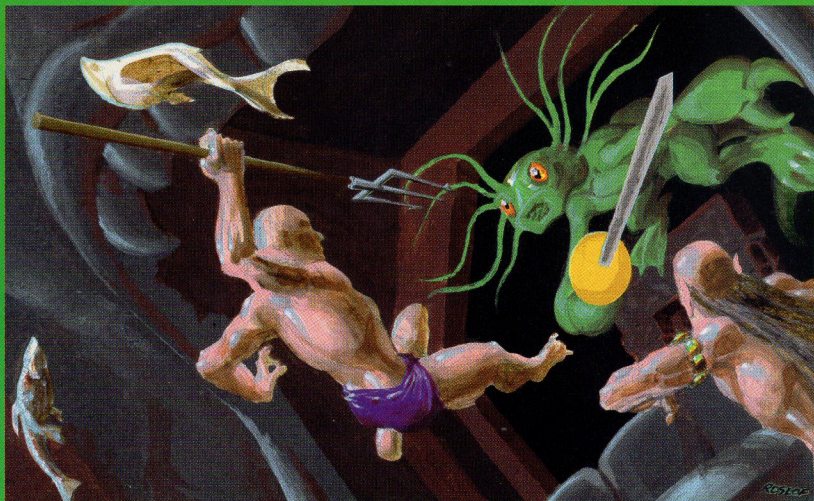


K1

FOR USE WITH
DUNGEONS & DRAGONS®

THREE LITTLE BOOKS ADVENTURE



Sunken City

by Robert J. Kuntz

An Adventure for 6-9 Characters of 8th-10th Level

This module was originally used as the 1st DUNGEONS & DRAGONS® tournament at GenCon VIII in 1975! This version has been revised and updated. Included herein are background information for players, gamemaster notes, map key, and pre-generated characters. The map and additional historical notes for this adventure—as is true of every THREE LITTLE BOOKS ADVENTURE—are found on the EL RAJA KEY ARCHIVE DVD (available from TLB GAMES at www.TLBgames.com).

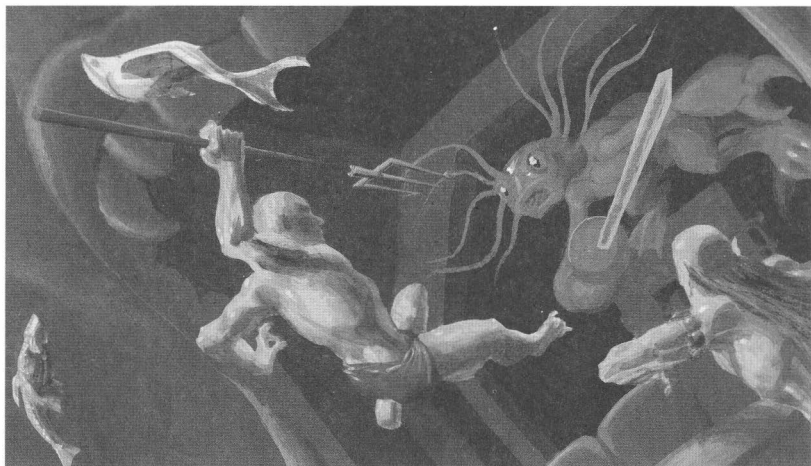
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First Print!
Original D&D®
Tournament
Module used at
GenCon VIII
in 1975!

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THREE LITTLE BOOKS ADVENTURE

K1 Sunken City

Background: A **THREE LITTLE BOOKS ADVENTURE** for 6-9 characters of 8th to 10th level. Pre-rolled characters provided (see **Appendix B**) complete with statistics, magic-items, equipment, spells, and **total character weight** including gear. The latter will greatly speed play as the total weight of each character with their gear needs to be factored in several places.

Several of these characters were the first to set foot in the *Sunken City* and others are based on characters that played in Rob's games. Terry Kuntz played Jyber, the brother of Cyber, Eric Shook played Othlinden, James Goodfellow, Knospe Vyser, Tim Jiardini, Leor, and the others, well, you'll have to figure them out yourself!

This is a much expanded version of Rob Kuntz's original 1975, GenCon VIII single-round tournament adventure. Listed in the original GenCon VIII program as "D&D for Prizes" with the convention's chairman, Rob Kuntz, listed as the referee.

A high resolution scan of the original hand-drawn map and key may be found on the **EL RAJA KEY ARCHIVE DVD**. (Enter the **Archive**, click on **World of Kalibruhn**, then **Adventures**, then **Sunken City**, and again on **Sunken City**. The map and key are the 1st and 2nd images. The map shows 23 numbered encounter areas (with innumerable potential unkeyed encounters) within the city—a treacherous assortment of half-sunken ruins with lurking dangers, fabulous treasures, and fathomless mysteries to raise! At over 40 years old this tournament adventure is ready to challenge a new generation of players! Created by Rob Kuntz, one of the formative forces of the *Dungeon & Dragons* game itself!

Special Dedication: *To all **Acacem** members who have not only bid upon my designs and their parts at auction, but by doing so have shown so much esteem for them and for my craft. Your twice-fold compliment will be long remembered. This adventure (and its adjunct part, forthcoming) is for you!*

Special Preface: Of Moments and Imagination

Can we actually summon the past? While we live and have memories, yes, in part; but to go back to those three sessions of play of this design of mine is impossible. It all happened then, in the moment, and that is where those moments remain. So what I offer hereafter are not those moments at GenCon VIII but maybe, with a little endeavor, forethought and planning on the DM's part, a glance by you and your players into a part of *then* and, with it, the many more moments of being and becoming *now*.

I had several days to sculpt this adventure into existence, a few more to think about its many possibilities, and then I was thrust into the *Mariana Trench* of using it. Deep waters indeed for one who was also the chairman of said GenCon and who managed to get a total of 12 hours sleep over 4 days of it.

There was no doubt from the outset that I'd have to wing the entirety of the adventure just as myself and my counterpart, Gary Gyax, had done so many times previously with similar matter in our shared campaign. In fact we were so confident of this state that doing so was actually just part and parcel of the play experience; and thus DMing

Sunken City in this manner was just an ongoing extension of yet more tried and tested moments that were known to us.

But to imagine and create in the present, one has to be ready to take copious notes and expand upon or eliminate same, all of which cascade up and down and in and through those acting and those things acted upon. It is an interactive back-and-forth between minds parsing the moments, making the decisions that solidify the imaginative meal that both the DM and players partake in while at the same time creating a menu of more kinds and ranges of servings, from tantalizing to deadly. These scratched-on-memory, or scribbled-on-paper, notes were lost in the aftermath of those moments, for who could have then foreseen that this very idea would reach print a "mere" 41 years later? We had no clue then as the only crystal balls we could wield were those in Volume 2 of the rules...

But I can inform you of this adventure's history prior to those three GenCon sessions, for it was sampled from yet another adventure/clime I had sculpted for participants in my *World of Kalibruhn™: The Sunken City of Kalibruhn*. Here is an extract from an essay I wrote upon the world and in which occurs the corresponding reference:

I literally sank the namesake city, Kalibruhn, through a tidal wave, and this in its pre-game-start history, thus making it a forlorn and dangerous place to adventure in afterwards (8th level upwards, approximately, but that level was no guarantee in itself). It had no stable range for adventuring levels. It was meant to be high risk and the legends surrounding it were well dispersed among the populace to inform the players of such risks.¹

However, as I had created Kalibruhn top-down (with all new monsters, etc.), rather than burden everyone involved with all new stuff I decided to keep it familiar (as *D&D* was, then, still relatively new) for the convention.

Further, there occurred in one of the adventures into the *Sunken City of Kalibruhn* a most terrifying encounter for a party comprised of PCs played by Terry Kuntz, James Goodfellow and Eric Shook, and that caused the aforementioned stalwarts to flee when faced with it; and this particular encounter was transferred into the *Sunken City* adventure for play at the convention. This was the only encounter that had a history as I made everything else up on the spot.

No one during those three sessions at GenCon encountered this single entity that sent three seasoned players sloshing away from it in terror.

Perhaps it is time that someone should...

Robert J. Kuntz
Corsica, France

¹ *World of Kalibruhn, 2nd Iteration*, December 2012, **Lake Geneva Original RPG Campaign™**

DM INTRODUCTION—BACKGROUND—USING THIS WORK

The players should be informed of a sunken city and routed to it for general exploration or mission purposes. DMs can themselves properly assess what story avenues are best for slicing the party into the adventure.

This coastal city has an unfortunate history: It was inundated by a tidal wave that struck north of it and released unrepentant flooding that killed or drove away its inhabitants while leveling those less structurally secure buildings. Though the waters have receded over time they have not declined to the point where re-inhabitation is possible. It is now but a festering backdrop for looters and waterborne creatures of all kinds.

Although many past treasure seekers claim to have scoured it and to have found riches therein, most folks dread the place; and a legend exists that it was a vengeful water god or demon that exacted retribution upon it through the tidal wave and for unknown reasons.

Entering the Sunken City

Notes on Rafts

The city may be entered from any direction. After careful searches conducted in the marshlands beyond the city there may be found up to 8 sturdy river-craft, 8 x 6 foot flat-bottomed rafts (2 each located at different locations per city sides, N, S, E, W), and that have obviously been used by others for entering and departing the city. These are hidden in backwaters and matted foliage of the marshes and each can hold up to 6 passengers and their equipment. For every person, or the equivalent of 200 pounds, beyond this there is an *accumulative 10% chance/6 turns* of capsizing the raft while using it. Overloading the raft in excess of 4 times its maximum load (i.e., in excess of 4 additional persons or 800 pounds, or a mix thereof) immediately capsizes the raft and there is a resulting 50% chance that it is damaged and unusable thereafter.

Each raft is 8 feet long by 6 feet wide and is comprised of six 1 foot wide logs tied together at three points: at the 1½ foot mark of both stem and stern and with the cord counter-looped throughout; and across its center span (at 4 feet) where the cord is double-looped. Its weight is 400 pounds.

DM Note: The scenario background may also contain a clue to one of the raft's whereabouts at the DM's discretion, perhaps as a piece of paid-for information provided by one of the former treasure seekers who ventured within the city's precincts. This can be either roleplayed or included as part of the adventure background.

Once aboard a raft it takes 2-7 movement turns to enter the chosen city location on the map to which the raft was oriented (i.e., if the party finds the raft on the west, then they enter on the west side of the city). Treble or quadruple this range of turns if the party decides to otherwise enter another quadrant/face of the city by rafting around its outskirts as it will be slow going through the marshes.

DM Note (Mapping): Due to the many intricacies associated with movement within the city and in mapping it, the DM is advised to use an **acetate sheet** overlay for the

map and a **china marker**. Their uses will become readily apparent in this non-standard environment.

Negotiating the City's Waterways

N.B. Water depth within the city is roughly 40 feet—Map Scale is 10 feet per square.

The raft must be poled through the water channels created by the surrounding buildings. This may become problematical if the raft is more than 10 feet (the pole's length) from any structure, as the "street level" below the waterline is generally beyond the pole's reach.

There is a variable 10-30% chance per turn that a raft adrift (beyond 10 feet from any structure; or when the pole cannot reach a submerged structure below the water surface within this distance) can be maneuvered by finding stray, jutting debris (toppled/ruined architecture from the flood). If the raft cannot be maneuvered by poling, it drifts in its current direction at **3 yards/turn**, during which time new attempts to right its course and gain speed by poling may be attempted according to the parameters as noted above. Otherwise, an unimpeded raft can be pushed/poled at **30 yards/turn**.

DM Note: The gold paid for learning of the raft can be assumed to have also purchased a warning about difficulties in negotiating the city in this manner: "Stay near a building/structure and pole along these to move to others."

Swimming/Drowning

Swimming is possible within the city's brackish waters, even though they look very uninviting for this. DMs should use the rules they are accustomed to for swimming speeds and chances of drowning due to armor weight, etc.

City Structures Overview

Mapping City Structures

No detailed maps for single structures are included herein; nor are there entry points, windows, etc. noted on the map as graphic symbols in the vast majority of cases. This is mainly due to the fact that most structures have been compromised by being partially sunken with first floor entry doors now below water level. This leaves the majority of ingress/egress points through upper story windows, balconies, etc. Any building can be assumed, therefore, to have multiple entry points above the water line (but do note some differences with the keyed encounters, q.v., and especially **Key #13 YELLOW**, that is *directly* accessible only through the **teleport** link to it from its counterpart key). DMs may deduce otherwise, of course, and could in fact start marking the map (by use of the overlay and china marker, for instance) to indicate where such entry points are specifically located.

Structural Integrity

Structural integrity is another issue that is dealt with in a general way. These are old buildings that still stand and that are worn by the sea water, the stress of the tides, the

unstable nature of their foundations and fragile internal architecture. A table is provided below that can be used for randomly determining a building's current structural soundness. This method can be used in part or whole to either pre-mark individual buildings (as is the case with all keyed encounter buildings) or upon these being neared/entered.

Roll D%:

- 01-10 **Type D:** Severely compromised and near collapse; noticeable 20 degree pitch; additional weight exceeding 200 pounds* on the pitch side will cause the structure to further lean at 1/2 degree per minute, with a need to remove the weight or balance/redistribute the weight relative to the whole story/floor within 5 minutes before total collapse occurs at 22 1/2 degrees pitch; internal/proximal explosions from **fireballs** or similar will cause immediate collapse of the structure; normal movement rates within these are at 1/4 speed due to the compromised floors and the building's pitch.
- 11-40 **Type C:** very compromised and near collapse; noticeable 15 degree pitch; additional weight exceeding 300 pounds* on the pitch side will cause the structure to further lean at 1/2 degree per minute, with a need to remove the weight or balance/redistribute the weight relative to the whole story/floor within 14.5 minutes before total collapse occurs at 22 1/2 degrees pitch; internal/proximal explosions from **fireballs** or similar have an 80% chance of collapsing the structure; normal movement rates within these are at 1/3 speed due to the compromised floors and the building's pitch.
- 41-80 **Type B:** compromised; doubtful integrity; noticeable 10 degree pitch; additional weight exceeding 400 pounds* on the pitch side will cause the structure to further lean at 1/2 degree per minute, with a need to remove the weight or balance/redistribute the weight relative to the whole story/floor within 24.5 minutes before total collapse occurs at 22 1/2 degrees pitch; internal/proximal explosions from **fireballs** or similar have a 50% chance of collapsing the structure; normal movement rates within these are at 1/2 speed due to the compromised floors and the building's pitch.
- 81-100 **Type A:** appears to be of sound integrity; no noticeable pitch; internal/proximal explosions from **fireballs** or similar have a 25% chance of collapsing the structure; except where otherwise noted or apparent normal movement rates within these are at 3/4 speed due to rotted/cracked floors and the clutter of debris, etc.

* **DM Note:** This is a general weight for "normal-sized" buildings and does not take into account large to very large structures. DMs may decide to increase the weights on the pitch side needed for the latter in order to collapse these, with 2 to 5 times listed values being possible under the right circumstances.

City Map Symbols

Blue "A". Variable type of encounter. See *Table A: Random Keyed Encounters*

Blue "B". Variable type of debris with possible treasure/clues, etc. See "B" *Random Debris/Treasure Table*

Key #7 (yellow shade ink) and **Key #7** (blue ink): These are connected by teleportation magic (read **Key #7's** text); and as with **Key #13** that occurs twice (read **Key #13's** text).

Blue Ink Dots: Collapsed wells that are now sinkholes with radiuses of 10-20 feet. Where keyed these could be used as escape routes or water tunnels (read the keyed descriptions for those); when un-keyed refer to the accompanying information for *Passing Near/Over Sinkholes* in the **City Encounters** section.

Building Heights—Above/Below Water (various colors): This is illustrated on the original hand drawn map and key. The ranges are from 30 feet below to 30 feet above the water line, all differentiated by separate color schemes (The original map and key may be found on the **EL RAJA KEY ARCHIVE DVD**. Enter the **Archive**, click on **World of Kalibruhn**, then **Adventures**, then **Sunken City**, and again on **Sunken City**. They are the 1st and 2nd images.)

(The original graphics and notes for determining treasure location as gradations of above and below the water line should be ignored as these are now described in the text for each encounter.)

DM Special Note: Use the following guide for quickly ascertaining heights of buildings and their *above/below/at* waterline status:

Comprehensive BELOW/ABOVE the Waterline Guide (Per Category).

This is based upon a water depth of 40 feet throughout the city. A "story" equals 10 feet.

RED (-30 feet): These are 1-story structures

PINK (-20 feet): These are 2-story structures

YELLOW (-10 feet): These are 3-story structures

BROWN (0 feet/+10 feet): These are 4- or 5-story structures (roofs right at the waterline or 10 feet above)

GREY (+20 feet): These are 6-story structures

BLACK (+30 feet) : These are 7-story structures

City Encounters

General Overview of City Encounters

All encounters are keyed and represent the entirety of beings present for the purposes of this adventure. Even though they are set encounters some may have activity ranges beyond their original locales as either noted in the text or as ascertained by the DM.

Certainly noisy activity within what the DM determines as their proximity could cause these to wander in the direction of such disturbances, especially if the party is engaged in combat, loud or prolonged talking, or in swimming/splashing about, etc. DMs must decide upon the chances that pre-placed encounters react to singular disturbances and if/when they engage with the party due to these.

Note that there are several intelligent beings here who are ever watchful for intrusions into their areas. DMs should give special attention to these encounters when the party enters their "zones" (within 90-120 yards clear line of sight) and make determinations based upon the encounter description as to whether the party is noticed. If the party is noted then nothing but stealth tactics by them will thereafter have any chance of surprising such encounters; further, these may decide to track or engage with the party, this in order to either ascertain their purpose or to dispatch them at some future point, especially if they determine the group to be weak. An informed encounter, where possible, will always position itself at the most advantageous sighting and defensive positions within its locale.

Table A: Random Keyed Encounters

This represents what encounters might or might not be at the "A" locations on the map during any 24 hour period. At the start of new 24 hour periods re-roll for the encounter even if one has already been previously encountered at the location. Note-taking is advised to "set" the encounter for the time period in which it occurs; and this can be as simple as making a note of the die-roll number corresponding to the encounter. DMs may devise reasons for encounters being here, though many of these would be general such as investigation, habitation, raiding, transiting, etc. Under the right circumstances, and at the DM's discretion, some of these could become permanent encounters.

Roll a d12:

- 1-2 Mermen Raiders (2-11); AC 7; MV 12"; HD 6; #AT 1; DMG 2-9 (well-made tridents); hp range 28-38
- 3-4 Snapping Turtles (3-5); AC3; MV 12"; HD 7; #AT 2 (bite/claw); DMG 2-12/1-6; hp range 30-42
- 5-6 Giant Crabs (2-8); AC4; MV 6"; HD 6; #AT 2 (pincher-claw); DMG 1-8; hp range 26-36
- 7-8 Voracious Sea Snakes (1-6); AC5; MV 12"; HD 8; #AT 1 (poisonous bite); DMG 3-18 combined bite/non-lethal poison, no save; hp range 40-46
- 9 Giant Crocodiles (*Hrunsh*) (2-4); AC4; MV 9"/6" submerged with victim; HD 7; #AT 2 (bite/latch); DMG 2-12/25%; SA successful bites that latch onto the target automatically cause 1/2 bite dmg per round until the latch is broken (through the croc's death or by other adjudicated means). In this circumstance there is a per turn 30% chance that the croc will submerge with its victim to drown it. DMs must adjudicate future damage and drowning possibilities starting at a base of 1-4 turns for current air capacity, which indicates what air supplies the target had when it was submerged, and determine from there, real additional damage, other incapacitations that

would occur (combat and strength reductions, et al), and drowning chances; hp range 30-42

- 10 Dark Maids (2-4); AC5; MV 12" waterborne only; HD 6; #AT 2 (bite/special); DMG 1-6/plus possible hypnosis; SA A single victim is targeted with the hypnotic call of the dark maid (acts as a limited duration **charm person/animal** spell, rounds equal to the 'maid's HD, saves -1 apply). Dark Maids appear as misbegotten mermaids; hp range 25-32
- 11 Legendary Sea Ghost#* (1); AC4; MV 14"/16" (water/land); HD 10; #AT 3 (bite/claw x2); DMG 1-8 plus poison/1-4 plus paralyzation; SA regenerates as troll; hp 54
- 12 Tuu-Nep's Eye* (1); AC4; MV 12" levitation (water/land/air); HD 12; #AT 4 (bite/strangle x2/special); DMG 1-10/1-6x2/eye magic; SA This creature's eye magic transfixes a target in the previous round causing no effect; succeeding rounds automatically cause a single effect as noted hereafter up to a distance equal to the 'Eye's movement range (12"). Roll a d4: **1.** slows movement to 1/2 normal; **2.** reduces level for melee attacks by 3; **3.** reduces all physical or magical damage of attacker by 1/2; **4.** temporarily negates the target's magical spells and magical weaponry. All effects last 12 rounds and are accumulative up to 12 rounds only for the same effects applied more than once. There is no save vs. this attack, though the 'Eye must transfix a target each time it initiates these, thus causing a lag of 1 round in between each. This creature appears as a large, floating grayish-blue eye, slime-covered and with various sea weeds dangling from it, with 2 prehensile stalks (6' long) used for strangling. It is believed that the god or demon that sank the city sent several of these to hunt for its survivors; hp 60

One of many ferocious undead types in the *World of Kalibruhn*[™]

* Only one #11 'Ghost and only two #12 'Eyes exist within the city. If these are dispatched they are removed as possible random encounters. DMs can choose to substitute other monsters for these encounters in those cases.

Table B: Random Debris/Treasure Table (roll d8 for Debris/Treasure then d12 for result)

Roll	Debris (1-6)	Treasure (7-8)
1	empty barrel	coffer w/1-6 gems (base 100 gp each)
2	empty coffer	barrel with a +3 <i>magical sword</i> *
3	ragged clothes	box w/ hat of protection +1 (as the ring of...)
4	old hat	floating board draped with random magical robe
5	stoppered jug	sm. teakwood/ebony chest (value 300-500 gp)
6	old wooden chest	box with 2 random potions
7	dead rodent	a ship's oar (18' long)**
8	seaweed 1-8' radius	a stuffed parrot with topaz gems for eyes***
9	agglomeration of wood	an empty quiver of alacrity (+2 to dex)
10	broken keg shards	wooden scroll tube holding 1 random spell
11	rotten fruit	basket with 2-8 jewelry (base 500 gp value each)
12	old painting	kettle drum chased with silver (350 gp value)****

N.B. 1. In each case where debris is floating the DM may contrive a reason for it being so situated (it is attached to a piece of buoyant debris, like wood, is found atop or entangled in some sea weed, etc.).

N.B. 2. Each treasure can be discovered **once** and is then removed from future possibilities of occurring; these automatically "restock" (DMs must contrive different treasures) every 6 months due to general looting plus tidal action that loosens bottom debris causing buoyant matter to float to the surface.

Note Appendix A for further details regarding the following items/clues; also note the after-matter regarding the adjunct part of this adventure, *Wreck of the Revenant*.

- * This magical sword's blade has a noticeable inscription upon it near the hilt: "Master's Hand." This is a clue to the location of the *Revenant*, a ship that was attempting to escape the deluge when the city was sunk.
- ** This oar has carved on its handle a registry code "Brg-Revenant" common to shipwrights who craft and track such material for ships they design.
- *** This parrot emanates slight necromantic magic if this is checked for (i.e., through a **detect magic** or similar). There is a corresponding **elixir** that will animate the parrot if applied to it. This is possessed by Ukon the Necromancer at **Key #13 YELLOW**. This is a major clue to the location of the sunken vessel, *Revenant*.
- **** This kettle drum is magical; its beaters are located at **Key #14**. Used in combination these offer a major insight to the location of the *Revenant* where it sunk west of the City.

Passing Near/Over Sinkholes

The map's **blue ink dots** are collapsed wells 10-20 feet in radius. The rupture of the sediment here—in combination with the tidal flows created by competing water pressures below the city floor and as alternately manifested by the influx of the sea—has created an insidious pressure and flow state in and near these wells, all of which at one time tapped into a large subterranean reservoir.

Essentially the flows work in alternating tidal schemes of 12 hour periods; the incoming tidal pressure from the sea during the day (high tide) causes a response from the underground flow, which manifests as a strong undertow that can suck objects into its channels; while the outgoing drag of the night tide (low tide) will reorient the underground pressure to near opposite flow courses, oftentimes causing the disgorging of objects from water channels beneath the city. This is a general state and DMs might rule that other factors (strong lunar or solar activity or fierce weather originating from either the seaward or landward sides of the city) could alter the water flow's already uncertain nature.

High Tide (Vortex Effects): 3 A.M.-3 P.M.

Roll D% to determine a sinkhole's activity state per hourly period. Results of 1-80 indicate it is inactive but a result of 81-100 indicates two different activity states (see

below). The current state must be noted and recorded by DMs and marked on the map (use of china marker/acetate sheet suggested). These can be re-added at hourly intervals or can be assigned by the DM before the adventure start as either constant, variable, etc., depending on how much work the DM does or doesn't want to invest in this scheme.

Any object within 50 feet of one of the sinkholes while these are in active states (see hereafter) will have a chance of being sucked into its flow by using the following guidelines.

On D% rolls of **81% or higher** consult the table/descriptions below for effects:

81-90% 600 pound pull starting at a 50 foot radius and increasing by 100 lbs. per 10 feet traveled to center; thus the vortex effect will capture 1,000 lbs. within its pull at the 10 foot radius surface area roughly centered above the sinkhole. Pull speed is a constant 10 feet per turn until center is reached and then the suction jumps to 60 feet per turn as objects are sucked into the sinkhole.

Rafts at the 10 foot radius center mark have a 50%/turn chance of capsizing. Individuals thrown overboard are sucked into the sinkhole channel 50% of the time (see below **91-100%** for negative effects); otherwise they are considered to have swam beyond its pull.

91-100% 1,200 pound pull starting at 50 feet and increasing by 200 lbs. per 10 feet traveled to center. As above with 100% capsize rate; individuals are automatically sucked into the sinkhole channel and are drowned unless magic is used to extricate/save them. Victims have a 50% chance/hour of being disgorged at a random sinkhole well upon the changing of the tides, and either alive or dead depending on the game circumstances. Pull speed is a constant 20 feet per turn until center is reached and then the suction jumps to 120 feet per turn as objects are sucked into the sinkhole.

A raft weighs 400 pounds, but neither are its "loose" occupants' body weights and/or cargo weight considered evenly distributed as part of the total weight; instead these two weight categories are halved and then added to the raft's weight for a total in pounds.

A sinkhole's vortex-like activity can be noted at great distances (120 feet at water level; double, treble, etc. this range if sighting elevations are increased proportionately, i.e., at increments of 20 feet above water level, etc. to a maximum of 960 feet daytime viewing). Clear line of sight during daylight make these easily avoidable.

Low Tide (Water Spout Effects): 3 P.M.-3 A.M.

These water spouts erupt at unpredictable times. The chances that the party will experience a water spout eruption when passing near one of the sinkhole wells can be abstracted as either a percentage predetermined by the DM for each well (a volatility range for each), as a flat general base chance of 20% for each, or as a variation of these two schemes. The volatile pressures forcing water and debris to breach the surface water here can cause spouts as long as 80 feet (d4 roll, 50-80 feet) and that

impact all targets in a 20 yard radius about the sinkhole's center point. If a raft is within the center of the spout's eruption zone (in the 10 foot radius surface area directly above it) it is automatically capsized and has a 25% chance of being permanently damaged and unserviceable. Living beings under 400 lbs. total weight are flung into the air in a random (d8) direction for 1/2 the distance of the water spout's length (i.e., 25 feet distance if the spout was 50 feet long, etc.). DMs must determine if they are propelled either to the water for 1d8 impact damage or if they are flung into nearby city structures where higher ranges of damage could occur. DMs must determine resulting damage caused by the latter circumstance.

Water spout damage is otherwise limited to its 20 yard eruption radius with a 25% chance that falling debris strikes a party within it. If this occurs 1-4 random targets are damaged for 2-12 hp each by a shower of wood, rock, mud, etc.

Keyed Encounters

DM Note: Each encounter's descriptive entry is followed by one of the **bolded** letters **A**, **B**, **C**, or **D** in parenthesis that denotes the structural integrity of that locale (note the section for **City Structures Overview**). As well each contains a footage notation (-30, -20, -10, 0, +10, +20, +30) that indicates (where applicable) a structure's height above or depth below, the waterline. Note that those buildings below the waterline can be seen in daylight but this becomes problematical during the dark. Some sunken buildings (PINK) are close enough to the surface to be used by the party in poling the raft.

Also note the use of the term "floors" as an expedient word to denote what "levels" are immediately accessible to the adventuring party and for ease of understanding the new layout of sunken buildings for adventuring purposes. This is wholly based upon where the waterline is located, which has "restructured" a building's levels, so to speak.

1. Old Warehouse, 1st floor (B +10)

A mated pair of giant moray eels inhabit the place 10 feet beneath the collapsed 1st floor area marked in yellow on the map. The 1st floor is 2 ft., about knee level, below the water line (due to the building having settled slightly) until one gets to their lair area. There, the floor has collapsed into the level below where the eels abide while using the holes and fissures in the building's sunken lower level to sortie into the city in search of prey.

Giant Moray Eels (2; 12 ft. long); AC4; MV 15" waterborne only; HD 9; #AT 1 (bite/special latch and crush); DMG 2-12/plus possible automatic crushing damage; SA There is a 35% chance per successful bite that the eel will latch onto its victim with an iron grip and thereafter cause automatic, high-end damage (roll 1d6 for 7-12 dmg) until it is killed or when the latch is broken free of. Treat its grip as stone giant strength for base purposes of breaking free. Upon death its jaw's grip remains locked on the target requiring 1-4 rounds to pry it loose. DMs should note possibilities for drowning if a target is trapped by the eel when below water; hp 48, 51.

Upon inspecting their lair the party will note that these monsters have been quite busy and efficient hunters as witnessed by the gruesome remains within it. Amongst an

explosion of skeletal remains are two items of worth: a **+2 armet** (magical helm) and the **Rouge Palm**, a ruby-encrusted mail gauntlet.

The armet can be worn in place of a regular helm and adds a +2 bonus to AC in addition to any plusses originating from the base armor (including its original magical plusses, if any, so that it always adds its magical plusses on top of existing ones).

The **Rouge Palm**, when worn, provides +1 to saving throws versus fire attacks and invigorates the wearer during combat situations when they are damaged beyond -50% hp. At those times both the wearer's to hit and reaction rolls increase by +2 (or 10%) for rounds equal to their dexterity score; additionally their movement speed increases by +2" for rounds equal to their constitution score. These additional bonuses automatically occur as noted but only once per day.

2. City Guard Barracks, North (A +30)

This area is inhabited by a very strong force of mermen raiders with orders to relentlessly seek for clues to the location of Ont-Tri's crown.

Mermen Raiders (18); AC 7; MV 12"; HD 6; #AT 1; DMG 2-9 (well-made tridents); passive power: **Blessing of the Sea** (need never rest, regenerates 1 hp/round when fully immersed in water, detects danger/enemies as wand of same, range 60 feet); hp range 30-39.

Khoshkucc, Mermen Leader; AC 4; MV 12"; HD 9; #AT 1; DMG 6-18 (trident of strength); **potion of polymorph self**; passive power: **Blessing of Tuu-Nep** (can never be surprised, regenerates 2 hp/round when fully immersed in water, sees invisible up to line of sight); hp 53.

DM Note: This group (and those in the southern part of this barracks, **Key #8**, cf.) is very alert and has posted a round-the-clock watch from all vantage points. Anyone appearing within their unobstructed line-of-sight (up to 180') from any direction will be noted. DMs must decide what actions by them, if any, are taken against intruders. Khoshkucc is aware that there is an enemy within the city that has been ambushing them (i.e., Ukon the Necromancer—see **Key #13 YELLOW**). Khoshkucc is generally appraised of the legend about the Revenant but has no knowledge of the specific clues regarding it (cf.).

3. Open Air Temple to Tuu-Nep (A +20)

The party may enter this area from any direction as its exterior is bounded by 20 foot high columns set at eight-foot intervals that form an unlinked colonnade. The inner court is formed about an 18 foot high, central bronze statue of the sea god Tuu-Nep. The god is represented as standing naked with a massive trident in his right hand and a (5' x 2' x 2') conch shell before his feet, also bronze. Both castings are severely corroded. The courtyard floor is comprised of decomposed marling and thousands of inlaid sea shells (now loose) that encompass 8 shallow, six-foot radius pools that are equidistant from each other. None of the pools contain water and are overflowing with detritus.

The players can gain the favor of Tuu-Nep by restoring the temple to part of its former glory. A favor will be bestowed only once per category/party. The god will take note of such actions and bestow rewards according to the following scheme:

- *Anyone offering a prayer before his statue*: Party receives a +5 hp boost per PC for 24 hours.
- *Cleaning the pools of their debris* (4 hours work time): 3 of the pools fill with just enough liquid (yellow, green and sea blue respectively) to decant 2 potions each of **cure serious wounds**, **cure poison**, and **storm giant strength**.
- *Repairing the courtyard floor* (takes 1 week if the materials are available, i.e., 200 lbs. of new lime wash/marl, fresh water to mix; the party gets a psychic impression upon assessing this task that the water will be provided from the pools...the marl is not located in the city and must be secured elsewhere and transported here): Upon restoring the courtyard every PC present receives a temporary boost of +2 to dexterity, constitution and movement speeds for 2 weeks.
- *Scaling/Cleaning Tuu-Nep's statue/the conch statue* (requires one day each and the means to reach the upper parts of Tuu-Nep's statue; requires many applications of a mixture of lemon juice, salt and vinegar, and some scraping/pointed utensils, the latter which can be secured from **Key #4**):
 - *Tuu-Nep's Statue* (requires 30 gallons of the aforementioned mixture): His trident shines a bright blue and all of the party's melee weapons are magically imbued with an additional +4 to damage for 1 week.
 - *Conch Statue* (requires 20 gallons of the aforementioned mixture): Upon being restored the conch glows for several minutes with bright golden runes which a cleric or magic-user interpret as "raise the dead." The conch allows any party member present to be raised from the dead, as per the **raise dead** spell, one time and with full hit points if their bodies are placed within it. This favor persists until all party members are raised.

Blessing of the Worthy: If the temple is totally restored each party member receives a sea green trident symbol upon their wrists that identifies them as worthy of Tuu-Nep. This will allow them to avoid combat, if so chosen, with Tuu-Nep's servants (i.e., such as the merman raiders here), as the latter will not attack them upon seeing these marks but will actually react positively to the party members as long as they remain non-hostile. The symbol remains green for 6 months and then fades to grey. Thereafter reactions from Tuu-Nep's servants upon noting the symbol are not assured but are favorable (checked at +2 or +10%).

4. Abandoned Wizard's Tower, 3rd level (A +30)

This tower only appears enterable from a lone second-level, barred window; there are no visible portals at any other vantage point. Its sparse remains, such as well bound books (general treatises all) and hand-crafted furniture (of some small worth if the trouble is taken to remove these: 3 pieces, 400 gp for all), reveals that the former resident had taste and position. There is a winding staircase up to the 3rd (uppermost) level and down to the 1st. There is a noticeable outline of an entry door (magical) on the first floor with key hole, but the magical key to allow ingress/egress is held by the wizard who abandoned the tower. There is also a well in its SW corner.

The third level is a wreck of rotted and pitted doors and aging wood-paneled walls. The place has nothing of apparent worth except for what appears to be a tinker's workroom containing many items on two work tables: 3 hammers, 4 small locksmith

picks, 2 iron chisels, 12 different-sized files, a profusion of metal bits (46 various remains from cutting and shaping, mostly lead), 2 small vises, an oil can and 4 leather skins containing olive oil. A large wooden box under one table contains gears, bearings, iron nails, small wooden wheels, metal discs, various copper hinges and fasteners, and several spring mechanisms (altogether weighing 60 lbs.).

Inside a 6 x 3 foot, **wizard locked** (cast at 9th level), iron cabinet is a severely rusted 3 foot tall mechanism fashioned as a patchwork design of iron, brass and tin. It has hinged arms and legs composed of iron with brass and copper joints, a barrel-shaped torso, and 10 colorful gems inset into its square head (50 gp decorative crystals). It has no apparent eyes, mouth or ears. It appears to be some form of *outré* sculpture!

The wizard, VeJoun the Machinist—originally a horologist by trade who turned to the arts arcane—created this part magical, part mechanical servant and named it Herk. Herk can be reanimated by someone speaking its name, which can be learned from an entry in a notebook located in the second work table's drawer. Herk is still functioning but cannot move unless one flask of oil (at the work tables) is applied to its metallic joints (requires 15 minutes game time). This will sustain Herk for a week and then "he" incrementally loses the ability to move, lift or bend (see Herk's description hereafter) at -20%/day that he isn't oiled. There's enough lubricant here to keep Herk 100% mobile for one month.

Herk: AC 5; MV 6"; HD 4; #AT 0; hp 20; ogre strength for lifting, carrying, or pinning. Herk is a magical mechanical construct with the special ability to render translations of any *known* magical script or language (as a **helm of reading magic and languages**). He can write in the common tongue if supplied with the utensils to do so; otherwise he etches his translations upon nearby surfaces (a wall, a table-top, etc.). Herk has the complete spell books of his former master, VeJoun, in memory (all MU spells through level 5) and the ability to transmit these to one magic-user at a time via a magical wave impulse. In essence this allows any mage an instant repository of 1st-5th level spells and cuts their time in half for memorizing them! Herk has no ability to speak but understands general orders. He hovers near and gravitates to mages.

Herk is not very mobile and weighs 300 pounds. If damaged for half or more of its hit points there is a corresponding percentage chance that he will stop functioning (i.e., a 50% chance to malfunction at 1/2 total hp loss, etc.). A check is made at 50% and for each time he is damaged beyond this mark. If Herk is destroyed only VeJoun has the capacity to repair him. Finding that wizard who fled this city so many years ago would be a quest in itself...

5. Money Lender's Mansion (A +20)

This place has little indication of once being inhabited; and whoever resided here must have made a complete get-away with all valuables. All that remains is a detached wooden sign: "Hequet's Exchange and Loan."

The only thing of value here is a money box hidden beneath the floor in the NW corner of the room (1st floor). Two planks must be removed to discover it beneath the floor. Inside a small, lead-lined iron box is a cache of 327 gp and a large, folded map having many annotations.

It would seem that Hequet, or whoever made the map and its notations, was a thief, as the notes describe several dwellings in the city to be burgled, as well as previous notes

that are now crossed off and thus suggestive of areas already looted. Two entries will be of interest to the party:

Entry 1: "Afron's water-kin relic; in ebony coffer; watch for guard; oricalc-studded door; no light." The map references **Key #6** (cf.), a group of buildings forming an estate (now sunken). **Note:** Oricalc is a legendary silvery-metal and highly prized.

Entry 2: "Belia's cordial from 'The Well.' Guards?? Salt?? Lupus scroll?" The map references **Key #11** (also sunken). **Note:** This residence was abandoned and is now inhabited by alligator gar fish!

6. Lord Afron's Estate, Main House (C -10)

This once palatial estate of many buildings is in ruins. If the party is following the map secured from **Key #5** then they are guided to the front door of the main (keyed) building here. The building is barely intact and its only entry point is a door inset with 8 silvery (oricalc) studs in the shape of mini-suns. The map reference of "no light" is a clue that this magical door can only be entered during the night and with no active light sources. The doorway becomes ethereal at that time and allows ingress/egress by just passing through it. It is impervious to forcible/other magical tactics employed to open it. Once inside light can be summoned, but the door magically reseals itself until the former is again extinguished. This structure is very insecure; breaching a wall here, etc. will immediately cause the whole building to collapse.

Inside, the party will be immediately confronted by the building's guardian:

The party is attacked by a small, ghostly visage of an old, wretched man. This is the ghost of Lord Afron. Greedy in life, he refused to leave his estate and his treasures and therefore perished in the flood. In death he still guards this room against all intruders; and he will not leave its confines under any circumstance as he is spiritually tied to it.

Lord Afron (ghost); AC 1; MV 12"; HD 10; #AT 2 claws; DMG 3-12 plus **grave chill** (see below); cannot be turned or hedged; holy magic does 1/2 damage; can only be hit by magical or silver weaponry; hp 62.

Grave Chill: Save vs. poison -2 or lose 3-6 constitution points for 30 minus the target's CON score in turns. The temporary CON loss is transferred to Lord Afron at a 2 hp/constitution point gain and for the same amount of turns or until depleted (hit points gained in this manner are lost first from Lord Afron's hp pool). PCs having their constitutions reduced below 3 become minor ghosts at 50% hit point totals under the control of Lord Afron, but minus his grave chill ability.

Upon dispatching Lord Afron, the party can investigate the room. Time and sea water have decayed the majority of items here except for an ebony coffer containing the following:

2 gold and sapphire studded bracers worth 4,000 gp as a set

4 diamond rings set in platinum worth 8,000 gp

8 rubies worth 1,000 gp each

A silver amulet inset with a large tourmaline (this is the **water-kin relic** as noted on the map; see following page)

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Water-Kin Relic: This seemingly inexpensive piece of jewelry (raw material worth of 300 gp) is imbued with several powers usable by either a cleric or a magic-user:

Water Breathing 15 foot radius: 1/day for 30 minutes

Water Walking 20 foot radius: 1/day for 60 minutes

Revivification of the Octopus (worn): When the relic is worn the bearer regenerates 6 hp per turn. However, this will not revive the bearer from death as regeneration does a troll

7 YELLOW. Military Warehouse (A +30)

This is a teleport link between **Key #7 BLUE**. Stepping upon the yellow area (1st floor, see map) teleports the party to **Key #7 BLUE**. The device thereafter works in ten minute timed intervals corresponding to **Key #7 BLUE**. Upon being teleported there is a 10 minute wait interval to use this function again.

The warehouse has been stripped long ago of anything of value.

7 BLUE. Private Residence (B -30)

This is a teleport link between **Key #7 YELLOW**. Stepping into the red area (the entire 1st floor, see map) teleports the party to **Key #7 YELLOW**. The device thereafter works in ten minute timed intervals corresponding to **Key #7 YELLOW**. Upon being teleported here is a 10 minute wait interval to use this function again.

This building is below water! If the party is teleported here via **#7 YELLOW** the DM must determine their remaining air and the time required for them to regain the surface! There is nothing of apparent value here.

8. City Guard Barracks, South (A +30)

This area is inhabited by a very strong force of merman raiders with orders to relentlessly seek for clues to the location of Ont-Tri's crown.

Merman Raiders (14); AC 7; MV 12"; HD 6; #AT 1; DMG 2-9 (well-made tridents); These merman have a passive power: **Blessing of the Sea** (need never rest, regenerates 1 hp/round when fully immersed in water, detects danger/enemies as wand of same, range 60 feet); hp range 30-39.

DM Note: This group (and those in the northern part of this barracks, **Key #2**, cf.) is very alert and has posted a round-the-clock watch from all vantage points. Anyone appearing within their unobstructed line-of-sight (up to 180') from any direction will be noted. DMs must decide what actions by them, if any, are taken against intruders.

9. Grouped Residences (C +10)

This dilapidated area is comprised of 4 buildings that have been infested by himongous, ravenous rats. These wait until passersby near the (keyed) building and then stream forth to attack en masse, swimming to get to the party's raft or even leaping from above if the raft is near a building! This horrific group is lead by a giant among its kind that hangs back while darting in and out of sight and squealing to excite the pack!

Due to their mass tactics they fight as 3+1 HD monsters. Upon reaching the raft those rats that are specific "pilferers" will attempt to steal and retreat with available items that

they can carry/drag with their mouths. Those others not actively engaged in combat each round will chew the ropes that bind the raft together at two random points/six consecutive rounds. Six rounds of chewing will sever one part of the raft, and only 3 rounds of chewing will weaken the binding at that point, possibly causing it to snap each *turn* thereafter (30% chance) until repaired/replaced. Also note that each rat weighs 15 pounds and that 30 of them (26 attackers, 2 chewers and 2 pilferers) can be aboard the raft in any given combat round. DMs should take note of the above including the raft's current weight limits.

The rats attack until 70% of them are killed; and then those remaining feast upon the dead. The rat leader remains concealed inside the building, darting into sight only long enough to sense how the battle is going and then retreating. It will escape via networked tunnels and holes to one of the adjoining buildings if the party carries the fight to its location. The rats will lose their verve for attacking 1-3 rounds after their leader is killed.

Ravenous Rats (175); AC 9; MV 12"/Swim 9"; HD 2+1 (melee as 3+1); #AT 3 (bite/2 claws); DMG 1-6/1-3 x2; hp range 8-11.

Rat Leader; AC 5; MV 12"/Swim 12"; HD 6+1; #AT 3 (bite/2 claws); DMG 1-8/1-6 x2; hp 32.

The main house contains a burgeoning heap of oddments strewn amongst garbage and remains of every sort, including many human skeletons. Rat holes are apparent everywhere with several leading into the adjoining houses. If the party spends at least 12 minutes searching through the refuse they will find, per one minute of time spent, each of the following treasures:

1. A plain golden ring (this is a **ring of mammal control**)
2. **8 +2 arrows**
3. **2 potions of speed** (red liquid)
4. 232 loose gp
5. 100 feet of partially chewed rope
6. 7 flasks of oil
7. A pitted leather bag containing 22 caltrops
8. A dented copper bucket with 14 100 gp gems
9. 3 bottles of ink (one bottle is actually **sleep poison** that has been mixed into the ink; a contact poison of 8 doses that can be applied to weaponry; save versus poison at -1 or fall to sleep for 1-6 rounds)
10. A suit of **leather armor +3**
11. 12 various-sized empty bottles
12. 4 pounds of red wax

10. City Grain Storage (— +30)

This is enterable by two 4' wide, double doors; both are 2' thick and copper-banded. A massive lock (broken) and chain (12 feet of iron-link, rusted) hangs from the doors. The place is uninhabited, its interior noticeably very dry and *it is structurally sound*. A 4' wide winding staircase rises to an openable dome just above a 20' square wooden platform inset with a winch and crane (still operable). **Note:** This structure is built upon a 50' high rock foundation and its height (+30) is *actual* as none of it is below the waterline. This is one of the highest points in the city.

11. Residence (D -10)

Passersby are attacked by several alligator gar fish that have made the muddy ruins of a former residence their lair. If the attack occurs at night there is a greater chance that the gars surprise the party (1-4 on a d6) unless extraordinary precautions are in place. There is also an initial 15% chance to upend the raft, due to the gars', maddening, first-wave attack. The gars guard no treasure.

Alligator Gars (3); AC 2; MV 15"; HD 8+2; #AT 1 bite; DMG 3-12; hp 40, 42, 47.

12. Haunted Inn (C -20)

This building contains the disconsolate spirits of people who did not escape the deluge. Preferring to "hole up" here they ultimately perished. One in particular was a very insane man of evil inclination. His "after world" was an energetic release of his insanity that manifests as different types of highly volatile poltergeist activity when passersby come within 20 yards of the inn at night. Roll a d8 for the *initial* manifestation:

1. Massive blood streams are clearly seen rising towards the raft by 1-3 PCs. *If Engaged With (IEW): Touching:* Save vs. poison -2 of become diseased with a debilitating blood rot (-2 hp per day, -50% movement, -2 str). This can be cured by a **cure disease** spell; *Peering At:* Save vs. spells or become temporarily blinded for 1-1½ hours by endless visions of blood (note: both of these can affect the same PC); making the touching save gains the PC a +2 resistance to disease for 2-7 days.
2. Bodies are seen floating or swimming below the water's surface by the entire party. **IEW:** *Peering At:* Save vs. spells or jump into the water to follow these images, the latter which always stay 20 feet ahead of their pursuers... (**dispel magic** negates); successfully resisting this gains the PC a +2 resistance to mind-affecting spells/powers for the next 1-4 days.
3. Pleading voices are heard emanating from the inn by 1-3 PCs. **IEW:** *Listen To:* Save vs. spells or become intent upon the voices to the exclusion of all other activities for 1-6 rounds; *Talk To:* Save vs. spells or speak gibberish to the voices for 1-6 rounds. **Dispel magic** negates in both cases.
4. Fleeting images of faces appear and disappear before 1-3 PCs; the images seem at once related but different. **IEW:** Nothing further happens.
5. All metal objects begin to shake and then tug their possessors in the general direction of the water; small, unsecured metal items will move slowly across the raft and must be regathered before being lost. **IEW:** Nothing further happens.

6. 1-3 PCs hear familiar voices speaking their names. **IEW:** Save vs. spells or receive -2 to initiative rolls for the next 2-8 turns.
7. The entire party sees many cadaverous arms breach the water all about the raft while repeatedly hearing the words, "Help me...". **IEW:** *Touching:* Save vs. paralyzation -2 or be paralyzed and pitch forward into the water.
8. A frail man with black, lifeless eyes is seen by a single PC. He is smiling wickedly while seated in a chair. The water-filled area about him contains seaweed and a few small, meandering fish. **IEW:** *Peering:* Save vs spells -3 or see oneself sitting in the chair drowning; the PC goes into a hypnotic state wherein they believe they are drowning; if a dispel magic is not used to negate this trance they will die of asphyxiation in 2-4 minutes; saving vs. this mental attack gains the PC a permanent +1 boost against mind-affecting spells/powers.

None of these manifestations will affect the PCs unless they concentrate upon them. That entails *peering at*, *listening to*, or otherwise *interacting* with a manifestation the round after it occurs. Those PCs engaging with them are affected as per their **IEW** entries, above.

A new manifestation occurs every round the party remains in the vicinity of the inn; those that are active persist as long as they are concentrated upon and/or until their negative effects either manifest with, or are resisted by, all of the PCs engaged with them.

Anyone attempting to swim to the inn finds it increasingly slow-going with swimming speeds halving per every 5 feet traversed. The water also becomes unbearably cold, increasing to a death chill upon coming to within touching distance of the inn. Loud psychic voices also confuse and confound the swimmer at this point. PCs attempting to enter the place in spite of these warnings perish; and they can be added to a new series of manifestations by creative DMs...

13 RED. Stone Tower (A +30)

The top floor of this otherwise empty tower is guarded by 3 spectral fighters bearing ancient arms and armor that immediately attack anyone ascending the staircase to their room.

Ancient Spectral Fighters: AC 3; MV 12"; HD 9; #AT 1; DMG 4-16 (negative energy drains from swords; see below); SA hit only by magic weaponry +2 or better; lightning/electrical attacks cures their wounds for 1/2 the hp of damage normally inflicted; water/ice/snow attacks have no effect; not affected by known holy attacks/defenses such as turning, holy water, **protection from evil**, et al) as they are from a far different time and accompanying moral ethic; hp 58, 60, 62.

Treasure Notes

Hemathril Armor: Their armor is of a strange metal, reddish brown but not rusted, and light (1/3 weight of plate); called *hemathril*, the knowledge for forging it is lost to even advanced armor- and metal-smiths from this era, but could perhaps be discovered through one source upon the planet.

Negative Energy Sword: These can strike and damage any organic creature (4-16 dmg) as a **+4 sword** to hit, but with no *added damage* for the magical plus; their

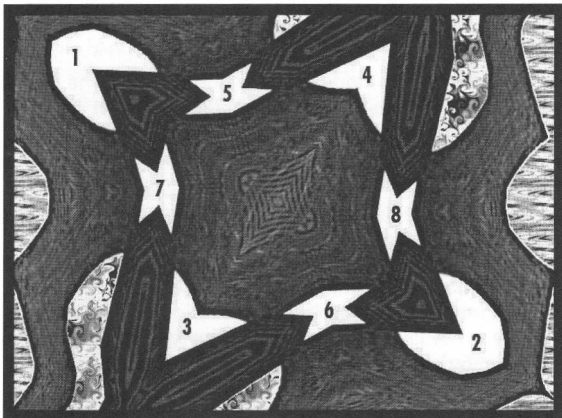
damage is otherwise halved against non-organic matter (a golem, an elemental, a ghost, etc.). When carried/wielded by a biological entity such as a human, etc. these swords drain 1 hp/6 hour period from the possessor. This hp loss can be regained at that same rate/hour if the sword is removed from a being's personal proximity.

Cryptic Symbols on Mysterious Scroll: The 3rd spectral fighter possesses a single piece of thick, tanned hide cut 6 inches square. The origin of the hide is not discernible. Etched upon it in non-erasable/non-defaceable pigments are many strange symbols. They are unintelligible even through use of known magical devices (**read magic**, **comprehend languages**, et al). Its bizarre make-up and seeming permanence indicates something of definite alien origin!

DM Note: This code-map is held by the spectral fighters for their master, Ukon the Necromancer. Ukon possesses the other portion of this ancient dimensional device; and both can be used to initiate the teleport link between the two #13 keys (see **Key #13 YELLOW**, below). This is accomplished here by comparing its symbols to the **Black Pedestal** inscriptions in this room (q.v.) in order to comprehend and initiate the latter's sequences.

Black Pedestal (at room center): Appearing upon this 6 x 6 x 1 foot black marble pedestal are the same symbol patterns as noted on the mysterious hide-scroll. These appear firmly attached to it although being raised 1/4" above its surface. This is apparently a larger version of the mysterious hide-scroll and that is laid across and/or attached to the pedestal in some way.

DM Content Note: DMs should reference the accompanying color illustration on the **EL RAJA KEY ARCHIVE DVD**. (Enter the **Archive**, click on **World of Kalibruhn**, then **Adventures**, then **Sunken City**, and again on **Sunken City**. It is the 3rd image.) DMs may also opt to print it as a visual aid for the players. A B&W cut-away of that illustration, and descriptions of its alien in-game features, are provided below:



1. Activation Node (Current Dimension): Northern Hemisphere
2. Activation Node (Current Dimension): Southern Hemisphere
3. Throttle Dimension: West—Expand Time (not currently set)
4. Throttle Dimension: East—Contract Time (not currently set)
- 5-8. Navigation Entry Codes

N.B. The current hemisphere is "2" for "Southern" (in Kalibruhn); that code can be switched for "1" in worlds where the *Sunken City's* location is in the Northern Hemisphere... The esoteric meanings associated with this artifact's various symbology and its many other uses are detailed in *World of Kalibruhn* matter forthcoming from this author.

The Pedestal & Symbology Explained: The coded map is part of a multidimensional teleportation device (**The Inter-Dimensional Agerator**) that is currently set to link between **Key #13 RED** and **Key #13 YELLOW**. The teleportation code to traverse from RED to YELLOW is achieved by successively touching three of the map's symbols: 2 (activation) and then 8 and 7 (2+8+7); and to return from YELLOW to RED (2+7+8). Both sequences must begin as a "2" and then as inputs for the remaining 2 numbers in each set.

Each time a symbol is touched on the code-map the corresponding symbol on the pedestal faintly glows. Touching a correct activation node or entry code maintains their glows until an incorrect code in the sequence occurs at which time all glows cease. Otherwise incorrect codes that are touched lose their glow upon removing one's finger from the map's symbol.

Upon initiating the map's teleport code all objects and beings situated on black pedestal are instantly teleported, no error, to the counterpart pedestal at **Key #13, YELLOW** (read that key's description). The pedestal's symbols glow brightly and the inset metal pieces visibly heat up, though no accompanying warmth or discomfort occurs.

The map(s) and pedestal(s) are linked, indestructible artifacts that exist inter-dimensionally; only Ukon the Necromancer knows how to remove them from their present states in this dimension.

13 YELLOW. Ancient Temple to Lae-Minah (A +20)

This large, finely wrought edifice's stone structure has withstood the flood in many ways that surrounding buildings have not. It was originally built upon a large stone foundation and has extensive basements and subterranean vaults, all of which are now flooded. Its many windows were shuttered or boarded up to withstand the accompanying storms during the flood. The massive looting that followed the flood, as well as the temple being a destination point as a sanctuary for those survivors trapped in the city, finally forced the acolytes here to seal all of its entry points, which included barring the windows behind the shutters. From the outside it looks inaccessible with no discernible windows or doors! The latter was accomplished when the acolytes built an inner wall behind the main entryway on the east side of the temple and then mined to collapse the frontage housing its double doors. The temple became the final resting place for the faithful who defended its sanctified halls until they starved to death.

This temple can be entered by breaching its walls/shutters or through the use of the teleport link from **Key #13 RED**. In the latter case adventurers appear in the yellow-marked area on the map.

DM Note: Ukon the Necromancer is at the far end of this structure near the two well/sinkholes.

The temple is well lit by 2 very large overhead lanterns located at 25' west and 50' west, respectively. These are attached by ropes to a hand crank (see hereafter); there are torches ensconced at 10' intervals along the northern and southern walls.

The PCs immediately note that among the many objects there are easily identified bones, a profusion of them literally scattered all over its interior.

There are many objects within sight to the west (at 5' intervals for each): a bureau containing old clerical vestments, robes, boots, decorative tassels and head dress; a large chest containing 11 books on religion, geography and assorted metaphysics, 30 sheaves of scroll paper, 2 ink bottles; a table with chair, upon the table is a lit black candle, several sheets of foolscap and an ornate pen with a golden nib (75 gp). Along the near northern wall (30' west) is a stack of 40 torches, a small barrel containing rancid olive oil, and 13 empty leathern flasks upon pegs. Inset into the wall is a hand crank mechanism used for lowering and raising the lanterns.

Ukon the Necromancer attempts to slay anyone breaching his temporary abode. However, he will be wary of engaging the party if they have previously located and now wield the **Master's Hand** (cf.). **Read the end matter in Appendix A regarding Ukon's mission and history, etc.**

In the latter instance Ukon will attempt to assess what the party has learned and/or whether they possess possible clues. If they refuse to directly cooperate by providing him with what he needs he will try bribing them by offering the wealth he has discovered within the temple (note hereafter) in trade for the sword and all other items connected to his quest. He attacks the party upon either receiving, or being denied, the sword, etc. Note his attack routines, below. Ukon is a genius manipulator and should be played as such by the DM...

Aftermath

DM Note: Upon Ukon's death his physical body, minus his possessions, disappears from this continuum! **The Inter-Dimensional Agereator** immediately ceases to function and will wink out of this dimension in 1-4 days (the maps and pedestals just disappear). The players will have to exit the temple by means other than the **teleport** link.

Upon defeating Ukon the party has complete access to the temple:

The temple's interior is decorated with many nature scenes, elaborately carved upon its sumptuous wood work: tress, flowers and forest creatures such as deer, bears, birds, etc. The skeletal remains noted earlier are those of the acolytes who perished here.

The two sinkhole wells (N & S) each reveal a decomposed body of a crewman from the *Revenant*. They are chained to the walls and are not animated at this time. If a character possessing the **Master's Hand** comes within 10 feet of either of these corpses their eyes open for a few seconds to gaze upon the sword and then close.

The sinkholes also reveal numerous dead bodies of mermen that Ukon has stored here and questioned through using his wand (cf.).

The level directly below this one is accessed by a small staircase near the SW wall. The majority of it is flooded (knee deep) and most of its rooms are barren. One, however,

contains a 2 foot high dais with a bronze chest atop it containing the temple's wealth: 367 pp, 453 gp, 305 sp, 3 diamonds (1,000 gp ea.); 17 topazes (500 gp ea.); 6 **potions of healing**; a scroll with 3 **cure critical wounds**; a scroll with 2 **raise dead**; a **mace of disruption** is secreted in a niche directly beneath the chest and requires a successful secret doors check to discover it.

Ukon the Necromancer (Special NPC); AC 0 (innate/passive necromantic resilience); MV 12" or special (spells, magic items); HD 11th level magic-user; #AT 1 weapon or 2 **necromantic physical attacks** (see below); DMG By **+3 dagger** or **necromantic physical attacks** (see below); SA Spells (see below), **necromantic physical attacks** (see below), or **Zelles'sepda's Osspuncta** (a powerful wand - see below); Str 15, Int 18, Wis 14, Dex 17, Con 16, Cha 17; AL Lawful evil in this continuum; otherwise alien-neutral; Intelligence/Bearing: maniacal genius, driven, unrelenting; hp 60.

Ukon's possessions

- A piece of scaly hide containing *The Dead Crew's Chorus* (see below). This riddle-song has been transcribed in the common tongue by Ukon upon a scroll-sized piece of a legendary dragon's hide (i.e., it cannot be destroyed by known magical or physical means) and with element-proof ink derived from an ancient kraken.
- A purse containing 80 coins: 47 pp, 20 gp, 12 burnt-red, rectangular metallic bits, 1 oz. each (unknown, alien origin, useable in different times/dimensions), 1 rarified gold piece, unstamped; worth up to 2,000 gp to interested coin collectors or goldsmiths.
- A ritual **+3 dagger** that is sheathed in a black metal scabbard of unknown origin; worth up to 12,000 gp to an arcane antiquarian.
- One thick crystal vial of green, viscous fluid stoppered with wax and gold foil. The vial has been scored with two lines to mark its contents as 3 equal parts. This is a **reanimation potion** with 3 applications. One part will animate a dead being or a necromantic construct for 1 day under the control of the person who administers the potion. The liquid must be poured onto the being to be animated. **DM Note:** This can be used to reanimate **Gigi the Talkative** (note **Appendix A**). The formula for this potion is unattainable without the knowledge of ancient magic.
- **Black Pedestal** map, 2nd part (note **Key #13 RED** for details).
- **Zelles'sepda's Osspuncta** (see below).

Ukon's Magic and Attack Routines

For purposes of this adventure the majority of Ukon's spells are those of an 11th level magic-user and which become available to him upon his entering this continuum. He also has available two **ancient spells**; and two **necromantic physical attacks** that are initiated through his hands as somatic gestures (described below). He can also opt to use **Zelles'sepda's Osspuncta**.

Ukon rarely uses his "normal" wizard spells as he considers these beneath his genius, so these will always be opted for last in his attack routines *unless* grand opportunities for their uses are revealed.

Ukon's "Normal" Wizard Spells (4/4/4/3/3; useable once per day; Ukon has no spell books and regains these on a daily basis with or without rest or study):

- 1st: **charm person, light, magic missile, shield**
- 2nd: **darkness, 5' radius (x2), detect invisible, mirror image**
- 3rd: **dispel magic, hold person, lightning bolt, suggestion**
- 4th: **charm monster, fear (x2)**
- 5th: **feeblemind, hold monster, telekinesis**

Ancient Spells x2 (useable once per day; Ukon automatically regains these on a daily basis with or without rest or study):

Dark Hand (also known as **Huulygor's Grip of Death**):

Origin: *Huulygor the Maleficent*

Special Knowledge/Material Required: *Ancient magic (necromancy); basic anatomical knowledge of the biological type being attacked*

Modes: *Touch/Instantaneous; has no effect vs. non-biological beings*

Range: *Touch*

Duration: *One target*

This spell has one purpose alone: to channel dark, dimensional forces through the hand in order to create a temporal rift in the physical fabric of any living being that it contacts. This allows the necromancer to physically maneuver his hand through a target as if its very body was incorporeal, this while seeking their vital organs, which has usually been taught by necromantic masters as a quick thrust for the heart.

Two saving throws are required: 1) A system shock roll at -1 constitution category drop per each level the necromancer is above that of his target (i.e., if the necromancer is 12th level and the target 7th level, then the system shock roll would be checked at -5 of the current target's constitution score, a 17 being checked, instead, at 12, etc.). 2) In this case system shock failure guarantees the same minuses vs. the subsequent spell save but otherwise has no other effect. Failing the latter spell save equals death, as the target's organ is pulled from their body. Making the save still causes points of damage equal to the necromancer's level x2, this due to the molecular disruption caused by the intrusion.

Black Flame (also known as "**Inferno's Finger**")

Origin: *Xenghist the Shade*

Special Knowledge/Material Required: *Ancient magic (necromancy); pinch of pumice; one hell-bane spore (a rare elemental realms spore)*

Modes: *Instantaneous; single target; has no effect vs. earth-based or ethereal/spirit beings*

Range: *6" plus 1/2" per level of caster*

Duration: *Note text*

A black gout of gaseous matter is emitted from the caster's hand that strikes a single target. Upon contact the substance erupts into writhing black flames that begin enveloping the target's surface area. Saves vs. this spell are based upon constitution

scores, with 12 or below receiving a -2 to the spell save; those of 13-15 a -1; and those above 15 saving vs. spells normally. The spell's damage occurs over three rounds.

1st: 1d6 + 1/2 hp per level of caster

2nd: 1d10 + 1 hp per level of caster

3rd: 1d4 + 1/4 hp per level of caster

All fractional damage is rounded up.

Targets enwrapped in this deadly flame can spread it by touching (or being touched by) other biological creatures to whom it will adhere, though it cannot be spread "back" to the necromancer who cast it. The cycle of damage is further extended to these targets at the original target's current damage round, as noted above. Normal ways of extinguishing fires (smothering, dowsing with water, etc.) are not effective vs. this spell's flame.

Beings sustaining over 1/2 of their hit point total in damage from this spell become *marked* and *disfigured*.

Marking produces an "auric scar" that can be perceived (range equals sight) by any being who knows this spell, perhaps allowing them to note that those marked are past/potential enemies (DMs should make appropriate notes concerning this change). A single mark will eventually disappear within 1-3 months. Beings marked twice by this spell are forever "scarred" since its tell-tale signs will never disappear except upon the bearer's death.

Disfigurement is random for hands, legs, torso, face, etc. and is determined by the DM. This consists of a severe, blackish burn that is not curable through clerical/other magical means but instead requires a special concoction and an adventure to secure its ingredients (DMs should adduce the circumstances attending such matters in all cases). Until the burned victim is cured their charisma is reduced by 0 to 3 points, this value depending on where the scar is located (visible or hidden, etc.). Charisma loss due to disfigurement is accumulative per spell that damages the victim to a maximum loss of 8 points.

Necromantic Physical Attacks x2 (Ukon's choice/innate)

Slice: A slice attack is a cutting gesture made by the necromancer with one or both hands; if both hands are used a to-hit roll must be made, but the resulting damage is doubled. Otherwise a one-handed slice hits automatically for 1d6 + 1 hp damage/level of the necromancer.

Sever: A sever attack is at -2 to -4 (roll d3 + 1 for range) to hit due to its specificity, but severs the aimed at appendage 50% of the time if a hit is scored; otherwise no damage occurs. DMs must determine what appendage is opted for through this attack (arms, legs, head).

Magic wand:

Zelles'sepda's Osspuncta: An 'osspuncta' is a bone wand made from a legendary necromancer's hand. There is a complex ritual involved in securing such a device and each one is specially named and its secret powers derived from the dead

necromancer's knowledge and favors. These powers are revealed over time through visions and other arcane guidance that leagues the wielder of it with the darker spirit realms. The wand's powers can only be initiated by the necromancer who completed the ritual to summon it. It appears to others as but a grotesque relic and which, if checked for, emanates a subtle though inconclusive magical aura. Its powers are:

Azzurah's Bolt: A shadowy, thin bolt of negative energy issues from the wand and strikes one opponent within 60 feet. An immediate system shock roll is required or the target is knocked ("shocked") unconscious for 1-4 rounds. It further deals 11-20 hp of damage to organic beings and 21-30 points of damage to spiritual beings. Under the full moon(s) (optional, DMs must decide on these occurrences) the bolt has double the range and adds an additional 10 hp of damage. This bolt only affects organic and spiritual beings and is useable 3 times per day.

Summon/Command the Dead: The wand allows the wielder to instantaneously summon and command the dead if the former bodies of the deceased are present. It also allows spirits of the dead to be hedged or driven away on command. Some negotiations with the dead are problematical based upon circumstances. (Such situations must be adduced by the DM.)

Spirit Shroud (passive): Most undead and malign spirits (but not the greatest of lords) will ignore (not see) the wand wielder since he appears as a ghostly figure that leaves no trails or signatures of corporeality. This illusion desists when the wielder attacks spirits/undead wherein he becomes readily perceived by the latter.

Ukon's History/Mission Specifics

Ukon the Necromancer is an inter-dimensional traveler who has many identities in time, space and dimension. His identity for this continuum is as a necromancer leagued with the *Midnight's Darkness* clan. His mission is two-fold: 1) To re-secure a special sword loaned by the clan to one of its former members, the now dead Captain Trache of the sunken ship, *Revenant*; 2) To find what Captain Trache had been secretly retrieving for him by use of the sword.

Trache's mission was to wield the **Master's Hand**, an artifact sword of great power, to best the demi-god Ont-Tri. The mission, unbeknownst to Ukon, succeeded, and Ont-Tri's head and crown were taken by Trache. Upon his arrival in Kyrruhn (i.e., a local present-day name for the now *Sunken City*), Ont-Tri's father, Tuu-Nep, unleashed a revenge upon him—a tidal wave of immense proportions and malignancy fed by that sea god's revenge. Captain Trache attempted to flee to the open ocean before the swelling waters made it impossible to escape; however, the *Revenant's* entire crew was lost when the ship cracked and sank about 1/2 mile off the western shore.

Several months ago Ukon entered the city to complete his two quests. He magically breached the Ancient Temple's walls and has since used its precincts as a staging area to investigate the city. He is intent upon gathering clues about the *Revenant's* whereabouts. He has secured two bodies of the crew, both seamen, who he has questioned through necromantic means. But they refuse to answer his questions while claiming that only those who wield the **Master's Hand** can command them.

The only other information he has acquired from these apparitions is a chorus that he assumes the trapped souls of the *Revenant* repeat, a final dirge for themselves and for their doom...

The Dead Crew's Chorus

The Ocean **heaved**
Our Oars they **cleaved**,
Against that tawny,
Sinking Sun.

Twice she cracked,
Two sudden claps!
A Fist upon,
Our sodden backs.

Head for Crown,
Sinks deepest down;
Hand for head,
Is but east blown.

Our arms were taught,
From spells he wrought.
Amid his Bellows,
For Fraught Fellows.

Aye! Down she went!
A sundered brick!
All laughing spent,
And in the quick.

A mirthless trip,
Unto the Pit...

Tho' strain'd we did,
Agin' that jib,
No length was gain'd,
Upon the main.

They say his Horn,
By which we're shorn,
Can dabble with,
The furthest shores.

We spun about,
And with a shout,
Embraced a Hell,
A blackish swell.

But where we rest,
There is no light;
Lest twisted by,
His Bygone Night.

14. Large Stone Building (A +20)

This was once a sub-divided warehouse that is now used by current looters to sort out items recovered in the city. It has become a repository for discards of little or no worth as ascertained by those who continue to add to the various bric-a-brac here. In a pile of discarded torches is a well crafted pair of drum beaters that may catch the eye of searchers. These are the **kettle drum beaters** that are part of a special item and also a clue that are described in **Appendix A**. Otherwise just about any common item (within reason), broken or in various other conditions, can be found here.

15. Grocery (A +20)

This building looks to be in great condition! All windows are boarded shut with new timber. A massive lock is in place on the front door and is inscribed with a form of secret cant of pirates or thieves (any thieves in the party will be able to interpret this as: "Look elsewhere or knock three times"; otherwise a *comprehend languages* will reveal the same).

If the party knocks upon the door three times a 2' square portal opens and a gruff voice inside the store demands, "Who is it? We have no truck with vagabonds... unless you want supplies..."

The unidentified person claims to be able to supply them with whatever they need unless the order is too rare or large. In those cases it takes 1-7 days to complete depending on the request. Items too large to fit through the portal will be "left across the street in the warehouse" (**Key #14**) on a specified day and "on time." The supplier does not take responsibility for delivered goods if the party is late in securing these! *Prices are triple normal costs; money to be paid up front.* The man also says he'll exchange gems for the party's hard coinage at a 20% exchange rate. All business is conducted via the portal; the party is not allowed inside. If asked his name he responds, "Any."

This is a "legitimate" trafficking business that will provide what the party wants, within reason. Unrealistic requests will be laughed off with a joke or two! Requests for information about the city earn a derisive grunt punctuated by, "Find out yerself; but don't come back here a-cryin'... You want goods? Good! If not, stay clear... Hear?"

There are 10 thieves within this place of levels 7th-10th. All are armed with poisoned swords and daggers and have escape plans in place and many traps to cover their retreat. If the party picks a fight with them it could get very nasty; and the DM will have to expand upon the particulars involving that.

16. Mansion (B +10)

This is the mansion of the former captain of the guard, Morres, whose remains can be found at the **City Park, Key #23**.

Morres was the right hand man of the evil ruler of this city, Overlord Bothe.

Most of the place, as is true of most city locations, has been looted. But some special items still remain: a magically guarded iron trunk about 2.5 sq. feet; and a desk with many loose papers and office articles.

Magical Trunk: This defies opening, moving or attempts to destroy it; the key for unlocking it and dispelling its magical guards is located on Morres' body at **Key #23**. The trunk weighs 600 pounds and once magically deactivated by unlocking it, it can be moved from its place.

The trunk contains personal heirlooms purloined by Morres from innocent victims targeted by Overlord Bothe: an emerald brooch with an ink illustration of a husband and wife (worth 1,000 gp); a family book, each page encrusted with different types of gem dust (worth 600 gp); and an ivory and pearl locket with color illustrations of two young girls (worth 550 gp). There are still families extant (somewhere within the region, DMs must ascertain) who would be grateful if they were to reacquire these heirlooms. Those PCs present upon returning each heirloom split 4,000 experience points for their good deed. Whatever other rewards bestowed upon them by each family is dependent upon the circumstances generated by the DM.

This trunk additionally contains a leather satchel with a large bar of platinum (30 pounds; worth 4,800 gp), a **ring of invisibility**, and 4 **potions of flying** (sky blue liquid).

The desk has standard office articles: quill pens, ink bottles (all dried and useless), paper, etc. There is a note near the desk's corner that reads: "Hertha— Going to Lord Bothe's and then to the park to rest; have my dinner ready at 7; do have my best cleaned and pressed as I will be attending a dance tonight."—M

As noted above, Morres never made it back from the park but perished there during the flood.

17. Sundries Shop (C -20)

A legendary sea troll, Za-Kark-Ksh the Glutton, has inhabited this place. Though somewhat torpid these days, it becomes aware of passersby if they linger above his

domain for more than a turn. He then swims the short distance to confront the intruders...

DM Note: If the party displays the **Master's Hand** in front of Za-Kark-Ksh he will be greatly impressed and secretly afraid of it as he will perceive its ability to slay water-aligned creatures such as himself. He will thereafter parlay with the party and suggest an exchanging of gifts between them; if they produce 50 pounds of meat or fish, he will gift them with something he discovered in the shop below (a magic wand, see below). If the party refuses to parlay the troll flees, never to return to this spot.

DM Note: If he makes good his escape DMs can choose to relocate him to another spot within the city. If the party does not possess the **Master's Hand**, Za-Kark-Ksh immediately uses his *Troll Bellow* ability (see below) and attacks!

Za-Kark-Ksh, Legendary Sea Troll; AC 0; MV 12"/14" (water/land); HD 12; #AT 3 (bite/claw x2); DMG 2-16/2-8; SA regenerates 5 hp/round, fire does +25% damage, *troll bellow*: save vs. wands or be shaken in spirit for 1-4 rounds (-2 to attack and damage, -1 to initiative), range equals all hearing it in a 20' radius, useable as an additional attack every three rounds; hp 70.

The *Sundries Shop* contains nothing of value; all of what was in it is contained in Za-Kark-Ksh's large bag attached to his thick leather belt:

- **Wand of detect magic**, 76 charges
- A ball of twine; if unraveled a medium-sized sapphire (worth 750 gp) Will be found within it
- A large gnawing bone
- A tangled net 6' x 6'; hidden in the net is a bottle with a preserved hand in it, perhaps an ogre's or a giant's hand! Its ring finger has a silver band upon it. This is actually Za-kark-ksh's former wife, Hool-gerg, whom he murdered; if the hand is exposed to air it will regenerate Hool-gerg in one day's time (treat her as a normal troll). The silver band is worth 6 gp
- A small pouch containing 20 sp, 24 gp And 17 wooden slugs (carefully sewn into its inner lining are two missiles (10th level **fireballs** each) from a **necklace of missiles**). Only upon emptying the pouch and then further examining it for a minute or more, will this secret be revealed
- One live lobster in a glass jar
- A stone tablet with apparent gibberish etched upon it. This is a family heirloom "written" in trollish; a testimonial to a troll's rite of passage by recognizing that his son became a 'true troll' by braining a dwarf...

18. Overlord Bothe's Estate/Manor (A +20)

This is perhaps one of the largest structures in the city! Its windows appear shuttered and the only entrance into it is a pair of 10 foot wide doors located on its northern wall.

This place was abandoned during the flood by Overlord Bothe, the tyrannical ruler of this once prominent city-state. He had time to secure all of his valuables while forsaking anything remotely related to his office.

This edifice is now inhabited by a fanatical sect of merfolk bent upon avenging their god, Ont-Tri's death. They have defaced or destroyed most everything that they have found within the estate which "smelled" of "human." Known as the *Clan of the Crown*, they are inimical to all of humankind and will ignore even the trident mark bestowed upon the party by Tuu-Nep, their hereditary father! Their camp is located in this building's great hall and centered about a pool they have made there (SW corner), the latter allows access to the water channels about the manor. They attack all intruders and fight to the death!

Fanatical Merfolk (42); AC 5; MV 12"; HD 7; #AT 1; DMG 2-9 (well-made tridents); SA Racial hatred (vs. humans, +1 to hit); never check morale; hp range 32-42.

Cohort Leader **Krulsh**; AC 4; MV 12"; HD 10; #AT 1; DMG 4-24 (**trident of human slaying**); **potion of Ont-Tri's Passion** (+10 melee damage for 2-7 rounds, poisonous if imbibed by humans); SA Racial hatred (vs. humans, +1 to hit); never checks morale; hp 53.

The aftermath of this battle reveals the sorry state of this manor, as there are no apparent treasures here. If the PCs are inquisitive enough they will find an area where many papers, charts and maps were either torn in half, shredded or burnt. There is one large map with extensive annotations that can be partially pieced together. This partial map will reveal 13 of 23 keyed locations (on the DM's map) as a generalized summary of where they are and who at one time occupied/owned them (but not their changed status or new occupants). DMs must determine randomly which 13 locations are summarized.

19. Gypsy's Residence (C -30)

The gypsy woman, Le-Rhosa, perished here during the flood while in a deep trance attending a séance in which she was speaking with her dead husband, a lord of some repute at one time within the city. Her death at the time of their spiritual linkage reunited them as good spirits on this plane; and they continue to happily reside 'as one' at their residence.

This sublime act has made the area (50 foot radius) about their residence impenetrable to invasive evil sendings and spirits, and all such beings avoid it and will not gather here. Even unsavory races of any type experience a severe antipathy when near this abode and quickly retreat from it. All PCs of good or neutral intent will sense a peace in this area and will be drawn to it.

The couple favors those of pure intent. If the party lingers here for more than a few turns they will see the faces of the couple upon the water, and Le-Rhosa psychically informing them to return at the end of any day (sunset), but only three times. If the party does as instructed she will answer their questions (3 times only, as noted, and as a **commune** spell, 9 yes/no questions per session).

20. Serpent Monument (A +30)

The architecture of this place resembles a 2-headed serpent with the heads forming its northern and southern vestibules. One gains entry to this massive structure through either the 10 foot wide door of its northern vestibule or by way of one of its many east/west facing windows, 25 feet above.

This edifice was a political and religious gift constructed by the city government in cooperation with the civilized tribal kingdoms south of here. Its walls are covered in frescoes representative of those tribes' customs, beliefs and cultures.

However, a curse was instated that if the monument was ever looted (which it has been) that a guardian would be summoned to thereafter exact punishment upon intruders.

As they begin to inspect this place the party will note an odd bone here or there. These are partial skeletal remains of looters killed by the guardian who then carried their bodies to its lair to the south where they were devoured.

The guardian, a permanently invisible 12-headed hydra, is located in the southern vestibule upon the party's arrival. It senses the intrusion in 1-10 rounds (or half this time if the party is particularly noisy) and moves to attack from surprise.

Hydra; AC 1 (adjusted for **invisibility**); MV 9"; HD (12) 8hp/head; #AT 12x bite; DMG 1-10; SA **permanent invisibility** (can only be dispelled at 20th level); hp 8 hp/head.

The hydra's lair contains a huge pile of bones of its victims. Searching among these uncovers two items of worth: a **+3 sword, +5 vs. undead**; and one that had been on display here, the **Serpent Belt** (see below).

Serpent Belt: This belt is fashioned from many different types of serpent skins. When worn it confers full hit points upon the wearer one day/month and as determined randomly by the DM. It also provides a +2 saving throw vs. poison and, lastly, allows the wearer to understand the sibilant languages of the serpent realm in their most generalized forms.

DM Note: This artifact is a national treasure of the Kingdom of Oogresh. If returned to them its leaders will bestow great favors upon the one who does so.

21. Residence (C -20)

Several ferocious snapping turtles rise to the surface to attack anything passing near their lair here. They have nothing of value.

Snapping Turtles (3); AC 3; MV 9"/12" swimming; HD 9; #AT 1 bite; DMG 2-16; hp 45, 47, 54.

22. Large Manse (B +10)

This place was once inhabited by a nature priest of Lae-Minah. He oversaw operating the temple at **Key #13 Yellow**. During the flood he quickly forsook his duties and abandoned the temple. Upon entering his abode here to secure his possessions the goddess Lae-Minah intervened and cursed him for his treachery, turning him into a wooden sculpture. Thus, he was reminded to fulfill his duties as her priest.

Upon entering the first floor the party will note the 5 foot high wooden statue of the priest. They also note that he looks at them and speaks (if there are good-aligned PCs in the party) while encouraging them to touch him if they suffer from disease or poison. Upon doing so PC's affected by disease or poison are instantly cured of such afflictions. He otherwise will not interact with a party that does not have at least a single PC of good alignment; and nothing can be gained from him in this case.

The statue-priest also suggests, to any good-aligned party, that they search under a nightstand for a secret compartment. In it will be found the possessions he was so keen on returning for upon the night of his cowardliness: **gloves of swimming and climbing**; 13 pearls (200 gp ea.) and a **scroll of protection from undead**. He urges the party to take these and do good with them.

23. City Park (C -30)

The skeleton of the former captain of the guard, Morres, is pinioned to a tree's limb here. This fact can be discovered through a **direct dive-and-search**; or a clue to this can be derived if the party has an active spell of **detect magic** when they pass near this spot as they will detect his magical accoutrements (also read the clue-note at **Key #16**). His valuables consist of **+3 chainmail**, a pouch with 2 **potions of human control**, and 2 large keys: one, iron, that will open the front door (now below water) to his mansion; and the other is of iron and silver make with a magical rune ("open") inset upon its uppermost flange. This key opens the magically guarded trunk that can be found at the mansion (read **Key #16**).

Afterword: Adjunct to this Adventure, *Wreck of the Revenant*

In redesigning what is a piece of D&D history, as well as it being a piece of history from my *World of Kalibruhn*, various material was brought forward and introduced for print that was not necessary for those players of it at GenCon VIII. This makes the current offering an amalgam of design intents: one aimed at the players in my world and then as reduced for tournament play. In order to promote the former I have updated the adventure to include what would have been eventually discovered by my players: the reasons behind the *City of Kalibruhn* (now known only as *Kyrruhn* to commoners, which means "greatly accursed") being sunk.

This adventure leagues with its adjunct, *Wreck of the Revenant*, wherein players of these two adventures can set right many things that transpired to bring about the city's doom. I am about crafting this adventure for future release through **TLB GAMES**.

Credits:

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Playtesters: Preliminary *Sunken City of Kalibruhn* phase—Terry Kuntz, James F. Goodfellow, Eric N. Shook; GenCon VIII participants—3 sessions of 6-8 players each.

APPENDIX A: MAGIC ITEMS/CLUE ITEMS

DM Note on Clues

The following items are clues and pieces needed to proceed with the adjunct to this adventure, *Wreck of the Revenant*. These, as previously noted, can be found as random treasures. DMs can also choose to place these items at specific keyed encounter locations.

The Master's Hand (artifact sword and clue)

This is a **+3 sword** of alien origin crafted from unadorned meteorite iron. It has many different passive and active powers:

- 50% magic resistance when held; includes ancient magic.
- *Obeisance*: Spirits of the dead that are not otherwise controlled will obey or ignore what the wielder requests of them depending on previous relationships in real life. They will not attack the wielder as long as he holds the sword.
- If wielder is evil, raises their charisma scores by +6 and further adjusts positive reactions of other evil beings of lesser power by +6 or by +3 for those more powerful than the wielder (the latter is subjective based upon level, position, etc.). Non-evil beings wielding this sword get a maximum 0 to +2 boost for positive reactions from evil beings.
- Immunities: The wielder cannot be feared, mind-controlled, possessed or otherwise mentally suggest: manipulated in any way, short of godly powers used against him.
- Adjustment/Attuning: The sword must adjust to the new wielder's hand for 6 hours in order for its imparted powers to work. The possessor feels an incessant urge to hold it during this time period.
- The sword radiates a reddish phosphorescent glow when within 100 feet of ancient magic or a being of much higher power relative to the wielder.
- Does *triple* damage vs. specified beings as per a special ancient ritual (the sword is currently attuned to damage the water-based element which would include all elementals, gods, demigods and their various related offspring (i.e., most aquatic creatures and monsters) and followers): 3-24 +3 vs. man-sized; 3-36 +3 vs. large.
- Becomes inactive for months equal to the possessor's intelligence score if the wielder is killed.
- Cannot be located "normally" (**locate object**, etc. has no effect) as it is ancient magic; and until activated by the new owner it radiates no auras or magical fields. The ancient rite for locating this sword is not currently known.

Very Short History (current): The sword was wielded by Captain Trache to kill the demigod, Ont-Tri. When the *Revenant* was sinking, Trache, foreseeing his doom, placed the sword in a barrel and magically sealed it; and the latter was washed into the city in the deluge where it remains, undiscovered.

Ship's Oar (clue)

An oar carved with a shipwright's device (a topsail having the initials "PD") as well as a property mark of the brigantine it was made for: *Brg-Revenant*. It is 18' long and still serviceable.

Kettle Drum & Beaters (special magical device; clue)

The kettle drum and beaters are a combination magical device which have been altered in their use in relation to the now dead crew of the *Revenant*; and thus they have become a device and clue for determining the ship's current location.

Originally the magical drum beat was used to increase the oar-strokes of the rowers by +10%. Its steady beat lent a commensurate increase to the *Revenant's* rowed speed.

Even though the crew is dead the drum's beat still has a dutiful meaning for them; and for each time the drum is beaten for at least 10 minutes straight within 500 yards of where the ship foundered, the *Revenant's* ghost-crew will respond in kind (for 10 minutes) by either "rowing" with their remaining oars or by at least doing so through imitating these former duties. This causes a turbulence in the area of the *Revenant's* location that will be seen upon the water above as a sub-surface to surface disturbance. This will roughly mark the location where the *Revenant* went down.

DM Note: This device is used in the adjunct to this adventure, *Wreck of the Revenant*.

Gigi the Talkative (necromantic parrot; special magical construct and clue)

Note: Captain Trache's former parrot, Gigi, can be reanimated for a short time by the reanimation potion held by Ukon at **Key #13 YELLOW**.

This necromantic construct once served Captain Trache. When he died Gigi died (again). If reanimated the parrot could provide some clues about the history of the *Revenant* (see hereafter). The parrot has a (learned) sense of morbid humor and often interjects such outbursts as, "Gigi wants a finger"; or, "Don't hog the rum"; or "Where's the patch!" (which refers to the eye-patch it liked to wear, now lost).

Trigger words; and things Gigi will say in response to these...

Revenant: "Row for your lives, you scum, row!" "She sinks!" "A fine ship."

Ont-Tri (or Crown): "I have your head now!!" "He'll be by with this barge." "Ukon will be amazed, the rat!"

Master's Hand: "Into the barrel and back you go!" "Not from here; the black rat will want it back." "A sword of the gods!"

Drum: "Faster to the beat; faster for the master!" "Obey the beat you scum! Obey it even in death!"

Ukon: "Not from here; Not from here."

Tuu-Nep: "A father's revenge." "Curse Ukon's faulty knowledge!"

Crew: "Down we go; more fathoms than the leagues spent!" "We are with our captain!"

Tidal Wave: "A fist from hell!" "Come about... About!!!"

Gigi (said twice, fast): "Gigi knows, but Gigi won't say." "Gigi knows the way."

Gigi can provide the party with a rough location of where the *Revenant* foundered if she is ordered to fly to the spot.

Many of these clues will be expanded upon in the adjunct, *Wreck of the Revenant*. Then, too, much of this mystery can be pieced together as a prelude to that adventure from the information provided in this work.

Gigi has 2 hp, is AC 10, flies 18" per turn, and is tireless.

The Inter-Dimensional Agereator (Ancient Magical Device)

This ancient mechanism was appropriated by Ukon during one of his few forays to the *Lost City of the Elders*, but only after many months of applying ancient spells of various dimensional qualities to first sense and then map its position. The Agereator exists in *this continuum* as 4 co-equal parts: two 6' square and two 6" square pieces of strange material (perhaps an alien creature's hide) each having numerous raised, unidentifiable metallic pieces attached to these and as complemented by many repeated patterns of alien symbology rendered with various pigments (see the accompanying illustrations). The Agereator defies all attempts by anything in this continuum from identifying its nature or origin. Such attempts not only fail, they return a null value in the inquirer's mind akin to looking in a mirror and not seeing a reflection—it's as if the very inquiry is referencing something that does not exist...

For purposes of the adventure this device functions as described in the keyed entries. It cannot be utilized beyond the simple measures as herein described without the advanced knowledge of ancient magic that Ukon possesses.

APPENDIX B: PRE-GENERATED PLAYER CHARACTERS

CHARACTER STATISTICS

No.	Name (Languages)	Race (Class)	LV	AL	S	I	W	D	C	CH	HP	AC	MV
1.	Nyammo Petch (Common)	Human (Cleric)	8	LN	15	9	17	12	13	15	35	-2	6"
2.	Knospe Vyser (Common)	Human (Fighter)	8	LN	16	10	12	16	15	8	47	1	9"
3.	Othlinden (Common, Lizard Man, Dwarf, Elf)	Human (Fighter)	8	N	18/ 77	18	10	16	15	9	56	0	9"
4.	Jyber (Common, Orc, Goblin, Lizard Man, Dwarf, Elf)	Human (Magic-user)	9	N	10	16	14	12	14	10	25	5	12"
5.	Leor (Common, Elf, Goblin, Troll)	Human (Ranger)	7	NG	15	14	13	16	16	13	51	2	9"
6.	Rubec Urfell (Common, Dwarf, Orc)	Human (Thief)	10	N	12	12	9	17	13	13	30	4	12"

CHARACTER SPELLS

Nyammo's Spells (2/2/2/2/2)

- 1st: **cure light wounds, light**
 2nd: **hold person, speak with animals**
 3rd: **cure disease, prayer**
 4th: **cure serious wounds, neutralize poison**
 5th: **dispel evil, create food**

Jyber's Spells (4/3/3/2/1)

- 1st: charm person, detect magic, light, magic missile, read magic, shield, sleep
 2nd: detect invisible, invisibility, knock, mirror image, pyrotechnics, strength, web, wizard lock
 3rd: dispel magic, haste, hold person, lightning bolt, suggestion, water breathing
 4th: charm monster, dimension door, fear, ice storm, remove curse, wall of fire, wizard eye
 5th: feeblemind, hold monster, pass-wall, telekinesis

Note: Jyber's underlined spells are those currently memorized.

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CHARACTER EQUIPMENT

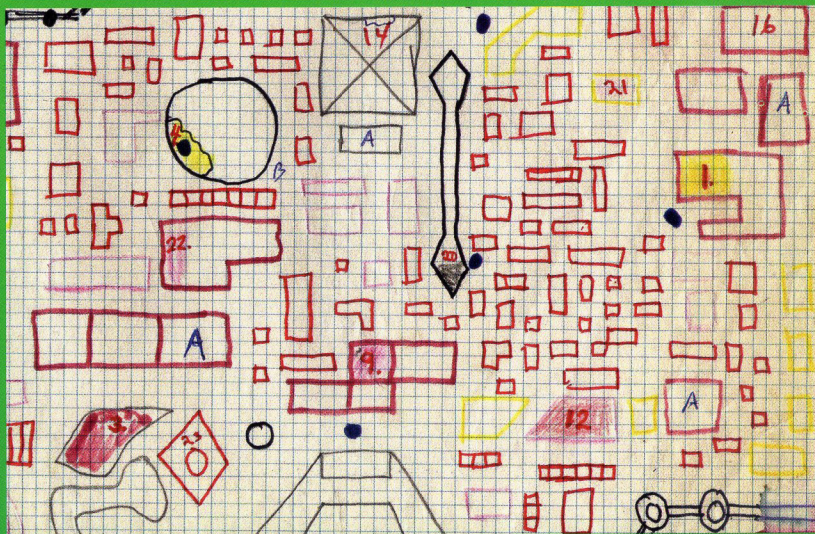
No. Equipment

1. **Snake staff +1 (python), mace +2, shield +2, platemail +2**, 1 bone scroll tube with 1 scroll (**cure light wounds x3, dispel magic, neutralize poison, cure serious wounds**), 4 pieces of vellum, ink vial, & 2 quills, pack, bedroll, 1 week iron rations, wineskin, large sack, tinderbox, holy symbol, 3 vials holy water, 4 tallow candles & holder, bandages, & purse with: 3 pearls (100 gp ea.), 4 pp, 14 gp, 7 sp. **TOTAL WEIGHT w/ GEAR: #290**
2. **Chainmail +1, sword +1, dagger +2, crossbow of accuracy +3**, 20 quarrels, **figurine of wondrous power, ivory griffon** (as griffon but flightless, 30 hp, useable 2x per week), **ring of water walking**, pack, bedroll, 1 week iron rations, wineskin, 2 large sacks, 3 torches, 50' rope, grapnel, tinderbox, 3 flasks of oil, & a purse containing: 1 ruby (worth 500 gp), 4 pp, 12 gp, 1 ep, 5 sp, 3 cp. **TOTAL WEIGHT w/ GEAR: #230**
3. **Cobalt armor** (treat as **platemail +1** but encumbrance as chainmail), dagger, **Green Sword +3** (changes size: short to 2-handed, +5 saves vs. serpent magic, **dispel illusion** 1x/day by touch), **lens of scrying** (rose: allows **clairvoyance** as 8th level magic-user, 2x/day), 4 potions (**healing x2, heroism, polymorph self**), reptilian tattoo allows him to **shapechange** into lizard man 1x/day, pack, bedroll, 1 day rations, wineskin, torch, tinderbox, & a purse with: 1 garnet (100 gp) & 7 pp. **TOTAL WEIGHT w/ GEAR: #340**
4. **Bracers of AC 6, ring of protection +1**, emerald & gold ring (worth 1,000 gp), **staff of striking** (23 charges), **wand of fire balls** (22 charges), potions (**healing, levitation, clairaudience, diminution**), bone scroll tube holding 1 scroll (**read magic, detect invisible, wizard lock, dispel magic, suggestion, water breathing, remove curse**), dagger, pack, bedroll, 1 week iron rations, water skin, large sack, torch, tinderbox, flask of oil, & a purse containing: 20 pp, 3 gp, 2 sp. **TOTAL WEIGHT w/ GEAR: #185**
5. **Chainmail +1, sword +1** (with **locate objects** ability), **dagger +2**, short bow, quiver with 10 arrows & 10 **arrows +2, boots of traveling & leaping**, small belt pouch holding 2 potions (**extra-healing, hill giant strength**), pack, bedroll, 1 week iron rations, wineskin, large sack, torch, tinderbox, 2 flasks of oil, & a purse containing: 1 piece of turquoise (worth 10 gp), 11 gp, 15 sp, 9 cp. **TOTAL WEIGHT w/ GEAR: #250**
6. Leather armor, **cloak of protection +3, dancing sword +3, dagger +2, +3 vs. orcs, goblins, & kobolds, luckstone +10%, ring of invisibility, bag of holding**, sling, 10 iron bullets, small belt pouch holding 2 potions (**healing, oil of slipperiness**), pack, bedroll, 1 week iron rations, water skin, 30' rope, 3 iron spikes, hammer, small sack, torch, thieves' tools, tinderbox, & a purse containing: 2 gp, 5 sp, 4 cp, (also a 500 gp topaz hidden in the heel of his left boot). **TOTAL WEIGHT w/ GEAR: #230**

CHARACTER BACKGROUND

No. Background

1. Nyammo has fled from his home city after an incident left a fellow priest dead. He has made an uneasy alliance with the party and hopes to gain some item or perform some deed of repute to regain his place at home. He knows that several temples fell beneath the waves within the *Sunken City* and hopes to recover relics from these sites and perhaps find a way to redeem himself. He is very possessive about his **serpent staff** and refuses to let anyone else wield it or even hold it.
2. Knospe is always willing to follow the rules for good or bad—sometimes to see if he can just get away with it. This sense of cruel adherence to the rules has gotten him into trouble more than once. He finds the group to be sufficiently militant and lawful for his taste and has joined them for the sole purpose of finding as much treasure as possible within the ruins of the *Sunken City*. He hopes to take this treasure to purchase a small holding where he plans on building a castle.
3. Othlinden is actually a super intelligent, enlightened lizard man pretending to be a human. The tattoo on his left shoulder is magical and allows him to turn into a human as per the shapechange spell. He has joined with this party for a very specific purpose: to find the legendary **Serpent Belt**, a powerful magic item that was once on display in the *Sunken City*. This artifact is a national treasure of the Kingdom of Oogresh. Returning it would bestow great rewards upon the one who does so. Then again, the item offers powerful magics upon the bearer.
4. Jyber was serving a great Lord as a court wizard, however, his brother Cyber was favored by his Lord and received all of the choice magic items. Thus he took his leave of them taking a few items with him and hoping to find more on his own within the ruins of the *Sunken City*. In particular he seeks the tower of the wizard, VeJoun—known for his clockwork-magic. Jyber recently struck up a relationship with the tribal fellow Othlinden who shares Lizard Man as a language and has the remarkably ability to **shapechange** into one!
5. Leor is a follower of Melc, a cult-figure worshipped by wayfarers and wanderers of the lands. Leor himself is a protector of such wanderers and has followed the party closely, eventually insinuating himself into the group. He has spent the last two weeks prior skirting the *Sunken City* (Leor calls it *Kyrruhn* as locals do, which means "greatly accursed") and is aware of the location of at least one raft for entering the flooded city on the east side but knows there are more. He hopes to prevent the party from disturbing anything too serious that would jeopardize local travelers. In particular, he knows Za-Kark-Ksh the Glutton, a legendary sea-troll, skulks within the place—slaying that brute would put Leor in the songs of the bards!
6. Rubec has recently "acquired" a box of maps and notes he found while living in a low dive. Within the papers were treasure maps to several locales—various dungeons and castles. One of these indicated some particularly rich troves within the *Sunken City*. The palatial estate of Lord Afron, said to have a door decorated with oricalc—a precious, silvery metal—and a treasury of fabulously valuable gems and jewelry. Unfortunately, the inundated nature of the place has required Rubec to league with the party to protect him from the dangers certain to be there. He hopes to fill his magic bag with loot and then high tail it out of there!



This adventure is only one of the many popular game aids usable with the EL RAJA KEY ARCHIVE DVD (available from TLB GAMES, www.TLBgames.com). This and other game books currently planned for use with the EL RAJA KEY ARCHIVE DVD include:

Adventure Module	Levels
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K2 Ice Grave	6-8
K3a Journey to the City of Brass	7-10
K3b Into the City of Brass	8-11
K4 Lair of the Spider Queen	9-12
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