

RAZOR NOSE COAST

Call of the Frog God



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FROG GOD
GAMES

RAZOR NO COAST

CALL OF THE FROG GOD

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CALL OF THE FROG GOD

The Call of the Frog God is an adventure for 4–6 characters of levels 8–11, and requires at least one cleric, one magic-user, and one thief to ensure the party's overall success.

This adventure takes place in the setting of *The Razor Coast* and its nearby environs; however, it is not directly related to the plot of *The Razor Coast*'s overarching adventure, and is intended as a thrilling diversion from that quest. Referees may use this adventure as they see fit, incorporating it into the overall adventure of *The Razor Coast*, or simply use it as a way to help characters build experience points and collect loot that will help them achieve success against the intrigues of *The Razor Coast*.

ADVENTURE BACKGROUND: LEGEND OF THE *Swordsinger's Folly*

Legend has it that many years ago, a bard and sometime pirate known as the *Swordsinger* and his band were known to seek adventure and loot throughout the ports and lagoons of the Razor. It is said that they were quite successful in their endeavors and once their ship was nearly filled with loot they set their sights on one last prize, with the intent of leaving the Razor and heading off upon the wide open seas to live a life of debauchery, free from concern over rival pirates and the ever-present threat of capture by Dragoons. At long last Captain *Swordsinger* saw his mark: the colonial treasure ship the *Dark Eidolon* was returning along the sea lanes to Port Shaw from the slaughter and plunder of the Leaga I'a tribe. Heavily laden with gold, the *Dark Eidolon* was easily overtaken by the *Swordsinger's Folly* and, after a brief battle, the pirates plundered and, subsequently, scuttled the treasure ship.

Pleased with their loot, the *Swordsinger's Folly* set out for the mainland, but was somehow lost at sea. A review of local sea charts would have brought the ship near a dangerous area of the Razor known as Antigone's Archipelago. Rumors abounded at the time of the *Swordsinger's* disappearance as to the actual cause of its loss though none can know for sure. Some said it was victim of a pirate raid, others claimed foul weather, and still others cited deadly waves, sea monsters, or some other tragedy. What is known for sure is that the *Folly* was heavily laden with booty, and that any adventurer or treasure hunter able to find the *Folly* would find himself rich beyond imagining.

Unfortunately for most would-be treasure hunters, the area of the Razor where the ship was allegedly lost is particularly avoided by pirate, fisherman, and whaler alike due to its jagged reefs and shifting winds. Other old sea dogs claim that a wicked queen dwells beneath the shifting waves, ever calling for the young sailor to join her in the unholy matrimony of a watery death. Few save the most insane ship's Captains within Port Shaw would even consider visiting those waters blindly lest they face the same fate as the *Swordsinger's Folly*.

ADVENTURE SYNOPSIS

The *Call of the Frog God* takes place across a broad area of the Razor Coast. Characters are introduced to the adventure while travelling abroad (depending on the individual hook, the characters may start in different areas). There they are told of a lost treasure ship and the alleged contents of its manifest, including a sacred idol said to possess great and unearthly powers.

From Port Shaw they charter a ship and travel to the abandoned fishing grounds known as Antigone's Archipelago. Upon arrival they are faced with many dangers, not the least of which is navigating the shifting winds and treacherous waters of the deadly reef itself. Here they battle not only the elements but the sirines who roost upon

its jagged surface, and the deadly inhabitants who dwell beneath the reef's battering waves. They must somehow wrest control of an enchanted conch shell from Antigone the nereid within her coral caves through barter or battle.

Once the horn has been won, it must be played upon the open waters where the *Swordsinger's Folly* was lost in an attempt to summon Hafguta the Accursed, a great Leviathan-Whale. Hafguta has been the bane of pirates and whalers in this section of sea for as long as anyone in Port Shaw can remember. When summoned, the characters must explore the very belly of the beast itself for the secret of the *Swordsinger's Folly* and its coveted cargo as well as the accursed guardians that reside therein.

ADVENTURE HOOKS

There are a variety of ways in which the characters may be introduced to the adventure:

- ✦ The party is approached by **Zalen Trafalgar**, a priest of Quell who is concerned with suspicious activities around Port Shaw. Ritual and fasting have led them to believe that a great threat faces the Port and only through some act of contrition to their deity, can the folk be saved. In this he feels that an appropriate appeasement to their deity would be to seek out his old Herald, Hafguta, and see if the paragon's curse can somehow be lifted. The priest provides the characters with a snippet of rumor and sea charts pointing to the last area Hafguta was seen (near Antigone's Archipelago).
- ✦ The party is approached by a local drunkard, a halfling named **Myles** who weepily and belligerently stammers on and on about the wreck of the *Swordsinger's Folly* and how he alone knows the secret of the ship's demise. Claiming to have been aboard the ship, he stammers on about how they overtook the *Dark Eidolon* and the terrible battle that took place upon the high seas.
- ✦ Mayfair Joan, a half elven madam in one of the finer districts of Port Shaw or perhaps the owner of her own private isle, has a long outstanding debt from the *Swordsinger* that has gone uncollected since his disappearance. Joan wants little more than her unpaid bills and a necklace she believes Captain *Swordsinger* stole from her. She has a copy of a sea chart detailing the location that the *Swordsinger's Folly* intended to ambush the *Dark Eidolon*. She has waited decades for the return of the necklace and may use amorous means to convince characters to enjoin themselves upon the quest. The necklace contains a pearl of the sirines and is hidden in Captain *Swordsinger's* quarters (See Area 5C: Captain's Bed Chamber in Part V: In the Belly of the Beast).

MAYFAIR JOAN

Half-Elf female (MU7): HP 23; AC 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 9; **AL** N; **CL/XP** 9/1,100; **Special:** darkvision (60 ft.), +2 saves vs. spells, spells (4/3/2/1).

Spells: 1st—*detect magic, light, read languages, sleep;*

MYLES' TALE

"Twas a balmy night and we were but a gull's distance from the Accursed Archipelago when we caught sight of the *Eidolon*, upon its return from sacking the villages of the Leaga I'a. A moment we had waited on for some time, a moment scryed by our captain, indeed a moment predicted by the devils of the deep and the gods below! Our blades were sharp, our powder dry and we descended upon the hapless conquistadores and in the swooping blast of our nines, and the predator was now our prey."

"Aye, as the decks ran with blood the captain of the *Dark Eidolon* laid a horrid curse upon the crewmen of the *Folly*, and exclaimed 'Ye may take me booty, but low how the curse of the Frog God shall be upon thee!' Captain Swordsinger would having none of it and ran the filthy cur through."

"The *Dark Eidolon* was laden with the most glorious of booty, and we knew for certain that upon taking it we could sail forth fully loaded and be none the poorer for our years at sea. The treasure, aye rich gold, flowed it did, but the Swordsinger, he found a treasure he claimed was worth more than the eighteen tuns we took below decks. Aye, there in the captain's quarters of the *Dark Eidolon* he found proof of the massacre of the Leaga I'a, for their squat dark idol sat there upon the captain's desk amongst his charts and ledgers. Captain Swordsinger wrapped the thing in his cloak and took it to his quarters aboard the *Folly*. Grinning with glee he told us that we were richer than even the flowing gold of the Leaga, rich as kings but we must follow his lead a bit further.

"From that night on queer noises were heard from the Captain's chamber, and he gave stranger and stranger

orders. Instead of turning towards port as was planned he told us to turn back, and head to the waters of the Archipelago. We cried the captain no, but he plied us with more shares of the Leaga gold so that all my mates could no longer decry, and could only follow our mad captain's orders to our undoing. He claimed he had learned of a greater treasure still, hidden in the sea caves beneath the Archipelago, and told us how easy it would be to get it."

"It was as soon as we arrived at that Accursed Archipelago that we heard the lilting call from its craggy rocks. There too we saw the shapes lift from those rocks and draw us out. 'All ahead' cried the captain, and we obliged... all ahead as we saw a shape form upon the waves. A horn lifted to her lips and men began to cry and dance upon the deck. Some lulled by song stepped off the deck as I did straight into the carving waves. Then came the screams as black talons of night descended upon our crew. Blood and terror filled the air and waves. Captain Swordsinger, clutching his idol could naught but gape as a huge beast rose from the waves... a mouth wider than the gates of Hell, and with a gulp those still aboard the ship were gone.

"Aye, somehow I caught up a bit of yard arm and tossed by the wake of the great beast I washed away from the slaughter. Others, they weren't so lucky. Gods, I hear their screams, and since the merchantmen plucked me from the sea I've done naught but drown their screams with rum. I tell you lads, if ye be not afraid, I have drawn a map to that wretched place where the *Swordsinger's Folly* is lost, and where the *Dark Eidolon* was destroyed. I would give it thee if ye wished, for naught but a jug of rum. May the gods have mercy on thy soul if you do lads, but ye must find the thing which slew our captain and return it to the Leaga I'a shrine lest that gate of Hell open for us all one day."

2nd—*darkness 15-ft. radius, invisibility, phantasmal force*;
3rd—*clairaudience, suggestion*; 4th—*polymorph self*.

Equipment: dagger, medallion of ESP, ring of protection +2, wand of charm person (7 charges), spellbook.

- ✦ **Moksha Drangesh**, a mainland wizard, came to the Razor in search of the idol that the *Dark Eidolon* took from the Leaga I'a natives. He has tracked the item for decades and a copy of an ancient text led him to believe it is lost somewhere within the Coast. Having heard the local legend of Captain Swordsinger and his *Folly*, Moksha scryed out the location of the wreck of the *Dark Eidolon* and can guide the characters there. He offers the characters the whole of the loot contained within the lost *Swordsinger's Folly* in exchange for the idol. He then joins the party as an NPC, though he chooses only to aid and assist them in the smallest of manners and at his convenience (Referee's discretion; he isn't very helpful, and may turn on the party if he feels it would be an easy victory).

MOKSHA DRANGESH

(MU10): HP 35; AC 6[13]; Atk fist (1 hp); Move 12; Save 6; AL C; CL/XP 13/2,300; **Special:** +2 saves vs. spells, spells (4/4/3/2/2).

Spells: 1st—*magic missile, protection from good, read languages, shield*; 2nd—*detect good, ESP, invisibility, mirror image*; 3rd—*dispel magic, fly, slow*; 4th—*fear, wall of ice*; 5th—*magic jar, teleport*

Equipment: cloak of protection +3, potion of extra healing, wand of dispel magic (2 charges), manual of intelligence, ring of swimming, spellbook.

Ring of Swimming

Fish designs and motifs are etched into the band of this silver ring. The ring allows its wearer to swim at a rate of 18. The ring can be worn by members of any class.

PART I - TO THE ACCURSED ARCHIPELAGO

SHIP TRAVEL

On average, the trip from Port Shaw to Antigone's Archipelago should take nine to eleven days. During this journey there is the potential of random encounters ranging from sea creatures to dangerous weather and wave conditions.

Roll 1d20 on the following table to determine what phenomenon, if any occur during the voyage. The chart should be consulted once per day.

1-7	No Encounter
8	Pirate Attack
9	Merchant Junk
10	Sperm Whale
11	Wave
12	Debased Nixie Raiders
13	Hidden Reef
14	White Squall
15	Shipwreck Crab
16	Doldrums
17	Deck Devil School
18	Spitting Sea Serpent
19	Water Spout
20	Gale

PIRATE ATTACK

In this event, the character's ship is set upon in the high seas by a pirate vessel and its crew who are out seeking the lost treasures of the *Swordsinger's Folly*. The ship is a swift ketch called the *Rum Chugger*.

The Rum Chugger (large ship): Structural Points: 20; crew: 20; armaments: 12 cannons (5 each port and starboard batteries, 2 on the upper skirmish deck; cannons only fire out the sides of the ship; cannot swivel); 13 or more chance to hit; damage: 4 Structural Points or 6d6; range: 150 ft; cost: 50,000 gp. (See "Ship Combat" in the *Swords & Wizardry Complete* rulebook for more information.)

Rum Chugger Sailors (30) (Ftr1/Thf1): HP 10 each; AC 9[10]; Atk battle axe (1d8) or short sword (1d6) or pistol (1d10); Move 12; Save 13; AL C; CL/XP 2/30; Special: backstab (x2), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 85%, Traps/Tasks 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

Equipment: battle axe, short sword, pistol, 6 uses of black powder, 6 bullets, belt pouch, powder horn.

Captain Kyree (Ftr6/Thf4): HP 44; AC 4[15]; Atk +1 rapier

(1d6+2), +1 dagger (1d4+1); Move 12; Save 6; AL N; CL/XP 10/1,400; Special: backstab (x2), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 88%, Trap/Tasks 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: +1 chain armor, gauntlets of dexterity, cloak of swimming (as boots of swimming and climbing), boots of elvenkind, +1 rapier, +1 dagger, potion of flying, potion of growth, magnifying glass, spyglass, thieves' tools.

The captain is a rough-cut, raw-boned swordsman with a quick wit and a ready smile. If the *Rum Chugger* readily outnumbers the crew of the character's ship, they offer a parlay, take the valuables on board the vessel, and offer to fill out crew slots of any of their fallen with characters. Kyree also seeks the lost treasure of the Leaga I'a and offers the party a crewman's share of the loot if they assist him.

Kyree and his crew have amassed the following treasures for their hoard: A suit of leather armor, one suit of +1 chain armor, a light crossbow, a short bow, a wand of fireballs (8 charges), a silver dagger, 3 potions of water breathing (as the spell), 2 potions of extra-healing, 10 barrels of whale oil, 10 barrels of gun powder, 12 barrels of rum, 3,000 gp, 1,200 silver, 4,000 copper, and a scroll of monster summoning III.

MERCHANT JUNK

This encounter is with a small junk plying the trade-ways near the Razor. The junk has a variety of nautical gear on board for sale (the Referee could use any maritime sourcebook at a 10% discount off listed rates) or allow the players to haggle for the best deal. The ship's treasury includes 1,000 gp worth of coin and 60 tons of trade goods.

The merchant junk is a typical keelboat, although painted with colorful depictions of fanciful creatures such as dragons, winged bulls, three-headed goats, etc. It is home to a variety of pirates.

The Hot Naga (small ship): Structural Points: 15; crew: 8 sailors; armaments: 4 cannons (1 each port and starboard, fore and aft, may change location in 3 rounds); 13 or more chance to hit; damage: 4 Structural Points or 6d6; range: 150 ft; cost: 30,000 gp. (See "Ship Combat" in the *Swords & Wizardry Complete* rulebook for more information.)

Pirates (10) (Thf1): HP 3; AC 7[12]; Atk rapier (1d6), dagger (1d4) or crossbow (1d4+1); Move 12; Save 15; AL C; CL/XP 1/15; Special: backstab (x2), +2 save vs. traps, thieving skills.

Thieving Skills: Climb 85%, Traps/Tasks 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

Equipment: leather armor, rapier, dagger, light crossbow, 15 bolts, 2d6 sp

Pirate Marines (10) (Ftr1): HP 6; AC 7[12]; Atk cargo hook (1d6) or heavy crossbow (1d6+1); Move 12; Save 14; AL C; CL/XP 1/15; Special: none.

Equipment: leather armor, cargo hook (treat as spear), heavy crossbow, 10 bolts, 1d8 sp

Pirate Monks (10) (Mnk1): HP 3; AC 9[10]; Atk 1 fist (1d4); Move 12; Save 15; AL C; CL/XP 1/15; **Special:** monk abilities

Monk Abilities: Climb 85%, Trap/Tasks 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

Equipment: traveling robes, 1d4 cp

SPERM WHALE POD

This encounter is with **1d6+1 sperm whales**

Sperm Whale (1d6+1): HD 36; HP 162; AC 4[15]; Atk bite (4d10), tail (4d10); **Move** (swim 18); **Save** 3; **CL/XP** 37/7400; **Special:** swallow whole.

If the character's ship makes threatening moves toward the sperm whales, they first try to escape. Failing that, the whales ram the character's ship in order to defend themselves. Each whale could be harvested for 40 barrels of whale oil, and 5 barrels of exclusive head oil, which has twice the value of the regular oil, and its fragrance is such that it is often used in expensive perfumes.

WAVE

This encounter is with a large wave. The wave rises, tossing the ship violently. 2d6 points of Subdual Damage (see page 41 of the Complete Rulebook), and the ship suffers 1d4 Structural Points damage. This amount of damage is certainly enough to critically injure crewmen. Anyone failing their save by more than 10 is cast overboard (see the **Man Overboard!** sidebar for rules on staying alive in the open water). If the ship survives, it is still washed 1d2 days off course.

DEBASED NIXIE RAIDERS

2d10 chaotic nixies clamber aboard the ship, attempting to capture or kill the party and the crew. When half of their number are slain, the nixies dive beneath the waves, attempting to take crewmen with them.

Nixie Raiders (2d10): HD 1d4hp; HP 2; AC 7[12]; Atk weapon (1d6); **Move** 6 (swim 12); **Save** 18; AL C; **CL/XP** 1/15; **Special:** charm.

HIDDEN REEF

A low reef lies unseen beneath the sea. Ships sailing in the area have a 40% chance of running aground upon the reef. If the ship is sailing at full speed, it takes 2d4 Structural Points of damage and an additional 1d4 points of damage per round until the ship is lifted from the reef. The ship may be lifted by magical means such as *control weather* or *control winds*. When the ship strikes the reef, all hands aboard take 2d6 points of Subdual Damage (save for half). Those who fail their save by 10 or more are hurled overboard. A ship that takes over half of its Structural Points in damage begins taking on water and requires repairs.

MAN OVERBOARD!

Any characters blown off the deck by wind or wave (or knocked off by an opponent) during a storm finds staying alive in the stormy sea a difficult task. The crash of powerful waves and the whipping winds make swimming in the choppy sea difficult.

Damage. Every three rounds a creature spends in the water during any ocean storm, they suffer 1d6 points of Subdual Damage from the crashing waves (save for half damage).

Movement. During a thunderstorm, a swimming character must make a saving throw each round to stay above the surface (and suffering 1d4 points of Subdual Damage as they swallow saltwater). Movement through the buffeting waves is at one-quarter normal unless the character has some magical assistance. During a hurricane, the swimmer must make the save with a -4 penalty.

Locating. Characters swept or knocked overboard during a storm are difficult to spot in the rolling waves. Characters on board a ship have a 50% chance to spot swimmers. Rough weather makes it more difficult:

Storm 40% chance

Thunderstorm 30% chance.

Hurricane 20% chance.

Keep in mind that characters adrift in the stormy ocean do not have sails. This means that, unless swimming, they remain stationary while their ship moves rapidly away. For every round the swimmer goes unnoticed, a -5% penalty is applied to the check. For example, a swimmer tossed overboard in calm water has a 50% chance of being spotted in the first round; the chance drops to 45% in the second round, 40% in the third, and so on as the ship sails out of sight.

SUBDUAL DAMAGE

Subdual damage is described on page 41 of the Complete Rulebook. In this adventure, even if a person would be truly killed by a large quantity of subdual damage, there is a 50% chance that the "kill" is merely a broken bone.

WHITE SQUALL

This particularly dangerous storm is indistinguishable from normal sea and sky until it besets the ship. A ship's captain must make a saving throw with a -4 penalty to maintain control of the vessel. If the captain's save fails, at

least one of the yardarms snaps. Roll randomly depending on the number of sails the vessel has. In this event, all hands on deck suffer 3d6 points of Subdual Damage (save for half). If the captain fails his check by more than 10, the ship heels violently and capsizes, dumping the entire vessel and its occupants into the sea. See the **Man Overboard!** sidebar for rules on staying alive in the open water. If the ship survives the squall, it is blown 1d4 days off course.

SHIPWRECKER CRAB

A **giant crab** attacks the vessel.

Giant Crab: HD 14; HP 63; AC 1[18]; Atk 2 pincers (3d6+2); Move 6; Save 3; CL/XP 15/2,900; **Special:** none.

DOLDRUMS

An extremely calm sea, coupled with extreme tropical heat, strikes the ship so that no wind blows and no current can move the ship. The heat causes general exhaustion unless a saving throw is made. The save is made with a -1 penalty per day that the doldrums continue. Characters failing the save become fatigued (-1 penalty to saves and attack rolls). Failing 2 saves causes the victim to become exhausted (-2 penalty to saves and attacks). The doldrums last for 1d4 days. The ship may be moved by various magical means that would move it across the water, or fill its sails with wind.

DECK DEVIL SCHOOL

A school of 2d6 **deck devils** attacks the crew. Their attacks are harassing in nature and hit random targets, including crew.

Deck Devil (2d6): HD 3; HP 14; AC 6[13]; Atk 2 claws (1d4), bite (1d8 plus grab); Move 0 (swim 18); Save 14; AL C; CL/XP 3/60; **Special:** darkvision 60 ft., glide

SPITTING SEA SERPENT

A **spitting sea serpent** rises from the deep and attacks the crew.

Spitting Sea Serpent: HD 12; HP 54; AC 4[15]; Atk bite (1d8); Move 4 (swim 18); Save 3; AL C; CL/XP 13/2,300; **Special:** acid spit, constrict, poison.

WATER SPOUT

The ship is beset by a sudden waterspout. All flames are extinguished. All ranged attacks are impossible (even with siege weapons). Characters in close proximity to a water spout who fail a saving throw are sucked into the spout and

DECK DEVIL

Hit Dice: 3

Armor Class: 6[13]

Attack: 2 claws (1d4), bite (1d8 plus grab)

Saving Throw: 14

Special: darkvision (60 ft.), glide

Move: 0 (swim 18)

Alignment: Chaos

Challenge Rating/XP: 3/60

These voracious sea mammals resemble porpoises at first glance, but they are quite unlike their docile cousins; deck devils have a reputation as being bloodthirsty man-eaters. They are carnivorous and use their innocent appearance to move in close to oncoming ships, at which point they attack any sailors they see. These aquatic creatures travel in small schools and are quite territorial. Battles between rival pods stir up the ocean to a froth of sea foam and spilled blood. Like normal whales, deck devils sometimes beach themselves, but this in no way decreases their ferocity. Even a beached and dying deck devil attacks anything that comes near.

Though deck devils are vicious combatants underwater, they have become infamous across the sea for their ability to attack sailors on the decks of passing ships. They leap from the water, gliding across the deck and biting or clawing at any target within reach. Their powerful tails can project them 30 ft. into the air from the water's surface. After they reach the apex of their jump, they spread their wing-like flippers and glide 5 feet horizontally for every 1 foot of decent.

If a deck devil's bite attack succeeds against an opponent by more than 5, the victim must make a saving throw or be caught in the creature's powerful jaws and carried along with the deck devil.

whirled around, taking 2d6 points of Subdual Damage per round the funnel lasts, before being violently expelled (falling damage might apply). While within the spout, characters also risk drowning. The spout deals 1d6 Structural Points of damage per round to the ship, snapping yardarms and twisting the masts. The funnel lasts for 1d4 rounds before sinking back into the sea.

GALE

A strong gale blows out of nowhere. The captain must make a saving throw to save the sails. If he succeeds by more than 10, he can shave a day off of the travel time. If he fails, he loses 1 day for every 5 points by which he fails the roll.

PART II - ANTIGONE'S ARCHIPELAGO

Variouly known as Antigone's Archipelago or the Accursed Archipelago, this area is roughly 10 days sail by common fishing and whaling ship from Port Shaw. The Archipelago is thus named for the nereid Antigone who rules this section of sea. Antigone lords over the inhabitants of her archipelago realm like a queen; she is negotiating with the krakenfiend for sovereignty of the area, and is currently neither an ally, nor made herself an enemy of the beast. Despite its rich fishing waters and pristine conditions the area is avoided by fishermen from Port Shaw and the various tribal villages due to the dangers that abound. Likewise, trade ships often opt to add an additional day in their journey to Port Shaw, in order to avoid the well documented reefs surrounding the Archipelago.

DANGERS

There are three key dangers for ships approaching Antigone's Archipelago, these being the **reef**, the **dangerous surf** and **sea sirines** who use these conditions to draw sailors to their doom.

AREA A: REEF AND SURF

The reef surrounding the Archipelago lies partially unseen beneath the sea. The center edges of the jagged isle are higher than its sunken volcanic center though there are areas throughout the Archipelago that vary in height, and the surf is choppy and difficult to navigate.

Ships have a base 45% chance of running aground on the jagged coral and volcanic rock hidden below the waves every 1d6 rounds. Subtract 5% for each character who stands along the rail to help guide the captain through the sharp reefs (minimum 5% chance). Ships moving at full speed when they strike a reef take 2d4 points of Structural damage and an additional 1d4 points of Structural damage per round until the ship is lifted from the coral. Ships running at half speed take 1d4 points, and those at a quarter speed take 1 point of Structural damage. The ship may be lifted by magical means such as *control weather* or *control winds*.

All hands aboard take 2d6 points of Subdual damage when the ship strikes the reef (save for half). Those who fail their save by 10 or more are hurled overboard. A ship that takes more than half of its Structural Points in damage begins taking on water and requires repairs

AREA B: SEA SIRINES' LAGOON

A shallow lagoon within the tallest coral reef of the Archipelago is home to a flock of 4 **sea sirines** who hunt the sea for many miles around the Archipelago, attempting to coax fishing vessels and merchant ships to their doom upon the rocks. Once the character's ship comes within sight of the reef, the sirines launch from their roost and begin their song above the

SEA SIRINE

Hit Dice: 9

Armor Class: 5[14]

Attack: 2 talons (1d6), bite (1d4 plus poison)

Saving Throw: 6

Special: immune to mind-affecting effects, siren-song, spell-like abilities (3/day—*charm person, fear, sleep*)

Move: 12 (fly 30, swim 24)

Alignment: Chaos

Challenge Rating/XP: 11/1,700

Sea sirines appear as beautiful women with soft iridescent eel-like skin varying from silvery green to crimson with long slender fins protruding from their shoulder blades in the manner of a flying fish. Considered a bane to sailors, regions that they are known to dwell in are largely avoided by fisherman and pirate alike, such as on craggy reefs, atolls, and the lagoons of volcanic archipelagos. Sea Sirines are a race of beings akin to harpies.

Like their aerial relatives, sea sirines need human males in order to breed, and the result of this union is always a clutch of eggs that grow into sea sirines who are then adopted into the school. The male partner is most often slain. The sirine's song is a charm that draws its victims to the harpy (saving throw applies). The kiss of a sirine grants the recipient the ability to breathe water as per the spell.

Sea sirines are akin to flying fish in their ability to swim forcefully through the water and then launch themselves from the waves, fly a short distance, and capture a beleaguered foe as they fly by. A sirine's bite delivers a paralyzing poison that causes a victim to fall into a stupor for 1d6 rounds.

ship shortly after nightfall. The sirines use the darkness to stay out of sight of the characters and the ship's crew.

The sirines take a crewmember or character each, if they can manage it, and leave the rest of the befuddled crew to dash themselves upon the reefs and be taken by that which dwells beneath the waves.

The sea sirines follow Antigone like a queen, serving her whims and wishes and alerting her to any sailing ships unfortunate enough to pass too closely to her Archipelago.

Sea Sirine (4): HD 9; HP 41; AC 5[14]; Atk 2 talons (1d6), bite (1d4 plus poison); Move 12 (fly 30, swim 24); Save 6; AL C; CL/XP 11/1,700; **Special:** immune to mind-affecting effects, siren-song, spell-like abilities.

Spells: 3/day— *charm person, fear, sleep*.

The sea sirines wait to spring their trap until such time

as the ship has drawn itself close to the Archipelago. They then rise from their lagoon and begin their song as they approach in an attempt to charm captain and sailor alike into moving closer to the dangerous reef. Once the vessel is grounded, they attempt to put as many crewmen to sleep as they can. They snatch prisoners and take them back to the Archipelago where those they let live are imprisoned in the cells in **Area 5**.

The sirines have accumulated a small bit of treasure within their nest. These items are a +1 *cutlass* (treat as a short sword), a +2 *pistol*, 3 *potions of water breathing* (as per the spell), a *scroll of weather summoning*, a *scroll of control weather*, a *rope of climbing*, 1,527 gp, and a set of pearl earrings set in gold and platinum (300 gp). A coral shell necklace is enchanted to allow the wearer to speak Aquan.

PART III - INTO THE ARCHIPELAGO CAVES

The Archipelago Caves are home to Antigone and the various creatures that dwell within her lair. To call them true caves is somewhat of a misnomer, as the reef of which they are comprised is below the water level at high tide and rests partially above the water during low tide. Areas that are exposed to the surface are unmarked, while areas that reside within a hollow volcanic tube are marked as such on the map.

Antigone has set up a throne room of sorts within the remnants of the wreck of the *Dark Eidolon*. Antigone is an intelligent enemy, however, and uses her allies and whatever traps she can set to avoid giving up her enchanted conch to the characters easily.

Features: The walls are composed of razor-sharp living coral and volcanic rock. Crossing the surface of the Archipelago barefooted deals 1d2 points of damage per 10 ft. Rubbing against the coral unarmored deals 1d2 points of damage as well. The floor of the caves is filled with sand, however, and is thus easily passible. Unless otherwise marked, the tunnels are 20 ft. wide and are found 30 ft. below the waves. Oxygen may be available for air-breathing creatures by swimming to the surface of one of these caves' roofless expanses.

The majority of the Archipelago Caves are submerged, and as such require that the characters have some form of water breathing ability in order to succeed in uncovering the secrets hidden in the depths below.

AREA 1: ENTRANCE

The entrance to the caves is guarded by a **giant sea anemone** that fully fills the first coral chamber. The anemone ignores any sea sirines and Antigone, of course, but serves as a perfect guard to keep unwanted intruders out of the Archipelago's caves, and Antigone's prisoners from



easily escaping.

The skeleton and undigested bits of an unfortunate land-lubber cleric are found here amongst the leavings of the anemone. These include a suit of +1 *chain armor* and a *bag of holding* containing a *potion of extra healing*, a *scroll of cure serious wounds*, a *scroll of raise dead*, a +2 *mace*, 513 gp, and a 2,000 gp diamond.

Giant Sea Anemone: HD 11; HP 50; AC 8[11]; Atk tendrils (paralysis); Move 0 (immobile); Save 4; AL N; CL/XP 13/2,300; **Special:** acid cloud, swallow whole

AREA 2: THE NEMATODE THAT SWIMS

Within this chamber resides **Pelang Tong**, once a great spell caster, who was drawn into Antigone's lair with the hope of capturing the nereid and using her for study in his laboratory. Pelang Tong was clever not to fall under Antigone's spell completely, but not clever enough, and when she learned of his scheme, she sought to have him slain. In a contingency planned in case of his untimely demise, Pelang's powerful magic allowed him to rise from her assault long after as a mass of writhing venomous nema-

Rocks of Antigone - The Caves



1 square = 5 feet

Closed to Surface

GM NOTE

Although the map appears to indicate otherwise, this chamber is actually closed to the surface. The portion at the top of the stairs that appears to be open to the surface actually indicates that section of the chamber contains an air pocket.

1 inch = 350 feet



THE WORM THAT WALKS

Hit Dice: 10

Armor Class: 2[17]

Attack: dehydrating touch (1d6+5 plus grab)

Saving Throw: 5

Special: dehydrating touch, grab, squirming embrace, spells (as a 10th-level Magic-User), half damage from bladed weapons, nausea, disincorporate, immune to disease, paralysis, poison and sleep

Move: 12 (swim 12)

Alignment: Chaos

Challenge Rating/XP: 14/2,600

When an evil spell caster is buried in a graveyard infused with necromantic energy, the worms that feast on his flesh absorb the memories and spell-casting abilities of the wizard. What results is a hive mind of clinging worms that rises in the shape of the being who gave them life. The worm pile is not undead, but a wriggling mass shaped like a man. A worm that walks retains the spell caster's spell-casting abilities. The worm slams opponents with its "arms," absorbing the liquid from their bodies. Anyone hit by a natural 20 is grabbed by the worms in a squirming embrace and takes 2d6+2 points of damage per round until freed. Anyone struck by the mass of worms must make a saving throw or become nauseated for 1d3 rounds.

A worm that walks can use weapons and magic items as the original spell caster. In a single round, it can collapse into a shifting pile of worms (dropping all weapons) and reform in one round. While in a tangled pile, the worms swarm over multiple victims to do 2d6+2 points of damage. Because of their mass, the worms take half damage from bladed weapons. The worm retains the Magic-User's memories and thinks of itself as that person.

todes. He mostly mopes about within his chamber, though he has been called upon by Antigone from time to time when she makes demands of his sorcerous knowledge as a service to her court.

Pelang, in his cold dead heart, still believes that Antigone loves him best and has high hopes she will someday use her magic to bring him back to a more comely form and marry him properly. In truth, she is disgusted with him and keeps him around only for his sorcerous skills.

Pelang Tong, Worm That Walks: HD 10; HP 45; AC 2[17]; Atk dehydrating touch (1d6+5 plus grab); Move 12 (swim 12); Save 5; CL/XP 14/2,600; Special: dehydrating touch, disincorporate, grab, half damage from bladed weapons, im-

Staff of Waves

This mother of pearl staff is carved from the shell of a giant clam shell. Its opalescent design holds the following powers:

- *Water breathing* (1 charge)
- *Create water* (1 charge)
- *Cold bolt* (as *magic missile*) (1 charge)
- *Lightning bolt* (1 charge)
- *Obscuring mist* (1 charge)
- *Control temperature* 10-ft. radius (2 charges)
- *Cure serious wounds* (2 charges)
- *Control winds* (2 charges)
- *Summon elemental* (**8HD water elemental**) (3 charges)
- *Control weather* (3 charges)

The staff is usable only by a Magic-User.

immune to disease, paralysis, poison and sleep, nausea, spells (4/4/3/2/2), squirming embrace.

Spells: 1st—*charm person, magic missile* (x2), *sleep*; 2nd—*darkness 15-ft. radius, mirror image, phantasmal force, web*; 3rd—*dispel magic, hold person, slow*; 4th—*confusion, fear*; 5th—*feeblemind, hold monster*.

Equipment: *staff of waves* (2 charges remaining, see sidebar), *ring of swimming, potion of water breathing* (as per the spell), *scroll of ESP*, 522 gp.

AREA 3: GIANT SQUID LAIR

This cavern is home to a **giant squid** that serves as one of Antigone's guardians. The squid attacks any being that does not belong within its lair.

The creature has amassed a small amount of treasure over the years including the following items: a scroll of protection from drowning in an ivory scroll case (100 gp). A *potion of heroism*, a *ring of protection +2*, a *potion of healing*, and a soapstone tiki that detects as evil and has an approximate value of 300 gp to a collector. There are also 450 gp worth of gems and jewelry.

There is a 75% chance that the squid is here. If it is not present, it may be found in Antigone's throne room (**Area 7**).

Giant Squid: HD 12; HP 54; AC 7[12] head and tentacles; 3[16] body; Atk 8 tentacles (1d8+1), beak (5d4); Move 0 (swim 20); Save 3; CL/XP 14/2,600; Special: constrict.

AREA 4A: DARK PASSAGE

These coral caverns are dark, being large lava flow tubes teeming with undersea life. Various anemones and schools of fish swirl through these caves, careful to avoid the wrath of their larger, more predatory denizens. Vision is reduced by half except for creatures with low-light or darkvision. This area of the caverns has a floor that is 30 ft. deeper than the floor of other parts of the cavern, so that it has a width of 80 ft. x 80 ft. and a depth from floor to ceiling of 60 ft.

4A: SHARK-EATING CRAB LAIR

The main part of this huge submerged cavern is home to a monstrous shark-eating **crab**, kept as a pet by Antigone. The beast is often fed those creatures unfortunate enough to enter its lair, but occasionally creeps forth from its cave to go seek out large fish and sharks who sometimes find their way into Antigone's Archipelago. The crab does its best to blend into its surroundings, waiting amongst the corals for creatures to pass by before springing forth to attack. There is a 25% chance the crab is within its lair; otherwise, it is found wandering the labyrinth or in Antigone's throne room (**Area 7**).

Giant Shark-Eating Crab: **HD** 10; **HP** 45; **AC** 2[17]; **Atk** 2 pincers (2d6 plus grab); **Move** 12 (swim 18); **Save** 5; **AL** N; **CL/XP** 10/1,400; **Special:** grab (on a natural 20, the crab grabs a victim and automatically inflicts 2d6 points of damage).

The crab is insanely greedy and has amassed a small fortune that it stashes under the rocks in its cave. The treasure hoard is hidden under stones, calcified skeletons (several human and sahaugin skeletons and even larger prey, including a hybrid wereshark skeleton!) and is trapped with a **collapsing stone trap** that causes a great deal of rubble to bury a would-be thief (6d6 points of damage, save for half) unless the trap is uncovered and disarmed.

The crab's hoard contains a *wand of cold* (30 charges), a *+1 whip* (1d6), a *scroll of shield*, a *potion of flying*, a *bag of holding* containing 2,000 gp worth of rare holy oils and incense, a chrysoprase (23 gp), a tiger eye (10 gp), a pearl (200 gp), a pink pearl (300 gp), 6 pp, and 236 gp.

AREA 4B: HYDROPHANTS CAVE

Bloated, waterlogged corpses of half-eaten fish, mer-men, sea elves, and pirates are hung gruesomely along the mouth of this cavern. The bubble-filled chamber beyond is dark and strewn with shattered kegs, broken barrels, pottery bits, and the flotsam and jetsam of a wreck at sea.

This cavern is the home of a lonely **hydrophant**. When not found here, the creature may be wandering the labyrinth or in **Area 7**. If present and his lair is invaded, he mercilessly attacks. The creature is imminently loyal to Antigone and is oddly subservient to the crab in **Area 4A**.

The hydrophant enjoys hiding within a large natural sponge not far from his treasure trove. It waits to attack until characters touch the golden spatula in his

HYDROPHANT

Hit Dice: 14

Armor Class: 2[17]

Attack: slam (2d6), tail slap (1d8)

Saving Throw: 5

Special: enveloping hold, stunning slam

Move: 12 (swim 18)

Alignment: Chaos

Challenge Rating/XP: 12/2,000

Hydrophants are hulking, legless humanoid composed entirely of thousands of moist, diaphanous bubbles. The lower torso develops into a large fluke similar to a whale's. Two oval-shaped, dark blue water cavities serve as its eyes, while a dense cluster of gray-colored bubbles line the recess that marks its mouth. The creature is a cantankerous elemental culmination of air and water, renowned for its cruel and territorial nature.

Hydrophants are native to the Plane of Water. However, many find the seas of the Material Plane, where they construct monuments of bubbles, seaweed, and coral, a desirable abode. The hydrophant obsessively seeks to increase the size of its territory, resulting in nearby sea life becoming stagnant. Sinister ornaments of carcasses and other remains of defeated foes easily distinguish a hydrophant's domain. Hydrophants often maintain the remains of recently defeated opponents within their torsos as trophies.

A hydrophant attacks by slamming opponents. On a roll of a natural 20, it envelops the foe and does 1d6 points of Subdual Damage each round. A trapped victim can free himself by winning a grapple against the hydrophant (see more on grappling in "**Unarmed Combat**" under **Combat** in the *Swords & Wizardry Complete Rulebook*). Once every 1d4 rounds, a hydrophant can choose to rupture the cluster of bubbles making up its fist upon contact, resulting in a harsh, crackling noise. The victim must make a saving throw or be stunned for 1 round.

treasure hoard.

There are various jars of pickled condiments that are still good and worth an average of 21 gp each. Characters can find 1d10 jars for each round spent searching, up to a maximum of 20 jars. Also found here are a *potion of healing*, a *potion of invulnerability*, a *potion of gaseous form*, a *+2 shield*, and a *+1 battle axe*. Most curious of the items is an *enchanted spatula* made of etched solid gold that allows the user to cook delicious meals.

Hydrophant: **HD** 14; **HP** 63; **AC** 2[17]; **Atk** slam (2d6), tail slap (1d8); **Move** 12 (swim 18); **Save** 5; **AL** C; **CL/XP** 12/2,000; **Special:** enveloping hold, stunning slam.

CECAELIAS

Hit Dice: 9

Armor Class: 4[15]

Attack: 2 tentacles (1d4 plus grab), +1 *freezing spear* (1d6+1 plus 1d6 freezing)

Saving Throw: 6

Special: grab, ink jet

Move: 12 (swim 24, jet 60)

Alignment: Neutrality

Challenge Rating/XP: 9/1,100

Cecaelias are a merger of humans and octopi that hunt along coastlines. The creature's upper body can mutate over time (usually generations) to mimic the humanoid forms of creatures living nearby, the better to blend in like natural camouflage. The creatures stand nearly 6 feet tall and weigh 200 pounds. Once per hour, a cecaelia can emit a 10-ft.-radius sphere of ink while underwater. This ink cloud is similar to *darkness* 15-ft. radius, although it cannot be dispelled. If a cecaelia hits a single opponent with 2 tentacles, it grabs the victim and inflicts 2d6 points of damage automatically each round thereafter.

AREA 5: OXYGEN-FILLED CAVE

This cavern has an especially high ceiling, which is vented to the outside sea air. There are several cells built atop a staircase formed by mounds of lava rock that serve to hold the prisoners of Antigone and her sea sirine allies.

The lower half of the chamber is a pool guarded by 2 **cecaelia warriors** who have been variously *charmed* by Antigone and the sirines. The cecaelia warriors are *charmed* to attack anyone other than the sirines or Antigone who enter the chamber. As such, other creatures have learned to avoid the cavern at their peril.

Cecaelia (2): HD 9; HP 41; AC 4[15]; Atk 2 tentacles (1d4 plus grab), +1 *freezing spear* (1d6+1 plus 1d6 freezing); Move 12 (swim 18, jet 60); Save 6; CL/XP 9/1,100; Special: grab, ink jet.

Equipment: +1 *freezing spear*

A large cell at the top of the volcanic stairwell currently holds a single prisoner. The cells are locked. A key sits in the old captain's desk in the wreck of the *Dark Eidolon*. Inside the desk are a *potion of extra healing*, +1 *bastard sword*, rusted spiked chain, *scroll of confusion*, *potion of invisibility*, a chrysoberyl (45 gp), a gold bracelet (103 gp), and a lapis lazuli urn (25 gp).

Cell 1: This chamber contains a single occupant. This stout human sailor was a crewmen and chief cartographer on a survey ship that set out from Port Shaw to map the

Razor. In their journey they were overtaken by a trap set by the sea sirines and Antigone. Over the last 10 months, the crew of his ship, the *Bourelle*, has been bred and devoured within the Archipelago, leaving only **Edardo** alive. Edardo has perfect memory of his travels, and given the proper tools, would be able to re-create the maps he had made before his capture. His knowledge is worth 1d4 x 1,000 gp to interested parties in Port Shaw. Not one to shy away from a fight, if rescued Edardo pulls his own weight, being a former marine, and skilled in hand-to-hand combat.

At the onset, Edardo is exhausted from his stay amongst the sirines. This may be alleviated through magical means, or through rest and a warm meal.

Edardo (Rgr8): HP 67; AC 9[10]; Atk fist (1 hp) or by weapon; Move 12; Save 7; AL L; CL/XP 8/800; Special: alertness, scholar of healing, tracking.

Equipment: explorer's outfit.

Cell 2: This cell is empty. If any characters are captured by the sea sirines during the opening encounter, they are held here until rescued.

Cell 3: This cell is also empty; again, any characters or crewmen who are captured during the opening encounter of the Archipelago are found within this cell. Otherwise it contains a moldy blanket and a bucket full of fresh clams used to feed the prisoners, and a second bucket for the prisoner's waste.

AREA 6: THE LADIES-IN-WAITING

This water filled chamber is filled with luminescent corals. Old sea chests, with their spilled contents, lay alongside lavish natural sponge beds and anemones of brilliant rainbow hue. This cave is home to 3 **sea sirines** who serve as ladies in waiting to Antigone. There is a 25% chance that they are in the chamber at any given time. If they are not found in their chamber, there is a 25% chance that they are attending to Antigone in the Throne room (Area 7), or are outside of the caverns, searching the sea for new mates.

Sea Sirine (3): HD 9; HP 41; AC 5[14]; Atk 2 talons (1d6), bite (1d4 plus poison); Move 12 (fly 30, swim 24); Save 6; AL C; CL/XP 11/1,700; Special: immune to mind-affecting effects, siren-song, spell-like abilities.

Spells: 3/day— *charm person*, *fear*, *sleep*.

Scattered around the chamber are a *scroll of extension I*, +1 *shield*, +1 *cutlass* (treat as a short sword), a flail, a hand axe, *potion of invisibility*, a black pearl (111 gp), a red-brown spinel (76 gp), a piece of smoky quartz (30 gp), another smoky quartz (34 gp), a chip of malachite (1 gp), some rose quartz (15 gp), a chunk of obsidian (10 gp), lapis lazuli (2gp), 8 pp, 326 gp, 220 sp, and 1,318 cp.

AREA 7: ANTIGONE'S THRONE ROOM

Antigone's Throne Room is a huge irregular space roughly 100 ft. x 100 ft that sits at a depth of 70 ft. below the sea, with a roof that is open to the sky. The spacious depth is covered floor to ceiling in rare luminescent corals that glow faintly both day and night. The center of the space is filled with the wreck of a ship broken into three distinct parts. A captain's chair has been affixed to the center of the aft castle, in the manner of a throne. Here, Antigone loves to frolic among the wreckage of the *Dark Eidolon*, entertaining herself with scavenged bits from various shipwrecks and combing through the treasures her various subjects bring her as tribute. Antigone is enticed by various magical artifacts and items that would increase her power over her undersea neighbors. Her prized possession is an enchanted conch that she uses to summon Hafguta.

There are a number of encounter options available to the Referee in this chamber, not the least of which is their first encounter with **Antigone the nereid**.

WRECK OF THE *Dark Eidolon*

AREA 7A: FORECASTLE

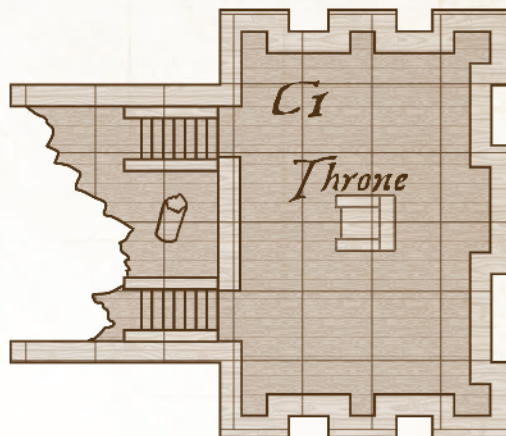
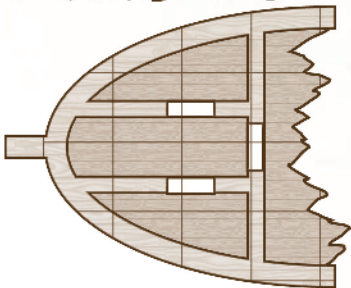
The forecastle of the *Dark Eidolon* is sunken under several feet of sand with the bow of the ship pointing to the surface of the sea. The opening that once led to the hold has been gated shut. Here is where Antigone keeps the living sailors she has chosen to fill her whimsy. Currently, the forecastle jail is empty of any prisoners unless one of the characters was taken by the sirines, or was separated from the party and captured.

Antigone keeps the key to the lock hidden in her personal quarters.

AREA 7B: MID DECK

The mid deck area of the *Eidolon* is almost completely demolished, as much of the hull and decks below were destroyed in the battle with the *Swordsinger's Folly*. Attempting to search the area by swimming through one of the portholes is swimming directly into pure danger. Movement in the mid deck requires a successful saving throw every 1d4 rounds to avoid getting entangled in the debris of the wreck. Anyone who fails is trapped until freed. If the save is failed by 10 or more, the mid deck settles further onto the sea floor, crushing any would be

Forecastle: A

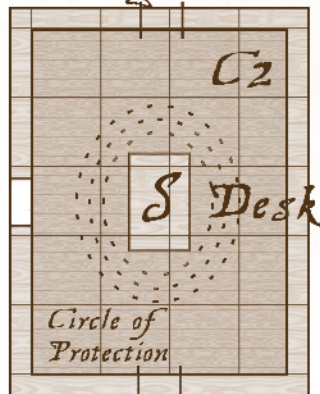


1 square = 5 feet

Wreck of the *Dark Eidolon*



Porthole to Antigone's Quarter



Spyglass of True Seeing

This uncanny magical item appears to be a spyglass of magnificent craftsmanship. When used normally, the spyglass operates as a normal spyglass, doubling their normal viewing range. Once per day the glass can be called upon to reveal things that can only be seen through the power of magic (invisible objects, illusions, etc.).

treasure hunters (inflicting 4d6 points of damage per round until freed).

Perseverance in the search rewards the diligent. The following treasures were left undiscovered by the crew of the *Swordsinger's Folly*. A hidden compartment at the very bottom of the mid deck hides a *spyglass of true seeing*.

AREA 7C: AFT CASTLE

Antigone the nereid is in this chamber, accompanied by (roll 1d6): (1-2) her **handmaidens** from **Area 6**, (3) the **crab** from **Area 4**, (4) the **squid** from **Area 3**, (5) the handmaidens and the squid, (6) the handmaidens and the crab.

Antigone introduces herself to the characters and attempts to take control of the characters with her beguiling ability. In so doing, she determines the reason for their intrusion, and if they have not slain (many) of her subjects, she may be willing to make some sort of deal with the characters ... especially if she thinks she might be killed in an encounter with them.

Allow role-play and encourage those players who try to think outside the box to do so. If threatened with violence, Antigone attempts to turn *beguiled* foes against one another while her underwater allies defend her. If the battle completely turns against her and her allies, she flees through the lower decks of the aft castle into her personal quarters (**Area 9**).

Antigone the Nereid: HD 4; HP 18; AC 3[16]; **Atk** poison spittle (poison); **Move** 12 (swim 15); **Save** 13; **AL** N; **CL/XP** 8/800; **Special:** beguilement, change shape, kiss, magic resistance (40%), poison spittle, spell-like abilities, transparency, vulnerability. See *The Tome of Horrors Complete* for more information.

Spells: at will—*lower water, part water*.

AREA 7C-1: AFT CASTLE TOP DECK

The aft castle serves as the Nereid's throne. It is from this position that Antigone begins the encounter with the characters. She sits upon the captain's chair that has been pulled from the wreck of the *Dark Eidolon*; the once

Antigone's Conch

This conch is carved into a great horn, inlaid and engraved with all manner of sea creature and polished to a fine iridescent luster. The horn emanates great magical power. The horn was a gift from ancient paladins of Quell who used it to call upon goodly sea creatures to help them in battle against fiends from the primordial depths. Ages passed and the horn was lost before coming into the possession of Antigone. Since that time, Antigone has used its power to amass treasures and summon allies to her undersea lair.

The conch has the following powers:

1/day—*bless, control winds, protection from evil 10-ft. radius, monster summoning IV*

1/week—*control weather*

1/month—The horn may be used to *summon* Hafguta from the deep and bid him perform one deed. Hafguta has no control over this summons. If a non-worshipper of Quell sounds the conch, Hafguta answers the summons, but can make a saving throw to ignore the task ordered. Should Hafguta ignore the commands of a non-worshipper of Quell, he demands the conch be turned over to him to be returned to the sea. Hafguta will not perform any evil actions, for any reason, even in his current state.

If the conch is placed on dry land and buried in salt for one month, its powers are lost forever.

fine chair was worth hundreds of gold pieces, and was engraved with intricate images dedicated to the god of slavery. The seat is now partially covered with barnacles, but if cleaned and restored would be worth 300 gp to a collector.

AREA 7C-2: AFT CASTLE MIDDLE DECK

This chamber is strewn with various debris and bits of broken furniture. An unusually heavy captain's desk sits in the center of the room. The porthole windows were long ago broken and are wide enough to allow an unarmored being to pass through. The portholes in the northern wall of the deck reveal a darkened and submerged cavern beyond.

Beneath the heavy desk is a secret door hidden in the floor. The door itself is circled with silver; the cracks around the edge of the trapdoor have been hammered shut with a mortar of corroded silver coins and inlaid with a charm against evil. The door is further locked with a padlock whose key is in the possession of Antigone. Opening the secret door breaks the charm, releasing the fiend who dwells in the watery tomb below.

AREA 7C-3: AFT CASTLE BELOW DECK

This ruined chamber serves as the tomb of **Captain Ferko Dowlik** who was master of the *Dark Eidolon*. Ferko's hatred for Captain Swordsinger and unrequited love for Antigone has held his corpse together these many years. Antigone found Ferko just as he was bleeding the last of his life out beneath the waves after his defeat at the hands of Captain Swordsinger. Taking pity, or perhaps some perverse pleasure in his plight, Ferko was healed and allowed to live on for a while, serving as Antigone's consort. She gleaned much arcane lore from the necromancer before tiring of his affections and his incessant ravings for the return of his loathsome idol. Seeing an issue with his plots and his attempts to steal her enchanted conch, Antigone long ago used her amorous charms to drown Ferko in this watery tomb where he has been sealed with enchantments in the hold of his beloved wreck.

Hate and evil have wrought their own bitter magic and Ferko dwells on in undeath, maddened by his confinement and with no other thoughts save revenge upon Antigone, and the recovery of his stolen idol. If he is freed and Antigone is still alive, Ferko goes into an insane rage. Ferko knows the secret location of Antigone's shawl and heads for it immediately with the intent of destroying it, before turning his attention to slaying Antigone and gaining control of her conch.

Ferko ignores attempts to stop him, bursting past the hold and through the porthole that leads to Antigone's chambers at top speed.

If Ferko succeeds in destroying Antigone's shawl and slaying her, he next attempts to seize the conch for himself. With the conch in his possession, he next attempts to charm the characters into assisting him as he summons Hafguta and attempts to retrieve the idol from the bowels of the ancient beast.

Ferko, Vampire of the Deep: HD 9; HP 45; AC 2[17]; Atk bite (1d10 + level drain); Move 12 (swim 18); Save 6; CL/XP 12/2,000; **Special:** bite drains 2 levels, change shape (lamprey swarm or large shark), gaseous form, hit only by magic weapons, regenerate 3 hp/round, summon animal (1d4 3 HD giant leeches, 1d6 electric eels or 1d8 barracuda; creatures arrive in 2d6 rounds and serve for up to 1 hour)

AREA 8: STEAM VENT

This chamber holds a submerged geyser. The vent slowly releases hot gases trapped from the ancient volcano that fathered the Archipelago. The hot spring billows forth warm water, which within a distance of 10 ft. or more is quite comfortable, but at a distance of 5 ft. or less deals 1d6 points of damage per round. There is a 25% chance that the steam vent may have a major release of steam while the chamber is being searched. In this event, the entire chamber is filled with a blast of super-heated water that deals 6d6 points of damage to all beings caught within a 20 ft. radius of the steam vent (save for half).

A search of the fissure of the vent reveals a raw uncut diamond (1,000 gp) that was belched forth from the sea floor. If properly worked, the gemstone could of course be increased in value.

AREA 9: ANTIGONE'S PRIVATE QUARTERS

Rainbow schools of fish flit about among luminescent coral, lush sponges, and multicolored anemones of this cavern. The floor glitters with pure white sand. Here and there lay bits and pieces of surface dwellers' items, such as a semi-corroded mirror in a golden frame, pieces of furniture, broken statuary, and crumbled marble columns.

If Antigone has been forced to flee her throne room, she first heads to her private quarters and uses the conch to summon whichever of her allies did not assist her in the previous battle. Again she attempts to use charms and her plethora of undersea allies such as the shark-eating crab, a pair of sirines, and the hydrophant to do her heavy lifting. As before, the Referee should do his best to scale any encounter in her private quarters firmly but fairly.

If Antigone's allies are defeated here, she flees to her treasury (**Area 10**) to gather her shawl and attempt an escape from her lair.

Antigone's mirror acts as a *crystal ball*, though it weighs 35 lbs.

AREA 10: ANTIGONE'S TREASURY

This chamber serves as the repository for all of Antigone's most prized possessions. Treasure chests are dumped here and there upon the floor, kept clean from grime, grit and corrosion by Antigone's constant fawning. Among the treasures are the following items: a *jug of alchemy*, a silver phial filled with a dried up *potion of treasure finding* (1 use if reconstituted with fresh water), a *potion of frozen concoction*, a *potion of invulnerability*, a +1 *battle axe*, a *javelin of lightning* (see sidebox), a *potion of heroism*, a suit of +1 *plate armor*, a +1 *heavy crossbow*, 2 *scrolls of warp wood*, a *scroll of plant growth*, a *potion of flying*, a silver gauntlet, +1 *chain mail*, a *wand of fireballs* (8 charges), *bracers of defense* AC 4[15], a deep blue spinel (300 gp), a silver pearl (100 gp), a large black pearl (400 gp), an aquamarine (167 gp), 3 gold and ruby necklaces (250 gp each). These items are scattered about the room in random places.

A locked chest contains a small treasury of coins including 4,664 cp, 1,409 sp, 298 gp, and 24 pp.

Javelin of Lightning

This wooden javelin turns into a lightning bolt when thrown, dealing 5d6 points of damage to its target (save for half). It is consumed in the attack.

A second box roughly eight inches square is found within the chest. It is made of solid obsidian and has no apparent opening except that it is apparently hollow. If *detect magic* is cast upon the box it glows with a faint aura and words in the Aquan tongue appear upon its surface, inscribed with the following quote: "Agitation I am, yet through my pain comes beauty, though carving knife doth find the mariner's fair booty." The answer of course is a pearl. When the word is uttered, the box opens to reveal Antigone's sacred shawl.

If the characters manage to capture the shawl, they may force Antigone to summon Hafguta for them, or barter a trade of her shawl for her conch.

AREA 11: COLLAPSING CAVERN

This cavern is highly unstable and is avoided by Antigone and her subjects. The cavern has a 10% chance of collapsing at any given time, resulting in a cave-in. Characters have a 1 in 6 chance (dwarves have a 5 in 6 chance) to note that the cave ceiling is weak, allowing characters to avoid the danger of searching this cavern in the first place. Characters caught within a cave-in suffer 4d6 points of damage and are buried unless they make a saving throw for half damage. Buried characters take 1d6 points of Subdual damage per round while buried, until they fall unconscious or are pulled free of the debris.

AREA 12: THE KILLING POND

This chamber is filled with a deep green pond that fills the entire floor. The cavern is devoid of any other aquatic life. The pond is actually a deadly ooze, an immature living lake known as a **living lake spawn**.

LIVING LAKE SPAWN

Hit Dice: 10

Armor Class: 2[17]

Attack: 4 slams (2d6)

Saving Throw: 5

Special: engulf, spells

Move: 9 (swim 12)

Alignment: Neutrality

Challenge Rating/XP: 12/2,000

A living lake spawn is an ooze hundreds of feet across, often split off a much larger living lake. The protoplasmic body of a living lake spawn is fluid in nature and transparent in water. A living lake attacks by forming pseudopods from its oozy form and pummeling its opponents. The ooze can raise a portion of itself off the ground and come crashing down on opponents who must save or be engulfed into the ooze and "drown" in the living lake. A living lake spawn casts spells as a 7th-level druid.

Hidden within the tendrils of the creatures are a *scroll of protection from magic*, a *wand of water breathing* (with 10 charges), a +2 *short sword*, a flask of acid, 20 +1 *light crossbow bolts*, a jade shark idol (worth 250 gp), and an electrum urn filled with 389 gp.

Living Lake Spawn: HD 10; HP 50; AC 2[17]; Atk 4 slams (2d6); Move 9 (swim 12); Save 5; AL N; CL/XP 12/2,000; **Special:** engulf, spells (4/2/2/1).

Spells: 1st—*locate animals* x2, *predict weather* x2; 2nd—*cure light wounds*, *obscuring mist*; 3rd—*call lightning*, *hold animal*; 4th—*cure serious wounds*.

PART IV - SUMMONING THE WHALE

This section of the adventure begins when either the characters, Antigone or Captain Ferko summons **Hafguta** upon open waters.

Hafguta is a sacred spirit who was known to serve as a herald of Quell (or whichever goodly deity works best for the Referee's campaign), before some horrid curse befell the noble creature, twisting its mind to chaos and destruction. The beast devoured the *Swordsinger's Folly*, a pirate ship hauling loot plundered from the Leaga I'a tribe. A relic held by the Leaga I'a, a foul idol to the dark god Tsathogga, is aboard the Folly.

The beast rises from the depths upon the third call of the enchanted conch.

Depending on who summons Hafguta, the following possible scenarios may unfold:

A. The party summons Hafguta with the *Antigone's Conch*. As they are not Antigone, the Whale is confused for 1d4 rounds. At the end of this time, there is a 50% chance that Hafguta attacks the characters (or their ship) or both, and a 50% chance that he remains docile, and opens his massive maw, affording the characters entrance into his gullet.

B. Captain Ferko summons the Whale. As Hafguta's peaceful mind (what he still controls, that is) is at odds with the wickedness of Captain Ferko, there is a 75% chance that the Whale attacks Ferko, or the vessel, or the characters or both. If the whale does not attack, Ferko orders any *charmed* characters to proceed into the belly of the Whale and recover the *Idol of Tsathogga*.

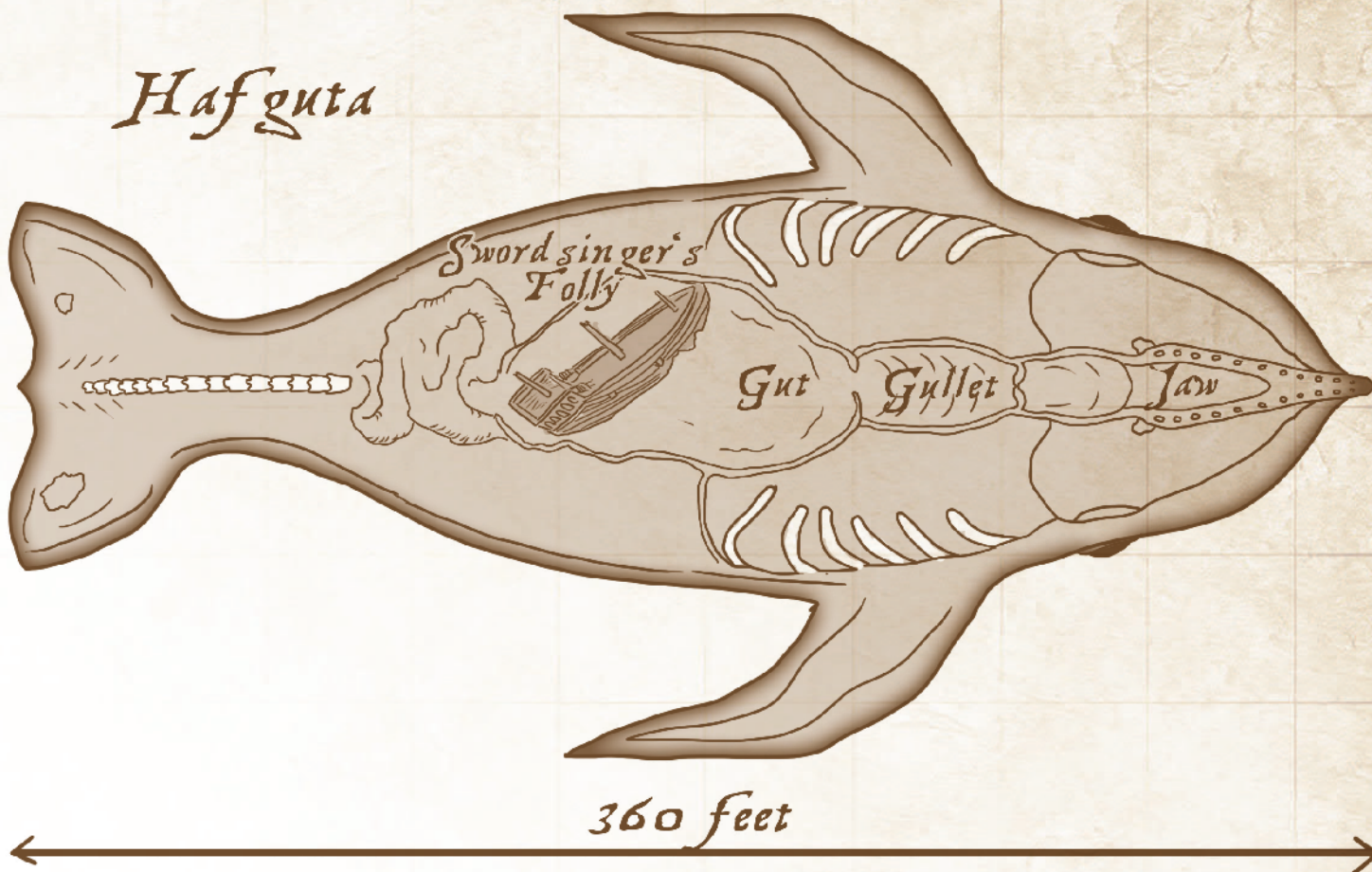
C. Antigone summons the Whale as an enemy of the characters and orders the whale to attack the characters or their vessel or both.

D. Antigone has been successfully *charmed*/seduced into becoming an ally of the characters, in which case she commands Hafguta to open his maw, and the characters gain free entry into the belly of the Whale.

If the characters do battle with Hafguta, understand that the Leviathan Whale, although cursed with the *Idol of Tsathogga* in its belly, is still a massive and dangerous beast in its own environment that could likely slay most of the characters with relative ease. At the very least, Hafguta can destroy their ship, leaving them marooned at sea. If any of the characters are swallowed whole at any time during the

battle, they are “in” the belly of the Whale and would then continue their adventure from the “inside” against the cursed foes that wait therein.

At any rate, the battle should be short and decisive with the characters eventually being swallowed whole by the whale either by their own choice, or by fate of the dice.



HAFGUTA THE COLOSSAL (CURSED LEVIATHAN WHALE)

Hit Dice: 50

Armor Class: 2 [17]

Attack: bite (4d6)

Saving Throw: 3

Special: capsize, digestive acid, resists cold, acid and electricity, swallow whole

Move: 0 (swim 24)

Alignment: Lawful

Number Encountered: Unique

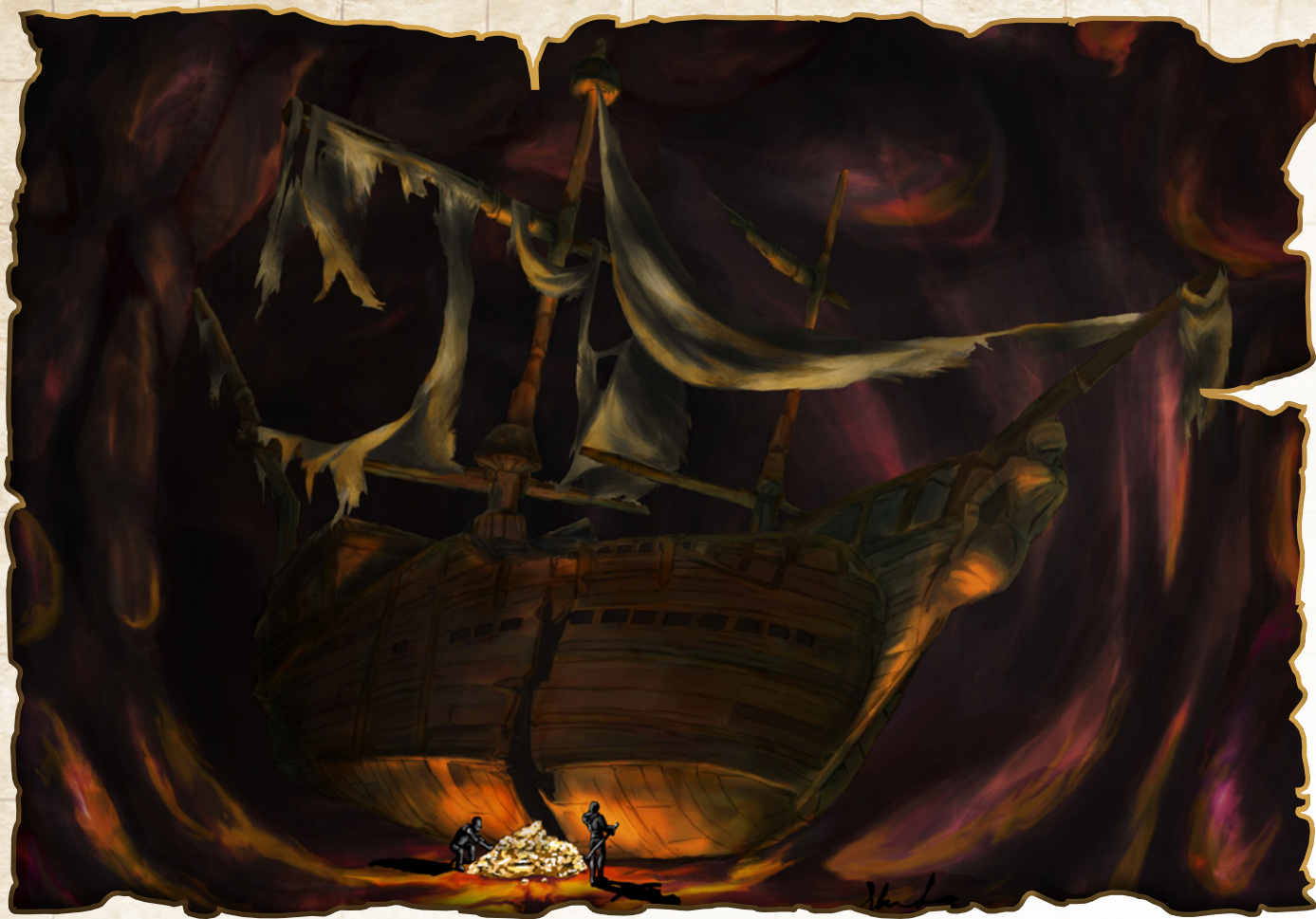
Challenge Rating/XP: 28/6,800

This immense whale has an enormous, box-shaped head over a massive, toothy maw. Its rough white hide is laced with scars. A leviathan whale can use its massive bulk to capsize ships, with ships less than 20 feet capsizing 100% of the time; 20 to 60 feet long, 75% of the time;

and vessels over 60 feet 50% of the time. If a Hafguta rolls higher than 5 on its bite attack, it swallows an opponent whole doing 3d6 points of damage as the victim is forced down its gullet (no save). Inside the whale, an opponent is drenched in acid from the whale's stomach and the seas it swims within, taking 1 hit point of damage per round.

Hafguta is a unique being descended from leviathan stock and is a paragon of toothed whale species. For centuries Hafguta served as a herald of goodly gods of the sea, doing battle against the forces of evil and serving as a foil to the plots of those who would serve the ancient deities of the deep.

After devouring the *Swordsinger's Folly*, Hafguta became ensnared by the evil of the *Idol of Tsathogga*, which has driven the once goodly whale insane and allowed Antigone to exert command over the great leviathan for her own perverse ends.



PART V - IN THE BELLY OF THE BEAST

DOWN THE HATCH!

If characters are allowed entry into the belly of the beast, they pass first through the maw and gullet before passing via peristaltic action into the stomach of the whale. Unfortunately for the characters, this involves actually being swallowed and forced into the gut. This action deals 3d6 points of crushing damage (no save) as the characters are forced into the stomach.

THE STOMACH

The stomach of the beast is immense, holding the entirety of the wreck of the *Swordsinger's Folly* in its rear half near the entrance to the creature's bowel. If the characters are swallowed whole while in the water, the stomach will also be filled with at least 1d6 ft. of stomach acid and sea water. This water drains from the stomach at a rate of 1 ft. per round. The stomach acid deals 1 hit point of acid damage per round and destroys leather boots in just a few rounds. Due to the depth of water and digestive juices, Movement for non-aquatic beings is reduced by half. Crea-

tures that can swim may move at their normal rate until the majority of water drains from the stomach.

The stomach is dimly lit by the lanterns aboard the *Swordsinger's Folly*, which can be seen 90 ft. away.

OTHER DANGERS

Pitch and Roll

If Hafguta takes any damage from inside, he may choose to swallow a great deal of sea water, and then spin in the water, tossing the contents of his stomach about. As the *Swordsinger's Folly* floats and is relatively anchored to the stomach, its crew or anyone aboard ship may make a saving throw to maintain footing, or find a bit of rope or rail to hold onto until the whale rights itself. Others are thrown about the stomach and suffer 2d6 points of damage as they are buffeted by the debris of the whale's stomach contents.

Convulsion

If the stomach of Hafguta takes any direct damage, there is a 20% chance that the whale convulses. If the whale convulses, there is a 10% chance that characters are expelled from the stomach, finding themselves back in the gullet (best-case scenario), or in Hafguta's mouth (worst-case scenario). The *Swordsinger's Folly* is too large to be expelled

this way. The crew knows this ... they have tried and failed to be coughed up in the past. As such, the ship is anchored in the gut to avoid its destruction through such occurrences.

THE *Swordsinger's Folly*

The ship floats listlessly in the acidic gut and briny seawater near the back of the stomach. Its masts are largely broken and in disrepair, with rotting seaweed hanging from the remaining yardarms like the moldy hair of a forsaken zombie. A small crack toward the bottom of the bow leaks forth an inviting golden glow, though if that glow is gold or warmth, it is hard to say from a distance. Grimy ships lanterns, permanently aglow with the light of enchanted flames, cast a reddish tint across the entire tableau.

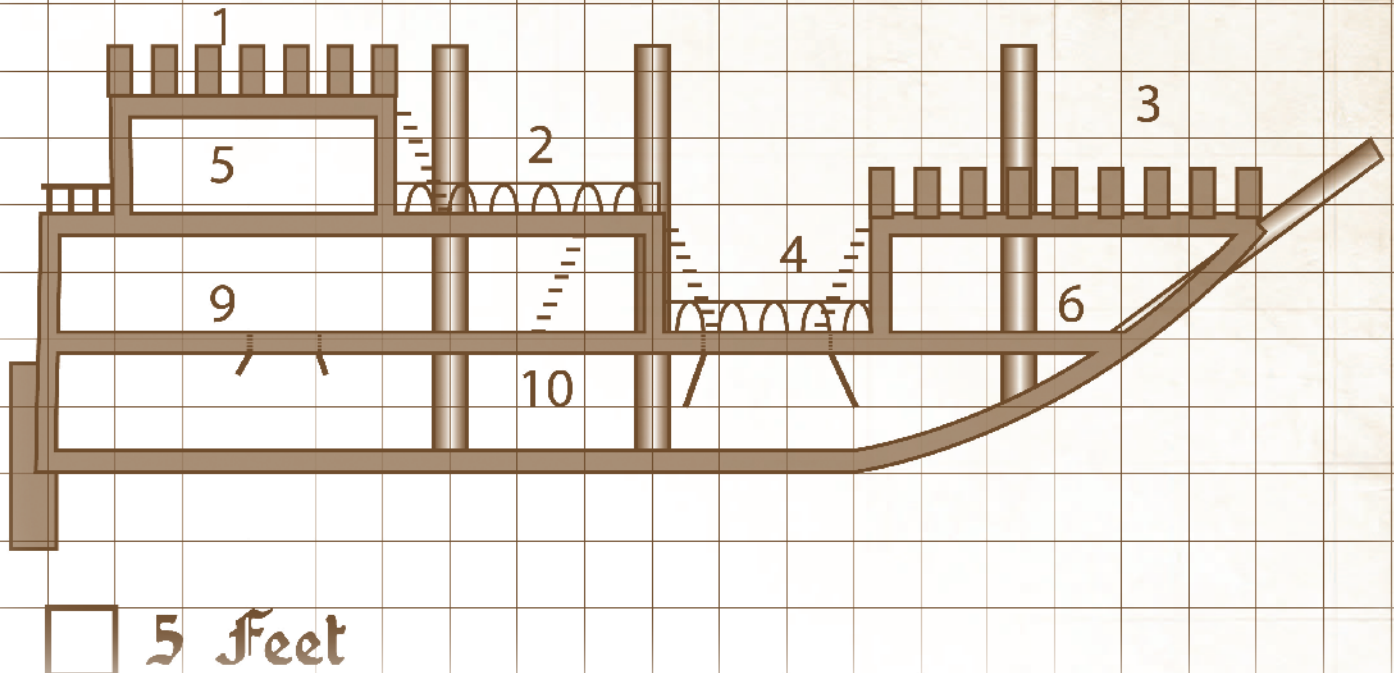
The ship itself is still home to its cursed crew. The pirates have all suffered horrid transformations due to their proximity to the abominable *Idol of Tsathogga* kept by their thrice-damned captain in the forward hold.

The Idol's Curse

The captain and surviving crew who found themselves engulfed by Hafguta quickly realized they were trapped within the belly of the beast. The few cannons that were not tossed overboard in their devouring proved ineffective. Equally, there was (and remains) the great fear that attempting to blast their way free could have a terrible result should the whale be submerged in the great deep when the firing begins.

Some time passed and the crew subsisted on what fish and squid the great whale would gobble up from the deep, but most knew that their days were truly numbered. Some few even took their own lives rather than face such an uncertain future. It was then that the maddened Captain Swordsinger revealed a way to immortality. Should the crew swear homage to Tsathogga, dark god of the idol, their lives would be spared and they would live on within the whale until such time as they could earn their freedom. Willing survivors took the pledge readily, butchering the remaining few who were against the plan. Bathed in the blood of their victims, the unholy ritual performed upon the deck of their cursed ship did indeed have its desired effect, but with unforeseen consequences. Horrendous

Swordsinger's Folly - Sideview



changes occurred among the crew who slowly and wickedly transformed into shapes not unlike the squat grotesque idol that their captain kept within his quarters.

So dark were the deeds which the survivors performed that Hafguta himself was twisted and maddened by the desecration, having since become the grim shadow of the great spiritual beast it once was.

Being pirates at their core, the survivors have spent these long years gathering the wrack and ruin of other pirates' ships and castaways that Hafguta has taken, sacrificing those other beings who find themselves prisoners of the beast to the dark idol of their loathsome new god.

As the characters explore the stomach, the survivors of the *Swordsinger's* crew lie in wait, ready to spring an attack upon the unsuspecting party members. Their tactics are to line the fore and aft castle with members of the crew waiting on the cargo deck and forecastle, with cannon trained upon the characters. Other members of the crew lie in wait in the seawater and bile of the stomach, ready to capture or slay survivors of the cannon blasts.

The crewmen long ago learned that firing solid shot cannon balls inside the whale aggravates Hafguta to the point that he rolls and thrashes violently, further wreaking havoc upon the *Swordsinger's Folly* and its remaining crewmen. Thus, unless otherwise noted, the crew loads all cannons with "grapeshot" (debris, silverware, bits of detritus, etc.) to create a shotgun-like effect. See each location for details.

In all, there are **22 crewmen**, their **captain**, the **quartermaster**, their **first mate**, and the ship's **surgeon**.

CANNON FIRE

The tsathar crewmen aboard *Swordsinger's Folly* are skilled in operating the cannons scattered about the ship. They can fire a cannon, but must then spend 2 rounds reloading the barrel with whatever objects they have on hand. All "shot" fired in Hafguta explodes in a 30 ft. cone.

The cannons presented here have been soaking in stomach bile for quite some time, and such treatment has had an effect on them: The cannons explode (not misfire) on any roll of a natural 1. The cannons, if somehow rescued from Hafguta's gullet, fetch only 200 gp on the open market.

TACTICS

Captain Swordsinger and his crew wait until the characters are within 30 ft. of the ship. They keep their cannons trained on the characters the entire time.

Surprise Round: If the crew gets surprise, they fire on the characters from **Area 1: Aft Castle Poop Deck**, and **Area 3: Forecastle** in an attempt to rake the characters with fire. (See "Surprise" under **Combat** in the *Swords &*

Wizardry Complete rulebook to determine if the characters are caught off guard.)

Round 1: On their turn, the tsathar who fired initially begin reloading their cannon. Cannoneers on the Quarter Deck (**Area 2**) and Middle Deck (**Area 4**) fire their cannon. Check to see if cannon damage injures Hafguta, then check again to see if said damage causes a convulsion or a pitch and roll.

Round 2: Sailors in the Quarter Deck, and Middle Deck begin reloading, Crewmen in the Aft and Fore Castle continue to reload. Check to see if cannon damage surpasses Hafguta's damage reduction, then check again to see if said damage causes convulsion or a pitch and roll.

Round 3: Sailors in the Quarter Deck and Middle Deck continue to reload, Crewmen in the Aft and Fore Castles complete their last round of reloading. Sailors in the Crew Quarters (**Area 9**) Fire their cannon at any remaining characters still within the cone of their fire.

Round 4: If any characters remain within the blast radius of cannons in the Quarter and Middle Deck, these cannons fire. If characters manage to make the deck of the ship, or make their way inside the hold, the tsathar converge, dividing into teams led by the various ships officers and await to ambush the characters as they come up from the hold in either the Crew Quarters or on the Middle Deck.

Four tsathar pirates follow the characters from within the stomach, having stayed well back from the cannon blast until Round 4. These sailors are well armed, and attempt to capture characters before Captain Swordsinger decides what to do with them.

Tsathar Scourge Crewmen (4): **HD** 4; **HP** 18, 24, 19, 11; **AC** 3[16]; **Atk** 2 claws (1d6) or +1 *cutlass* (1d6+1) or trident (1d8), bite (1d4) or +1 *musket* (1d12+1) or +1 *pistol* (1d8+1); **Move** 12 (swim 12); **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** amphibious, leap, implant, slimy. See *The Tome of Horrors Complete* for more information.

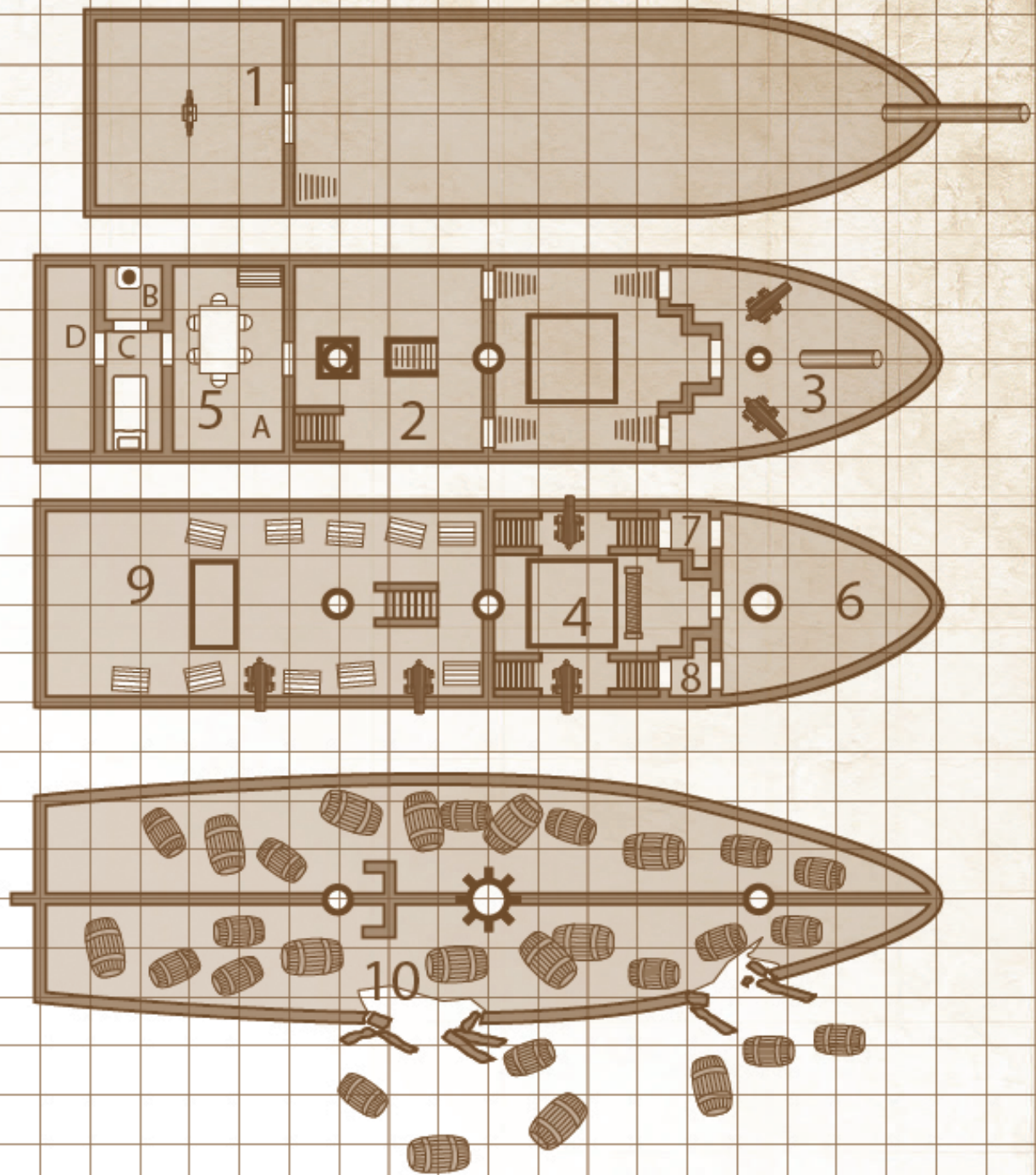
Equipment: leather armor, +1 *cutlass*, +1 *musket*, +1 *pistol*, trident, shot and powder for 4 shots each weapon.

AREA 1: AFT CASTLE POOP DECK

Standing five feet higher than the quarter deck, the Aft Castle has a commanding view of the gullet and the quagmire of Hafguta's stomach.

The aft castle conceals **3 tsathar crewmen** who hide here. The crewmen at the Aft Castle are led by the Captain himself. They have access to a single cannon loaded with broken glass, nails, and lead shot that deals 6d6 points of damage to all creatures within a 30-ft.-wide cone of its muzzle at a range of 50 ft. (save for half). There is a chance that this gun washes across the cone of fire from one of the other guns on the decks below.

Swordsinger's Folly



5 Feet

Tsathar Scourge Crewmen (3): HD 4; HP 28, 11, 17; AC 3[16]; **Atk** 2 claws (1d6) or cutlass (1d6), bite (1d4) or musket (1d12) or pistol (1d8); **Move** 12 (swim 12); **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** amphibious, leap, implant, slimy. See *The Tome of Horrors Complete* for more information.

Equipment: leather armor, cutlass, musket, pistol, shot and powder for 3 shots each weapon. (**Note:** 1 crewman has a musket, 2 others have pistols. All have cutlasses.)

There is enough grapeshot, cannonballs, dry gunpowder and dry fuse to fire the gun four times. The cannon requires the three crewmen to load, aim and fire, allowing them to fire the gun once every three rounds.

Stairwells on the starboard and port sides of the deck lead down to the Quarter Deck (**Area 2**) below.

AREA 2: QUARTER DECK

A mast rises from where the quarter deck abuts the aftcastle. A low wooden wall is notched in spaces with cannon portholes, though only one gun appears to be pointing out from the side facing the gullet.

A loaded cannon sits here along with **3 crewmen** plus **Captain Swordsinger** ... or rather the creature who once was Captain Swordsinger. The cannon is loaded with similar shot as the cannon on the poop deck. The crewmen are under orders to hold their fire until Swordsinger begins a parlay with the characters at a distance where all of the ship's guns would hit the characters at the same time, should he give the orders to do so.

The guardrail conceals the tsathar crewmen hiding here. An **additional lookout** hides among the seaweed and tatters of the ship's broken mast, gurgling his observations to the tsathar scourges below.

Captain Swordsinger, Tsathar (Clr9): HD 9; HP 54; AC 1[18]; **Atk** 2 claws (1d6) or +2 rapier (1d6+2), bite (1d4) or +1 pistol (1d8+1); **Move** 12 (swim 12); **Save** 7; **AL** C; **CL/XP** 12/2,000; **Special:** amphibious, implant, leap, +2 saves vs. paralysis and poison, slimy, spells (3/3/3/2/2), summon hydrodaemon (1/day).

Spells: 1st—*cause light wounds, detect good, protection from good*; 2nd—*hold person, silence 15-ft. radius, speak with animals*; 3rd—*cause disease, locate object, speak with dead*; 4th—*cause serious wounds, protection from good 10-ft. radius*; 5th—*finger of death* (x2)

Equipment: +2 chain mail, boots of elvenkind, +2 rapier, +1 pistol, powder and shot for 4 shots, ring of protection +2, potion of heroism, potion of invulnerability, loaded dice, marked cards, silver flute, scrimshaw holy symbol of Tsathogga, 123 gp

Captain Swordsinger little resembles the rakish half-elf he once was before the madness of the Frog God took him.

He now resembles a humanoid being crossed with a ravenous saltwater frog, wearing the shabby personal effects of a gentleman pirate. He is unlikely to parlay with the characters, though he is not above capturing live ones so that they may be sacrificed upon the altar of the Frog God!

Hydrodaemon: HD 7; HP 35; AC 0[19]; **Atk** 2 claws (1d6), bite (2d8) or spit; **Move** 9 (fly 12, swim 24); **Save** 9; **AL** C; **CL/XP** 13/2,300; **Special:** immunity to acid and poison, magic resistance (35%), only harmed by silver weapons, spell-like abilities, spittle (5/day, *sleep* [as spell] for 6 rounds), *summon* 8 HD water elemental, telepathy 100 ft. See *The Tome of Horrors Complete* for additional details.

Spells: at will—*cause fear, darkness, detect magic, dimension door*.

Tsathar Scourge Crewmen (4): HD 4; HP 22, 18, 16, 21; AC 3[16]; **Atk** 2 claws (1d6) or cutlass (1d6), bite (1d4) or musket (1d12) or pistol (1d8); **Move** 12 (swim 12); **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** amphibious, leap, implant, slimy. See *The Tome of Horrors Complete* for more information.

Equipment: leather armor, cutlass, musket, pistol, shot and powder for 3 shots each weapon. (**Note:** 2 crewman have muskets, 2 others have a pistol. All 4 have cutlasses.)

There is enough grapeshot, cannon balls, dry gunpowder and dry fuse to fire the gun four times. The cannon requires the three crewmen to load, aim and fire, allowing them to fire the gun once every three rounds.

Forward stairs lead down to the main deck. Aft stairs lead up to the Aft Castle Poop Deck. A ladder and hatch in the center of the deck leads down to the crew quarters (**Area 9**).

Aside from the personal effects of the mutated crewmen, the ship's crew, the wheel of the ship is composed of a mixture of polished mahogany, whale bone, and is inlaid all about with nautical symbols in mother of pearl (500 gp). The wheel weighs 40 lbs. when detached from the rudder screw.

AREA 3: FORECASTLE

A crenelated wooden castle is built up out of the front of the ship. Rising from the center is the broken foremast, which still holds a single yardarm, draped with dried seaweed. The remnants of the sails are rotted and covered in mold. A cannon barrel is pushed out between a notch in the battlement.

Three crewmen wait here with a loaded cannon similarly armed and prepared to fire as the crewmen in the Aft and Quarter Deck (**Areas 1** and **2**). The crewmen are commanded by **Grukknar**, the ship's quartermaster. The Forecastle conceals the crewmen hiding here. A **fourth crewman** hides among the riggings and broken yardarms of the ship, croaking out his observations to the tsathar crewmen waiting below.

Quartermaster Grukknar, Tsathar Scourge: HD 10; HP 70; AC 2[17]; Atk 2 claws (1d6+8) or +2 battle axe (1d8+10), bite (1d4+8); Move 12 (swim 12); Save 5; AL C; CL/XP 10/1,400; **Special:** amphibious, leap, implant, slimy. See *The Tome of Horrors Complete* for more information.

Equipment: +3 leather armor, +2 battle axe, ring of protection +2, girdle of giant strength

Tsathar Scourge Crewmen (4): HD 4; HP 19 (x2), 26, 12; AC 3[16]; Atk 2 claws (1d6) or cutlass (1d6), bite (1d4) or musket (1d12) or pistol (1d8); Move 12 (swim 12); Save 13; AL C; CL/XP 5/240; **Special:** amphibious, leap, implant, slimy. See *The Tome of Horrors Complete* for more information.

Equipment: leather armor, cutlass, musket, pistol, shot and powder for 3 shots each weapon. (Note: 2 crewman have muskets, 2 others have a pistol. All 4 have cutlasses.)

AREA 4: MIDDLE DECK

The middle deck is covered in half rotted cargo netting, rank seaweed, and the rotted drapery of the main sails. A single cannon pokes forth from the gun port along the middle deck and points idly toward the gullet of Hafguta.

As with the three previous decks, in the event of a tsathar ambush, the middle deck also has 3 tsathar crewmen, with a gun aimed toward any beings entering through the gullet. The crewmen wait until parlay is called, or until Captain Swordsinger croaks the order to fire.

The tsathar on the middle deck are commanded by **First Mate Azarial**.

Twin stairs at starboard and port lead to the forecabin. A doorway between the stairs and in front of the cargo winch opens into the forward cabin (Area 6). Twin stairs in the aft side of the main deck lead to the quarter deck. A pair of doors next to the aft stairs opens onto the crew quarters (Area 9).

A doorway in the center of the quarter deck behind the aft mast opens into the Captain's Quarters (Area 5). The door is locked. Captain Swordsinger keeps the key to the door in his waistcoat.

First Mate Azarial, Tsathar Scourge (Assn8): HD 8; HP 47; AC 3[16]; Atk dagger (1d4+1 plus poison), or 2 claws (1d6+1) and bite (1d4+1); Move 12 (Swim 12); Save 8; AL C; CL/XP 10/1,400; **Special:** amphibious, thieving skills, backstab (x3), implant, leap, slimy. See *The Tome of Horrors Complete* for more information.

Thieving Skills: Climb 90%, Traps/Tasks 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.

Equipment: +2 leather armor, cloak of displacement, gauntlets of swimming and climbing, dagger, potion of extra healing, potion of invisibility, vial of poison (save or die)

Tsathar Scourge Crewmen (3): HD 4; HP 24, 15, 13, 18; AC 3[16]; Atk 2 claws (1d6) or cutlass (1d6), bite (1d4) or musket (1d12) or pistol (1d8); Move 12 (swim 12); Save 13; AL C; CL/XP 5/240; **Special:** amphibious, implant, leap, slimy. See *The Tome of Horrors Complete* for more information.

Equipment: leather armor, trident, musket, pistol, shot and powder for 3 shots each weapon. (Note: 1 crewman has a musket, 2 others have pistols. All have tridents).

AREA 5: CAPTAIN'S QUARTERS

The enclosed portion of the ship below the poop deck but on the same plane as the main deck is the Captain's Quarters.

Area 5a: Captain's Mess

This small room served as a mess hall for Captain Swordsinger and his shipmates. Here he served them rum, wine, and lavish meals as their fated captain. Now the chamber stands in disrepair. Bizarre writings cover every square inch of space, most nonsensical, all seemingly prayers to the glory of the alien deity Tsathogga. A great amount of time has passed since the table was last set, and the tarnished silverware, including the solid silver platters, have long gone unused. The wine and rum have long since been drunk dry. The silverware and gem-encrusted goblets within the chamber have an approximate value of 540 gp.

A curious doll sits head down at one of the seats. The doll is of excellent make, and appears to be the plaything of some princeling or another. Due to its craftsmanship it appears it would be worth approximately 200 gp to a collector. The wooden doll is in fact a **curse animated object**. The toy has a nametag "Poppet" and is imbued with a magical charm that fascinates those around it so that they strongly desire to possess it unless they make a saving throw. Those characters that fail the save begin to plot murder to take possession of Poppet for their own. Ultimately, they are willing to fight to the death over Poppet, as their aggression takes the better of them.





Poppet does not move or give any indication that it is “alive.” The doll exudes a strong magical aura, but its evil nature is masked by an enchantment. Poppet waits until its new “owner” is asleep before attempting to kill the unsuspecting victim. It then finds a suitable weapon among the victim’s allies or friends to place as the murder weapon to implicate them for his maniacal deeds.

Poppet was created by a twisted mage named Carlo Polindina centuries ago. The toymaker was eventually murdered by his twisted creations. The collection of murderous toys made its way through a variety of collectors before finally vanishing or being destroyed. Poppet is possibly the last known toy in his line that still exists. Responsible for dozens of murders throughout the years, Poppet eventually fell into the hands of a group of pirates, and then became the possession of Captain Swordsinger, who was largely immune to Poppet’s powerful charms. The Captain intended to destroy the doll once he got back to shore, but alas, a second, more powerful idol took precedence over his once noble ambition, and Poppet was forgotten.

Poppet, the Murder Doll: HD 4; HP 18; AC 6[13]; Atk +3 dagger (1d4+3); Move 12; Save 13; AL C; CL/XP 4/120; **Special:** murderous curse.

Equipment: +3 dagger.

Area 5b: Captain’s Toilet

This chamber was the private toilet of Captain Swordsinger. A silver mirror and unused shaving kit worth 100 gp sit in a leather bag next to a porcelain wash basin.

Area 5c: Captain’s Berth

A rocker bed and seaman’s chest occupy the majority of this chamber. A small unlocked doorway leads to the captain’s walk at the aft of the ship. The chest at the foot of the bed is locked and trapped. Anyone within 30 ft. of the chest when it is opened must make a saving throw or suffer a magical enchantment that causes them to wither away (12d6 points of damage; save for half).

The captain’s treasure includes a pair of *boots of elvenkind* made of white sealskin that also allow the wearer to move at his normal rate through deep snow, a +1 dagger, a *potion of fire resistance*, a *potion of diminution*, 41 pp, 421 gp, a diamond and emerald ring (2,300 gp), a pearl and diamond pendant (1,900 gp), an aquamarine (245 gp), a golden brooch (150 gp). Also in the hoard are a contract of knighthood, to a city of the Referee’s choosing, by its lord whose title is blank, and a Royal Pardon (again, Referee’s choice of kingdom). The final item is a string of pearls upon which is affixed a *pearl of the sirines* (sought by Mayfair Joan, see **Adventure Hooks**).

Pearl of the Sirines

If this pearl is held firmly in the owner's hand or to his breast, it allows the possessor to breathe normally underwater. The bearer is also able to swim at a rate of 18 and can cast spells and act underwater without hindrance. The pearl is worth at least 1,000 gp.

Area 5d: Captain's Walk

This balcony hangs off the back of the Captain's Quarters.

AREA 6. SHRINE OF TSATHOGGA

What was once the quarters for the ship's first mate and surgeon is now a shrine to the dark idol that has captivated the crew and damned their very souls. The dark chamber is lit only by the faint purplish glow of the loathsome idol itself, ensconced as it is in the base of the bowsprit. The grim frog-like effigy is surrounded with horrendous sacrifices: frog masks shaped from human skin, and totems of dried

flesh and bone of creatures swallowed by Hafguta.

The chamber emanates a strong aura of Chaos and evil.

A tsathar priestess who was once Maia, the ship's physician, tends the idol and shrine. Maia keeps a **ghoul** who was once her physician's assistant to fetch things for her, and is accompanied by her familiar, a **giant frog (small)** named **Boj'b**.

Ship's Physician Maia, Tsathar Scourge (Clr12): HD 9+3; HP 57; AC 6[13]; Atk 2 claws (1d6+2) or *staff of striking* (2d6+2), bite (1d4+2); Move 12 (swim 12); Save 3; AL C; CL/XP 13/2,300; **Special:** amphibious, implant, leap, slimy, spells (4/4/4/4/4/1), summon hydrodaemon (1/day). See *The Tome of Horrors Complete* for more information.

Spells: 1st—*cause light wounds* (x2), *detect good*, *protection from good*; 2nd—*hold person* (x2), *silence 15 ft. radius*, *speak with animals*; 3rd—*cure disease*, *locate object*, *remove curse*, *prayer*; 4th—*cause serious wounds* (x2), *neutralize poison*, *protection from good 10-ft. radius*; 5th—*commune*, *dispel evil*, *finger of death*, *raise dead*; 6th—*blade barrier*.

Equipment: +1 *leather armor*, *boots of levitation*, *staff of striking*, 3 *potions of extra healing*

CURSED IDOL OF TSATHOGGA

This squat, hideous idol is carved from an alien stone and appears to be a bloated cross between a frog, a monkey, and a bat. It weighs about 5 pounds. The creature's eyes are a pair of glittering rubies that glow with an unholy light. Beings caught within the presence of the idol must make a saving throw or become fascinated by the fetish. While fascinated, their minds are opened to the raw chaos of the Frog God. Creatures thus affected think of nothing other than the idol, and defend it, and do its will, following the unholy biddings of Tsathogga!

Such cursed beings are allowed a new saving throw each day, though at a cumulative -1 penalty for each day that passes that they are fascinated by the idol. The oppression of their psyche leads sentient creatures to thoughts of anguish, suicide and murder until they completely succumb to the power of the bizarre, batrachian god. The idol commands beings to commit acts of chaos and murder, even if such actions are against the being's alignment. For each horrid act, the being can make an additional saving throw with a +2 bonus (although they must still subtract that day's penalty).

A being that fails a saving throw begins mutating into a tsathar over 1d6 days. The mutation can be reversed completely (no matter how far it has progressed) with a

successful save. Any who don't make a save in time become a tsathar under control of the idol.

For those who avoid the curses and pitfalls of the *Idol of Tsathogga*, a number of unique powers can be brought to bear against foes of the Frog God.

Constant—Enemies of the Frog God within a 40-ft. radius suffer a -2 penalty to saving throws.

1/round—*fear*, *levitate*, *obscuring mist*

1/day—*anti-magic shell*, *summon* a swarm of poisonous frogs or bats

1/week—*summon* 1 hezrou demon

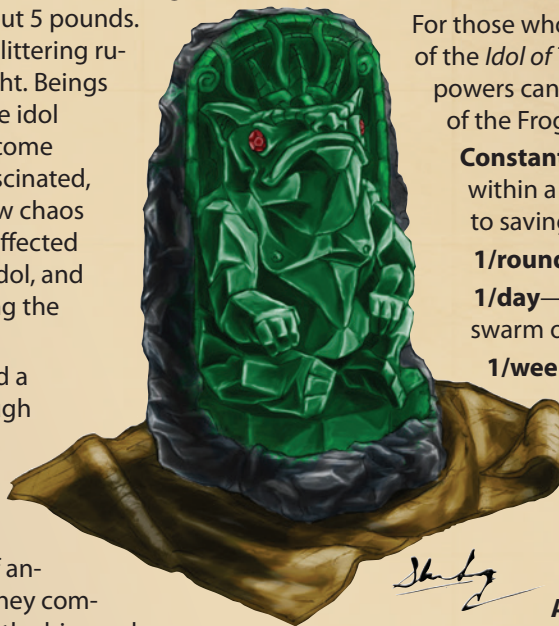
Swarm, Poisonous Frog: HD 4; HP 20; AC 8[11]; Atk swarm (1d6 plus poison); Move 9; Save 13; AL N; CL/XP 4/120; **Special:** poison.

Hezrou, Demon: HD 9;

AC -2[21]; Atk 2 claws (1d3), bite (2d8); Move 9 (fly 14); Save 6; CL/XP 11/1,700;

Special: demonic magical powers, magic resistance (50%). See *Monstrosities* for additional details.

This relic may be destroyed by feeding it to Tsathogga himself; or by giving it over as food to some other equally malevolent deity, archfiend, or demon lord; or if the idol is struck by the blessed weapon of a Lawful god.



Boj'b, Giant Frog (small): HD 1; HP 5; AC 7[12]; Atk bite (1d3); Move 3 (or 15ft. leap); Save 17; CL/XP 1/15; **Special:** leap.

Ghoul: HD 2; HP 10; AC 6[13]; Atk 2 claws (1d3), bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; **Special:** immunities, paralyzing touch.

AREA 7: SHIP'S SURGEON'S QUARTERS

This cabin served as the quarters of the ship's surgeon, Maia. The door is locked with a key that Maia keeps on her person. A locked strongbox in the room is trapped. Jets of freezing water erupt from the chest to splash anyone in the room if the strongbox is opened (3d6 points of damage, save for half).

The following items are inside the box: An alchemy kit, +2 *chainmail*, a healer's kit, a *scroll of protection from undead*, 3 *potions of healing*, 10 pp, 153 gp, a chunk of alexandrite (143 gp), a deep green spinel (70 gp), a violet garnet worth (116 gp), a gold and copper bracelet (13 gp), and some turquoise (5 gp).

AREA 8: FIRST MATE'S CABIN

This cabin served as the quarters of first mate Azariel. A hollowed out board in the wall hides Azariel's treasures.

Among his items are 4 doses of a poisonous powder (save or die), a +1 *short sword*, a *potion of ethereality*, a *potion of invisibility*, 300 gp, 10 pp, a silver flask of fine brandy (200 gp), a brown-green garnet (72 gp), a carnelian (20 gp), a golden yellow topaz (144 gp), a piece of amber (53 gp), a clear quartz rock crystal (34 gp), and a rose quartz (21 gp).

AREA 9: CREW QUARTERS

The crew quarters are a ramshackle mess filled with rotted, unused hammocks, broken barrels, and overturned sea lockers. Two cannons are aimed out the portholes that face the gullet of the whale. These cannon are manned by 6 **tsathar sailors**. The cannon are loaded with similar detritus such as improvised grapeshot, broken glass, nails and the like and deal 6d6 points of damage to anyone in a 30 ft. cone of the muzzle.

A forward hatch leads up to **Area 2**. A hatch in the aft of the ship leads to the ship's hold.

Tsathar Scourge Crewmen (3): HD 4; HP 20, 15 (x2); AC 3[16]; Atk 2 claws (1d6) or cutlass (1d6), bite (1d4) or musket (1d12) or pistol (1d8); Move 12 (Swim 12); Save 13; AL C; CL/XP 5/240; **Special:** amphibious, leap, implant, slimy. See *The Tome of Horrors Complete* for more information.

Equipment: leather armor, trident, musket, pistol, shot and powder for 3 shots each weapon. (Note: 1 crewman has a musket, 5 others have pistols. All have tridents).

The following loot may be found among the refuse and broken equipment: a *potion of extra healing*, a *potion of slipperiness*, a *potion of extra healing*, a +1 *musket*, a pearl (100 gp), a spinel (89 gp), a violet garnet (120 gp), an amethyst (50 gp), a golden pendant (3 gp), 532 cp, 300 sp, and 39 gp.

AREA 10: THE HOLD

The ship's hold is filled with a waist-deep mixture of mild stomach acids and seawater, among dozens of floating hoghead kegs and submerged chests. The vessel has been holed in two places along the fore-end and middle of the starboard side, which allows seawater to pour into the ship when the stomach is filled, and drain out when the stomach empties.

The area is roughly 90 ft. long by 20 ft. wide and is lit with a series of lanterns illuminated with continually burning flame so that the lower chamber seems to glow with an unnatural golden light that reflects off the various coins scattered along the planks of the hold.

Kegs: Thirty kegs are filled with rare island rum known locally as *Leaga I'a Gold*. There are 30 preserved 54-gallon kegs of the stuff worth roughly 100 gold per keg. This was the great treasure of which Myles spoke! The kegs weigh 450 lbs. each.

Five kegs are filled with spermaceti that has long since dried to a hardness of stone. The hardened oil can be broken into chunks and still functions as a fuel source, although it obviously cannot be spread like a liquid. The hardened oil is worth 150 gp per keg.

Five kegs are filled with wet gunpowder. The soaked powder is worthless.

Various broken-open chests were once filled with various ingots and coin of metals ranging from lead to gold.

Lead Ingots: There are 100 lead ingots, each weighing 10 lbs. which would produce 32 round balls per pound of lead if hard casting equipment were available. The ingots are heavily corroded and have a powdery white crust over them.

Silver Ingots: There are 50 silver ingots each weighing 10 lbs. The ingots are worth a total of 1,250 gp, but have long since turned black due to stomach fluids and sea water.

Ambergris: The tsathar collected huge chunks of ambergris during their time within the gut. There are 300 gallons of the grayish, stone-like chunks of hardened, coagulated fat from Hafguta's backed-up gut worth 30 gp per gallon. The ambergris smells strongly of dung. Once properly cleaned and processed, the ambergris may be used in perfumes, and is sought after by clerics, druids and wizards as a spell component.

Other Treasure: There are 1,258 gp worth of gold coins, and an additional 3,885 corroded silver coins that have

Decanter of Endless Ale

If the stopper is removed from this ornate flask and a command word spoken, an amount of fine ale pours out. Separate command words determine the quality of ale as well as the volume.

- “Rotgut” pours out 1 flagon of poor quality ale per round.
- “Nice” produces a mug of good quality, highly intoxicating ale every 10 min.
- “Party” produces a gallon of medium quality, sweet ale, once per minute.

The ale last for 1 hour if poured into a container (avoiding a great mess!). The decanter may be used at will, but will stop pouring after 10 consecutive rounds. It must then “recharge” for 1 hour, and may then resume.

long since turned black due to exposure to the stomach fluids and sea water. The coins are loose on the planks, and require a minimum of one hour to fully collect. More deeply hidden in the hold is a treasure unknown to even the crew. Among the other treasures is a *decanter of endless ale* (see sidebar). This item is hidden within a floating cask of ale, which makes it difficult to detect with the naked eye.

CONCLUDING THE ADVENTURE

Once the Tsathar have been dealt with the characters are faced with the dual problem of what to do with the *Idol of Tsathogga*, and how to escape Hafguta’s belly!

Understand that all groups of players are different, and come to the gaming table with different levels of gaming experience, and different sets of problem solving skills. Ideally, players use the bits of equipment, treasure, in game hints, and their own resourcefulness as players to figure out how to resist the temptations of the *Idol of Tsathogga*, and fashion some sort of escape from the belly of Hafguta. Unfortunately this is not always the case, and the Referee must be prepared to give the characters a little shove in the right direction.

Repairing the *Swordsinger’s Folly*

Unless some other event has taken place where the character’s ship is elsewhere and safe, the characters will need a ship of some sort. Unfortunately, the *Swordsinger’s Folly* is holed in two places and requires some repair in order to make it seaworthy. The *Swordsinger’s Folly* can be repaired through magical means or through sweat and hard work.

Building a raft

Failing this, portions of the ship could be cannibalized to build a raft. These rafts could include emptying rum bar-

rels for use as floatation devices. This takes 1d4 days. The raft would suitably carry 4 to 8 characters and 1,200 lbs. of additional materials.

Escaping Hafguta!

There are a variety of scenarios that would allow the characters to escape Hafguta:

Magic: Characters may use magical means such as *teleport* to escape Hafguta, as there are no magical wards forcing the characters to remain within the belly of the beast. Transforming into a cloud of fog is another potential escape route, as the character(s) would take no damage from the gullet.

Smoke and Fire: This option is extremely dangerous as the characters suffer a chance of succumbing to smoke inhalation. Characters must find enough dry fuel to burn, though the gunpowder and wood from the *Swordsinger’s Folly* may serve the purpose. Another option would be 3 consecutive castings of *pyrotechnics*. Once enough smoke fills the gullet, Hafguta becomes agitated and the creature convulses, emptying its stomach contents through the gullet and mouth. Being jettisoned this way lands the characters (and potentially the ship) in the mouth of the beast. If Hafguta is still maddened by the *Idol of Tsathogga*, he begins chewing on the ship, and by proxy everything in it. If Hafguta’s madness has been cured, he gently releases the ship to sail away ... assuming it has been repaired and the holes in the hull patched. If not, the ship immediately begins to sink!

Characters breathing heavy smoke must make a saving throw each round or spend that round choking and coughing, and are blinded, unable to take any other actions. Characters who choke and cough for two consecutive rounds take 1d6 points of Subdual damage. When Subdual damage equals zero, the character falls unconscious. Characters who fall unconscious die in 1d6 rounds.

Once filled with smoke, Hafguta convulses and coughs out its entire contents into the sea, dealing 3d6 points of damage to all creatures and the ship or raft that the characters are in or on.

Flooding the Gut: If Hafguta’s stomach overfills with liquid, he convulses and coughs out his stomach contents, dealing 3d6 points of damage to all creatures and the ship or raft that the characters are in or on.

The *Idol* is removed

If the *Idol* is removed from Hafguta, his curse is lifted and he immediately takes on his true persona of a Leviathan Whale and Herald of Quell. In this guise, he is immediately grateful to the characters and offers them what healing his powers allow. He additionally offers to take the cursed *Idol of Tsathogga* off their hands so that it may be destroyed.

If the characters agree to these terms and give up the idol, Hafguta also asks that *Antigone’s Conch* be turned

over to the nearest Temple of Quell. He tells them that upon completion of the later task, they may call upon him one more time for aid, so long as they are on the open sea with no land in sight. The form this aid comes in is a pod of **dolphins** that render whatever aid they can.

Award the characters an additional 3,000 XP.

Idol is removed, PCs retain it

Keeping such an artifact of evil is not without its own rewards and punishments. Indeed, the idol has magical abilities that may be called upon as desired, but the idol would also serve to tempt the forces of evil that would use it for their own ends.

In this scenario, the characters frequently find themselves running afoul of cultists, assassins, and other villains seeking the idol. In this event, reward the characters only an additional 500 XP. Hafguta descends back to the depths, but makes no offer of healing, nor any promise to come to their aid at a future date.

The Idol remains

If the *Idol of Tsathogga* remains within Hafguta's belly, then the whale remains insane and a menace to shipping, and likely kills the characters as they attempt their escape.

Loose ends

If Ferko or Atigone have not been dealt with, Ferko awaits the characters, and demands the *Idol of Tsathogga*, using whatever means he has at his disposal to retrieve the idol. Once the idol is in his control, he disappears into the sea, not bothering to stick around and be destroyed by the characters unless he has a distinct advantage over them.

If Antigone survives, she does not wait for the characters but instead dogs their step by sea, *charming* and commanding whichever of the sea's creatures she can and using them to harass the characters whenever they are at sea till her dying day.

In the final two scenarios, if the characters manage to escape with their lives, award any adventure experience deemed worthy of their prowess!

APPENDIX

NEW MAGIC ITEMS

Antigone's Conch

This conch is carved into a great horn, inlaid and engraved with all manner of sea creature and polished to a fine iridescent luster. The horn emanates great magical power. The horn was a gift from ancient paladins of Quell who used it to call upon goodly sea creatures to help them in battle against fiends from the primordial depths. Ages passed and the horn was lost before coming into the possession of Antigone. Since that time, Antigone has used its power to amass treasures and summon allies to her under-sea lair.

The conch has the following powers:

1/day—*bless, control winds, protection from evil 10-ft. radius, monster summoning IV*

1/week—*control weather*

1/month—The horn may be used to *summon* Hafguta from the deep and bid him perform one deed. Hafguta has no control over this summons. If a non-worshipper of Quell sounds the conch, Hafguta answers the summons, but can make a saving throw to ignore the task ordered. Should Hafguta ignore the commands of a non-worshipper of Quell, he demands the conch be turned over to him to be returned to the sea. Hafguta will not perform any evil actions, for any reason, even in his current state.

If the conch is placed on dry land and buried in salt for one month, its powers are lost forever.

Cursed Idol of Tsathogga

This squat, hideous idol is carved from an alien stone and appears to be a bloated cross between a frog, a monkey, and a bat. It weighs about 5 pounds. The creature's eyes are a pair of glittering rubies that glow with an unholy light. Beings caught within the presence of the idol must make a saving throw or become fascinated by the fetish. While fascinated, their minds are opened to the raw chaos of the Frog God. Creatures thus affected think of nothing other than the idol, and defend it, and do its will, following the unholy biddings of Tsathogga!

Such cursed beings are allowed a new saving throw each day, though at a cumulative -1 penalty for each day that passes that they are fascinated by the idol. The oppression of their psyche leads sentient creatures to thoughts of anguish, suicide and murder until they completely succumb to the power of the bizarre, batrachian god. The idol commands beings to commit acts of chaos and murder, even if such actions are against the being's alignment. For each horrid act, the being can make an additional saving throw with a +2 bonus (although they must still subtract that day's penalty).

A being that fails a saving throw begins mutating into a

tsathar over 1d6 days. The mutation can be reversed completely (no matter how far it has progressed) with a successful save. Any who don't make a save in time become a tsathar under control of the idol.

For those who avoid the curses and pitfalls of the *Idol of Tsathogga*, a number of unique powers can be brought to bear against foes of the Frog God.

Constant—Enemies of the Frog God within a 40-ft. radius suffer a –2 penalty to saving throws.

1/round—*fear, levitate, obscuring mist*

1/day—*anti-magic shell, summon* a swarm of poisonous frogs or bats

1/week—*summon* 1 hezrou demon

Swarm, Poisonous Frog: HD 4; HP 20; AC 8[11]; Atk swarm (1d6 plus poison); Move 9; Save 13; AL N; CL/XP 4/120; **Special:** poison.

Hezrou, Demon: HD 9; AC –2[21]; Atk 2 claws (1d3), bite (2d8); Move 9 (fly 14); Save 6; CL/XP 11/1,700; **Special:** demonic magical powers, magic resistance (50%). See **Monstrosities** for additional details.

This relic may be destroyed by feeding it to Tsathogga himself; or by giving it over as food to some other equally malevolent deity, archfiend, or demon lord; or if the idol is struck by the blessed weapon of a Lawful god.

Decanter of Endless Ale

If the stopper is removed from this ornate flask and a command word spoken, an amount of fine ale pours out. Separate command words determine the quality of ale as well as the volume.

- “Rotgut” pours out 1 flagon of poor quality ale per round.
- “Nice” produces a mug of good quality, highly intoxicating ale every 10 min.
- “Party” produces a gallon of medium quality, sweet ale, once per minute.

The ale last for 1 hour if poured into a container (avoiding a great mess!). The decanter may be used at will, but will stop pouring after 10 consecutive rounds. It must then “recharge” for 1 hour, and may then resume.

Javelin of Lightning

This wooden javelin turns into a lightning bolt when thrown, dealing 5d6 points of damage to its target (save for half). It is consumed in the attack.

Pearl of the Sirines

If this pearl is held firmly in the owner's hand or to his breast, it allows the possessor to breathe normally underwater. The bearer is also able to swim at a rate of 18 and can cast spells and act underwater without hindrance. The pearl is worth at least 1,000 gp.

Ring of Swimming

Fish designs and motifs are etched into the band of this silver ring. The ring allows its wearer to swim at a rate of 18. The ring can be worn by members of any class.

Spyglass of True Seeing

This uncanny magical item appears to be a spyglass of magnificent craftsmanship. When used normally, the spyglass operates as a normal spyglass, doubling their normal viewing range. Once per day the glass can be called upon to reveal things that can only be seen through the power of magic (invisible objects, illusions, etc.).

Staff of Waves

This mother of pearl staff is carved from the shell of a giant clam shell. Its opalescent design holds the following powers:

- *Water breathing* (1 charge)
- *Create water* (1 charge)
- *Cold bolt* (as *magic missile*) (1 charge)
- *Lightning bolt* (1 charge)
- *Obscuring mist* (1 charge)
- *Control temperature* 10-ft. radius (2 charges)
- *Cure serious wounds* (2 charges)
- *Control winds* (2 charges)
- *Summon elemental* (**8HD water elemental**) (3 charges)
- *Control weather* (3 charges)

The staff is usable only by a Magic-User.

NEW MONSTERS

Cecaelia

Hit Dice: 9

Armor Class: 4[15]

Attack: 2 tentacles (1d4 plus grab), +1 *freezing spear* (1d6+1 plus 1d6 freezing)

Saving Throw: 6

Special: grab, ink jet

Move: 12 (swim 24, jet 60)

Alignment: Neutrality

Challenge Rating/XP: 9/1,100

Cecaelias are a merger of humans and octopi that hunt along coastlines. The creature's upper body can mutate over time (usually generations) to mimic the humanoid forms of creatures living nearby, the better to blend in like natural camouflage. The creatures stand nearly 6 feet tall and weigh 200 pounds. Once per hour, a cecaelia can emit a 10-ft.-radius sphere of ink while underwater. This ink cloud is similar to *darkness 15-ft. radius*, although it cannot be dispelled. If a cecaelia hits a single opponent with 2 tentacles, it grabs the victim and inflicts 2d6 points of damage automatically each round thereafter.

Deck Devil

Hit Dice: 3

Armor Class: 6[13]

Attack: 2 claws (1d4), bite (1d8 plus grab)

Saving Throw: 14

Special: darkvision (60 ft.), glide

Move: 0 (swim 18)

Alignment: Chaos

Challenge Rating/XP: 3/60

These voracious sea mammals resemble porpoises at first glance, but they are quite unlike their docile cousins; deck devils have a reputation as being bloodthirsty man-eaters. They are carnivorous and use their innocent appearance to move in close to oncoming ships, at which point they attack any sailors they see. These aquatic creatures travel in small schools and are quite territorial. Battles between rival pods stir up the ocean to a froth of sea foam and spilled blood. Like normal whales, deck devils sometimes beach themselves, but this in no way decreases their ferocity. Even a beached and dying deck devil attacks anything that comes near.

Though deck devils are vicious combatants underwater, they have become infamous across the sea for their ability to attack sailors on the decks of passing ships. They leap from the water, gliding across the deck and biting or clawing at any target within reach. Their powerful tails can project them 30 ft. into the air from the water's surface. After they reach the apex of their jump, they spread their wing-like flippers and glide 5 feet horizontally for every 1 foot of decent.

If a deck devil's bite attack succeeds against an opponent by more than 5, the victim must make a saving throw or be caught in the creature's powerful jaws and carried along with the deck devil.

Hafguta the Colossal (Cursed Leviathan Whale)

Hit Dice: 50

Armor Class: 2 [17]

Attack: bite (4d6)

Saving Throw: 3

Special: capsize, digestive acid, resists cold, acid and electricity, swallow whole

Move: 0 (swim 24)

Alignment: Lawful

Number Encountered: Unique

Challenge Rating/XP: 28/6,800

This immense whale has an enormous, box-shaped head over a massive, toothy maw. Its rough white hide is laced with scars. A leviathan whale can use its massive bulk to capsize ships, with ships less than 20 feet capsizing 100% of the time; 20 to 60 feet long, 75% of the time; and vessels over 60 feet 50% of the time. If Hafguta rolls higher than 5 on its bite attack, it swallows an opponent whole doing

3d6 points of damage as the victim is forced down its gullet (no save). Inside the whale, an opponent is drenched in acid from the whale's stomach and the seas it swims within, taking 1 hit point of damage per round.

Hafguta is a unique being descended from leviathan stock and is a paragon of toothed whale species. For centuries Hafguta served as a herald of goodly gods of the sea, doing battle against the forces of evil and serving as a foil to the plots of those who would serve the ancient deities of the deep.

After devouring the *Swordsinger's Folly*, Hafguta became ensnared by the evil of the *Idol of Tsathogga*, which has driven the once goodly whale insane and allowed Antigone to exert command over the great leviathan for her own perverse ends.

Hydrophant

Hit Dice: 14

Armor Class: 2[17]

Attack: slam (2d6), tail slap (1d8)

Saving Throw: 5

Special: enveloping hold, stunning slam

Move: 12 (swim 18)

Alignment: Chaos

Challenge Rating/XP: 12/2,000

Hydrophants are hulking, legless humanoid composed entirely of thousands of moist, diaphanous bubbles. The lower torso develops into a large fluke similar to a whale's. Two oval-shaped, dark blue water cavities serve as its eyes, while a dense cluster of gray-colored bubbles line the recess that marks its mouth. The creature is a cantankerous elemental culmination of air and water, renowned for its cruel and territorial nature.

Hydrophants are native to the Plane of Water. However, many find the seas of the Material Plane, where they construct monuments of bubbles, seaweed, and coral, a desirable abode. The hydrophant obsessively seeks to increase the size of its territory, resulting in nearby sea life becoming stagnant. Sinister ornaments of carcasses and other remains of defeated foes easily distinguish a hydrophant's domain. Hydrophants often maintain the remains of recently defeated opponents within their torsos as trophies.

A hydrophant attacks by slamming opponents. On a roll of a natural 20, it envelops the foe and does 1d6 points of Subdual Damage each round. A trapped victim can free himself by winning a grapple against the hydrophant (see more on grappling in "Unarmed Combat" under **Combat** in the *Swords & Wizardry Complete Rulebook*). Once every 1d4 rounds, a hydrophant can choose to rupture the cluster of bubbles making up its fist upon contact, resulting in a harsh, crackling noise. The victim must make a saving throw or be stunned for 1 round.

Living Lake Spawn

Hit Dice: 10

Armor Class: 2[17]

Attack: 4 slams (2d6)

Saving Throw: 5

Special: engulf, spells

Move: 9 (swim 12)

Alignment: Neutrality

Challenge Rating/XP: 12/2,000

A living lake spawn is an ooze hundreds of feet across, often split off a much larger living lake. The protoplasmic body of a living lake spawn is fluid in nature and transparent in water. A living lake attacks by forming pseudopods from its oozy form and pummeling its opponents. The ooze can raise a portion of itself off the ground and come crashing down on opponents who must save or be engulfed into the ooze and “drown” in the living lake. A living lake spawn casts spells as a 7th-level druid.

Sea Sirine

Hit Dice: 9

Armor Class: 5[14]

Attack: 2 talons (1d6), bite (1d4 plus poison)

Saving Throw: 6

Special: immune to mind-affecting effects, siren-song, spell-like abilities (3/day—*charm person, fear, sleep*)

Move: 12 (fly 30, swim 24)

Alignment: Chaos

Challenge Rating/XP: 11/1,700

Sea sirines appear as beautiful women with soft iridescent eel-like skin varying from silvery green to crimson with long slender fins protruding from their shoulder blades in the manner of a flying fish. Considered a bane to sailors, regions that they are known to dwell in are largely avoided by fisherman and pirate alike, such as on craggy reefs, atolls, and the lagoons of volcanic archipelagos. Sea Sirines are a race of beings akin to harpies.

their aerial relatives, sea sirines need human males in order to breed, and the result of this union is always a clutch of eggs that grow into sea sirines who are then adopted into the school. The male partner is most often slain. The sirine's song is a charm that draws its victims to the harpy (saving throw applies). The kiss of a sirine grants the recipient the ability to breathe water as per the spell.

Sea sirines are akin to flying fish in their ability to swim forcefully through the water and then launch themselves from the waves, fly a short distance, and capture a beleaguered foe as they fly by. A sirine's bite delivers a paralyzing poison that causes a victim to fall into a stupor for 1d6 rounds.

Worm That Walks

Hit Dice: 10

Armor Class: 2[17]

Attack: dehydrating touch (1d6+5 plus grab)

Saving Throw: 5

Special: dehydrating touch, grab, squirming embrace, spells (as a 10th-level Magic-User), half damage from bladed weapons, nausea, disincorporate, immune to disease, paralysis, poison and sleep

Move: 12 (swim 12)

Alignment: Chaos

Challenge Rating/XP: 14/2,600

When an evil spell caster is buried in a graveyard infused with necromantic energy, the worms that feast on his flesh absorb the memories and spell-casting abilities of the wizard. What results is a hive mind of clinging worms that rises in the shape of the being who gave them life. The worm pile is not undead, but a wriggling mass shaped like a man. A worm that walks retains the spell caster's spell-casting abilities. The worm slams opponents with its “arms,” absorbing the liquid from their bodies. Anyone hit by a natural 20 is grabbed by the worms in a squirming embrace and takes 2d6+2 points of damage per round until freed. Anyone struck by the mass of worms must make a saving throw or become nauseated for 1d3 rounds.

A worm that walks can use weapons and magic items as the original spell caster. In a single round, it can collapse into a shifting pile of worms (dropping all weapons) and reform in one round. While in a tangled pile, the worms swarm over multiple victims to do 2d6+2 points of damage. Because of their mass, the worms take half damage from bladed weapons. The worm retains the Magic-User's memories and thinks of itself as that person.

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