

SURGEROCK VAULT



The very oceans and seas tremble in fear of the floating rock that parts its waves, traveling to destinations only the gods know. The pock marked monstrosity defies sinking as it roams the sea, it's cargo a mystery. What deadly mysteries reside within this strange floating rock?

An adventure for Levels 7-9.

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

SURGEROCK VAULT

FOR LEVELS 7-9

BY MALREX

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Author's Note

This adventure was written for a contest at Bryce Lynch's 10 Foot Pole blog and review site: <https://tenfootpole.org/ironspike/?p=7814> and inspired by Wavestone Keep:

<https://www.drivethrurpg.com/product/386162/Wavestone-Keep>. We could only have 9 encounter areas and 8 pages. I increased this version to let the legal page have its own page, a cover page, and this page. The rest has been unchanged.

I wrote some thoughts on my design process for this adventure at the Merciless Merchant blog:

<https://www.themercilessmerchants.com/post/freebie-ose-adventure-surgerock-vault-and-updates>.

Requires Old-School Essentials Advanced Fantasy

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SURGEROCK VAULT

INTRODUCTION

The very oceans and seas tremble in fear of the floating rock that parts its waves, traveling to destinations only the gods know. The pock marked monstrosity defies sinking as it roams the sea, it's cargo a mystery. What deadly mysteries reside within this strange floating rock?

Sailors have witnessed the floating rock emerge from the Rains of Sanjoon. Once an island of the gods, Sanjoon is cloaked in mystery due to unrelenting storms and obscuring rains that have drenched its seas for eternity. None have ever returned once entering the chaotic storms. Therefore, surprise, alarm, and panic has set in as sailors struggle to understand its significance. Sailors and bards have nicknamed it Surgerock Vault, for its fast movement through the currents and rumors claim a portcullis blocks entry within.

SUMMARY

Surgerock Vault is a humongous floating piece of pumice with broken thick chains/links the size of a house, on six sides of the 'island'. It broke from its sky perch in the lands of Sanjoon and now floats aimlessly

on the sea. It's significance is that its a guarded vault for the dreaded sea-devouring sword Arid. Creatures of flame wish to obtain this powerful artifact, so what better place to have a sea guard it?

SEA WANDERING ENCOUNTERS

Refer to table below. Roll a d10, with a 1-2 signifying an encounter.

SURGEROCK VAULT

1. Gates of the Dehydrator: Thousands of skeletons of different races (mostly lizardman) scramble forever towards a rune-carved portcullis archway that borders a tall entry that punches its way through the rock. The skeletons form a ramp on either side to the top of the arch, as if something moved them to the sides to clear access. The runes flare angrily and sporadically, different colors of yellows and dark oranges dancing off the stone.

- When within 10' of the portcullis, the runes flare red and a loud gong is heard from within. The portcullis raises slowly on its own accord.

ROLL	ENCOUNTER	NOTES
1	(3) Giant Seahawks: AC 6 [13], HD 3+3 (16 hp ea), Ath 1 x talons or beak (1d6), THACO 16 [+3], MV 450' (150') flying, SV D12 W13 P14 B15 S16 (2), ML 8, AL N, XP 50 <ul style="list-style-type: none"> • Swoop: If victim surprised when attacked from above, the attack inflicts double damage. • Carry prey: Up to halfling-sized. 	These hungry seahawks attempt to swoop and attack the smallest prey on the boats. If one dies, the rest flee.
2	(3) Saltwater Termites: AC 5 [14], HD 4 (18 hp ea), Ath 1 x bite (1d4) or 1 x spray (stun), THACO 16 [+3], MV 180' (60'), SV D12 W13 P14 B15 S16 (3), ML 11, AL N, XP 75.	The termites seek to feast on the wood of the ship.
3	(1) Storm Giant: AC 2 [17], HD 15 (80hp), Ath 1 x weapon (8d6), 1 x lightning bolt, THACO 9 [+10], MV 150' (50'), SV D4 W5 P6 B5 S8 (15), ML 10, AL Lawful, XP 1350 <ul style="list-style-type: none"> • Large pouch with 300 gp, a fist-sized pearl (500 gp), and a Potion of Flying. 	Seeks Surgerock Vault to find out where it went. He tells the party nothing of it and to stay away!
4	(3) Griffons: AC 5 [14], HD 7 (31hp), Ath 2 x claw (1d4), 1 x bite (2d8), THACO 13 [+6], MV 120' (40') / 360' (120') flying, SV D10 W11 P12 B13 S14 (4), ML 8, AL Neutral, XP 450 <ul style="list-style-type: none"> • Attack horses: Within 120', unless a morale check is passed. • Defend nest: Attack if it is approached. • Taming: Captured young can be trained as loyal mounts. Their fierce nature cannot be trained out: they still instinctively attack horses. 	These starving griffons attack about anything for food.
5	Powerful currents!	Either slows down the ship or takes ship off course (referee discretion).
6	Angry Storm!	50% chance of blowing the ship off course.

2. Challenger: The interior is a massive arena with several portcullises embedded in the walls and a wide stone **platform** with two pillars in the middle. A chained fire giant **skeleton** lies against the east wall. Several stone statues of different races are scattered about and a pile of broken statues rests on a ledge. A stone giant stands next to the rubble pile on the ledge, sneering as he pulls a lever, causing one of the portcullis to slowly open, with only growling and hissing coming from within.

- The **platform** is actually an elevator that leads down. Two levers are on one pillar to operate it.
- The skeleton has writing above it reading "Mahrdun the Dehydrator, destroyer of seas and oceans, he has paid for his crimes..."
- The stone giant calls out "You'll never obtain it! Leave or die!" He throws a head of a lizardman to crash near the PCs for motivation to leave, then pulls a lever to release a basilisk. He refers to the sword **Arid**.
- During combat, the stone giant throws bits of broken statues (lizardman heads, human torsos, etc.) until meleed, while his pet basilisk enters the arena. These stone giants are actually made of stone, looking similar to rock elementals when old age, and unaffected by the basilisk's gaze.
- There is a treasure hoard on the ledge next to the broken statue pieces and debris. Treasure includes: 8,432 sp, 5,750 gp, a bejeweled shield (1,500 gp, decorative only), a golden tiara with rubies and pearls (400 gp), a bejeweled drinking horn (300 gp), a **Potion of Growth**, a **Ring of Water Walking**, a **Javelin +2**, and a scroll of **Protection from Lycanthropes**.

(1) Stone Giant, Vorog the Destroyer: AC 4 [15], HD 9 (64 hp), **Att** 1 × weapon (3d6) or 1 × boulder (3d6), **THACO** 12 [+7], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (9), **ML** 9, **AL** Neutral, **XP** 900

- **Weapons:** Stone clubs made from huge stalactites.
- **Boulder throwing:** Up to 300'.

(1) Basilisk: AC 4 [15], HD 6+1** (36hp), **Att** 1 × bite (1d10 + petrification), 1 × gaze (petrification), **THACO** 13 [+6], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (6), **ML** 9, **AL** Neutral, **XP** 950

- **Surprise:** Characters surprised by a basilisk meet its gaze.
- **Petrifying touch:** Anyone touched by a basilisk is turned to stone (save vs petrify).
- **Petrifying gaze:** Anyone meeting a basilisk's gaze is turned to stone (save versus petrify). Unless averting eyes or using a mirror, characters in melee are affected each round.
- **Averting eyes:** -4 penalty to-hit; the basilisk gains a +2 bonus to attack.
- **Mirrors:** The reflection of a basilisk is harmless. Fighting by looking in a mirror incurs a -1 penalty to

attack. If a basilisk sees its own reflection (2-in-6 chance), it must save or be petrified

3. Old Man Fisher: Beyond the ledge is an alcove that looks over the sea. An old stone giant, approximately 22' tall, his movements sounding like an avalanche, calmly casts a fishing line out with a huge rod. An overflowing basket with a variety of fish rests to his left. A giant brass **bowl**, full of water, is to the right of him.

- The **bowl** contains fresh water.
- He is content with his fishing and mainly ignores the party. If attacked, he bellows "Yer going to scare the fish, you dolts!" Pressing combat, he eventually attacks to defend himself.
- Approached with respect and quietness, he is happy to share details about the place while he still focuses on fishing. The giant knows:

1. "This is a Vault that holds **Arid**, a magical titan sword. Many wish to obtain it, most die by my grandson Vorag, but he has lost his way and he annoys me. Or annoyed me, seems you have slain him? Good. I do not care about it anymore. I'm old...and I find that I enjoy fishing."

2. "Mahrdun, a powerful fire giant wielded **Arid**. He dehydrated seas with the sword's power, vowing to make the world all into burning lands. He was a hero of his people, but he...aww damn! Did you see that? I had a bite...bastard got away." He continues to curse for several minutes.

3. "My people stayed neutral during the war of the giants, so we were tasked to protecting and guarding **Arid**. But sometimes...you get old. I don't give a wit about the sword anymore, take it if you can. You are wasting your time when you could be enjoying the glory of fishing!"

4. "It's forsaken to speak of Sanjoon, that's all I will tell you of those lands. But aye, we came from there, fell from the sky when our chains broke. I don't plan to go back there...no fishing there. Besides...this is better. Most who want **Arid** are of the flames...what better place to guard the sword then on the sea!"

5. "Deeper down is a variety of guardians. You are probably going to die and no I'm not going to spoil the surprise. But, they feed on kobolds—they breed like rats, those little bastards. I remember Vorog and I clubbing them out to sea as a competition. I won, hah! Anyways, all those mongrels below me are brutes for eating those kobolds—hardly any meat on them! But whatever, that leaves way more fish for me, which are far superior in taste."

6. "Tell me, what will you do with the sword? Hah...actually, how are you even going to carry it?"

Fools....but hey, I'll trade a few fish if you have any ale or wine? Alcohol would make this day just about perfect."

(1) Stone Giant, Froguria (ancient giant): AC 4 [15], HD 9 (70 hp), Att 1 × weapon (3d6) or 1 × boulder (3d6), THACO 12 [+7], MV 120' (40'), SV D8 W9 P10 B10 S12 (9), ML 9, AL Neutral, XP 900

- **Weapons:** Stone clubs made from huge stalactites.
- **Boulder throwing:** Up to 300'.
- Froguria attempts to throw PCs into the sea if attacked. Slain PCs are used for bait.

Referee's Note: The kobolds (see **Area #5**) are constantly scampering around looking for food and constantly attempting to get down the stairs that leads to Level 4 to pick mushrooms. Due to being the main food source of the other denizens, the kobolds have created a series of different traps. When the PCs enter an area that is trapped, roll randomly on the trap table.

ROLL	TRAP	DAMAGE
1	Pit trap	1d6
2	Spear trap	1d8
3	Trip wire/Sleep gas	Per <i>Sleep</i> spell
4	Falling ceiling block with bottles that break creating an alarm	1d10. 10 kobolds investigate in 1d6 rounds.
5	Hook trap—10 hooks drop from ceiling from fishing line, then jerked upward.	1d6
6	Dart trap	3 darts, 1d4 damage each.



4. Bear Lair: The rumble of chains echoes in the cave below as the platform descends a short shaft before opening into a huge sandy cavern. A half eaten kobold corpse lies near the northern wall, the thirsty sand absorbing the blood.

- The noise of the platform brings 3 cave bears in 1d6 rounds and 2 additional bears in 1d6+6 rounds from

the wider passages. If no stone giants are present, they attack.

- Steep stairs lead downward along the west wall. Wooden palisades with sharpened stakes are near the bottom (attempt by kobolds to keep the bears upstairs). The smaller passages that bears and other large creatures can't fit into is the beginning of the kobold warrens (see **Area # 5**).

(5) Cave Bears: AC 5 [14], HD 7 (31hp), Att 2 × claw (1d8), 1 × bite (2d6), THACO 13 [+6], MV 120' (40'), SV D12 W13 P14 B15 S16 (3), ML 9, AL Neutral, XP 450

- **Bear hug:** If both paws successfully hit, an extra 2d8 damage.
- **Sense of smell:** Poor eyesight, but keen sense of smell. When hungry, will follow a track of blood by scent.

5. Warrens: Tight passages that sometimes require squeezing oneself to get inside and/or taking off equipment. Rough chambers provide ample room with natural pillars holding up the pumice stone.

Open Chambers: The passages open to chambers littered with fish bones, rubbish, debris and dried seaweed/kelp beds (4d4 kobolds).

Open to the Sea: Some chambers are open to the sea and several kobolds fish with rods and nets (5d4 kobolds). Several random items collected from the sea are scattered about these chambers, roll d6 with a 1 turning up something from the table after six rounds of searching..

ROLL	RANDOM SEA LOOT
1	2 kegs of Butterhatch Ale (50 gp ea)--still in good condition and watertight.
2	Message in a bottle: Marooned on a reef near Rickard's Steps—the fourth isle. I have important information for the Emperor of Rhone. Send help immediately!
3	5 glass bauble/buoys (25 gp ea)
4	A rowboat oar
5	A flag from the lands of Asheena. A pearl pin with a golden sun (100 gp) attached to a corner.
6	A ball of fishing line with seven hooks.
7	4 coconuts
8	20 yards of sail cloth
9	Three 18' long wooden logs. A gaff hook stuck in one.
10	A necklace of shells and beads (35 gp) within a clump of seaweed.
11	A Potion of Healing
12	A 10x10 net with hooks.

- Kobolds are surprised by seeing the PCs and attempt to parley rather than fight. They request them to have an audience with their queen. She resides in the most southeastern chamber of Level 3. The 50 kobolds are scattered throughout the warrens.
- The kobolds are led by their kobold queen Helvetha. She pleads for the PCs to help them vanquish the rest of the denizens as they wish to have this place as their lair and live in peace. At the very least, they wish for the chimaera to be slain so they can obtain the mushrooms safely (see **Area #8**). She offers a squad of kobolds (12 kobolds led by one named Fawks) to help as well as 500 cp, 400 sp, a random ship in a bottle, and 867 gp (all their treasure is hidden under a makeshift throne) as well as a place for safe resting and all the fish they can eat.
- Other kobolds bring in cheap ale, fish, mussels, and other seafood in a sad attempt at a feast.
- Attacking Helvetha causes them to bang on a drum to summon the rest of their tribe to attack.

(50) Kobolds: AC 7 [12], HD ½ (2hp), Att 1 × weapon (1d4 or by weapon -1), THACO 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 6 (8 with chieftain), AL Chaotic, XP 5 (Fawks: 15, Helvetha: 20)

- **Ambush:** Set up surprise attacks.
- **Infravision:** 90'.
- **Hate gnomes:** Attack on sight.
- Helvetha is 2 HD, 10 hp, and Fawks is HD 1+1, 7 hp.

6. Maze: Sloshing and wave-lapping sea water echoes loudly within this cave from outside, as if reverberating from the natural pillars of various sizes. Passages twist and turn around the natural pillars quickly becoming a natural maze.

- The minotaurs from **Area #7** uses these passages to their advantage if aware of intruders, attempting to 'pot shot' with their crossbows, separate them, and ambush lone PCs. One may charge the party, attacking once, then veering off while the other shoots from a distance.
- It's so loud that moving silently is automatically successful for thieves but also can block the noise of the moving minotaurs.

7. Horn: Continual light shines from the 20' tall ceiling in this huge chamber full of sandy floors. Several natural pillars made of pumice hold up the ceiling, casting darkened shadows along the walls. Atop a broken pillar lies a humongous silver **horn** made for a giant, with crackling yellowish runes.

- If the minotaurs are still alive, one attempts to blow the **horn**, which causes a gorgon to materialize out of thin air within two rounds.. The minotaurs attempt to keep their distance from the gorgon and the PCs while continuing to shoot their crossbows.

- A PC blowing the **horn** causes the gorgon to be summoned and it utilizes its breath attack immediately.
- The horn is worth 5,000 gp and weighs 250 lbs.
- One minotaur wields **Hornet**. The rest of the minotaur's loot surrounds the horn: 560 sp, 3,100 gp, 217 pp, two zircons (50 gp ea), scroll of **Protection vs. Undead**, and **Zanora's Lantern**.

(2) Minotaur: AC 6 [13], HD 6 (27hp), Att [1 × gore (1d6), 1 × bite (1d6)] or 1 × weapon (1d6 + 2 or by weapon + 2), THACO 14 [+5], MV 120' (40'), SV D10 W11 P12 B13 S14 (6), ML 12, AL Chaotic, XP 275

- **Weapons:** One uses Hornet and battle axe, other uses crossbow and halberd.
- **Aggressive:** Attack same size or smaller creatures on sight. Pursue until the victims are out of sight.

(1) Gorgon: AC 2 [17], HD 8* (36hp), Att 1 × gore (2d6) or 1 × breath (petrify), THACO 12 [+7], MV 120' (40'), SV D8 W9 P10 B10 S12 (8), ML 8, AL Chaotic, XP 1,200

- **Charge:** When not in melee. Requires a clear run of at least 20 yards. Gore inflicts double damage.
- **Petrifying breath:** Cloud 60' long, 10' wide. All in the cloud are turned to stone (save versus petrify to avoid). Unharmed by own breath.

Hornet

Hornet is a black crossbow with golden trim and hardware. Any bolt shot from **Hornet** releases a loud angry buzzing sound and the bolt becomes an illusion of a giant hornet. The bolt is imbued with +1 damage and the opponent must make a save vs. poison or take an additional 1d6 damage. If the bolt misses, the hornet flies back to its target for another attempt at a hit, but only delivers 1 damage + poison damage if the save is failed.

A second power is once per day, the wielder may shoot a bolt that travels 10' before exploding into hundreds of angry hornets. Treat as monster, **Insect Swarm**. The **Insect Swarm** lasts one turn before fading into motes of magic. The wielder may continue to fire the crossbow while the power is active.

Insect Swarm: AC 7 [12], HD 2 to 4 (9/13/18hp), Att 1 × swarm (2 or 4hp), THACO 18 [+1]/17 [+2]/16 [+3], MV 30' (10') / 60' (20') flying, SV D14 W15 P16 B17 S18 (NH), ML 11, AL Neutral, XP 20/35/75

- **Type and locomotion:** this item only summons hornets.
- **Size:** 10' × 30' area, typically.
- **Immunity:** Only harmed by fire, extreme cold, sleep spells (affect the whole swarm), smoke (drives off), or other attacks as the referee wishes.
- **Swarm attack:** Automatically damages characters within swarm area: 2hp if wearing armour, 4hp without.

Continued

- **Warding off:** Characters inside the swarm who defend themselves by brandishing a weapon (or similar) suffer half damage from the swarm. A brandished torch damages the swarm.
- **Escaping:** On exiting the swarm, characters continue to suffer half damage until 3 rounds are spent swatting the attached insects.
- **Diving into water:** Suffer damage for one round, then attached insects drown.
- **Pursuit:** An angry (i.e. damaged) swarm will pursue characters until they are out of sight or inaccessible.

Zanora's Lantern

A golden lamp (2,400 gp total) with intricate engravings of cloud castles and dragons. A platinum cap with a ruby keeps the lantern closed. Whoever opens the lamp, becomes elongated and rubbery as they get sucked inside with a loud screeching sound, while the prisoner inside emerges from a cloud of puffy white smoke. The prisoner inside enjoys a tower room at the top of a cloud castle. Magical bars on the windows and doors make escape impossible (short of a *Wish*). There is a bath, comfortable furnishings, plentiful food and ale that appears magically, the occupant doesn't age, and...it's the most comfortable prison ever! The lamp may only be opened once a day and only works on creatures 7' tall or smaller.

The current inhabitant is Alsheena, a beautiful, exotic-looking woman who immediately thanks her saviors. She feigns being scared in the dungeon and wishes to get to safety as fast as possible! She believes she was inside for over 50 years! Alsheena is actually an intelligent doppelganger who appraises the situation, taking out a lone PC if there are good odds of doing so as she doesn't want to return inside the lamp.

Alsheena the Doppelganger: AC 5 [14], HD 4* (24hp), **Att** 1 × bite (1d12), **THACO** 16 [+3], **MV** 90' (30'), **SV** D6 W7 P8 B8 S10 (10), **ML** 10, **AL** Chaotic, **XP** 125

- **Shape stealing:** Can adopt the form of any human-like creature (7' tall or less) observed. Then proceed to attack the person mimicked.
- **Trickery:** Will attempt to kill a PC, take on their role, then attack the party by surprise (e.g. during a battle).
- **Reversion:** If killed, reverts to its original form.
- **Spell immunity:** Unaffected by *Sleep* and *Charm* spells.

8. Guardian: Stairs lead down 60' and open into a massive sandy-floor chamber. A huge crater lies in the center of the chamber filled with pale white and blue speckled **mushrooms** and 30' to 40' high pock-marked mesas surround it. Soft roaring of waterfalls can be heard beyond a huge staircase to the west. A sinister voice suddenly echoes through the cavern from atop a mesa:

Ildeven—"Please tell me you have good tales to tell, I've been completely bored. If it's good I promise I won't eat you..."

Magara—"Oh, I do delight when you use that tone of voice. Raises my hairs don't ya know! Giddyup!"

Sionned—"rumbled laughter".

- The **mushrooms** are edible and mundane.
- The ancient chimaera is huge and powerful and almost double the size of regular chimaeras.
- Ildeven (dragon) –thinks he is a bad ass, bad temper, ultimately controls the body and pissed he isn't a real dragon.
- Magara (goat)–jokester, corny jokes, enjoys making fun of Ildeven.
- Sionned (lion)-wise, doesn't speak much but watches closely as if stalking prey. Usually agrees with Ildeven.
- It is completely bored but magically bound to stay here (to guard mushrooms says Magara!)
- It does not allow PCs to go down the stairs and warns them of such. Ildeven requests tales of the PCs and if he doesn't like the tale, he promises to eat one random PC. He expects to be entertained for no less than 4 hours. He gets angry of tales of slaying dragons, begins to rage, and will attack within 1d4 rounds.
- Charismatic characters have a 15% chance to have the chimaera leave them alone if they boast of Ildeven's beauty and how he looks to be the greatest dragon of the lands, etc.
- If Ildeven is highly entertained, he may ask the PCs to slay a storm giant shamaness to the north to break the spell that keeps them here. Magara taunts the party, claiming they will die against her. Ildeven promises he could be called to a battle in the PCs time of need if they are successful and has a whistle in his hoard that they would be able to hear for miles (he keeps his word).
- Disrespectful PCs are attacked, grabbed, flown to the top of a mesa and eaten.
- The treasure is on top of a mesa: 5,700 gp, 2,100 pp, a platinum and emerald rimmed goblet (900 gp), two silver armbands with diamond clips (400 gp), three golden necklaces (200 gp each), a velvet sack of 12 rubies (50 gp each), a diamond whistle (300 gp), **Gauntlets of Ogre Power**, **Potion of Speed**, scroll with *Wall of Ice*, and a **Ring of X-ray Vision**.

(1) Chimaera (Sionned-lion, Ildeven-dragon, Magara-goat): AC 4 [15], HD 9** (70hp), **Att** 2 × claw (1d3), goat: 1 × gore (2d4), lion: 1 × bite (2d4), dragon: 1 × bite (3d4) or 1 × breath (3d6), **THACO** 12 [+7], **MV** 120' (40') / 180' (60') flying, **SV** D8 W9 P10 B10 S12 (9), **ML** 9, **AL** Chaotic, **XP** 2,300

- **Attack pattern:** Dragon head: 50% chance of breath attack, otherwise bites.
- **Breath weapon:** Cone of fire: end 10' wide, 50' long. Can be used up to three times per day.

9. The Vault- Fish demon faces spewing forth water into basins surrounds the walls of this intricately carved chamber. Near the center is a gigantic **bowl** (10' tall) filled with smoking sand with a titan-sized blackened sword sticking out of it. Silver **chains** (500 gp total) are wrapped around the hilt and connect it to the bowl.

- Anyone approaching the **bowl** causes water to start filling the chamber, one foot depth every two rounds to a maximum of 8' deep. Once the water is 3' deep a water elemental begins to attack to defend **Arid**. It stays 10' away from **Arid**.
- The chains on **Arid** are a bit slack but strong. It would take considerable effort to break them or creative PCs may come up with a solution (but a few Knock spells would work to loosen them.)

(1) Water Elemental: AC -2 [21], HD 16* (95hp), **Att** 1 × blow (3d8), **THACO** 8 [+11], **MV** 60' (20') / 180' (60') swimming, **SV** D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral, **XP** 2,300

- **Size:** 8' tall, 32' across.
- **Water-bound:** Must remain within 60' of water.
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Harm creatures in water:** Inflict extra 1d8 damage

Arid

A legendary titan sword, once wielded by the titan Grumver the Arid Walker. It was wrested away during a giant war, with Marhduun the Dehydrator obtaining the sword and becoming a servant to the sword's will. Arid is a sentient bastard sword +3 made for giants. A human may not wield it unless magically enhanced in size (i.e. **Potion of Growth**).

Alignment: Neutral, **INT:** 11, **Ego:** 12.

Extraordinary Power: Triple damage against creatures of water or ice only, Dehydrate (see below).

Sensory Power: Detect Water within a half mile.

Special Purpose: Dehydrate Water—it's purpose is to drink the seas and make the planet a desert. It's Dehydrate power can disintegrate 50 gallons of water per round. If plunged into a sea, its rate of water disintegration is doubled per day, every day until its removed, destroyed, or the sea is dry.

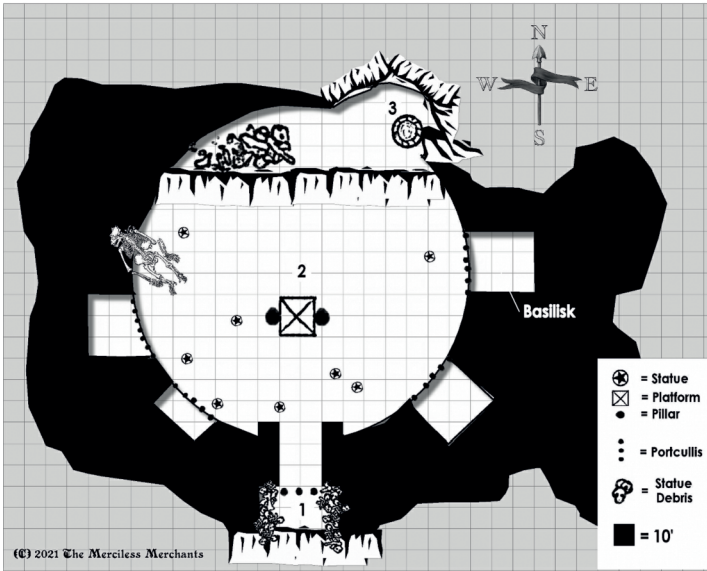
CONCLUSION

Taking Arid causes stone and storm giants and other creatures of water to try and reclaim it. PCs will also be hunted by fire giants and creatures of flame to obtain the weapon.

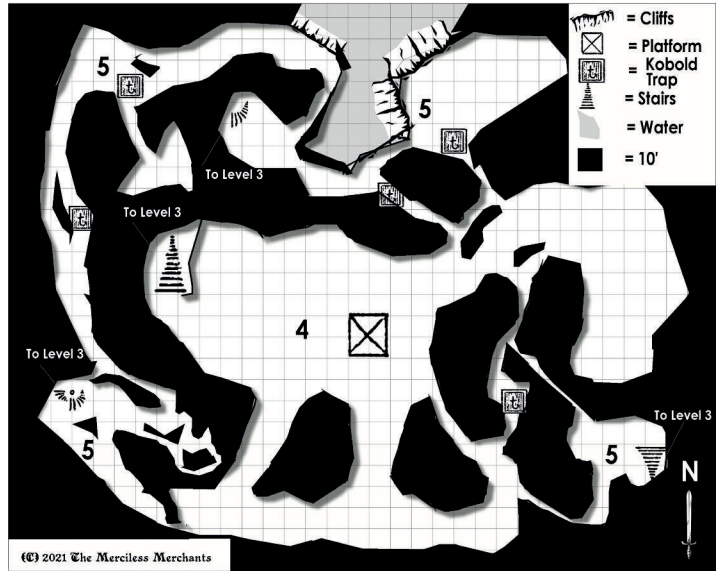
Voyaging through the Rains of Sanjoon is foolhardy, but may be possible by powerful heroes if they wish to attempt to return the blade.



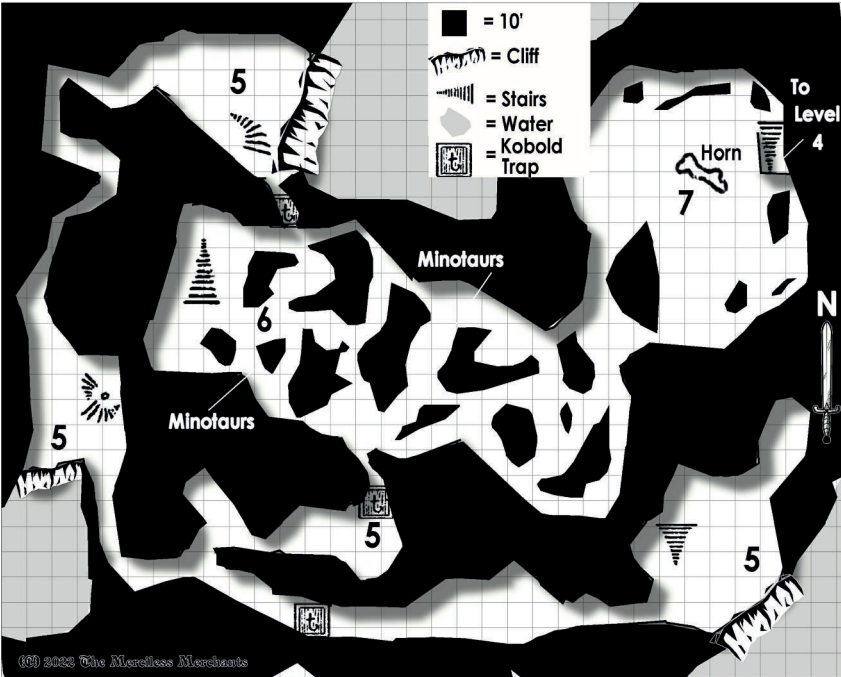
THE ARENA



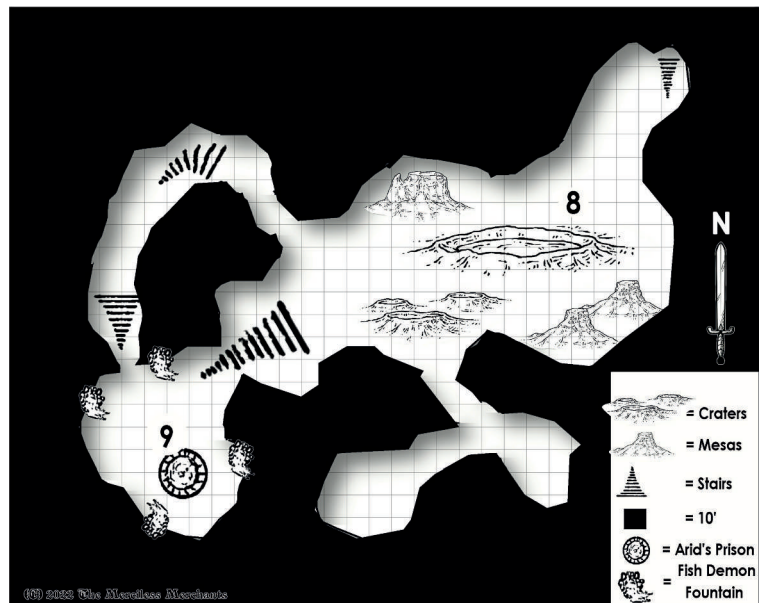
LEVEL 2: THE BEAR PITS



LEVEL 3: MINOTAUR MAZE



LEVEL 4: THE VAULT



Fawks, the Mighty!

LEGAL

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