party asking them who they are. Her facial expression shows anger and concern if answered, and quickly shuts off her globe. In four days time, a war party of nixies arrive to figure out why the orb was used after a fifty year hiatus and attempt to take it back once they realize their ally, Brine Lord Cassidy is dead.

T#8. Fountain of Oceanna: *There are no cruor barnacles in this room. Driftwood golems are only triggered when the pits open.*

A beautiful wall **fountain** of Oceanna (or other sea goddess) is embedded in the wall while fountain water streams out from the sides of face, giving the illusion of flowing hair. A pool is littered with embedded **gems** in the sea life carvings that decorate its 2' tall base.

- **TRAP:** In front of the **fountain** is a long pit trap (10' wide x 30' long) that opens when 75 lbs are on it. Victims fall upon a steep, barnacle-covered chute (1d6 damage) that drops/impales them onto the storm giant skeleton's spiked crown in **PG#9** for 2d8 damage.
- Drinking water from the **fountain** causes the drinker to become full and satisfied as if eating a full meal, compliments of the goddess of the sea's bounty.
- Once the pits open, secret doors raise and three driftwood golems emerge and attempt to push PCs into the pit.
- There are a total of 12 **gems** (sapphires and emeralds mostly, 75 gp each) that take one turn each to pry out.

(3) Driftwood Golems: AC 6 [13]; HD 4; hp 16; Att 1 x fist (1d10) or 1 x seaweed whip (1d3+ entangle); THACO 16 [+3]; MV 120' (40'); SV D10, W11, P12, B13, S14 (4); ML 12; AL N; XP 1250

- **Mundane damage immunity; Immunity:** see golem characteristics.
- **Initiative:** -1 penalty due to stiff movement.
- **Flammable:** -1 to saves against fire attacks; suffers one extra point of damage per die.
- **Entangle:** Can use enchanted kelp or seaweed as whips to entangle opponents. On a successful to hit roll, the victim must make a save vs petrification or be entangled for 1d3 rounds. The driftwood golem then focuses on that target gaining a +2 to their attack rolls.

T#9. Brine Lord Statues: A long chamber of high ceiling (15') is starting to succumb to natural erosion from a tiny stream that has punched its way through the chamber and meanders to the opposite side. Nine 10' **statues** of various men and women stand along the north and south walls and three piles of rubble are all that remains of three others.

- Halflings and gnomes can fit through the stream cave that leads to **T#10**.
- The **statues** are in honor of past Brine Lords.
 - **A. Vagerim the Golden-Eyed:** Stout, rough-looking bearded man with a sly grin, dressed in simple leathers and holding a dagger. The right eye is a golden pearl (500 gp, one turn to remove)
 - **B. Josslynn the Sea Cat** (Author Jeremy Coffey): One of the oldest of the statues still standing is that of a young, lissome, long-haired woman who holds before her a map below eye-level. A tabby cat sits upon her left shoulder. Another cat sits at her feet. A plaque on the pedestal says:

*She Was as Wily as a Chased Cat,
As Ferocious as a Cornered Cat,
And Now as Dead as The Drowned Cat.*

A rubbing may be made of the map, which has a large **X** marked upon it. If someone pets the statue of the cat at Josslynn's feet, it will shift forward and expose a compartment with a feather and a canvas map similar to the one held by the statue, but whose most obvious (but not only) difference is a second large X marked hundreds of miles from the first. The feather is a **Feather Token: Whip** (summons a dancing whip that can attack targets for 1d6 non-lethal damage for 1 hour before disappearing).

- **C. Brotor the Rager:** A fierce man with orc characteristics holding a 2h battle axe over his head, his face twisted in rage. A ruby amulet is around his neck. The base of his statue is decorated with corpses. Touching the ruby causes the axe to swing down for 1d12 damage. The ruby is worth 300 gp
- **D. Rubble**
- **E. Laughing Kaladeri:** A long-haired woman laughing at the sky. Tampering with the statue in any way releases a cloud similar to a *Confusion* spell
- **F. Rubble**
- **G. Ames Cane** (Author: Bruno Pešec): Tall, broad chested and square-shouldered man in a power pose. A silvered cat pendant with sapphire eyes (200 gp) sets on his chest. Something shimmers behind the statue, between the legs.....those who take a closer look feel a slight tingling in their ears and see a jaguar staring at them before it disappears in a cloud of mist. Whoever takes the pendant is attacked by the misty jaguar in 1d6 days.

(1) Mist Jaguar: AC 4 [15]; HD 4; hp 25; Att 2 x claw (1d4), 1 x bite (1d8); THACO 16 [+3]; MV 210' (70'); SV D12, W13, P14, B15, S16 (2); ML 12; AL N; XP 12

- **Mundane weapon immunity:** Only harmed by silver weapons or magic.
 - **H. Rascella the Vixen:** A gorgeous woman with somber expression wearing silk clothing. A whip at her belt.
 - **I. Gholuu Lapusin:** A shirtless, muscular man with swirling facial tattoos banging arm bones on a drum. Human skulls encircle the drum's base. Any who bangs on the drums causes the skulls to shriek high-pitched screams for six rounds (roll for **Wandering Encounters**)
 - **J. Jhaeral the Sneak:** A half-elf man with finger to lips. He wears a tunic and billowing cloak. Searching may reveal a button (treat as secret door or find/remove trap check). Clicking the button allows the statue to move forward revealing a shallow pit below it containing a chest. **TRAP:** Opening the chest causes a sleeping gas cloud (30' diameter), save vs. spell or fall asleep as the *Sleep* spell (note high tide waters awaken PCs). Inside is 1,100 cp, 400 sp, 300 gp, a **Potion of Invisibility**, and a folded **Displacer Cloak**.
 - **K. Rubble**

T#10. Starfish: Stairs descend into a chamber that holds a **pool** and trickling stream. Part of the back wall has eroded, creating a pile of debris. Several miniature black crabs climb over white barnacles, mussels, and other sea shell life.

- The pool is completely clear and holds seven different colored, fist-sized starfish arranged in a circle. Touching the starfish causes an effect.

STARFISH TABLE	
COLOR	EFFECT
Red	Toucher develops a rash over their entire body; skin eventually (one day) boils and blisters pop, 1d4 damage and -1 to CHA permanently unless a <i>Cure Disease</i> or <i>Remove Curse</i> is cast on the victim.
Blue	Toucher gains the power of <i>ESP</i> for one full day. However, the <i>ESP</i> brings thoughts of everyone within a 20' radius unbidden, causing migraine headaches and making concentration impossible (i.e. no spell-casting).
Green	Toucher screams in pain as spines rip out of both their forearms (1d4 damage). The victim can use their arm spines as weapons (1d6 damage). Spines are removed with a <i>Remove Curse</i> .
Gold	Toucher is healed 1d6 hp. Only happens once per person. Eating it provides a permanent +1 to hp.
Silver	Toucher's hair turns silver and they gain +1 DEX permanently. However drinking alcohol makes them violently ill and temporarily gives a DEX of 3 for 3 hours.
Pink	Toucher feels compelled to eat the starfish, immediately attempting to pop it in their mouth. The victim may be unnerved by the feeling of the starfish moving inside of them. They must eat double portions. Note: this starfish provides a +2 to saving throws against poison or any negative effect that enters the victim's body. It automatically kills a Mezsudian jellyfish if it enters the PC.
Orange	The toucher regenerates 1 hp per round for a full day (maximum number is 3 people). They also grow a third arm in their back that seems to have a mind of its own. A <i>Remove Curse</i> removes the third arm.

Referee's Note: T#11-15 are dry—not affected by high tide, and do not have any cruor barnacles.

T#11. Birdcage: A thick layer of feces cover the floor, the smell almost overpowering. A huge silver bird **cage** stands in the center of the room, almost touching the 15' high ceiling. A stream of water flows from a seep in the wall, creates a pool of abundant sea life in/near the cage, then continues through a tunnel. A hideous half man, half green feathered **parrot** lets out a squawk of surprise. The harpy-looking creature stares in befuddlement then quickly enters a barrage of questions in a deep male voice..."Who are you? Why are you here? Do you have the key?! Gods, tell me you have the key!!! Please free me from my cage!"

- The silver **cage** is approximately 15' tall with a base of 20'. Dwelling in the cage stops aging. It can't be removed from the room, short of a *Wish*.
- The key is located in **T#15**.
- The **parrot-man harpy** is Captain Alamend Strender, an exceptional pirate-hunter back in the day (50 years ago). Freeing him from the cage removes his cursed polymorph shape and he returns to human form. He has no knowledge of the tomb as he has been stuck here for 50 years, he hungers for food other than seafood. He gladly joins the party, being a hated enemy of Brine Lord Cassidy.

Captain Alamend Strender, Level 5 Fighter: AC 8 [11]; hp 33; Att 1 x longsword (1d8); THACO 17 [+2]; MV 120' (40'); SV D10 W11 P12 B13 S14; AL L; STR 14, INT 11, WIS 9, DEX 16, CON 10, CHR 14.

- Prefers to use a longsword but isn't picky.



T#12. Art: Opening the door creates a hissing/pop noise as oxygen floods into the chamber. A loud squawk and a flurry of white feathers flies through the door as a sea **gull** escapes and flies awkwardly down the passage. The long chamber beyond has several art **paintings** hanging on the wall.

- The **gull** is harmless and random. It had emerged from **painting #C** awhile back and if slain it dissolves into a puddle of colored paint.
- The **paintings** include:
 - **A. Octopus:** A colorful octopus in an underwater ruins setting. Anyone walking within 5' of this painting causes tentacles to come out to tickle anyone within reach.
 - **B. Sphinx:** A creature with the body of a lion, wings of a falcon, and a beautiful woman's head lounges on a pillow in a chamber with silk drapes. Anyone walking within 10' causes the sphinx to pose a riddle.

What's the difference between ignorance and apathy?

- **Answer:** I don't know, and I don't care.
- Success and the sphinx offers 'yes/no' answers to three questions. Treat like *Commune* spell.
- Failure causes the sphinx to state the correct answer in annoyance, and a poison cloud emerges from the painting. Anyone within 15' of the painting must take 4d6 damage from the dangerous fumes, a successful saving throw vs. poison causes half damage
- **C. Gull:** This painting is relatively empty, having a blue background and small sea gulls flying in the distance. The sea gull escaped the painting.
- **D. Gorgon:** An iron-scaled bull poses on top of a slain minotaur. Anyone within 5' of this painting causes a gorgon to jump out of the picture and attack. Searching behind the painting reveals a small button to open the secret door.

(1) Gorgon: AC 2 [17]; HD 8*; hp 48; Atf 1 × gore (2d6) or 1 × breath (petrify); THACO 12 [+7]; MV 120' (40'); SV D8 W9 P10 B10 S12 (8); ML 8; AL C; XP 1,200

- **E. Sailing Ship:** Sailors scramble on a sea deck in a rough storm, with a captain barking orders. Anyone within 5' of this painting must make a saving throw vs. spells or 'enter' the painting and become a sailor, lost forever. OR, if while inside the painting they find a way to sink the ship, they can return, emerging out of the picture completely drenched from the storm
- **F. Nixie Palace:** A colorful art piece of a nixie palace (similar to **T#7**) with nixies and other swimming sea life. Speaking 'Valkassa' causes the picture to open a secret compartment.

Inside is a coral **Wand of the Nixies** (15 charges). The wand can cast *Charm Person* (1 charge), *Summon 1d4 Giant Bass* (2 charges) or *Water Breathing* (3 charges).

- **G. City of Vermilion:** A long painting that shows a coastal city with colorful flags, tall statues and a golden dome. Most of the citizen's clothing seems outdated. (This is the City of Vermilion or referee discretion, but depicts the city over 100 years ago).

T#13. Secret Art Room: *The door is hermetically sealed.* The cramped chamber holds several art pieces and statuettes. A 5' tall **hippogriff** statue, a 3' tall coiled snake protecting a fist sized ruby (2,000 gp), several rolled **carpets** lean against the walls, **paintings** of sea life and ships adorn the walls, a three legged cauldron (gold plated, 400 gp), and a stand holding a **crown** and scepter.

- The **hippogriff** statue has bejeweled eyes and talons and worth 1,500 gp. Cursed—touching the statuette causes any contact with pegasus to go poorly as the pegasus attack the cursed ones immediately. A *Remove Curse* removes the curse but it may not be noticed until a chance encounter with a pegasus.
- Four of the **carpets** have value (100 gp ea), the fifth is a **Carpet of Floating** (allows owner and two companions to float on water. Riders are in a magical dry protective bubble so they do not get wet from waves, rain, etc.)
- Some of the **paintings** retain value: three paintings (100 gp ea), two paintings (400 gp ea), three paintings (1,000 gp ea), and one of a mermaid (3,000 gp). All of these paintings are bulky and awkward to carry.
- The **crown** and scepter are the crown jewels from the city, Iza the Veiled (or referee discretion). The crown is worth 5,000 gp and the bejeweled scepter is worth 9,500 gp. Attempting to sell these is risky business and PCs will be questioned, detained, and/or punished.

T#14. Once-Navigator: *A thumping can be heard from the stairway coming from beyond the closed door. The door is marked with graffiti and cuss words. The chamber has a Continual Darkness cast on it.*

Billowing fog erupts out of the open door, flowing down the passage, its tendrils gripping the door frame. Only darkness and wafts of fog can be seen beyond the door. A last thump sounds from within, followed by the sickening sound of something being pulled from flesh and the sucking sound of oxygen entering the exposed cavity.

Continued

- This is the lair of the Once-Navigator (see **Appendix C: The Once-Navigator** for more details). If the room is lit with a *Continual Light*, PCs see a hapless soul, with eyes sewn shut, its arms and legs flayed open, its tongue split down the middle, and its body riddled with torture devices (needles, prongs, stakes, pincers, knives, etc.). One of its deformed legs ends in a thick clog.
- **Tactics:** The Once-Navigator starts battle releasing a *Lightning Bolt* centered on the doorway then uses echolocation to its advantage in the dark. It casts spells to confuse PCs while they can't see and counter-spells to the best of its ability to keep the chamber dark or foggy. Finally, if PCs flee, the Once-Navigator stalks the party, as they hear him using his clog to find them throughout the dungeon.
- The chamber is full of debris—broken furniture, old maps, scrolls, books, navigation equipment, a chest, and a rotting pile of clothing. Scratch marks cover the wood of the furniture, the door, and in a few cases, the rocky walls.
- One map is a **treasure map** encoded with celestial directions that lead to an imperial treasure hoard marked by a barrel on one of the islands of Rickard's Steps (or referee discretion).
- One book is a diary of the Navigator (see **Appendix C: The Once-Navigator** for details as needed). Near the back, there is a passage how one of Cassidy's wives was offered to Abyzou, but there is no clues as to what or who or what Abyzou is.

(1) The Once-Navigator (undead, 6th Level Mage): AC 8 [11]; HD 6; hp 29; Att 1 × **Shortsword +1** (1d6+1); THACO 13 [+6]; MV 120' (40'); SV D10 W11 P12 B13 S14 (6); ML 10; AL C; XP 725

- **Undead:** Makes no noise (except clogging), immune to effects that affect living creatures (i.e. poison). Immune to mind-affecting or mind-reading spells (*Charm, Hold, Sleep*).
- **Spells:** *Magic Missile, Ventriloquism, Wall of Fog, Continual Darkness, Mirror Image, Lightning Bolt, Hold Person*
- **Items:** **Shortsword +1**, assortment of torture equipment embedded in its flesh.
- **Echolocation:** Immune to effects that impair, modify, or rely on sight. Blinded by magical silence. If separated by its clog, it may become blinded.

T#15. Hellrazor: *An enormous shark jaw decorates the door, as if ready to chomp! (harmless).*

A lighted chamber holds a massive replica of the warship: Hellrazor, the only thing missing is the bust. A variety of shells decorate every square inch of the ship, with broken bits of shells at its base. A **hooded** figure in ragged crimson robes hums as it tinkers with parts of the shells utilizing a tiny hammer and chisel, a giant battle axe strapped to his back.

- The **hooded** figure is Ulenmahr, a skeletal votary. Once aware of the PCs, it stops and pulls its hood back, showing its gleaming white skull. "Hail there! And what are you all about? I'm a bit busy outfitting the ship for our next voyage, but it's been....so long for visitors."
- Ulenmahr knows a little about the area and is happy to discuss if asked questions, but prefers to keep working while doing so.

1. He proclaims that he is a devoted follower to Brine Lord Cassidy. He is preparing his ship—Hellrazor— for their next voyage: into the Sanguine Fathoms.

2. "The original ship was destroyed...damn storm giant...although we did save the bust. But I have recreated it from memory using shells. It's not quite perfect yet as it needs enhancements to survive our next journey...still a work in progress. Say....you wouldn't want to do an ol robe of bones a favor would you? I'd like the bust to be returned and I know where to get it (**T#23**)."

3. "This tomb is not quiet...it soooo annoys me. All the noises, the squelches, the....violence. There is a war going on in this tomb! Jellyfish vs. barnacles vs. something else not from this world...the underwater realm is strange. I'm happy that they mainly leave me alone. I just hear the thumping of the decrepit Navigator at all times and it breaks my concentration, thrice curse his soul."

4. "Lord Brine Cassidy had a supreme hatred over the histrix race. Histrix? Aye, they are a seahorse looking folk. Very dangerous....smelly as well. We had thought we had overpowered this histrix lair, but...we were wrong. Especially with the smell, it never goes away."

5. "Luvous, the First Mate, was a murderous wretch—he murdered most of the crew! (see **T#19**), but....he had things right ya know....we didn't listen to him. The bastard killed me, but, hells, he was right about everything! Err wait, but not about killing me. We should of heeded his warnings of the jellyfish...you should avoid any jellyfish you see! I saw him take something from below—perhaps it offered him insight, but he hid it from all of us....." (refers to **Amulet of Abyzou** in **T#20**).

6. "Hellrazor sunk five imperial warships, and 187 merchant ships. Isn't she beautiful? But I need to enhance her as the Sanguine Fathoms are some seas she has never experienced! And she shall float there one day....oh yes.....yes...so beautiful..."

7. "I assume you saw it...Ynard. Is he still not moving? The storm giant skeleton you numbskull! You haven't heard of Ynard? Gah, years and years and YEARS ol

Cassidy fought that storm giant. He finally gutted him though, but the giant smashed up our ship. Seems other creatures are interested in the bones now...."

8. "I don't want to speak about Cassidy, ok? He changed...he...betrayed us, but....argh, it all doesn't matter now. My duty is to recreate his most glorious ship....gods it's so pretty...We will enter and decimate the seas of the Sanguine Fathoms. Once it opens again and floods this realm, we will be ready....oh yes.....yes....."

- Ulenmahr presents a quest to the PCs: "Return the bust of the ship...it's somewhere around here, you can't miss it. It's a screaming war maiden...very intimidating. I'll give you umm...well...this ring! It's magical. It's yours but only if you bring me back the bust. Hells no, I have no idea what it does, do you think I'm a wizard or Something?"
- The ring is a **Ring of Regeneration**, but it only regenerates the wearer if submerged in salt water.
- Some of Ulenmahr's information refers to the Sanguine Fathoms (see **Appendix A: Factions**). He believes that the Sanguine Fathoms will flood this realm and thus he prepares a new ship for Brine Lord Cassidy.
- Ulenmahr defends himself if attacked or enters a berserk fury if the ship is damaged.

Ulenmahr, the Skeletal Votary: AC 7 [12]; HD 7; hp 38; Att 1 (or 2) × battle axe (1d8); THACO 13 [+6]; MV 60' (20'); SV D12 W13 P14 B15 S16 (1); ML 12; AL N XP 850

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).
- **Rage:** Ulenmahr does not tolerate those who attack him or his ship replica. He enters a frenzy after 1d4 rounds of combat, gaining an extra attack with his axe.
- **Items:** crimson robe with pockets of chisels of various sizes, battle axe, a golden necklace of a lion's face (200 gp), a **Ring of Regeneration** (works in saltwater only) and a key to the birdcage in **T#11**.

T#16. War! *During high tide, this place is flooded and PCs are affected by the swarms (below). During low tide:*

Rocky ledges cling to the exits of this room. Below is sea water covered with miniscule creatures that are attacking one another. Their struggles turn some of the water creating ripples and splashes.

- This area connects to **SF#11** on the second level.
- The water is filled with naupilus stage cruor barnacles and planula jellyfish that are feeding on one another.

- PCs in the water feel the effects of the swarms of both critters.

(2 swarms) Planula Mezsudian Jellyfish: AC 10 [9]; HD 1-1; hp 1-2; Att 1 x swarm (paralyzation); THACO 20 [-1]; MV 40' (10'); SV D14, W15, P16, B17, S18 (nh); ML 10; AL N; XP 5 per swarm

- **Swarm:** Attacks as a swarm only when targets are within the swarm. Save vs. paralyzation or be paralyzed for one round and take 1 point of damage.

(3 swarms) Naupilus (Cruor barnacles): AC 8 [11]; HD 1-1; hp 1-2; Att 1 x swarm (1 damage); THACO 20 [-1]; MV 40' (10'); SV D14, W15, P16, B17, S18 (nh); ML 10; AL N; XP 5 per swarm

- **Swarm:** Attacks as a swarm only when targets are within the swarm.

T#17. Skulls: *A rainbow colored shimmering curtain of light blocks entry (harmless).*

Unbelievably, the curtain passes into water or what feels like water as breathing is not hampered. The passage continues north with several alcoves sporting seaweed covered pedestals and algae-covered **skulls**.

- The water is an illusion, but PCs feel like they are swimming underwater, but breathing normally.
- In the middle of the second set of alcoves, a clacking sound is heard and suddenly the **skulls** all speak at once. They each have a story of how they died to Brine Lord Cassidy. Most seem to be of the Rhone imperial fleet. The babbling feels amplified in the corridor and PCs must make a save vs. spells or become confused as the *Confusion* spell with the 9-12 result meaning PCs stand in front of a random skull to listen to their story.
- The babbling of skulls has a 50% chance of a **Wandering Encounter** (check every 6 rounds).
- Those that resist the *Confusion* effect have a 65% chance of hearing one skull speak of the Sanguine Fathoms, a mini-dimension from hell (see **Appendix A: Factions**). The skull explains Lord Cassidy wanted to travel to this realm and dominate its seas.

T#18. Flooded: Descending stairs stop abruptly at a flooded chamber of roughened cavern walls carved by erosion. Dark passages with minimal air space lead east, southeast, and west.

- Refer to **SF#17** on the second level.

T#19. Mess Hall: A sizable chamber holds tables and knocked over chairs with chaotic jumbles of eating **utensils**, jugs, cups, and stained wooden plates. An iron-wrought chandelier hangs in the center, the chain holding it lost in the darkness of the vast ceiling. A **lever** is on the east wall, past a passage of stairs that lead downward.

- There are 50 sets of **utensils** at 5 gp each.
- Pulling the **lever** down causes 50 skeletons to drop from the ceiling, hanging from their bony necks by chains (six of them break, causing the bones to land on the floor with a clatter). They are harmless, however, they become 'undead', agitated and lash out at anything moving through the room once **Rulang's Mask** is touched, see **T#24**.
- Once undead, the noise of jingling chains and clacking bones can be heard from **T#17**, **T#18**, and **T#21**. Anyone moving through the room without crawling on their belly or addressing the skeletons in some way (i.e. turning—which causes them not to be able to flee, but they won't attack) take 1d6 damage per 10' section of the chamber from clawing and scratching hands and feet. Six headless skeletons crawl and attack anything alive in the room. **Note:** PCs get a -4 to attack rolls while fighting on their belly.
- Once **T#24** has been breached, the secret door opens and a driftwood golem emerges. The skeletons ignore it (as it's not alive) and it attempts to attack intruders, pushing them into skeletons, etc.

(44) Skeletons: AC 7 [12]; HD 1; hp 4; **Aff** 1 × claws (1d6); **THACO** 19 [0]; **MV** 0' (0'); **SV** D12 W13 P14 B15 S16 (1); **ML** 12; **AL** C; **XP** 10

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (i.e. *charm*, *hold*, *sleep*).
- **Restrained:** Can't move, only lash out at anything living nearby. Won't attack if turned.

(6) Headless skeletons: AC 7 [12]; HD 1; hp 4; **Aff** 1 × claws (1d6); **THACO** 19 [0]; **MV** 60' (20'); **SV** D12 W13 P14 B15 S16 (1); **ML** 12; **AL** C; **XP** 10

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (i.e. *charm*, *hold*, *sleep*).

(1) Driftwood Golem: AC 6 [13]; HD 4; hp 16; **Aff** 1 x fist (1d10) or 1 x seaweed whip (1d3+ entangle); **THACO** 16 [+3]; **MV** 120' (40'); **SV** D10, W11, P12, B13, S14 (4); **ML** 12; **AL** N; **XP** 1250

- **Mundane damage immunity; Immunity:** see golem characteristics.
- **Initiative:** -1 penalty due to stiff movement.
- **Flammable:** -1 to saves against fire attacks; suffers one extra point of damage per die.

- **Entangle:** Can use enchanted kelp or seaweed as whips to entangle opponents. On a successful to hit roll, the victim must make a save vs petrification or be entangled for 1d3 rounds. The driftwood golem then focuses on that target gaining a +2 to their attack rolls.

T#20. First Mate Tomb: The view of the chamber is obstructed by dried kelp **bladders** hanging close together by silvered twine from the ceiling that rattle against each other from some unfelt wind.

Beyond the bladders, a simple, unadorned, opened **sarcophagus** lies in the middle of the chamber with two stone tables with various items rest against the west wall.

- Luvous appears in 1d4 rounds. He suggests his room is a safe place to rest, although it does fill with thigh deep salt water on the tides (his sarcophagus and tables remains dry). He appears amused by those who flee from his presence.
- If asked, he admits to killing the crew by spiking the grog with a sleep poison, then hanging them (see **T#19**). Most of the other crew were being taken over by the jellyfish.
- The kelp **bladders** can be used to help breathe underwater, providing valuable oxygen if capped for three turns.
- The **sarcophagus** is empty. There is a secret panel containing a locked, ornate gilded box embedded with tiny gems (400 gp). Luvous warns the party to put the box back, if ignored, he attacks! **TRAP:** Poison needle, save vs poison or die in six turns. **Note:** one who swallows a mezsudian jellyfish causes the jellyfish to negate this particular poison effect. Inside the box is the **Medallion of Abyzou**.
- The tables contain a scattering of shells mixed with 300 gp, a rolled up flag (350 gp to a collector--black, cracked histrix skull as Cassidy's symbol), several old maps of the Zontani Sea (mostly ruined or out of date), and a silvered drinking tankard (50 gp).

Luvous, First Mate (Ghost, lesser): AC 7 [12]; HD 4+; hp 26; **Aff** 1 × touch (1d4 + wither); **THACO** 15 [+4], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (5); **ML** 12; **AL** N; **XP** 275

- **Surprise:** On a 1-5.
- **Fear:** Upon first appearing, victims must make a save vs. paralyzation or flee in terror for 2d6 rounds and age one year.
- **Incorporeal:** May travel through walls, doors, etc.
- **Wither:** Victims lose 1d6 years of age per successful hit. Death from aging by this attack causes the victim to become a lesser ghost in 1d6 rounds.
- **Mundane damage immunity:** Can only be harmed by magical attacks. A +1 weapon or better is needed to inflict damage.

- **Spell immunity:** Unaffected by *Charm*, *Hold*, and *Sleep* spells.

Medallion of Abyzou

The golden medallion depicts a scene with a woman with tied hands behind her back being whipped by a demon. A broken cradle lies in the background. The amulet is the missing piece to the mirror/portal to the Sanguine Fathoms located in **SF#22**. Anyone wearing the amulet can heal themselves 1d8 hp once per day. However, the wearer becomes infertile and becomes cursed to slay newborns whenever sighted. See **Appendix B: New Monsters, Abyzou** for more information.

T#21. Walk the Plank: A long, thin stone bridge spans the two sides of the cavern, overhead of dark waters below. Sets of rusty iron rings are in the ceiling near the center of the chamber, a few still having approximately 3' of chain dangling from them. Sounds of faint wailing can be heard or perhaps just the echoes of the lapping water below.

- **Note:** Ignore if during high tide: The bridge is slippery! Make a successful **DEX** check to cross. Failure means the PC falls into the feeding frenzy of the water below: see **SF#3**.
- **Note:** There is a 50% chance that Brine Lord Cassidy is here (see **T#24** for stats). He attempts to push targets off the bridge during melee, only if its low tide. If brought to below 20 hp, he attempts to flee to **T#24**.
- The rings were once used to lower sacrifices down to Abyzou. The wailings are an echo of the past terrors that occurred within this chamber.
- Entering the water enters Level 2, **SF#3**.

T#22. Statue of Remembrance: A marble **statue** of a man of noble bearing, befitting a tyrant, stands in the center of the chamber. Cold eyes glare from under a broken histrix skull strapped to his head, while the rest of the body is draped in a greatcoat and **belt**.

- **Note:** There is a 25% chance Brine Lord Cassidy is here admiring the statue (see **T#24** for stats).
- The **statue** is of Brine Lord Cassidy.
- The **belt** buckle is a purplish charoite gem (2,000 gp). It is cursed, save vs. spells to resist! Whoever carries this gem never wishes to relinquish it and believes strongly that from within, they can see an image of someone shipwrecked on an island that needs to be saved...and they feel they have the innate directions to the island! After a week of carrying it, the victim does everything in their power to outfit a ship and sail to the island and try to sink the ship, therefore becoming the person shipwrecked on the island. A *Remove Curse* nullifies the effect.

Referee's Note: Take note on the tide for **T#23** as the pit trap may not be as effective. Also for **T#24** as the undead mezsudian jellyfish is more dangerous if the room is flooded and it can maneuver better.

T#23. Bust: The ceiling raises to 20' tall before great double doors that hold an image of several men fishing off a ship with fishing lines being cast outward. A **bust** hangs above the doors representing a savage woman emitting a war cry while emerging from histrix skulls with a clenched fist. The face of the bust contorts as a glowing mouth appears and asks:

"What has 13 hearts but no other organs?"

- The **answer** to the riddle is: A deck of cards. Answering incorrectly, causes the woman (bust) to laugh hysterically as a pit trap opens, dumping hapless victims in the 10' area into a deep pit (30' deep) full of seawater and three swarms of planular mezsudian jellyfish that begin to feed. The pit trap closes one round afterwards. Reopening the pit trap cover takes a combined **STR** of 40.
- The **bust** takes three full turns to remove.
- One fishing line appears to be cast straight out with an indent of a fishing hook. Inserting the pearl fish hook from **T#2** opens the door.

(3 swarms) Planula Mezsudian Jellyfish: **AC** 10 [9]; **HD** 1-1; **hp** 1-2; **Att** 1 x swarm (paralyzation); **THACO** 20 [-1]; **MV** 40' (10'); **SV** D14, W15, P16, B17, S18 (nh); **ML** 10; **AL** N; **XP** 5 per swarm; **NA** 1d3 swarms (2d10 swarms); **TT** None

- **Swarm:** Attacks as a swarm only when targets are within the swarm. Save vs. paralyzation or be paralyzed for one round and take 1 point of damage.

T#24. Brine Lord Cassidy: TRAP: Door frame holds a scythe trap, 2-in-6 chance it's sprung when door walked through, 2d8 damage.

The smell of salted pork and ozone rides a current of stale air. The vaulted chamber sits 5' below the doorway, without step or ladder. The floor is covered in sand and littered with driftwood, seashells, and other beach-side debris. Faded banners and grotesque **carvings** adorn the soapstone walls. To the south rests a half-buried **sarcophagus** of green stone flanked by four iron **cauldrons**, propped on a latticework of bone and coral.

Note: If Brine Lord Cassidy wasn't encountered before, he is here: Suddenly, a **humanoid** steps out from behind the sarcophagus, a broken histrix skull adorning its head. "Arise!" it screams in a dry, raspy voice as foam bubbles from under the sarcophagus **lid**.



- The **humanoid** is Brine Lord Cassidy, controlled by a mezsudian jellyfish, who attacks immediately to protect his experiment.
- In 2d6 rounds, the experimental undead Mezsudian jellyfish (see **Appendix A: Factions**) pushes off the sarcophagus **lid**, its tentacles attempting to attack anything living.
- Each wall **carving** tells a story of conquest. Banners are trophies from plundered ships/towns (see **T#4**).
- The **sarcophagus** is made from worked peridotite, reflecting light from encrusted diamonds (2,000 gp for sarcophagus, but weights 500 lbs.). Murals cover the sarcophagus depicting scenes of unspeakable rites, torture, and sacrifice. Histrix, a giant, and barnacle creatures are a recurring motif.
- Under a **false bottom** of the sarcophagus (and gelatinous mass of the jellyfish) is **treasure**: a motherlode of ambergris (2,000 gp to perfume makers), 150 sperm whale teeth (ivory, 5 gp per tooth), 500 pp, 1,750 gp, 10 ancient Uzadoon coins (10 gp ea), a rabbit's foot, **Rolang's Mask**, a **Potion of Water Breathing**, and a **Potion of Treasure Finding**.
- Bones holding the **cauldrons** are humanoid, glittering of crushed pearls. The pearls can be easily scraped away from the cauldrons (500 gp total for 2 turns of work). The cauldrons have a wax seal, each filled to the brim with whale oil.

Brine Lord Cassidy (controlled by Boss Mezsudian Jellyfish):

Even now he stands tall, with noble bearing befitting a dead tyrant. Cataract eyes glare from under the broken histrix skull strapped to his head, twisted coils of frothy thread spilling from the snout. Slimy tentacles make up the arms through sun-bleached navy greatcoat.

AC 5 [14]; **HD** 8; **hp** 56; **Att** 2 x multi-tentacle attack (1d10 damage+ paralyzation), or spew; **THACO** 12 [+7]; **MV** 120' (40'); **SV** D8, W9, P10, B10, S12 (8); **ML** 10; **AL** N; **XP** 1,750

- **Undead Qualities:** Due to Cassidy's closeness to **Rolang's Mask**, the body's rot slowed considerably and has undead qualities, but is not affected by turn attempts: 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.
- **Control:** Once the host is slain or starved to death, the Mezsudian jellyfish may control the corpse (treat as zombie), however the boss may still speak through the corpse with the host's voice, and do other things that make it appear to still be alive. However, the host never eats, has a stony personality, and may have other clues that they are not behaving normally.

- **Hive Mind:** The boss acts as part of the hive mind, delivering orders to adult Mezsudian jellyfish that control a corpse and that are in range. If attacked during high tide, may attempt to summon 1d6+1 adult Mezsudian jellyfish.
- **Tentacled Attack:** multiple tentacles (severable, 10 hp each) can attack, treat as 2 attacks for 1d10 damage each + save vs paralyzation or be paralyzed for 1d6 rounds.
- **Spew:** Can spit a 30' long blob of acid at one target every three rounds. A successful hit causes 2d10 damage, save vs poison for half damage.
- **Items: Histrix Helmet.**

(1) Undead Mezsudian Jellyfish (experiment): AC 5 [14]; **HD** 5+; **hp** 28; **Att** 2 x multi-tentacle attack up to 15' range (2d6 damage+ paralyzation); **THACO** 14 [+5]; **MV** 0' (0')/ or during high tide 90' (30'); **SV** D10, W11, P12, B13, S14 (5); **ML** 10; **AL** C; **XP** 575

- **Undead:** This specimen is affected by turning. 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 must make a save vs. death or permanently lose one experience level (or Hit Dice). This incurs a loss of one Hit Dice of hit points, as well as all other benefits due to the drained levels. A person drained of all levels becomes a zombie within a week.
- **Tentacled Attack:** Multiple tentacles (severable 15 hp each); treat as two attacks for 2d6 damage + energy drain. On an attack roll of 18+, the target is entangled, taking automatic 2d6 damage and potential energy drain per round.

Rolang's Mask

A blackened skeletal piece of head-ware mixed with aged bronze and silvered chains. An elongated jaw forces the bits of skull to scream for eternity. Obsidian and ivory beads hang from it on its sides. Rolang's Mask is an artifact of necromancy from the town of Jhuron, where the populace all wear strange masks. Those of Lawful alignment feel a loathing for the item and feel compelled to destroy it immediately. Rolang's Mask has the following powers:

1. If unworn and touched by someone new, it casts a powerful *Animate Dead* spell in a ¼ mile radius affecting all creatures of up to 7' in height that have been dead for at least 10 years to animate as mindless skeletons or zombies. This only can be done once per year.

Continued

2. The mask gives off an aura that staves off the rotting of flesh in a 50' radius by an extra year.

3. When worn, the wearer refuses to take it off. The wearer must make a save vs. spells once per day or become Chaotic. Once Chaotic, the wearer succumbs to the mask's purpose: to slay the living. Note: The wearer does not immediately become a murder hobo, but keeps its goals subtly hidden. The mask envisions the wearer leading an army of undead, which takes time and planning.

4. All undead, even powerful specimens, do not attack the wearer.

5. Despite the aura, the wearer's flesh begins to rot, after a full month, the wearer becomes undead but retains all abilities and HD.

6. Once per week, the mask can cast *Animate Dead per the spell*.

The wearer must be bathed in holy water at the same time as a *Remove Curse* is cast to be able to remove the mask. To destroy the mask, it must be soaked in a basin of holy water for 7 days and a *Bless* spell must be cast on it each of those seven days.

Histrix Helm

Fashioned as a means of countering the prophetic ability of a storm giant, this iconic mask is a steel helmet of curious color, with a shattered histrix skull affixed to it. It grants the wearer traits of the histrix, including a fraction of their psychic ability.

- **Breathing water:** The wearer can breathe underwater.
- **Movement:** The wearer can swim at 180' (60').
- **Psychic Shield:** The wearer cannot be targeted by psychic abilities such as *ESP*, *Telepathy*, *Clairvoyance*, etc.
- **Telepathy:** The wearer can share thoughts telepathically to those within a 15' radius.
- **Cursed:** Once worn, the wearer does not wish to take it off. If found 20 miles away from the coast, the wearer suffers a severe depression and -4 to attack rolls.

LEVEL 2: DOORSTEP TO THE SANGUINE FATHOMS

Level 2 is comprised of three areas containing the mezsudian territory (**SF#1-10**), open/histrix territory (**SF#11-17**), and the Sanguine Fathoms faction area (**SF#18-22**) where most of the water has a hazy redness. All the passages and caverns are approximately 30' deep.

In the Sanguine Fathoms section, a slimy coating mixed with hardened mortared areas coat the walls, floors, and ceilings containing fish bones, corpses of various sea life and vegetation in various forms of decay, created by the cruor barnacles.

Tide: Reminder, tides change every 6 hours. The first and last hour of the 6 hour time interval, the change in water levels (either higher or receding) is noticeable.

TIDE	TIME
Low	6pm to Midnight
High	Midnight to 6am
Low	6am to Noon
High	Noon to 6pm

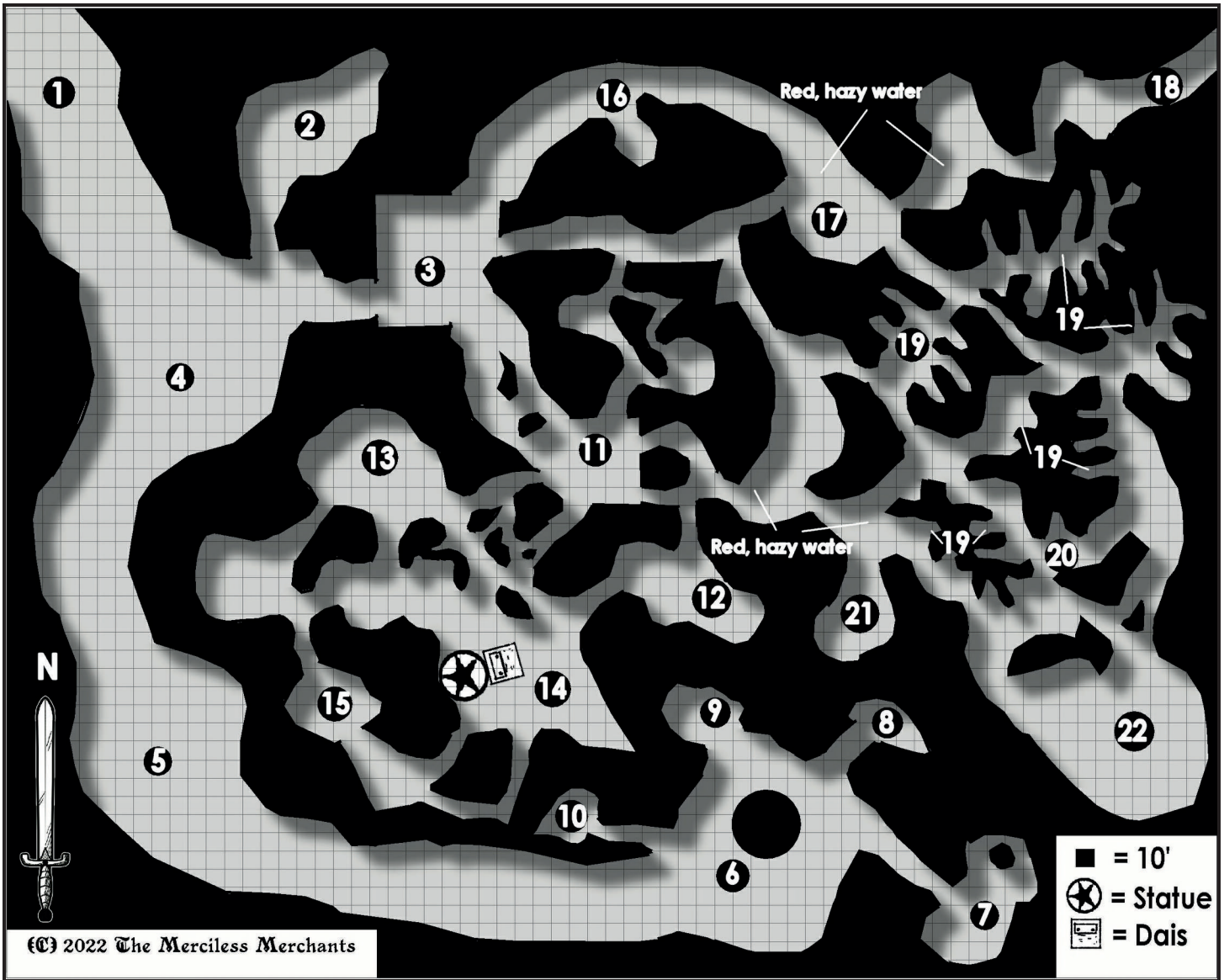
Note: In Level 2, low tide comes up within 2' of the ceiling, providing valuable breathing space for roughly 6 hours. During high tide, the passages and caverns are completely flooded. Environmental hazards should be checked for on just the high tide table (repeated for convenience).

High Tide Environmental Hazard Table: Roll a d10 every six turns. A 1-2 suggests a random PC has:

ROLL	EFFECT
1	Swam against a barnacle encrusted wall, 1d3 damage.
2	MV rate is halved while a strong current suddenly goes against a swimming PC, lasts 1d4 rounds. 50% chance to hit a wall for 1d3 damage.
3	MV rate is doubled while a strong sudden current pushes a swimming PC along, lasts 1d4 rounds. 50% chance to hit a wall for 1d3 damage.
4	Swims into a swarm of planula mezsudian jellyfish. See Wandering Encounter #2 .

Wandering Encounters: Roll a d10 every 6 turns. A 1-2 on a d10 suggests a wandering encounter.

ROLL	ENCOUNTER	NOTES
1	(1d6+1 swarms) Naupilus (Cruor barnacles): AC 8 [11]; HD 1-1; hp 1-2; Att 1 x swarm (1 damage); THACO 20 [-1]; MV 40' (10'); SV D14, W15, P16, B17, S18 (nh); ML 10; AL N; XP 5 per swarm <ul style="list-style-type: none"> • Swarm: Attacks as a swarm only when targets are within the swarm. 	The swarms move towards any type of movement.
2	(1d6+1 swarms) Planula Mezsudian Jellyfish: AC 10 [9]; HD 1-1; hp 1-2; Att 1 x swarm (paralyzation); THACO 20 [-1]; MV 40' (10'); SV D14, W15, P16, B17, S18 (nh); ML 10; AL N; XP 5 per swarm <ul style="list-style-type: none"> • Swarm: Attacks as a swarm only when targets are within the swarm. Save vs. paralyzation or be paralyzed for one round and take 1 point of damage. 	The swarms move towards any type of movement.
3	(1d4+1) Adult Mezsudian Jellyfish: AC 7 [12]; HD 2; hp 10; Att 1 x multi-tentacle attack (1d4 damage+ paralyzation); THACO 18 [+1]; MV 90' (30'); SV D12, W13, P14, B15, S16 (nh); ML 8; AL N; XP 35 <ul style="list-style-type: none"> • See Appendix B: New Monsters, Mezsudian Jellyfish 	These jellyfish are looking for new hosts.
4	(2d6+2) Cyprid: AC 6 [13]; HD 1-1; hp 1d4; Att 1 x sucking (1 damage per round); THACO 20 [-1]; MV 60' (20'); SV D14, W15, P16, B17, S18 (nh); ML 10; AL N; XP 5 <ul style="list-style-type: none"> • See Appendix B: New Monsters, Cruor Cyprid. 	Zippering from the walls and rocky edges of the floors, the cyprids are ravenous.
5	(1d6) Histrix: AC 4 [15]; HD 5+; hp 24; Att 1 x weapon (by weapon); THACO 14 [+5]; MV 90' (30') / 120' (40') swimming; SV D10, W11, P12, B13, S14 (5); ML 10; AL N to C; XP 575; NA 1d12 (3d12); TT D <ul style="list-style-type: none"> • See Appendix B: New Monsters, Histrix 	These histrix are pulling a dead bull shark and seal towards SF#19 for cruor barnacles.
6	(1d6) 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"> • See Appendix B New Monsters, Zontani Pelican Eel 	These barnacle-encrusted eels are hidden among the floor and walls of the tunnels. They make their presence known, but only attack to defend themselves.
7	Warm Water	The water feels great, yet completely out of place and unnerving, engulfs all in party.
8	Cold Water	A cold surge of current engulfs 1d3 PCs, freezing them. After one turn, if not out of the water, they receive -1 to their Attack rolls.
9	Strong current	Roll on High Tides Environmental Hazard Table
10	Kelp entangles 1d4 PCs.	Takes 1d6 rounds to untangle.
11	(2d6+2) Nixies: AC 7 [12], HD 1 (4hp), Att 1 x weapon (1d4) or 1 x group spell (charm), THACO 19 [0], MV 120' (40'), SV D12 W13 P13 B15 S15 (E1), ML 6, AL Neutral, XP 10 <ul style="list-style-type: none"> • See Old School Essentials, Monsters: Nixies 	A nixie warband, terrified of the horrid tunnels under the island are seeking to flee. They offer <i>Water Breathing</i> to those who treat them with respect.
12	(1) Starclutcher: AC 4 [15]; HD 4+; hp 23, 16; Att 5 x tentacle (paralyzation) or 2 x arm (1d8); THACO 15 [+4]; MV 60' (20'); SV D 10 W 11 P 12 B 13 S 14 (4); ML 8; AL N; XP 200 <ul style="list-style-type: none"> • Tentacles: Can strike with tentacles 20' range, save vs. paralyzation or be paralyzed for one turn. • Regeneration: 1 hp per round • Bite: Paralyzed prey that find itself in the mouth take an automatic 2d8 damage every round. • Camouflage: Has an 80% chance to blend in to its surroundings. 	The starclutcher is lying in wait, attempting to attract PCs with its glowing tentacles.



SF#1. Sea Access: A wide, dark, sharp rock-edged tunnel leads out to the sea.

- The tunnel travels approximately 1,000' before emerging out of an open cave in the sea floor to I#8.
- There is a 25% chance that Goriah the Orca is swimming through here. See **SF#5** for stats. It attempts to have PCs follow it to **SF#6**.

SF#2. Abomination: The area is devoid of sea life. Glowing **tendrils** of seaweed sway slowly near the north wall. A **spear** lies just below the tendrils, glittering with shell shards, and plunged into the sandy floor.

- Closer inspection reveals the glowing **tendrils** are attached to a giant starfish creature. A second starfish lies against the eastern wall near the entrance with its tendrils turned off. It attempts to trap the party inside.

- The starfish don't pursue past the chamber's entrance.
- The **spear** is of hixtrix-make and is a **Spear +1**.

(2) Starclutcher: **AC** 4 [15]; **HD** 4+; **hp** 23, 16; **Att** 5 x tentacle (paralyzation) or 2 x arm (1d8); **THACO** 15 [+4]; **MV** 60' (20'); **SV** D 10 W 11 P 12 B 13 S 14 (4); **ML** 8; **AL** N; **XP** 200

- **Tentacles:** Can strike with tentacles 20' range, save vs. paralyzation or be paralyzed for one turn.
- **Regeneration:** 1 hp per round
- **Bite:** Paralyzed prey that find itself in the mouth take an automatic 2d8 damage every round.
- **Camouflage:** Has an 80% chance to blend in to its surroundings.

SF#3. Feeding Frenzy: The water is thick with aggressive, small, creatures feeding on each other in some sort of underwater war.

- It's difficult to swim through this area without swimming through a planula or naupilus swarm. PCs swimming through this area make three successful **DEX** checks or be attacked by 1d6 swarms of either the planula or naupilus swarms (or both).
- PCs also attract three adult mezsudian jellyfish and the seven cyprids.
- This chamber connects above with **T#21**, easily reached during high tide, but will need to be climbed (i.e. rope to bridge) during low tide.

(3 swarms) Planula Mezsudian Jellyfish: **AC** 10 [9]; **HD** 1-1; **hp** 1-2; **Att** 1 x swarm (paralyzation); **THACO** 20 [-1]; **MV** 40' (10'); **SV** D14, W15, P16, B17, S18 (nh); **ML** 10; **AL** N; **XP** 5 per swarm

- **Swarm:** Attacks as a swarm only when targets are within the swarm. Save vs. paralyzation or be paralyzed for one round and take 1 point of damage.

(3) Adult Mezsudian Jellyfish: **AC** 7 [12]; **HD** 2; **hp** 7; **Att** 1 x multi-tentacle attack (1d4 damage+ paralyzation); **THACO** 18 [+1]; **MV** 90' (30'); **SV** D12, W13, P14, B15, S16 (nh); **ML** 8; **AL** N; **XP** 35

- **Tentacles:** Targets who fail their save vs. paralyzation are paralyzed for 1d6 rounds.
- **Starvation:** Causes the victim to stop eating. The body starves itself and the host eventually dies in 24 days.
- **Geas:** Adult mezsudian jellyfish can implore their will by using an ability similar to the *Geas* spell. Each day, the victim gets a saving throw to fight the *Geas*, but failure means they feel compelled to do the task or move to the specific location, etc. Once the *Geas* has been performed, the mezsudian jellyfish can apply another *Geas* (victim gets a +4 to saving throw vs. spell) or may agree to negotiate, leave the host, etc.
- **Water-Breathing:** While the jellyfish is attached to the host, the host may breath underwater normally. While on land, the host must drink more fluids as the jellyfish feeds off the water inside to survive. After three days of no water or fluids, the jellyfish dies inside, releasing control.
- **Control:** Once slain or starved to death, the Mezsudian jellyfish may control the corpse (treat as zombie).
- **Hive Mind:** Once in control of the corpse, the jellyfish acts a node for a 'hive mind'. When others get within a 50' radius, they can immediately coordinate and/or telepathically communicate.

(3 swarms) Naupilus (Cruor barnacles): **AC** 8 [11]; **HD** 1-1; **hp** 1-2; **Att** 1 x swarm (1 damage); **THACO** 20 [-1]; **MV** 40' (10'); **SV** D14, W15, P16, B17, S18 (nh); **ML** 10; **AL** N; **XP** 5 per swarm

- **Swarm:** Attacks as a swarm only when targets are within the swarm.

(9) Cyprid: **AC** 6 [13]; **HD** 1-1; **hp** 1d4; **Att** 1 x sucking (1 damage per round); **THACO** 20 [-1]; **MV** 60' (20'); **SV** D14, W15, P16, B17, S18 (nh); **ML** 10; **AL** N; **XP** 5

- **Cementation:** Attacks by attaching itself to a victim, automatically inflicting 1 hp of damage per round.
- **Removing:** They can be sliced off by weapon (victim takes 1d4 damage) or removed by fire which inflicts half damage to the victim and half damage to the cyprid.

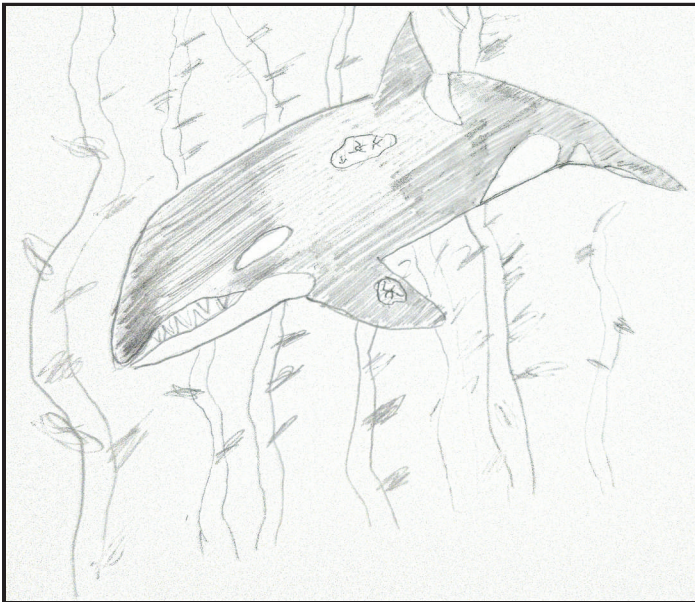
SF#4. Historic Remnants: A massive cavern is lit by random, twinkling bio-luminescence that offers quick reveals of its abundant sea life occupants (harmless). A patch of albino **kelp** forest sways against the eastern wall and hundreds of tiny dark crabs travel across the floor, picking at debris or other creatures with their miniature claws.

- There is a 25% chance Goriah the Orca swims through this area, see **SF#5** for stats. It attempts to have PCs follow it to **SF#6**.
- Within the **kelp** forest, weaved seaweed baskets are strewn about, mixed with sharpened coral spear tips, and bits of shell armor. All old and useless.
- There are 8 **kelp** bladders that can be used to help breathe underwater if capped for three turns.

SF#5. Goriah's Lair: *If not encountered earlier, Goriah is here.*

The wide tunnel opens into cavern exposed by dull flashes of bio-luminescence that pops up in one area, fades, then explodes briefly in another creating visuals of vibrant fish, eels, crabs, and other sea life swimming among the sharp rocks and pale white kelp.

- Goriah doesn't know the common tongue. It watches the PCs, emerging slowly out of the kelp and swims close to them to get their reaction. It attempts to swim towards **SF#6**.
- It defends itself attacking with relentless fury. It summons 1d4 adult Mezsudian jellyfish that arrive in 1d6 rounds.



Flashes of bio-luminescence reveal a gigantic presence emerging slowly through the whitish kelp, its size cramping the cavern. White and black patterns are flecked with rotted flesh and a half decayed jaw shows rows of three inch long sharp teeth.

Gorlah the Orca, (Boss Mezsudian Jellyfish): AC 6 [13]; HD 6; hp 40; Att 1 × bite (1d20); THACO 14 [+5]; MV 240' (80'); SV D12 W13 P14 B15 S16 (3); ML 10; AL N; XP 275

- **Swallow whole:** An attack roll of 20 indicates a halfling-sized (or smaller) victim is swallowed. Inside the whale's belly: suffer 1d6 damage per round (until the whale dies); may attack with sharp weapons at -4 to hit; drown after 10 rounds; body digested in 6 turns after death.
- **Undead:** Looks undead, but is not affected by turning. Immune to effects that affect living creatures (i.e. poison). Immune to mind-affecting or mind-reading spells (i.e. *charm*, *hold*, *sleep*).
- **Hive Mind:** The boss acts as part of the hive mind, delivering orders to adult mezsudian jellyfish that control a corpse and that are in range.
- **Telepathy:** Bosses can use telepathy to communicate in a 15' radius to other beings if they know the language.
- **Tentacled Attack:** If provoked or severely threatened while inside a host, the boss Mezsudian jellyfish can extend its tentacles, causing them to erupt from every orifice of the host, instantly killing them (if not already dead). Multiple tentacles (severable, 10 hp each) can attack, treat as 2 attacks for 1d10 damage each + save vs paralyzation or be paralyzed for 1d6 rounds.

(1d4) Adult Mezsudian Jellyfish: AC 7 [12]; HD 2; hp 7; Att 1 × multi-tentacle attack (1d4 damage+ paralyzation); THACO 18 [+1]; MV 90' (30'); SV D12, W13, P14, B15, S16 (nh); ML 8; AL N; XP 35;

- **Tentacles:** Targets who fail their save vs. paralyzation are paralyzed for 1d6 rounds.
- **Starvation:** Causes the victim to stop eating. The body starves itself and the host eventually dies in 24 days.
- **Geas:** Adult mezsudian jellyfish can implore their will by using an ability similar to the Geas spell. Each day, the victim gets a saving throw to fight the Geas, but failure means they feel compelled to do the task or move to the specific location, etc. Once the Geas has been performed, the mezsudian jellyfish can apply another Geas (victim gets a +4 to saving throw vs. spell) or may agree to negotiate, leave the host, etc.
- **Water-Breathing:** While the jellyfish is attached to the host, the host may breath underwater normally. While on land, the host must drink more fluids as the jellyfish feeds off the water inside to survive. After three days of no water or fluids, the jellyfish dies inside, releasing control.
- **Control:** Once slain or starved to death, the mezsudian jellyfish may control the corpse (treat as zombie).
- **Hive Mind:** Once in control of the corpse, the jellyfish acts a node for a 'hive mind'. When others get within a 50' radius, they can immediately coordinate and/or telepathically communicate.

SF#6. Council of the Mezsudian: A 2' tall circular slab of smooth, black stone with four rings embedded into it rests on the floor in the central portion of a cavern. Numerous, colorful jellyfish float lazily through the dark waters, some glowing to provide a dim illumination.

- The **slab** was used for sacrifices from the past histrix that inhabited this area. Close inspection shows old gouges within the black stone where ceremonial daggers scratched it.
- **Note:** If the PCs have killed Gorlah: Before resorting to intimidation, mezsudians may try to placate formidable PCs into an alliance--"we want the same thing, why fight one another, enemy of my enemy, etc." They are eager to end the stalemate with the Sanguine Fathoms, have the island to themselves, and begin expansion now that the hive has experienced the 'outside' through Korwyn. Whether they're so desperate as to be willing to honor any of the PCs conditions is another matter.
- Unless invisible or other means of precaution, the jellyfish inform the hive mind that intruders have arrived. If Gorlah led them here, it swims lazily in a circle about the cavern. The other bosses emerge from their caverns (**SF#7-10**) in 1d6 rounds surrounded by agitated adult mezsudian jellyfish.

The mezsudian *jellyfish bosses include:*

- Yorvurn the Histrix (SF#7)
 - Vheng the Mako Shark (SF#8)
 - Klintuck the Giant Crab (SF#9)
 - Ulk'rel the Pelican Eel (SF#10)
 - Goriah the Orca (if still alive, (SF#5)
- Yorvurn holds his hands up apparently attempting to calm the hive. He attempts to speak to the PCs through telepathy and his strategy depends on what has occurred in the past:
- If the party followed Korwyn here, the mezsudian feigns friendship, asking the PCs if they wish to join them against the Sanguine Fathom faction, allowing them to help with *Water Breathing* (by swallowing an adult mezsudian jellyfish). Yorvurn states that the histrix are helping alien-like barnacles and creatures with opening a portal to a different dimension. They don't inform the PCs that they try to control their corpses afterwards.
 - If the PCs had killed Goriah or Brine Lord Cassidy and an alliance isn't becoming feasible, they attempt to intimidate the PCs by promising death unless they fight their enemies, the Sanguine Fathom faction. They insist that one PC (chosen randomly) must comply with swallowing one of the adult mezsudian jellyfish as leverage. They have six adult mezsudian jellyfish join the PCs, but they only have a 50% chance of helping during battles.
 - With careful and positive negotiations, PCs may be able to enlist the help of Vheng and six adult mezsudian jellyfish to join the party.
 - Aggressive-minded PCs lead to a battle where all hell breaks loose. The adult jellyfish attempt to enter the PCs for control.

Yorvurn the Histrix: AC 4 [15]; HD 5+; hp 36; Att 1 x weapon (by weapon); THACO 14 [+5]; MV 90' (30') / 120' (40') swimming; SV D10, W11, P12, B13, S14 (5); ML 10; AL N; XP 575

- **Camouflage:** One turn for coloration to change allowing them to blend into rocks, plants, etc. giving them a 60% to be hidden and surprise on a 4-to-6 chance.
- **Grappling:** Anyone grappling with a histrix receives 1d3 damage per round from their body thorns.
- **Telepathy:** they may speak to others telepathically with a range of 90'.
- **Project Force:** Can project a deadly force through water up to 100' and deliver 1d8+2 damage, can be used 3x per day and takes a full round of action.
- **Inertial Barrier:** Creates a water bubble around them, lasting 6 + 1d4 rounds and can be used 3x per day. While activated, the histrix takes half damage from mundane weapons and a +2 to saving throws vs. fire and magical fire attacks.

- **Hive Mind:** The boss acts as part of the hive mind, delivering orders to adult mezsudian jellyfish that control a corpse and that are in range.
- **Tentacled Attack:** If provoked or severely threatened while inside a host, the boss mezsudian jellyfish can extend its tentacles, causing them to erupt from every orifice of the host, instantly killing them (if not already dead). Multiple tentacles (severable, 10 hp each) can attack, treat as 2 attacks for 1d10 damage each + save vs paralyzation or be paralyzed for 1d6 rounds.

Vheng the Mako Shark: AC 4 [15]; HD 4; hp 23; Att 1 x bite (2d6); THACO 16 [+3]; MV 180' (60'); SV D12 W13 P14 B15 S16 (2); ML 7; AL N; XP 75

- **Blood scent; Feeding frenzy:** See main entry.
- **Hive Mind:** The boss acts as part of the hive mind, delivering orders to adult mezsudian jellyfish that control a corpse and that are in range.
- **Tentacled Attack:** If provoked or severely threatened while inside a host, the boss mezsudian jellyfish can extend its tentacles, causing them to erupt from every orifice of the host, instantly killing them (if not already dead). Multiple tentacles (severable, 10 hp each) can attack, treat as 2 attacks for 1d10 damage each + save vs paralyzation or be paralyzed for 1d6 rounds.

Klintuck the Giant Crab: AC 2 [17]; HD 3; hp 17; Att 2 x pincer (2d6); THACO 17 [+2]; MV 60' (20'); SV D12 W13 P14 B15 S16 (2); ML 7; AL N; XP 35

- **Hive Mind:** The boss acts as part of the hive mind, delivering orders to adult mezsudian jellyfish that control a corpse and that are in range.
- **Tentacled Attack:** If provoked or severely threatened while inside a host, the boss mezsudian jellyfish can extend its tentacles, causing them to erupt from every orifice of the host, instantly killing them (if not already dead). Multiple tentacles (severable, 10 hp each) can attack, treat as 2 attacks for 1d10 damage each + save vs paralyzation or be paralyzed for 1d6 rounds.

Ulk'rel the Pelican Eel: AC 5 [14]; HD 2; hp 13; Att 1 x bite (1d6); THACO 18 [+1]; MV 120' (40'); SV D12 W13 P14 B15 S16 (2); ML 7; AL N; XP 30

- **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.
- **Hive Mind:** The boss acts as part of the hive mind, delivering orders to adult mezsudian jellyfish that control a corpse and that are in range.

Continued

- **Tentacled Attack:** If provoked or severely threatened while inside a host, the boss mezsudian jellyfish can extend its tentacles, causing them to erupt from every orifice of the host, instantly killing them (if not already dead). Multiple tentacles (severable, 10 hp each) can attack, treat as 2 attacks for 1d10 damage each + save vs paralyzation or be paralyzed for 1d6 rounds.

(1 swarm) Planula Mezsudian Jellyfish: AC 10 [9]; HD 1-1; hp 1-2; **Att** 1 x swarm (paralyzation); **THACO** 20 [-1]; **MV** 40' (10'); **SV** D14, W15, P16, B17, S18 (nh); **ML** 10; **AL** N; **XP** 5 per swarm

- **Swarm:** Attacks as a swarm only when targets are within the swarm. Save vs. paralyzation or be paralyzed for one round and take 1 point of damage.

(8) Adult Mezsudian Jellyfish: AC 7 [12]; HD 2; hp 7; **Att** 1 x multi-tentacle attack (1d4 damage+ paralyzation); **THACO** 18 [+1]; **MV** 90' (30'); **SV** D12, W13, P14, B15, S16 (nh); **ML** 8; **AL** N; **XP** 35

- **Tentacles:** Targets who fail their save vs. paralyzation are paralyzed for 1d6 rounds.
- **Starvation:** Causes the victim to stop eating. The body starves itself and the host eventually dies in 24 days.
- **Geas:** Adult mezsudian jellyfish can implore their will by using an ability similar to the *Geas* spell. Each day, the victim gets a saving throw to fight the *Geas*, but failure means they feel compelled to do the task or move to the specific location, etc. Once the *Geas* has been performed, the mezsudian jellyfish can apply another *Geas* (victim gets a +4 to saving throw vs. spell) or may agree to negotiate, leave the host, etc.
- **Water-Breathing:** While the jellyfish is attached to the host, the host may breath underwater normally. While on land, the host must drink more fluids as the jellyfish feeds off the water inside to survive. After three days of no water or fluids, the jellyfish dies inside, releasing control.
- **Control:** Once slain or starved to death, the Mezsudian jellyfish may control the corpse (treat as zombie).
- **Hive Mind:** Once in control of the corpse, the jellyfish acts a node for a 'hive mind'. When others get within a 50' radius, they can immediately coordinate and/or telepathically communicate.

SF#7. Yorvurn's Lair: Pale white kelp grows approximately 3' high in this chamber surrounding a jutting rock about 5' tall near the northern wall. The rock has various **items** set upon it.

- The **items** were left here by the boss mezsudian who wasn't sure how to use them. The items include a **Staff of the Eel** (treat as a **Staff of Snakes**, in addition,

the eel can deliver an electrical charge for 1d6 damage every other round while coiled around an opponent, but only works underwater, otherwise just a **Staff +1**), a necklace of rare shells and pearls (500 gp), a seaweed harness with pouch that contains an abalone shell inscribed with *Growth of Animal*, *Remove Curse*, and *Silence 15' Radius* and a **Potion of Giant Strength**.

SF#8. Vheng's Lair: This cramped cavern contains **hieroglyphs** on the walls and ceilings.

- The **hieroglyphs** are of histrix battling sahaugin and merfolk.

SF#9. Klintuck's Lair: Three algae-covered humanoid **skeletons** are manacled against the wall. A flat stone contains various items scattered on its surface.

- The three **skeletons** are of merfolk. **Note:** If **Rolang's Mask** was touched, these skeletons are writhing around attempting to attack but can't move.
- The items on the stone are: A **Dagger +1** inscribed **Recoil** (returns to thrower, but 15% chance to roll an attack roll on wielder when catching it), three coral knives, and three shell masks worth 25 gp each.

SF#10. Ulk'rel's Lair: A colorful **mural** made of shells is on the west wall. A few broken chunks of dull coral lie against the northern wall.

- The **mural** shows some sort of giant sea-horse type creature with claws for hands with histrix surrounding it prostrating themselves before it. The mural is *Cursed!* Anyone using *Water Breathing* magic (potion or spell only) must make a save vs. spells or lose its power. The victim can hold their breath for as many rounds as their **CON** before drowning, their soul lost to a forgotten, vicious seahorse deity known as Helkampur.

Referee's Notes: There are no wandering encounters in **SF#11-#15**.

SF#11. Guard Post: Natural rock pillars narrow the tunnel as tiny fish dart from predators and any sudden movements.

- Three histrix are on guard here, each watching the ways entering this area, paranoid of body-controlling jellyfish. They utilize their *Project Force* ability to attack intruders that are far away before closing in.
- There is a 25% chance that the histrix in **SF#12** hear sounds of combat and arrive in 1d4 rounds. There is a 25% chance the magnatha (**SF#16**) may be making its rounds here.

- The eastern exit has three seaweed baskets of colorful coral, abalone shells, and shell jewelry. Offerings to Abyzou.

(3) Histrix: AC 4 [15]; HD 5+; hp 20; Att 1 x weapon (by weapon); THACO 14 [+5]; MV 90' (30') / 120' (40') swimming; SV D10, W11, P12, B13, S14 (5); ML 10; AL C; XP 575

- **Camouflage:** One turn for coloration to change allowing them to blend into rocks, plants, etc. giving them a 60% to be hidden and surprise on a 4-to-6 chance.
- **Grappling:** Anyone grappling with a histrix receives 1d3 damage per round from their body thorns.
- **Telepathy:** they may speak to others telepathically with a range of 90'.
- **Project Force:** Can project a deadly force through water up to 100' and deliver 1d8+2 damage, can be used 3x per day and takes a full round of action.
- **Inertial Barrier:** Creates a water bubble around them, lasting 6 +1d4 rounds and can be used 3x per day. While activated, the histrix takes half damage from mundane weapons and a +2 to saving throws vs. fire and magical fire attacks.

SF#12. Storage: The rough walls of this cavern hold seaweed harnesses on rocky projections and several spears and tridents lean against the wall. Two sea-horse looking creatures are fastening spear tips to shafts.

- There are a total of 7 spears and three tridents all with coral or sharp rock tips.
- If PCs arrived here by passing by the guards in SF#11, they have a 50% chance to hear battle and arrive in 1d4 rounds.

(2) Histrix: AC 4 [15]; HD 5+; hp 20; Att 1 x weapon (by weapon); THACO 14 [+5]; MV 90' (30') / 120' (40') swimming; SV D10, W11, P12, B13, S14 (5); ML 10; AL C; XP 575

- **Camouflage:** One turn for coloration to change allowing them to blend into rocks, plants, etc. giving them a 60% to be hidden and surprise on a 4-to-6 chance.
- **Grappling:** Anyone grappling with a histrix receives 1d3 damage per round from their body thorns.
- **Telepathy:** they may speak to others telepathically with a range of 90'.
- **Project Force:** Can project a deadly force through water up to 100' and deliver 1d8+2 damage, can be used 3x per day and takes a full round of action.
- **Inertial Barrier:** Creates a water bubble around them, lasting 6 +1d4 rounds and can be used 3x per day. While activated, the histrix takes half damage from mundane weapons and a +2 to saving throws vs. fire and magical fire attacks.

SF#13. Chrymissa's Lair: The walls are embedded with colorful shells and desiccated starfish husks. A massive bed of kelp lies against the northern wall surrounded by glittering coins and trinkets.

- Chrymissa only has a 15% chance of being here as she spends most of her time in SF#14.
- The coins consist of 3,000 cp, 257 sp, 1,200 gp, 75 pp, three rubies (75 gp ea), various shells (one is ultra rare venus comb murex shell, worth 300 gp).
- **Trinkets** consist of an empty, bejeweled jewelry box (150 gp), an intricate statuette of Helkampur (500 XP for destroying it, but worth 1,000 gp) and a decorative net with silvery threads and pearl hooks (400 gp), two inscribed abalone shells (1—Raise Dead, 2-- Cure Serious Wounds x2, Neutralize Poison).

SF#14. Helkampur's Betrayal: An immense cavern contains a smooth stone dais in front of an unfinished 20' statue of a horrendous creature that is a mix of clam-worm, spider, and a seahorse face. A huge mouth is set near the chest and hundreds of legs are carved from its worm-like body. Red barnacles are attached to the statue to resemble scales. Rock debris next to the statue are remnants of a previous statue featuring a seahorse creature with crab claws (Helkampur). Several humanoids work on the statue with one overseeing their efforts.

- The new statue is of Abyzou, see SF#22 and Appendix A: Factions.
- The barnacles are adult cruor barnacles but are focused on attaching themselves to the statue and only fight to defend themselves if messed with. There are 47 of them.
- The histrix immediately attack intruders.

Chrymissa, Histrix Priestess: AC 3 [16]; HD 7; hp 44; Att 1 x weapon (by weapon); THACO 13 [+6]; MV 90' (30') / 120' (40') swimming; SV D8, W9, P10, B10, S12 (5); ML 10; AL C; XP 1,600

- **Camouflage:** One turn for coloration to change allowing them to blend into rocks, plants, etc. giving them a 60% to be hidden and surprise on a 4-to-6 chance.
- **Grappling:** Anyone grappling with a histrix receives 1d3 damage per round from their body thorns.
- **Telepathy:** they may speak to others telepathically with a range of 90'.
- **Project Force:** Can project a deadly force through water up to 100' and deliver 1d8+2 damage, can be used 3x per day and takes a full round of action.
- **Inertial Barrier:** Creates a water bubble around them, lasting 6 +1d4 rounds and can be used 3x per day. While activated, the histrix takes half damage from mundane weapons and a +2 to saving throws vs. fire and magical fire attacks.

Continued

- **Spells:** *Protection from Good, Cause Fear, Hold Person, Speak with Animals, Continual Darkness, Striking, Cure Serious Wounds, Finger of Death*
- **Items:** **Wand of Air Sphere** (28 charges), **Ring of Protection 5' Radius**, bejeweled shell necklace (300 gp) and pearl bracelet (125 gp).

(5) Histrix: AC 4 [15]; HD 5+; hp 25; Att 1 x weapon (by weapon); THACO 14 [+5]; MV 90' (30') / 120' (40') swimming; SV D10, W11, P12, B13, S14 (5); ML 10; AL N to C; XP 575

- **Camouflage:** One turn for coloration to change allowing them to blend into rocks, plants, etc. giving them a 60% to be hidden and surprise on a 4-to-6 chance.
- **Grappling:** Anyone grappling with a histrix receives 1d3 damage per round from their body thorns.
- **Telepathy:** they may speak to others telepathically with a range of 90'.
- **Project Force:** Can project a deadly force through water up to 100' and deliver 1d8+2 damage, can be used 3x per day and takes a full round of action.
- **Inertial Barrier:** Creates a water bubble around them, lasting 6 +1d4 rounds and can be used 3x per day. While activated, the histrix takes half damage from mundane weapons and a +2 to saving throws vs. fire and magical fire attacks.

(47) Adult Cruor Barnacle: AC 2 [17]; HD 1; hp 4; Att 1 x sucking (1 damage per round) or 2 x attenules (1d2); THACO 20 [-1]; MV 1' (0'); SV D14, W15, P16, B17, S18 (nh); ML 10; AL N; XP 5

- **Cementation:** If attached to a victim, it automatically inflicts 1 hp of damage per round.
- **Removing:** They can be sliced off by weapon (victim takes 1d4 damage) or removed by fire which inflicts half damage to the victim and half damage to the cyprid.
- **Attenules:** The cruor barnacle only attacks to defend itself, using its two attenuae.

Wand of Air Sphere

A wand made of coral wrapped in platinum wire with a ring at the handle holding silver chains of tiny lacquered shells. Most sea-dwelling creatures are terrified of this wand's power. When used, one target under 10' in height, is surrounded by a 10' diameter air bubble that immediately raises them towards the surface in underwater conditions. The trapped individual hovers in the center portion of the bubble, unable to move without magical assistance and may suffocate if not an air-breather in as many rounds as their CON. The bubble's duration is 2 turns, unless a successful hit punctures it (AC 4 [15], hp 4). **Note:** those with 10' long weapons (spear) or ranged, pointy weapons (arrows, etc.) can pop it from within.

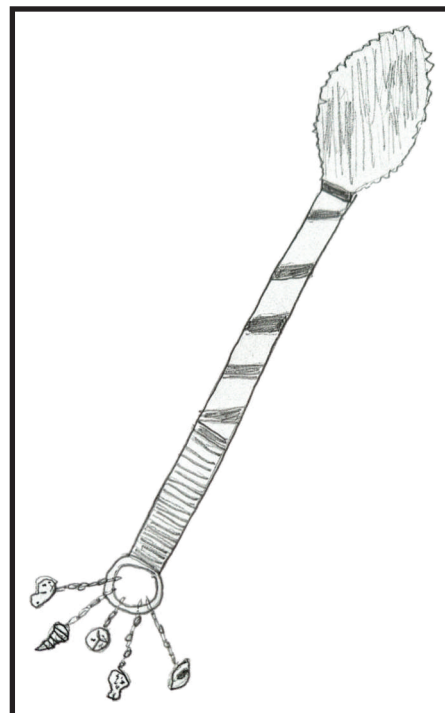
SF#15. Garden: Pale kelp dominates this chamber and it's lit by a constant bio-luminescence. Hundreds of colorful **seahorses** play, feed, and frolic within the **kelp forest**. Rubble lies on the floor from a huge ceiling **hole** that shows glimpses of worked stone. One humanoid sea-horse creature feeds on the kelp.

- The **seahorses** are normal and not histrix.
- The **kelp** has three bladders that can assist with breathing underwater if capped for three turns.
- The **hole** leads up to Level 1 of the Tomb (see **T#6**)
- The histrix attacks intruders immediately.

(1) Histrix: AC 4 [15]; HD 5+; hp 30; Att 1 x weapon (by weapon); THACO 14 [+5]; MV 90' (30') / 120' (40') swimming; SV D10, W11, P12, B13, S14 (5); ML 10; AL C; XP 575

- **Camouflage:** One turn for coloration to change allowing them to blend into rocks, plants, etc. giving them a 60% to be hidden and surprise on a 4-to-6 chance.
- **Grappling:** Anyone grappling with a histrix receives 1d3 damage per round from their body thorns.
- **Telepathy:** they may speak to others telepathically with a range of 90'.
- **Project Force:** Can project a deadly force through water up to 100' and deliver 1d8+2 damage, can be used 3x per day and takes a full round of action.
- **Inertial Barrier:** Creates a water bubble around them, lasting 6 +1d4 rounds and can be used 3x per day. While activated, the histrix takes half damage from mundane weapons and a +2 to saving throws vs. fire and magical fire attacks.
- **Items:** Pearl armband (200 gp).

Referee's Note: **SF#17-22** has reddish hazy water from the cruor barnacles. It restricts vision underwater to 15'.



Wandering Encounters: Roll a d10 every 6 turns. A 1-2 on a d10 suggests a wandering encounter.

ROLL	ENCOUNTER	NOTES
1	The Lure (see SF#21 for stats)	Attempts to lead PCs into SF#19 for backup with Magnatha or Handmaid. OR to the histrix lair SF#11-15 .
2	The Handmaiden (see SF#20 for stats)	She is busy coddling eggs and attacks ferociously to protect them.
3	<p>(1) Magnatha: AC 4 [15]; HD 6; hp 36; Att 4 x tentacle (1d4), or thrown cruor barnacle, or 4 x gelatinous sticky cord (stuck); THACO 14 [+5]; MV 120' (40'); SV D10, W11, P12, B13, S14 (5); ML 7; AL N; XP 725</p> <ul style="list-style-type: none"> • Gelatinous Cord: Up to 30' long cords that attach to living cells/creatures. Save vs paralyzation or become stuck. • Tentacles: Four tentacle attacks, can be severed (AC 8, hp 15 each). Can throw cruor barnacles. Each three pronged claw is made of ivory (50 gp each). • Ink Jet: When escaping, can emit a cloud of black ink (40' diameter) and jet away at 3x normal speed. 	The magnatha is trolling for food sources for the cruor barnacles.
4	<p>(1d4+1) Histrix: AC 4 [15]; HD 5+; hp 25; Att 1 x weapon (by weapon); THACO 14 [+5]; MV 90' (30') / 120' (40') swimming; SV D10, W11, P12, B13, S14 (5); ML 10; AL N to C; XP 575</p> <ul style="list-style-type: none"> • Camouflage: One turn for coloration to change allowing them to blend into rocks, plants, etc. giving them a 60% to be hidden and surprise on a 4-to-6 chance. • Grappling: Anyone grappling with a histrix receives 1d3 damage per round from their body thorns. • Telepathy: they may speak to others telepathically with a range of 90'. • Project Force: Can project a deadly force through water up to 100' and deliver 1d8+2 damage, can be used 3x per day and takes a full round of action. • Inertial Barrier: Creates a water bubble around them, lasting 6 +1d4 rounds and can be used 3x per day. While activated, the histrix takes half damage from mundane weapons and a +2 to saving throws vs. fire and magical fire attacks. 	This patrol attacks any intruders.
5	Stuck	1d3 random PCs get stuck in ooze for 1d6 rounds.
6	<p>(3d8) Adult Cruor Barnacle: AC 2 [17]; HD 1; hp 4; Att 1 x sucking (1 damage per round) or 2 x attenules (1d2); THACO 20 [-1]; MV 1' (0'); SV D14, W15, P16, B17, S18 (nh); ML 10; AL N; XP 5</p> <ul style="list-style-type: none"> • Cementation: If attached to a victim, it automatically inflicts 1 hp of damage per round. • Removing: They can be sliced off by weapon (victim takes 1d4 damage) or removed by fire which inflicts half damage to the victim and half damage to the cyprid. • Attenules: The cruor barnacle only attacks to defend itself or its food, using its two attenae. 	The barnacles begin lashing out at swimming PCs.



SF#16. Twilight and Blessing: *The magnatha is finishing its circuit from SF#17, SF#11, to SF#3, to SF#16. It is traveling east and may come from behind the party depending on which direction they are traveling.*

Light emits from ahead somewhere from the southern wall of the dark passage. The light shows a tinge of reddish haze in the water, revealing red barnacles dotting the walls and intermingling with mussels and a yellowish algae.

- **After nearing the alcove, in 1d4 rounds:** Flashing and sparkling lights move towards you quickly as if a mini-galaxy seen during twilight is swallowing the dark waters.
- The Magnatha's tendrils may snag unaware PCs who are in the main tunnel as it swims by, but those in the alcove are safe. It attempts to swim past the PCs and stands its ground in **SF#17**.
- The light comes from a huge (6' diameter, 4' tall), brilliant gold colored sea anemone clinging to the floor of a shallow alcove in the south wall. It's thick but short tendrils waving softly in the water as if beckoning to come closer.
- The sea anemone is the rare **Oceanna's Touch**. Touching it provides an unnatural soft and warm feeling as well as the effects of a *Bless* spell for 1 hour. It may only be touched once per day to receive the effect. Attempting to move it causes it to go pale and die within six turns. Some believe these sea anemones were touched by the goddess or that they are her children.

(1) Magnatha: AC 4 [15]; HD 6; hp 36; Att 4 x tentacle (1d4), or thrown cruor barnacle, or 4 x gelatinous sticky cord (stuck); THACO 14 [+5]; MV 120' (40'); SV D10, W11, P12, B13, S14 (5); ML 7; AL N; XP 725

- **Gelatinous Cord:** Up to 30' long cords that attach to living cells/creatures. Save vs paralyzation or become stuck.
- **Tentacles:** Four tentacle attacks, can be severed (AC 8, hp 15 each). Can throw cruor barnacles. Each three pronged claw is made of ivory (50 gp each).
- **Ink Jet:** When escaping, can emit a cloud of black ink (40' diameter) and jet away at 3x normal speed.

SF#17. Magnatha Lair: *PCs entering this area from SF#18 are attacked in 1d6 rounds by a Magnatha that enters from SF#16. PCs chasing it from SF#16 find it here defending itself by throwing barnacles, etc.*

A struggling seahorse **humanoid** with wide eyes and making a terrified trumpeting sound is mortared against the south wall by thick slime. Dead fish and other miscellaneous sea life is embedded in-between scores of red barnacles that cling to the walls, floors and ceiling.

- The Magnatha immediately attacks anyone invading her lair. See **SF#16** for stats.
- The **humanoid** is Chorda the histrix. It attempts to use telepathy to communicate broken common with PCs. "I want revenge...death to demon! Slain mate...I die here? No! I fight! Vengeance! Free. I prove value. Free...."
- It takes one full turn to pull Chorda from the slimy muck. Fifteen cruor barnacles attack to keep their 'food'. Chorda agrees to help fight Abyzou and can lead the PCs to it. He has no desire to fight his kin, but if treated well (i.e. healed, given a weapon), he may consider it. After slaying Abyzou, he wishes to flee into the ocean or could be a strange NPC companion (referee discretion).

Chorda the Histrix: AC 4 [15]; HD 5+; hp 13 (30); Att 1 x weapon (by weapon); THACO 14 [+5]; MV 90' (30') / 120' (40') swimming; SV D10, W11, P12, B13, S14 (5); ML 10; AL N; XP 575

- **Camouflage:** One turn for coloration to change allowing them to blend into rocks, plants, etc. giving them a 60% to be hidden and surprise on a 4-to-6 chance.
- **Grappling:** Anyone grappling with a histrix receives 1d3 damage per round from their body thorns.
- **Telepathy:** they may speak to others telepathically with a range of 90'.
- **Project Force:** Can project a deadly force through water up to 100' and deliver 1d8+2 damage, can be used 3x per day and takes a full round of action.
- **Inertial Barrier:** Creates a water bubble around them, lasting 6 +1d4 rounds and can be used 3x per day. While activated, the histrix takes half damage from mundane weapons and a +2 to saving throws vs. fire and magical fire attacks.

(15) Adult Cruor Barnacle: AC 2 [17]; HD 1; hp 4; Att 1 x sucking (1 damage per round) or 2 x attenules (1d2); THACO 20 [-1]; MV 1' (0'); SV D14, W15, P16, B17, S18 (nh); ML 10; AL N; XP 5

- **Cementation:** If attached to a victim, it automatically inflicts 1 hp of damage per round.
- **Removing:** They can be sliced off by weapon (victim takes 1d4 damage) or removed by fire which inflicts half damage to the victim and half damage to the cyprid.
- **Attenules:** The cruor barnacle only attacks to defend itself or its food, using its two attenuae.

SF#18. Sea Tunnel: *The closer one gets to SF#17, the hazier the water gets.*

A long tunnel only boasts hundreds of black crabs crawling along the walls and seafloor. The rest of the tunnel is devoid of sea life.

- There is a 35% chance a Magnatha patrols through this area.
- This tunnel connects to the sea's surface of I#7.

(1) Magnatha: AC 4 [15]; HD 6; hp 24; Att 4 x tentacle (1d4), or thrown cruor barnacle, or 4 x gelatinous sticky cord (stuck); THACO 14 [+5]; MV 120' (40'); SV D10, W11, P12, B13, S14 (5); ML 7; AL N; XP 725

- **Gelatinous Cord:** Up to 30' long cords that attach to living cells/creatures. Save vs paralyzation or become stuck.
- **Tentacles:** Four tentacle attacks, can be severed (AC 8, hp 15 each). Can throw cruor barnacles. Each three pronged claw is made of ivory (50 gp each).
- **Ink Jet:** When escaping, can emit a cloud of black ink (40' diameter) and jet away at 3x normal speed.

SF#19. Cruor Gardens: Strange reddish **barnacles** dominate the area (walls, ceiling, floors), fully filling narrow, claustrophobic alcoves and crevices and excreting a slimy substance that is in different levels of hardening. The slimy coat embeds dead sea life and bones, while others struggle for survival (fish, crabs, seals, sharks, starfish, etc.). The barnacles release a bloody haze as if terraforming for an alien environment. Every so often, embedded by the hardened sludge in the walls, ceiling and sea floor are bulbous purple **sacks** with throbbing crimson veins oozing a blackish pus from tiny open tubes.

- Tampering with the adult cruor **barnacles** causes 1d8 of them to attack.
- Every turn, there is a 50% chance that either: **1.** A magnatha is here feeding on the slime. **2.** The Handmaid is coddling the barnacles and checking the sacks (eggs).
- Cutting the **sacks** open reveal a 2-3' long clam worm type creature with hundreds of legs that immediately dies.

(1d8) Adult Cruor Barnacle: AC 2 [17]; HD 1; hp 4; Att 1 x sucking (1 damage per round) or 2 x attenules (1d2); THACO 20 [-1]; MV 1' (0'); SV D14, W15, P16, B17, S18 (nh); ML 10; AL N; XP 5

- **Cementation:** If attached to a victim, it automatically inflicts 1 hp of damage per round.
- **Removing:** They can be sliced off by weapon (victim takes 1d4 damage) or removed by fire which inflicts half damage to the victim and half damage to the cyprid.
- **Attenules:** The cruor barnacle only attacks to defend itself or its food, using its two attenae.

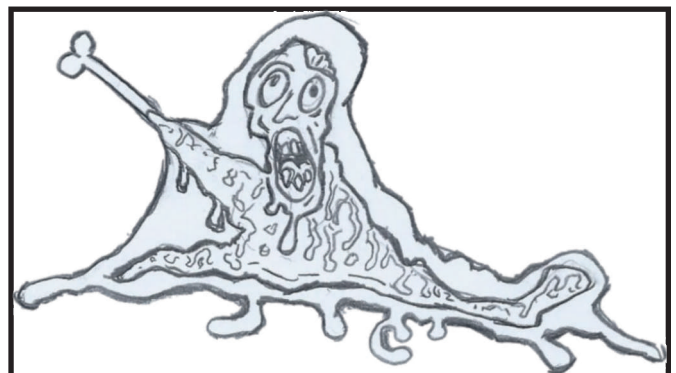
SF#20. Handmaid: *If not slain earlier, the Handmaid is found here.*

A horrific **creature** appears to be coddling a purplish sack. The bottom half is a bulbous dark ooze that slides across the seafloor, while the top half resembles a half-rotted female with several reddish barnacles clinging to her corpse. Her long hair dances in the water, her arms are purplish tentacles with three pronged claws; a silvery pendant around her neck is the only thing of beauty upon her.

- The foul **creature** is Luraina, one of Cassidy's wives who is now known as the Handmaid for her caring ways of the purple eggs and cruor barnacles. She is completely loyal to Abyzou.

Luraina the Handmaid: AC 2 [17]; HD 6; hp 38; Att 2 x tentacle (1d8 + **CHA** drain), or throw cruor barnacle; THACO 14 [+5]; MV 120' (40'); SV D10, W11, P12, B13, S14 (5); ML 10; AL C; XP 950

- **Ooze:** Anyone in melee with Luraina has a 50% chance of striking her bottom half, causing the ooze to have a 75% chance of holding weapons fast (-2 to attack rolls if actively avoiding her bottom half).
- **Undead:** Luraina is affected by turning. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).
- **Mundane weapon immunity:** Only harmed by silver weapons or magic.
- **CHA drain:** A target successfully hit loses 1d3 **CHA** (no saving throw), as her touch causes flesh to bubble and ooze a purplish ichor. If drained completely of **CHA**, the target becomes an ooze that is compelled to entomb an egg to protect and feed it from its decaying nutrients. The **CHA** drain is permanent unless a *Remove Curse*, *Cure Disease*, or similar magic is applied upon the victim.
- **Summon the Cruor:** May summon 2d8 cyprid cruor 6x per day to attack her enemies.
- **Items:** A silver locket infused with pearl and a platinum chain. When opened a fist-sized image appears depicting Lord Cassidy and Luraina kissing, before fading in a sparkling of lights (2,000 gp).



SF#21. The Lure: Red barnacles encircle the entrance, but do not enter the sandy bottom underwater cavern. A four posted bed, complete with seaweed blanket, lies against the southwestern wall with a giant **clam** shell at the foot of it. A stone table is dressed with seaweed place mats, dishes, eating **utensils**, and complete with a **vase** that has a sea anemone growing from it's lid serving as a flower. Shells line the walls in spiral patterns. There is not a speck of other sea life in this chamber.

- There is a 50% chance that the fastidious Lure is here, removing barnacles or other sea life from her chamber or combing her long hair with a seashell comb. She attempts to flee, leading the party to danger (the histrix lair, **SF#11**, or to Abyzou's lair, **SF#22**). If there is an opportune moment, she attempts to charm a PC. Otherwise she senses whoever has looted her necklace from **T#5** and focuses her attacks on that target.
- The **clam** shell is easy to open, containing rotting dresses and shoes. A pair of swordfish earrings is near the bottom (100 gp).
- The **utensils** are made entirely of pearl, both sets equaling 500 gp.
- The **vase** is a relic from the dynasty of Zakara, very fragile, and worth 1,200 gp to a collector.



A shapely dark-haired woman wearing a sea shell crown and a flowing pure white nightgown. Only when angry does her face contort, revealing pointy sharp teeth, long nails, and flesh rot. Her hair sways wildly about her face as if it has a mind of its own.

Evelyn the Lure: **AC** 8 [11]; **HD** 5; **hp** 26; **Att** 1 x claws (1d6 + energy drain); **THACO** 15 [+4]; **MV** 120' (40'); **SV** D10, W11, P12, B13, S14 (5); **ML** 10; **AL** C; **XP** 550

- **Undead:** Luraina is affected by turning. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (i.e. *charm*, *hold*, *sleep*).
- **Mundane weapon immunity:** Only harmed by silver weapons or magic.
- **CON drain:** Victim loses one **CON** per hit. Recovers after 8 turns. If reduced to 0 **CON**, the victim is slain. **Note:** Evelyn recovers 1d4 hp per **CON** point drained, her flesh rot noticeably receding.
- **Abilities:** *Charm Person* 3x day, *Dancing Lights* 3x day, *Hypnotism* 2x day, *Phantasmal Force* 1x day, *Fascinate* 2x day.

SF#22. Abyzou's Lair: Hazy reddish waters obstruct views of how big the chamber is, but red barnacles cling to every rock surface, expelling their gooey slime across bones of their victims (sea life and several histrix bones) and releasing their bloody concoction into the water. A string of bubbles appears ahead, generated by hundreds of tiny limbs rapidly molding the slimy goo into some sort of translucent skin **suit**, suitable in size for a storm giant. The tiny limbs are connected to a horrific **beast** that looks like a cross between clam-worm, seahorse, and possible spider mix. Limbs seem to grow larger, smaller, increase in number or decrease as the creature works, a cacophony of clicks and muted growls reverberating through the water. Two seahorse creatures work beside it, beyond them, a great **mirror** (10' tall) surrounded by strange spined shells of whirling light blues, purples, and dappled with yellows and angry oranges.

- The skin **suit** is for the bones of Ynard the Storm Giant skeleton in the Prismal Grotto (see **PG#9**). The suit infused with the foul demon magic will create an ally for the Sanguine Faction, allowing it a huge advantage over their enemies. The suit is 90% complete.
- The **beast** is Abyzou, a lieutenant of the demonic forces residing in the Sanguine Fathoms. It stops working, makes an unnerving trumpeting noise revealing a mouth on a long snout and a second maw of jagged death in its torso.
- The creatures are two histrix that immediately attack PCs.
- The **mirror** is the **Depthizar Mirror**-- portal to the Sanguine Fathoms dimension. An embedded piece near the top is missing, a perfect fit for the

Medallion of Abyzou (see **T#20**). If inserted into the mirror, bubbles erupt from the shell spines and the mirror begins to glow a brilliant yellow light. A chorus of twisted clicks, whistles and pulsed sounds, similar to an army of whales, reverberates throughout the chamber. Sticking a hand or swimming through the portal feels like flesh-eating acid and a shock to the system (2d10 damage, save vs. spells for half). Once through, PCs may find themselves in the dangerous seas of the Sanguine Fathoms, not covered with this adventure.

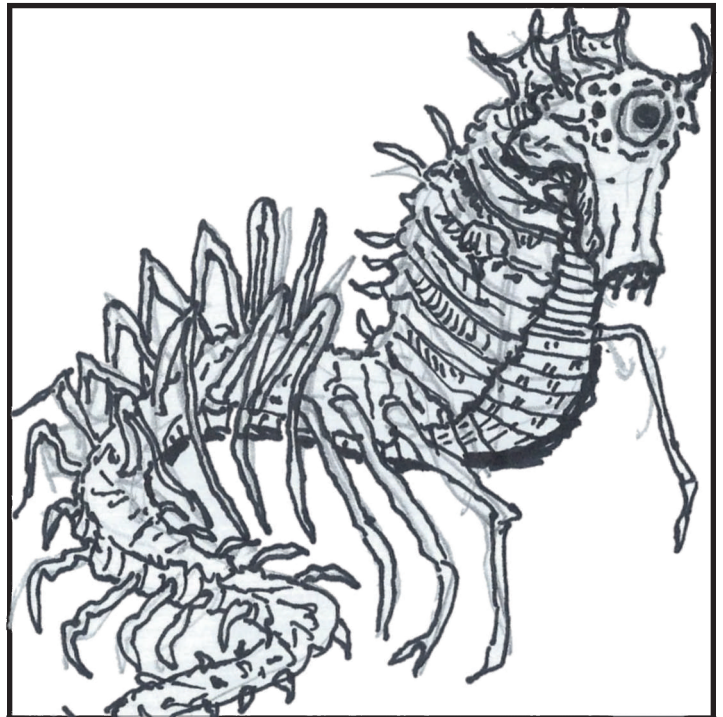
- **Note:** The cruor barnacles in this chamber are old and ignore PCs unless to defend themselves or if PCs get too close.
- **Treasure:** Most of the treasure donated by worshipping histrix is covered in hardened slime from the cruor barnacles; 1d10 turns to dig out: 10,347 cp, 5,210 sp, 3,225 gp, 657 pp, hundreds of shell jewelry pieces, colorful coral, and seaweed baskets (worthless), a pink pearl necklace (400 gp), two topaz gems (50 gp ea), 1 diamond (300 gp), three pieces of jade (25 gp ea), a suit of human-sized abalone shell armor (light, treat as AC 5), a **Sea Horse Statuette** (1x per day summons a seahorse big enough to ride/swim underwater, **AC** 6 [13], **HD** 3, **MV** 120'), a **Wand of Fireballs (18 charges)**, **Staff of Healing**, a **Shield +2** that's shaped like a crab, a **Potion of Invisibility**, **Ring of Controlling Plants** (sea vegetation only), and a **Spear +2** made entirely of a ensorcelled swordfish bill.

(2) Histrix: **AC** 4 [15]; **HD** 5+; **hp** 36; **Att** 1 x weapon (by weapon); **THACO** 11 [+8]; **MV** 120' (40')/ 60' (20') swimming; **SV** D10, W11, P12, B13, S14 (5); **ML** 10; **AL** C; **XP** 575

- **Camouflage:** One turn for coloration to change allowing them to blend into rocks, plants, etc. giving them a 60% to be hidden and surprise on a 4-to-6 chance.
- **Grappling:** Anyone grappling with a histrix receives 1d3 damage per round from their body thorns.
- **Telepathy:** they may speak to others telepathically with a range of 90'.
- **Project Force:** Can project a deadly force through water up to 100' and deliver 1d8+2 damage, can be used 3x per day and takes a full round of action.
- **Inertial Barrier:** Creates a water bubble around them, lasting 6 + 1d4 rounds and can be used 3x per day. While activated, the histrix takes half damage from mundane weapons and a +2 to saving throws vs. fire and magical fire attacks.

Abyzou, Demon Lieutenant, Rank 3: **AC** -2 [21]; **HD** 10; **hp** 55; **Att** 8; 6 x pincer (1d6), 1 snout mouth (1d8 + poison), torso mouth (2d10); **THACO** 14 [+5]; **MV** 90' (30') / 120' (40') swimming; **SV** D6, W7, P8, B8, S10 (10); **ML** 12; **AL** C; **XP** 4,400

- **Pincers:** May be severed (**AC** 4, **hp** 8) but easily replaced the following round. Several limbs are used to focus on deflecting attacks, hence the low AC. Pincers can reach to 15' range.
- **Poison:** The small snout mouth injects a poison, save vs. poison or be paralyzed for 1d4 rounds.
- **Immunities:** *Cold, poison, charm* and *hold/paralyzation* magic.
- **Summon:** Twice per day, may summon 2d6 magnathas in Sanguine Faction dimension. **Note:** while in tomb there is only a total of 3 magnathas (unless slain) that could arrive in 2d6 rounds.
- **Cocoon:** If two pincer attacks score an 18+ on the same target, the victim is brought to hundreds of limbs in the torso that form a slime cocoon around them. The victim has a 25% chance to break free, 75% chance if assisted. Otherwise they are entombed in a cocoon in 1d4 rounds and suffocate in as many rounds as their **CON** score.
- **Wish:** Once per year Abyzou may grant a wish, but it must bring pain, hardship, or death to others. If not, the wish is granted, but the wisher is then Geased to do unspeakable acts.
- **Slain:** If slain, Abyzou dissolves into reddish black cloud and teleported to the Sanguine Fathoms. She may only be completely destroyed by slaying her within the Sanguine Fathoms.



CONCLUSION

A lot of variables could happen at the end of this adventure:

1. Failing to stop Abyzou, causes her to enclose Ynard the Storm Giant's bones into her suit, creating a vessel for her demon father, to be able to thrive in this world and rule with an iron, spined fist. If the **Medallion of Abyzou** was not discovered, Abyzou eventually finds it and reopens the portal to the Sanguine Fathoms to summon forth her father to enter the vessel. The Mezsudian jellyfish will be destroyed and the island and surrounding sea become overwhelmed by a staggering army of cruor barnacles and the alien creatures that thrive in the environment the barnacles create.
2. The Mezsudian jellyfish may be successful in creating a new jellyfish capable of controlling Ynard the Storm Giant's bones. The undead construct could be controlled by the jellyfish or run completely chaotic, destroying all in its path (referee discretion). The ensuing kaiju fight would surely sink the island! The mezsudian jellyfish attempt to use the construct to rid themselves of Abyzou and the hatrix in order to take over their territory. Mind-controlled PCs may be sent on missions to explore and claim new territory.
3. PCs may of taken out both the mezsudian jellyfish and Abyzou. They may enjoy a sea-faring trip home, however treasure hunters and competitors may attack to recover the PCs loot from the tomb!
4. Or the PCs may attempt to enter the portal to the Sanguine Fathoms and go on further adventures...

APPENDIX A: FACTIONS

Brine Lord Cassidy and the Hatrix

Brine Lord Cassidy's hatred of hatrix was known far and wide. He waged war on a hatrix lair and after successfully clearing the place out, decided it would be his new base and eventually, his tomb.

Several years later, a large army of hatrix swarmed the lair to retake their territory and destroy the man that detested them. But it was during this time that the Sanguine Fathoms faction was creating a foothold in the realm and the Mezsudian jellyfish were attempting to take over the lair for themselves. The hatrix became embroiled against jellyfish, alien barnacles and creatures from the Sanguine Fathoms, as well as the sailors and crew of Brine Lord Cassidy.

The aftermath left survivors on all sides, except for the crew of Brine Lord Cassidy. The leftover hatrix discovered their new goddess—Abyzou. They destroyed relics of their old god Helkampur and started putting up statues and idols of Abyzou, worshipping her greatness and showering her with treasures.

The Sanguine Fathoms

The Sanguine Fathoms is a demi-plane of blood-red oceans, sharp, obsidian shores, and strange creatures of the blood seas. It was created by a council of mages known as Silver Albatross, to remove dangerous enemies from the mortal plane and punish them for their sins. Silver Albatross punished past Brine Lords, other pirates and sea criminals, sea-dwelling humanoids, as well as banishing their war prisoners of an opposing circle of mages known as the Dreadnoughts. Their intention was to place their enemies in an area where they experienced a slow death due to the alien nature of the demi-plane.

When enemies and ships entered this strange realm, they brought different life forms along with them. Boats brought barnacles, rats, spiders, fish and other sea life to the realm and either adapted to the new environmental conditions or perished. Those that survived evolved and mutated into demonic creatures of nightmares who tormented the prisoners that were brought here.

APPENDIX B: NEW MONSTERS

Gougerbeak

The Sanguine Fathoms faction is led by a powerful fish-type demon, known as Abyzou. She was summoned through the **Depthizar Mirror** which acts as a portal to this realm. Brine Lord Cassidy believed that by providing sacrifices, he could gain a powerful ally to further his goals on the Zontani Sea. The sacrifices became intense, even leading to his second wife Evelyn (the Lure), to push his second wife Luraina (the Handmaid) into the grasping limbs of Abyzou.

Abyzou's goal is to continue to spread her territory and find a way to reopen the **Depthizar Mirror**. The cruor barnacle expansion takes time, but is required for Abyzou and other alien type creatures from the Sanguine Fathoms to survive, so they are stuck until their influence expands. Abyzou works with what is provided and plans to create a foul ensorcelled skin suit for Ynard the Storm Giant's bones to create a vessel for her demonic father so that he will have a powerful body to inhabit while his real body adapts to the new realm (taking 1-5 years).

However, plans became skewed as a clan of Mezsudian jellyfish found the lair and started inhabiting bits of the abandoned underwater caverns. This led to a 'war' as barnacles and jellyfish both fed on one another. Then the histrix war party entered the mix and the jellyfish utilized Brine Lord Cassidy's crew and histrix to become more powerful and became an obstacle for the first attempts of a foothold for the Sanguine Fathoms.

The Mezsudian Jellyfish

The hive mind of the mezsudian jellyfish plans to wipe out the Sanguine Fathoms faction to keep a hold of their new-found territory. The territory is critical to them as nearby up-welling always provides plenty of food and the underwater caves provide protection and shelter from predators.

During the war of the factions, the Mezsudians have observed the benefits of having other 'allies' as fresh bodies brought new potential opportunities and skills. Therefore, they have sent scouts to bring back sea-dwelling creatures and even land-dwellers in an attempt to control new bodies to protect and maintain their territory against their enemies.

The fierceness and constant war between the Sanguine Fathoms has caused them to discover additional advantages. They are busy cultivating a special breed of jellyfish, an undead version, that can control the skeleton of the storm giant and use it as an ally to crush their foes. They are not aware that the Sanguine Fathoms faction is attempting to use the same skeleton for their needs.

The sleek gougerbeak is about 3-4' tall with a 2' long sharp beak. It's body is covered mostly by black plumage with a white ring of feathers near the neck. The head is covered in miniature emerald scales, which match its feet and claws. Black scales surround the eyes giving the appearance of a mask, but sages believe it helps the birds with the glare of the sun when hunting.

Gougerbeaks dwell in cliff caves where they gather to raise their young during the warmer months. They hunt by diving and piercing fish and other aquatic creatures from above. They are extremely aggressive when protecting their young. Sages believe eating the yolk of a gougerbeak egg can cure leprosy and some swear it can cure blindness.

AC 8 [13]; **HD** 2; **hp** 9; **Att** 1 x beak (1d6); **THACO** 18 [+1]; **MV** 120' (40') / 60' (20') swimming / 180' (60') flying; **SV** D12, W13, P14, B15, S16 (2); **ML** 6; **AL** N; **XP** 30; **NA** 2d4 (6d10); **TT** None

- **Swoop:** Can dive onto victims visible from above. If the victim is surprised or an attack roll is 18 or more, the beak pierces for double damage.
- **Protective:** Gougerbeaks get a +2 to attack rolls when defending their eggs or young.

Driftwood Golem

Golem construction has always been tinkered and created by powerful wizards and clerics as guardians or for other tasks. Due to the excess materials near the shoreline, driftwood golems have become popular by powerful mages and priests that live near the sea.

Driftwood golems are similar to wood golems except they are 7' tall humanoids, roughly constructed of various driftwood pieces tied together with magically enhanced seaweed. The seaweed must be kept wet to keep the strength of the construction as well as to have some protection versus fire compared to their wooden cousins. There are rumors that flotsam and jetsam golems have been created from wrecked ships and/or cargo.

Driftwood golems have all characteristics of other golems:

- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Immunity:** Unharmed by gas; unaffected by *Charm*, *Hold* and *Sleep* spells.
- **Other materials:** Golems formed of other materials are also possible.
- **Constructing:** A very complex, expensive, and time-consuming process.

Driftwood Golem: AC 6 [13]; HD 4; hp 16; Att 1 x fist (1d10) or 1 x seaweed whip (1d3+ entangle); THACO 16 [+3]; MV 120' (40'); SV D10, W11, P12, B13, S14 (4); ML 12; AL N; XP 1250; NA 1d3 (1d3); TT None

- **Mundane damage immunity; Immunity:** see golem characteristics.
- **Initiative:** -1 penalty due to stiff movement.
- **Flammable:** -1 to saves against fire attacks; suffers one extra point of damage per die.
- **Entangle:** Can use enchanted kelp or seaweed as whips to entangle opponents. On a successful to hit roll, the victim must make a save vs petrification or be entangled for 1d3 rounds. The driftwood golem then focuses on that target gaining a +2 to their attack rolls.

Cruor Barnacle

The purplish-red cruor barnacle is from the Sanguine Fathoms and is perhaps the reason for the color of its blood tinged oceans.

Life stages:

Naupilus Stage: Mostly harmless, this stage of the cruor barnacle is a one-eyed, small mouth larva that clumsily swims and tries to feed on plankton or other smaller creatures (see mezsudian jellyfish). Hordes of naupilus may inflict 1 hp of damage per round if in the midst of them (referee discretion), but are usually easy to avoid or swim away from.

Naupilus: AC 8 [11]; HD 1-1; hp 1-2; Att 1 x swarm (1 damage); THACO 20 [-1]; MV 40' (10'); SV D14, W15, P16, B17, S18 (nh); ML 10; AL N; XP 5 per swarm; NA 1d3 swarms (2d10 swarms); TT None

- **Swarm:** Attacks as a swarm only when targets are within the swarm.

Cyprid Stage: This is the most dangerous stage of the cruor barnacle, lasting 10-15 years. The 6" to 1' sized, slightly hardened shell cyprids have two roles: **1.** To feed on as much blood as possible, and **2.** to find a suitable place to eventually settle since the adult stage are mostly sessile.

Cyprid stage cruor barnacles attach themselves to a suitable place (rocks, ships, animals, monsters, or people—but they prefer living targets) using a 'foot'

that secretes a glycoproteinous substance that allows it to cement quickly to its location (within one round). The 'foot' is actually a collection of hundreds of tiny mouths that begin to suck blood from its target and releases it in the water around them, while their attenules direct food attracted to the blood to its main mouth. This causes two effects: **1.** The blood attracts prey that more cruor barnacles can attach to or potentially feed on, and **2.** releasing the blood terraforms or helps make sea water more livable for creatures that are used to breathing the 'water' or substance that makes up the Sanguine Fathoms.

Cyprid: AC 6 [13]; HD 1-1; hp 1d4; Att 1 x sucking (1 damage per round); THACO 20 [-1]; MV 60' (20'); SV D14, W15, P16, B17, S18 (nh); ML 10; AL N; XP 5; NA 2d4 (4d6); TT None

- **Cementation:** Attacks by attaching itself to a victim, automatically inflicting 1 hp of damage per round.
- **Removing:** They can be sliced off by weapon (victim takes 1d4 damage) or removed by fire which inflicts half damage to the victim and half damage to the cyprid.

Mature Adult Cruor Barnacle: These grapefruit sized to rumored 6' diameter sized barnacles are a reddish purple color of hardened shells. Like most barnacles, adult cruor barnacles are mostly sessile, but may move towards a fresh, better target using its strong attenules to drag itself. Once latched onto a living target, it begins to suck blood as well as skin, fur, hair, and other living cells from its victim for years. Instead of secreting blood, it secretes slimy, living stem cells that increases their stability, attracts plankton, and provides protection from predators as the secretions provide a disgusting taste and repelling smell.

It is rumored that some denizens of the Sanguine Fathoms are able to utilize cruor barnacle secretions into usable goods that encourage metamorphosis or in some cases, create 'living' jellified skins that can make even the dead walk.

Adult Cruor Barnacle: AC 2 [17]; HD 1; hp 4; Att 1 x sucking (1 damage per round) or 2 x attenules (1d2); THACO 20 [-1]; MV 1' (0'); SV D14, W15, P16, B17, S18 (nh); ML 10; AL N; XP 5; NA 2d10 (20d10); TT None

- **Cementation:** If attached to a victim, it automatically inflicts 1 hp of damage per round.
- **Removing:** They can be sliced off by weapon (victim takes 1d4 damage) or removed by fire which inflicts half damage to the victim and half damage to the cyprid.
- **Attenules:** The cruor barnacle only attacks to defend itself or its food, using its two attenuae.

Histrix

Histrix are a race of sea dwelling creatures that look like man-sized seahorses. They have two scaly arms and webbed hands that can grip weapons and tools. Histrix have no legs, but rather slither on their elongated, serpentine bodies and prehensile tails. Their bodies are completely covered with tiny thorns with dark tips which surround the forehead forming a natural coronet. Their nose is a long and tapered snout with one or more thin white lines. The color of their bodies is markedly variable and can match their surroundings over time. There have been rumors of black Histrix, but they seem to be extremely rare.

Histrix favor adorning themselves in jewelry made of all varieties of gemstones and seashells. Histrix males carry and brood their eggs in a ventral brood pouch. When fully grown, the pups emerge from the pouch and evolve in complete autonomy. Histrix commonly serve a female leader, usually a priestess, and guard her to the death. Histrix seek reefs, coral, and underwater grottoes as their lairs. While Histrix understand common languages, they use telepathy in their own language, occasionally making strange trumpeting noises while in combat.



Histrix favor spears and tridents in combat, as they are easier to wield underwater. Histrix are very intelligent and use terrain to their advantage as well as working together against their enemies. Histrix are able to use their tail to attach themselves to rocks or seaweed to be able to fight upside down or withstand currents while fighting. Anyone grappling with a Histrix receive 1d3 damage per round from their thorns. While Histrix have a camouflage ability, it takes at least one turn for their coloration to change. If prepared and camouflaged, they have a 60% to be hidden and may attack with surprise with a 4-to-6 chance. Histrix also possess limited strange powers that resemble psionics, however they are limited to *Telepathy*, *Project Force* and *Inertial Barrier* with notable differences. Their *Project Force* has a maximum range of 100', deals 1d8+2 damage, can be their only action for that round, and can only be used 3x per day. The *Inertial Barrier* looks more like a water bubble and only covers the caster. The *Inertial Barrier* can be used 3x per day and it lasts for 6 +1d4 rounds

Histrix: AC 4 [15]; HD 5+; hp 20; Att 1 x weapon (by weapon); THACO 14 [+5]; MV 90' (30') / 120' (40') swimming; SV D10, W11, P12, B13, S14 (5); ML 10; AL N to C; XP 575; NA 1d12 (3d12); TT D

- **Camouflage:** One turn for coloration to change allowing them to blend into rocks, plants, etc. giving them a 60% to be hidden and surprise on a 4-to-6 chance.
- **Grappling:** Anyone grappling with a histrix receives 1d3 damage per round from their body thorns.
- **Telepathy:** they may speak to others telepathically with a range of 90'.
- **Project Force:** Can project a deadly force through water up to 100' and deliver 1d8+2 damage, can be used 3x per day and takes a full round of action.
- **Inertial Barrier:** Creates a water bubble around them, lasting 6 +1d4 rounds and can be used 3x per day. While activated, the histrix takes half damage from mundane weapons and a +2 to saving throws vs. fire and magical fire attacks.

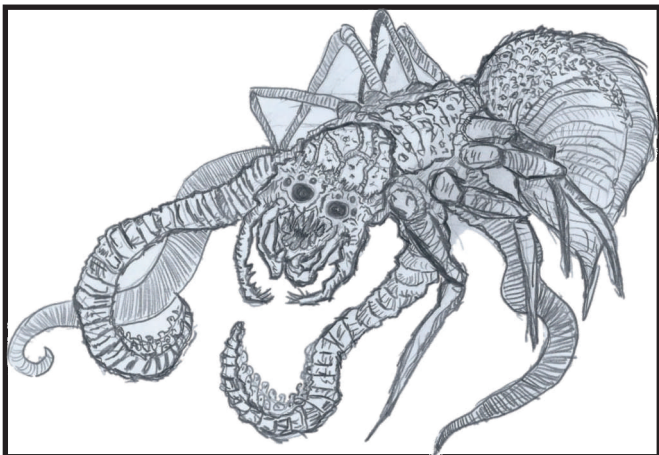
Magnatha

Magnathas resemble 8' long, part spider/part octopus creatures from the Sanguine Fathoms dimension. Their head has transparent skin, revealing sparkly veins and flashes of synapses, like a mini-universe. Eight spindly, 3' long legs near its head spin a sticky gelatinous cord that is dragged by its legs, two legs per cord. The cords stick to living things only, such as fish or humans that swim into it, save vs. paralyzation or be stuck and dragged along. The cords are strong (**AC 5, hp 25**) with weapons having a 75% chance of getting stuck to it. Sometimes these cords form a crude net. Magnathas use four powerful 6' long tentacles, each equipped with a three pronged claw on the end, to swim.

Once magnathas capture prey, they bring it towards cruor barnacles for them to feed on and create the slime that magnathas in turn feed on. In addition to this symbiotic relationship, magnathas can grab cruor barnacles with its tentacles during combat and throw/jet thrust them violently through the water towards a target where the cruor barnacle attempts to attach itself.

Magnatha: **AC** 4 [15]; **HD** 6; **hp** 24; **Att** 4 x tentacle (1d4), or thrown cruor barnacle, or 4 x gelatinous sticky cord (stuck); **THACO** 14 [+5]; **MV** 120' (40'); **SV** D10, W11, P12, B13, S14 (5); **ML** 7; **AL** N; **XP** 725; **NA** 1d4 (2d6); **TT** N/A

- **Gelatinous Cord:** Up to 30' long cords that attach to living cells/creatures. Save vs paralyzation or become stuck.
- **Tentacles:** Four tentacle attacks, can be severed (**AC** 8, **hp** 15 each). Can throw cruor barnacles. Each three pronged claw is made of ivory (50 gp each).
- **Ink Jet:** When escaping, can emit a cloud of black ink (40' diameter) and jet away at 3x normal speed.



Mezsudian Jellyfish

Dark and lighter shades of blue with pink-tinged tentacles, these jellyfish flash random lights within their body like stars at twilight. The Mezsudian jellyfish is rare on the Zontani Sea and only abundant once they form a colony. Although feared, they are greatly prized for harvesting valuable materials by alchemists for ointments and other uses. Examples include cnidocytes in the tentacles are a potent neurotoxin, the nerve net contains amphetamine and nitrogen within the mucus rapidly breaks down oil.

Mezsudian jellyfish attempt to enter their victims through an orifice, usually the mouth, and their tentacles quickly expand and grow throughout the body, essentially allowing it control. Spells such as *Detect Danger*, *Detect Evil*, *Know Alignment*, *ESP*, and *Clairvoyance* or similar magical items reveals the mezsudian jellyfish intruder inside a target. A *Cure Disease*, *Remove Curse*, *Dispel Evil*, *Protection from Evil*, or a paladin's *Lay on Hands* ability allows a PC a saving throw vs death at +2 to expunge the jellyfish, which immediately slays it. A *Confusion* spell expunges the jellyfish immediately. Other creative methods to expunge the jellyfish are up to referee discretion.

Life Stages:

Planula: The young Mezsudian jellyfish are pretty harmless although if one finds themselves swimming within a swarm, the victim must make a save vs. paralyzation or be paralyzed for one round. They feed on small prey (see naupilus stage cruor barnacle).

Planula Mezsudian Jellyfish: **AC** 10 [9]; **HD** 1-1; **hp** 1-2; **Att** 1 x swarm (paralyzation); **THACO** 20 [-1]; **MV** 40' (10'); **SV** D14, W15, P16, B17, S18 (nh); **ML** 10; **AL** N; **XP** 5 per swarm; **NA** 1d3 swarms (2d10 swarms); **TT** None

- **Swarm:** Attacks as a swarm only when targets are within the swarm. Save vs. paralyzation or be paralyzed for one round and take 1 point of damage.

Adult Mezsudian Jellyfish: Adult Mezsudian jellyfish are feared by sailors and underwater denizens as the 1'-2' sized adults have their 6' cluster of trailing tentacles covered in potent cnidocytes that when touched, prompts a saving throw vs paralyzation (+4 for creatures larger than an ogre) or be paralyzed for 1 turn. The paralyzation allows ample opportunity for the jellyfish to secrete a mucus, that smells of salted pork, and allows easy entry into the mouth (or other orifice) to slide down the victim's throat where it begins to attach itself to the nervous system of its prey.



Adult Mezsudian Jellyfish: AC 7 [12]; HD 2; hp 7; Att 1 x multi-tentacle attack (1d4 damage+ paralyzation); THACO 18 [+1]; MV 90' (30'); SV D12, W13, P14, B15, S16 (nh); ML 8; AL N; XP 35; NA 1d6 swarms (2d6); TT None

- **Tentacles:** Targets who fail their save vs. paralyzation are paralyzed for 1d6 rounds.
- **Starvation:** Causes the victim to stop eating. The body starves itself and the host eventually dies in 24 days.
- **Geas:** Adult mezsudian jellyfish can implore their will by using an ability similar to the Geas spell. Each day, the victim gets a saving throw to fight the Geas, but failure means they feel compelled to do the task or move to the specific location, etc. Once the Geas has been performed, the mezsudian jellyfish can apply another Geas (victim gets a +4 to saving throw vs. spell) or may agree to negotiate, leave the host, etc.
- **Water-Breathing:** While the jellyfish is attached to the host, the host may breath underwater normally. While on land, the host must drink more fluids as the jellyfish feeds off the water inside to survive. After three days of no water or fluids, the jellyfish dies inside, releasing control.
- **Control:** Once the target is slain or starved to death, the Mezsudian jellyfish may control the corpse (treat as zombie).
- **Hive Mind:** Once in control of the corpse, the jellyfish acts a node for a 'hive mind'. When others get within a 50' radius, they can immediately coordinate and/or telepathically communicate.

Boss Mezsudian Jellyfish: Boss mezsudian jellyfish can become 3'-6' in size with 10'-15' tentacles. They are similar to adult mezsudian jellyfish but have potent mind-controlling powers as well as powers that make a cadaver appear to defy death! They enjoy the benefits of their host as well as their own powers. Bosses control the adults and are leaders of the hive mind. They can communicate to others through their controlled corpse or by telepathy if within a 30' radius. They may have better AC, damage, or other factors depending on the host they take over.

Boss Mezsudian Jellyfish: AC 5 [14]; HD 5+; hp 22; Att 1 x multi-tentacle attack (1d10 damage+ paralyzation); THACO 14 [+5]; MV 90' (30'); SV D10, W11, P12, B13, S14 (5); ML 10; AL N; XP 875; NA 1d3 swarms (2d4); TT None

- **Starvation:** Causes the victim to stop eating. The body starves itself and the host eventually dies in 24 days.
- **Mind-Control:** Once inside a host, a victim has three rounds before needing to make a saving throw vs. spells or become mind-controlled by the boss. A successful saving throw means the host can still act on their own, but needs to make a new saving throw everyday unless they can somehow remove the jellyfish or become mind-controlled. Each day, the host has a 10% chance of breaking the mind-

control effect, which immediately expunges the jellyfish, instantly killing it. Once in control, the host may be used to communicate to others and may not necessarily do nefarious deeds unless the host is attempting to kill mezsudian jellyfish or threaten the hive mind.

- **Water-Breathing:** While the jellyfish is attached to the host, the host may breath underwater normally. While on land, the host must drink more fluids as the jellyfish feeds off the water inside to survive. After three days of no water or fluids, the jellyfish dies inside, releasing control.
- **Control:** Once slain or starved to death, the Mezsudian jellyfish may control the corpse (treat as zombie), however the boss may still speak through the corpse with the host's voice, and do other things that make it appear to be still alive. However, the host never eats, has a stony personality, and may have other clues that they are not behaving normally.
- **Hive Mind:** The boss acts as part of the hive mind, delivering orders to adult mezsudian jellyfish that control a corpse and that are in range.
- **Telepathy:** Bosses can use telepathy to communicate in a 30' radius to other beings if they know the language.
- **Tentacled Attack:** If provoked or severely threatened while inside a host, the boss Mezsudian jellyfish can extend its tentacles, causing them to erupt from every orifice of the host, instantly killing them. Multiple tentacles (severable, 10 hp each) can attack, treat as 2 attacks for 1d10 damage each + save vs paralyzation or be paralyzed for 1d6 rounds.

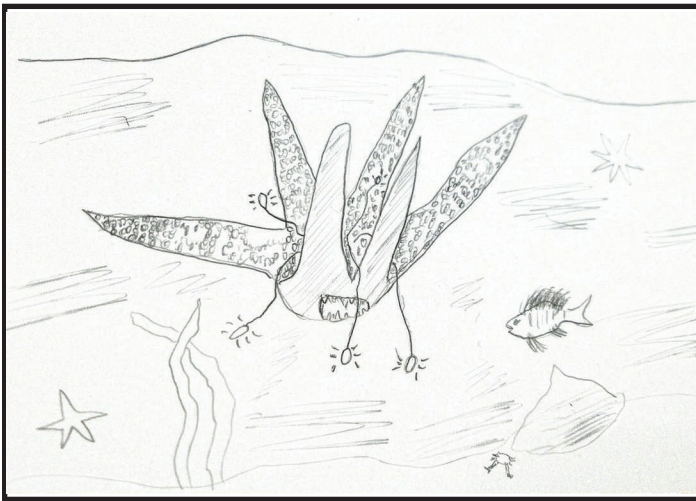
Starclutcher

Starclutchers are a type of six-armed, giant starfish with dark green and mottled brown coloring that possess several glowing tentacles emerging from its center to help attract and capture prey. It can turn off the glowing effect at will. Its strategy is to camouflage itself against a reef or rock and attract prey with its paralyzing tentacles. It can cling to the wall with four of its arms while scooping paralyzed prey into its mouth with two of its arms or attack.

Starclutcher: AC 4 [15]; HD 4+; hp 16; Att 5 x tentacle (paralyzation) or 2 x arm (1d8); THACO 15 [+4]; MV 60' (20'); SV D 10 W 11 P 12 B 13 S 14 (4); ML 8; AL N; XP 200

- **Tentacles:** Can strike with tentacles 20' range, save vs. paralyzation or be paralyzed for one turn.

- **Regeneration:** 1 hp per round
- **Bite:** Paralyzed prey that find itself in the mouth take an automatic 2d8 damage every round.
- **Camouflage:** Has an 80% chance to blend in to its surroundings.



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 for the lure.

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.

Zontani 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 4 [15]. 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.

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.

Appendix C: The Once-Navigator

The Navigator

Authors: Brendan Howseman, Jordan Hyman, and Nicholas Schirtzinger

1 How The Once-Navigator Came to Be

The Navigator, once a loyal navigator on an Imperial Rhone vessel, was captured during a sea battle by the Brine Lord's lackeys and brought to the grotto for interrogation. They anticipated that he would know many useful secrets, but he did not (or so his captors believed). He was simply a navigator, taking the ship where he was told to point it. He was however an excellent body on which to experiment with exotic torture methods. His eyes are now sewn shut, tongue split down the middle, his arms and legs flayed, and all manner of crude implements and weapons protrude from his torso. The players shall find him crouched in a dark, unlit room as he stamps his one remaining clog methodically on the floor.

2 DM Specific Information

The the idea behind the Once-Navigator is a monster that is difficult to kill but not deadly per-se. The Navigator, driven mad by his captors and ambulatory by some dark force, is while blind not unaware. Years of navigation through the dark and fog and listening for shipping hazards using only his ear has given him rudimentary echolocation, though he must stamp his clog on the ground and listen for the reflected waves. In this way the Once-Navigator can fight within the magical darkness he creates and with his ventriloquism confuse the players as to his actual location. You may wish it to be that if the players can somehow knock off his clog he is then completely blind. To adjust the difficulty of the fight to whatever specifications needed, we suggest that at the beginning of the fight the Once-Navigator pull a weapon of your choice from his chest, ideally with sickening flesh sounds and air escaping/filling the chest cavity. Since he is in an unlit room but can see with echolocation, it should be so that the Once-Navigator gets a surprise round before the players can react.

3 Stat Block

The Once-Navigator (undead, 6th Level Mage): AC 8 [11]; HD 6; hp 29; Att 1 × **Shortsword +1** (1d6+1); THACO 13 [+6]; MV 120' (40'); SV D10 W11 P12 B13 S14 (6); ML 10; AL C; XP 725

- **Undead:** Makes no noise (except clogging), immune to effects that affect living creatures (i.e. poison). Immune to mind-affecting or mind-reading spells (*Charm, Hold, Sleep*).
- **Spells:** *Magic Missile, Ventriloquism, Wall of Fog, Continual Darkness, Mirror Image, Lightning Bolt, Hold Person*
- **Items:** **Shortsword +1**, assortment of torture equipment embedded in its flesh.
- **Echolocation:** Immune to effects that impair, modify, or rely on sight. Blinded by magical silence. If separated by its clog, it may become blinded.

4 Loot

The Navigator did manage to hold out the one piece of valuable information he held: the location of an imperial treasure hoard. His torturers cast aside the map, thinking it a piece of eclectic art. It was in fact a treasure map encoded with celestial directions. The ease of identifying this as a map is left to the DM, though an experienced seafarer might have a better chance. The hoard, hidden on an island due to a tired and borderline mutinous crew, was buried with the precise location marked with an old barrel.

APPENDIX D: BRINE LORDS

The Brine Lords: Defeated, these people once controlled the City of Vermilion. Peacefully trading their olive oils, wines, and seafood, these people who rebelled against Rhone and denied their victory, now float upon the sea in their dreaded ships, with most calling them pirates. The pirates are broken into twelve factions, each led by a Brine Lord. The twelve Brine Lords have a shaky alliance with the agreed upon Shadowreef Accords, but during times of hardship they have been known to turn on each other to survive. They are a constant menace to the trading merchants, coastal villages, and even take on lone warships of Rhone to pillage and loot for survival. It is rumored they have a massive floating city somewhere in the sea.

Several past Kickstarter Backers had an assignment to create a few of the 12 Brine Lords. Some suggestions were given but the authors were allowed to do as much or as little as pleased. The following are their ideas and submissions. These Brine Lords are now roaming the Zontani Sea and will be featured in later adventures or perhaps can be used in your own campaign:

Brine Lord Fadime Vesi, Captain of the *Tatterdemalion*, Leader of Patchworkers

Author: James "Squiggy" Witchurch

AC 7 [12], **HD** 8d8 (33 hp), **Aft** 1 × 1d8, **THACO** 14 [+5], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12, **ML** 6, **AL** Chaotic, **XP** N/A, **NA** 0, **TT** 0

- Tall (6'4"), strong (burly), swarthy (dark). Deep lines on face. Long, curly, grey hair streaked with black, often kept in place with a bandana.
- Hypertrophic scar tissue on right side of face, neck, and body. False right leg (enchanted, whalebone). Ruddy prosthetic covers the missing last two fingers of her right hand.
- Favors clothing of patchwork design, but especially long frock coats and gentlemanly styles. Prefers purple, red, yellow, but any color will work. Never seen without her polearm, a guisarme tipped with stingray barbs.
- Born in a small port town on the north end of Rickard's Steps. Teased for her size yet prized for her strength, she did well as a dockworker. Mauled after the town took cannon fire during a skirmish between a Rhone warship and a pirate vessel during her early teens. This experience informed her hallmarks.

- Grim-humored, well-mannered, honest, cruel. Keeps her word and expects the same in return. She is charitable and open when this is respected.
- Those unworthy of Vesi's courtesy are mangled and crucified, which she describes as "a fine deterrent for unscrupulous behavior." This applies when vessels resist being boarded: offenders are assailed, strapped to the hull/masts of their ships, and let back to sea. She always gives fair warning.
- In her words, "I'll admit to being soft on animals and children. Their deaths are swift."
- Will not plunder, nor open fire in the presence of, non-hostile ports. Any parties 3 or more leagues out at sea are fair game. "Our dominion is the sea," as she would say.
- Knows the location of an underground safe house, hidden within a seaside cave system near Vermilion. Acquired this information from the Brine Lord she usurped.
- Frequents the area between Lone Palm Atoll and Merchant's Bay; Steers clear of the Jhuroni Triangle. Sometimes seen west of Rickard's Steps.

Gear/Equipment/Magic Items:

- Guisarme, sword, silver dagger, et all.
- **Peg Leg of Free Action**
A prosthetic leg of solid, carved whalebone. Wearer is immune to all status effects that restrict movement.
- **False Digits of Continuance**
Prosthetic fingers with an attached bracer, composed of narwhal leather and lobster shell. This curious half-gauntlet will only fit over a right hand missing its last two digits. Once strapped in place, the wearer ceases aging, although signs of maturity are still apparent-- such as fading hair color, or lines of the face deepening. Time catches up to the wearer once removed.
* Note: Vesi is over 100 years old.

Key Crew Members:

- **First Mate:** Eduardo D'Amico (T 2); energetic, knowledgeable, distracted
- **Second Mate:** Amanda "Manny" Poole (T 3); fit, driven, blunt
- **Bosun:** Roland "Rollo" Naughton (F 2); large, loud, joking
- **Navigator:** Yesua Mortana (MU 3); tall, cunning, prideful

Rival: Lenore Blaqabbey, Captain of the *Dead Fish*, Leader of the Paybacks

- Mother was second mate on a merchant vessel and father was the boson.
- Practically raised on a ship. Intimately familiar with life on the sea.

- A rare survivor of Vesi's assaults. Still a child, she managed escape after her father threw her overboard once their ship was captured. Clung to a barrel and nearly died of exposure. Craved vengeance ever since.
- Name of her vessel is a holdover from her very first (now-sunken) ship: "This fucking thing steers like a dead fish!"

Brine Lord Jib Gribblet

Author: Johnny F. Normal

Level 9 Assassin (Jib Gribblet)

Armour Class 1 [18] (leather armour + cloak + **DEX**)

Hit Points 34

Attacks 1 × sword (1d6+3)+poison OR (1d6+3)*4 +poison

THACO 14 [+5]

Movement Rate 120' (40') w/armour

Saves D10 W11 P9 B12 S10

AS -3 CS 95 HN 1-4 HS 53 (43) MS 63 (53)

Alignment Chaotic

STR 9 **INT** 10 **WIS** 14 **DEX** 16 **CON** 14 **CHA** 9 (11)



Items: **Jug of Endless Liquids**, **Potion of Giant Strength**, **Ring of Water Walking**, **Luckstone +1** or 5% bonus to saves, ability checks etc. **Vagrant's Shroud** – **Cloak of Defense +2** (AC, Saves), **Periapt of Proof Against Poison** – 30% Poison Resistance, +3 to poison saves, coiled snake with silver inlay, worn on iron chain mundane and time weathered in appearance. **Restorative Ointment** (1 jar), **Potion of Invisibility**, **Potion of Polymorph Self**, **Poison:** anti-coagulant (spider) ongoing bleeding, **Poison:** burning death (scorpion) save vs. death, disguise kit (I can't describe everything can i?), gems (13) 20 gp each small and assorted: ruby, emerald, pearl, citrine, garnet, lazulite. **Coin:** 3 pp 42 gp 30 sp.

The Murder Blade (Poison Tongue)-- +3 Short Sword made from the horn of (God-DEMON)

Poison drinker: after application, good for 4 hits, poison does not lose potency.

Intelligent Chaotic – INT 8 EGO 12 WILL 20 vs. 23 (Jib)

Special Purpose: none

Sensory Powers: *Detect Traps, Detect Magic, Detect Metals*

Extraordinary Power: Extra damage *

Skin of the Deceiver (Leather Armour +2) – Abyssally cured human flesh:

+10' mv, +10% HS & MS, -2 **CHA**, protective pockets (6)

Cuirass (2-Piece) with gorget and pauldrons

*Extra damage is powerful. It does support that the blade is the embodiment of a chaotic entity and along with some other 'luck' finds establishes how such a reviled individual as Jib came to and held power while descending into the bleakest of depths. Teleportation is also a fine extraordinary power that also supports Jib's uncanny ability to survive.

Ship: Black Mast

Crew Faction: The Wretched

Key Crew

Quartermaster: Squiz 'the Silencer' Kaxlem (T5)– those that disobey never speak again, a gleeful sadomasochist

First: Marn 'End' Ramalle (F4) – a mountain of a man afraid of nothing other than his Captain.

Brine Lord: High Magistrate Alvord Coxettere

Author: Bruno Pešec

Real Name: Llewellyn "The Sagacious" Lecher

Fighter Level 11

Neutral

STR 9

INT 14

WIS 16

DEX 16

CON 12

CHA 13

AC 0 [20] (**Leather Armour +2, Ring of Protection +2, Amulet of Shielding +1**)

HP 51

Physical Attributes:

- Light brown hair, shoulder-length, well cared for.
- Clean shave, accentuating strong jawline.
- Cat-yellow eyes.
- A 2" thick scar running the whole girth of his thick neck.
- A large snake-like tattoo on his left forearm. It is in fact a birthmark.
- Medium-tan complexion, well cared for.
- Well groomed bushy chest hair that would give Tom Jones run for his money.
- 174 cm tall, 72 kg heavy, athletic build.
- 43 years old.

Gear/Equipment/Magic Items

Alvord wears fine clothes, mostly in dark blue hues with a gold-yellow trim. A master-work leather armour (+2, non-magic) is covered by a wool cloak. He never takes off his signet ring with onyx stone (**Ring of Protection +2**) nor a necklace with an oval medallion inscribed with arcane symbols (**Amulet of Shielding +1**). He always carries 10d6 gold coins and 4d6 platinum coins in his purse, and two **Potions of Healing**, a **Potion of ESP**, and a **Potion of Invisibility** hidden in his garb.

Alvord is most often armed with a master-work short-sword (+2, non-magic), light crossbow (quiver with 20 bolts), and **The Grand Inquisitor's Halberd** (+1, magic, see below for more details).

Magic Items

The Grand Inquisitor's Halberd+1. 1d10. Neutral. INT 12, EGO 12, +2 versus divine spell-casters; 50% that divine spells cast in 30' sphere of the wearer will fail; wearer immune to petrification, flesh-to-stone, and similar; *Detect Poison*; *Clairvoyance*. Will score: 29. It hates divine spell-casters, and will be vocal about it. If it dominates the wearer it will accentuate their drive for a cause they are passionate most about. All those that disagree with it will be put to trial. Alvord is currently *not* dominated.

Ring of Protection +2. +2 AC bonus, +2 bonus to all saves.

Amulet of Shielding +1. +1 AC bonus, +1 bonus to all saves, can negate incoming mundane missiles d4 times per day. Effect applies to a single round, and the wearer must be conscious to activate it. It is thought activated.

Ship Name

Alvord's flag-ship is most commonly referred to as "The Sailing Justice." He simply calls it "The Tribunal."

Crew Name: Privateers of the High Court.

Faction: Vanguard Enterprises.

Short Background

Llewellyn Lecher comes from a long line of merchants. His voracious reading habits and innate gift for learning earned him the "Sagacious" nickname. Much like his father, Llewellyn was an unscrupulous trader to whom the ends always justified the needs. Under his ruthless leadership the Lecher family became one of the most influential in the Sky Alley District of Vermilion.

Having backed the "wrong" side during the Rhone domination and fall of the City of Vermilion, he was captured. After a mock-trial led by the Grand Inquisitor Erdmann, Llewellyn was forced to witness execution of his seven sons and daughters, as well as his extended family. He was beaten for 21-days straight, and then hanged, left to rot on a crooked tree.

Craigh Feaver, a minor guardsman at the time, recovered their bodies to give them a proper burial. Much to his surprise, he found that Llewellyn still had pulse—barely noticeable, but still present. From that day on Llewellyn pledged to ruin those that have ruined the Lecher family.

Cold and calculated, he crafted a new persona [ALA THE COUNT MONTE CRISTO] of the **High Magistrate Alvord Coxettere**, and established a ruthless organization “Vanguard Enterprises.” He plays a cunning game, opting to masqueraded himself and his forces as those of law, and hence creating a false sense of security in his prey.

Number-wise, Vanguard Enterprises might be smaller when compared to forces of other Brine Lords, but Alvord more than compensates by paying well above the standard. And perhaps more importantly, offering his people an ego-boost by telling them they are privateers under a royal decree—a lie of his invention.

They patrol the seas, offering “protection” services, which usually cost at least 40% of the value of carried goods. Those that fail to comply are given mock trial before being sold into slavery, their goods repossessed, and vessels sold.

Alvord rarely gets his hands dirty. He is a business-man through-and-through, liberally leveraging others to do his bidding for him. He knows the importance of quality, and keeps his men well equipped and trained. That is not to say that he shies away from fight—in conflict he will usually seek a vantage point from which he'll direct his forces for maximum effect.

If the rumors of a massive floating city are true, Alvord would surely be the one to make significant investments in it; dreaming of restoring his family to past glory—if not even more.

Key Crew Members

Craigh “The Savage” Feaver. Fighter Level 7. Chaotic. Alvord's right-hand man; ready to commit unspeakable acts of violence on a nod of his Master.

Darrel Feaver. Magic-User Level 5. Chaotic. Craigh's older brother, former-sage at one of Vermilion's lower courts. Likes to play accountant and lawyer; slightly mad. Known spells: *Charm Person*, *Hold Portal*, *ESP*, *Levitate*, *Water Breathing*.

Utlaf The Stout. Dwarf Level 5. Chaotic. Excommunicated from his clan due to his love of the sea. Brutal taskmaster. **CON 18.**

Rival Captain(s)

Few captains dare to challenge Alvord's leadership for one simple reason—the crew is so well paid that they immediately inform Darrel of any insurgence, be it real or not. Individually, Feaver brothers are cruel, but

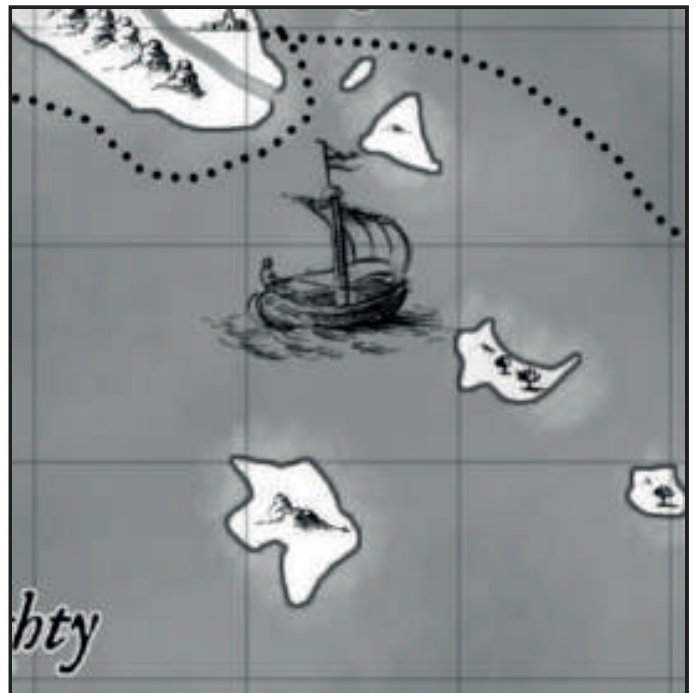
when together, they are said to be worse than the blackest devil.

Captain of the “Judgment,” an agile strike-ship, is getting tired of the whole “privateer” business, and would rather run a “proper” pirate business. He is currently too intimidated to act, but might do so if persuaded or promised support by other Brine Lord.

Allard Rokker: Fighter Level 4. Chaotic. **STR 14, INT 12, WIS 14, DEX 11, CON 11, CHA 7.**

Area/Territory

300×300 mile area under Accipo. Vanguard Enterprises base would be in that area, on an island too small to show-up on the map of this scale. It'd be a well fortified and hidden.



Adventure Ideas

- Stealing/recovering/liberating **The Grand Inquisitor's Halberd.** That might be a low-level heist adventure.
- **Struggle of The Brine Lords:** the party finds themselves between three or more Brine Lords warring between themselves. Who do they side with—if anyone? Mid-level adventure.
- **Assault on The High Court:** high-level adventure ala “The Thieves of Fortress Badabaskor.” Alvord's fortress could have multiple levels, including sea-cavern system, vicious traps, and intelligent adversaries (ala Tucker's kobolds).

Brine Lord Samrynn Sylver

Author: Jon Bertani

Captain Samrynn Sylver, (Sam Silver or Silver Sam).

A charismatic middle aged man with black wavy hair swarthy skin and a silvery grey short beard.

His broad smile is catching, as is his hearty laugh and silver tongued glibness. More often than not a broad grin contours his face, at times a silver tooth gleams in the sun, some say it's magical, he says it's lucky.

He considers himself a buccaneer not a pirate. The only ships he raids and captures are slavers. (for the most part). Most of his crew were slaves, and now serve him as free men and woman. Those who don't want a life upon the sea are set ashore at a convenient time with 30 pieces of silver to start their new life. Thus his name...

His ships sail far and wide upon the Zontani sea, but mostly patrol between Asheena and Vermillion, hunting slavers. Occasionally they'll find their way into the trade lanes of the Rhone Empire, or along the shores of Uzuun. He and his crew have a special hatred for the Talons, and do their best to harass or capture their ships. Currently they're planning a way of breaking the Talon blockade of Vermillion, but this could be a very risky and costly venture.

He has some limited dealings with the other Brine Lords, but tends to avoid the more evil natured pirates. He's seeking their aid with his plan for the Talons blockade, but the Brine Lords are a shifty self serving lot.

He and his crew are known as the Silver Tide, their flag is a black banner with crossed scimitars, blades out. There is a skull between the two blades and one to either side, each missing a single tooth.

Sam Silver doesn't abide his crew doing any murdering or raping, but pillaging and robbery is fine.

If an enemy crew surrenders, generally no one will be killed, some may even be recruited. If their ship isn't taken their valuables certainly will be, all but 30 coins of silver.

Those in league with the Talons (Vermillion's Guards), will be shown less mercy, but will generally not be outright murdered.

Though he is a roguish fellow Silver Sam holds to his word, and deals fairly with his crew and or allies. But he's no pushover either, and if challenged will use deadly force if need be.

He has seen much in his days upon the sea, and experiences may high adventures. Some say he's taken over some island somewhere in one of the many atolls and established a holding. But any trade he makes is held out at sea or in friend ports.

The Silver Tide is known to have three major ships under their banner.

The Scimitar: A sleek fast modified galley (Cap'n Silvers ship)

Freedoms Wrath: A black painted Gog, (Captured Slaver)

The Blessed Bitch; Brightly Pained Cog, (Captured Slaver)

More often than not they are out "hunting" together, they also do allot of exploring of remote islands and lands seeking wealth and fame. This is probably how they gained their hide-out, as most of the other Brine Lords probably have too...

Occasionally they do their patrols alone especially Cap'n Rey One Eye. He's trying to make a name for himself. He's a bit more rough then the others, and may take a merchant ship here or there. He's a bit of a thorn in Cap'n Sam's side, but he's a great sailor and the crew follow him with enthusiasm.

Samrynn Silver, Human Rogue(Buccaneer) Lvl 10: AC 0 [19]; HP 50; #ATT 2 or 3; D 1d8 +3TH, +3 Dmg (by weapon); **Str** 16, **Int** 14, **Wis** 12, **Dex** 16, **Con** 15, **Chr** 16, **Com** 15, **Per** 14, AL NG, **MV 12 ML16, XP**

- **Specialization:** Scimitar, Darts (1d3 +3 TH, +1 Dmg)
- **Combat Skills:** Tumbling, Dodge, Spring Attack
- **NCS:** Seamanship, Navigation, Linguist, Reading/Writing, Lore, Etiquette,
- **Items:** +2 **Scimitar of Speed**, **Silver Tooth of Luck +1**, **Boots of Swimming**, **Bracers of Defense AC 3** [16], bandoleer of fine darts (9), whip, silk clothes, fine girdle, gold begemmed ring, (500 gp), jade necklace(300 gp), pouch, 20 gp, 30 sp, ivory beard comb (25 gp) fancy gold tooth pick (5 gp)

The Silver Tide:

The Scimitar: This is a sleek galley with two banks of 13 oars and one main sail. She's a beauty, with polished wood and gleaming brass trim. A modified forecandle has a rotating ballista able to fire in most directions. The figure head is a muscular jinn type

creature holding a great bronze scimitar. The sail proudly displays the three skulls amidst the crossed scimitars.

First Mate, Allanee Ashwa: *Tall with waves of dark curly hair, she wears her silks to catch the eye and to move freely. Quick witted and sharp-tongued she's Cap'n Sam's favorite. The crew all respect and fear her a bit;*

Female Human, Fighter (Buccaneers) Lvl 6 AC 4 [15]; HP 42; #ATT 3/2 or 1 D 1d6 (by weapon), Str 14 Int 12, Wis 13, Dex 16, Con 15, Chr 15, Com 16, Per 14 AL NG, MV 16 ML 15, XP

- **Specialization:** Short Bow, +4TH Dmg 1d6
- **Items:** Silk garments, fine short bow (+1 TH), quiver, 24 arrows, cutlass, knife, mother of pearl necklace (100 gp), pouch, thieves kit, 15 gp, 30 sp, 1 ruby (300 gp)

Crew:

Jeydenn Iler, Male Enchanter: Lvl 3, AC 6 [13]; HP 10; #ATT 1; D 1d4, (by weapon); AL NG, MV 12 ML 13,

- **Spells:** Mana 9

Lvl 1. *Cantrip, Charm Person, Sleep, Unseen Servant, Mending*

Lvl 2. *Bind, Glitterdust*

- **Items:** Garments, pouches, dagger, **Potion of Invisibility, Potion of Fire Breath,** 12 gp, 15 sp,

Batta Uun, Priestess of Oceanna Lvl 2 AC 7 [12]; hp 12; #ATT 1; D 1d6 (by weapon); AL NG, MV 12 ML 13, XP

- **Spells:** Mana 6

Lvl 1: *Bless, Create Water, Cure Light Wounds, Detect Magic, Shillelagh, Purify Food & Water*

- **Items:** Scant garments, mother of pearl holy symbol (50 gp), ornate club, knife, pouch, healers kit, 10 gp, 16 sp, shell ornaments,

Crew: 2, 2nd Mates; Oggen & Sheda, Brother & Sister (Rogue, Buccaneers) Lvl 3 AC 6 [13]; HP 12, 14; #ATT 1; D (by weapon, +1 TH); AL NG, MV 16 ML 13, XP

- **Specialization:** Short bows, +2 TH,
- **Items:** Garments, short bows, 24 arrow, short swords, tools, 2d10 gp, 3d10 sp, ea

Crew: Oswald Human Rogue (Buccaneer) Lvl 2 AC 6 [13]; HP 8; #ATT 1; D 1d6 (by weapon, +2 TH); AL NG, MV 12 ML 12, XP

- **Specialization:** Short bows, +2 TH,
- **Items:** Garments, short bow, 24 arrows, dagger, tools, 20 gp, 14 sp

Crew: 60 Rowers and Fighters: (Buccaneers: AC 7 [13]; hp 6; #ATT 1; D 1d8 (by weapon); AL NG, MV 12 ML, XP

- Manning the oars and ballista, 2 banks of 13 oars, 2 men each.

- **Weapons:** Crossbows, Dmg 1d6, scimitar 1d8
- **Items:** Garments, quivers of 30 bolts, 1d6 gp, 1d10 sp ea

Freedom's Wrath: An imposing ship of black wood and sail. Skulls hang from the mast by chains, clanking with the shifting of the seas. The figure head is of a wild-haired angry woman with arms outstretched, holding broken chains in her hands. The entire crew are women except for the cabin boy.

Captain Buanna Chain Breaker: A statuesque woman with ebony skin and a shaved head. She has a manacle and chain wrapped around her right arm. This is the chain she broke to fight for her freedom upon a slaver ship that Cap'n Sylver liberated. She now uses this as a reminder and a weapon. She wears the key to the manacle upon a gold chain about her neck.

She leads her all female crew with pride and skill. Often her crew act as spies for the Silver Tide. They'll go into port and find likely targets.

Female Human, Fighter (Buccaneers) Lvl 7 AC 3 [16]; HP 49; #ATT 2 D1d6 (by weapon), Str 16 Int 10 Wis 14, Dex 15, Con 15, Chr 15, Com 13, Per 13 AL N, MV 12 ML 17, XP

- **Specialization:** Chain, 1d6 +1TH, +3 Dmg. range 6 ft, entangle, trip.
- **Items:** Silk garments, fine short bow (+1 TH), quiver, 24 arrows, bellying pin, knife, gold chain necklace (100 gp) manacle key, **Dagger of Orluk +2, (Cause Fear 3/day),** 15 gp, 30 sp, jade bracelet (25 gp), bejeweled ring, (600 gp).

Crew: 1st Mate. Karra Red Fury: Female Human Fighter from the Northlands. She's got a flowing mass of coppery hair, and is quickly sent into rages. Take guff from no one but the Captain.

Lvl 4, AC 4 [16]; HP 30; #ATT 3/2; D 1d6 +1th +4 dmg, (or by weapon, +1 dmg) AL NG, MV 10 ML, XP

- **Specialization:** Hand axe, berserker, (can fight into negative HP, +1 th & dmg when berserk)
- **Items:** Chain mail, fine hand ax (+1 Dmg), helm, throwing ax, dagger, 16 gp, 3d10sp, **Copper Torc of Bravery** (+1 vs Fear Attacks)

Crew: 2nd Mate: Ullia Oshwa Priestess of Oceana, Human **Lvl 3. AC 5 [14]; HP 15, #ATT 1; D 1d6 (by weapon); AL NG, MV 10 ML, XP**

- **Spells** Mana 10)

Lvl 1, Command, Cure Light Wounds, Light, Purify Food & Drink, Create Water, Bless

Lvl 2, Obscurement, Messenger

- **Items:** Scale mail, helm, net, club, mother of

whale bone holy symbol, (50 gp), mother of pearl bracelet (100 gp) 16 gp, 3d10sp,

Crew: Cabin Boy; Wilden Wildfire: Handsome young lad, always ready to please his mistress; Human Illusionist **Lvl 3. AC 7 [13]; HP 9 ; #ATT 1; D 1d4 +2 TH,** (by weapon); **AL CN, MV 12 ML 10 , XP**

- **Spells** Mana 9

Lvl 1: *Detect Magic, Cantrip, Phantasmal Force, Change Self, Color Spray,*

Lvl 2: *Improved Phantasmal Force, Blur*

- **Items:** Silk garments, pouches, components, satchel, spell tome, ink & quills, **Potion of Invisibility, Potion of Water Breathing,** 24 gp, 3d10 sp, garnet amulet, sliver chain (150gp)

Crew: The Twins, Scorn and Spite: Human Female Rogues **Lvl 2 Buccaneers: AC 5 [14]; hp 7, 7; #ATT 1; D 1d6 +3Th** (by weapon +1th,); **AL N, MV 12 ML 12, XP**

- **Specialization:** Short bow, +3 to hit
- **Items:** Short bows, 24 arrows, cutlass, knife, 2d6 gp 3d30 sp ea.

Crew: 30 Buccaneers: AC 7 [13]; hp 5; #ATT 1; D 1d6 (by weapon); **AL N, MV 12 ML 12, XP**

- **Items:** Crossbow, 24 bolts, hand ax, dagger, 1d6 gp, 1d10sp ea.

The Blessed Bitch: She's a beauty of a ship, well maintained with spit and polish. The figurehead is of a buxom goddess brightly painted with a golden wreath. In one hand she holds a scale in the other a sword.

Captain: Ingrem Grimm (Some call him The Judge): He's a rather grim fellow, and doesn't take much joy in what he does. Horribly scarred from a sword blow to his face, he's a bit jealous of Cap'n Silvers way with the ladies. But he's a good captain and has his crew's loyalty. He often challenges Captain Sam in his flippant and merciful ways, thinking they'd be more successful if they were more aggressive in their pursuit for riches and fame. Not to mention in liberating Vermillion from the clutches of the Talon. The crew have a bit of superstitious fear or awe of the Judge as he seems to always know what's going on with the crew, even those this whispered in the depths of the hull.

Rogue, Buccaneers: AC 2/4 [17/15]; HP 35; #ATT 1; D 1d8 +4Th, +2 Dmg (by weapon); **Str 16, Int 11, Wis 10, Dex 16, Con 15, Chr 16, Com 6, Per 11, AL N, MV 12 ML 17, XP**

- **Specialization:** Piercing Attack, +2 TH, Crit on 19
- **Items:** Silk garments, +1 **Buckler,** Master Work Gladius (+1 th, +1 dmg), **Ring of Chameleon Power,** gold and ruby amulet (500 gp), eye patch, gold

bracelet (50 gp), pouch, 25 gp 30 sp, sling, 12 bullets, knife,

Captain Grimm uses his **Ring of Chameleon Power as well his own stealthy skills to spy on his crew to always be one step ahead of any trouble brewing. He uses what knowledge he gleans to keep them in check, and or take a would be traitor out if need be.

Crew: 1st Mate; Raven; A black haired beauty that always wears black and screeches when she attacks with a long curved dagger. She's quite skilled in the rigging of the ship and is often shouting orders from the crows nest. She has a liking for the Judge but he seems oblivious.

Rogue/Buccaneers: Lvl 7 AC 3 [16]; HP 25; #ATT 2; D 1d4 +5 Th, +2 Dmg or (by weapon); **AL N, MV 12 ML 12, XP**

- **Specialization:** Piercing Attack, Tumbling, Dodge
- **Items:** **Raven +2 Dagger** (Allows wearer to Polymorph into a Raven 1/day), **Elixir of Madness, Potion of Sweet Water,** 12 Darts, black silk garments, and gear, onyx ring (200 gp) obsidian pendant (60 gp) 17 gp, 3d10sp,

Crew 2nd Mate: Roupen the Ripper: A brawny hairy man, always eager for a brawl, will take all challengers **Fighter/Buccaneer: Lvl 5 Buccaneers: AC 5 [14];HP 35; #ATT 1; D 1d6 +3th, +3dmg** (by weapon); **AL NG, MV 12 ML 15, XP**

- **Specialization:** Grappling, Toughness
- **Items:** **Sword of Tuvius (+2 Gladius,** Immunity to Fear when wielded), breeches, knife, cestus, gold arm ring (25 gp), ornate bracers (50 gp ea) +1 AC, 35 gp, 3d10 sp,

Crew: Gareth Deepwater: Priest of Ushoon Lvl 3: AC 5 [14]; HP 15; #ATT 1; D 1d6 +1dmg (by weapon); **AL NG, MV 12 ML 13, XP**

- **Spells** Mana 10

Lvl 1; *Cure Light Wounds, Bless, Create Water, Locate Fish, Command, Detect Magic*

Lvl 2; *Messenger, Spiritual Trident*

Items: Scale mail, helm, trident, net, knife, coral holy symbol, (25 gp), 10 gp, 3d10sp

Crew: Adan the Knife Rogue/Buccaneers Lvl 4: AC 5 [14]; HP 16; #ATT 2; D 1d4 +3 th, +1 dmg or (by weapon); **AL N, MV 16 ML 13, XP**

- **Specialization:** Two handed fighting, Piercing Attack, Dodge, Tumbling
- **Items:** 4 Daggers, garments gear, hardened leather satchel, **Elixir of Madness, Potion of Dolphin Control, Potion of Rainbow Hues, Potion of Water Breathing,** 30 gp, 30 sp, 1 tourmaline, 75 gp,

Crew Hellena of Asheena Mage Lvl 3: AC 9/6 [10/13]; HP 14; #ATT 1; D 1d4 (by weapon); AL NE, MV 12 ML 13, XP

- **Spells Mana 6)**

Lvl 1; *Armor, Sleep, Unseen Servant, Cantrip*

Lvl 2; *Blindness*

Items: Colorful silks, **Wand of Magic Missile**, dagger, satchel, components, spell tome, silver head band with onyx (300 gp) 26 gp, 23 sp,

The crews of the three ships are people from all over the world both men and woman. The three ships work together but also often compete. Rumor has Captain Samrynn has himself an Island hide out in some dormant volcano or some such. There's even said to be a small town where the rest of his crew live, but no one's sure where it is...

The Travelers

Author: Aric Allen

We were called Travelers before the Rhone War, nomads traveling from place to place in our simple wagon homes, following the trails before us, pacing the seasons and their virtues. We did trade along the way, exchanging cheeses from the dale lands for wine from the south lands, dates from Asheena palms for Odiman brandy shipped across the Eastern Zontani Sea. And when our inventories ran light, we would offer our expertise with carpentry, and harvesting in small towns that needed it most.

Most found our arrival to their towns a welcome change, a way to learn of news from abroad and a chance to view trinkets, wares and sample foods from places their minds and palettes could only imagine. But we did not stay longer than necessary as there were enough folk of the time easily suspicious or our alternative lifestyle and seemingly carefree ways. In truth, they were. We Travelers had want of little except the open road, and new wonders to see and experience.

As all good things come to a close, so too did this time in our tribes history. Suspected wrongfully of being I zadum spies, we found our welcome in the Rhone Empire swiftly sour when then the Emperor announced we had been found complaisant paying our share of toll road taxes. In truth, we paid more than most and did so gladly as the roads and their keeping were paramount to our way of life. Our elders sensed the truth behind this accusation. The Empire preferred little communication shared between the various communities that we'd frequent, and that that was, was of their own making. Truth was a powerful thing, and best defined by those in power.

And so it was we Travelers escaped the worst of the great nomadic purge by fleeing to the northern coasts of the Enon Sea, where we learned to ply our carpentry skills, using ancient timbers though not at some cost. We were strangers, trespassing in places humans had not traveled to in more than very small numbers and even then only due to storms that had blown their ships way off course. We had at first drawn the ire of elves...an ancient race of man and stewards of the lands and forests that we'd unknowing and fatefully at first had drawn great discontent. This escalated to a brief skirmish between an Elvin scouting party and my father, Ogan Dennesh and a small crew he'd been running to mark trees for harvest. The elves were lead by Elish Olthwane, the son of Lethandra Olthwane, queen and Matriarch of their clan. This was fortunate, as luck would have it the circumstances of their brief exchange and the fortune of a second harvesting crew being in the area caused Olthwane to retreat into the woods, but not before taking a near mortal blow from my fathers Axe.

Travelers are not bloodthirsty by nature, we defend ourselves and our own, but we do not kill for killings sake. We believe life to be sacred, greater than gold, as what is gold good for if you cannot experience what you can purchase from it. And so it was that the elf prince was carefully transported back to the camp where our healers were able to save his life and heal his injury. Upon waking in their gentle care, he called for my father. My father made it clear to him that our encampment was just that, we were not staying, we simply needed resources to escape the scorn of the Rhone Emperor. We had begun to build boats...small ones at first as we had been land bound for hundreds of years, and though we understood the crafting of such things, we were new to their stewardship and plying of the sea.

The elves were impressed with our virtues and soon realized that we meant them no ill will. They agreed to aid us in this en-devour, and allowed us to continue with close supervision, the culling of their forest...choosing only tree's that they approved of. And so it was, through trial and error we crafted a small fleet of six ships...sturdy and swift, and large enough to carry all of us.

Leaving nary a trace of our presence on their shores, we said our farewells, and sailed for ports of call to the south. We spent a year and a half at Sea, and sadly the first three months were a painful time for us. We lost two ships, and many of our clan to trials and tribulations of a world and lifestyle we were direly unfamiliar with. My father had lost his life during those

turbulent times, his body having been washed overboard while insuring mast lines were secure during a sever storm.

My Uncle Derrik Dennesh, ten years my fathers younger brother led us after that fateful storm, and he helped my mum to raise me as someone not afraid of the sea, but as someone who couldn't picture like without it. The sea is my home, and indeed it has become the home of the Travelers.

My name is Taiyo Dennesh, and while our tribes have been at sea, we have been given new names, but while we still prefer the name Travelers, on this day I have been called a new one by our surviving elders, I am a Brine Lord.

NAME: Taiyo Dennesh

Brine Lord Commander of the Travelers

Level 10 Thief

AC: That afforded someone in Banded Leather Mail +3 & a 17 Dexterity

ST: 12

IN: 13

WI: 14

DE: 17

CO: 15

CH: 16

HP: 64

Weapons:

+1 Saber

+ 1 Darts 14

Magic Items: Boots of Speed

Ship Name: Mule

Not a pretty ship, wood is all burnt black, for weathering and stealth...low waterline w/reinforced hull built with steel tipped ram shaped to smash, not piece...so as to avoid getting stuck in another ship. Crew specialty is to ram an apposing ships rudder to disable steerage, while the remaining ships fire with bows and then close to swash-buckle aboard from mast lines.

Crew of 12

3rd Level Captain (Fighter)

Armed with Saber & 14 Darts

Subordinates

1st Level

Saber & 14 Darts

Other 2 ships: Same burnt treatment to the wood, but built for speed and durability

Sea Sprite: Crew of 24 w/3rd Level Fighter Captain Armed w/Saber & 14 Darts

Subordinates are 1st Level, armed with short bows & sabers

Archer: Crew of 24 w/3rd Level Fighter Captain Armed w/Saber & 14 Darts

Subordinates are 1st Level, armed with short bows & sabers

Travelers are just that, they don't appear to stay in any one place for longer than a week...though they may frequent a location, that would be done to match a season, and regularly sought after goods or food sources. They still maintain their previous profession with alacrity trade of goods from port to port. They are extremely skilled with all things related to being sailors, as everyone boys & girls, men and women are taught to read the winds, swim like fish, and sail a ship better than most experienced sailors of the realm by the time they reach adult-hood.

At any given time, there are 3 dozen ships at sea, 1/3 of them are rigged as common freight ships, the rest serve to protect them and do so with an uncanny means of showing up out of no-where just when would be opportunists make their move to approach.

Routes are planned, with expectations of just such encounters..especially in waters known to frequent competing rivals or ships flying the flag of the Rhone Empire. Travelers, only pirate other pirates or if their really fortunate, they might be afforded the opportunity to send one of the Empires ships to the deeps.

Travelers are governed by a strict code of service to the clan, do well by the clan and the clan will all do well. They have to single Brine Lord, but commanders of which there are three. One for the freighters and one each for the combat groups. Commanders are subordinate to no one but the elder council.

Elder Council

This council is in fact a druidic circle of 12 maintained by new blood when need be.

Leader

Kayla Shark

7th level Druid

Six 4th level druids

Three 3rd level druids

Two 1st level druids

The druid circle is indeed there greatest measure of protection, and it has secured there lifestyle. They maintain a safe haven in the northern sea of Enon, a subterranean village accessed by an ancient sea cave, hidden with Elvin magic gifted to them and navigable only at High Tide and only with an elder guide.

Brine Lord Tyge-O

Author: Jeremy Coffey

Redheaded halfling thief (Lvl 8)

Abil: S11 I10 W13 D16 CO10 CH16

AC 4 [15], **HD:** 8d4 (25 hp), **Att** shortbow, hand axe +2;

THACO: 17 [+2], **SV:** D12 W11 P9 B14 S11, **AL:** Chaotic

Lang: Chaos, Halfling, Common

Magic Items:

Hand axe +2, Robe of Blending (Ref Tome 188), **Bracers of Armour [AC6]** (Ref Tome 159), **Decanter of Endless Water** (Ref Tome 163)

Background: Brine Lord Tyge-O is a jovial halfling who enjoys the high life of a Brine Lord: good food and drink, fine art and company, and sumptuous surroundings. Among his crew is even a string quartet. More than luxury, he craves action and excitement. The combination means he is brash, but not rash. His daring escapades and plucky escapes are what have propelled him to the company of the Brine Lords. However, no one knows exactly why the Brine Lord is so fond of turtles...

Ship: *The Terrorpin* - the ship appears to be a titanic turtle shell (and perhaps it is) converted into a formidable war ship with masts, gun ports, and a sharp prow for ramming. The gun ports may be sealed allowing *The Terrorpin* to partially submerge under water. The hull is as strong as iron, and most normal shot and cannonball bounce off the hull.

The Terrorpin is a formidable ship, and can hold fast in many straightforward encounters. On occasion, however, the crew of the Terrorpin have been known to partially submerge and deploy camouflage to disguise the ship as if it is a small, grass-covered island or minor peninsula with its masts disguised as trees. This has allowed *The Terrorpin* to catch its victims unawares, or to escape pursuit. How well it is camouflaged depends on how much time the crew has. With a full day, the crew could convert the ship into an island – complete with a sandy beach—sufficient to fool an unwary traveler who steps aboard and doesn't investigate too closely (or dig too deep). Less preparation time can still fool ships sailing at a distance.

The Terrorpin has another secret known only to the crew: an airlock that allows swimmers to enter and exit, complete with a collapsible tube that can extend 30'. Often this tube is used so the crew can access the sea floor to dredge sand to supply the sandy beach when employing island-camouflage, and Tyge-O has established several underwater caches of supplies, weapons, and treasure in places unlikely to be found by chance. Swimmers have more than once drilled holes in the bottom of another ship, and used the Decanter of Endless Water to flood a ship during combat.

The Terrorpin does not often stray too far from the several archipelagos of the Eastern Zontaran Sea.

Crew name: The Leatherbacks. Some of the crew use laminated sea turtle shells as leather armor, or as shields.

Crew: **George Kemp**, halfling, first mate; Logger, expert dwarven carpenter, in charge of maintaining the ship; **Olive Ridley**, halfling craftsman, in charge of maintaining the island camouflage; **Leith**, elven navigator and pilot; **Reeves**, a 500-lb giant snapping tortoise, ship's mascot.

Reeves, large turtle

AC 5 [14], **HD** 6 (24 hp), **Att** 1xbite (1d4) or 1xhead slam (1d2), **THACO** 13 [+6], **MV** 5' (1)/10' (2) swimming, **SV** D13 W14 P15 B16 S17 (NH), **ML** 10, **AL** neutral, **XP** 20, **NA** 1 (unique), **TT** none, **Ring of Protection 5' Radius** (Ref Tome 202, reflected in stats above)

The decks of the *The Terrorpin* are roughly three-quarters the height of an average human. The crew of halflings, gnomes, and a few dwarves (plus Reeves) have no problem with this. Leith, the only elf and thus the tallest crewmember, has to slouch and crouch to move about below-decks. She has developed a manageable (so far) case of claustrophobia.

Rival Brine Lord

Captain Miranda The Merciless

Blonde halfling fighter (Lvl 6)

Abil: S14 I13 W10 D15 CO14 CH11

AC 3 [16], **HD:** 6d8 (52 hp), **Att** shortbow, short sword +1; **THACO:** 17 [+2], **SV:** D10 W8 P9 B13 S11, **AL:** Lawful

Lang: Law, Halfling, Common

Magic Items:

Chain mail +2, Short Sword +1, Ring of Water Walking (Ref Tome 203), **Scryglass**

Scryglass extends vision as a normal spyglass (up to 4x)¹; once per day allows a vision (without sound) of a place or object that is brought to mind. Clarity of vision depends on a familiarity with the subject. It is not possible to cast spells through the spyglass into the viewed scene. Captain Miranda uses it to track *The Terrorpin*.

Background: Before adopting the Pirate's Life, Captain Miranda was the captain of the third largest merchant ship that sailed the trade lanes in the Eastern Zontani Sea -- *The Plenty Stuffed*. Then came a day when she met then-Captain Tyge-O roughly 50 miles north of Leviathan. Miranda outgunned Tyge-O, and although many of her shells bounced off the armored *The Terrorpin*, she nevertheless expected to easily win the battle against *The Terrorpin*.

That is, until her ship mysteriously began to take on water (Tyge-o's **Decanter of Endless Water** was smuggled aboard and caused the flooding). Miranda reluctantly ordered her crew to abandon ship. Once her crew was in the water, Captain Tyge-O's crew boarded *The Plenty*—which equally mysteriously stabilized and righted itself—and off-loaded several luxury items, including a famous painting (that now can be found in Lord Tyge-O's quarters), as well as several tons of stores and supplies not ruined by the leaks.

Captain Tyge-O allowed her crew on board, disabled the ship and took it in tow. Captain Miranda and her officers were set adrift in a longboat, and they had to make their way to the Asheena coast before ending up in the city of Asheen the Thirsty. Several of her former crew now sail with Lord Tyge-O.

Destitute, Miranda vowed revenge on Tyge-O, and has sworn to humiliate him by taking his seat as a Brine Lord so that she can set him adrift in the Zontani Sea.

Miranda takes what she needs from her former merchant compatriots, selling the rest to fund her agenda and improve her ship in anticipation of the day that she again encounters Tyge-O. She does, however, keep a strict accounting of her plunder, and intends to make amends someday.

Ship: *The Retribution*, a medium-sized former merchant vessel, now well armed and armored – early as well as *The Terrorpin*. Most cannonfire from other merchant vessels merely bounce off the hull of *The Retribution*.

Crew: As a merchant, Miranda sailed with a crew of mostly halflings. She now sails with an 'upgraded' crew of exclusively humans and orcs. To ensure their loyalty, each of her crew has sworn an oath of vengeance

against Lord Tyge-O, and many of whom have, like Captain Miranda, suffered losses in family or finances at the hands of her rival halfling Brine Lord.

¹ Or whatever makes sense – 2x? 8x? 10x?

LEGAL

For Brine Lord Cassidy's Tomb, the adventure background, all place names and descriptions, all new monsters, 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.

Product Identity: The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Game Content: all trademarked items, all artwork and diagrams, dialogue, plots, storylines, locations, characters, logos, and trade dress. Items previously designated as Open Game Content or are in the public domain do not fall under this designation of Product Identity.

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions:

- (a) "**Contributors**" means the copyright and/or trademark owners who have contributed Open Game Content;
- (b) "**Derivative Material**" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
- (c) "**Distribute**" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;
- (d) "**Open Game Content**" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.
- (e) "**Product Identity**" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;
- (f) "**Trademark**" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor
- (g) "**Use**", "**Used**" or "**Using**" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content.
- (h) "**You**" or "**Your**" means the licensee in terms of this agreement.

2. The License

This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance

By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration

In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute

If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright

You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity

You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification

If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License

Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License

You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits

You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply

If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination

This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation

If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. **System Reference Document** Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Old-School Essentials is a trademark of Necrotic Gnome. The trademark and Old School Essentials logo are used with permission of Necrotic Gnome, under license.

Brine Lord Cassidy's Tomb, Copyright 2022, Author Malrex

END OF LICENSE

Copyright 2022, The Merciless Merchants

