

OLD-SCHOOL ESSENTIALS

OFFICIAL ADVENTURE SCENARIO



THE ISLE OF THE PLANGENT MAGE

by Donn Stroud



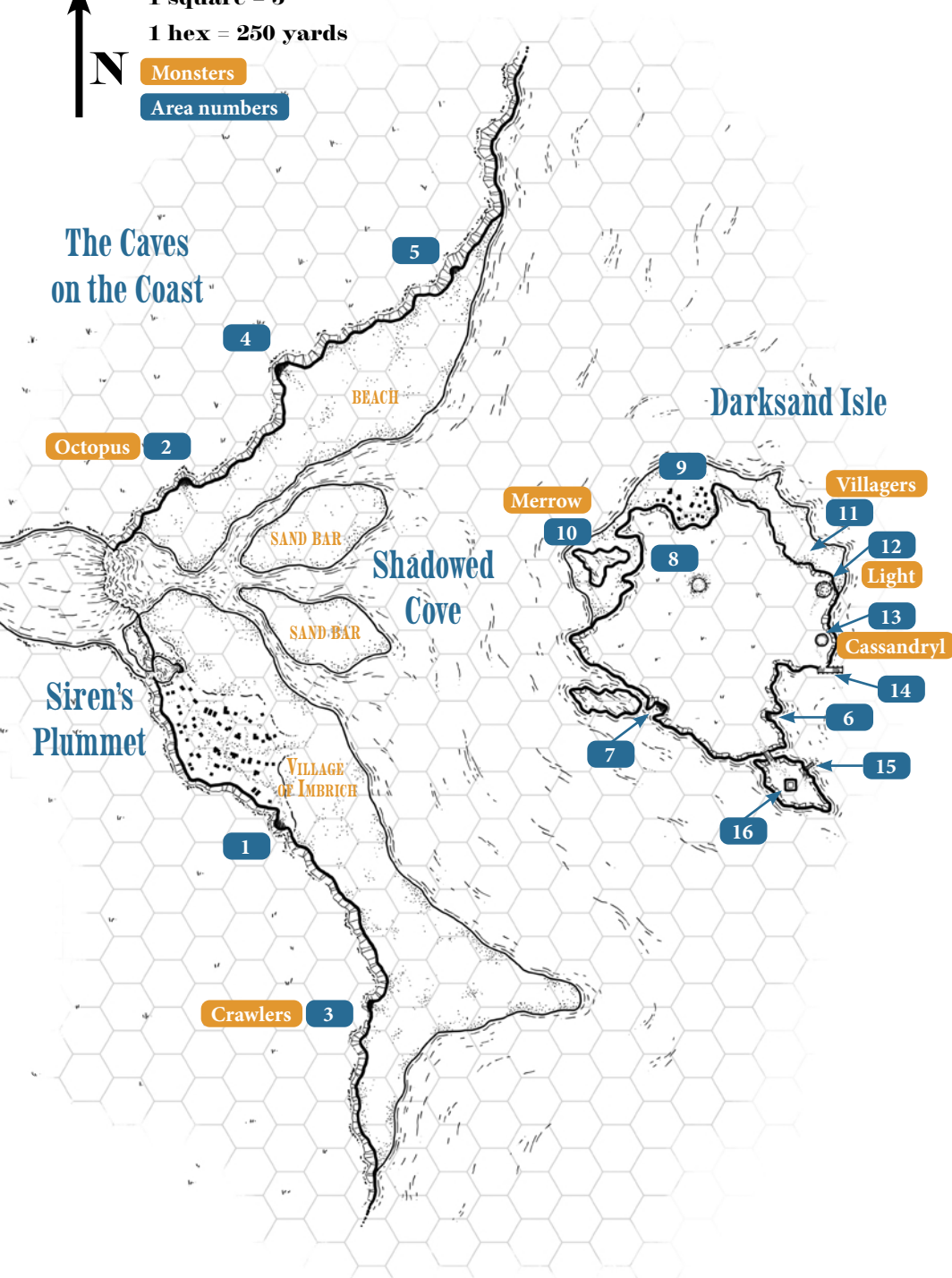
1 square = 5'

1 hex = 250 yards

Monsters

Area numbers

The Caves on the Coast



5

4

Octopus 2

BEACH

SAND BAR

Shadowed Cove

SAND BAR

Siren's Plummet

VILLAGE OF IMBRICH

1

Crawlers 3

Darksand Isle

Merrow 10

9

Villagers 11

8

Light 12

Cassandryl 13

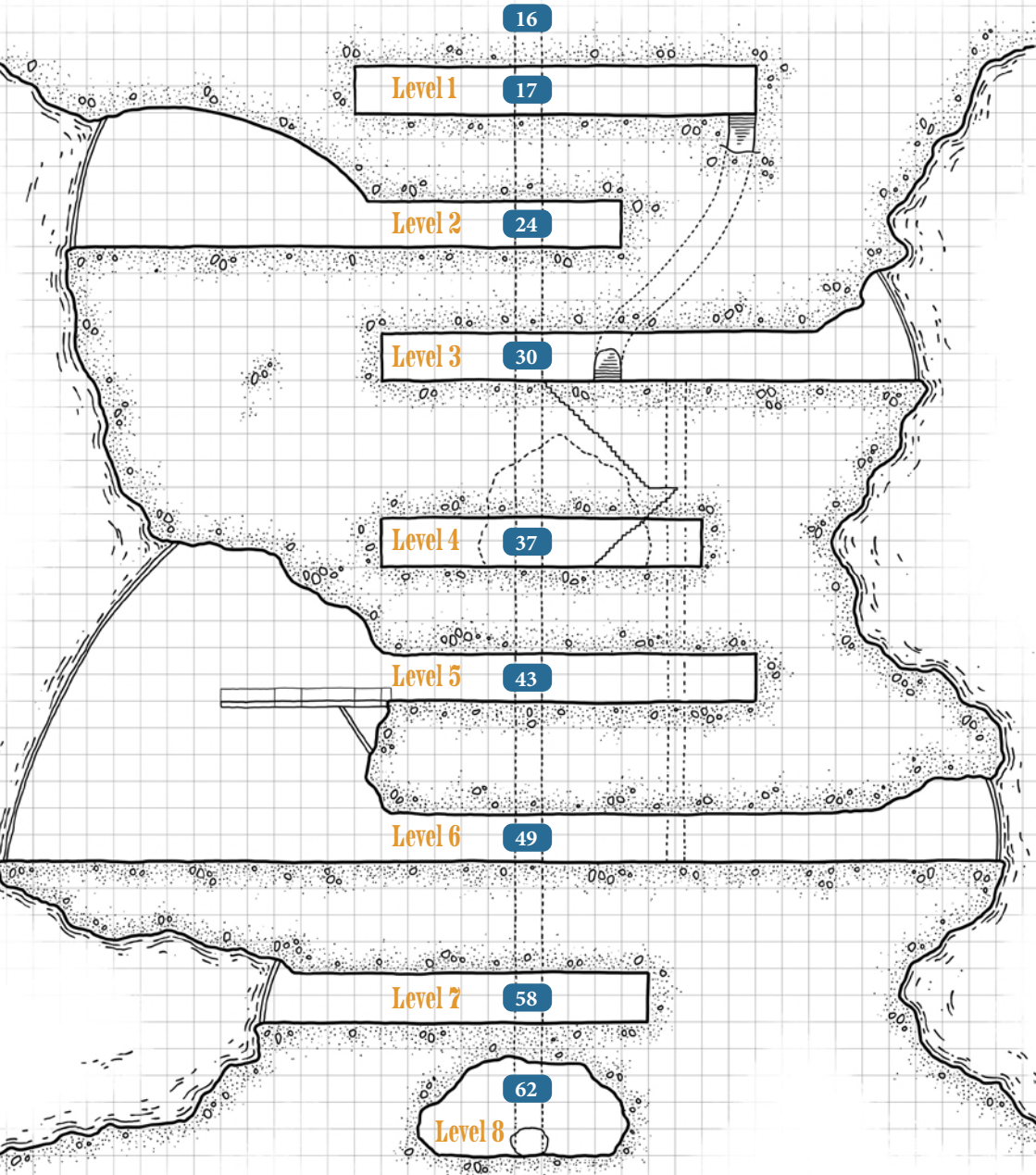
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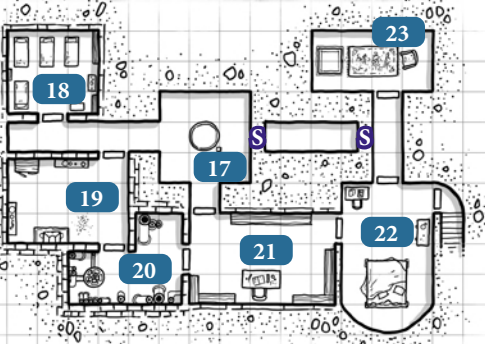
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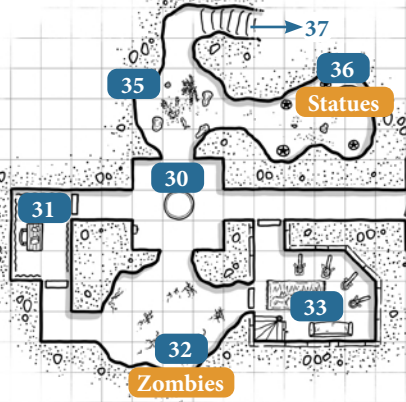
The Undertower: Side View and Hydrolifts



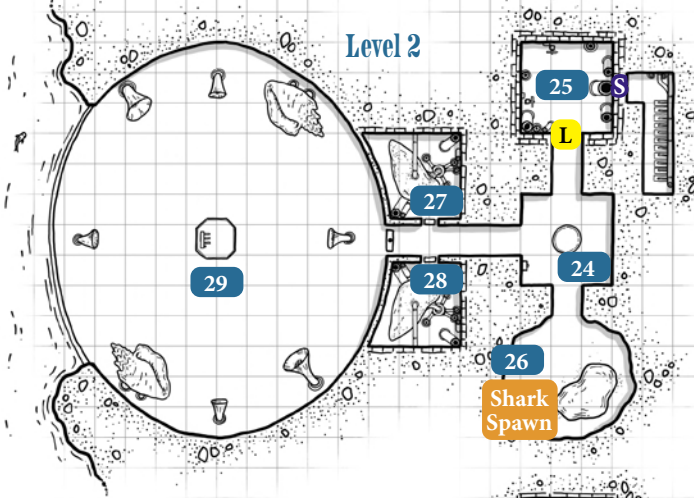
Level 1



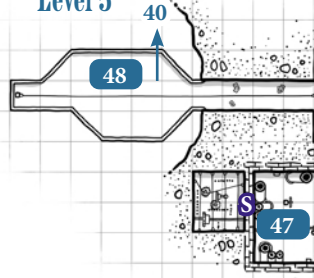
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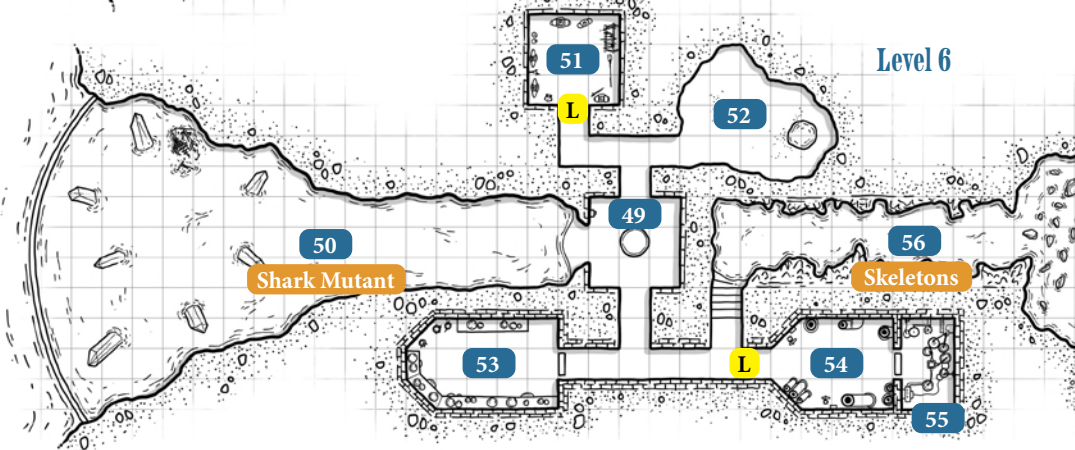
Level 2



Level 5



Level 6

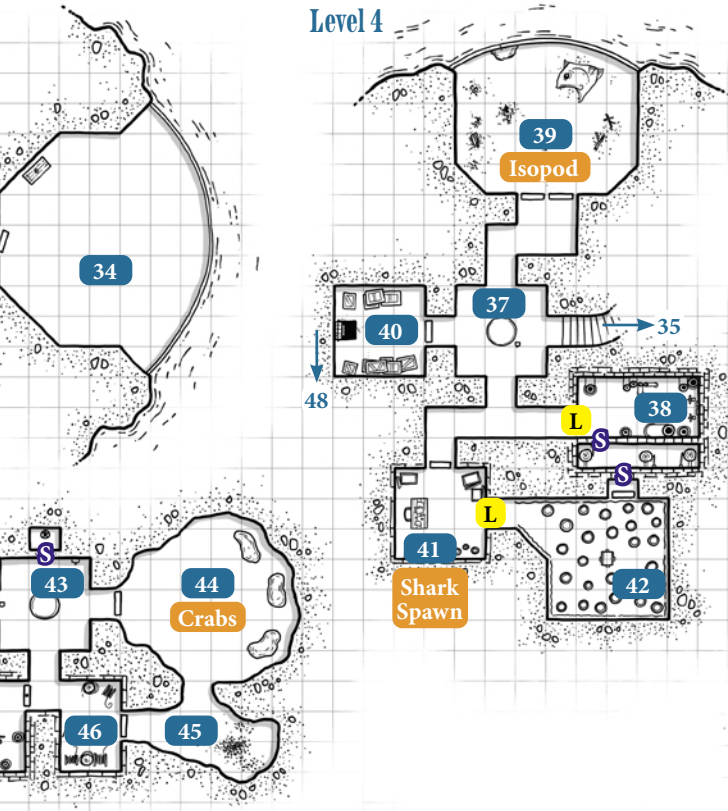


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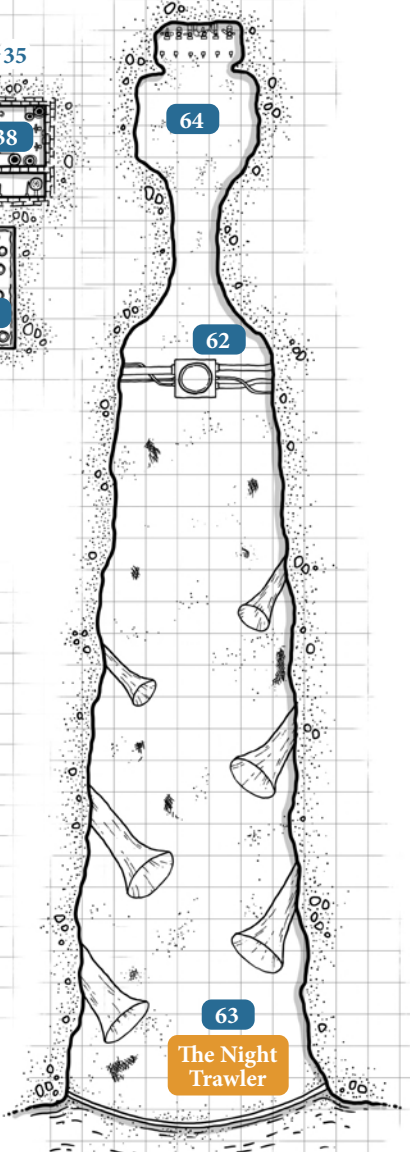
- Locked doors
- Secret doors
- Monsters
- Area numbers



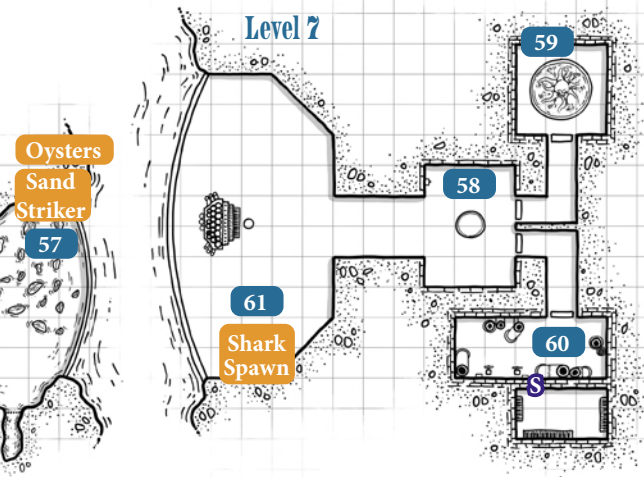
Level 4



Level 8



Level 7



Oysters
Sand Striker

Shark Spawn

The Night Trawler

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The Isle of the Plangent Mage



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**NECROTIC
GNOME**



**EXALTED
FUNERAL**

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Introduction

About This Adventure

The Isle of the Plangent Mage presents a medium level adventure. A village sits in the shadow of the Black Cliffs, there are caves to explore on the beach, and Darksand Isle is offshore with an ancient monument, mutated villagers, two lighthouses, and an underwater tower constructed by Cetus the Plangent.

Old-School Essentials

Running this adventure, the referee requires a copy of **Old-School Essentials**. The Classic Fantasy and Advanced Fantasy flavours work equally well. Alternatively, use the classic Basic/Expert game or another derived rule set.

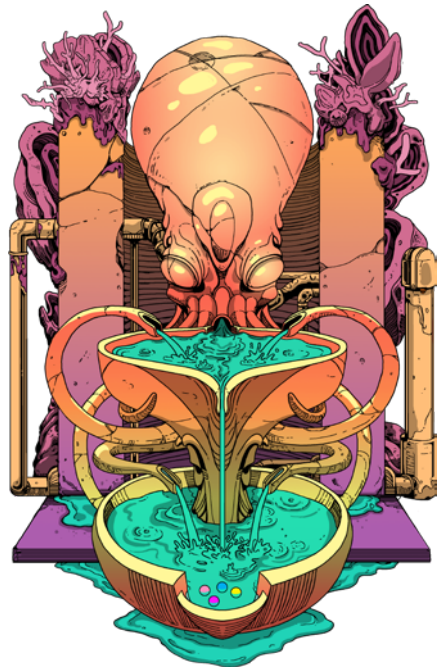
Character Levels 3–5

This adventure is suitable for 3rd—5th level PCs.

Note: as an “old-school” adventure not all encounters are balanced to the PCs’ capabilities. Encourage judicious use of stealth, parley, and trickery in place of blindly rushing into combat.

Campaign Setting

This dungeon may be placed near any warm to temperate coastline in a campaign world.



Adventure Overview

Cetus the Plangent

A wizard studying sound magic's secrets and exploring sonic forces. Grief over losing his wife, Cassandryl, 5 years ago pushed him to depths of despair fueling his obsession to create, beneath the coastal waters, the Undertower as a tribute to her and their love. Outside the underwater structure, Cetus, swims through the depths transformed into a whale. Cetus the Plangent has not been seen for a month.

Cassandryl

A brilliant composer, harpist, and Cetus' wife. She tumbled from the old lighthouse one night while Cetus was undersea. Her, friendly—unless attacked—ghost haunts the lighthouse.

The Undertower

Built within a rock column supporting a small island alongside Darksand Isle. In Cetus' absence various entrances permitted invaders to settle in the Undertower.

- ▶ **The Hydrolift (p. 22):** Primarily accessed via a crystalline disc resting in a tube upon the water level. Pumps raise and lower the tube's water via pumps (tower's 8th level) controlled by a box on the disc.
- ▶ **Observation windows:** Several rooms have large, curved viewing windows—a magical barrier against water and gasses. It supposedly keeps creatures out but has failed in some rooms.
- ▶ **Musical locks:** Most doors are unlocked via musical notes. The Soundkey (p. 24) was primarily used by Cetus and the servants, but these notes can also be sung, whistled, or made with any instrument. A clue is provided above each locked door in the circular tiles corresponding with the Soundkey's buttons. Some doors, near the bottom of the Undertower, require a combination of two notes to open.

The Night Trawler

The Night Trawler is a deep ocean spirit composed of dead ocean life and discarded fishing equipment littering the sea floor. It hates loud noises, is repelled by bright light, and is filled with seething rage at humanity. Awakened by Cetus' sound experiments and emboldened by the absence of the Shining Light, it was drawn to the Undertower and now resides on the 8th floor haunting the halls of the Undertower.

While the Night Trawler is around 14' long and 8' tall, it is malleable and able to discard and take up remains and refuse to move unrestricted through locked doors, viewing windows, and the hydrolift (p. 22). It may thus be encountered anywhere in the Undertower! (See Random Happenings, p. 10.)

The Resounding Assembly

During his research, Cetus the Plangent discovered that a specifically layered combination of sounds focused underwater can do amazing things. The Resounding Assembly, a construction of giant instruments built into the Undertower, is his greatest experiment. Cetus disappeared before starting the Resounding Assembly.

- ▶ **Control:** This musical construction is controlled by water running through the structure via pipes and a series of control rooms (Areas 20, 25, 31, 38, 47, 54, 60, 64). Iron wheels control the water flow to each floor. Wheels made of other materials divert the water into the instrument assemblies. Every wheel, both iron and other, must be engaged and the pressure gauge needles in the green to activate this device. The main control room in the bottom of the Undertower harnesses and amplifies music from each level.
- ▶ **Effects of activation:** When properly activated the Resounding Assembly can raise a legendary land mass sunk in antiquity. What treasures, of cultural significance and monetary value might be discovered remains to be seen because the experiment has not yet been perfected.

The Beaching

A small pod of beached whales lies dying in the sun. One of the smallest appears different from the rest with bright blue eyes, and a pale pinkish cast to its skin. (Actually Cetus polymorphed into a whale. He can't be helped, but PCs might wish to push the smaller, living whales back into the water.)

A group of villagers harvest what they can, spending a day or two cutting up the largest and accept help butchering or guarding from more noxious scavengers like wolves, bears or carrion crawlers.

Reasons to go to Darksand Island

- ▶ A treasure map was found leading to Area 7.
- ▶ To find out what happened to Cassandryl.
- ▶ To check on Cetus.
- ▶ To retrieve a villager's item.
- ▶ To study the Monument Risen from the Depths (Area 8).
- ▶ To discover the source of the loud sounds causing animals to beach themselves.

Many additional side quests are provided by townsfolk or rumours.

Imbrich, Village Beside the Sea

A smallish village nestled between the Black Cliffs and beach. The houses are squat and sturdy, constructed of wood and stone, and adorned with weatherworn figureheads, ships' wheels and other nautical detritus. Shops and houses are named for embellishments and used giving visitor's directions.

Resources & Trade

The ocean provides most of Imbrich's needs. Villagers dry seaweed, fish, and forage coastal shallows. There are several rowboats and all but the most broken down are on the waters by day. The villagers fill a wagon every two weeks with cured fish and seaweed and send a shipment of sea salt inland every two months. Necessary imports include flour, lumber, and other supplies not grown or manufactured locally. Occasionally a merchant ship docks at the island trading exotic fruits, vegetables, wines, and fancy fabrics. Imbrich also has occasional trade with the Locanth.

Relationship with Cetus

Imbrich has a very good relationship with Cetus as he aided them numerous times during raids perpetrated by Deep Ones, Sahuagin, and pirates.

Lighthouse Helpers

Imbrich Lighthouse and Darksand Isle's caretakers are village teenagers—many with multiple transportation pool induced mutations.

Imbrich's People

Fairly mundane and boring, their most off-putting trait is a strangeness about them. Maybe their eyes aren't quite right, maybe sunlight hitting them just right scatters off of iridescent scales, some even have obvious claws, finger webbing, or gills! If asked about these alterations outright, follow the Villagers Reaction table.

Villagers Reaction

2d6	Reaction
2 or less	Slap them and walk away.
3–5	Say "how rude" or "well, I never!" and walk away.
6–9	Make eye contact and state: "I don't know what you're talking about" or politely ignore the question.
10+	"These are just the ocean's gifts."

Notable NPCs and Amenities

The Red Woman

General store run by Barden, but the whole village owns it as a co-op so he can't make deals until the whole village votes.

- ▶ **Trade:** Has general items and sells rope, nets, and other fishing equipment.
- ▶ **Barden:** Manager
- ▶ **Appearance/Personality:** Nice clothing. Clean. Polite. Knowledgeable.
- ▶ **Mutations:** Webbed fingers. No body hair.
- ▶ **Wants:** Barden is pretty sure Cetus isn't returning and would pay for Cetus' smaller instruments (1d6x100gp each, maximum 1,200gp).

The Broken Dragon

Forge owned and operated by Carling.

- ▶ **Trade:** Mostly makes fish spears, pots, and tools. Has a small supply of utilitarian weapons (25% markup). Spears, tridents, and other fishing gear is 50% cheaper.
- ▶ **Carling:** Forgemaster
- ▶ **Appearance/Personality:** Tall, stocky, heavily muscled arms. Greying hair in a bun.
- ▶ **Mutations:** Large eyes, weird pupils, greenish cast to skin.
- ▶ **Wants:** Would like news of Cassandryl and some of Cetus' enchanted long burning wood for the lighthouse (1d4x100gp).

The Weathered Mermaid

Inn run by Dwennon and his wife, Fleta.

- ▶ **Trade:** Rooms: Common (2gp), or private (5gp). Menu: Briney Ale (specialty drink, 1sp), fisherman's pie (2sp) or bread and smoked fish (1sp).
- ▶ **Dwennon:** Innkeeper and bartender.
- ▶ **Appearance/Personality:** Short-cropped haircut with black, puffy, mutton chops. Likes (and is usually drinking) his own ale. Talkative and provides rumours from the Rumours table. Dotes on Fleta.
- ▶ **Mutations:** Mutton chops hide gills.
- ▶ **Wants:** A red seaweed found past the Darksand Isle, used in brewing Briney Ale—fisherman don't always remember it with their catch.

Fleta

Innkeeper and cook.

- ▶ **Appearance/Personality:** Plump and short, usually in a clean apron and headscarf. Yells from the kitchen at Dwennon to stop drinking (without anger).
- ▶ **Mutations:** Light blue scales exposed by light at a particular angle.
- ▶ **Wants:** Always interested in atypical sea foods fisherman don't usually catch.

The Whale's Head

Specialty herb store owned by Gytha.

- ▶ **Trade:** Herbal healing teas (50gp per single use teabag, heals 1d4+1 or an antidote providing +3 to poison saves). Gytha has 4 of these in stock and she can only produce 2 every week. When supplied with items from her list below she is able to make 4 every week.
- ▶ **Gytha:** Herbalist.
- ▶ **Appearance/Personality:** Fleta's black-clad twin. By night often picking herbs on the shore and Black Cliff.
- ▶ **Mutations:** Large eyes, black pupils, red iris. Increased vision. Clawed fingernails.
- ▶ **Wants:** Crab blood, shark teeth. Trades potions for components.

The Twisted Anchor

Kenelm's home.

- ▶ **Trade:** Fishing Foreman. Always out at sea by day with younger villagers. Might, with favourable reaction, willingly take passengers to Darksand Isle (50gp).
- ▶ **Kenelm:** Fishing foreman.
- ▶ **Appearance/Personality:** Only wears loose brown breeches. Lean and muscled. Gruff and doesn't like questions. Has knowledge of Darksand Isle and some of its creatures.
- ▶ **Mutations:** Gills, scales, webbed fingers and toes.
- ▶ **Wants:** Solitude.

The Splintered Kraken

Village elder's meeting place. These elders provide a fishing boat to PCs willing to investigate the disappearance of Cetus.

- ▶ **Some of the Elders:** Corliss, Beacher, Hollis, Klipp.

Roll on the Oceanic Mutations table (p. 12) for the Elders if desired.

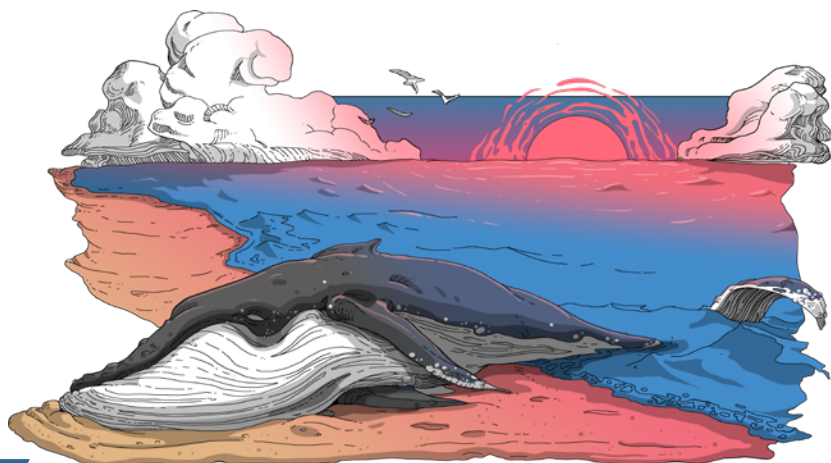
Rumours

The referee may provide players with one or more of the following rumours.

False rumours are appended with (F) while the partially true are marked (P).

d12 Rumour

- 1 The lighthouse's light was once yellow. It's presently a bright white. Not sure when it changed...
- 2 Village teens volunteer at the lighthouse for 2 years before returning.
- 3 Cetus lives in the lighthouse with the keepers. (F)
- 4 Sometimes lighthouse keepers return with strange physical alterations because Cetus likes experimenting on people. (F)
- 5 There's an occasional noise underwater so loud it causes all manner of sea life to beach themselves. (P)
- 6 Cetus is a master shapechanger and could be anyone, anywhere. (F)
- 7 Cetus is really a bard and not a wizard at all. (F)
- 8 No one has seen Cassandryl, Cetus' wife, for several years.
- 9 The wizard awakened strange things from the deep which should have been left slumbering.
- 10 No one has seen or heard from Cetus in several weeks.
- 11 Pirates attacked the island, killing everyone. (F)
- 12 A lady in white can be seen wandering the island.



Treasure in the Adventure

The following treasure is located in the dungeon. As much of it is hidden, only cunning and thorough parties will find it all!

Area	Treasure
------	----------

2	Small emerald (500gp). 10pp. 33gp.
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4	Treasure map to Area 7.
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5	Two pearls (400gp each).
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7	931sp. 577gp. Gold necklace with purple fluorspar (1,400gp). Silver necklace with ruby blossom (1,000gp). White gold ring (800gp). Gold ring (700gp).
---	---

9	35sp. 19gp. +1 sea turtle shell shield.
---	---

21	Magical Sound Key. <i>Scroll of water breathing.</i>
----	--

22	<i>Ring of protection +1. Spell book containing shield, read magic, floating disc, levitate, wizard lock, haste, dispel magic, and charm monster.</i>
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23	10 cursed music boxes (500gp each).
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33	Elaborate harps (1,500gp each). <i>Magical white harp</i> (3,000gp). <i>Magical harmonic tuning fork</i> . 8 emeralds (1,000gp each).
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40	<i>Wand of cold</i> with 3 charges left.
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42	<i>Scroll of polymorph. Hidden closet: Potion of healing, potion of polymorph, potion of growth.</i>
----	--

43	<i>Warhammer +1, +2 vs undead</i> , 4 diamonds (2,000gp each), sack of 100pp.
----	---

45	2,560cp. 892sp. 1,241ep. 1,258gp, 328pp, white gold ring with a diamond (1,200gp).
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51	<i>Screaming Trident. Fishscale Armour. Helmet of the Deep.</i>
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53	<i>Scroll of web. Ruby</i> (800gp). <i>Skalrib's Femur.</i>
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59	<i>Yellow, Pink, Purple, Blue pearls.</i>
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Total treasure value: 34,594gp

Random Happenings

Wilderness: 2-in-6 Chance

The referee may roll 1-3 times per day. If this chance comes up, roll 1d6 on the table for the area being explored. Encounters with monsters occur 4d6 × 10 yards apart.

d6	Encounters on the Island	Encounters in the Water	Encounters on the Beach
1	1 Merrow (Area 10 for stats) skulking slowly trying to ambush a villager who doesn't see the danger.	1d6 Friilled Shark Spawn (Area 61 for stats) ripping a whale carcass apart and feeding.	1d6 Encrusted Skeletons (Area 56 for stats) standing completely still and staring towards the east. They activate at night when the moon's light touches them.
2	1d6 Encrusted Skeletons (Area 56 for stats) digging a hole. They'll stop when they see anyone coming. There's a rotted coffin 3' down containing a mummified corpse.	1d6 Carpet Shark Spawn (Area 41 for stats) surprise anyone coming upon them since they appeared to be floating seaweed.	1d4 Friilled Shark Spawn (Area 61 for stats) slowly rising from the water and sneaking onto the beach.
3	3d4 Pirates (see Old-School Essentials) dragging a large chest to their rowboat stashed near Area 9. Chest contains 3,003cp and a mermaid skull.	2 Coastal Octopuses (Area 2 for stats) are engaged in a mating dance.	2d4 Carpet Shark Spawn (Area 41 for stats) surprise anyone coming upon them as they appeared to be mossy rocks.
4	8 Pirates (see Old-School Essentials), very drunk, fighting amongst each other.	1d6 Seaweed-covered Zombies (Area 32 for stats) bob in the water and will try to attack anyone who comes near.	1d4 Carcass Crawlers (Area 3 for stats) dragging a dead octopus out of the waves to eat.
5	1d6 Sahuagin (see Old-School Essentials). If using Classic Fantasy , replace with lizard men) escorting a tied up Mutated Villager to Area 11.	1d6 Hammerhead Shark Spawn (Area 26 for stats) fight with 2 Coastal Octopuses (Area 2 for stats).	1d6 Hammerhead Shark Spawn (Area 26 for stats) fighting 1d8 Seaweed-covered Zombies (Area 32 for stats). As soon as half are slain, the rest stop fighting and start feasting.
6	1d4 Carcass Crawlers (Area 3 for stats) feasting on a large, rotting fish.	A rowboat filled with 2d4 Pirates (see Old-School Essentials) heading to the island.	1d4 Collector Crabs (Area 44 for stats) ripping apart an old backpack looking for baubles.

Undertower: 1-in-6 Chance Per Turn

If this chance comes up, roll 1d20 on the following table. Encounters with monsters occur 2d6 × 10' apart.

d20 Event

- 1 **The Night Trawler** (Area 63 for stats) only fights until damaged before it inks and flees next round.
- 2 1d4 **Mutated Villagers/Undertower Servants** (Area 11 for stats).
- 3 1d5 **Carpet Shark Spawn** (Area 41 for stats) seeking an exit to the ocean.
- 4 1d4 **Hammerhead Shark Spawn** (Area 26 for stats) looking for captives to take to Area 50's **Alpha Shark Mutant**.
- 5 2d4 **Encrusted Skeletons** (Area 56 for stats) guarding the structure, likely attacking on sight.
- 6 2d6 **Pirates** seeking treasures (see **Old-School Essentials**).
- 7 2d4 **Sahuagin** (see **Old-School Essentials**). If using **Classic Fantasy**, replace with lizard men.
- 8 1d6 **Goblin Shark Spawn**, ravenous and nearly insane with hunger.
- 9 1d4 **Friiled Shark Spawn** (Area 61 for stats) prowling for food.
- 10 1d3 **Hunting Cone Snails**.

AC 0 [19] main body 10% chance of hitting the head **AC** 7 [12], **HD** 4* (18hp), **Att** 1 x venomous harpoon (1d4 + paralyzing toxins), **THACO** 16 [+3], **MV** 30' (10'), **SV** D12 W13 P14 B15 S16 (2), **ML** 10 (7 in light), **AL** Neutral, **XP** 125, **NA** 1 (0), **TT** None

Paralyzing toxins: **save vs poison** or be paralyzed for 1d4 turns.

d20 Event

- 11 1d6 **Collector Crabs** (Area 44 for stats). Attempt to sneak and steal coin pouches or backpacks as a 3rd lvl thief, but fight if discovered.
- 12 1d6 **Seaweed-covered Zombies** (Area 32 for stats) invading the Undertower on rival mage's orders. Here to destroy what they can find.
- 13 There's a slight air disturbance and the far off sound of chimes and plucked strings.
- 14 A ghostly jelly fish hangs in the air, its tendrils gently caressing nearby objects.
- 15 A cast of tiny, red crabs scurries along the floor and walls seeking an exit.
- 16 A plaintive wail, intermixed with whistles and groans, echoes loudly throughout the corridors.
- 17 Loud, brassy horns blast from the Undertower's walls.
- 18 Whistling or notes played from down the hall or in the next room.
- 19 An illusionary school of colourful fish cavort through the air.
- 20 A beautiful otherworldly chorus echoes down the halls. **Save vs spells** or become entranced for 1 turn.

Oceanic Mutations

d20	Mutation	Bonus
1	Webbed Digits	Doubles swimming movement.
2	Gills	Able to additionally breathe underwater.
3	Nictitating Membranes	Immune to blinding attacks.
4	Crab/Lobster Claw	1d6 damage but can't use claw for delicate operations or holding a weapon.
5	Shark Skin	+1 to AC and grappling deals 1 damage/round to opponent.
6	Suckers on Fingers/Toes	Can climb sheer surfaces as a thief.
7	Bioluminescence Organ	Provide light at will (20' of soft green light).
8–9	Tiny Scales	+1 to natural AC.
10–11	Larger Eyes	Grants infravision or doubles vision range if already possessed.
12	Crab Shell Skin	+2 AC, -1 Dex.
13	Camouflaging Skin	+30% hiding.
14	Regeneration	2hp per day per level.
15	Crusty Starfish Skin	+2 AC, -1 Cha.
16	Hairless	Increases swimming speed by 10'.
17	Slime Secretions	Impossible to grapple.
18	Blubber	+3 on any cold attack saving throws.
19	Tendrils around Mouth	Enhanced taste receptors, can sense poison.
20	Shark Teeth	1d6 bite damage.

Area Descriptions: Caves on the Coast

1 Transporting Pool

Natural cave (rough rocky walls 7' wide). **Sandy floor** (old footprints). **Luminescent pool** (calm surface, 5' wide, water emanates soft blue light).

- ▶ **Touching the pool:** Save vs spells or gain a random mutation (p. 12).
- ▶ **Entering the pool:** Fully immersed characters are transported to Area 6.

2 Coastal Octopus Lair

Natural cave (20' wide rocky walls). **Pool of dark waters** (15' wide, 10' deep). **Sandy floor** (telltale dragging impressions to pool).

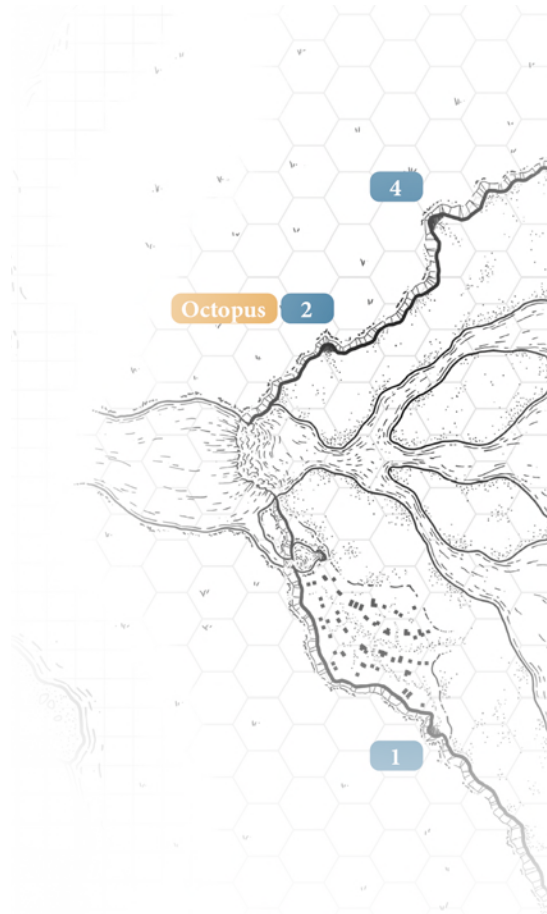
- ▶ **Approaching pool:** Coastal Octopus attacks.
- ▶ **Searching pool:** Scraps of leather, emerald (500gp), 3pp, and 33gp. Small tunnel leading to the ocean.

Coastal Octopus

COASTAL OCTOPUS

AC 8 [11], **HD** 5* (22hp), **Att** 8 x tentacle (1d2 + constriction), 1 x bite (1d4), **THACO** 15 [+4], **MV** 60' (20')/180' (30') swimming, **SV** D12
W13 P14 B15 S16 (3), **ML** 7, **AL** Neutral, **XP** 300

- ▶ **Constriction:** Tentacles grab and constrict after a hit. Each constricting tentacle inflicts: 1d2 automatic damage per round, plus a -1 penalty to attacks.
- ▶ **Severing tentacles:** Requires a hit with a cutting weapon inflicting 6 or more damage.
- ▶ **Ink cloud:** When escaping, can emit a cloud of black ink (60' diameter) and jet away at 3 times normal speed.



3 Carcass Crawler Nest

Natural cave (moist rock walls, 20' wide).
Decaying shark (covered in spherical, translucent carcass crawler eggs).

2 Carcass Crawlers

Long, segmented worm (9' long, 3' high).
Ring of tentacles (around mouth). **Many legs** (scuttling). **Clinging to the ceiling** (resting, guarding eggs).

CARCASS CRAWLER

AC 7 [12], **HD** 3+1* (hp 12, 14), **Att** 8 x tentacle (paralysis), **THACO** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 75

- ▶ **Paralysis:** A hit by a tentacle causes paralysis for 2d4 turns (**save vs paralysis**).

4 Ancient Booty

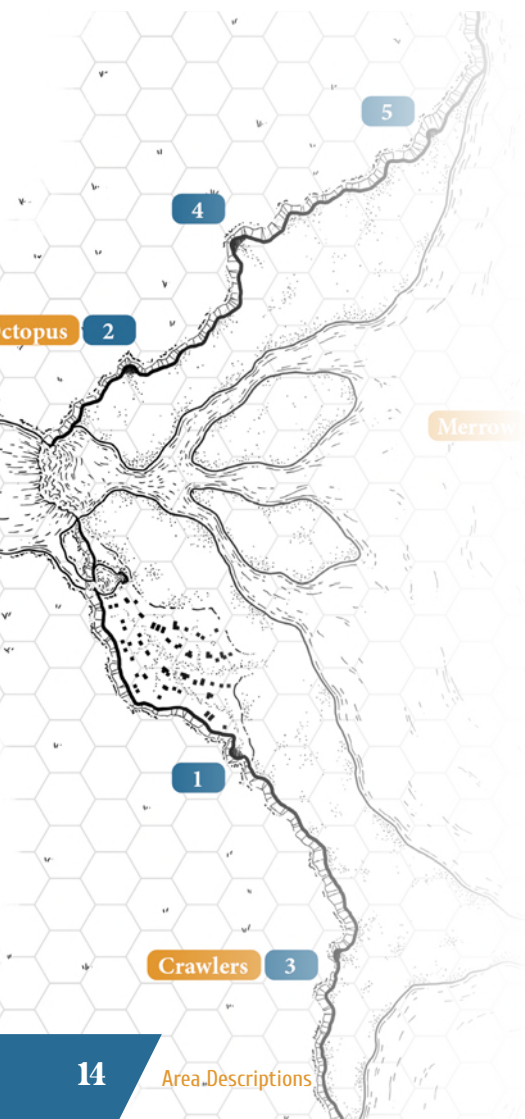
Natural cave (entrance is only 2' wide, expands into larger cave). **Long-rotted human skeleton** (wearing sailor's clothes). **Leather backpack** (tattered and mildewed). **Sheathed cutlass** (well-oiled, minor rust).

- ▶ **Opening the backpack:** Spoiled rations, waxed regional map with X marking a spot to the far west of Area 7's coastline.

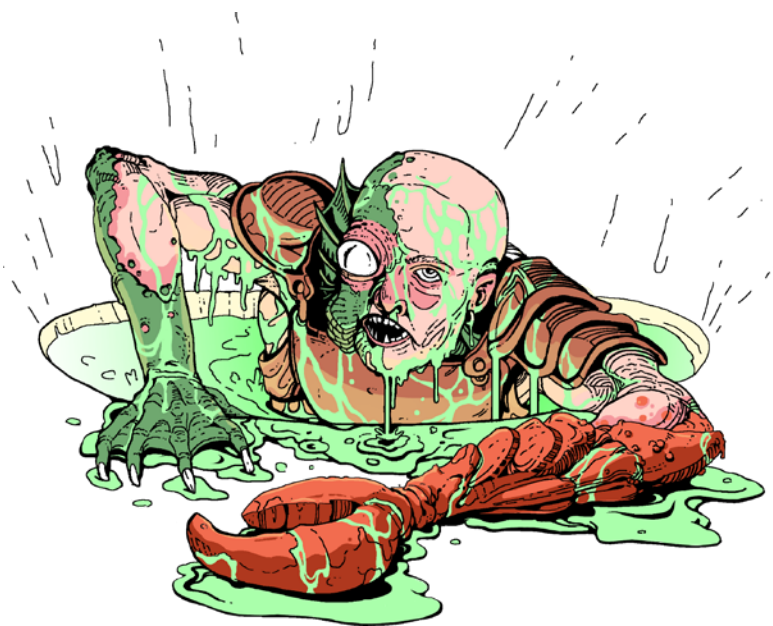
5 Whale Totem

Natural cave (9' wide, with 15' ceiling). **Bleached, elongated skull totem** (giant whale). **Shell and fish bone offerings** (surrounding the skull).

- ▶ **Searching the offerings:** Two pearls (400gp each) rattle around in a fish skull.



Area Descriptions: Darksand Isle



6 Island Transporting Pool

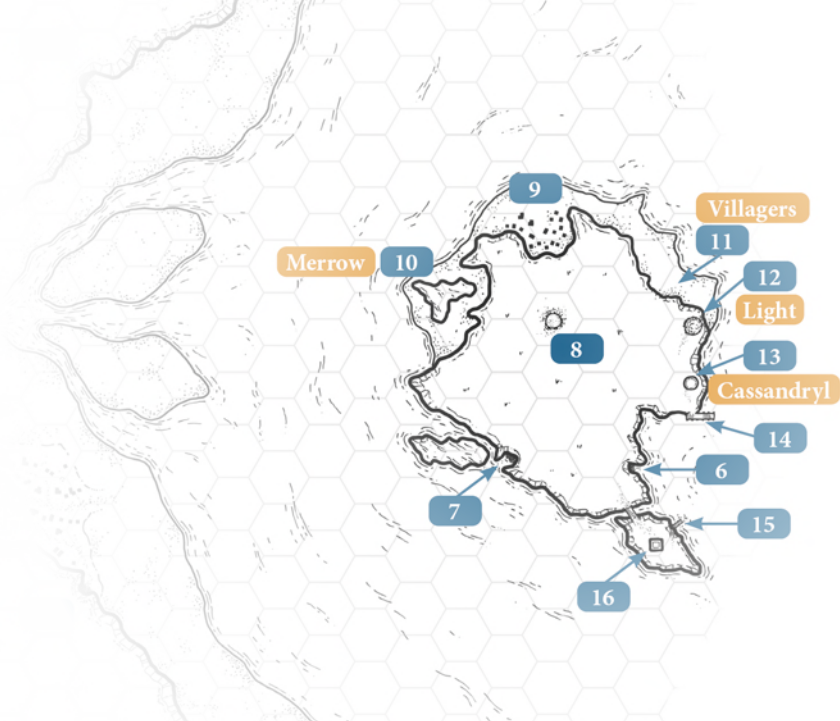
Natural cave (rough rocky walls 10' wide). **Sandy floor** (freshly smoothed by tide & waves). **Luminescent pool** (calm surface, 5' wide, water emanates soft blue light).

- ▶ **Touching the pool:** Save vs spells or gain a random mutation (p. 12).
- ▶ **Entering the pool:** Fully immersed characters are transported to Area 1.

7 Pirate's Treasure

Natural cave (accessible only by small boat or swim). **Sandy floor** (signs up being dug up repeatedly). **Vine-covered walls** (rocky).

- ▶ **Examining the vines:** uncovers hidden door.
- ▶ **Hidden door:** 20' long tunnel ending in water. A short (15') swim reveals a submerged treasure chest.
- ▶ **Large, locked treasure chest:** 931sp, 577gp, gold necklace with purple flourspar (1400gp), silver necklace with ruby blossom (1,000gp), white gold ring (800gp), gold ring (700gp).
- ▶ **Pile of rocks behind chest:** are pressing down on a piece of slate. If removed, the tunnel drains of water.



8 Monument Risen From the Depths

Depressed crater (150' diameter, loose soil filled with shells & fish bones). **Statues of undersea creatures locked in battle** (Mer-men and Tritons fighting Deep Ones and Sahuagin, limestone scarred by barnacles).

9 Old Huts

5 Ramshackle huts and cabins (weathered, collapsing, old settlement).

- ▶ **1st hut:** Several strange skeletons with long digits, large eye sockets, bone crests, gill slits.
- ▶ **2nd hut:** Long dead human skeletons.
- ▶ **3rd hut:** 2 corroded bronze tridents (1d6 damage).
- ▶ **4th hut:** Unstable structure with a shovel laying on the sand floor. **Save vs petrification** or take 1d4 damage as the hut collapses.
- ▶ **5th hut:** 35sp and 19gp. Digging up the floor uncovers a +1 sea turtle shell shield.

10 Southwest “Merrow” Beach

Merrow

Aquatic ogre (9' tall, gills, scaly skin). **Wicked claws** (webbed fingers). **Lank green hair** (resembles seaweed).

- ▶ **Behaviour:** Will launch from the water at anything walking near the waterline.

MERROW

AC 3 [16], **HD** 4+4 (22hp), **Att** 1 x spear (2d6) or [2 x claw (1d6), 1 x bite (2d4)], **THACO** 15 [+4], **MV** 60' (20') / 120' (40') swimming, **SV** D10 W11 P12 B13 S14 (4), **ML** 10, **AL** Chaotic, **XP** 125

- ▶ **Surprise:** 4-in-6 due to camouflage.
- ▶ **Air breathing:** Can breathe out of water for up to 2 hours.

11 Northeast Beach

8 Mutated Villagers (teens). **Diving in the deeper waters** (submerge longer than normal). **Foraging along beach** (crabs, shellfish).

- ▶ **Reaction:** The teens are standoffish since they rarely get visitors (except scheduled ships) and occupy themselves running around when not collecting the Shining Light's food (Area 12). They're just as likely to fight as talk. With a favourable reaction roll and questioning they offer the following:
 - ▶ They haven't seen or talked to Cetus for a couple weeks.
 - ▶ The old lighthouse is haunted.
 - ▶ Beware the southwest beach's Merrow.
 - ▶ The transport pool if the party's stranded.
 - ▶ Point out the Undertower's direction if asked.

- ▶ Hesitant to talk about the Shining Light but talk about harvesting food for the Coral Lighthouse.
- ▶ **Job:** Lighthouse keepers and isle caretakers.
- ▶ **Mutations:** The teenagers have several mutations (nearly all are scaled or webbed with gills and a crab claw hand) from using the transporting pools (Areas 1 & 6) fairly often.

8 Mutated Villagers

MUTATED VILLAGER

AC 7 [12], **HD** 1 (5hp), **Att** 1 x claw (1d6) or 1 x weapon (1d6 or by weapon), **THACO** 19 [+0], **MV** 120' (40')/90' (30') swimming, **SV** D12 W13 P14 B16 S15 (1), **ML** 7, **AL** Neutral, **XP** 10

12 The Coral Lighthouse and Cabins

Tower of coral, sand, and shells (50' high).

Spiral stairs (to the top, wind around the outside).

- ▶ **At night:** A bright light emanates from the top of the tower. (See The Shining Light.)

Lighthouse Keepers

50% chance for 1d4+2 Village Teens (Area 11 for stats) to be present, doing net maintenance.

- ▶ **In the evening:** The teens place heaps of seafood on the grate at the top of the tower.

3 Ramshackle Cabins

Made of driftwood (well-constructed, appear lived in). **Hammocks** (hang from ceiling). **Wood stoves** (still warm). **Chests and crates** (basic supplies, clothing).

Top of the Tower

Platform (20' diameter). **Metal grate** (rust-ed, 2" grid). **Freshly dead seafood** (covering grate: large snails, oysters, fish, small squid).

- ▶ **At night:** The Shining Light is below the grate, consuming the seafood.
- ▶ **Looking through the grate:** The tower's interior, filled with water.
- ▶ **Opening the grate:** Secured by several locks.

Tower's Interior

Water-filled (seawater, slight current, 15' diameter). **Glass interior walls** (2' thick). **Anemones and tube worms** (line walls, waving).

- ▶ **Descending the tube:** Leads to the ocean.

The Shining Light

Creature of the depths (15' long). **Trans-lucent** (rows of multicoloured lights down body). **Nearly human face** (fin ringed). **6 tentacles** (protrude from the torso). **Puffy, frilled abdomen** (like a jellyfish). **Stinging tendrils** (long & thin, run down her back from the top of her head).

- ▶ **Origin:** A mysterious creature discovered by Cetus. He devised a means to communicate simple thoughts to the Shining Light, trading an easy meal for her illumination, and altering a delicate oceanic balance in the process contributing to the Night Trawler's infestation of the Undertower.
- ▶ **Behaviour:** At night, she rises from the ocean's depths, swims up the tube, and feasts on the teenaged helper's gathered offerings. While eating, her body shines brightly, acting as a lighthouse fire. When finished eating she stops shining and descends into the depths.
- ▶ **Reaction:** If attacked she could fight or retreat down the tube back to the ocean.

THE SHINING LIGHT

AC 7 [12] **HD** 6+2** (36 hp), **Att** 2 x claws (1d6 + poison) or Healing Caress or Blinding Flash, **THACO** 13 [+6], **MV** 120 (40'), **SV** D9 W10 P12 B14 S12 (Cleric 6), **ML** 8, **AL** Neutral, **XP** 650

- ▶ **Poison:** Causes burning pain and fever (**save versus poison**). All attacks and saves are made at a -4 until the poison is healed or clears in 2d6 hours.
- ▶ **Healing caress:** Tentacles have different healing powers and can be used as clerical spells. 2 can "cast" *cure light wounds*, one *raise dead*, one *neutralize poison*, one *cure disease*, and one *bless*.
- ▶ **Blinding flash:** Quick and bright illumination. **Save vs wands** or blinded.



13 The Haunted Lighthouse

Stone tower (40' high, 5 floors). **Stout oak door** (nailed shut with driftwood planks).

- ▶ **Listening at the door:** Haunting harp music.
- ▶ **Prying open the door:** So cold inside breath is visible.

Inside the Lighthouse

- ▶ **1st floor (Storage):** Stacks of enchanted, long-burning wood. Harp music (faint and on a floor above).
- ▶ **2nd floor (Kitchen):** Kitchen and dining areas. Harp music (little louder, above).
- ▶ **3rd floor (Bedroom):** Dusty bed, old harp. A ghostly woman playing the harp: Cassandryl.
- ▶ **4th floor (Living Space):** Windows allow more light here. Long dead potted plants, shelf of poetry books, dry lamps, dusty old chair.
- ▶ **5th floor (The Light Room):** Fire basket, large mirror, thick glass, wood piled in corner.

Cassandryl, The Lady in the White Veil

Ghostly (slightly opaque). **White dress** (with veil). **Playing the harp** (haunting melody).

- ▶ **Origin:** Was Cetus' wife whose spirit haunts their old home.
- ▶ **Behaviour:** Friendly unless attacked. She's lonely, misses Cetus who never visits, and thinks it makes him too sad. She doesn't remember her death but knows she's dead. Suggest that your hearts might be lifted by listening to her last composition on the white harp in Area 33.
- ▶ **Desires:** Wants any music box from Area 23.

CASSANDRYL

AC 2 [17], **HD** 5+5* (25hp), **Att** 1 x ghostly hand (1d8), **THACO** 14 [+5], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (5), **ML** 10, **AL** Lawful, **XP** 400

- ▶ **Undead:** Makes no noise, until she attacks. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading.
- ▶ **Radiates cold:** Anyone within 15' of the Lady in White during combat takes 1d4 damage.
- ▶ **Mundane weapon immunity:** Only harmed by silver weapons or magic.

14 Boat Dock

Wooden dock (well made, good repair).
Piles of rope (three 50' pieces). **Boat hooks** (usable as polearm 1d10).

15 Small Island

Bridge to the Plangent Mage's Isle (20' long, retractable to the small island). **Tiny dock** (tie off for small boat).

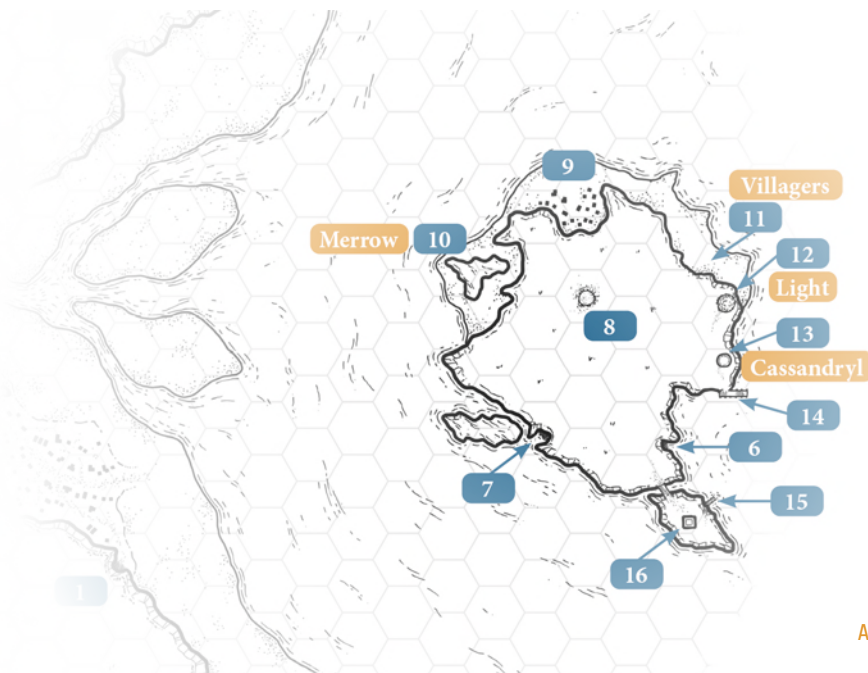
16 Undertower Entrance

Square windowless building (white bricks, 12' high). **Decorative tower door** (ajar, stout, mother of pearl inlays, jumping dolphin door handle).

Interior

White bricks (walls and ceiling, 20' x 20' inside). **Crystalline tube descends** (10' wide, top flush with floor). **Panel with green glowing button** (on wall).

- ▶ **Pushing button:** Calls hydrolift (p. 22) to this level.
- ▶ **Referee's note:** The hydrolift can descend to all levels of the Undertower but access to certain levels requires differing solutions.

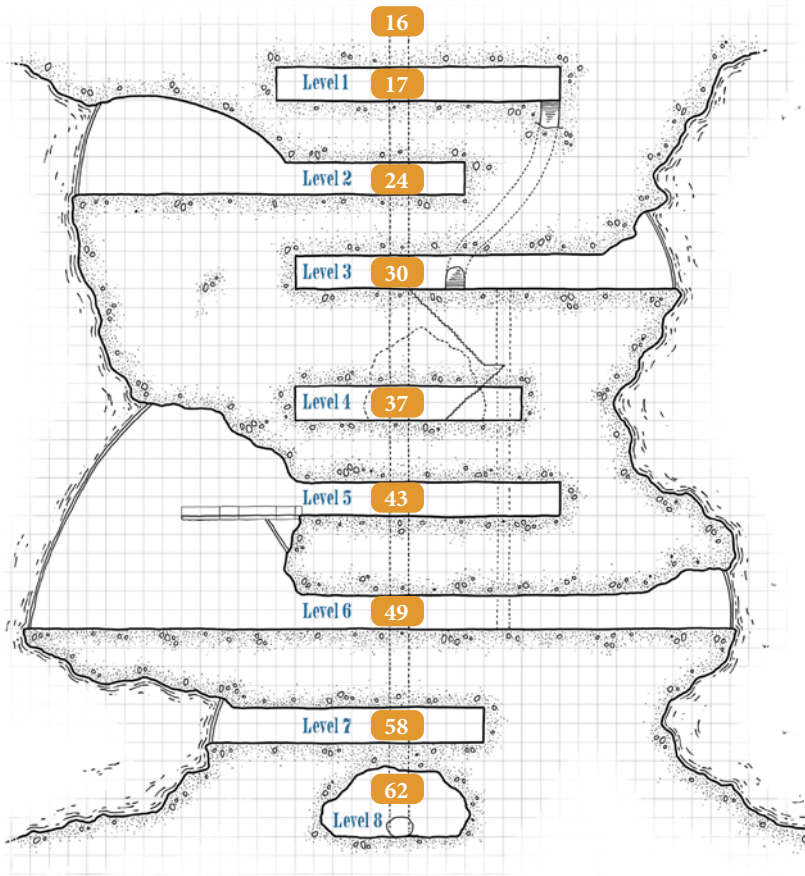


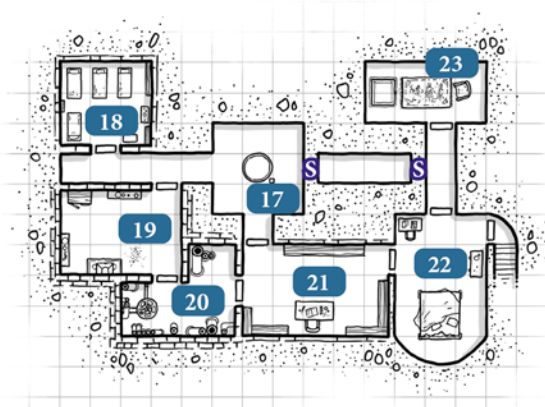
Area Descriptions: The Undertower, Level 1

Hydrolifts

A glass tube connects all levels of the Undertower. Inside the tube is a 10' circular crystalline platform that ascends and descends, floating atop pumped water.

- ▶ **Using the lifts:** A central metal pole in the platform with a blue button (raises lift one level) and a black button (lowers lift one level).
- ▶ **Connected areas:** From top to bottom: Areas 16, 17, 24, 30, 37, 43, 49, 58, 62.





17 Level 1 Hydrolift Room

Black, smooth rock (walls, floor, 8' ceiling). **Panel with green, glowing button** (on wall). **Crystalline tube** (platform inside). **Glass door** (obvious, sealed). **Rippling light** (from tube and platform).

- ▶ **Touching the door:** Unseals it and can be pushed open.
- ▶ **Pushing button:** Calls hydrolift (p. 22) to this level.

18 Staff Quarters

Wood (floor, walls, 6' ceiling). **Four beds** (neatly made). **Dressers** (simple clothing). **Shelves** (driftwood). **Shells** (various snails and limpets). **Wall sconces** (unlit).

19 The Kitchen

Black stone (walls, ceiling). **White tiles** (floor). **Wall sconces** (lit lanterns). **Spilled flour** (booted footprints, webbed footprints). **Stove** (well maintained, clean).

Cooking supplies (fresh, sorted, herbs, smoked fish, flour, etc.). **Iron pots and pans** (well scoured, crusted with sea salt). **Wooden bowls and cutlery** (very well carved).

20 Level 1 Pipes and Control Room

White bricks (floor, walls, 10' ceiling). **Multiple vertical pipes** (copper and iron, 6" to 1' in diameter, enter into floor and ceiling). **Iron wheel and gauge** (wheel turnable, gauge's needle on 0).

- ▶ **Turning iron wheel:** Water audibly rushes and iron gauge's needle moves into green.

21 Cetus' Study

Wood floor (rich, stained, polished). **Wood panels** (walls, ceiling). **Gold-leafed wall sconces** (shaped like ocean creatures, unlit).

Imposing Desk

Elaborately carved (seaweed patterns). **Quills** (fish bone). **Ink well** (cephalopod). **Flower embossed leather book** (closing clasp, embossed musical notes). **Shiny metal tube** (“Soundkey”, 5 buttons, detects as magic). **Scroll** (blank).

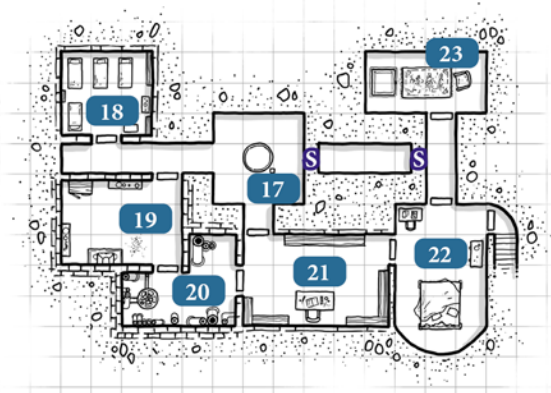
- ▶ **Leather book:** Journal with entries about Cassandryl, her compositions’ beauty, her fall, her inspiring the Resounding Assembly (see p. 5).
- ▶ **Soundkey:** Magical sound generating tube 10" long and .5" diameter. The five buttons on top are each marked with a letter and play that note. The 1st button is labeled with “C”, the second with “G”, the third with “D”, the fourth with “A”, and the fifth with “E”. The buttons can be pushed by themselves or simultaneously to create a combination of notes.

- ▶ **Scroll:** *Scroll of water breathing.* Ink only appears if sprinkled with salt water.
- ▶ **Underneath desk:** Crumpled paper with “remind servants ‘ruby shine’ calls skeletons off.”

Bookshelves

Thick oak (covering every wall). **Aquatic skulls** (dolphin, large fish, small whales). **Glass water-filled domes** (various tiny jelly-fish). **Noisemakers** (whimsical clappers, etc.). **Weird instruments** (miniature horns, drums, xylophones, etc.). **Oversized books** (many shapes and colours).

- ▶ **Books of note:** *Sarpedon the Shaper, Vivamancer; Magic, Mathematics, and Music; Celestial Spheres & the Joyous Raucous; Sound: How to Unlock the Hidden Power; Improvisation: Its Nature and Practice in Music; Aquatic Environs: The Mysteries of the Deep, Deep Dark.*



22 Cetus' Bedroom

Nice, rich wood (walls, floor and ceiling). **Enchanted illumination** (rippling light effects on ceiling, floating spheres move and chime bouncing off each other). **Bed** (large, unmade, carved frame and headboard of mermaids and sirens singing). **Dresser** (rich woods, starfish and anemone carvings). **Small table** (beside bed). **Ornate book** (on small table).

- ▶ **Searching dresser:** Filled with nice clothing. False bottom in drawer containing a Ring of protection +1.
- ▶ **Examining the book (without removing it):** Leather sleeved book with magical sigils on the cover. It is sitting on a metal disk.

- ▶ **Examining the small table:** It's trapped. Metal disc on top: a pressure plate. There is a button on the backside of the table that deactivates the trap.
- ▶ **Removing the book (before deactivating the trap):** When weight is lifted the trap launches a metal armature tipped with a Giant Rockfish's poisonous spine from beneath the plate. **Save vs poison** or die (+2 due to older poison).
- ▶ **Reading the book:** It's Cetus' spell book containing *shield*, *read magic*, *floating disc*, *levitate*, *wizard lock*, *haste*, *dispel magic*, and *charm monster*.

23 Room of Music Boxes

Pearlescent tiles (thin, nacreous coating on walls and floor). **Comfortable chairs** (stuffed full, clean, hardly look used). **Elegant rug** (depicts green-skinned elves playing instruments). **Glass fronted cabinet** (softly lit from within). **10 intricate music boxes** (in cabinet, different precious metals, encrusted with semi-precious stones, windable, each plays different song).

- ▶ **Removing the boxes from the cabinet:** Inflicts a curse. The bearer can no longer speak. When opening their mouth the box's song plays, and they can only write the musical notes of the song. The curse ends when the box is returned to the cabinet or given to Cassandra.

Area Descriptions: The Undertower, Level 2

24 Level 2 Hydrolift Room

Black, smooth rock (walls, floor, 8' ceiling). **Panel with green, glowing button** (on wall). **Crystalline tube** (platform inside). **Glass door** (obvious, sealed). **Rippling light** (from tube and platform).

- ▶ **Touching the door:** Unseals it and can be pushed open.
- ▶ **Pushing green button:** Calls hydrolift (p. 22) to this level.

25 Level 2 Pipes and Control Room

Bronze door (hint of green corrosion). **Locked** (lacks keyhole). **Small tiles** (frame the door, square and rectangular, blues and greens). **Metallic plaque with 5 round tiles** (above door, thin, rectangular, smaller circular tiles, first black then four white).

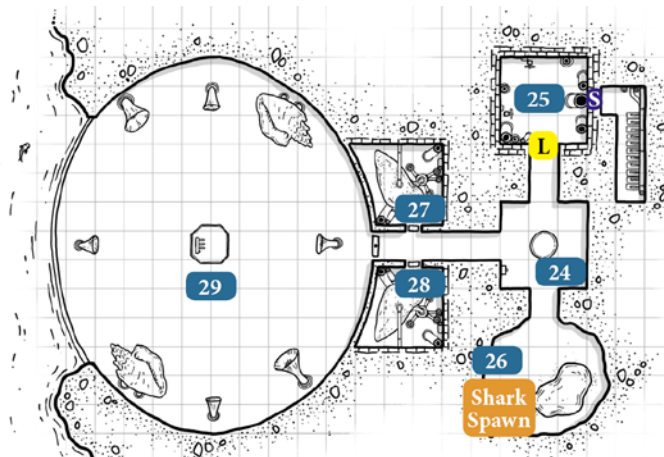
- ▶ **Soundkey:** Note C opens the door.

Inside the Room

White bricks (floor, walls, 10' ceiling). **Multiple vertical pipes** (copper, iron, 6" to 1' in diameter, enter into floor and ceiling). **Iron**

wheel and gauge (wheel turnable, gauge's needle on 0). **Wooden wheel and gauge** (wheel turnable, gauge's needle on 0).

- ▶ **Turning iron wheel:** Water audibly rushes and iron gauge's needle moves into green.
- ▶ **Turning wooden wheel:** Water audibly rushes, wooden gauge's needle moves into green, and the rhythmic sound of a xylophone can be heard through the wall.
- ▶ **Hidden door:** A fake pipe opens and reveals a tiny room filled with a long xylophone with hammers activated at certain intervals by water pipes and gears.



26 Hammerhead Spawn Cave

Black stone (rough, natural cavern). **Soft, purple light** (glowing sea cucumbers on walls and ceilings). **Dark watery pool** (surface ripples, movement underneath).

5 Hammerhead Shark Spawn

Hammerhead shark body (7' long). **Crab claws** (snapping viciously). **Crab legs** (skittering).

HAMMERHEAD SHARK SPAWN

AC 3 [16], **HD** 3 (hp 8, 9, 12, 13, 21), **Att** 1 x bite (1d6), **THACO** 17 [+2], **MV** 90' (30')/210' (70') swimming, **SV** D12 W13 P14 B15 S16 (1), **ML** 9, **AL** Neutral, **XP** 35



27 Rooms of the Right and Left Lungs

28 White tiles (walls, floor, ceiling). **Large, ribbed tubes** (sprawling, continue through floor and ceiling). **Giant lung** (enchanted, connected to tubes, rising and falling as if breathing).

- ▶ **Destroying the lungs (AC 8 [11], 28 hp):** Prevents fresh air from entering the Undertower, making it non-breathable in 8 hours and decreasing the internal pressure causing water to rise from the pools in Areas 26 and 24 and the pipes in Area 57 and begin flooding the Undertower.

29 Spinning, Surround Sound Room

Wooden door (metal straps, hint of rust).
Locked (lacks keyhole). **Small tiles embossed with musical notation** (frame the door, square and rectangular, blues and greens).
Metallic plaque with 5 round tiles (above door, thin, rectangular, smaller circular tiles, first one black then four white).

- ▶ **Soundkey:** Note C opens the door.

Inside the Room

Black stone (smooth, cavernous, domed, 20' high, perfect acoustics). **Observation window** (force field, prevents gas and liquid exchange, yields a little to touch).
Large brass horns (variously sized 3' to 10', connected to tubes in the floor). **Conch shells** (8' wide aperture, connected to a tube emerging from the floor).

Control Centre

Raised, granite platform (middle of room, 6.5' diameter, 1' high). **Black, wooden stand** (upon platform). **Three metal levers** (6" long, on top of stand: red, blue, white). **Black pedal** (on floor beneath stand).

- ▶ **Pushing black pedal:** Activates device, if levers are out of the 1st position. Has the air capacity for 1d3+1 activations every 3 days.
- ▶ **Moving red lever:** Rotates platform. Positions: #1 off, #2 slow, #3 fast. (Initially in position #1.)
- ▶ **Moving blue lever:** Sounds brass horns. Positions: #1 off, #2 low sound, #3 loud blast. (Initially in position #1.)
- ▶ **Moving white lever:** Sounds conch shells. Positions: #1 off, #2 low sound, #3 loud blast. (Initially in position #1.)
- ▶ **Lever combinations:** Certain settings have additional effects.

Lever combinations and results

Red	Blue	White	Result
2	1	2	Improve hearing +1.
1	3	3	Deafens.
2	2	3	Everyone in the room is healed 1d8 hp.
3	2	3	Improves +1 to a random ability score if they save vs spells .
3	3	3	Permanent Deafness. Save vs death or bodies explode!

Area Descriptions: The Undertower, Level 3

30 Level 3 Hydrolift Room

Black, smooth rock (walls, floor, 8' ceiling). **Wet footprints** (trail heading from Area 35 to 32). **Panel with green, glowing button** (on wall). **Crystalline tube** (platform inside). **Glass door** (obvious, sealed). **Rippling light** (from tube and platform).

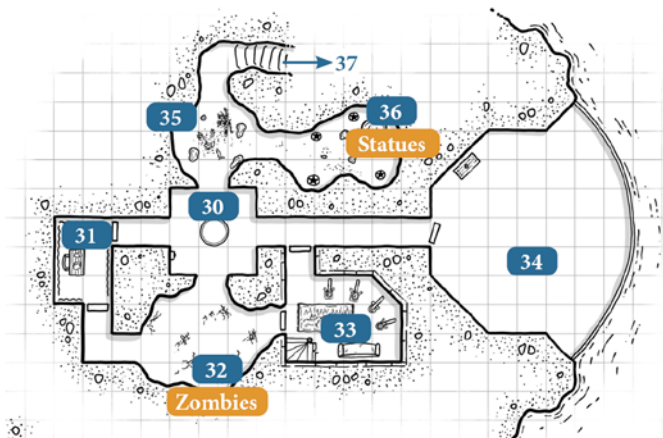
- ▶ **Touching the door:** Unseals it and can be pushed open.
- ▶ **Pushing button:** Calls hydrolift (p. 22) to this level.
- ▶ **North:** Smells of the ocean.
- ▶ **South:** Smells of rot and seaweed.

31 Level 3 Pipes and Control Room

Thick, black rugs (hung on walls, covering floor, very quiet). **Green stained chair** (oak, rickety, worn). **Wall sconces** (silver, hippocampus). **Small wooden desk** (covered in loose notes and complex diagrams referencing the Resounding Assembly, p. 5).

- ▶ **Entering:** Sconces light up.
- ▶ **Lifting rug near west wall:** Reveals pipes, iron wheel, iron gauge.

- ▶ **Turning iron wheel:** Water audibly rushes and iron gauge's needle moves into green.
- ▶ **Inspecting the notes:** Scribbles of underwater structure with differently coloured lines passing through each level. "Perfect sonic reverberations could resonate with the oceanic plates? Rising of the Flooded Land? Could sound be a weapon? Controlled by water. Further testing of proper flow and pressures."



32 Seaweed-Covered Zombies

Natural cavern (reddish black).

7 Seaweed-Covered Zombies

Humanoid corpses (decaying). Listless (unwillingly reanimated).

SEAWEED-COVERED ZOMBIE

AC 8 [11], **HD** 2 (hp 4, 6, 9, 9, 11, 13, 16), **Att** 1 x weapon (1d8 or by weapon), **THACO** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 20

- ▶ **Initiative:** Always lose (no roll).
- ▶ **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading.

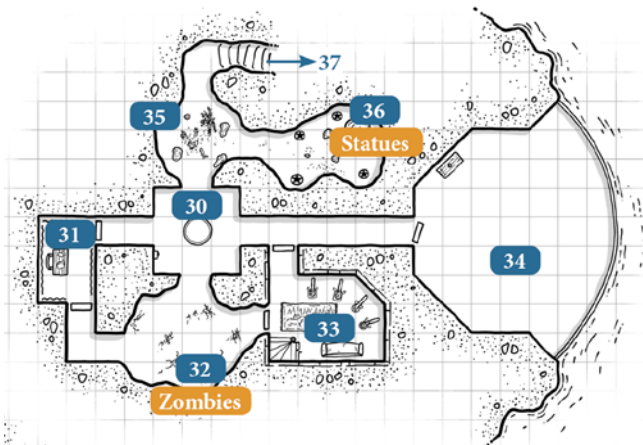
33 Cassandra's Harp Collection

Richly stained planks (wall, floor, ceiling). Wrought wall sconces (birds and vines, unlit). Finely made carpet (depicts a griffon and unicorn in a forest). Plush, purple couch (soft, velvety). Four, large pedal harps (elaborately carved wood, 6', valuable but big, and heavy).

- ▶ **Black harp:** Sinuous dragon, ivory embellishments.
- ▶ **Mahogany harp:** Grapes, vines, bees.
- ▶ **Green harp:** Trees, dryads.
- ▶ **White harp:** Spiral, bees, gold embellishments. If touched, starts playing a haunting piece—Cassandra's last composition—

which soothes and invigorates (listeners recover 2 hp).

- ▶ **Looking under carpet:** Reveals a small, locked trap door.
- ▶ **Touching the trap door:** Toothed set of shark jaws snap. Pass a Dexterity check or take 1d6 damage.
- ▶ **Underneath the trap door:** Harmonic Tuning Fork. Detects as magical, 3x day may be activated by striking against a hard surface. The bearer (and all in contact) can pass through solid materials for the next 1d3 turns. A small chest containing 8 emeralds (1,000gp each).



34 Summoning Ambiance

Crystalline door (ajar). **Small tiles embossed with musical notation** (frame the door, square and rectangular, blues and greens). **Metallic plaque with 5 round tiles** (above door, thin, rectangular, smaller circular tiles: first one white, second one black, then 3 white).

- ▶ **Closing the door:** Locks. Opens freely from the inside.
- ▶ **Soundkey:** Note G opens the door.

Inside the Room

Black rock (smooth, walls, floor, 12' ceiling). **Observation window** (force field, prevents gas and liquid exchange, yields a little to touch). **Red stained wood lectern** (different coloured knobs and tubes on top).

Summoning Controls (on Lectern)

Clear glass tube (middle of lectern, 10" high). 7 crystal knobs (six coloured, one clear).

- ▶ **Turning the coloured knobs:** Play a mixture of ambient summoning notes bringing different creatures to the window.
- ▶ **Turning the clear knob:** Adds intensity and speed causing a different reaction.
- ▶ **Silver knob:** Small fish of various colours assemble.
Clear: Fish start swimming in patterns, making shapes that change every few seconds. Spell casters may make an Intelligence check and on success know the patterns are runes in the language of the deep and teach a randomly determined 2nd level spell.

- ▶ **Light blue knob:** Great white shark looms into view.
Clear: Shark charges through observation window and will fight to the death but can't move beyond this room.

INJURED AND LANDED GREAT WHITE SHARK

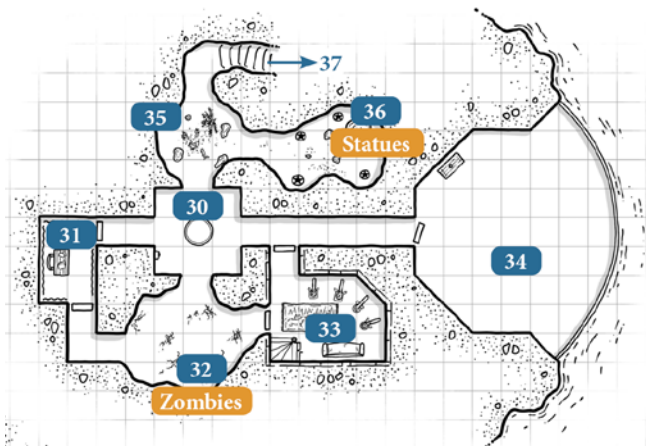
AC 8 [11], **HD** 4 (18 hp), **Att** 1 x bite (1d8), **THACO** 16 [+3], **MV** 15' (5'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 75

- ▶ **Black knob:** Giant squid shoots up to the window and peers in with a giant eyeball.
Clear: Shoots a giant cloud of ink against the window obscuring the view and jetting away.
- ▶ **Red knob:** Octopus swims down and starts tasting the magical shield with its suckers.
Clear: Reaches in with 1d4 tentacle(s) to attack random PCs before the tentacles are severed by the shield. They still thrash around after being severed, and won't stop until out of hp.

TENTACLE

THACO 12 [+7] Damage 1d3 hp 5 (for each tentacle).

- ▶ **Green knob:** 3 Merfolk gather at the shield but shyly dart away after looking in and seeing the PCs.
Clear: N/A.
- ▶ **Orange knob:** Lights up the glass tube, which amplifies words spoken into it throughout the room and outside the shield.
Clear: N/A.



35 Rocky Vestibule

Black rock (rough, natural, 6' rocky ceiling). **Puddles of seawater** (tiny red crabs, black brittle stars). **Pale blue light** (glowing snails on walls). **Pile of broken coral on floor** (very lifelike head, arm and lower leg carved out of coral). **A rotting human corpse** (covered in seaweed, swollen with sea water, slashed and cut up).

- ▶ **Taking stairs:** Down to Area 37.

36 Service Quarters

Reddish black (porous, rough). **Walls and ceiling covered in sea life** (crabs, shrimp, starfish). **Puddles of seawater** (small ocean critters). **Luminescent pool** (calm surface, 5' wide, water emanates soft blue light).

- ▶ **Touching the pool:** **Save vs spells** or gain a random mutation (Oceanic Mutation table, p. 12).
- ▶ **Entering the pool:** Fully immersed characters are transported to Area 52 on the 6th level.

4 Living Coral Statues

Humanoid statues (animated coral). **One is damaged** (missing its head, shoulder, and arm).

- ▶ **Behaviour:** Standing around a pool of water. The three intact statues turn to face anyone entering the room. Guarding this side of the transport pool but may attack based on Reaction Roll.

LIVING CORAL STATUE

AC 5 [14], **HD** 3 (hp 10, 15, 20, 22), **Att** 2 × blow (1d6), **THACO** 17 [+2], **MV** 90' (30'), **SV** D12
W13 P14 B15 S16 (3), ML 11, AL Lawful, XP 35.

- ▶ **Immunity:** Unaffected by sleep spells.

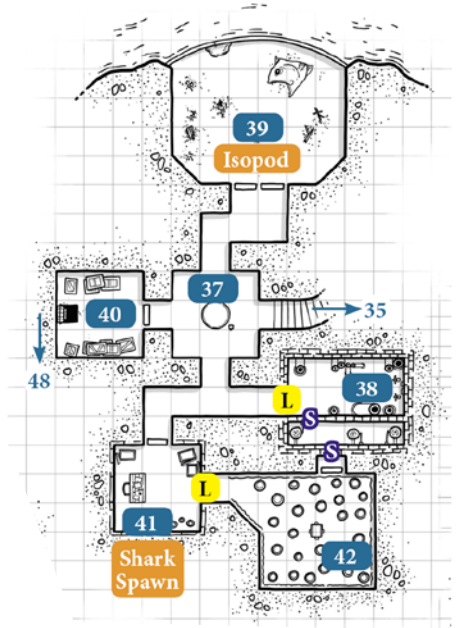
Area Descriptions:

The Undertower, Level 4

37 Level 4 Hydrolift Room

Black, smooth rock (walls, floor, 8' ceiling). **Panel with green, glowing button** (on wall). **Crystalline tube** (platform inside). **Scratched glass door** (obvious, sealed, visible clawing damage around the seal from the outside). **Rippling light** (from tube and platform). **Muddy, webbed footprints** (dried clay, head south).

- ▶ **Touching the door:** Won't unseal due to damage from claws.
- ▶ **Pushing button:** Calls hydrolift (p. 22) to this level.
- ▶ **North:** Fishy carrion stench.



38 Level 4 Pipes and Control Room

Metallic door (bronze, hint of green corrosion on it). **Locked** (no sign of keyhole). **Small tiles embossed with musical notation** (frame the door, square and rectangular, blues and greens). **Metallic plaque with 5 round tiles** (above door, thin, rectangular, row of 5 circular tiles: white, white, black, white, white).

- ▶ **Soundkey:** Note D opens the door.

Inside the Room

White bricks (floor, walls, ceiling 10' high). **Multiple vertical pipes** (copper, iron, 6" to 1' in diameter, disappear into floor and ceiling). **Iron wheel and gauge** (wheel turnable, gauge's needle on 0). **Red wheel and gauge** (wheel turnable, gauge's needle on 0).

- ▶ **Turning iron wheel:** Water audibly rushes and iron gauge's needle moves into green.
- ▶ **Turning red wheel:** Water audibly rushes through pipes, vocal chorus can be heard through the wall, and red gauge's needle jumps from 0 to green.
- ▶ **Secret door:** One of the pipes is fake. Behind it lies a small chamber with 3 clay, grooved cylinders, 8' high, with metal styluses in grooves activated by water pressure. They will be turning and playing recordings of choral mermaid song if the red wheel was turned.

39 Trashed Observation Room

Black stone (smooth, floor, walls, ceiling). **Observation window** (force field, prevents gas and liquid exchange, yields a little to touch). **Leaking** (scars in window where it was torn but tried to seal back up). **Half a dead giant grouper** (severed by magical shielding, trashed room in death throes, large mouth hangs open).

Giant Tongue-Eating Isopod

Segmented woodlouse body (2', pale). **In giant grouper's mouth** (in place of its tongue). **Squirming** (legs wriggling).

- ▶ **Behaviour:** Starving. Attacks as soon as anyone approaches.

GIANT TONGUE-EATING ISOPOD

AC 2 [17], **HD** 2 (9hp), **Att** 1 x bite (1d6), **THACO** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 10, **AL** Neutral, **XP** 20

40 Clay Storage Room

Smooth black rock (floors, walls). **Crates** (unused clay). **Trapdoor** (propped open, ladder descends).

- ▶ **Behind a stack of crates:** Wand of cold with 3 charges.
- ▶ **Using ladder:** Descends into Area 48.

41 Clay Sculpting Studio

Filthy wood floor (covered in dried clay dust and crumbles). **Wall sconces** (unlit). **Messy desk** (scattered papers, quill, dry ink). **Piles of dirty tools** (clay sculpting tools).

- ▶ **Reading papers:** "Repetitive qualities of sound, their enhancements, and application to magical studies."
Pages of equations and diagrams. "Beginning the Transamplification... record original and repeat to increase certain aspects of spell."
- ▶ **Searching tools:** A key for the trap door under the rug in Area 33 and the secret closet in Area 42.

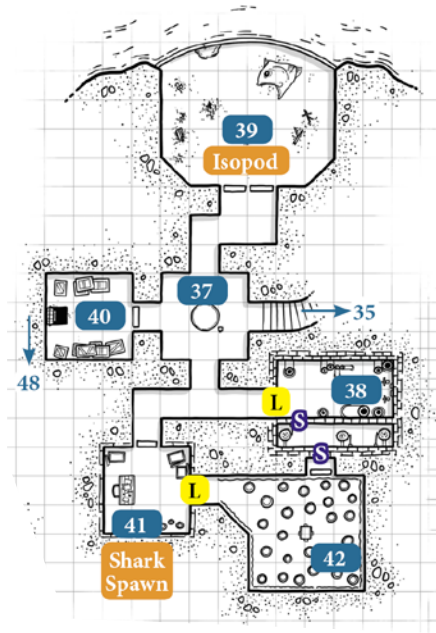
5 Carpet Shark Spawn

Limbed sharks (arms and legs, can walk upright). **Ray-like fins** (connect arms and legs). **Spires of coral and anemone** (cover backs, can be used for camouflage).

CARPET SHARK SPAWN

AC 5 [14], **HD** 3* (hp 7, 9, 10, 19, 20), **Att** 1 x bite (1d4) or 1 x sea glass sword (1d6), **THACO** 17 [+2], **MV** 60' (20')/180' (60') swimming, **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Neutral, **XP** 50

- ▶ **Missed sword attacks:** Cause 2 points of damage in melee when missing due to rough, stinging skin.
- ▶ **Surprise:** On a 1-3 if in natural oceanic habitat.



42 The Lucifuge

Hardened clay door (super hard, glazed). **Locked** (no sign of keyhole). **Small tiles embossed with musical notation** (frame the door, square and rectangular, blues and greens). **Metallic plaque with 5 round tiles** (above door, thin, rectangular, smaller circular tiles: white, white, black, white, white).

- ▶ **Soundkey:** Note D opens the door.

Inside the Room

Black cloth (covering walls). **Wood planks** (oak, glossy). **Wood planks** (oak, glossy). **Lectern with levers** (24 levers). **Scrolls and quill** (on lectern). **Tall cylinders** (several grooved, clay, 6' tall, 24 total). **Metal structures** (descend from ceiling, end in crystal needles).

- ▶ **Reading scrolls:** *Scroll of polymorph self* and a strange, non-functional version of *polymorph self* with notes, rewordings, parts scratched out and rewritten.

- ▶ **Using the device:** Pushing a lever causes a needle to etch sounds or words into one of the cylinders, until the sound stops. The cylinder keeps spinning and plays the sound back. Engaging other cylinders layers the sound wave, creates echoes and smooths out irregularities.
- ▶ **Magical research:** Cetus used this device to experimentally alter written spells into new forms. An arcane spell caster could use this room to continue Cetus' research.
- ▶ **Finding the hidden door behind a cylinder on north wall:** Keyhole (key from Area 41). Contains a small potion box with 3 empty bottles and a *potion of healing*, *potion of polymorph*, and *potion of growth*.
- ▶ **Secret door in back of closet:** Behind it lies a small chamber with 3 clay, grooved cylinders, 8' high, with metal styluses in grooves activated by water pressure. They will be turning and playing recordings of choral mermaid song if the red wheel in Area 38 was turned.

Area Descriptions:

The Undertower, Level 5

43 Level 5 Hydrolift Room

Mosaic wall tiles (north wall depicts a paladin smiting ghouls, floor depicts crabs, shrimp, and shells, ceiling 10' high). **Cracked crystal-line tube** (cracked in places, signs of leaking water outside of tube, platform inside tube). **Glass door** (obvious, sealed). **Panel with green, glowing button** (on wall). **Rippling light** (from tube and platform).

- ▶ **Touching the door:** Unseals with a crackling sound.
- ▶ **Pushing button:** Calls hydrolift (p. 22) to this level.
- ▶ **Doorway to east:** Sculpted out of a hard, sand mud that has dried fairly hard.
- ▶ **Listening at eastern doorway:** Scurried scuttling..
- ▶ **Secret door in the mosaic on north wall:** Within is a statue of a paladin holding a steel warhammer +1, +2 vs undead, a gem purse containing 4 diamonds (2,000gp each), sack of 100pp.

44 Collector Crab Lair

Reddish black stone (porous, rough, walls, ceiling, floor). **Wet floor** (salty). **Pale green light** (glowing sea slugs on the walls). **Small pools** (2-3' wide, water filled, connect by tunnels to the ocean, air pressure keeps them at bay).

9 Collector Crabs

White crabs (3' wide). **Small claws** (articulated). **Semi-intelligent** (curious). **Love glittering objects** (collectors).

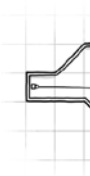
COLLECTOR CRAB

AC 2 [17], **HD** 3 (hp 6, 7, 12, 13, 16, 18, 20, 22, 24), **Att** 2 x pincer (1d4), **THACO** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 35

45 Glimmering Room

Reddish black stone (porous, rough, walls, ceiling, floor). **Wet floor** (salty). **Piles of treasure** (coins from ancient kingdoms, from shipwrecks).

- ▶ **Treasure:** 2,560cp, 892sp, 1,241ep, 1,258gp, 328pp, white gold ring with diamond (1,200gp).
- ▶ **Western door to Area 46:** Cemented shut with crab saliva and sand, 4' thick.



46 Wound Wires Supply

Black tiles (smooth, floor, wall). **Rough stone ceiling** (porous). **Wire spools** (different thickness, weights, types, wooden spools). **Tools** (wire cutters, measuring device).

- ▶ **Eastern door to Area 45:** Stuck. Prying open reveals hardened cement-like sand.

47 Level 5 Pipes and Control Room

Metallic door (layered metal wires of different thicknesses). **Locked** (no sign of keyhole). **Small tiles embossed with musical notation** (frame the door, square and rectangular, blues and greens). **Metallic plaque with 5 round tiles** (above door, thin, rectangular, smaller circular tiles of white, white, white, black, white).

- ▶ **Soundkey:** Note A opens the door.

Inside the Room

White bricks (floor, walls, ceiling 10' high). **Multiple vertical pipes** (copper, iron, 6" to 1' in diameter, disappear into floor and ceiling).

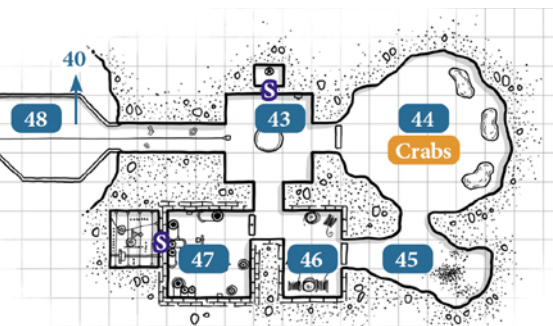
Iron wheel and gauge (wheel turnable, gauge's needle on 0). **Wire wheel and gauge** (wheel turnable, gauge's needle on 0).

- ▶ **Turning the iron wheel:** Water audibly rushes and iron gauge's needle moves into green.
- ▶ **Turning wire wheel:** Water audibly rushes, wound wire gauge's needle moves into green, and the sound of strings is heard from the west wall.
- ▶ **Secret door:** One of the pipes is fake and opening it reveals a small room filled with wires both vertical and horizontal being plucked and strummed with flanged cogs in complicated machinery.

48 Music on a Long, Thin Wire

Glass balcony (thick glass, view into Area 50 which is covered in a mist, low railings). **Long wire** (taught, slightly vibrating, 50' long). **Atmospheric ambiance** (generated by wire). **Vaulted ceiling** (enhances wire noise). **Several smudged papers** (scattered on floor). **Ladder** (ascends to Area 40).

- ▶ **Reading papers:** Illustration of a metal tube next to the long, thin wire on one page. "touching wire with bare hand..." (the rest is smudged out with small drops of blood on the page). "Sonic reverberations may transmit to a metal weapon, thus enhancing its natural frequency."
- ▶ **Using the Soundkey on the wire:** Causes the wire to whine and vibrate faster.
- ▶ **Touching wire with bare hand:** Causes 1d6 damage and mangles hand impeding function (mundane and casting) until magically healed.
- ▶ **Touching wire with a metal weapon:** Strength check or weapon falls off the balcony into Area 50. The molecules in the steel have been aligned, making it harder/sharper, etc. +2 to damage for 24 hours.



Area Descriptions:

The Undertower, Level 6

49 Level 6 Hydrolift Room

Grey, smooth tiles (walls, floor, ceiling 10' high). **Panel with green, glowing button** (on wall). **Crystalline tube** (platform inside). **Glass door** (obvious, sealed). **Rippling light** (from tube and platform).

- ▶ **Touching the door:** Unseals it and can be pushed open.
- ▶ **Pushing button:** Calls hydrolift (p. 22) to this level.

50 Malfunctioning Sonic Fusion Room

Wan, flickering light (from strangely mutated sea cucumbers, starfish, anemones). **Roughly hewn rock** (walls and ceiling, cavernous). **Observation window** (force field, prevents gas and liquid exchange, yields a little to touch, weakened here allowing living material to pass through but holding sea water back). **Flooded corridor** (ankle deep growing to knee deep). **7 large crystals** (8' x 3', different colours, cracked, malfunctioning). **Subsonic vibrations** (emanating from crystals, causing the water to ripple, creating misty clouds). **Piles of dead sea creatures** (northern part of the room).

- ▶ **Each turn in the room:** Subsonic resonations cause extreme mutations. **Save vs spells** and consult the Sonic Fusions table if failed.
- ▶ **Searching dead creatures:** Broken control panel hidden behind with several buttons knocked out, levers missing, and dial stuck in red.
- ▶ **Using controls:** Can be further destroyed, ending sonic vibrations (AC 1 [18] hp 25).

Alpha Shark Mutant

Shark body (9', large dorsal fin). **Dark blue** (white speckling). **Walks upright** (solid legs). **Tooth-filled mouth** (surrounded by tendrils). **Bulky arms** (webbed claws). **3 lashing tentacles** (suckered, 2 from back, 1 in place of tail).

- ▶ **Behaviour:** Hanging drowned corpses half outside the observation window to attract different kinds of sharks.
- ▶ **Distracted:** 3-in-6 chance it is distracted and surprised.
- ▶ **Spawning other sharks:** Is using the sonic room malfunctions to mutate other sharks and create the Shark Spawn roaming around in the Undertower.

ALPHA SHARK MUTANT

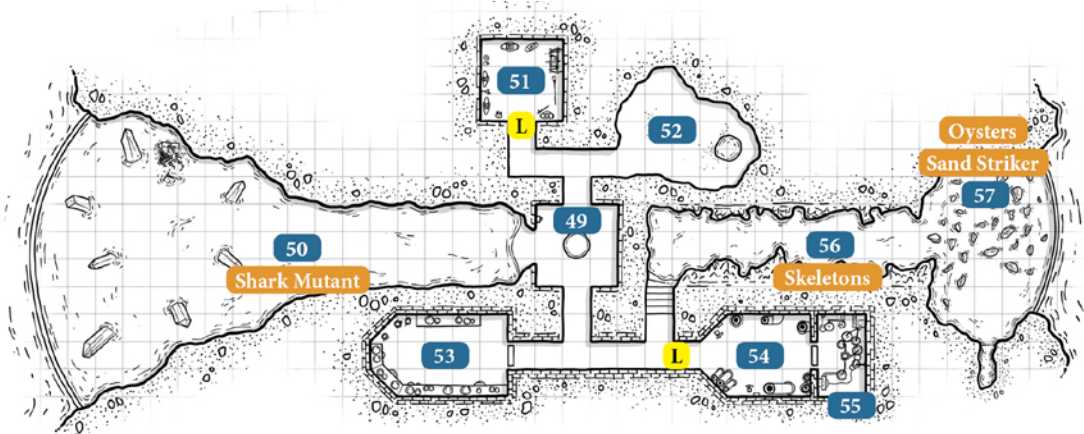
AC 5 [14], **HD** 6* (24 hp), **Att** 1 x bite (1d8), 1 x tentacle grab (1d4 + constriction), **THACO** 14 [+5], **MV** 90' (45')/240' (80') swimming, **SV** D10 W11 P12 B13 S14 (6), **ML** 8, **AL** Neutral, **XP** 500

- ▶ **Constriction:** Can grab and constrict causing 2 automatic damage per round. An Open Doors check is required to break free.
- ▶ **Severing:** A hit causing 6 pts of damage severs the tentacle.

Sonic Fusions

1d6	Appearance	Mechanics
1	Large crablike plates of thick chitin grow.	+4 AC, -2 DEX, armour doesn't fit anymore.
2	Head, face, and skin turn into shark features. Dorsal fin grows on back.	+1 AC, bite attack 1d8, need special armour/clothing, -2 CHA.
3	1d6 tentacles grow from shoulders (roll another d6: 1-2 they're extra, 3-5 they replace arms, 6 they replace arms and legs).	+1 DEX, climb any surface, taste increased, -2 CHA.
4	Both hands fuse into large lobster claws and arms lobster armour.	Attack with each for 1d8 damage. -2 CHA and hard to do simple things that used to be done with hands. Use one as a shield for +1 AC.
5	Skeleton liquifies. Make a save vs death to use a hydrostatic skeleton like a worm.	If the second save is failed the PC is now a puddle. If passed the PC can function semi normally but can now squeeze through tight spaces. -2 CHA.
6	Face becomes a starfish type shape and PC eats by vomiting up their stomach. Skin becomes hard and spiny.	+1 AC, -4 CHA, can regenerate 1 hp every hour.





51 Armoury

Seahorse carved door (metal, locked without keyhole). **Stone doorframe embossed with kelp** (black). **Metallic plaque with 5 round tiles** (above door, thin, rectangular, smaller circular tiles of white, white, white, white, black).

- ▶ **Soundkey:** Note E opens the door.

Inside the Room

Harsh blue light (emanating from the large ceiling tiles). **Weapon racks** (warhammer, 3 tridents, 4 short swords, 2 longswords, 8 fish spears). **Armour** (fish scale armour, chainmail, 2 leather, 3 shields, 3 helmets).

- ▶ **Screaming Trident:** Handle thickens to a merman face with open mouth with 3 barbed tines coming out, radiates magic, +1, +2 vs mammals. 1x per day screams causing fear. **Save vs paralysis** or miss the next combat round.
- ▶ **Fishscale Armour:** +1 enchantment, AC 4 [15], weighs merely 100 coins.
- ▶ **Helmet of the Deep:** Resembles a large fish head, +1 AC, when worn can hear the crashing of the waves and all the songs of the deep.



52 Transporting Pool to 3rd Level

Reddish black (porous, rough, walls, ceiling).
Dark blue brittle stars (covering every surface, human-looking eye on each one).
Calm pool of water (5' wide). **Soft blue light** (emanating from the water).

- ▶ **Touching the pool: Save vs spells** or gain a random mutation. (Oceanic Mutation table, p. 12).
- ▶ **Entering the pool:** Fully immersed characters are transported to Area 36 on the 3rd level.

53 Drums

Black tiles (wall, floor). **Large drums** (resting on the floor). **Storage shelves** (filled with many smaller drums). **Storage tubes** (filled with various sticks, whisks, and beaters).

- ▶ **Examining large drums:** Many remarkable items: drum made of several small tubes of tube worms; whale skull drum; wooden drum stained with dark red blood; copper kettle drum with tight, white head; white tri-toms; black bass drum; bongos; sea serpent skull with tightly stretched fish skin head; carved wooden drum depicting a school of flying fish; steel drum with mother of pearl inlay; turtle shell drum; pellet drum.

- ▶ **Detecting magic:** The pellet drum radiates magic. 1x day the drum can be played and 1d3 targeted creatures must **save vs spells** or be forced to dance for 1d4 rounds.
- ▶ **Searching tubes:** *Scroll of web* hidden in the side of a tube. A ruby (800gp) hidden in the bottom of a tube. *Skalrib's Femur* radiates magic, black, 2' long, large bone knob, functions as *mace +1*.

54 Level 6 Pipes and Control Room

Door of mother of pearl (solid, iridescent). **Locked** (no keyhole). **Tiles of shell** (around the frame, purple, white, pink). **Metallic plaque with 5 round tiles** (above door, thin, rectangular, smaller circular tiles of white, white, white, white, black).

- ▶ **Soundkey:** Note E opens the door.

Inside the Room

White bricks (floor, walls, ceiling 10' high). **Multiple pipes** (copper, iron, vertical, 6" to 1' in diameter, pass into floor and ceiling). **Iron wheel and gauge** (wheel turnable, gauge's needle on 0). **Mother of pearl wheel and gauge** (wheel turnable, gauge's needle on 0).

- ▶ **Turning iron wheel:** Water audibly rushes and iron gauge's needle moves into green.
- ▶ **Turning mother of pearl wheel:** Water audibly rushes, mother of pearl gauge's needle moves into green, and the sound of rhythmic drumming can be heard through the east wall.

55 The Drum Room

White bricks (floor, walls, ceiling 10' high).
Drums & drumming machine (complicated machinery engages various implements that

strike different types of drums according to a system and plan beyond a quick study).



56 The Flooded Tunnel

Reddish black rock (rough). **Sloping** (descends 10', high point at western end).
Flooded with ocean water (deeper heading east). **Sea life-encrusted walls** (barnacles, sea anemones, and sponges). **2 metal levers in rock alcove** (protrude 1' out of wall, wooden handles). **Faint illumination** (glowing, purple sea cucumbers on ceiling).

- ▶ **Descending:** As the tunnel descends eastward, the water level gets higher. By the tunnel's midpoint it is completely submerged.
- ▶ **Pulling the left lever:** A rattling of chains can faintly be heard coming from the east (opens the rusty iron gate in Area 57, freeing the Giant Sand Striker to feed).
- ▶ **Pulling the right lever:** Bubbles and rushing water are heard from the east and the water level here and in Area 57 lowers rapidly.

6 Encrusted Skeletons

Humanoid skeletons (ancient). **Encrusted with barnacles** (from sunken depths).
Writhing with sealife (eels, worms, shrimp).

- ▶ **Behaviour:** Resting in alcoves in the submerged hallway. Will emerge when the water level drops. They will attack anyone coming down the hallway unless the code word "ruby shine" is spoken aloud.

ENCRUSTED SKELETON

AC 1 [18], **HD** 3 (hp 6, 9, 12, 13, 14, 20), **Att** 1 x weapon (1d6 or by weapon), **THACO** 17 [+2], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 35

- ▶ **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).

57 The Room of Pearls

Flooded with ocean water (completely submerged). **Floor slippery** (covered in algae and squirming ocean life). **Observation window** (force field, prevents gas and liquid exchange, yields a little to touch). **Sea life-encrusted walls** (barnacles, sea anemones, and sponges). **Faint illumination** (glowing, purple sea cucumbers on ceiling). **Algae-coated pipes** (in floor near the east wall, drain water from the room when lever in Area 56 is pulled).

30 Giant Oysters

Giant shells (1' to 4' across). **Closed tight** (can be forced open).

- ▶ **Behaviour:** Oysters snap shut unless preventative measures are taken.
- ▶ **Opening closed oysters:** Requires an open doors check.
- ▶ **Pearls:** 50% of them contain a pearl (150gp each).

GIANT OYSTER

AC -1 [20], **HD** 2 (8hp), **Att** 1 x trap and hold (1d6), **THACO** 18 [1], **MV** 0' (0'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Neutral, **XP** 20

- ▶ **Trap and hold:** Anyone trapped by a Giant Oyster takes 1 damage per round until they break free (requires an open doors check, may be attempted once per round).

Giant Sand Striker's Lair

Narrow cave (burrowed into stone). Rusty iron gate (traps Giant Sand Striker unless lever in 56 was pulled).

Giant Sand Striker

Segmented worm (12' long, multi-legged). **Multiple antennae** (on head). **Barbed hooks** (on head).

- ▶ **Behaviour:** Ambush, grab, and yank back to its lair.

GIANT SAND STRIKER

AC 6 [13], **HD** 5 (22hp), **Att** 1 x bite (1d12), **THACO** 15 [+4], **MV** 0' (0'), **SV** D12 W13 P14 B15 S16 (2), **ML** 5, **AL** Neutral, **XP** 175

- ▶ **Skittish:** A sand striker generally retreats into its deep hole upon taking any damage (roll morale each time it takes damage).



Area Descriptions:

The Undertower, Level 7

58 Level 7 Hydrolift Room

White, smooth tiles (walls, floor, ceiling 10' high). **Panel with green, glowing button** (on wall). **Crystalline tube** (platform inside tube, secret glass door). **Rippled light** (from tube and platform). **Round tiles on floor** (repeating pattern of white, black, black, white, white).

- ▶ **Searching the tube:** Successful secret door check required to locate door.
- ▶ **If the door is found:** Unseals and can be pushed open.
- ▶ **Soundkey:** Notes G and D open the door (even if it isn't located).
- ▶ **Pushing button:** Calls hydrolift (p. 22) to this level.

59 Room of Enchanted Pearls

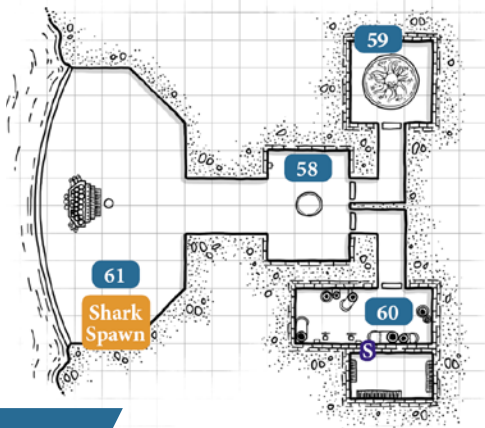
Metallic door (solid, keyhole). **Pearl** (sunk in door).

- ▶ **Opening the door:** The door is trapped and generates electricity, causing 1d6 damage to anyone passing through. Works 4 times before losing energy.
- ▶ **Touching the pearl:** Lights up.
- ▶ **Prying out the pearl:** Takes 4 turns to pry out of housing without damaging. Each turn there's a 25% chance of getting zapped for 1d6 damage.

Inside the Room

Coral octopus fountain (jets seawater through spouts and tentacles). **4 large pearls in basin** (with faint tints of colour, enchanted).

- ▶ **Pink pearl:** Hovers behind the owner and can cast *shield* once a day (see **Old-School Essentials**). It can hold 6 charges and can be recharged by soaking in saltwater under a full moon.
- ▶ **Blue pearl:** If planted in soil grows into a short, kelp-like bush that produces 1d8 blueberries that heal 1d3 hp when eaten.
- ▶ **Purple pearl:** If put in mouth the holder can communicate with any animal from the oceans per *speak with animals* (see **Old-School Essentials**).
- ▶ **Yellow pearl:** Once per week the user can summon a Giant Seahorse mount.



GIANT SEAHORSE

AC 7 [12], **HD** 3 (13hp), **Att** 1 x butt (1d4+1), **THACO** 17 [+2], **MV** 210' (70'), **SV** D12 W13 P14 B15 S16 (2), **ML** 5 (8 with rider), **AL** Neutral, **XP** 35

60 Level 7 Pipes and Control Room

Metallic door (black, sounds hollow). **Locked** (no keyhole). **Small embossed tiles** (black, white organ keys, frame door). **Metallic plaque with 5 round tiles** (above door, thin, rectangular, smaller circular tiles of white black, black, white, white).

- ▶ **Soundkey:** Notes G and D open the door.

Inside the Room

White bricks (floor, walls, ceiling 10' high).

Multiple vertical pipes (copper, iron, 6" to 1' in diameter, disappear into floor and ceiling).

Iron wheel and gauge (wheel turnable, gauge's needle on 0). **Ivory wheel and gauge** (wheel turnable, gauge's needle on 0).

- ▶ **Turning iron wheel:** Water audibly rushes and iron gauge's needle moves into green.
- ▶ **Turning ivory wheel:** Water audibly rushes, ivory gauge's needle moves into green, and the sound of many pianos is heard through the south wall.
- ▶ **Secret door:** One of the pipes is fake and reveals a small room with several lengths of piano keyboards running on perforated sheet music (if the ivory wheel was turned).

61 Communication Room

Shimmering steel (walls, floor, ceiling 15' high). **Observation window** (force field, prevents gas and liquid exchange, yields a little to touch). **Pipe organ** (middle of room, facing observation window when playing). **Sheet music** (3 different pieces, see below).

- ▶ **Playing the pipe organ:** The observation window goes hazy and shapes begin to form out of swirls. 20% chance of attracting the Night Trawler (Area 63) every time a piece is played. The sheet music is not difficult to play for anyone with a passing knowledge of musical knowledge.
- ▶ **Playing "The Wisdom Under the Waves":** A long oarfish face appears in the globe. It's slightly humanoid. The Oarffin are a race of secretive fish people dwelling under the ocean.
- ▶ **Playing "The Haunting from the Depths":** A large, scaled, spherical creature appears. It's got a large central eye, 2 eyes on stalks, and 2 lobster claws. It glares through the window and suddenly flashes a bright light and the window goes black. (This Eye of

the Deep might now be interested in the PCs and try to locate them).

- ▶ **Playing "The Dirge of the Deep":** A scene of an underwater town with domed buildings. Many amphibious creatures, black-green scales and deep black eyes look like they're preparing for battle. Sharks circle on the outskirts of the town. (Sahuagin raiding preparations. Maybe they're getting ready to raid Imbrich, or maybe it's a larger invasion).

4 Frilled Shark Spawn

Shark body (6' long, inky black). **Large eyes** (greenish). **Clusters of teeth** (needle-like). **Walk on tentacles** (quadrupedal). **Spine-covered back** (thin spines like a sea urchin). **Long tail** (finned).

FRILLED SHARK SPAWN

AC 6 [13], **HD** 4 (16hp), **Att** 1 x bite (1d6), 1 x tentacle (1d4), **THACO** 16 [+3], **MV** 90' (45')/(150' (50') swimming, **SV** D10 W11 P12 B13 S14 (4), **ML** 8, **AL** Neutral, **XP** 75

Area Descriptions: The Undertower, Level 8

62 Hydrolift Base

Black rock (red veins, porous, walls, floor, ceiling 20' high). **Crystal-line tube** (platform inside tube, secret glass door). **Glowing green button** (on tube). **Rippled light** (from tube and platform). **Water pumps** (entering tube base and underneath). **Scratched into the glass** (five circles, empty, empty, empty, filled, and filled).

- ▶ **Searching the tube:** Successful secret door check required to locate door.
- ▶ **If the door is found:** Unseals and can be pushed open.
- ▶ **Soundkey:** Notes A and E open the door (even if it isn't located).
- ▶ **Pushing button:** Calls hydrolift (p. 22) to this level.

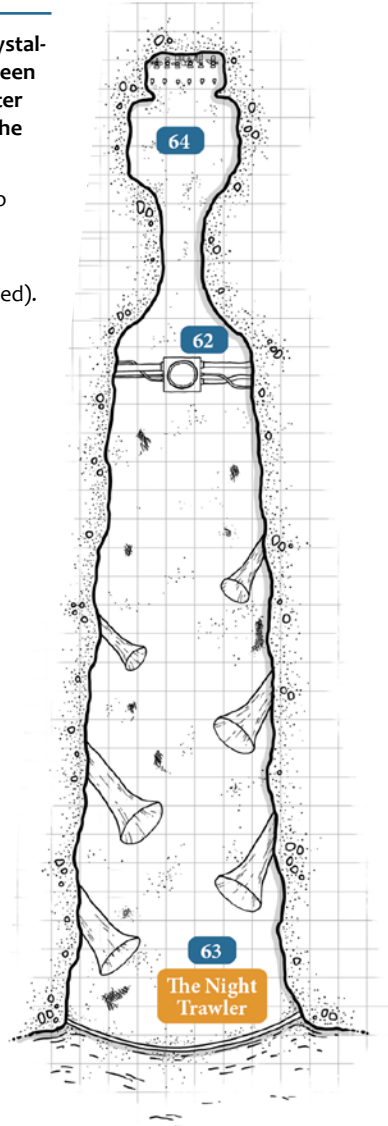
Activating the Resounding Assembly

The Resounding Assembly is activated if:

- ▶ The missing control wheels in Area 64 are replaced.
- ▶ All control room wheels (Areas 20, 25, 31, 38, 47, 54, 60, 64) have been activated.

When activated, the following occurs:

- ▶ The Resounding Assembly mixes the sounds produced in the control rooms on each level into a sonorous and pleasing arrangement.
- ▶ The music is blasted out by the cavernous amplifier (Area 63), which starts shaking the room.
- ▶ The Night Trawler (Area 63) flees to the ocean's depths.
- ▶ The observation window in Area 63 is blasted apart, and the sound creates a water funnel into the ocean through the window aperture.
- ▶ The music gets louder and louder until the PCs must ascend through the Undertower.
- ▶ A legendary land mass sunk in antiquity is magically raised from the seabed. See p. 5 for details.



63 Cavernous Amplifier

Soggy piles of garbage (used nets, old crab traps, dead sea creatures). **6 large, metallic funnels** (extrude from the walls, playing sound if the wheels are activated on every level and if they've been replaced in Area 64 and turned).

- ▶ **Searching the piles:** The missing wheels needed in Area 64 will be found in each pile. 1 iron, 1 ivory, 1 red, 1 mother of pearl, 1 wood, and 1 wound wire.

The Night Trawler

Giant monstrosity (14' long, 8' tall). **Composed of ocean detritus** (fishing refuse, dead sealife).

- ▶ **Origin:** An angry deep ocean spirit awakened by Cetus' sound experiments.
- ▶ **Reaction:** The Night Trawler will attack on sight due to its great anger with humankind. If it fails a morale check while fighting in the Cavernous Room it will attempt ink, if it has any left for the day, and retreat from the combat. The Night Trawler will return in 1d3 turns if it passes a morale check.

THE NIGHT TRAWLER

AC 2 [17], **HD** 10** (50 hp), **Att** [1 x claw (1d8), 1 x harpoon toss (1d8)] or cone of bile, **THACO** 11 [+8], **MV** 60' (20') / 180' (60') swimming, **SV** D6 W7 P8 B8 S10 (10), **ML** 8, **AL** Chaotic, **XP** 2300

- ▶ **Seep:** The Night Trawler is malleable and able to discard and take up remains and refuse to move unrestricted through locked doors, observation windows, and the hydrolift (p. 22).
- ▶ **Harpoon toss:** Ranged attack as spear (5'-20'/21'-40'/41'-60') at any target even when engaged in melee with a different target.
- ▶ **Cone of bile:** Mixture of corrosive bile and ocean rot. 6" at mouth, 12' at end, range of 25'. Causes 2d6 damage. **Save vs breath** to take half. Organic material, i.e. clothing and leather will dissolve over the next 3 rounds.
- ▶ **Inky mist:** Can emit a cloud of gaseous ink 2x each day. The mist blocks sight, has a radius of 15', can last up to 2d4 turns, and is not cancelled by light. The monster will slink away unless in lair on 8th floor.
- ▶ **Loud noise:** The Night Trawler hates loud noises (e.g. the soundkey at full volume) and will automatically lose initiative and suffer a -2 penalty to attack rolls.

64 Main Pipes and Control Room

Cavern (rough, natural, floor, walls, ceiling 10' high). **Multiple vertical pipes** (copper, iron, 6" to 1' in diameter, disappear into floor and ceiling). **6 control gauges** (1 iron, 1 ivory, 1 red, 1 mother of pearl, 1 wood, 1 wound wire, needles on 0). **6 posts** (for missing control wheels).

- ▶ **Missing control wheels:** Found in Area 63. Can be replaced on the post for the corresponding gauge.
- ▶ **Turning the replaced wheels:** Water audibly rushes and the corresponding gauge's needle moves into green.



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The Isle of the Plangent Mage

An idyllic cove harbours deep secrets. Magic and sound are entwined harmoniously, while dark things lurking in the depths rise to explore new avenues through previously locked portals. Adventurers will be changed as they explore the depths of the Undertower, unlock strange musical puzzles, and reveal the glorious treasures of the Isle of the Plangent Mage.

*A fantasy adventure of sonic wonder
for characters of 3rd to 5th level*

Requires Old-School Essentials
Classic Fantasy or Advanced Fantasy.



ISBN: 978-3-96657-055-8