



FROG GOD GAMES ADVENTURES

THE LIGHTHOUSE OF ANAN MARATH

by Jim Stanton



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THE LIGHTHOUSE OF ANAN MARATH

CREDITS:

Author: Jim Stanton
Producer: Bill Webb
Project Manager: Zach Glazar
Editor: Jeff Harkness
Swords & Wizardry Conversion: Jeff Harkness
Art Director: Casey W. Christofferson
Layout: Suzy Moseby
Graphic Design: Richard Oliver
Cover Design: Charles A. Wright
Front Cover Art: Santa Norvaisaite
Interior Art: Michael Syrigos
Cartography: Robert Altbauer

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FROG GOD GAMES IS:

Bill Webb, Matthew J. Finch, Zach Glazar,
Charles A. Wright, Edwin Nagy, Mike Badalato



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THE LIGHTHOUSE OF ANAN MARATH

BY JIM STANTON

A CHALLENGING SCENARIO FOR LEVELS 4-6 TIER 2 CHARACTERS LEVELS 5-7

INTRODUCTION

From the shoreline of the village of Saemish, waves can be seen tossing their salt and spray upon four small islands: Three are known as the Stepstones while the largest is Anan Marath. A great bridge, aged and deteriorated, spans from the mainland and leads to a tower on each of the smaller three islands before ending at a colossal lighthouse on Anan Marath. The bridge, lighthouse, and towers are made of the deep-green bedrock from beneath the sea that was brought to the surface and shaped with magic 70 years ago by the priests of the Brotherhood of the Sea.

For decades, the Lighthouse of Anan Marath has remained dark and has slowly devolved into a state of disrepair. But now the village council has voted — narrowly and in the interest of re-establishing trade — to restore the lighthouse and clear it of its dark and bloody past. A call has gone out north to Bard's Gate and south as far as Endhome for adventurers willing to clear the edifice and return it and the village of Saemish to their former glory.

BACKGROUND

THE VILLAGE SAEMISH

The outside world rediscovered the small seaside fishing village of Saemish 80 years ago in 3437 I.R. On the far eastern coast at the edge of the Salt Swamps near a small bay lies a stretch of unclaimed land in the middle of the border between Amrin Estuary and Eastreach Provinces. As the roads, particularly Lowwater Road, were rarely used and most fell into the swamp, the village was forced long ago to become self-sufficient. Situated north of the estuary itself and north of Ilthan, and south of the Coast Road proper and Rappan Athuk, Saemish saw little of the patrols sent from Bard's Gate to the north. Fishermen and rice farmers were the predominant townsfolk, but though life was hard, life was not normal in Saemish.

TIMELINE OF SHAEMISH

Unknown: Miru, a truly resplendent saltwater koi fish, becomes trapped in a natural fishbowl higher in the back of the caves near what would become Saemish.

3230 I.R.: Saemish is founded when a small band of refugees from the Matagost Peninsula make their way north during the civil wars that covered much of the area. Mikel Saemish, a devout follower of the Green Father, leads the refugees.

3231 I.R.: Cabins and log halls quickly grow into a sustainable village. Mikel discovers a set of winding crystalline caves below the breakwater that are accessible at low tide and explores them. He finds Miru and begins spending more time in the cave, believing this was a sign from his god.

3232 I.R.: The Green Father takes pity on his faithful follower — by this time, there were few enough left — and passes a small portion of his divinity to Miru as a way to better commune with the clergy. Mikel sang his praises to the heavens and promptly began to codify the new religion.

3312 I.R.: After several raids by gillmonkeys and pirates, Marath Bines arrives and claims to be able to keep the town safe. He is actually a sworn servant of the sea demon Dagon and tricks the villagers into believing he is a follower of Miru, all the while weaving a web of lies. With his increasing age and base cunning, he is able to dominate the town for 125 years. He craved power over the small area and used a dark magic item to expand and increase flooding of the surrounding swampland — much to his delight.

3437 I.R.: Ambar Domeille leads a merchant caravan out of Telar Brindel but becomes lost on the disintegrating Lowwater road before they find Saemish. Marath detains them but they break free and defeat the evil cleric and his minions. Ambar orders the evil-doers hanged on the ancient grounds of the Stepstones.

Ambar stays and rebuilds the village. Using her shrewd business acumen and contacts, she sets up Saemish as a resupply stop between the three major ports Eastwych, Eastgate, and Telar Brindel. Ambar's plans work and trade blossoms. The village becomes a town.

3447 I.R.: Ambar uses a large portion of her fortune to build a great lighthouse on Anan Marath as well as a bridge running to Sybaris, Rikath, Kharis, and all the way to the mainland. The work is completed within a year thanks to the magic of a group calling themselves the Brotherhood of the Sea. Trade swells, and Saemish grows.

3452 I.R.: The Brotherhood of the Sea is revealed to be cultists of Dagon. Ambar leads the Saemish militia to storm the lighthouse. Dagon's cultists abandon the lighthouse and escape through secret tunnels they constructed under the edifice. With the lighthouse's light put out, two ships run aground, destroying the cargo and killing the crew. Trade stalls. Renovations to the lighthouse halt. Over the next two generations, more residents leave to look for greener pastures.

3458 I.R.: Ambar Domeille passes away with the village and lighthouse never regaining their short time of glory.

3500 I.R.: Pirates and bandits begin raiding again. The remaining Dagonites recruit passing pirates and offer the use of the large hidden inlet in Anan Marath.

3517 I.R.: More news of the outside reaches the ears of the village council. Trade flourishes between ports, and distant ships are seen passing the cove and lighthouse. Saemish is on the edge of failing. The council decides to put out a call for adventurers to clear out the lighthouse so it can be lit once again.

Saemish was founded in 3230 I.R. when a small band of refugees from the Matagost Peninsula made their way north during the civil wars that covered much of the area, including Suilley. The refugees were led by Mikel Saemish, a devout follower of the Green Father — a primordial deity of Foerdewaith origin. Mikel discovered a beautiful cove filled with fish, four islands, and a stretch of land where rice could be farmed despite the marsh. Declaring it home, the group constructed cabins and the community quickly grew into a sustainable village that his followers named after him. One day while out exploring the shoreline, Mikel discovered a set of winding crystalline caves below the breakwater that were accessible at low tide. He and several other men from the village began to explore them; they eventually found what Mikel deemed a gift from the Green Father.

That gift he named Miru, a truly resplendent saltwater koi fish that was trapped in a natural fishbowl higher in the back of the caves. Nearly nine feet long and with scales that glimmered in shafts of light from above, Miru was truly a specimen of the power of nature to adapt. Believing that Miru was a sign from his god, Mikel began spending more and more time in the cave. While this wasn't the intention, the Green Father passed a small portion of his divinity to Miru as a way to better commune with his clergy. Mikel sang the Green Father's praises to the heavens, and he promptly began to codify the new religion of Miru in what would become the sacred texts known as *The Tenants of Miru the Blessed*.

Several generations passed, and while Saemish did not thrive, it somehow survived. Being unclaimed wilderness, threats abounded on all sides, with no lord to keep the villagers safe through might of arms. Pirates and the occasional bandit from Lowwater Road were easily dealt with, but gillmonkeys and undead from the sea and marsh were a dangerous threat to the insular and superstitious townsfolk. Finally, in 3312 I.R., Marath Bines, a sworn servant of the sea demon Dagon, arrived and claimed he could keep the town safe. He tricked the villagers with a web of lies into believing that he was a follower of Miru.

Marath prolonged his mortal lifespan using dark rituals involving human sacrifice and a great heresy known as "The Tenth" — a process that funnels a portion of divine energy to Dagon and his follower instead of the deity for which it was intended (Miru, in this case). With his longevity and base cunning, he dominated the town for 125 years. He craved power over the small area and used a dark magic item known as the *Drown Ring* to flood the surrounding swampland to please Dagon.

It was no small luck that saved Saemish from a dark doom. Eighty years ago, a merchant caravan out of Telar Brindol led by Ambar Domeille, a young woman of shrewd confidence and an aptitude for magic, became hopelessly lost in the Salt Swamps where Lowwater Road had disintegrated into the mire. The caravan was heavily laden with silks and honey from the giant beehives of the south. Ambar originally planned to skirt the edges of the Salt Swamp but her old maps did not account for the massive swamp's recent expansion due to Marath tampering with the *Drown Ring*. Thinking to cut time off of her route, she bullied the caravan masters and hired swords into cutting through the swampy morass.

The caravan floundered for three weeks in the muck and dark water. Together they fought off the creatures of the swamp and eventually stumbled across the muddy remains of the Lowwater Road, mostly crumbled and flooded but still serviceable. Two days later, the beleaguered caravan reached Saemish. Ambar and her hired swords quickly sensed something was wrong but Marath and his ensorcelled minions captured them. A jailbreak and fierce battle ensued, during which Ambar herself captured the evil priest and his three most powerful minions: cultists of Dagon named Sybaris, Rikath, and Kharis.

Finally, the village was free of Marath's spells. A large gallows was erected on an island several hundred feet out into the Sinnar Ocean as well as on the three closer, smaller islands known as Stepstones. There, Marath and his followers were unceremoniously strung up. Over time, the islands became known for the villains who were hung on their shores: Anan Marath, Anan Sybaris, Anan Rikath, and Anan Kharis.

Ambar spent the next several months rebuilding the village. Shrewd businesswoman that she was, she envisioned the small town as a trade mecca and made good on her promises to bring riches to the town. Goods from nearby islands and the swamp — including rare purple banana-like fruit called "panke" and the coveted ruuwood of the swamp — could be brought to ships through the rebuilt roads through the Salt Swamp then loaded onto ships for every major port on the ocean. Ambar's plans worked, trade blossomed, and the town prospered and grew. It was quickly apparent that the rocky seabed was dangerous, and as newer captains attempted to navigate the shallows between the isles, more and more ships risked running aground. Ambar used a large portion of her fortune to build a great lighthouse on Anan Marath, with a bridge running to Sybaris, Rikath, Kharis, and then all the way to the mainland.

THE LIGHTHOUSE

A group of priests calling themselves the Brotherhood of the Sea undertook the task of building the great lighthouse 10 years after Ambar came to Saemish. It was her biggest success and her greatest failure, all in one. Thanks to the magic of the Brotherhood, the towers of the lighthouse soared within a year. For the next five years, trade blossomed to heights previously unknown in Saemish and, indeed, in the surrounding region.

After five years of peace and prosperity for Ambar and her new home, disaster struck. It was discovered that the Brotherhood of the Sea was nothing more than the cult of Dagon rearing its fishy head once again. The militia, now led by Ambar herself, stormed the well-fortified lighthouse, and blood spilled on the islands once again. Dagon's cultists abandoned the lighthouse as rats abandon a sinking ship in a storm, some swimming away through the rough seas, others escaping through secret tunnels constructed under the edifice.

One high priest of Dagon remained behind. He entered the great stairwell, locked the portals behind him, and extinguished the beacon. He then climbed to stand on the catwalk high above. As he hurled curses down on the invaders and invoked the vile demon prince, he slashed his palms and threw blood into the saltwater far below. In the courtyard, Ambar spied him and spoke words of power to send a fireball streaking up toward him. The blast lifted him from the lighthouse peak and threw his body, along with the keys to the great doors, into the sea. Unfortunately, the ritual was complete, and an enormous wave crashed down upon the island, soaking it entirely and killing many of Ambar's men.

From then on, it was believed the island was cursed by Dagon and to be avoided if one wanted to live. With the lighthouse beacon put out, two ships soon ran aground, destroying the cargo and killing the crew. Caution and no small amount of fear crept in, and it kept the merchants and traders away. With trade stalled, the lighthouse renovations halted. Despite her best efforts, Ambar died poor and tired in a village that was once more a simple fishing village.

Saemish did not totally disappear though. As the years moved on, the more it returned to its roots, becoming once again a plain, self-sufficient fishing village. No more did the great ships sail in, and soon, the beacon at the top of the lighthouse was forgotten and never relit. As time passed, old superstitions regained their hold on the common man, and the lighthouse and Anan Marath became a place feared and avoided. Unknown to the populace of Saemish, many of

the brotherhood escaped into the watery tunnels below the island. As years passed, pirates discovered the cove. Hidden from the shore, they docked at night, set up a base, and parleyed with the remaining priests of Dagon.

Eventually, the sea surges knocked portions of the soaring bridge down, and nature asserted itself, eroding much of the edifice. It now lies in ruin, but Saemish lives on.

ADVENTURE BACKGROUND

The Saemish Village Council hires the characters to clear the Lighthouse of Anan Marath of the evil that resides within. Sea trade has been brought to a halt, and the remote village will soon be bankrupt if nothing is done. The locals need access to the lighthouse to begin repairs and to relight the beacon and allow for the safe docking of ships. Yet fear and superstition keep the villagers squarely at home on the mainland.

Some believe that the Cult of Dagon has taken a foothold within the lighthouse again as the occasional acolyte emerges from the sea and proselytizes the greatness of Dagon before disappearing just as mysteriously. Others have seen pirate ships approaching Anan Marath on clear, moonlit nights, and there is always the danger of the ocean itself: sea monsters, watery dead, and other creatures bent on drowning the living.

All sorts of dangers can be found in the lighthouse. The Brotherhood of the Sea never fully left the lighthouse and even now hide in the sea caves beneath Anan Marath. They recently made a tenuous truce with the pirates who now share the island. The pirates use an underground beach to dock beneath the lighthouse to weather storms, to offload plunder from merchant ships sailing the sea trade routes between Eastwych and Telar Brindel to Eastgate, and as a staging point for raiding small villages up and down the coast. The pirate captain humors the priests by allowing them to proselytize and attempt to convert his

crew to Dagon, although only rarely does he lose one of his men to the cult. He considers it a fair trade for the shaky harmony that exists and otherwise assumes he would lose many men in an all-out war and would then have to defend against reprisals. Besides, angering a water god is never good for pirating. The pirates and the Brotherhood of the Sea fiercely defend their stronghold, cooperating with each other as needed to eliminate any threat to their island sanctuary.

The council entices the characters by sharing a rumor that pirates store their loot within the lighthouse, and the council makes no claim on any treasure recovered. The council also promises a 1% share (split among the characters) of future trade profits (biannually for the next five years) for cleansing the lighthouse; 2% if they ignite the beacon during their foray. (The characters need to return to the village to collect their profits, and the amount is to be decided by the Referee.)

CHAPTER 1: THE STEPSTONES

The locals know the three smaller islands as the Stepstones, for that is how they appear: small footholds of land leading out toward the larger island of Anan Marath. Before the towers and the bridge were built, the townsfolk captured and executed the heads of the area's cult of Dagon on gallows poles erected on each island. Now, they are mostly barren expanses bearing little more than the towers that support the bridge. Each island is now known by the name of the cultist hung there and the word *anan* (the old Common word for "island"): Anan Kharis, Anan Rikath, and Anan Sybaris. The largest island, which also holds the lighthouse, is Anan Marath.



HIERARCHY OF KEY NPCs

THE BROTHERHOOD OF THE SEA

Sir Keven, High Priest of Dagon: Keven is the ultimate authority of the Dagonites in Saemish. He is often in personal contact with the demon lord through watery dreams of doom.

Cordon Fain: Cordon is the “face” of the Dagonites to the lesser clerics and the pirates. He runs the upper shrine of Dagon and the chapel on the ground floor.

Cleric Lackeys: A varying number of cleric lackeys report to Keven. They travel up and down the Sinnar Coast and stay in touch with the other cults (particularly those of Orcus and Tsathogga) who reside in the area.

Dagonite Soldiers: Dagonite soldiers are (or were) pirates who fully embraced Dagon’s cult. They left the pirates, and now stay and defend the lighthouse at all times, eschewing their former lives.

Commander Bors Davarion: Officially part of the Brotherhood due to his long-ago betrayal and curse by Dagon, he hates everyone and everything equally.

Creatures: Sir Keven’s personal bodyguards are an aboleth and a monstrous crayfish; additionally, the clerics animated several aqueous zombies.

FOLLOWER OF ORCUS

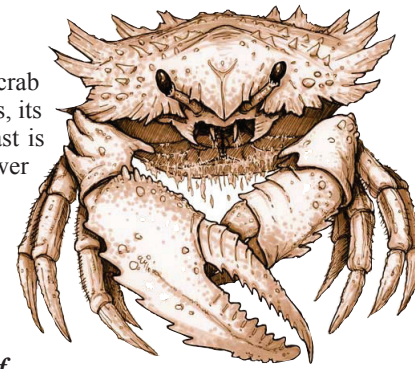
Jens: Jens is a cleric of Orcus who is new to the area. He was sent by the powers that be in Rappan Athuk to forge an alliance with the Dagonites.

PIRATES

Captain Roga: The captain terrorizes the area by waylaying merchant ships along the trade routes and by raiding small villages up and down the coast, focusing his efforts around Amrin Estuary. He brings the loot back to the lighthouse before distributing it to the most profitable merchants of the black market. He is wary of the Dagonites and prefers to stay at sea.

Buck: The first mate and leader of the pirates at the lighthouse.

Crab, Monstrous: A massive crab pulls itself up out of the salty depths, its claws snapping erratically. The beast is hungry and flees if brought to fewer than half its hit points.



Monstrous Crab: HD 3; HP 13; AC 3[16]; Atk 2 claws (1d4); Move 12 (swim 9); Save 14; AL N; CL/XP 3/60; Special: none. (*The Tome of Horrors Complete* 110)

Gillmonkey Raiders: A small band of gillmonkeys in search of food — preferably some fish or a fisherman who has braved the bridge — clamber up onto the shore.

Gillmonkeys (1d6): HD 1d6 HP 4 each; AC 6[13]; Atk bite (1d4), 2 claws (1 hp); Move 6 (swim 12); Save 18; AL C; CL/XP 3/60; Special: breathe underwater. (*Monstrosities* 204)

Sea Lion: A large sea lion suns itself on a rock. It attacks only if threatened or provoked, preferring to enjoy the sunshine and warm rock.

Sea Lion: HD 3; HP 13; AC 6[13]; Atk bite (1d8); Move 1 (swim 24); Save 14; AL N; CL/XP 3/60; Special: none. (*Monstrosities* 414)

Large Wave: A particularly large wave smashes the rocks, drenching the party. Anyone near the edge must make a saving throw or be swept into the water.

A NOTE ON LABELING

Each area or level is noted with a designator as follows:

D	Deep caves
L	Lighthouse of Anan Marath rooms
S	Towers, bridges, stepstones, and shoreline
SC	Sea caves

No random encounters occur on the bridge, but there is a small chance of an encounter on the rocky islands themselves. Roll 1d6 for every three turns the party is outside on the islands. On a 1, roll on the table below:

1d4	Encounter
1	Monstrous crab
2	1d6 gillmonkey raiders
3	Sea lion
4	Large wave

S-1. THE SHORELINE

The statues of two tall sailors flank the great stone bridge. They wear small daggers on their belts and hold spyglasses pointed out toward the sea. Each stands on a five-foot-tall dais of dark green sea stone that was dug from far beneath the waves and shaped by the magic of the Brotherhood of the Sea, who were actually cultists of Dagon inhabiting the Lighthouse. Salt hangs heavy in the air, and the crash of waves constantly booms up and down the coast. Small pools of cloudy surf mixed with rainwater are scattered about.

Unknown to the general populace of Saemish, a hidden compartment in the southern dais holds an old scroll that was saved for emergencies. It is in a stoppered scroll case sealed with wax to keep the elements out. This can be found as a standard secret door. The scroll contains three spells: *light* (x2) and *continual light*.



S-2. THE BRIDGE

Fully 20 feet wide and glistening with salt and spray, the bridge arcs out over the bay to the first Stepstone. Moss and small patches of mold cover the dark green stone in places. Salt cakes the crevices, leaving odd lumps and shapes. Small rivulets of water pool on the shore. Wind buffets the bridge. Topping the rise in the center reveals the first tower almost 250 feet ahead.

S-3. KHARIS TOWER

The first tower rises 20 feet above the rocky shore of Kharis Isle. Scrub and surf can be seen below. The bridge leads to the tower's square, crenellated roof. The crenels create a small, waist-high wall. It measures about 40 feet on a side and appears surprisingly intact but for a closed and rotting trapdoor in the floor. The bridge continues to the north, though it appears to be in worse shape the farther you go, with parts of it crumbling.

The rotted trapdoor is stuck, but still fairly easy to open (Open Doors at +1). The crumbling bridge to the north leaves only five feet of walkway.

S-3A. KHARIS TOWER INTERIOR

Kharis Tower is hollowed out below the rotted trapdoor. All that remains is a twisted metal stairway that leads 20 feet down to a sandy floor that looks to have flooded at some point in the past. The bones of small animals, fish, and other larger creatures stick out of the humps of sand covering the floor. Several wine bottles appear to have been buried in the sand along the north wall. A single doorway stands in the south wall, the door long missing.

This place has recently become the lair of a monstrous crab that surprised the village drunk, an old man named Cooter who found Kharis Isle to be a good and free — and final — place to bed down. Due to its coloration and ability to crawl under the sand, the monstrous crab surprises on a roll of 1–3 instead of the normal 1–2.

Digging through the sand reveals Cooter's bones, 54 cp, and a single unopened bottle of wine worth 50 gp.

Monstrous Crab: HD 3; HP 13; AC 3[16]; Atk 2 claws (1d4); Move 12 (swim 9); Save 14; AL N; CL/XP 3/60; **Special:** camouflage (surprise on 1–3). (*The Tome of Horrors Complete* 110)

S-3B. ANAN KHARIS

Anan Kharis is little more than a rocky protrusion rising a few feet above the waves. Stunted weeds and dried kelp show signs of occasional flooding among the damp rocks. Large patches of algae grow in the cracks and crevices around the isle. The water depth is about three feet but rises to 30 feet farther from the isle, where it drops steeply.

Unlike normal random encounter chances, exploring the isle for more than a full turn (10 minutes) draws **2 monstrous crabs** out of the waves.

Monstrous Crabs (2): HD 3; HP 15, 7; AC 3[16]; Atk 2 claws (1d4); Move 12 (swim 9); Save 14; AL N; CL/XP 3/60; **Special:** none. (*The Tome of Horrors Complete* 110)

S-4. THE BRIDGE (PART II)

Arcing up and away from the tower on Kharis, the bridge soars 30 feet above the waves and toward a nearly identical tower on Anan Rikath. Two sections of the bridge were badly damaged during the town militia's attack on the lighthouse and further by the elements, which leaves less than a five-foot-wide section that must be crossed. The ever-present algae make the bridge slick. The sections are safe to cross, though anyone running must make a saving throw or crash to the waves below for 2d6 points of damage.

S-5. RIKATH TOWER

Rikath Tower is in bad shape. The salt, spray, wind, and sun combined to wear down much of the tower and island below. As with Kharis tower, the bridge leads to a 40-foot square tower top. The trapdoor leading down has completely rotted away to leave a dark hole in the floor. Thick strands of oily webbing cover much of the exterior of the tower and the ground surrounding it.

S-5A. RIKATH INTERIOR

Peering into the hole reveals spiral stairs shrouded in more webbing. Anyone not taking care to remove the sticky strands before venturing down becomes entangled and quick prey for the **5 giant spiders** below.

Some small treasure, the tattered and dried husks of creatures, and the skeletons of two men can be found on the floor once the webs are removed. The easiest way to do this (and to remove the spiders as well) is to set them alight. If lit with a torch or similar implement, the webs ignite and burn for one turn, dealing 1d6 points of damage per round to anything or anyone in the tower. This creates a thick, oily smoke that wafts up from the tower and is visible from the other islands and the shore.

Spider, Giant (Smaller) (5): HD 1+1; HP 5x5; AC 8[11]; Atk bite (1 hp + lethal poison); Move 9; Save 17; AL N; CL/XP 3/60; **Special:** lethal poison (+2 save or die). (*Monstrosities* 451)

Treasure: Scattered among the webs and skeletons are 155 cp, 65 sp, and 35 gp. Digging through the sandy floor uncovers a small golden statue of a sailor (worth 150 gp) identical to those statues flanking the bridge at Area S-1.

S-5B. ANAN RIKATH

Webs cover large portions of the outer section of the tower and strangle what few blades of grass and weeds poke up out of the rocky land. Three 10-foot-high piles of rocks are scattered about.

The easternmost pile of rocks hides a secret entrance below shifting rubble. It can be found as a difficult secret door (–1 chance). Below the shifting rock is a chute that drops 30 feet to a cramped watery tunnel that leads east, farther out to sea.

S-5C. SECRET TUNNEL (OF DANGER)

This cramped tunnel runs east under the floor of the sea some 350 feet and up into the rock of Anan Marath where it connects with the flooded lower section of the lighthouse (**Area L1-12**). Water leaks from the ceiling and muddy walls to form pools of various depths. Halflings find themselves near waist-deep at points, but the structure is sound. After winding into the rock of the island, characters find themselves below a stone plug in the ceiling. It takes a combined 32 points of strength to pull the plug, which sits at the bottom of 25 feet of water. The water immediately surges down into the tunnel when the plug is removed and fills the cramped space below for one turn (10 minutes). Characters must make a saving throw or be swept down the cramped tunnel, taking 1d6 points of damage. Those who save may make an Open Doors check to pull themselves out of the rushing water and into the room beyond.

S-6. THE BRIDGE (PART III)

The bridge between Anan Rikath and the tower on Anan Sybaris is crumbling. It is only five feet wide at some points, but it is well above the spray from the waves. About 130 feet ahead, a five-foot-wide gap in the bridge separates the two towers. Anan Marath and the lighthouse tower above on the eastern skyline.

As with the previous section of bridge, there is no danger in crossing the narrow sections as long as the characters are not running. If the characters try to jump the gap and are being incautious, they must roll below their dexterity on 3d6 to leap the gap success. Those who fail can attempt a saving throw to grab the edge of the bridge to avoid falling; failure means they fall into the rocks and waves below for 2d6 points of damage.

S-7. SYBARIS TOWER

When viewed up close, Sybaris Tower shows some small signs of repair. The trapdoor is made of sturdy, fresh wood, and the crumbling crenels have been shored up. Several wooden planks, long enough to bridge the gap, are hidden behind the low wall alongside a small steel bucket with nails and a hammer. The bridge continues on and up toward the lighthouse and Anan Marath.

S-7A. SYBARIS INTERIOR

The trapdoor leading down is in good repair, as are the stairs beneath. Several cracks in the walls are sealed with pitch, and six cots and a small firepit stand on the sandy floor below. They appear to have been used recently, probably within the last week.

The pirates and cultists from Anan Marath use this as a guard post when they fear incursion from the town. If this is the characters' first visit, no one is on guard; otherwise, **6 human bandits** can be found here, often with one hiding behind the crenel and keeping watch.

Human, Bandits (6): HD 2; HP 4x10; AC 7[12]; Atk short sword (1d6); Move 12; Save 17; AL C; CL/XP 2/30; **Special:** none. (*Monstrosities* 254)

If the pirates are indeed here, characters can loot 32 sp, six short swords, and six suits of leather armor.

S-7B. SYBARIS ISLE

A few tufts of grass protrude amid the rocky island landscape here, and the algae and dampness are less predominant. The smallest of the Stepstones, there is little to make Sybaris interesting, except perhaps the view of the shoreline and the larger island to the east. Characters studying the shoreline can pick out Saemish as well as the Undertide Caves to the south. Those studying Anan Marath may notice strange ripples and eddies around the rocky base of the island where it meets the water on the southern edge. A cleverly hidden cove leads to an underground inlet and **Area SC-1B**.

S-8. THE BRIDGE (CONCLUDED)

The Stepstones are left behind as the bridge arcs a full 50 feet above the waves. The lighthouse, a grand keep with four towers at its corners and a massive square green stone tower, rises 150 feet. Its peak is dark. The crash of the waves below fills the air, and a majestic entryway can be seen ahead.



THE LIGHTHOUSE OF ANAN MARATH

Basement 1 - The Sea Cave

1 Square - 5 Feet



CHAPTER 2: THE LIGHTHOUSE OF ANAN MARATH

The lighthouse towers some 150 feet over the shore of the great island. The great central tower is of deep green sea stone, while the curtain walls and exterior towers are a slate gray that is deeply pitted with age. While the edifice has never had to withstand a sustained assault from the sea, it has weathered a major battle within its halls.

The lighthouse is divided into two floors, plus the central tower and the watery caves beneath. The grand entrance is raised and leads into the upper floor. The only entrance to the lower floor is the stairs or the secret sally port along the north wall. Groundwater surging up from the caves below floods the northwestern section of the lower floor.

THE UPPER FLOOR

L2-1. THE GRAND ENTRY

The final bridge ends at a large raised landing that spreads out about 50 feet wide and widens farther to the east. A 10-foot-wide set of stairs lead to a large raised platform and a pair of doors leading into the lighthouse. A low stone overhang shrouds the doors in shadow. Two statues of sailors, their arms outstretched toward the sea as if in supplication, flank the stairs. Close inspection of the statues reveals eerie smiles on their faces, which lend a sinister feeling to the stone statues. A strange set of doggerel is inscribed in the stone with crude purpose:

*Praise Dagon in all his glory. Each day at moonrise, a cup
of seawater must be imbibed.
Kill not your fellows, lest you be killed.*

Anyone versed in religion may know that this is a portion of the dogma of Dagon and is often attributed to the Tyla — barbarous women servants of the demon god of the sea. This is also a clue to opening the doors. When the Brotherhood of the Sea created the lighthouse, they took steps to ensure that only those who followed Dagon would have easy access.

An old wooden ladder leans against the landing on the northern edge and leads down to the rocky island below. The ladder is in good shape, and the cultists and buccaneers who inhabit the lighthouse often use it to reach the secret entrance and to avoid the dangers of the overhang.

L2-1A. GREAT DOORS AND GREEN SLIME

The shade under the overhang is deep. The great doors are fully 10 feet tall and of sturdy ruuwood. The overhang is a 12-foot-deep dark green stone edifice. No keyhole or handle is visible on the doors, and the ground here is pitted and scoured.

As noted above, only those who have imbibed a cup of seawater can open the door with a simple, easy push. Unfortunately, a **green slime** (*Monstrosities* 228) resides on the overhang and is well hidden against the green stone. Anyone who doesn't check the ceiling overhead must make a saving throw when walking underneath or have the slime drop on their head — potentially fatal for those not in armor. Any metal or organic material that it touches begins to turn into green slime (saving throw to resist). Cure disease halts the transformation. The slime can be killed with fire or extreme cold.

L2-2A. WESTERN EDGE

Rocky ground stands well above the surf here, and the formerly majestic bridge can be seen from the underside. It is even more impressive as no supports are visible, and despite the gaps, it still retains a strength lent by magic decades ago.

L2-2B. THE PLATEAU

The plateau of stone spreads out to the north, with the lighthouse looming over the plain. Cautious checking along the walls of the building has a normal chance of finding the secret door that leads to the lower level of the lighthouse. At dusk, chances of finding the secret door increase (+1) as the pirate guard stationed here often cracks the door and smokes his pipe as he watches the sunset to the west.

L2-2C. THE ANAN

Surf from the great waves of the ocean sprays up along this side of the coast. The constant rumble of water below creates odd booming and echoes that make part of the island sound like a hollow drum.

Small tufts of grass grow here in soil lodged amid the rocks. Seagulls whirl constantly above the island. The expanse of the ocean extends out to the eastern horizon. To the west, choppy water strikes the Stepstones and rushes toward shore. Twenty feet up the southeastern curtain wall near the southeast tower (**Area 2-15**), an arrow slit appears to have been damaged. Heavy spider webs cover the opening and part of the wall around it. There is a 1-in-6 chance of the spiders inside noticing anyone who approaches the arrow slit.

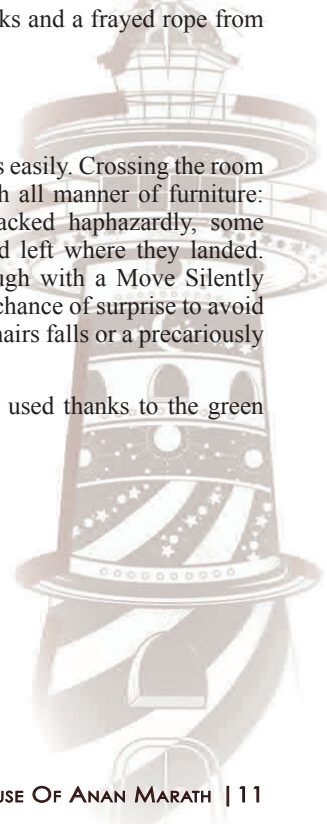
L2-2D. THE SOUTHERN EXPANSE

The southern edge of the island is mostly barren, dry rock, windblown and eroded. At the far southwest extent, the booming of waves seems to echo from somewhere below. A lone tree ekes out an existence in a small patch of soil, barely able to sustain its leaves. A single strong branch juts out and bears marks and a frayed rope from some long ago hanging.

L2-3. CLUTTERED ROOM

The eastern door is rotted wood that opens easily. Crossing the room is more difficult as it has been stuffed with all manner of furniture: bunks, tables, chairs and couches are stacked haphazardly, some as if they were literally tossed in here and left where they landed. A thief could pick his way carefully through with a Move Silently check; anyone else must roll their standard chance of surprise to avoid drawing a random encounter as a stack of chairs falls or a precariously perched table tumbles over.

The room is thick with dust. It is rarely used thanks to the green slime outside the main entrance.



L2-4. RATS!

The eastern door to this room is boarded up from the hallway side. Opening it requires tools (crowbar, hammer, etc.) or can be burst open with a successful Open Doors check — though both of these make enough noise that a wandering monster check should be made.

The large room was once a barracks or guardroom, with rotting cots standing against the walls and arming dummies sitting in the corner. The floor is barely visible though, as mounds of torn up vellum, blankets, pillows, straw, and anything else that could be shredded have been scattered about. An iron door to the north is closed and *wizard locked*.

A small pack of **14 giant rats** make its lair here, having burrowed up from below when the level flooded. Thus, several holes are under all of the shredded junk, and anyone rushing into the room must make a saving throw to avoid getting their foot caught in one of the hidden rat tunnels. This causes 1 point of damage and stops movement. Characters must take the rest of the round to extract their foot.

Rats, Giant (14): HD 1d4 hp; HP 2x14; AC 7[12]; Atk bite (1d3); Move 12; Save 18; AL N; CL/XP: A/5; **Special:** one of the rats is diseased; saving throw to resist, effects determined by Referee. (*Monstrosities* 384)

Treasure: A full turn of searching reveals a broken sword pommel with an inset garnet worth 200 gp.

L2-5. THE TOMB OF COMMANDER DAVARION

The single entrance to this room has been under the effects of a *wizard lock* for the last 65 years. Stairs once led down but they collapsed and are filled with rubble. Beyond, tattered tapestries depicting various scenes hang from the walls: glorious sunrises dominated by the lighthouse in its prime, a large ship from the Kingdom of Oceanus, and a trio that show the early villagers of Saemish fighting off the pirates and wayfarers that plagued the coast in the Battle of Undertide.

All the furniture in the room is pushed against the walls, leaving the center of the room bare. Melted puddles of wax that were once candles ring a pentacle and circle on the floor drawn in white powder and aged salt. Seated in the center of the circle is **Commander Bors Davarion**, who was cursed into undeath by his following of the Brotherhood of the Sea. He still wears the tattered regalia of his time as a commander in the Oceanus Navy — a sharp jacket with a high collar, a short cape, and what was once a jaunty captains' hat — but his features are twisted and his skin taut, giving him a near skeletal appearance. Most alarming are the two rubbery tentacles growing out of the sides of his face that writhe in his undeath.

Close inspection of the pentacle by those versed in magic (1-in-6 chance) reveals that it was broken long ago and is not useful to hold the creature.

During the battle to remove the Brotherhood of the Sea from the lighthouse, Davarion fled despite his oaths to Dagon and the Brotherhood. He hid in his quarters during the fighting and was cursed and struck down by the vengeful demon god of the sea to rise again as an **aqueous wight**. Even as he died, tentacles of the sea burst from his skin, and rage and strength flooded him. He rejoined the fight, but it was already too late. Ambar Domeille herself drove him back to this point where she used her spells to create a magical circle of protection to lock him in place as they were unable to defeat him. Despite her best efforts, the circle was flawed, but the *wizard lock* on the door has held over the years.

As decades passed, the rage leached out of Davarion and now he simply wants to leave. When the characters enter, he parleys and pretends to be trapped by the circle until he can slip past them and flee. If attacked, the rage returns and he fights until destroyed or the party flees.

Bors Davarion, Aqueous Wight: HD 5; HP 23; AC 5[14]; Atk claw (1d6 + grab) or tentacle (1d6 + level drain); Move 9; Save 12; AL C; CL/XP: 7/600; **Special:** brine (acidic brine spray when struck, 1hp damage to opponent), grab (holds creature after claw attack; Open Doors check to escape; once grabbed, can attempt to hit with tentacles), level drain (1 level on hit from tentacle). (see **Appendix B: New Monsters**)

L2-6. STOREROOM

Piles of lumber have been stored here. Thick cobwebs hang above but there is no danger.

L2-7. TRAINING

The wooden door to this room is swollen and stuck.

This large room appears to be an old training ground. Rotted arming dummies, archery targets, and axe blocks are scattered about. A serviceable longsword and warhammer can be found among the cobwebs.

L2-8. PIRATE GUARDS

The heavy wooden door to this room is locked. If checked for noise, the rough laughing and carousing of pirates can be heard beyond.

This large L-shaped room has an odd angle at the northeastern corner that is covered with a mural of Miru, the local fish goddess. Several tables have been set up and are covered with coins, dice and cards. Fresh foodstuffs have been stacked against the western wall, and light flickering from candles and torches casts odd shadows.

Two secret doors are here, one to the north and one to the south. The northern secret door can be opened by pressing the eye of Miru. The pirates have not discovered this secret door. The southern door is made to appear as part of the paneled wall and is locked. A sliding panel hides the keyhole.

Standing watch here are

4 pirate guards. Despite this being the only entrance to the upper level that the bandits use, they are very lax and are surprised unless excessive noise is made opening the door. Their leader keeps them here in six-hour shifts. Though these pirates work with the cultists of Dagon below and attend services, they have not yet "bought in" to the evil religion.

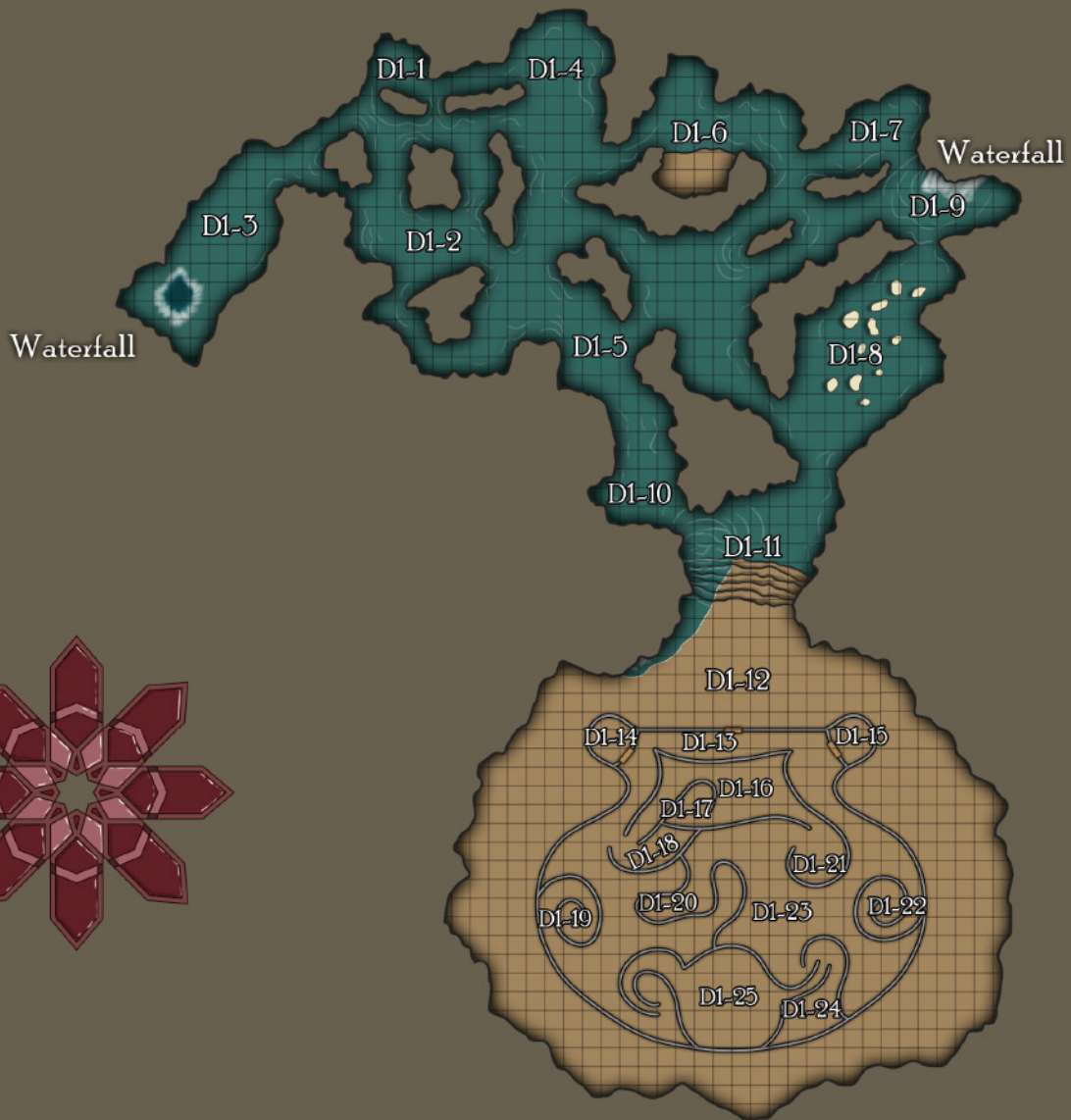
Pirate Guards, Male or Female Humans (4): HD 3; HP 19, 18x2, 16; AC 7[12]; Atk saber (1d6); Move 12; Save 14; AL C; CL/XP 3/60; **Special:** none. (*Monstrosities* 254)

Treasure: Scattered about the tables are 52 sp and 49 cp.

One bandit carries the key to the secret door to the south.

THE LIGHTHOUSE OF ANAN MARATH

Basement 2
1 Square - 5 Feet



L2-9. MONEY FOR NOTHING

A prominent set of stairs runs up to the level above and a set also runs down among piles of rubble. A small leather sack leans against the wall next to the door and is filled near to the brim with 100 sp. Faint light filters in through arrow slits along the stairwell.

L2-10. LOCKED ROOM

The stone door to this old guardroom is locked, and the key was lost long ago. The bandits and cultists below never bothered to open it. Faint light filters in through arrow slits, and murder holes adorn the north wall. Several barrels of spears with rotting shafts have been pushed against the walls.

L2-11. GUARD CAPTAIN'S ROOM

Once the rather spartan chamber of the captain of the guard, an old dust-covered bed and wardrobe stand along the wall. Rotting, once-fine clothes and piles of bedding have been stuffed into the wardrobe. An odd-angled wall contains a door that leads to the southwestern tower.

L2-12. STIRGES' NEST

This partially collapsed tower has no upper floor. Support beams are visible among the masonry above, and the stairs that once climbed to the floor above end about halfway up the tower. A large nest of sticks, bones, tufts of grass, and seaweed is suspended over the support beams. Stairs leading to the lower level are partially clogged with fallen rubble.

The nest is the home of **12 stirges**.

Stirges (12): HD 1+1; HP 7, 6x4, 5x5, 4x2; AC 7[12]; Atk sting (1d3 + blood drain); Move 3 (fly 18); Save 17; AL N; CL/XP 1/15; **Special:** blood drain (1d4hp/round, +2 bonus to hit). (*Monstrosities* 461)

Treasure: The stirges have gathered quite a small batch of shiny goods, but the nest must be reached (25 feet up) or dislodged to acquire any of it. In the nest are 227 gp and five 50 gp gems.

L2-13. LOG ROOM

Racks filled with old, rolled up parchments and scrolls line the walls. Several stoppers of long-dried ink rest upon a table next to a trio of rotted quills.

The scrolls date from 3447 I.R. to 3452 I.R. when the lighthouse was active. They detail a tremendous amount of shipping invoices, taxes, and accounts for such a small village — it is clear this was one of the most used stopovers on the trip from Endhome to Eastwych.

L2-14. EMPTY ROOM

Twelve rotted bunks are lined up in this room, each with an open footlocker at its foot. All are empty.

L2-15. SPIDERS!

This heavy wooden door has been boarded over. It requires tools (crowbar, hammer, etc.) or an Open Doors check to burst open.

Thick, ropy strands of webbing fill this room. The strands cover an oddly angled wall and old furniture. A door flanked by piled metal urns stands in the angled wall. A crumbled arrow slit in the eastern wall lets light in from the outdoors. The **2 giant spiders** here are intelligent and hungry.

Spiders, Giant (Man-Sized) (2): HD 2+2; HP 11x2; AC 6[13]; Atk bite (1d6 + poison); Move 18; Save 16; AL C; CL/XP 5/240; **Special:** poison (+1 save or die), surprise (1–5 on 1d6). (*Monstrosities* 451)

Treasure: Five of the stacked urns hold 5,148 sp (about 1,000 coins in each). The sixth urn holds 533 gp. The seventh urn holds 3 *potions of healing* that dried over the years and must be mixed with wine to safely reconstitute them. Cutting or burning away the webs takes three turns and reveals a tarnished +1 *shield* dating from the time of the civil war on the Antonin Peninsula. It bears the rampant lions of Caer Saela, the country seat of the Antonin.

L2-16. CAREFUL CLIMBING

The tower interior is dominated by a large set of stairs that lead up the wall to the floor above. Below the ascending stairs is a similar set that lead down to the level below. Both stairs leading up and down are crumbled, and a dwarf immediately notices that they are unsafe despite being relatively intact. Others notice the damage on a roll of 1 on 1d6.

If more than 70 pounds of weight is applied to the stairs, they collapse on a 1–2 on 1d6 and drop any unfortunate souls 20 feet for 2d6 damage (or half damage with a successful saving throw). They land either in this room if ascending or **Area L1-5** if descending. Anyone successfully reaching the top is rewarded with a beautiful view of the coastline.

L2-17. HIDEY HOLE

This room is heavily barricaded because the pirates designated it as a fallback point. Tables and chairs have been piled on either side of a wide set of stairs that lead down to the floor below. Six men are here at all times: **5 normal pirates** and their leader **Alfin**.

Pirates, Male Humans (5): HD 3; HP 22, 20, 18, 17, 15; AC 7[12]; Atk saber (1d6); Move 12; Save 14; AL C; CL/XP 3/60; **Special:** none. (*Monstrosities* 254)

Alfin, Male Human (Ftr7): HD 3; HP 47; AC 4[15]; Atk handaxe (1d6); Move 9; Save 8; AL C; CL/XP 7/600; **Special:** multiple attacks (7) vs. creatures with 1 or fewer HD.

Equipment: +1 *chainmail*, handaxe, 118 sp.

Treasure: A thorough search of the room finds seven bags holding 150 sp each.

L2-18. INTERIOR HALLWAY

The main hall that runs around the center of the lighthouse is fully 20 feet wide, with a ceiling 25 feet above. The walls are adorned with images of Miru, the local koi fish demigoddess.

THE GROUND FLOOR

Captain Roga's pirates, bandits, and their cultist masters dominate t

he ground floor of the lighthouse. Any random encounters here are with **1d4 pirates** going about various tasks: searching rooms, hiding their own treasure, or skipping their guard shift (they *are* pirates, after all). Underground tunnels and bad structural planning pushed stagnant seawater up into the floor of the northwestern corner of the ground floor to flood several rooms.

Pirates, Male Humans (1d4): HD 3; AC 7[12]; Atk saber (1d6); Move 12; Save 14; AL C; CL/XP 3/60; **Special:** none. (*Monstrosities* 254)

L1-1. SECRET ENTRANCE

This secret door can be found normally but is most easily viewed at dusk as Davrik, the evening guard, is prone to stepping out to smoke his pipe and cracks the door, which is visible to anyone who has a sightline to the northern wall while on the island.

Beyond the door is a smelly hallway that leads 40 feet to a T-shaped intersection. It is 10 feet wide, and the floor is wet with slime and silt that washes in under the door and drips from drains in the ceiling above. A handrail has been installed along the righthand side of the wall.

While the floor is slick, it is safe, and the pirates avoid the trapped handrail. Anyone holding tightly to the handrail and pushing down (to avoid the water) causes the rail to drop about three inches, which opens vents above and drains about 50 gallons of vile water filled with dead and moldy fish on anyone in the hall. The water is so fouled that anyone doused has a 15% chance of becoming diseased over the next 1d6 days and ends up vomiting and feverish. Affected characters take 1d4 points of damage per day until healed. Davrik is the only guard stationed here in the evening.

Davrik, Male Human Pirate: HD 4; HP 26; AC 7[12]; Atk saber (1d6); Move 12; Save 13; AL C; CL/XP 4/120; **Special:** none. (*Monstrosities* 254)

L1-2 THE CISTERN

A cistern fills the back wall of this room. It is 15 feet across with a base made of mortared stone. Benches of stone line the walls, and a chandelier hangs from the ceiling about 25 feet above. Old, dried bloodstains mar the floor. A winch and bucket hang from the ceiling above the well.

One of the benches contains a secret compartment — a simple seat that lifts like a lid to reveal a 50-foot rope ladder and a pouch with 4 gp. The rope ladder leads down to **Area SC-1A**.

Guarding the well at all times are **4 pirates**. If the characters strike up a conversation, they tell tales of strange, sodden, dead things crawling their way out of the depths, with claws and burning eyes.

Pirates, Male Humans (4): HD 3; HP 22, 19x2, 16; AC 7[12]; Atk saber (1d6); Move 12; Save 14; AL C; CL/XP 3/60; **Special:** none. (*Monstrosities* 254)

Treasure: These four pirates carry a total of 97 sp in belt pouches.

L1-3. MAIN HALL

Torches light this large

area that appears to be a rowdy tavern. It is cluttered with tables, each covered in bowls, plates, silverware, drinks, dice and cards. Bedrolls are lined up around the outer edge of the "common room," and small doors lead to privies on either side of the hall. A set of once-grand stairs on the far eastern wall lead up to the arched ceiling above. Most of the day, 21 pirates can be found loitering, drinking, singing, sleeping in bedrolls and cots, or occupying the privies. About half are sleeping or resting, while the others enjoy their time off. The exception is one hour before dawn, when all of the pirates who aren't on watch travel to the chapel at **Area L1-6** for services to Dagon for an hour.

As the pirates employ several ships, it is possible for the characters to sneak in among the buccaneers as new recruits. Combat here can be very deadly for a low-level party. The pirates are surprised and shocked at first, but within three rounds manage to waken their fellows and send runners for the priest in the chapel of Dagon. Buck, Captain Roga's first mate, is a competent warrior and quickly puts together a fighting force with rudimentary tactics. They do not fight to the death but retreat along the hallways, using rooms when necessary for surprise and cover.

Pirates, Male or Female Humans (4): HD 3; HP 23, 20x2, 19; AC 7[12]; Atk saber (1d6); Move 12; Save 14; AL C; CL/XP 3/60; **Special:** none. (*Monstrosities* 254)

Buck, male human (Ftr6): HD 6; HP 40; AC 5[14]; Atk longsword (1d8); Move 12; Save 9; AL C; CL/XP 6/400; **Special:** multiple attacks (6) vs. creatures with 1 or fewer HD.

Equipment: chainmail, longsword, *potion of healing*, 92 gp.

Treasure: If the characters defeat the pirates, a fair haul of treasure can be found among the tables, and in various pockets, boots, and pouches:

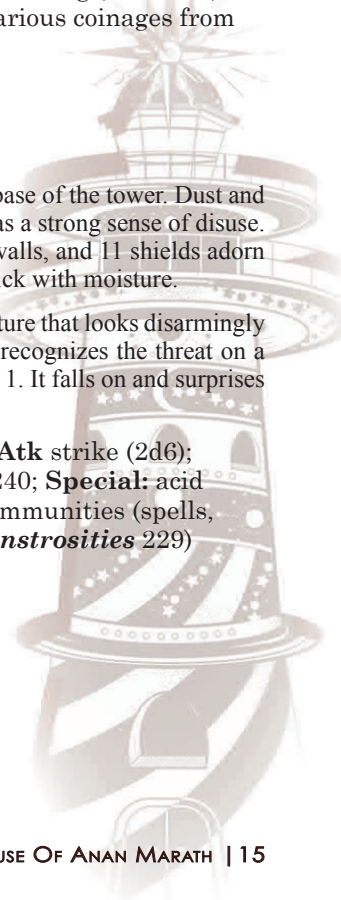
872 cp used for gambling, 200 gp emerald chip in a boot heel, 100 gp fine silverware, seven necklaces with small gemstones worth 70 gp each, and bags, satchels, and pouches containing 972 gp in various coinages from nearby towns.

L1-4. ARMORY

Stairs lead down to a square room at the base of the tower. Dust and cobwebs cover everything, and this room has a strong sense of disuse. Armor stands and weapons' racks line the walls, and 11 shields adorn the dusty walls. The northern wall seems slick with moisture.

The moisture is in fact a **grey ooze**, a creature that looks disarmingly like wet, damp rock. If examined, a dwarf recognizes the threat on a 1–2 on 1d6, all others realize the threat on a 1. It falls on and surprises anyone examining the shields on the wall.

Grey Ooze: HD 3; HP 20; AC 8[11]; Atk strike (2d6); Move 1; Save 14; AL N; CL/XP 5/240; **Special:** acid (metal must save vs. metal or rot), immunities (spells, heat, cold, and blunt weapons). (*Monstrosities* 229)



L1-5. ABANDONED STOREROOM

The base of this tower was used as a storeroom, but the pirates ransacked it long ago. Bits of broken armor and smashed arrows lie along the discolored walls of the chamber. Stairs lead up and down.

It is quite clear that a pitched battle was fought here many years ago. Close inspection reveals the walls and floors are discolored due to dried bloodstains. The stairs lead up to **Area L2-16** and down to **Area SC-4**.

L1-6. CHAPEL

This long hall holds a dozen pews, and six fountains of black marble adorn the south wall. A dais to the east bears a green altar with a bas-relief impression sculpted up the wall behind the dais. A trio of bedrolls lie among the general clutter of this aged room.

This was once intended to be the grand chapel to Miru; however, the cultists grew brash and eventually desecrated it when they felt their power had grown enough to challenge the locals. They moved much of the iconography from their secret chapel (**Area SC-6**) here and used their magic to twist the imagery to make it far more sinister.

The bas-relief, which previously showed a large wave surrounding and protecting a group of huddled villagers from the evils of the sea, was changed to show a menacing wave crashing over masses of humans while a green-skinned merman rides the wave, spearing down with a golden, barbed trident. The whole relief is four feet by four feet.

Unless otherwise engaged, **3 clerics of Dagon** are here at all times on a rotating schedule with those from the caves below. They keep the pirates in line and conduct services despite knowing the thugs are mostly hopeless when it comes to religion.

Each day, the Referee should roll 1d6; on a 1–3, **Cordon Fain** (if he has not already been killed) is present in the shrine.

Cordon Fain, Male Human Cleric of Dagon (Clr5): HD 5; HP 22; AC 3[16]; Atk +1 *flail* (1d8+1); Save 11; Move 12; AL C; CL/XP 5/240; **Special:** +2 save vs. paralyzation and poison, banish undead, spells (2/2).

Spells: 1st—*purify food and drink, cause light wounds*; 2nd—*hold person, silence 15ft radius*.

Equipment: plate mail, +1 *flail*, scroll of *cure light wounds*, key to **Area SC-5**, 25 gp, 52 sp.

Cleric Lackeys, Female Human Clerics of Dagon (Clr2) (2 or 3): HD 2; HP 10 each; AC 5[14]; Atk mace (1d6); Save 14; Move 12; AL C; CL/XP 2/30; **Special:** +2 save vs. paralyzation and poison, banish undead, spells (1).

Spells: 1st—*cause light wounds*.

Equipment: chainmail, mace, small hammer, chisels, 10 gp, 27 sp.

L1-7. ANTEROOM

Cloaks and religious robes line the walls of this L-shaped room. Soft slippers are lined up beneath the robes. A plush purple rug covers the cold stone floor. The tower door is locked.

L1-8. TOWER FLOOR

Bits of bone from small animals and detritus from the floor above is scattered about here. Otherwise, it is empty but for the stairs.

L1-9. TAPESTRY ROOM

Both doors leading into this room are swollen from moisture and require an Open Doors check to burst them open.

All four walls of this room feature tapestries. Three are plain and show scenes of everyday life in Saemish several decades ago. Not much has changed! The northern tapestry is much more unique, much more detailed, and of higher quality. It appears to show a path through mountains to a dragon's hoard.

The secret door can be found easily by removing the tapestries but is trapped (see **Area L1-10**).

L1-10. SECRET STOREROOM

The stone door behind the tapestries is trapped. Opening then closing the door activates the trap. If left unattended, the door swings closed on its own after 1d4 rounds. As soon as it latches, the floor drops out of the room and dumps anyone inside 20 feet onto a spiked floor for 2d6 points of damage. Characters hit 1d3 spikes for 1d4 points of damage each. A successful saving throw allows characters inside the room to grab one of the wall-mounted shelves.

The walls of this room hold dozens of shelves, each secured into the stone. They hold dozens of statues, icons, and unholy symbols dedicated to Dagon made of iron, sea stone and granite. Most are important only to followers of Dagon.

The wall-mounted shelves can hold up to 250 pounds each before breaking and dropping. Reopening the door resets the trap. It is possible for characters to become trapped below the floor if the door is reopened after they fall.

L1-11. SODDEN ROOM

The heavy wooden door to this room is swollen with moisture and stuck. A small puddle leaks through on the floor and spreads out into the hallway. An Open Doors roll is required to pass.

This large room was once a suite containing a bed, chest, and drawers. All have been thoroughly searched and are waterlogged. Nearly an inch of water is on the floor.

L1-12. WATERWORLD

The floor of this chamber is flooded with dark water. It is impossible to tell the depth without prodding ahead or using a very bright light such as a *continual light* spell. The northwest corner in particular drops 25 feet to a plug that has been installed below (see **Area S-5C**). The plug cannot be moved from this side without magic or by finding another way to drain the water first.

L1-13. ROTTED FINERY

Two feet of water covers the floor in this once-fine chamber. Musty, ruined tapestries cover the walls, and a silver and crystal chandelier covered in sticky strands hangs lopsided from the ceiling. The north wall appears weathered and heavily corroded. In truth, a **fungal creeper** sustains itself on the minerals found in the stone but still lusts for blood.

Fungal Creeper: HD 3; HP 17; AC 7[12]; Atk touch (1d6); Move 3; Save 14; AL N; CL/XP 4/120; **Special:** attach (attack roll 19 or 20; automatic 1d6 damage per round) (*Monstrosities* 182)

Treasure: If removed from the ceiling, the chandelier has enough silver and crystal to be worth 240 gp. Searching the water for at least one turn reveals an abandoned gold and silver necklace worth 85 gp.

L1-14. HALL OF SHADOWS

This dark hall is flooded, and the walls are slick with condensation and smell of must and rot. Faded and worn tapestries, some covered in mold, hang on the walls. Close inspection reveals them to be vile images showing priests of Dagon performing strange rites, drinking the blood of virgins, consummation in the sea, and ritual drowning.

The room is the lair of

4 **shadows** that gleefully surround themselves with scenes of their life. They were once priests of Dagon who were killed in the final battle here so many years ago. They whisper as they attack, praising Dagon even in death.

Shadows (4): HD 2+2; HP 16, 14, 12x2; AC 7[12]; Atk touch (1d4 + strength drain); Move 12; Save 14; AL C; CL/XP 4/120; **Special:** +1 or better magic weapons to hit, strength drains (1 strength with hit). (*Monstrosities* 418)

Treasure: Searching the water reveals one item per turn: *Whisper*, a +1 dagger that mumbles softly to itself at all times as if someone were talking in another room. What is said is usually unimportant ramblings about killing, but the Referee may substitute a clue or quest at any time. a chalice worth 270 gp. a silver inlaid shield sporting the lighthouse on its front worth 130 gp.

L1-15 SHACKLED BEAUTY

Rubble fills a stairwell that leads up into this tower. The water here is two feet deep. A beautiful woman in tattered scraps of clothing sits on the stones in the dark water. Long ago she was the unwilling mistress of Captain Davarion, the aqueous wight trapped in **Area L2-5**. Since his fall and the arrival of the Brotherhood of the Sea, she has been trapped here, held in this room by a magical shackle. The heavy chain is bolted to the floor and runs to a collar around her neck.

Should anyone enter, she quickly stands and calls out, "Be careful!" while gesturing wildly at the water. The shackle prevents her from harming or being harmed by others, so she cannot help the characters, but she warns them as best she can of the **giant electric eel** that arrived through a small tunnel that leads to the sea.

Giant Electric Eel: HD 2; AC 8[11]; Atk bite (1d3); Move 0 (swim 9); Save 16; AL N; CL/XP 4/120; **Special:** electric shock (3d6 damage; no save to creatures in the water). (*Monstrosities* 152)

The magical shackle has kept **Alisa** alive. It holds her in place physically, allowing her about 10 feet of movement, and spiritually. She doesn't age, take damage, and cannot cause damage in any way while shackled. The shackle releases easily, but only for one round. Unless another creature is shackled immediately, it teleports the last prisoner (no save) back into its clutches.

Alisa remembers much of the history of Anan Marath and can be persuaded to share some of the background if she is released.

L1-16. THE GREAT STAIRS AND SUN

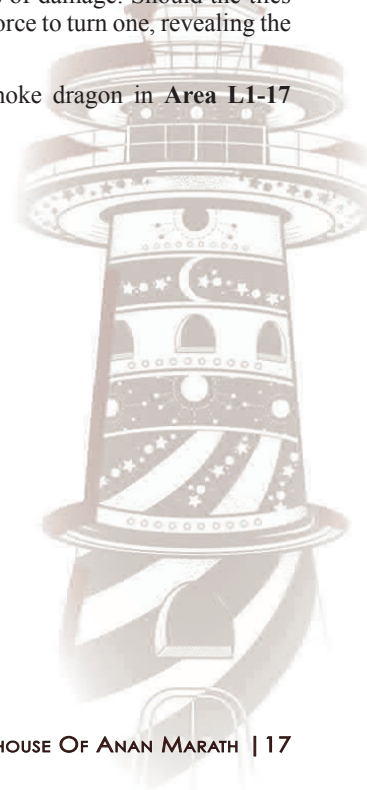
Both doors that lead into this room are massive locked bronze portals adorned with sigils of light, the sea, and power. No one knows where the keys are.

Inside is a massive hollow tower that rises to the apex of the lighthouse. A miniature sun blazes nearly 60 feet above, hanging in midair like a giant flaming ball to flood the room with light and heat. A great stone stairway climbs its way around the huge room, rising nearly 200 feet to an oddly shaped platform above, visible in the light of the "sun." A mist or smoky cloud can be seen filtering slowly down. The walls appear to be made of thousands of interlocking tiles about six inches across.

This room is the center of the lighthouse and is used to focus the light of the mini sun to turn it into the powerful beam that shines across the bay. Light from the "sun" is focused by thousands of mirrors on the back of the tiles. A lever on the platform above activates the mechanisms that cause these to spin. The mirrors focus the light to a globe far above, which then spins the light out over the water. Everything is currently in the "off" position.

The "sun" is fully 10 feet in diameter and is in truth a miniature sun conjured from the Elemental Plane of Fire long ago to provide the light in the lighthouse. It radiates an intense heat 10 feet around and is uncomfortably warm throughout the rest of the room. Touching or falling into the "sun" causes 10d6 points of damage. Should the tiles be investigated, it is possible with some force to turn one, revealing the mirror on the opposite side.

The misty cloud is caused by the smoke dragon in **Area L1-17** above.



L1-17. THE APEX

The stairs lead up through the smoke to an open landing with a commanding view of the “sun” below, the sea, and the coastline. A single pillar rises 20 feet above the lighthouse peak from the platform. A ball of dark crystal sits atop the pillar. The tower top is buffeted by wind, and only a three-foot-tall crenelated wall separates the platform from a drop down the sides.

The western wall contains a dais piled with treasure, and from which protrudes a strange three-foot metal box. Lying in front of this and generating the smoke is a small, eight-foot-long dragon with dark, sooty scales and piercing blue eyes. It is an old **smoke dragon**.

Dragon, Smoke: HD 5; HP 31; AC 3[16]; Atk 2 claws (1d4) and bite (2d8); **Move:** 9 (fly 24); **Save** 12; **AL** N; **CL/XP:** 5/240; **Special:** spell-like ability, spits smoke (20ft cone, choke and cough, save avoids). (*The Tome of Horrors Complete* 207)
Spell-like ability: 1/day—gaseous form.

While the dragon has been happy to live off of livestock and the occasional fisherman, he has been bored and is quite excited to attack fresh meat. His preference is to strafe the tower top, spewing smoke to disable his prey. Should anyone stray too near the edge, he attempts to slam into them to knock them off the tower top to fall 100 feet to the roof below. If brought below 10 hp, he flees if he can, but comes back to harry the party if he sees them move toward the treasure.

Treasure: The smoke dragon has the following treasure:

- A glass and gold inlaid sacrificial bowl (125 gp)
- *Wand of magic detection* (12 charges) Silk robes (60 gp)
- Various coins: 257 gp, 1,567 sp, 561 cp
- Jeweled sacrificial dagger with a ruby in the hilt (100 gp)
- Jeweled plate mail with inset sapphires (300 gp)

The strange metal box is actually on hinges set into the stone dais and can be pulled up but is rusted shut. A successful Open Doors roll is needed to open the box, which reveals a single lever in the “down” position. Pulling the lever spins all of the tiles in the room below, which all turn mirror-side up and send brilliant beams of light up to the crystal globe. The globe begins spinning slowly and sends a pure beam of light out over the waters. Groups who successfully re-light the lighthouse should receive a group award of 2,000 experience points!

THE SEA CAVES

The sea caves are hidden in folds of rock on the eastern side of Anan Marath and are accessible only by ship during high tide. For nearly a generation now, pirates have used the large cave to take harbor and to gain access to the lighthouse above and the evil shrine below.

Each day, the Referee should roll 1d6; on 1–2, the pirate ship *Scourge* is anchored in the hidden cove.

On this same level, though unconnected to the caves physically, is the upper shrine of Dagon.

Each day, the Referee should roll 1d6; on 1–3, **Cordon Fain** (if he

has not already been killed) is present in the shrine.

Cordon Fain, Male Human Cleric of Dagon (Clr8): HD 8; HP 41; AC 3[16]; Atk +1 *flail* (1d8+1); **Move** 12; **Save** 8; **AL** C; **CL/XP** 8/800; **Special:** +2 save vs. paralyzation and poison, banish undead, spells (2/2/2/2/2).
Spells: 1st—*purify food and drink, cause light wounds*; 2nd—*hold person, silence 15ft radius*; 3rd—*cure disease, speak with dead*; 4th—*cause serious wounds (x2)*; 5th—*finger of death, insect plague*.

Equipment: plate mail, +1 *flail*, scroll of *cure light wounds*, key to **Area SC-5**, 25gp, 52sp.

SC-1A. FLOODED CAVE

The cistern above (**Area L1-2**) drops some 50 feet to a watery cave below. The water swirls as lapping waves to the south push more water over the lip of the cave into this pool. The water is only about a foot and a half at its deepest, and the walls and ceiling are all damp and covered in moss and mold, giving the area a salty, musty smell. Despite this, the water in this cave appears to be fresh and has a faintly sweet smell. It flows from the west. A passage can be seen leading west, while to the eastern passage seems to open into a sodden beach.

SC-1B. THE BEACH

Sand and silt wash up onto this small beach that stretches along the interior of a massive cavern underneath the lighthouse. Old crates, boxes, and trunks are piled up above the tide line. A fold in the far wall lets in sunlight through a passage large enough for a ship to fit through and remain obscured from the shore.

The beach is a fairly busy place, with pirates often loading or unloading goods onto the beach. A small clan of gillmonkeys has taken up residence below the waves as well, making three factions: priest of Dagon overseers, pirates, and the gillmonkeys.

There is a chance for one or more of these factions to be on the beach:

1d8 Encounter

1–4 No encounter

5 2d4 pirate guards

6 2d4 pirate guards fighting 2d4 gillmonkeys

7 Priest and 1d4 pirate guards fighting 3d4+3 gillmonkeys

8 Priest and 2d4 pirate guards fighting 2d4 gillmonkeys

Pirates, Male Humans (5): HD 3; HP 19; AC 7[12]; Atk *saber* (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** none. (*Monstrosities* 254)

Priest, Male or Female Human Clerics of Dagon (Clr2) (2): HD 2; HP 10 each; AC 5[14]; Atk *mace* (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 2/30; **Special:** +2 save vs. paralyzation and poison, banish undead, spells (1).
Spells: 1st—*cause light wounds*.

Equipment: chainmail, mace, small hammer, chisels, 25 gp.

Gillmonkeys: HD 1d6; AC 6[13]; Atk *bite* (1d4) and 2 claws (1 hp); **Move** 6 (swim 12); **Save** 18; **AL** C; **CL/XP** 3/60 (*Monstrosities* 204)



Treasure:

If no combat is occurring, the boxes and crates can be searched without interruption, but only old, waterlogged foodstuffs, clothes, and a trunk with several dozen pairs of fancy shoes set out to dry can be found. The pirates decided to keep the shoes stolen from a passing merchant ship, not realizing that one of set of sturdy boots is a pair of *boots of leaping*.

SC-2. THE SPRING

Strange tectonics far below pushed a spring of fresh, pure water up from the bedrock deep below. The water has a particularly sweet taste. Should it be bottled and *blessed*, it acts as a potion that removes all toxins from any liquid with which it is mixed.

SC-3. THE FUNNEL

The natural cave begins to smooth out, not as if worked, but as if it had been melted at some point in the distant past. As it nears its end, it opens up into a slightly larger cavern whose floor slopes down into a wide funnel. Spikes driven into the lip of the funnel hold an old frayed rope that runs down the funnel. Any noise here alerts an **aqueous zombie**, one of the undead raised by the priests of Dagon. His bloated and waterlogged body takes three rounds to climb up the rope to reach characters.

Aqueous Zombie: HD 4; HP 16; AC 7[12]; Atk 2 slams (1d8); Move 9; Save 14; AL C; CL/XP 4/120; **Special:** spew salt (3/day, 10ft line, 1d6 damage, save for half). (see **Appendix B: New Monsters**)

SC-4. ANTECHAMBER

This large room has been cut from the rock and features a large stairway and two ornate doors. The stone door to the north is carved in bas-relief at the top to depict hunting sharks devouring swimmers, while below them strange symbols wrap around barely outlined tentacles curling up from the depths. An intricate lock is set into the center of the door. **Cordon Fain (Area L1-6)** holds the key.

The western door is aged wood and painted with figures bowing and worshipping a massive fishlike creature, whose details are obscured, but is clearly Dagon. The door is unlocked.

Standing guard here at all times are **6 animated skeletons** wearing chainmail and wielding longswords. The sounds of combat do not draw additional encounters.

Skeletons (6): HD 1; HP 5x6; AC 5[14]; Atk longsword (1d8); Move 9; Save 17; AL C; CL/XP: 1/15; **Special:** immune to sleep and charm spells. (*Monstrosities* 428)

SC-5. PRIESTS' READY ROOM

A short flight of stairs leads up to the main level of this room. A large desk covered in notes sits near the center, a rack with robes lines the north wall, and three large chests sit against the eastern wall. Seven cots with blankets and pillows flank the southern door. If the cleric lackeys have been encountered in Area SC-6, they are not here; otherwise, they are resting between sermons.

Cleric Lackeys, Male or Female Human Clerics of Dagon (Clr2) (3): HD 2; HP 10x3; AC 5[14]; Atk mace (1d6); Save 14; Move 12; AL C; CL/XP 2/30; **Special:** +2 save vs. paralyzation and poison, banish undead, spells (1).

Spells: 1st—*cause light wounds*.

Equipment: chainmail, mace, small hammer, chisels, 18 gp, key to Chest 1.

Treasure: The following treasure can be found:

Chest 1 (Locked and trapped): The lock plate surrounding the keyhole must be rotated 180 degrees clockwise before opening or the keyhole disgorges a rapidly expanding bubble of murky seawater, up to 10 feet in diameter, that envelops the opener (looking much like a soap bubble). The bubble of water cannot be breached thereafter by normal means, but it can be “popped” by dealing at least 6 points of damage with a piercing-style weapon. The bubble remains in place for a full turn (more than long enough to drown anyone trapped inside).

Inside the chest are 1,359 gp and seven small diamond chips worth 120 gp each.

Chest 2 (Unlocked): This chest is filled with extra robes, cloaks, caps, socks, and undergarments.

Chest 3 (No lock, trapped): The chest detects as magical. The exterior of this chest is painted to show an undersea wonderland of anemones, coral, and seaweed. Dozens of crabs with strange humanoid features can be seen among the underwater flora. Touching any of the painted areas causes several gallons of water to slosh into the room from the wall of the chest, which deposits **1d4 crab men** into the room.

Crab Men (1d4): HD 2; HP 10 each; AC 4[15]; Atk 2 claws (1d4); Move 9 (swim 9); Save 16; AL C; CL/XP 2/30; **Special:** none. (*Monstrosities* 74)

Inside the chest are 14 bars of green sea stone carved into wicked, 10-pound scepters worth 50 gp each. Atop that is a bag of 300 emerald chips, each the size of a small pebble, worth 5 gp each.

SC-6. UPPER SHRINE OF DAGON

The shrine is divided into two sections: a lower floor for worshippers and an upper platform for priests. The lower section is lit by braziers with large tubs of boiling seawater that fill the air with a salty musk. Nearly two dozen prayer mats are lined up facing the altar above. There are always **1d6+2 pirates** worshipping on the lower floor and **2 aqueous zombies** on the upper level.

The upper level contains a green stone altar covered in hardened salt and flanked by black candles. The northern wall is a huge bas-relief of Dagon and is flanked by barrels of saltwater. It exudes a putrescent light and scent all its own — the scent of creatures rotting and decaying at the bottom of the sea for millennia. If the **3 cleric lackeys** have not been encountered in Area SC-5, they are found here.

Should the characters have the misfortune of arriving one hour before dawn, they face a full congregation of **21 pirates**, **3 clerics**, and **2 aqueous zombies**.

Aqueous Zombies (2): HD 4; HP 16x2; AC 7[12]; Atk 2 slams (1d8); Move 9; Save 14; AL C; CL/XP 4/120; **Special:** spew salt (3/day, 10ft line, 1d6 damage, save for half). (see **Appendix B: New Monsters**)

Cleric Lackeys, Male or Female Human Clerics of Dagon (Clr2) (3): HD 2; HP 10x3; AC 5[14]; Atk mace (1d6); Save 14; Move 12; AL C; CL/XP 2/30; **Special:** +2 save vs. paralyzation and poison, banish undead, spells (1).

Spells: 1st—*cause light wounds*.

Equipment: chainmail, mace, small hammer, chisels, 18 gp, key to Chest 1.

Pirates, Male or Female Humans (1d6+2): HD 3; HP 22, 20, 18, 17, 15; AC 7[12]; Atk saber (1d6); Move 12; Save 14; AL C; CL/XP 3/60; **Special:** none. (*Monstrosities* 254)

The altar to Dagon is harmless but thoroughly evil. The bas-relief, however, was drawn up from deep beneath the ocean from a long-forgotten temple and fused to the wall in the heyday of the Brotherhood of the Sea. The rock itself still retains the memories of that unearthly, underwater palace of doom. Anyone touching it has a vision of a massive underwater hall, deep and dark, swimming with sharks and eels. Anyone foolish enough to continue to touch it for a full minute is subjected to the full crushing weight of the depths, as if they were more than 100 feet underwater, and take 3d6 points of damage (save for half). Should anyone continue touching after the second round, they see in their vision a great bloated fish of unimaginable countenance — and must save again or have their mind torn asunder, rendering them a gibbering madman.

Treasure: Chipping the salt off the altar reveals gold plating worth 500 gp. It the bottom of one of the barrels of salt water is a *ring of protection* +2 that slipped off the finger of a former cleric (who is now a madman).

DEEP CAVES

In eons past, these natural caves completely flooded with seawater, but nearly 200 years ago an earthquake caused a large portion of the water to drain into a deep crevice.

These caves are now well and truly the domain of the priests of Dagon. They send out patrols from their great shell temple to search for secret caves and exits, and their vicious undead roam the halls relentlessly. From time to time, promising pirates and captives to be sacrificed are brought down to this level and taken to the priests' massive shrine. There is a 1-in-6 chance of a random encounter every 30 minutes.

1d6 Encounter

- 1 Dagonite patrol
- 2 1d4 aqueous zombies
- 3 Green slime
- 4 Crab meat
- 5 Swarm of Barracuda!
- 6 Flash flood

Dagonite Patrol: This patrol consists of **3 underpriests** and **1d6+2 pirate followers**. They scout the caves in search of secret areas that their ancient texts state are hidden in the walls.

Underpriests, Male or Female Human Clerics of Dagon (Clr2) (3): HD 2; HP 10x3; AC 5[14]; Atk mace (1d6); Save 14; Move 12; AL C; CL/XP 2/30; **Special:** +2 save vs. paralyzation and poison, banish undead, spells (1).

Spells: 1st—*cause light wounds*.

Equipment: chainmail, mace, small hammer, chisels, 18 gp.

Pirates, Male Humans (1d6+2): HD 3; AC 7[12]; Atk saber (1d6); Move 12; Save 14; AL C; CL/XP 3/60; **Special:** none. (*Monstrosities* 254)

Aqueous Zombies: These undead wander freely through the muck and water. They attack anything on sight unless a symbol of Dagon is presented.

Aqueous Zombies (1d4): HD 4; HP 16 each; AC 7[12]; Atk 2 slams (1d8); Move 9; Save 14; AL C; CL/XP 4/120; **Special:** spew salt (3/day, 10ft line, 1d6 damage, save for half). (see **Appendix B: New Monsters**)

Green Slime: The party passes under or very near a large patch of green slime that attempts to drop upon the unwary. It often is near or disguised by large patches of mold that grow around it, making it difficult to see. (*Monstrosities* 228)

Crab Meat: The area is the site of a recent battle between priests of Dagon and a pack of giant crabs. The crabs have all been slain, and their corpses drift lazily in the current.

Barracuda: A school of barracuda found their way in through one of the waterfalls and cruise about the caves in search of food. If they can catch one character alone or at least 50 feet away from the group, they attack en masse.

Barracudas (12): HD 1; HP 4x12; AC 6[13]; Atk bite (1d8); Move 24 (swim); Save 17; AL N; CL/XP 1/15; **Special:** none (*Monstrosities* 31)

Flash Flood: From time to time, the water that rushes into the caves via various waterfalls becomes stopped up, either by debris, fallen rocks, or large sea creatures. The water level in nearby caves drops quickly to only a few inches deep for 1d6 rounds, and then a wall of water rushes in as whatever blocked it breaks free. The Referee should determine the direction the blockage is based on the nearest waterfall.

Anyone still in the cave when the water breaks free must make a saving throw or be knocked into a random adjacent cavern. The priests know well enough to move away quickly when this happens, but other, lesser intelligent creatures do not flee the waters.

DI-1. BOTTOM OF THE HOLE

The rough hole drops 50 feet, with about 30 feet passing through stone. An old, frayed and rotted rope hangs down 40 feet and ends above the water. Inspecting the walls of the hole reveals nooks and crannies burrowed into the stone about 10 feet from the top of the funnel. Careful listening reveals the sounds of water below and the rustling of many small creatures moving throughout the burrows. This is the lair of **10 giant rats**, all of which are starving as they avoid the undead. The burrows are only two feet wide. A halfling, small dwarf, or elf could navigate them; most shields and plate mail will not fit. The rats' nest is located about 15 feet into the tunnel.

Below, the vertical tunnel opens into a rough cavern. The floor is covered in three feet of cold seawater. A noticeable current leads toward **Area DI-3**, and a constant rumble is heard.

Rats, Giant (10): HD 1d4 hp; HP 2 each; AC 7[12]; Atk bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; **Special:** one of the rats is diseased. (*Monstrosities* 384)

Treasure: If the party reaches the rats' nest, they find a chipped quartz (10 gp), an eyepatch with a ruby in the center (500 gp), and a two-inch-long miniature axe. Writing on the blade is far too small to see with the naked eye. Should characters devise a way to read the dwarvish writing, it says: *Zibium, the Secret Blade*. Speaking the word "Zibium" returns the axe to normal size, and it acts as a +1 *hand axe* only in the hands of a dwarf. Speaking the command word again returns the axe to its miniature size.

DI-2. THE WRITING ON THE WALL

The current here is quite strong. Any halflings or dwarves who are not roped together (or have taken other precautions) should make a saving throw or be swept toward **Area DI-3**.

The north and south walls have writing etched into them, about five feet above the waterline. The writing is in an archaic mode of the common tongue, and a *read languages* spell or a thief's ability to read languages is necessary to parse it out fully.

NORTH WALL WRITING

Behold yon sea, crushing, crashing, chasing, changing

Beneath these waves it is still, and cold, and darkness everlasting

Inky depths about hate's heart, a deeper darkness slumbers

Only the will of Dagon holds back the pure, black numbers

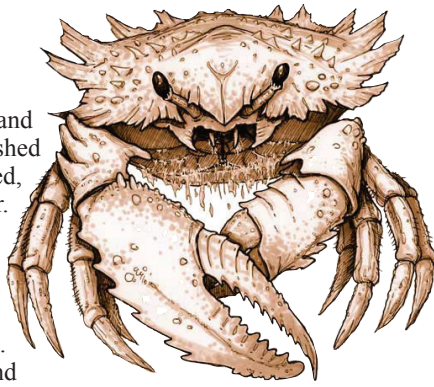
DI-3. WATERFALL

The sound of a waterfall rumbles harshly through the chamber. The grind of water on stone tears at the characters' ears. The current is swift, and very strong. At the entrance to this area, halflings and dwarves must make saving throws or be pulled over in the current. If any others move more than 10 feet farther in, they must make the same saving throw. Anyone pulled into the current is swept over the edge into a vast crevice and lost forever along with all of their gear. A generous Referee could allow the doomed characters a final saving throw before they are swept into the crevice to grab the edge of the stone.

D1-4. CRABBY

DAY

Silt, muck, mud, and salt deposits have washed into this room and lodged, creating an uneven floor. Many small lizards scuttle about. Walking through the mud is precarious as **5 giant hermit crabs** live here. They have grown large and strong on the many small amphibians who occasionally wash up here, and as such have maximum hit points for their HD. As they hide beneath the sand, they have an advanced chance to surprise a party (5 in 6).



Monstrous Hermit Crabs (5): HD 3; HP 18x5; AC 3[16]; Atk 2 claws (1d4); Move 12 (swim 9); Save 14; AL N; CL/XP 3/60; **Special:** none. (*The Tome of Horrors Complete* 110)

Treasure: Characters who search the beach for two turns find six 500 gp pearls.

D1-5. PLACID LAKE

The water here is placid, with only a slight current that causes small ripples and stirs up sediment. Unless the party prods ahead, the front rank drops off into a 10-foot-deep pit — not much of a problem unless the character is wearing chainmail or heavier armor. The pit is (fortunately) uninhabited by anything other than a corpse in rusted and pitted plate mail.

D1-6. SLICK WALLS?

The uneven floor of this cave rises to expose solid ground. The remains of a campfire sits at the highest point. It appears as if clothes and trash were used as fuel. The walls and ceiling behind the campfire are slick and damp with gray water. Leaning against the wall is a surprisingly shiny and stout polearm left behind when crabs attacked its owner.

The dampness is a **crystal ooze** of no small intelligence (for an ooze). It left the polearm alone as it seems to draw adventurers and other humanoids like flies. When it hears anyone approach, it crawls up the wall and readies itself to drop on the unwary. If examined, a dwarf recognizes the threat on a 1–2 on 1d6; all others spot the threat on a 1.

Crystal Ooze: HD 4; HP 15; AC 7[12]; Atk strike (2d6 + paralysis); Move 3 (swim 6); Save 13; AL N; CL/XP 6/400 **Special:** acid (dissolves organic material), paralysis (3d6 rounds, save resists), immunities (acid, cold, fire), transparent (invisible in water), water dependent (can survive for 5 hours on land). (*The Tome of Horrors Complete* 410)

Treasure: Elvish runes on the weapon name it *Grimcleaver*. It is a +1 *polearm* that allows the wielder to cast *ESP* twice per day. Carefully inspecting the ground reveals a loose stone over a pouch containing 245 gp.

D1-7. CURRENT EVENTS

Water rushes through this chamber as it narrows. The current isn't strong enough to pull the characters along unless they drop into the two-foot-deep water. Stalactites and stalagmites protrude from the floor and ceiling.

D1-8. ROPER RODEO

The water here is roughly three feet deep. Stalactites protrude from the ceiling, many of which appear melted. There are only two stalagmites, which may alert the party to the fact that something strange is going on here. The stalagmites are **young ropers** with half the hit dice and reach of an adult.

Young Ropers (2): HD 5; HP 24, 16; AC 0[19]; Atk 6 tentacles (weakness), bite (2d10); Move 3 (swim 6); Save 12; AL N; CL/XP 6/400 **Special:** tentacles grab and cause weakness (25ft range, draw 10ft toward roper per round, save or lose half strength for 3d6 turns, 2-in-6 chance to break hold if full strength, 1-in-6 chance at half strength), immune to electricity, resist cold (50%), vulnerable to fire (+1 damage per hit die inflicted) (*Monstrosities* 400)

D1-9. QUARTZ CAVE

Light pours in, along with wave upon wave of seawater. The waterfall runs down a tunnel into the shallows and rocks above, pouring in thousands of gallons of water a second. The light glitters off the water and the quartz-encrusted walls. It is a beautiful sight that belies nature. An enterprising party could potentially gain as much as 20,000gp worth of quartz, but it would take weeks, money, dwarven miners, and an ability to haul the quartz out. A simple search, however, reveals broken pieces in the water — 1,200 gp worth.

D1-10. IN DEEP

This curved passage's walls are slick with moisture. The current is faint here, yet small ripples disturb the water, hinting at something beneath. Prodding ahead reveals several 10-foot-deep pits beneath the slowly swirling seawater. Anyone not prodding ahead falls in the pits. Resting at the bottom of three of the pits are **3 aqueous zombies**.

Aqueous Zombies (3): HD 4; HP 16x3; AC 7[12]; Atk 2 slams (1d8); Move 9; Save 14; AL C; CL/XP 4/120; **Special:** spew salt (3/day, 10ft line, 1d6 damage, save for half). (see **Appendix B: New Monsters**)

D1-11. WATERY STAIRS

Wide natural stairs rise out of the water. The sound of the falls is diminished, faded to a dull roar. Streams of water, no more than an inch deep, rush over the stairs, coming from up ahead. The stairs are heavily worn and slick but are dangerous only to those who are running. The walls here are very smooth, as if eroded over centuries. The ceiling rises to 50 feet above, and a massive shape, also smooth, rises in the shadows far ahead.

D1-12. THAT'S A SHELL OF A THING

A massive cavern opens before you. Rivulets of water run down the walls and drip from the ceiling in a cacophony of sound. Moss and mold grow in large patches on the walls, with sculpted edges from the rushing water.

In the center of this rises a strange sight. A shell rises at an angle from the muck like the cast off skin of a chitinous leviathan dredged from the depths of a fathomless sea. Pale pink putrescent tissue stretches between the upper and lower plate, sealing off the inside from the cavern. At the base, a pair of carved doors leads like a tunnel into the carcass.

As this is a high activity area, encounters should occur on a 1–2 on 1d6 instead of the normal 1. This always yields a Dagonite patrol of 3 underpriests and 2d4 pirates.

Underpriests, Male or Female Human Clerics of

Dagon (Clr2) (3): HD 2; HP 10x3; AC 5[14]; Atk mace (1d6); Save 14; Move 12; AL C; CL/XP 2/30; **Special:** +2 save vs. paralyzation and poison, banish undead, spells (1).

Spells: 1st—*cause light wounds*.

Equipment: chainmail, mace, small hammer, chisels, 18 gp.

Pirates, Male Humans (2d4): HD 3; AC 7[12]; Atk saber (1d6); Move 12; Save 14; AL C; CL/XP 3/60; **Special:** none. (*Monstrosities* 254)

D1-13. THE DOORS

The doors are cut into the base of the shell, which is the smoothest portion. They swing easily outward unless barred from the inside. The entrance is smooth and rounded on all edges. Muck and mud cover the floor up to four inches.

INSIDE THE SHELL

Few corners exist in the shell, as nearly all the surfaces are dried, petrified, and polished to a smooth, beautiful sheen. The outer membranes and muscles have likewise hardened to create a large exterior wall. Despite the upper shell rising at an angle, the ceiling height remains a uniform 18 feet unless otherwise noted. The ceiling (and floor, below the muck) are made of packed and dried musculature of the massive former scallop.

ROOM SPECIFICS

Ceiling Height	18 feet
Walls	Smooth and polished
Floor	Covered in four inches of muck and mud
Doors	Coral encrusted driftwood on rollers
Air	Cold and clammy, damp

The doors are not guarded the first time an assault is made against the priests. However, if the party retreats and returns, it is guarded by 2d4 pirate followers at all times.

During the night, the monstrous crayfish moves from its lair at Area D1-20 to Area D1-19 to guard Sir Keven's room, and Sir Keven moves from Area D1-19 to Area D1-25 for his services.

D1-14. GUEST ROOM

This door is barred from the inside. Inside is a plush room with a bed, a dresser, a chest, a table, and rugs covering the floor. Used for visiting dignitaries, this room is currently occupied by a visiting priest of Orcus named Jens.

Jens was sent from a nearby dungeon stronghold to attempt an alliance with the priests of Dagon. Thus far, they have rebuffed his offers, but shown him hospitality. He expected this and carries various gifts to entice them.

Jens, Male Human Priest of Orcus (Clr7):

HD 7; HP 10; AC 2[17]; Atk mace of Jens (1d6+1); Move 12; Save 9; AL C; CL/XP 7/600; **Special:** +2 save vs. paralyzation and poison, banish undead, spells (2/2/2/1/1).

Spells: 1st—*cause light wounds, detect good*; 2nd—*silence 15ft radius, bless*; 3rd—*continual darkness, disease*; 4th—*sticks to snakes*; 5th—*finger of death*.

Equipment: plate mail, mace of Jens (see Appendix A: New Magic), scroll of *cure light wounds* (x2), scroll of *cure serious wounds*.

Treasure: Jens carries a 1,000 gp aquamarine with which to entice the Dagonites, along with 10 bars of gold worth 100 gp each.

D1-15. EMPTY GUEST ROOM

Similar to Area D1-14, but unoccupied.

D1-16. MAIN ENTRY CHAMBER

The interior walls are carved to show scenes of underwater life, in particular, the most vicious aspects. Sharks tear at meals, jellyfish crowd and kill a sea lion, and great tentacles rise from the depths to grapple with a ship on the surface.

The clear spaces on the walls have tridents and spears, a full dozen of each, hanging from hooks. Each of these has a ruby chip worth 100 gp embedded into the haft. Several Dagonite soldiers are always here relaxing in the mud or saying prayers to the strange creatures of the deep.

Dagonite Soldiers (2d4): HD 3; AC 7[12]; Atk trident or spear (1d6+1); Move 12; Save 14; AL C; CL/XP 3/60; **Special:** none.

The soldiers shout warnings of “Surfacers!” and “To arms!”

D1-17. PRAYER ALCOVE

This alcove contains a wall sconce with a taper, a short bench for kneeling, and a large yet purposely vague image of Dagon. Anyone who kneels here for more than 1 full round must make a saving throw or drop into a confused trance for 1d4 turns as they experience visions of violent underwater deaths.

D1-18. LEECH NEST

The muck and mud drop away to water here to create a dark and swirling pool of sludge. Odd, sickly-looking plants grow from the water, the leftovers of the flora from the crushing bottom of the ocean. The waters contain dozens of leeches, and anyone foolish enough to take a dip finds themselves covered with the things. To make matters worse, the pool is easily 20 feet deep, and one of the leeches mutated into a **giant sea leech**.

Leech, Giant (Sea): HD 6; HP 44; AC 3[16]; Atk bite (2d6 + blood drain); Move 6; Save 11; AL C; CL/XP 6/400;
Special: blood drain (2 hp/round) (*Monstrosities* 289)

Treasure: 722 gp can be found at the bottom of the watery pit.

D1-19. PRIEST'S CHAMBER

The mud here is a mush of mostly water to about two inches and reeks of salt and blood. Despite this, there is a comfortable — if wet — bed at the center of the circular room and a steel chest along the wall. Prayers to Dagon are scrawled on the walls. During (surface) daylight hours, **Sir Keven**, the high priest of Dagon, is here resting or praying. During night hours, the **monstrous crayfish** from **Area D1-20** is brought here to guard the room during Keven's absence. A thick steel chain runs around its chitinous neck like a leash.

The chest is trapped with a salt acid spray. Anyone attempting to open it without using the key causes the acid to spray out in a 20-foot-long arc. Anyone in the area must make a saving throw or take 3d6 points of damage from the acid as it burns their faces and clothes.

Crayfish, Monstrous: HD 4; HP 20; AC 4[15]; Atk 2 claws (1d6); Move 9 (swim 15); Save 13; AL C; CL/XP 4/120;
Special: surprise (1–2 on 1d6) (*The Tome of Horrors Complete* 113)

Sir Keven, Male Human Priest of Dagon (Clr7): HD 7; HP 34; AC 0[19]; Atk +1 mace (1d6+1); Move 12; Save 9; AL C; CL/XP 7/600; **Special:** +2 save vs. paralyzation and poison, banish undead, spells (2/2/2/1/1), water breathing.

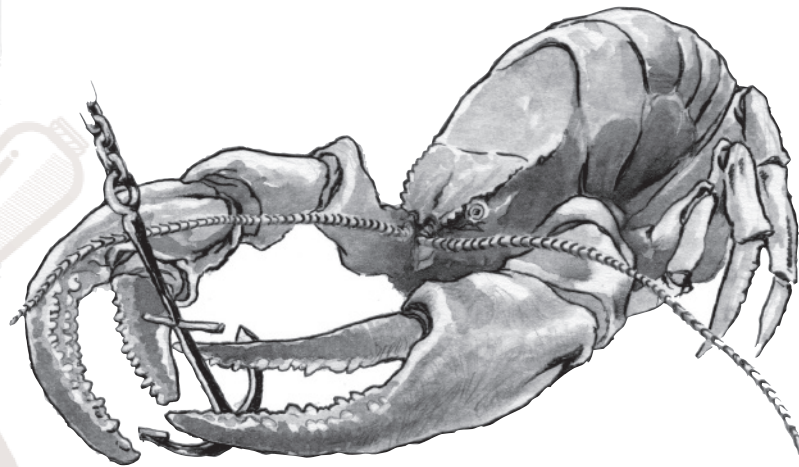
Spells: 1st—*cause light wounds, detect good*; 2nd—*hold person, silence 15ft radius*; 3rd—*continual darkness, watery cell* (see **Appendix C: New Spell**); 4th—*cure serious wounds*; 5th—*finger of death*.

Equipment: +1 plate mail, +1 mace, staff of the sea (see **Appendix A: New Magic Items**), scroll of commune, scroll of cure serious wounds, key to trapped chest in **Area D1-19**.

Treasure: 7,496 sp, 3,942 gp, a pouch with 10 miniature likenesses of Dagon worth 300 gp each.

D1-20. CRAYFISH LAIR

Scratches and claw marks dot the walls and floor here, and the back of the hall is filled with sludge and detritus, with a hollowed-out cubbyhole for the “tame” **monstrous crayfish** that lives here. As noted above, the crayfish is away guarding **Area D1-19** during night hours.



Crayfish, Monstrous: HD 4; HP 20; AC 4[15]; Atk 2 claws (1d6); Move 9 (swim 15); Save 13; AL C; CL/XP 4/120;
Special: surprise (1–2 on 1d6) (*The Tome of Horrors Complete* 113)

D1-21. HALL OF CORAL

Water drips here constantly, bringing with it impurities and silt that have hardened to coral over the many years. The walls and floor are covered with the stuff. It is not dangerous but is a beautiful sight to behold.

D1-22. EVEN CLERICS GOTTA GO

This is the loo used by the priests of Dagon. The pool here is filthy but connects via small tunnels to the cavern outside. Small rivulets of running water slowly push Dagonite waste out of the pool. Anyone falling into this miserable pit has an effective Charisma of 3 until they can be thoroughly cleaned. A ring is lodged in a small crevice at the bottom of the pool. It is not magical, but if cleaned, it and the attached ruby are worth 1,000 gp.

D1-23. GREAT HALL

The ceiling soars to 30 feet, and the room is mostly dry. Once the muscular heart of the scallop, this area now holds more than a dozen sleeping pallets. Clothes, robes, and old boots are scattered about. There is a 30% chance that 1d4 **lesser priests of Dagon** are here, and a 50% chance of 1d4+1 **Dagonite soldiers**.

Dagonite Soldiers (1d4+1): HD 3; AC 7[12]; Atk trident or spear (1d6+1); Move 12; Save 14; AL C; CL/XP 3/60;
Special: none.

Lesser Priests, Male or Female Human Clerics of Dagon (Clr2) (1d4): HD 2; HP 10x3; AC 5[14]; Atk mace (1d6); Save 14; Move 12; AL C; CL/XP 2/30;
Special: +2 save vs. paralyzation and poison, banish undead, spells (1).

Spells: 1st—*cause light wounds*.

Equipment: chainmail, mace, small hammer, chisels, 18 gp.

D1-24. SLAVES DEN

Shackles are mounted to the walls for large and small humanoids. Rotted bones that have been picked clean line the floor. There is a 20% chance that 1d4 potential sacrifices are here; these poor souls were picked up by the pirates during raids, or rarely, when they captured a rice farmer or loner from Saemish.

D1-25. THE FISH BOWL

This area is the central focus of the temple. Once the setting for an oyster of incredible size, it is hollowed out above and below extending to the limits of the shells to create a sphere some 70 feet in diameter. The bottom half is filled with seawater that swirls lazily and teems with strange life. The floor is laid out in tiles covered with ichor. What looks like a structure can be seen underwater, the top of some strange, small underwater building.

The walls here are so smooth as to be like glass, and the floor is actual glass, a chessboard of open and closed 10-foot tiles that allow priests and their followers to be seen to be walking on water, while allowing access to the waters below. **Sir Keven** performs his vile sacrifices here, while most ceremonies are held in the more public temple on the level above. He is assisted by a servant of Dagon: a mighty **aboleth** and its servitors. If it is night, he and the aboleth are here sacrificing those brought back by the pirates and leading dark rituals to the demon prince. There are always **1d4 lesser priests** and **3d6 worshippers** here.

Sir Keven, Male Human Priest of Dagon (Clr9): HD 9; HP 40; AC 0[19]; Atk +1 mace (1d6+1); Move 12; Save 9; AL C; CL/XP 7/600; **Special:** +2 save vs. paralyzation and poison, banish undead, spells (3/3/3/2/2), water breathing.

Spells: 1st—*cause light wounds, detect good, purify food and drink*; 2nd—*bless, hold person, silence 15ft radius*; 3rd—*continual darkness, cure disease, watery cell* (see **Appendix C: New Spell**); 4th—*cure serious wounds, sticks to snakes*; 5th—*finger of death, insect plague*.

Equipment: +1 plate mail, +1 mace, staff of the sea (see **Appendix A: New Magic Items**), scroll of commune, scroll of cure serious wounds, key to trapped chest in **Area D1-19**.

Aboleth: HD 9; HP 50; AC 3[16]; Atk 4 tentacles (1d6 + slime); Move 9 (swim 12); Save 6; AL C; CL/XP 12/2000; **Special:** *charm monster* (3/day), mucus cloud in water (save or cannot breathe air for 3 hours), *phantasmal force* (3/day), special disease upon successful hit (save or must be immersed in water every hour). (**Monstrosities** 8)**Lesser Priests, Male or Female Human Clerics of Dagon (Clr2) (1d4):** HD 2; HP 10x3; AC 5[14]; Atk mace (1d6); Save 14; Move 12; AL C; CL/XP 2/30; **Special:** +2 save vs. paralyzation and poison, banish undead, spells (1).

Spells: 1st—*cause light wounds*.

Equipment: chainmail, mace, small hammer, chisels, 18 gp.

Worshippers, Male or Female Humans (3d6): HD 1d6hp; AC 9[10]; Atk club (1d6); Move 12; Save 18; AL C; CL/XP B/10; **Special:** none.

Treasure: Should the party prevail and search the waters, they find the aboleth's lair: a miniature, hollow fishbowl ornament of the lighthouse itself where the aboleth has gathered any sacrifices (of inedible nature) and stored them in three large piles:

Pile 1: A round iron shield covered in gold plating (1,200 gp), 18,532 sp, 18 sealed scroll cases (20 gp each) that contain maps of the local borderlands (20 gp each), 27 rings of malachite (10 gp each), three sealed potions bottles (*diminution, frozen concoction, levitation*)

Pile 2: A +2 *two-handed flail* and a winged helm of silver (100 gp), both of which are perched atop a trunk with a watertight seal. Inside is a waterproofed spellbook containing all 1st- and 2nd-level spells, as well as three 3rd-level spells and a 4th-level spell. The trunk itself is engraved in mithril and clearly of dwarven make (3,000 gp)

Pile 3: A small sculpture of Dagon. It shows more detail than most scholars have ever dreamed of, hinting at a real shape and scale. Despite its small size (about four inches high), the more you study it, the more details seem to be found (3,000 gp). There is also 2,344 gp and a *robe of blending*.

CONCLUSION

The characters have cleared the lighthouse, and the village of Saemish is set up to re-establish trade. The profit-sharing reward should act as an incentive for the characters to keep the welfare of the village in their mind. Perhaps to increase their share, the characters might travel to larger, nearby cities to let the merchants know that the lighthouse has been reignited and that Saemish is a friendly port once more. Perhaps the characters are called upon to protect the town from the Brotherhood of the Sea or a consortium of pirate lords bent on revenge, or even from a new menace that threatens the town (and their returns).



APPENDIX A: NEW MAGIC ITEMS APPENDIX B: NEW MONSTERS

THE MACE OF JENS

This +1 mace was created many generations ago and has been in Jens' family since it was forged. Once per day, the mace can create a shockwave when struck against the ground to knock anyone within 20 feet to the ground unless they make a saving throw. Jens is quite cautious of this ability, because the loud *crack!* the mace makes when this is used can cause structural damage to what is struck (it can crack up to three inches of stone) and is particularly dangerous in caverns prone to cave-ins.

STAFF OF THE SEA

This dread staff has 97 charges and can be used to *command* any sea creatures (save avoids) as a *staff of command* at the cost of one charge per hit die of the creature. For a single charge, the wielder can cast *watery cell*. Additionally, the bearer can breathe underwater while holding the staff (no charge) and gains a Swim speed of 12.

AQUEOUS WIGHT

Hit Dice: 5
Armor Class: 5 [14]
Attacks: Claw (1d6 + grab) or tentacle (1d6 + level drain)
Saving Throw: 12
Special: Brine spray, grab, level drain
Move: 9
Alignment: Chaos
Number Encountered: 1
CL/XP: 7/600

An aqueous wight is a humanoid who broke their oath to Dagon and was cursed with a twisted form of undeath. Tentacles sprout from the creature's face and its blood turns to a salty acidic brine that constantly burns it from the inside. This does not help its disposition. Aqueous wights are incredibly strong; once they grab a creature, an Open Doors check is required to escape. A held creature is in reach of the wight's tentacles, which drain one level per hit. When struck, the wight's acidic blood bursts out and deals 1 point of damage to anyone within melee range. **Aqueous Wight:** HD 5; AC 5[14]; Atk claw (1d6 + grab) or tentacle (1d6 + level drain); Move 9; Save 12; AL C; CL/XP: 7/600; **Special** brine (acidic brine spray when struck, 1hp damage to opponent), grab (holds creature after claw attack; Open Doors check to escape; once grabbed, can attempt to hit with tentacles), level drain (1 level on hit from tentacle).

AQUEOUS ZOMBIE

Hit Dice: 4
Armor Class: 7 [12]
Attacks: 2 slams (1d8)
Saving Throw: 14
Special: Spew salt
Move: 9
Alignment: Chaos
Number Encountered: 2d4
CL/XP: 4/120

While the aqueous wight was once a follower of Dagon, the aqueous zombie was a sacrifice. The ritual to create them is quite gruesome and involves stuffing the still-living sacrifice with dried sea salt and blood until their stomach bursts, at which point they are drowned. The salt stays in their bodies, and they can eject it forcefully from their mouths three times per day in a 10-foot line for 1d6 points of damage (save for half).

Aqueous Zombie: HD 4; HP 16; AC 7[12]; Atk 2 slams (1d8); Move 9; Save 14; AL C; CL/XP 4/120; **Special:** spew salt (3/day, 10ft line, 1d6 damage, save for half).

APPENDIX C: NEW SPELL

WATERY CELL

Spell Level: Cleric, 3rd Level

Range: 30 feet

Duration: 1 round/level

This spell conjures a globe of swirling saltwater around a single creature. Any creature in the globe must make a saving throw or become helpless, unable to move or attack as they begin to drown. This kills the creature in 1d6 rounds. If the creature's constitution is 13 or better, it receives a +1 to this roll. It is possible for creatures outside the watery cell to aid the trapped creature (a pole to push them out or a heroic dive through the globe themselves whilst grabbing the trapped victim), but any attempt must succeed at an Open Doors check to succeed.



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ADVENTURES
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THE LIGHTHOUSE OF ANAN MARATH

by Jim Stanton

From the shoreline of the village of Saemish, waves can be seen tossing their salt and spray upon four small islands, the largest of which is Anan Marath. A great bridge, aged and deteriorated, spans from the mainland connecting these islands and ending at colossal lighthouse on Anan Marath.

Each mighty structure is created from the deep-green bedrock found only in the bedrocks of the watery abyss.

For decades, the Lighthouse of Anan Marath has remained dark. Slowly de-volving into a state of shabby disrepair. But no longer! The village council has decided — narrowly and after angry debate — to restore the lighthouse and clear it of its dark and bloody past.

The Lighthouse of Anan Marath is a challenging scenario for 4-6 Tier 2 characters of levels 5-7.



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