

DUNGEONS & DRAGONS®

Expert Game Adventure

The War Rafts of Kron

by Bruce Nesmith



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THE WAR RAFTS OF KRON

by Bruce Nesmith



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INTRODUCTION



THE WAR RAFTS OF KRON

The War Rafts of Kron is an ocean and undersea wilderness adventure. Before beginning play, read the entire adventure carefully to become completely familiar with it. Much of the information given in the encounter descriptions is for your use only. Reveal this information to the players at your discretion. Use your imagination when describing encounters to the players. If an area description is not given in an encounter, make up your own, based on what you know about the area and what you see on the maps.

There are three areas of adventure: the coral city of Suthus, the raft city of Kron, and the sunken city of Colhador. Each area has its own encounter descriptions, wandering monster tables, and maps.

The Adventure Party

This adventure is designed for a party of 4-6 characters of levels 9-12. Although a halfling may reach only the 8th level according to the rules, an 8th level halfling will enjoy the adventure if he has a powerful magic item. The party should have a total of 40-50 levels (45 is best). The party should have at least one magic-user or elf and at least one cleric. You may wish to adjust the strength of certain monsters and encounters, based on the abilities of the party.

Be sure to give the characters a good chance of survival. Try to be impartial and

fair, but give the characters the benefit of the doubt in extremely dangerous situations. However, if the players insist on taking big risks, they must be willing to pay the penalty.

New Rules For This Adventure

Much of this adventure takes place in the murky waters of the ocean floor. Because activity underwater is different than on land, you will need some new rules. If a rule is not mentioned here, assume that the spell, item, or action works normally underwater.

Use common sense. If what is written does not apply to a certain situation, think about it for a moment and then decide what would really happen.

Healing

If a character rests for an entire day, he heals one hit point. If he does not spend a major portion of the day resting, he does not heal at all.

Drowning

If a character cannot breathe, he suffocates and dies. A character can hold his breath for three rounds if he is active. If he takes no actions, the character can hold his breath for six rounds. After that he begins to drown and in three more rounds is dead. However, his body has suffered no points of damage.

Underwater Movement and Actions

A normal person cannot move or fight as well underwater as he can on land. He is -4 to hit with any weapon such as a sword or axe. Missile weapons are only -1 on hit rolls, but they have only half their normal range.

A normal person moves slower underwater. The Underwater Movement Table shows the speed the players may move underwater. The table has a Sink/Rise column which

Underwater Movement Table

Encumbrance	Move	Swim *	Sink/Rise
up to 250	60'(20')	90'(30')	Rise 10'/round
251 - 300	45'(15')	60'(20')	No movement
301 - 400	30'(10')	30'(10')	Sink 10'/round
401 - 800	30'(10')	15'(5')	Sink 20'/round
801 - 1,200	15'(5')	0	Sink 30'/round
1,201 - 1,600	15'(5')	0	Sink 40'/round
1,601 and up	0	0	Sink 50'/round

* Swimming rates for outdoors and indoors.

shows how fast a character sinks or rises underwater. If a fighter with plate mail, a sword, and a shield falls into the ocean, he sinks 20 feet per round because he has 660 coin weight of encumbrance. If he removes his armor and shield, he rises 10 feet per round.

If a character is swimming, add or subtract the swimming speed from the sinking or rising speed. For example, a person carrying 350 coin weight of encumbrance sinks 10 feet per round if he does nothing. If he swims, he can either stay even by swimming upward or swim downward 20 feet per round. If he swims horizontally he will sink 10 feet per round while moving 10 feet per round.

When the players are on ships on the high seas, you will need sailing rules found on pages 42-44 of the revised D&D® Expert rules.

Light

Seeing underwater is more difficult than seeing above water. Just under the surface of the water a person can see 500 feet with natural lighting. For every 100 feet below the surface, the range of vision is reduced 50 feet. A person 1,000 feet or more under water is in complete darkness. A light or beacon can be seen only half as far away as normal and can illuminate an area only half as large as normal, regardless of the depth of the water.

Sound

Noises travel farther underwater than in the air. When describing events to the characters, all sounds should be much louder and a little distorted if they are underwater. Navigators quite often use sound instead of light for navigation underwater.

Writing Underwater

Normal ink smears underwater. Normal documents and writings become indecipherable in two turns. This includes maps, but not magical writings. If the party wishes to map the areas they investigate underwater, they must use a different system of mapping.

Spell Casting Underwater

It is impossible to speak clearly underwater. Unless a cleric or magic-user has *waterbreathing* (either through the spell or a magic item), he cannot cast spells underwater.

Even if a cleric or magic-user can breathe underwater, some spells will have strange results or side effects underwater. Do not tell the party what the effects of the spells are underwater. Let them discover the effects for themselves. Any spells not listed below are not affected by being underwater.

CLERIC SPELLS

First Level

Purify food and water: This spell removes the salt from sea water and makes it drinkable.

Fourth level

Create water: This spell creates a spring in the ocean floor. However, because it is underwater there is no noticeable effect. The spring water is polluted by the salt of the sea water before anyone can drink it.

Sticks to snakes: The snakes drown in 4 rounds.

Fifth Level

Create food: The food is immediately polluted by salt water. However, it looks edible. If the characters eat any of the food, they must save vs. *paralyzation* or become violently ill for 1-6 turns.

Insect plague: The insects immediately drown. However, their bodies make an obscuring cloud.

MAGIC-USER SPELLS

Third Level

Fire ball: This spell does only half damage underwater.

Fly: This spell allows the adventurer to fly or swim underwater at 360 feet per turn.

Lightning bolt: Because salt water is a good conductor of electricity, lightning bolts act as area effect spells. Any creature within 20 feet of the point where the spell is cast, takes 1-6 points of damage per level of the spell caster. A successful saving throw means the victim takes only half damage.

Water breathing: This spell also allows the adventurer to speak underwater without penalty. He does not need to drink anything as long as he stays underwater. This spell does not protect a player if the water is poisoned or polluted.

Fourth Level

Ice storm/wall: The wall of ice works normally except that it must be braced from above because ice floats to the surface. Remember that many sea creatures will simply swim around or over the wall. *Ice storm* also works normally except that the damage it does is 1-8 per level of the caster rather than 1-6 per level of the caster. *Ice storm* does not affect water currents flowing into or out of it.

Massmorph: The affected creatures appear to be clumps of kelp rather than trees.

Polymorph self/other: Any character changed into a fish or other water-breathing creature gains the ability to breathe water.

Wall of fire: This spell covers only half its normal dimensions, 600 square feet. It prevents creatures of 2 hit dice or less from passing through it.

Fifth Level

Cloudkill: This spell works normally. The vapors poison the water, making any creature that breathes water susceptible to its damage. It floats with the currents.

Conjure elemental: Air elementals must maintain contact with air while underwater. If they are ordered to break contact with air, treat it as a loss of control over the elemental. If an air elemental is conjured from bubbles, it is 1/2 hit dice, does 1/2 damage, and saves at 1/2 its normal level.

Earth elementals must maintain contact with the earth (ocean floor). If they are ordered to break contact with the earth, treat it as a loss of control over the elemental.

Fire elementals lose 2 hit dice (as energy drain) each round they spend underwater.

Water elementals are invisible as long as they are underwater. Because fighting creatures are immersed in water, the elemental almost always inflicts 1-8 points of extra damage.

Sixth Level

Lower water: This spell works normally. However, if the caster is on the ocean floor, he will not notice any effect except for a possible change in light. The surface of the sea will be 1/2 as far away.

Magic Items

Potion of gaseous form: This potion works normally except that the adventurer appears as a large cloudy bubble.

Scrolls: Because they are magical, scrolls work normally underwater. The magical writing will not smear.

Sword +1, flames on command: This sword is only +2 against plant and undead creatures while underwater.

Normal Items

When any party member attempts to use a normal item underwater, consider its condition after it is submerged for long periods of time. For the purpose of this adventure and other underwater adventures, metal objects will not rust enough to affect their performance. A sword develops a thin layer of rust in a few days underwater, but is not significantly harmed unless it is underwater for a month or more.

THE ADVENTURE

Many weeks ago the guild masters of the island of Minrothad put out a call for adventurers of great skill and renown. The Minrothad guilds are offering small fortunes to attract adventurers of great ability for a special quest.

As you make your way to the island kingdom, you hear many strange tales. Some say that Minrothad is beset by the Empire of Thyatis to the east, an empire known for its destructive ways. Others claim that the guild masters are being driven to ruin by a roving band of pirates. One innkeeper even insists that the guild masters are searching for the mythical Horn of the Sea God.

You spend three frightening days at sea before reaching Minrothad. Each night of

the journey, strange lights dance silently over the water in the distance. Whistles and screeches pierce the quiet rhythm of the waves. A hollow, abandoned feeling settles like a blanket over your party.

Once on the island, the guild masters subject your party to seven days of rigorous tests and trials. Now your party stands alone before the guild masters of Minrothad. All other adventurers were found lacking.

The guild masters explain that sea trade has been horribly disrupted. Many ships leave port never to be seen again. Occasionally a masthead or a body washes up on the shores of the island. And now, a visiting princess from the Kingdom of Ierendi has disappeared along with one of

the ships.

The guild's masters offer you a small island (six square miles) next to Minrothad if you can rescue the princess and discover who is pirating their ships. They also offer a small sailing ship (75 hull points) with a crew of 10 and a captain for your use. The ship is fully provisioned, including food, water, and bows and arrows. The ship is yours to keep, but the captain and sailors belong to the Minrothad navy.

The guild masters give the characters anything the characters need for the journey that costs under 100 gp. The guild masters do not spend more than 1,000 gp total. The guild masters have no more useful information.

The isle of Minrothad is divided into many small baronies. The baronies form trading guilds, each having its own plot of land. The family-owned guilds have much vicious political dissension among them. The city of Minrothad is a neutral territory where the guilds can meet and trade.

The adventurers can purchase anything on the open market that is not magical. For every 1,000 gp they spend, there is a 10% cumulative chance that a thief of 2nd to 8th level of experience (2d4) will attempt to relieve the adventurers of the burden of their gold.

The merchants of Minrothad will not sell magical items to foreigners. Some exceptions exist for the purpose of this adventure, such as potions of *swimming* (see New Magic Items), and potions of *waterbreathing* (as the spell). A maximum of one potion per member of the party is available for 8,000 gold pieces each. This is the starting bid, but most merchants are willing to settle for a mere 4,000 gold pieces per magical item.

However, if the adventurers ask to buy any other magical items, a merchant will offer a fake for an incredible price. If the adventurers discover that they have been deceived and call out the guards, the local authorities will always side with the merchant.

Because Minrothad is an island, the party must set sail sometime. Three days after the characters meet the guild masters, the debris from a merchant vessel washes up on the shore of the island. If the characters have not left the island by then, the guild masters succumb to public pressure and threaten to deport them unless they leave immediately.

MINROTHAD

The High Seas

As soon as the ships are 24 miles (one hex) from the isle of Minrothad, they are attacked. Twenty trained water termites attack each ship, gnawing through the hulls.

War Raft Raid

A grating sound stabs the air from below the deck, as if the ship is being torn apart. An instant later, a dozen small wooden ships puncture the surface of the sea about 120 feet away and begin circling the ship. Each ship is about 5 feet long by 2 feet wide. The ships skim rapidly across the surface of the sea without sails or rowers.

The ship has been attacked by salt water termites.

Salt water termites (20): AC 5; HD 4; hp 18; MV 180' (60') swimming; #AT 1 bite; D 1-6; Save F3; ML 11; AL N

Termite squad tritons (4): AC 6; HD 5; hp 24; MV 150' (50') swimming; #AT 1 spear; D 1-6; Save D11; ML 9; AL N

First level spells: *charm person*, *magic missile*

Second level spells: *invisibility*, *web*

Third level spells: *dispel magic*

The water termites cause 20 hull points of damage per round for four rounds before leaving. Four tritons each control five leashed water termites. The water termites have had their ink sacs removed so they do not spray their ink and obstruct the sight of the tritons. Each triton is armed with a spear.

The leader of each water termite squad has a red banner tied to his spear. If attacked, the tritons pull the water termites away from the ship and have them attack their opponent. The tritons will all cast a *charm person* spell at the first opportunity.

The small wooden ships are war rafts that pirate for the city of Kron. Each raft is the shape and size of a small rowboat with the back side missing. Each war raft is manned by a triton. In one hand is a spear, in the other are four reins which pass through a ring in the prow of the raft and down under the water. In the war raft are four other spears.

The war rafts are each pulled by four sea horses.

Giant sea horses (40): AC 7; HD 4; hp 20; MV 150' (50') harnessed swimming; #AT 1 butt; D 1-8; Save F2; ML 8; AL N

Tritons (10): AC 4 (2 for missiles); HD 5; hp 25; MV 150' (50') on war raft; #AT 1 spear; D 1-6; Save D11; ML 9; AL N

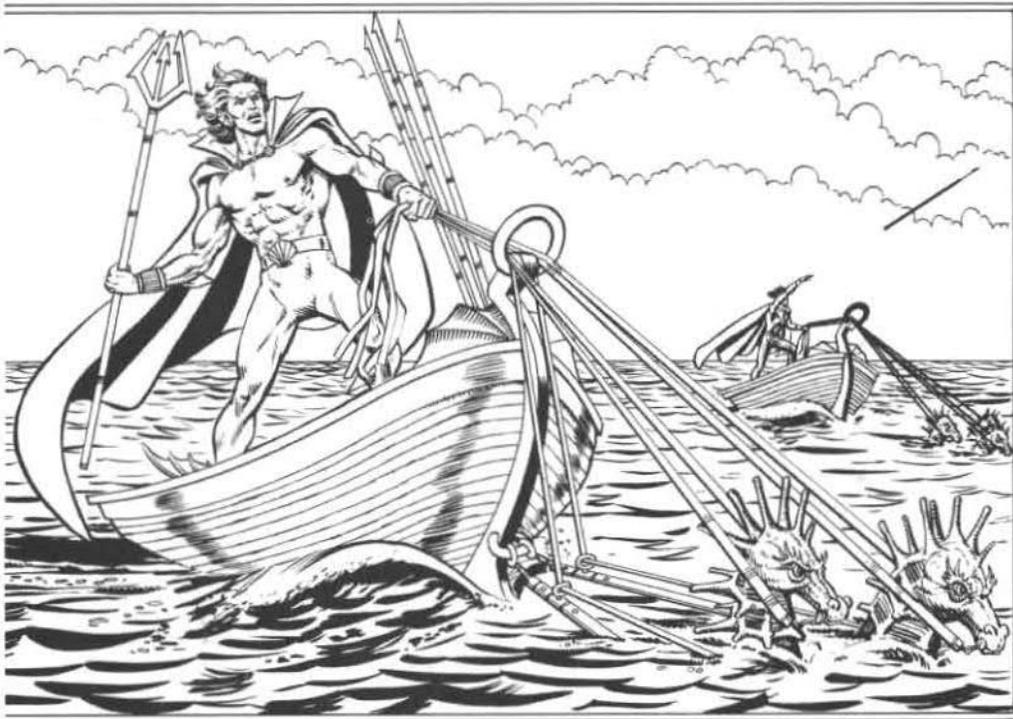
First level spells: *charm person*, *shield**

Second level spells: *detect invisible**, *invisibility*

Third level spells: *lightning bolt*

* Already cast

One of the war rafts is ornately carved. The spear of its triton rider has a bright green banner tied to it. He is the captain of these war rafts. His raft is pulled by two giant sturgeons. If the termites are unable to sink the ship, the captain will submerge and attack the hull with his war raft sturgeons. They each do 2-8 points of damage per round.



Giant sturgeons (2): AC 0; HD 10+2; hp 50; MV 150' (50') harnessed swimming; #AT 1 bite (can swallow); D 2-12; Save F5; ML 9; AL N

Triton captain: AC 4 (2 for missiles); HD 6; hp 30; MV 150' (50') on war raft; #AT 1 spear; D 1-6; Save D11; ML 9; AL N

First level spells: *magic missile*, *shield**
 Second level spells: *detect invisible**, *invisibility*
 Third level: *dispel magic*, *lightning bolt*
 * Already cast

Each round, five war rafts pass within 20 feet of the ship. Each triton throws a spear (50%) or casts a spell at any visible figures on the ship. The tritons never cast their last spear.

The tritons take prisoners if any remaining people on the ship are subdued. If there is still resistance after the ship is completely sunk, they leave the remaining ship members to drown. Any prisoners are taken to Kron since they are air breathers.

If the ship sinks, the tritons swim away underwater. They return in two days to salvage the wreck on the ocean floor. Several pieces of wreckage remain floating on the surface. The adventurers can hold onto them and remain floating. Remember to check if any character in the water sinks.

The tritons know the location of their city and of Kron. However, they do not reveal this or lead the party to either location unless

charmed or coerced.

Wandering Monsters at Sea

If the party spends any significant time on the high seas, random encounters are possible. The table at right is used for surface encounters. There is a 1/3 chance of encounter every 12 hours. Check once in the morning and once in the afternoon. Some monsters encountered will not be interested in the party. Use your judgment to determine if the party is attacked.

Storm Giant

If the tritons leave the party to drown, Koom, the storm giant, appears. He can save the life of any character who is sinking or drowning.

The water ahead begins to froth. Small waves ripple on the surface of the sea as a yellow mass rises out of the water. A huge human head flashes a gleaming smile from a bronze colored face.

Storm giant (1): AC 2; HD 15**; hp 70; MV 120' (40') swimming; #AT 1 + special; Save F15; ML 10; AL L

When Koom surfaces (only his head and chest will ever be above the water), a storm begins to brew. If the party attacks him, he fights back. If he loses half or more of his hit points, he dives into the water and does not resurface.

Koom's intentions are good. He witnessed the attack of the tritons and wishes to offer his assistance to the party.

If the party befriends Koom, he calls his undersea boat (see New Magic Items) and offers to take them to his underwater castle. He tells the characters that he may have some useful gifts for them, but says nothing more until they arrive at the castle.

Koom's undersea boat works by command words which he whispers. None of the party members are able to hear them, so if Koom is not in the boat, it can't be used. The boat travels 36 miles in a day, or 3 hexes every 2 days. There may be underwater encounters along the way, but do not allow Koom to die in any of them.

Underwater Encounters

Check once in the morning and once in the afternoon for random monster encounters. There is a 1/3 chance of an encounter. When there is an encounter, roll a morale check for that creature. If the creature fails, it does not bother the party.

Wandering Sea Monster
 Encounter Table
 (0-250 feet)

2d6	Encounter
2	Dragon turtle
3	Whale, roll 1d6 1-3 Sperm 4-5 Killer 6 Narwhal
4	Sailing ship (25% pirates)
5	Jellyfish, roll 1d6 1-4 Marauder 5-6 Man-O-War
6	Sharks, roll 1d6 1-3 Bull 4-5 Mako 6 Great white
7	Plankton or seaweed bed
8	Dolphins
9	Termite, salt water
10	Green slime *
11	Sea serpent, roll 1d6 1-4 Lesser 5-6 Greater
12	Squid, giant

* Green slime is indistinguishable from a plankton bed at distances of 40 feet or greater.

Koom's Castle

The storm giant's castle is a small, but plush residence. There are no hostile encounters

THE ADVENTURE - MINROTHAD

**Underwater Random Encounter Table
(250-1,000 feet)**

2d6	Encounter
2	Hydrae, Sea
3	Undead, roll 1d6 1-3 Zombies 4-5 Wights 6 Wraith
4	Eels, roll 1d6 1-4 Electric 5-6 Giant electric
5	Octopus, Giant
6	Sharks, roll 1d6 1-3 Bull 4-5 Mako 6 Great white
7	Fish, roll 1d6 1-3 Giant bass 4-5 Giant sturgeon 6 Giant rockfish
8	Dolphins
9	Jellyfish, roll 1d6 1-4 Marauder 5-6 Man-O-War
10	Manta ray, roll 1d6 1-4 Normal 5-6 Giant
11	Whales, roll 1d6 1-3 Sperm 4-5 Killer 6 Narwhal
12	Sea serpent, roll 1d6 1-4 Lesser 5-6 Greater

planned for this area, so there are no maps. You can add to this adventure by designing an underwater castle for Koom and populating it. Koom has 16 giant crabs which guard the palace.

Giant crab (16): AC 2; HD 3; hp 14; MV 60' (20') swimming; #AT 2 pincers; D 2-12/2-12; Save F2; ML 7; AL N

Ahead is a single story building with a solitary tower rising from the far side. The sea floor disappears just past the building. The tower looks out over the cliff which extends as far as the eye can see. The other side of what appears to be a chasm is not visible.

Once the party is inside the castle, Koom gives a vial containing a small golden fish to each member of the party. He tells them that by swallowing the magical fish, a person will be able to breathe and move underwater with no penalty for one day. The character can

swim at the same rate as he moves regardless how much weight he is carrying (a character with over 2,400 encumbrance cannot move, therefore he cannot swim).

Koom also offers to return the sailors and captain of the ship to Minrothad.

Koom talks freely about the landscape and gives the characters the following instructions to Suthus if they ask.

Follow the sea cliff west until you reach the sunken city of Colhador. Do not enter the city, for an ancient evil lives there. From there, swim due south and upon reaching the lone sea mount, turn eastward. Swim east for a few days to reach Suthus, citadel of the tritons.

Koom will not go with them or explain what the ancient evil might be.

If the party asks for directions to Kron, Koom tells them the following.

Kron floats upon the sea, its position is everchanging. Set sail to the south for two days. The friends of the ocean, the dolphins, know where Kron is. If you befriend a dolphin, he will lead you to Kron.

If the party asks him, Koom sells them his undersea boat in return for a major magical item or 10,000 gp. If the characters search the boat, they find a small cabinet with a potion of *waterbreathing* for each member of the party.

Underwater Encounters

After leaving Koom's castle, the party travels through the ocean. Depending upon the depth of the water, use one of the previous tables or the table shown below. Check once in the morning, afternoon, and night if the party camps in the open. The party has a 1/3 chance of an encounter each time a check is made.

Sunken Ship

At any point in the adventure, the party can discover this ship.

A sunken sailing ship looms ahead. The second of its three masts lies broken at the base on the ocean floor nearby. Its keel is shattered, leaving a gaping hole in its side.

The ship is a large sailing ship. Its deck is a lair for six sea snakes. The inside of the broken vessel is the lair of a wereshark.

Sea Snakes (6): AC 6; HD 3*; hp 12; MV 90' (30') swimming; #AT 1 bite; D 1 • poison; Save F7; ML 7; AL N

Wereshark as shark (1): AC 4; HD 4*; hp 19; MV 180' (60') swimming; #AT 1 bite; D 2-12; Save F4; ML 8; AL C

Wereshark as triton (1): AC 6; HD 5; hp 22; MV 120' (40') swimming; #AT 1 dagger; D 1-4; Save D11; ML 9; AL C

Spells: The triton has lost his spell book and has no memorized spells.

If the characters enter the ship, they discover a startled triton. The bones of many creatures are strewn about the place. The triton acts frightened and begs for mercy. If asked, he tells the adventurers all about the defenses of Suthus. As an exile of that city, he knows the defenses well. He travels with the characters if they ask. Once befriended, he waits for the best time to change into a shark and catch the characters unaware.

Hidden in the ship is the wereshark's horde which contains 9,000 cp, 4 gems, 2 pieces of jewelry and a *wand of enemy detection* (5 charges).

**Underwater Random Encounter Table
(1,000-2,000 feet)**

2d6	Encounter
2	Undead, roll 1d6 1-3 Wights 4-5 Wraiths 6 Spectre
3	Gray ooze
4	Whales, roll 1d6 1-3 Sperm 4-5 Killer 6 Narwhal
5	Manta ray, roll 1d6 1-4 Normal 5-6 Giant
6	Eel, roll 1d6 1-4 Electric 5-6 Giant electric
7	Fish, roll 1d6 1-4 Giant sturgeon 5-6 Giant rockfish
8	Octopus, Giant
9	Skeletons
10	Sharks, roll 1d6 1-2 Bull 3-4 Mako 5 Great white 6 Wereshark
11	Black pudding
12	Gargantua

SUTHUS

Suthus is the city of the tritons, a city made entirely from dead coral cut from distant reefs. Prompted by their love of beauty and music, the tritons made the entire city a natural musical instrument. As the water currents flow through the coral of the city, they create a complex rhythm that can be heard twelve miles away.

A huge building made of different types and colors of coral covers this side of the city. Out of each of the six corners rises a short tower. Atop the towers are bright lights which illuminate the entire city.

In each of the six 40-foot towers of the city, large glow worms light the city. Their glow can be seen up to five miles from the city. The tritons use a combination of light and sound to navigate when they are close to the city.

The city is very small, only 500 to 600 feet across and rises 20 to 30 feet from the sea floor.

Border Patrol

The tritons patrol the border of their city-state, but never leave sight of the towers' glow. At any time after the party can see the glow from the towers and before they get within one mile of the city, a border patrol spots the party. A patrol consists of three tritons mounted on giant sea horses. Each triton is armed with a spear. An *invisibility* 10' radius spell keeps the triton and his sea horse invisible.

Giant sea horse (3): AC 7; HD 4; hp 17; MV 180'(60') mounted swimming; #AT 1 butt; D 1-8; Save F2; ML 8; AL N

Border patrol tritons (3): AC 6 (2 if invisible); HD 5; hp 30; MV 180'(60') mounted swimming; #AT 1 spear; D 1-6; Save D11; ML 9; AL N

First level spells: *magic missile*, *shield*

Second level spells: *detect invisible*, *ESP*

Third Level: *invisibility* 10' radius*, *infravision**

* Already cast

Suddenly a triton appears astride a giant sea horse. "Identify yourself and your business in Suthus," he demands. He waits patiently for an answer.

One patrol member, still invisible, has a horn. If the party attacks them, he blows the horn which alerts the guard in Suthus.

The City

Suthus is a twisting maze of tunnels and small rooms. Mapping of any sort is almost impossible. If the party swims through unguided, let them choose to go only right, left, or straight at each junction. The interior of the city is as beautiful as the outside. The color and shape of the coral walls constantly changes.

There is no floor in the coral tunnels or rooms. Since the tritons swim instead of walk, the floor of a chamber or passageway is just another surface. Any character walking on the sculpted coral floor moves at half speed because of the uneven surface.

The tritons have taken full advantage of their coral city. In every wall there are several murder holes. These are small openings that permit arrows to be shot or spears to be poked through. These holes are virtually impossible to detect. Even elves have only a 1/6 (1 on 1d6) chance of finding them.

If the city is alerted to intruders, each round there is a 1/6 chance that the party is ambushed using the murder holes. The party is attacked with 1-4 arrows and 1-4 spear thrusts. Treat the attackers as 5HD tritons.

Many of the rooms on the map are not numbered. Each of these rooms has a 1/3 chance of having 1-4 tritons in it. These are the normal inhabitants of the city. Make an immediate morale check for the tritons. There is an equal chance a triton is either a cleric or a magic-user. If they fail the roll, they swim away quickly if there is an exit, or surrender.

City inhabitants, tritons (1-4): AC 6; HD 5; hp 5-40 (5d8); MV 150'(50') swimming; #AT 1 spear*; D 1-6; Save D11; ML 9; AL N

Fifth level spells: Roll a die and compare the roll to the spell list table in the D&D Expert rules for each spell. Clerical spells roll 1d8 (pg. 4), magic-user spells roll 1d12 (pg. 11).

* City inhabitants have spears only if the city is alerted to intruders. Otherwise they are unarmed.

Every turn there is a 1/3 chance that a group of 1-6 city inhabitants encounter the party in the tunnels. If Suthus has been alerted, the tritons are guards and are armed with spears.

Guards, tritons (1-6): AC 4 (2 missiles); HD 6; hp 28; MV 150'(50') swimming; #AT 1 spear; D 1-6; Save D11; ML 9; AL N

First level spells: *magic missile*, *shield**

Second level spells: *detect invisible**, *web*

Third level spells: *hold person*, *lightning bolt*

* Already cast

The Triton Raids

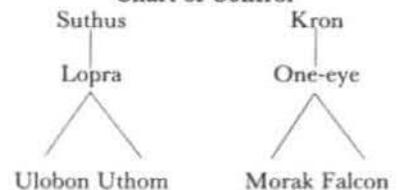
Ulobon, the permanently charmed slave to Hadric of Colhador, is the leader of ceremonies for Suthus. Hadric is a velya. Lopra, the triton king of Suthus, is a puppet ruler controlled by Ulobon. Uthom is Lopra's personal wizard.

Hadric used to hunt the citizens of Suthus until he caught Ulobon. Ulobon has convinced the city that they must send a captive to Hadric in Colhador once every seven days to stop him from hunting in Suthus.

By capturing airbreathers, the tritons do not have to send their own people to Colhador. Lopra has a pact with One-Eye, the pirate ruler of Kron, to raid and capture merchant ships. In exchange for building war rafts and a place to hold airbreathing prisoners, Kron gets half of any booty taken. Suthus gets the other half and any surviving prisoners.

Morak, the high sorcerer of Kron, has One-Eye under a permanent *charm* spell. Ulobon and Morak arranged for Lopra and One-Eye to sign an agreement. Normally Kron and Suthus are not war-like. If either ruler is freed from his captivity, that city will return to a normal existence and stop raiding the ships of Minrothad.

Chart of Control



This information is background for the game master. Give the information to the players a little at a time. Different tritons know different things about the situation. On page 8 is a table showing what various tritons reveal under different circumstances.

THE ADVENTURE - SUTHUS

Suthus Information Table

Who	Asked Politely	Interrogated
Inhabitant	A	B
Guard or Border patrol	A,B	C,D
Ulobon's acolytes or apprentices	A,B	C,D,F,I
Lopra's servants	A,B,C,I	D,E,F,H
Ulobon	A,B,D,I	C,E,F,G,H
Lopra	A,B,C,D,H	E
Uthom's apprentices	A,B,C	D,H
Uthom	A,B,C,F,I	D,E,G,H

- A. Suthus sends airbreathing prisoners to Colhador to ward off the ancient evil.
 B. Ulobon is in charge of preparing the prisoners.
 C. The location of Colhador (see map).
 D. The raft city of Kron provides the war rafts and holds the prisoners until they are sent to Colhador.
 E. The current location of Kron.
 F. The king, Lopra, is a puppet to Ulobon.
 G. Ulobon is a slave to Hadric, the velya.
 H. Suthus and Kron split the booty from the sunken merchant vessels.
 I. The whereabouts of the princess.*

* If the party has already adventured in Kron or in Colhador, the princess is in Ulobon's quarters preparing for the journey to Colhador. A *waterbreathing* spell has been cast upon her.

If the party has not adventured in Kron or Colhador, the princess is still being held in Kron.

If the party is friendly, they receive an audience with Lopra, king of the tritons. Before they can enter the throne room they must remove all their weapons, wands, staffs, and rings. They are allowed to carry their belongings in a locked box along with its key into the throne room.

Uthom and Ulobon are in the throne room with Lopra. The king is easily satisfied with any reason the party is in the city, unless it is hostile. A guard then shows the party to their quarters. Both Uthom and Ulobon send messages to the party almost immediately.

Uthom's message:

Meet me in the garden in one hour. I have an urgent request. Don't trust Ulobon, he is out to destroy Suthus.

Ulobon's message:

Meet me in the garden in two hours. I have an urgent request. Don't trust Uthom, he is out to destroy Suthus.

Both Uthom and Ulobon plead with the party to destroy the other. If the party sides with Ulobon, a guard leads them through room 11 into Uthom's quarters (room 14). Ulobon does not aid the party in combat. If they defeat Uthom, Ulobon calls the guards from room 11 to arrest them.

If the party sides with Uthom, he leads them through room 2 into room 3. Uthom helps the party in combat if they ask him. If they destroy Ulobon, Uthom convinces Lopra that the adventurers are heroes of the state. Each is given a gem worth 5,000 gp. Uthom explains the situation with Colhador and Kron. He asks the party to help Suthus by destroying Hadric and defeating Morak, the high sorcerer of Kron.

If the party refuses both Uthom's and Ulobon's requests, Ulobon publicly denounces them as spies. Lopra tells them to leave Suthus immediately. If they don't, six triton guards escort them out of the city.

If the party is hostile to the tritons and captured, they are held prisoner. Guards use their *hold person* spells before using *lightning bolts* against the party. Choose any unnumbered room in Suthus to detain them. Two guards are posted outside their cell and all their belongings are kept in the unnumbered room nearest to the cell.

Shortly after the party is incarcerated, Uthom visits them. He offers them freedom if they will defeat Ulobon. If they agree, he says he'll be back in two hours to get them. One turn after Uthom leaves, Ulobon comes to see the prisoners. He makes an identical offer to defeat Uthom. If they agree, he says he will return in three hours to get them.

Continue the story from when Uthom or Ulobon led them into the other's quarters. If the party refuses both Uthom's and Ulobon's requests, they are taken to Kron. Their belongings go with them. Their *waterbreathing* spells do not wear off during this time.

The City of Suthus

1 A, B: THE GUARDS' GROTTO

These are large chambers (almost 100' across) where the border patrol and city guards relax between rounds. They are also the main entrances to the city. Each contains 11-20 guards armed with spears and bows and arrows. If the city is alerted, the guards are waiting in ambush with both *shield* and

detect invisible spells already cast. Otherwise none of their spells have been cast.

The entrances to the guards' grottos have massive coral gates. These are shut only if the city is attacked by an army. Lopra, Uthom, or Ulobon can order the gates closed.

2: THE AUDITORIUM

This is where the tritons hold ceremonies and great occasions. Usually Ulobon (see room 3) presides at these events. The only entrance to the auditorium is through the gate in the ceiling. The gate is closed only in times of great trouble. Ulobon and Lopra can order this gate closed. The auditorium has an exit into Ulobon's quarters in the southwest wall.

Unlike most other rooms in Suthus, the auditorium is a perfectly smooth sphere with no murder holes. The walls are polished coral set in intricate mosaic patterns. Halfway up the side of the south wall is an altar. If the party makes any noise, one of Ulobon's acolytes swims from room 3 to investigate.

3: ULOBON'S QUARTERS

Ulobon is in his quarters along with three apprentices and 12 acolytes. Ulobon has a spear +1, and a *wand of lightning bolts* (14 charges). Each of his acolytes has a dagger, bow, and arrows. The apprentices are all armed with spears. Ulobon does not allow strangers into his quarters. He casts *fear* at any person other than Lopra who enters his quarters without permission. He uses his *wand of lightning bolts* against any obviously hostile party. If the princess is in Suthus, she is here in Ulobon's quarters being groomed for her trip to Colhador.

Ulobon, triton (1): AC 4; HD 7; hp 35; MV 150'(50') swimming; #AT 1 spear; D 2-7; Save D11; ML 10; AL C

First level spells: *fear*, *resist cold**, *cause light wounds*

Second level spells: *silence 15' radius*, *resist fire**

Third level: *curse*, *cause disease*

* Already cast

Apprentice, triton (3): AC 5; HD 6; hp 27; MV 150'(50'); #AT 1 spear; D 1-6; Save D11; ML 9; AL C

First level spells: *fear*, *cause light wounds*

Second level spells: *blight*, *silence 15' radius*

Third level spells: *curse*

Acolyte, triton (12): AC 6; HD 5; hp 23; MV 150'(50'); #AT 1 dagger or bow; D 1-4 or 1-6; Save D11; ML 9; AL C

First level spells: *cure light wounds*, *remove fear*

Second level spells: *hold person*, *bless*

4A: WATER TERMITE PENS

This room has only one entrance; in the ceil-

ing. The gate is always closed but rarely locked. In the pens are 40 adult salt water termites and 75 grubs. The adults' ink sacs have all been removed so they do not spray. They have been trained to bite and are very aggressive, but only the adults can defend themselves. If any character other than a triton enters the pens, he is attacked by 2-20 water termites.

Water termites (2-20): AC 5; HD 4; hp 18; MV 180'(60') swimming; #AT 1 bite; D 1-6; Save F3; ML 11; AL N

4B,C: SEA HORSE STABLES

The sea horses the tritons use for mounts are kept here. Room 4B is the primary stable, room 4C is used for breeding and healing wounded sea horses. Any creature who enters room 4C is not attacked. There is a 1/2 chance of 1-4 stable hands (5HD tritons) in this room. Any creature other than a triton who enters room 4B is attacked by 1-4 sea horses if the animals fail a morale roll.

Giant sea horse (1-4): AC 7; HD 2-4, (1d3+1); hp 1-8; MV 180'(60'); #AT 1 butt; D 1-8; Save F2; ML 5; AL N

5A,B,C: WAREHOUSES

All these rooms were warehouses at one time. There are always 3-30 triton guards in what is now a practice room (5C). Room 5A holds vast quantities of dead fish and kelp. Room 5B contains the plunder from the sunken ships of the Minrothad guilds and other air-breathers.

Guards, tritons (3d10): AC 5; HD 6; hp 28; MV 150'(50') swimming; #AT 1 spear; D 1-6; Save D11; ML 9; AL N

First level spells: *magic missile, shield*

Second level spells: *detect invisible, web*

Third level spells: *hold person, lightning bolt*

5B: PLUNDER WAREHOUSE

In the back of 5B is a large pile of unsorted coins; 50,000 cp, 20,000 sp, 10,000 ep, 10,000 gp, and 5,000 pp. On one side are several large chests which hold 89 gems, 38 items of jewelry, 56 axes, 79 bows, 95 daggers, 63 swords, 93 assorted maces, spears, hammers, etc. On the other side of the room is a huge pile of 220 arrows and crossbow bolts. Next to the arrows is a pile of 44 pieces of leather armor, 36 pieces of chain mail, 31 pieces of plate mail, and 66 shields.

This chamber is guarded by six bone golems. They attack anyone who enters the room unless Lopra, Uthom or Ulobon are with them. The bone golems each have four spears. The golems cannot swim, but walk along the floor of the cavern.



Bone golems (6): AC 2; HD 6*; hp 30; MV 60'(20') walking underwater; #AT 4 spears; D 1-6 each; Save F4; ML 12; AL N

6: CORAL GARDEN

The tritons love beauty and song. The single largest room in the center of their small city is the coral garden. This room has three normal entrances and one secret entrance. The normal entrances blend into the walls and cannot be found from inside the garden unless a party member rolls a 5 or 6 on a 1d6 (one roll is permitted per person each round).

Upon first entering the garden, each character must make a saving throw against spells or remain *paralyzed* by the natural beauty of the room. There are 2-12 tritons in this room but none of them are armed. There is an equal chance that a triton is either a cleric or a magic-user.

City inhabitants, tritons (2-6): AC 6; HD 5; hp 5-40 (5d8); MV 150'(50') swimming; #AT 1 spear*; D 1-6; Save D11; ML 9; AL N

Fifth level spells: Roll a die and compare the roll to the spell list table in the D&D Expert rules for each spell. Cleric spells roll 1d8 (pg. 4), magic-user spells roll 1d12 (pg. 11).

* City inhabitants have spears only if the city is alerted to intruders. Otherwise they are unarmed.

7: TREASURER'S QUARTERS

This room has an entrance in the ceiling. The gate is usually shut and locked. The treasurer keeps track of all the items in the warehouses. The guards in the practice room (5C) are his to command if the treasury needs to be moved or defended. Scattered throughout the room are many knotted kelp vines, each dyed a different color. These are the tallies of the warehouse items.

Treasurer, triton (1): AC 6; HD 5; hp 17; MV 150'(50') swimming; #AT 1 dagger; D 1-4; Save D11; ML 9; AL N

First level spells: *detect magic, read languages*

Second level spells: *detect evil, knock*

Third level spells: *dispel magic*

8: THRONE ROOM

Lopra holds council and handles matters of state here. There are always 12 triton guards in this room in formal uniform armed with spears and shields. If the city is alerted, Lopra is seated on the throne and the guards have all cast their *shield* and *detect invisible* spells.

Guards, tritons (1-6): AC 4 (2 missiles); HD 6; hp 28; MV 150'(50') swimming; #AT 1 spear; D 1-6; Save D11; ML 9; AL N

First level spells: *magic missile, shield**

Second level spells: *detect invisible*, web*

Third level spells: *hold person, lightning bolt*

* Already cast

THE ADVENTURE - SUTHUS

The throne room contains many coral sculptures. These unusual objects are worth 100-600 gold pieces each if sold in an airbreather's city. In the north wall of this room is a secret door. Lopra retreats through this door if he is threatened. Lopra always has his *intelligent sword* by his side. It is his only magic item.

Lopra, triton king (1): AC 4; HD 7; hp 37; MV 150'(50'); #AT 1 sword; D 4-11(x4); Save D11; ML 9; AL N

First level spells: *darkness, read languages, hold portal*

Second level spells: *ESP, knock*

Third level spells: *dispel magic, haste*

Fourth level spells: *confusion*

Sword +3: AL N; Intelligence 9; Empathy; See invisible; Detect magic; Extra damage

9: TREASURE ROOM

Lopra's treasury is guarded by three living crystal statues of tritons. The statues are invisible because they are underwater and remain invisible even in combat. All opponents are at +4 for hit rolls. The three statues attack anyone other than Lopra who tries to open the shells. There are several coral statues of sea creatures in the room, but they do not come to life.

Living statue, crystal (3): AC 4; HD 3; hp 15; MV 90'(30'); #AT 2 claws; D 1-6/1-6; Save F3; ML 11; AL L

Three giant oyster shells of different sizes cover the bottom of the room. The smallest contains 18 gems. The largest has 11,000 gold coins and the remaining shell has 4,000 platinum coins. All the oyster shells are closed. If a shell is forced open, a jet of poisonous ink sprays up to 20 feet away. Anyone caught in the spray must make a saving throw against poison or die in 2-8 rounds. Lopra has command words which open and close the oyster shells.

10: LOPRA'S ROOM

This room contains several pieces of coral furniture. On the wall is a stone tablet that shows the Minrothad guilds and all major trade routes. The positions of Suthus and most of the sunken ships are marked.

11: THE ROYAL WAITING ROOM

The only entrance to the royal chambers is through the ceiling of this room. The gate is always closed but only locked by order of Lopra or Uthom. There are four triton guards and a steward on duty here. The steward delivers messages and announces audiences with Lopra.

Steward, triton (1): AC 6; HD 5; hp 18; MV 150'(50'); #AT 1 dagger; D 1-4; Save D11; ML 9; AL N

First level spells: *detect magic, read languages*

Second level spells: *ESP, detect evil*

Third level spells: *dispel magic*

Guards, tritons (4): AC 5; HD 6; hp 28; MV 150'(50') swimming; #AT 1 spear; D 1-6; Save D11; ML 9; AL N

First level spells: *missile, shield**

Second level spells: *detect invisible*, web*

Third level spells: *hold person, lightning bolt*

* Already cast if the city is alerted.

12: GUEST ROOM

This room also serves as a prison cell for important prisoners. It is empty except for a few scattered pieces of furniture and a bed.

13: LOPRA'S ROOM

This room has several pieces of coral furniture and sculptures. A stone tablet lies in a corner of the room. It reads:

The Grand Hydrate of Kron and the city-state of Suthus do hereby agree to raid and pillage ships of the Minrothad guilds, the Empire of Thyatis, and the Kingdom of Ierendi for plunder and prisoners. All goods shall be divided as follows. One half of all plunder such as coin of the realm, spices, and other items of trade is the property of the Grand Hydrate of Kron, the remaining half is the property of the city-state of Suthus. All objects of the ship and items used for the art of sailing are the property of the Grand Hydrate of Kron. All prisoners are the property of the city-state of Suthus and shall be held at Kron unharmed until an official of Suthus claims them.

14: UTHOM'S QUARTERS

Uthom is the king's personal wizard. He has two apprentices. Uthom and his apprentices are armed with daggers. Uthom has a *bowl of commanding water elementals*, *medallion of ESP 90'* and a *potion of polymorph self*. Each apprentice has a *potion of invulnerability*.

Uthom, triton (1): AC 4; HD 7; hp 30; MV 150'(50') swimming; #AT 1 dagger; D 1-4; Save D11; ML 9; AL L

First level spells: *charm person, magic missile, darkness*

Second level spells: *invisibility, phantasmal force*

Third level spells: *lightning bolt, dispel magic*

Fourth level spells: *ice storm/wall*

Uthom's apprentices, tritons (2): AC 5; HD 6; hp 25; MV 150'(50') swimming; #AT 1 dagger; D 1-4; Save D11; ML 9; AL L

First level spells: *magic missile*.

Second level spells: *mirror image, phantasmal force*



Third level spells: *hold person, lightning bolt*

Uthom's quarters are dark and dismal. There are 1,000 platinum pieces and four gems in his room.

15A-F: GUARD TOWERS

Each tower rises 40 feet above the ocean floor. Inside are two triton guards. Each has a spear, bow, and arrows. Mounted on top of each tower is a large glow worm in a cage. The glow worms are harmless. They each radiate a continual light spell of double strength which produces light in a sphere 120 feet across. Each tower has many narrow slits for viewing and firing arrows.

Guards, tritons (2): AC 5; HD 6; hp 28; MV 150'(50') swimming; #AT 1 spear; D 1-6; Save D11; ML 9; AL N

First level spells: *magic missile, shield*

Second level spells: *detect invisible, web*

Third level spells: *hold person, lightning bolt*

KRON

The city of Kron is built on rafts. It consists of 14 large rafts which range from 200 feet to 400 feet across. These large rafts are surrounded by almost a hundred small rafts. The large rafts are connected by flexible wooden bridges. The small rafts have only mooring lines that attach them to Kron.

On each large raft are several buildings. The small rafts have only a single building each. The roofs of all buildings are slightly lower in the center than on the edges. In the center of the roof is a hole which connects to a rain spout. The spout leads to a large tank inside the building that holds this rain water for drinking.

Not all the rafts in Kron are detailed. If you wish to expand this adventure, you can add more rafts or add detail to the existing rafts.

As the party approaches the city, they see the following.

Near the horizon is what appears to be a long, flat barge. It seems to rise and fall with the sea as if it were a piece of cloth on the water. As the ship nears, a mass of small rafts tied together becomes distinguishable, each with a small building on it.

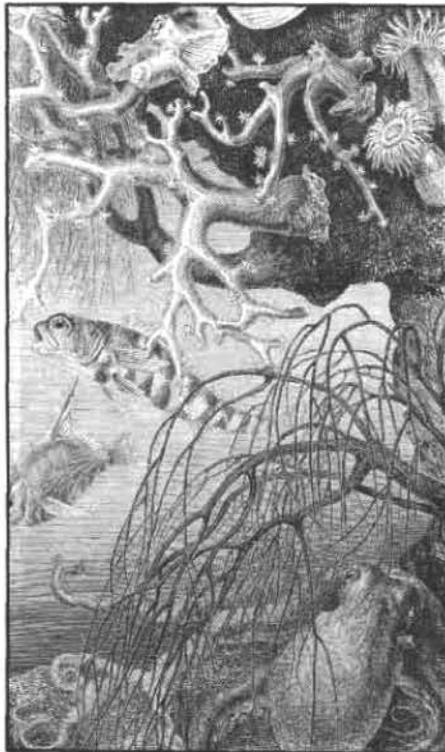
Border Patrol

When weather permits, Kron sends guards out in catamarans to meet any visitors. Since they can see so far across the water, the catamarans do not need to be out on the water constantly. A catamaran is 12 to 15 feet long and made of two narrow wedges (like skis) with two crossbeams connecting them. It is made of a very lightweight wood. There is a single triangular sail in the center. Catamarans are extremely fast and maneuverable, moving 240' (80') in normal winds. They can only operate in light to strong breezes (see pg. 44, D&D Expert).

A catamaran can hold only three guards; one on each runner and one in the center. The center guard must constantly control the ship or it will flip over and dump its occupants. The other two guards are armed with long bows and arrows.

Guards, fighters (3): AC 9; hp 30; MV 240' (80') on catamaran; #AT 1 arrow; D 1-6; Save F6; ML 8; AL N

A force of six catamarans is launched for every ship. However, only one catamaran approaches within 210 feet (the maximum range of a long bow). The catamaran hails the ships and inquires of their business with Kron.



The City

The staple food of the people of Kron is fish and kelp, a type of seaweed. Kelp is harvested by divers and dried on rafts. Below the rafts hang many huge nets to catch fish. Every morning the nets are inspected by divers. If there is a substantial catch the nets are hauled up and emptied.

The divers of Kron are highly skilled swimmers. Their movement rate is 50% greater than normal speed. They all have *water breathing* spells cast upon them before diving. Divers are armed with light crossbows and daggers.

Divers (24): AC 8; hp 22; MV 120' (40'); #AT 1 quarrel or dagger; D 1-6 or 1-4; Save F4; ML 8; AL N

Almost everything in the city is waterproof.

There are no loose objects anywhere on Kron; the residents of the city put things away or tie them to some part of the building. All furniture is secured to the walls or floor.

All cups and bowls have lids to prevent the motion of the ocean from emptying them. Most mugs have lids with straw holes and straws made from the fine bones of fish. Tables have depressions and slots to hold objects.

Any child that can crawl, can also swim in Kron. The people of Kron wear lightweight clothing and if the weather is good they swim from place to place as often as they walk. Anyone in Kron who is older than six years can outswim any member of the party.

During storms, the people of Kron stay in their homes and pull tarps over the doors. Kron has never lost a raft during a storm. Some say it is the blessing of a great being hundreds of years ago.

Each major raft in Kron has a 10-foot-wide ledge around its perimeter. Most of the traffic in Kron follows these pathways. A favorite game among children and young adults is to jump the canal between these side walkways and not fall into the water. Since the rafts are connected by ropes and flexible bridges, the distance between any two rafts can be as much as 30 feet. If the rafts bump together when a person is in the water, he takes 50 points of damage.

The Kron Raids

Morak is the high sorcerer of Kron. Before Morak became the high sorcerer, Kron was a peaceful raft city. Morak has the king of Kron, One-Eye, under a permanent *charm* spell.

Morak has convinced One-Eye that Kron should take what it needs from those who have it. Through Ulobon's influence, Morak had One-Eye and Lopra sign a pact. Kron builds the war rafts for Suthus, the tritons man them. The plunder is divided equally between the two cities. The remains of the ship and all sailing implements go to Kron. All captives go to Suthus.

Kron holds the captives until Suthus calls for them. Because the prisoners are air-breathers, they are held above the surface of the water. When Suthus calls for captives, a triton casts a *water breathing* spell on them. They are then taken to Suthus and prepared for their journey to Colhador.

THE ADVENTURE - KRON

Through this scheme, both Morak and Ulobon hope to gain great wealth and power. The following table shows what various inhabitants of Kron reveal under different circumstances.

Kron Information Table

Who	Asked Politely	Interrogated
Inhabitant	A,I	B
Border patrol, guard or diver	A,B	C,H,I
Falcon	A,B,C,G,J	E,F
Morak's apprentices	A,B,H	C,F,I
Morak	A,B,H	C,D,E,F,G,I
One-Eye's servants	A,B,D,H,J	C,G
One-Eye	A,B,D,H,J	C,E,G

- A. Kron is raiding land dweller's ships.
- B. Kron is at odds with the tritons of Suthus.
- C. Kron holds prisoners that are eventually taken to Suthus, never to return.
- D. Kron and Suthus split the plunder 50/50.
- E. The location of Suthus.
- F. The captain, One-Eye, is a pawn to Morak.
- G. The location of the princess.*
- H. Kron builds war rafts which the tritons sail to sink the ships of Minrothad.
- I. The throne of Kron magically prevents the city from sinking during storms.
- J. The magical throne is just a myth. Kron does not sink because it is built well.

* If the party has already adventured in Suthus or Colhador, the princess is in the prison in Kron. She is the next prisoner to go out to Suthus. She goes in two days.

If the party has not adventured in Suthus or Colhador, the princess just left for Suthus. In two days she will be sent to Colhador.

If the party attacks the raft city of Kron, they are met with force. Kron can sail 24 catamarans. The roofs of four of the major rafts have ballistas mounted on them. These fire huge arrows that do 22-40 (2d10+20) points of hull damage. Their hit roll is the same as a normal man with a heavy crossbow. Only two ballistas can fire upon a single ship at any time.

Kron puts 24 divers (4th level fighters) into the water. Each has a *waterbreathing* spell cast upon him. Divers are armed with light

crossbows (50%) and spears (50%). They climb up the sides of the ship and attack the sailors.

Divers (24): AC 8; hp 22; MV 120'(40'); #AT 1 quarrel or dagger; D 1-6 or 1-4; Save F4; ML 8; AL N

If the party resists, the raft city of Kron asks for peace. However, Kron does not surrender until One-Eye and Falcon are dead or prisoners. They try to take the attackers alive, if possible.

If the party members are captured, they are held in prison room 15C with the captives to be sent to Suthus. All their belongings are in 15A. Falcon comes to them in the night and offers them freedom if they destroy Morak. He believes Morak has turned the king, One-Eye, against him and is corrupting the city.

If the party hails the city in a friendly manner, Kron sends out its border patrol to greet them. Falcon is with the border patrol and negotiates with the party. He agrees to let

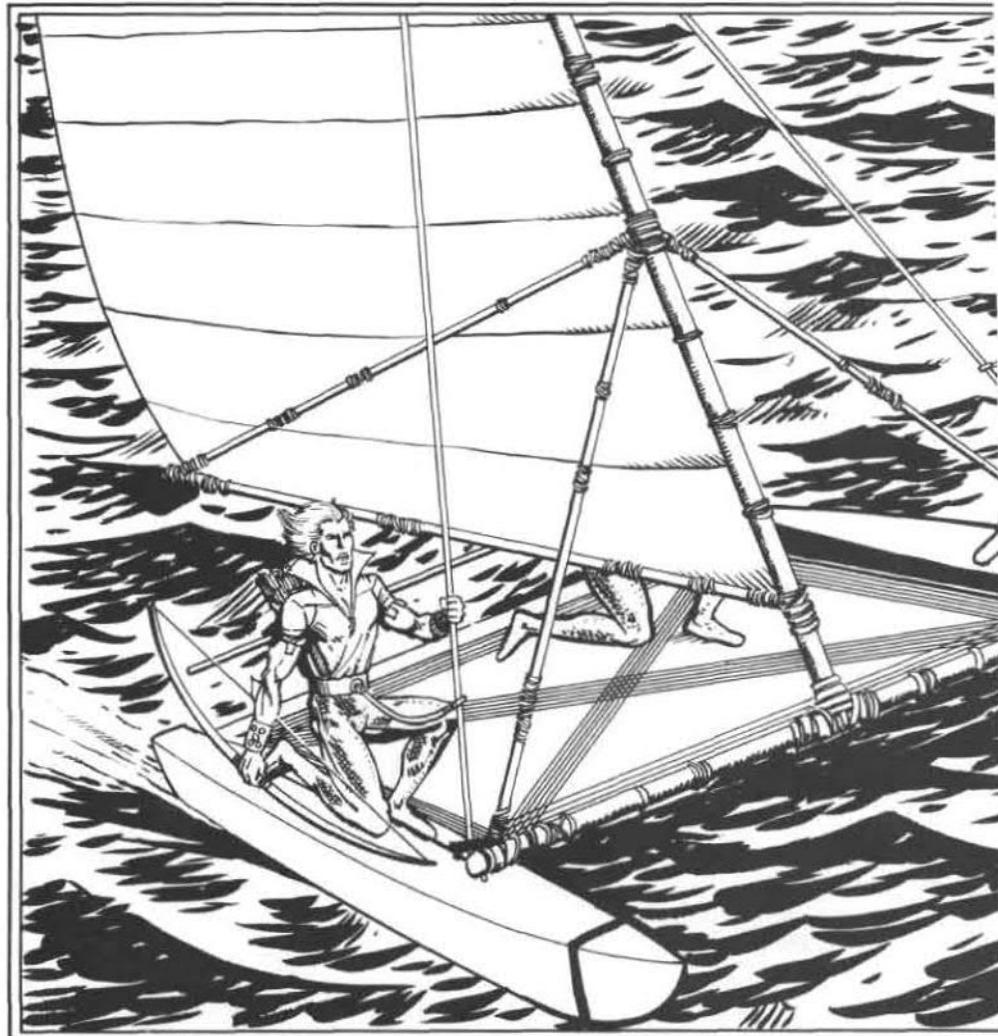
them into Kron if they leave all their weapons and magical items on board the ship. The ship may dock in the docking bay of Kron.

One-Eye grants the party an interview if they wish. If the princess is in Kron and the party asks for her release, he refuses. He has made a bargain with Lopra and will not break it.

Falcon comes to the party's rooms after the interview and offers them information in return for disposing of Morak. He will tell them everything he knows about Kron, Suthus, and the pact between them after they fight Morak.

If the party members somehow manage to infiltrate the city, they might be spotted as foreigners. Any demi-human is instantly spotted unless disguised as a child. If the party is discovered, the guards are called out to try to take the party prisoner.

If the party is captured, the same events happen as if they are captured after they attack Kron.



The City of Kron

1: GUARD ROOM

Twenty guards are stationed here. They provide general security for the palace, captain's quarters, his library, and his gallery.

Guard, fighter (20): AC 7; hp 28; MV 120'(40'); #AT 1 pole arm; D 1-10; Save F5; ML 7; AL N

2: THE LIBRARY

One-Eye calls this room his library. Actually, it is as much an art gallery as a library. Several shelves are filled with scrolls and tubes. There are even a few bound books. Many paintings and pieces of sculpture are scattered throughout the room. The value of any given piece is 100-10,000 gp (1d100 x 100). There are no guards in this room, but room 1 has many guards that will inspect the library if they hear anything suspicious.

3: THE GALLERY

One-Eye is very proud of his gallery. It has hundreds of stuffed fish and fishing trophies.

The stuffed giant creatures he has are a crab, eel, bass, rockfish, sturgeon, gargantua, sea horse, hydrae, manta ray, and termite. The normal-sized creatures he has are a dolphin, octopus, squid, killer whale, and 15 different sharks.

There is a single guard in the room who is surprised automatically in combat.

Guard, fighter (1): AC 7; hp 28; MV 120'(40'); #AT 1 pole arm; D 1-10; Save F5; ML 7; AL N

4: TREASURY

The city's wealth, and most of its pirate plunder, is kept in this room. This is one of the few rooms in Kron with a metal lock. Only One-Eye and Falcon have keys to open it.

The treasury is filled with trade items such as spices, oils, furs, rare perfumes, and silks. The room also contains 10,000 pp, 47 gems, and 38 items of jewelry.

There is a guardian of the treasury. Morak has placed an amber golem in the room to guard against theft. Anyone who enters the treasury that is not known by the golem is attacked.

Amber golem (1): AC 6; HD 10*; hp 40; MV 180'(60') can't swim; #AT 2 claws, 1 bite; D 2-12 claws, 2-20 bite; Save F5; ML 12; AL N

5A, B, C: ONE-EYE'S QUARTERS

These three rooms are the pirate captain's quarters.

Soft music blankets the room. Beautiful silks and rugs hang from the walls. Each sways as the raft rocks on the waves. The floor is covered with satin pillows and furs. Suddenly, one of the silk hangings begins to part.

A servant carrying a jug of water is behind the curtain. She is unarmed. There are five servants in One-Eye's rooms, none of which attacks the party, even if threatened.

In room 5C there is a large padded hammock. This is where One-Eye sleeps. Throughout all of the rooms are silk hangings and finely woven rugs and satin pillows. There are some small sculptures and paintings which are worth 1,000-6,000 gp each. The secret tunnel and its entrances are known only to One-Eye. He learned of them from his father and will pass the secret down to his son.

One-Eye (fighter): AC 6; hp 47; MV 120'(40'); #AT 1 war hammer at +2; D 1-6 +2; Save F6; ML 8; AL N; S 12; I 11; W 8; D 12; C 16; Ch 15
ring of protection +1

6: RAFT CARPENTER'S WORKROOM

This room is filled with hemp and seaweed ropes. Logs and carpenter's tools line the walls. Most of the rafts are constantly being repaired. Old logs are replaced with new ones, the watertight seals are reapplied and a variety of things are lashed to the deck. Anytime the palace raft needs repair or alteration, the materials come from this room.

7A: KITCHEN

Food is prepared in this area. It has the only oven in the palace. All knives and cookware are secured to the walls or in cabinets. Nothing slides around as the raft rocks on the sea. There are always 2-8 vants and cooks in the kitchen depending upon the hour.

Cooks (2-8): AC 9; hp 4; MV 120'(40'); #AT 1 knife; D 1-3; Save NM; ML 4; AL N

7B: FOOD STORAGE

Food is stored in this room. Most of it is dried fish and several varieties of seaweed. However, there are cabinets of spices and bins of some rarer foods, mostly ill-gotten gains from pirating. There is rarely anyone in this room.

8: THE WATER ROOM

This room is occupied by a cylindrical wooden tank. This is the palace's water supply. To the left of the door is a large spigot mounted waist-high on the tank. The tank is in the exact center of the raft.

To the left of the tank are 40 empty barrels. These are used to cart water in the palace. Water is a valuable commodity in Kron. Spilling water is a crime punishable by 30 days in prison.

9: THE THRONE ROOM

This is where One-Eye conducts all of his affairs of state. The room is covered with silk hangings and rugs. There are always at least four guards in the room. When One-Eye is on the throne there are 12 guards. Morak is always present for any important affairs. Falcon, the first mate in charge of the guards, also attends affairs of state.

One-Eye's throne is shaped like a giant supporting hand; he sits in the palm. It is made from a marble-like material of many swirling shades of green. A combined strength of 150 is needed to move it 5 feet per turn.

Only Morak and his apprentices know the truth about the throne of Kron. It is shaped after the hand of a sea god. It is extremely magical but cannot be detected by a *detect magic* spell unless cast by a 10th level or higher spell caster. Any floating object con-



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nected to the hand cannot sink even in the roughest storms no matter how badly it is damaged. Ironically, the hand itself cannot float. If thrown into water, it sinks immediately.

Falcon: AC 2; hp 80; MV 120' (40'); #AT 1 sword at +4; D 1-8 +2; Save F12; ML 10; AL L; S 17; I 10; W 9; D 16; C 14; Ch 12

Sword +2: Intelligence 8; AL L; empathy; Find Traps, Healing (6 points, 1 per round)

Guards (4 or 12): AC 6; hp 45; MV 120' (40'); #AT 1 pole arm; D 1-10; F 7; ML 10; AL L

One-Eye (fighter): AC 6; hp 47; MV 120' (40'); #AT 1 war hammer at +2; D 1-6 +2; Save F6; ML 8; AL N; S 12; I 11; W 8; D 12; C 16; Ch 15
ring of protection +1

Morak: AC 8; hp 32; MV 120' (40'); #AT 1 dagger at +2; D 1-4 +2; Save M12; ML 9; AL C; S 9; I 16; W 13; D 9; C 10; Ch 11

First level spells: *charm person, magic missile, shield, hold portal*

Second level spells: *phantasmal force, web, detect evil, invisibility*

Third level spells: *lightning bolt, dispel magic, hold person, water breathing*

Fourth level spells: *confusion, polymorph others, curse*

Fifth level spells: *conjure elemental, animate dead*

Sixth level spells: *anti-magic shell*

Morak has two different spell lists, one here in the throne room and one in his quarters. He can change his spells only once per day like any wizard. However, the spells that he memorizes for any given day change. Where the party first encounters him that day determines which spells he has. If the party first meets him in his chambers, he has those spells for the day. If the party first meets him in the throne room, he has these spells for the day.

Morak takes a few of his magical devices with him to the throne room. He has a *medallion of ESP 30'*, a *ring of human control* (which keeps One-Eye charmed), and a *ring of spell storing* (*charm person, locate object, fly, fireball, continual darkness*).

Falcon always wears his leather armor +3 and carries his intelligent sword +2 when he is in the throne room. On his hand he wears a *ring of water walking*.

10: GUARDS' BARRACKS AND STATION

The captain's guards sleep and stand duty here. A large portion of the room is partitioned by a curtain. The square section of the

room has many hammocks and duffel bags hanging from the ceiling and walls. The L-shaped section of the room is a hallway leading to the throne room and the treasury.

Two leather-armored guards with pole arms are stationed at each door at all times. In the barracks section of the room are 10-40 guards. At night all but 2-12 are asleep.

Guards (4 or 12): AC 6; hp 45; MV 120' (40'); #AT 1 pole arm; D 1-10; Save F7; ML 10; AL L

11: WATER DRAINAGE ROOM

This room is used to store water. A pull rope next to the spigot in the diagonal wall controls the drain lid in the roof. The spigot is only a foot from the floor. In times of drought the last drops of water from the tank can be used with this spigot.

There is a hatch in the floor of the room which opens into the sea. This hatch is kept locked at all times. If the water in the tank becomes tainted or poisoned, the tank can be emptied into the ocean. Leaky water barrels are stored here until they are fixed.

There is a hatch in the roof which is kept locked and sealed against leakage at all times. If the roof needs fixing or the tank needs to be cleaned, this hatch provides access to the roof and the drain entrance to the tank.

12: GUEST ROOM

This room is divided into sections by curtains and hanging silks. Each area has several hammocks, some pillows, and a few hanging duffel bags. A guard stands in the hallway outside each door when guests are in these staterooms.

Guards (1): AC 6; hp 45; MV 120' (40'); #AT 1 pole arm; D 1-10; Save F7; ML 9; AL N; ML 10; AL L

13A: MORAK'S FOYER

This is the only entrance to Morak's quarters and residence. The entire room is shrouded in *continual darkness* which radiates from a gem mounted in the ceiling. Just outside the door is a pull rope. Anyone who wishes to see Morak or his apprentices pulls the rope which rings a bell in 13B. The visitor then enters the room and waits.

Only Morak and his apprentices know the location and how to work the locks on the secret doors leading into 13B. Visitors are spun around until confused and dizzy. They are then led into 13B through one of the secret doors.

13B: MORAK'S SUMMONING ROOMS

The room is partitioned by several cloth hangings. In each portion of the room is a table of odds and ends that appear to be used for casting spells. These are strictly for show,

however. Morak and his apprentices practice their spells and plot their schemes in these rooms.

Morak has an amber golem which usually stays in these rooms. It protects his magical treasures from being pilfered.

Amber golem (1): AC 6; HD 10*; hp 40; MV 180' (60') can't swim; #AT 2 claws, 1 bite; D 2-12 claws, 2-20 bite; Save F5; ML 12; AL N

Morak has five apprentices that help him in exchange for mystical knowledge. While they do his bidding, they can be bribed.

Apprentices (5): AC 9; hp 16; MV 120' (40'); #AT 1 dagger; D1-4; Save M6; ML 7; AL C

First level spells: *detect magic, magic missile*

Second level spells: *mirror image, web*

Third level spells: *hold person, dispel magic*

Morak: AC 8; hp 32; MV 120' (40'); #AT 1 dagger at +2; D 1-4 +2; Save M12; ML 9; AL C; S 9; I 16; W 13; D 9; C 10; Ch 11

First level spells: *floating disc, read languages, read magic, protection from evil*

Second level spells: *detect evil, detect invisible, knock, wizard lock*

Third level spells: *lightning bolt, dispel magic, hold person, water breathing*

Fourth level spells: *charm monster, polymorph others, remove curse*

Fifth level spells: *conjure elemental, animate dead*

Sixth level spells: *lower water*

Morak has two different spell lists, one in the throne room and one here in his quarters. He can change his spells only once per day like any wizard. However, the spells that he memorizes for any given day change. Where the party first encounters him that day determines which spells he has. If the party first meets him in his chambers, he has these spells for the day. If the party first meets him in the throne room, he has those spells for the day.

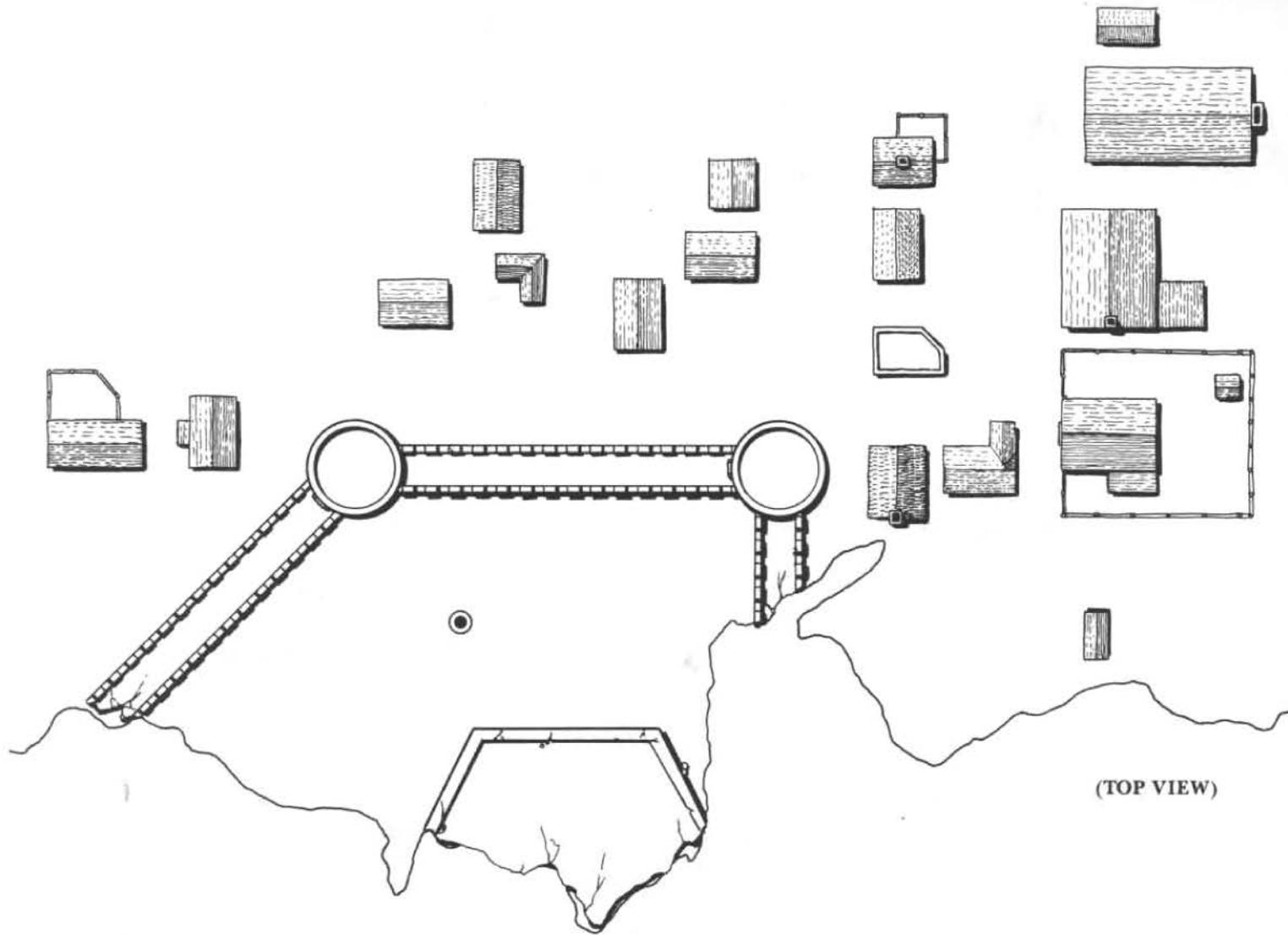
He keeps most of his magical items in his summoning rooms. He has a *wand of cold* (11 charges), *medallion of ESP 30'*, *ring of spell storing* (*charm person, locate object, fly, fireball, continual darkness*) and a *ring of human control*. The *ring of human control* is controlling One-Eye. There is a scroll in his private quarters which he may try to get if he needs it.

14A: THE APPRENTICES' QUARTERS

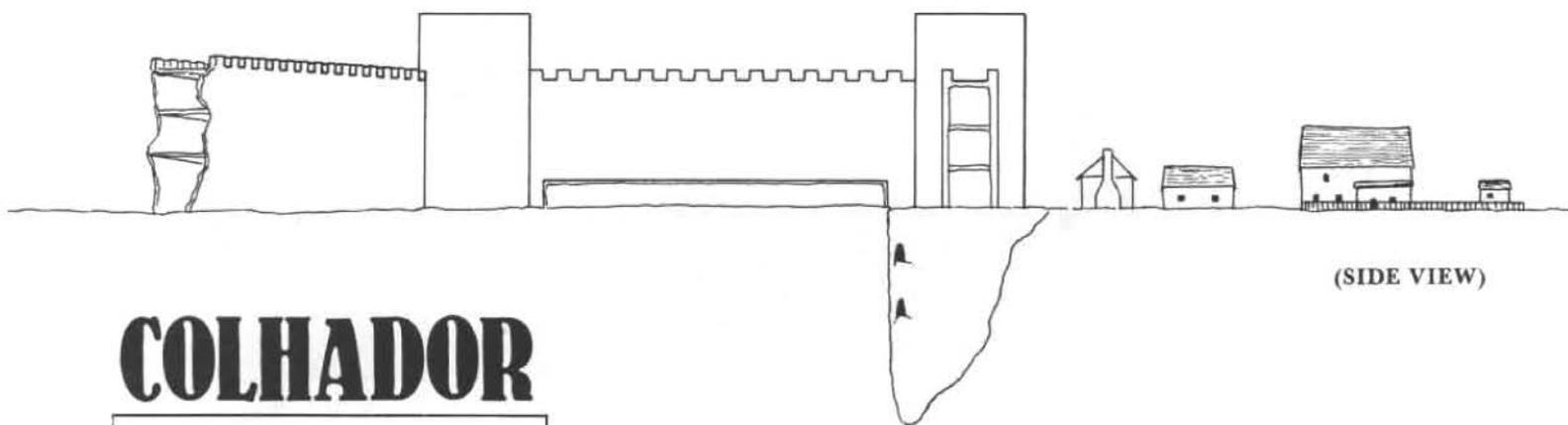
This simple room has hammocks for sleeping and a trunk for each apprentice's belongings.

14B: MORAK'S QUARTERS

This room has a large comfortable-looking hammock strewn with pillows. The floor,



(TOP VIEW)



(SIDE VIEW)

COLHADOR

KEY

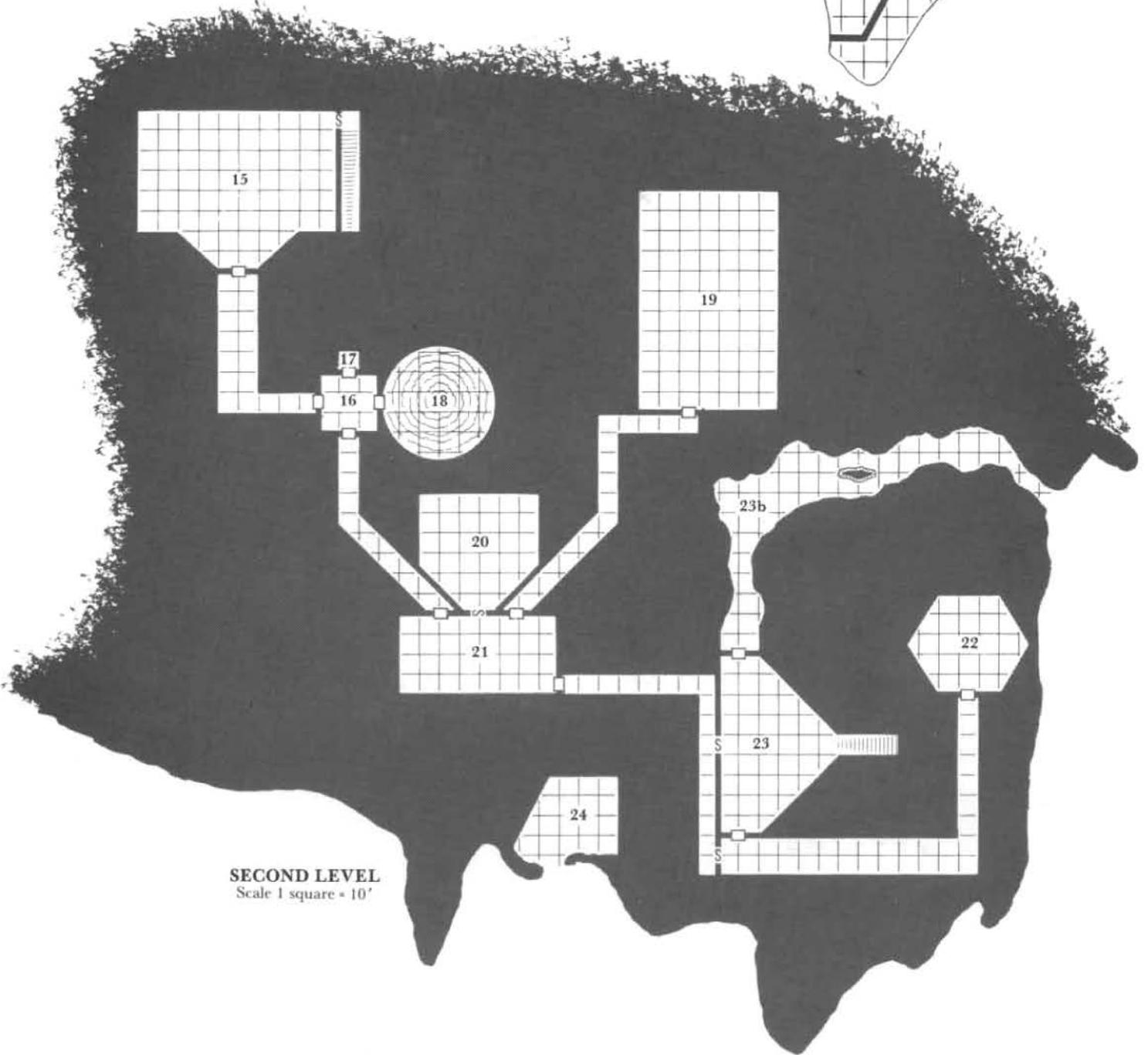


well

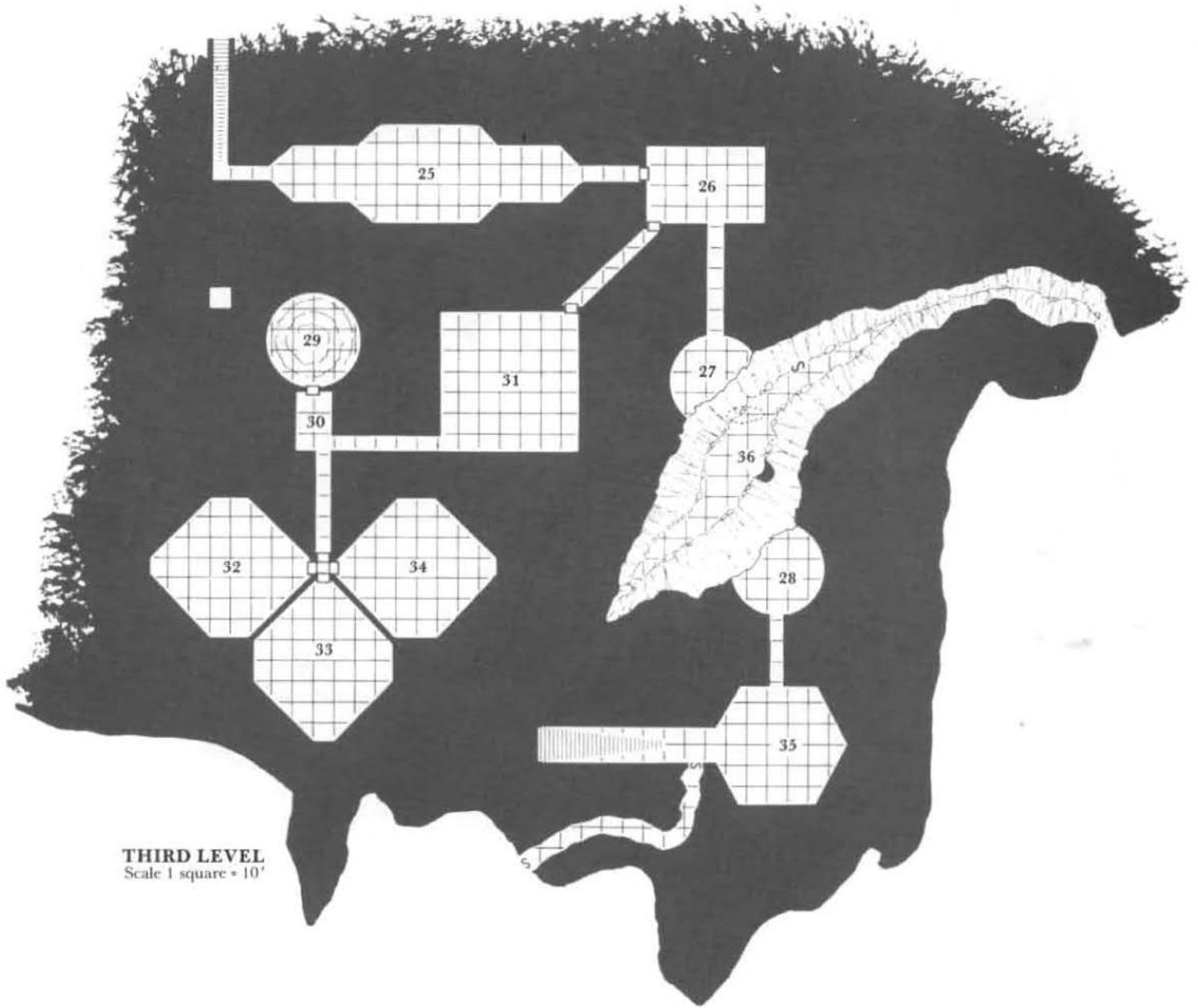
cave



FIRST LEVEL
Scale 1 square = 20'



SECOND LEVEL
Scale 1 square = 10'



THIRD LEVEL
Scale 1 square = 10'

HADRIC'S REALM OF COLHADOR

KEY



door



stairs



hole in floor



well



secret door



hole (cave entrance)



hole (from above)



whirlpool

walls, and ceiling are covered with rugs and hangings. There is a table built into one wall. Pinned to the table are several papers filled with scribbles about spells and items. A cylinder strapped to the table contains a letter to Morak from Ulobon. The letter is written on sharkskin with a special ink developed for use underwater. It reads:

Morak,

Our plan goes well. The latest set of war rafts from Kron have just arrived. Our people are going to use them on the next merchant vessel of the Minrothad guilds. What is the current prisoner count? Soon I will need four to six captives to appease Hadric of Colhador.

Ulobon

The last item on the table is a box bolted to its surface. Inside the box is a scroll of three spells (*death, disintegrate, and invisible stalker*).

14C: EMPTY ROOM

This room is available to Morak for extra apprentices or to lock up valuable or dangerous items.

15A: PRISON STATION

Prisoners are searched here before being put into their cells. The guards at this station watch over the prisoners. If a prisoner needs to be interrogated, it is done in this room by these guards. Kron rarely needs to interrogate a prisoner.

Guard (10 fighters): AC 7; hp 28; MV 120'(40'); #AT 1 pole arm; D 1-10; Save F5; ML 7; AL N

15B, C: PRISONS

Both these areas are prisons. Room 15B is for normal prisoners held because they have committed some crime against Kron, such as stealing water. Room 15C is used to hold political prisoners and captives for Suthus. If the princess is in Kron she is being held in this room.

Whenever a prisoner is put into or released from his cell, the guards enter the hallway and lock the door to 15A behind them. The door to the prison is then opened. The doors are never both unlocked so a prisoner might escape.

There are four prisoners in 15B and nine

captives for Suthus in 15C. All the prisoners are in fairly good physical condition. None of them have any special abilities or any of their possessions.

16: FALCON'S QUARTERS

Falcon is the first mate of Kron and is in charge of security. Falcon commands all the guards and the catamaran navy of Kron.

This room is his private quarters, but he is only in this room if he is sleeping. It is decorated with at least one of every nonmagical weapon. Several shields and some sets of armor (no plate) cover the walls. Like everyone else in Kron, Falcon sleeps in a hammock.

Falcon: AC 2; hp 80; MV 120'(40'); #AT 1 sword at +4; D 1-8 +2; Save F12; ML 10; AL L; S 17; I 10; W 9; D 16; C 14; Ch 12

Sword +2: Intelligence 8; AL L; empathy; Find Traps, Healing (6 points, 1 per round)

Falcon always wears his leather armor +3, except when he is sleeping, and carries his intelligent sword +2. On his hand he wears a *ring of water walking*.

If he is sailing his catamaran he carries a returning spear +2 and his leather armor +3. (The spear returns to the caster only if it misses its target.)

17A, B: PALACE ENTRANCES

These two areas have no walls on the sides facing out from the palace, although they are roofed. In fair weather, two guards stand at each entrance, the double doors open. In bad weather, the double doors are closed and the guards stand just inside them. The second entrance in 17B is to the prison.

Guards, fighters (2): AC 7; hp 28; MV 120'(40'); #AT 1 pole arm; D 1-10; Save F5; ML 7; AL N

Colhador lies in ruins. Half the city fell off the sea shelf. The other half is the home of a centuries old evil, Hadric the velya. During this time he has subtly rearranged the old city to suit his needs.

While the party is exploring Colhador, make sure they always declare whether they are walking or swimming. Many of the traps and encounters are affected by the mode of travel a character chooses.

Colhador Random Encounters

Roll 2d6	Encounter
2	Sea serpent, roll 1d6 1-3 Lesser 4-6 Greater
3	Sea snakes
4	Eels, roll 1d6 1-4 Electric 5-6 Giant electric
5	Giant octopus
6	Scavengers, roll 1d6 1-2 Black pudding 3-4 Ochre jelly 5 Gray ooze 6 Green slime
7	Undead, roll 1d6 1-2 Wight 3 Skeleton 4 Spectre 5 Wraith 6 Zombie
8	Sharks, roll 1d6 1 Bull 2-4 Mako 5-6 Great white
9	Sea hydrae, 1d6+6 heads
10	Giant fish, roll 1d6 1-4 Rockfish 5-6 Sturgeon
11	Manta ray, roll 1d6 1-4 Normal 5-6 Giant
12	Gargantua

Most of the buildings do not have maps. As the game master you may draw maps and decide encounters for any or all of them. If you do not map any other buildings, use the following random encounter table. There is a 1/3 chance that a particular building is inhabited. In all cases, describe the rooms as being filled with muck, mud, and algae.

Hadric's Lair

When the party is within a mile of Colhador they begin to hear singing. This is the song of Hadric. At this range it has no effect. If any

COLHADOR

The city of Colhador was once populated by airbreathing people. A catastrophe many centuries ago caused it to sink to the ocean

floor. Among the tritons there are rumors of other cities of the same people, now lying on the ocean floor.

THE ADVENTURE - COLHADOR

character is within 200 feet of the source of the song, he must begin making saving throws vs. *charm*.

When the party gets to the city, they can determine that the singing comes from the building within the palace walls.

The Well of Hador

Near the single building within the former palace walls is a hole in the ocean floor five feet in diameter. Any character who approaches within 20 feet can feel a strong current flowing out of the hole. If a party member gets 10 feet from the hole he is swept up into the current. It moves at 100 feet per round. After rising 500 feet, the current disperses enough to allow any captive to swim free of it. The singing seems to come from both the building and the well.

If a character tries to swim down the hole, his movement rate is reduced by 100 feet per round. For example, if a magic-user casts a fly spell upon a dwarf, the dwarf may move 120 feet per round underwater. Since the current subtracts 100 feet per round of movement, the dwarf can move only 20 feet per round of movement down the shaft.

The smooth walls of the well have no handholds the first 200 feet down. There are openings off the well at the second level and the fourth level. The well goes much deeper but there are no other openings.

First Level

This level has mostly traps. The only creatures on this level are those that live on the ledge rooms (rooms 10-14) and the guardian skeletons of the entrance room. The party cannot hear the song of Hadric in any interior room of this level because the walls and floor mute the sound.

North entrance: The door in the northern wall of the building opens into the corridor between rooms 1 and 2. It is fused shut by centuries of exposure to the sea and is covered with algae. A combined strength of 50 or a *knock* spell can open it.

The algae on the door is actually green slime. If any party member pushes on the door, the slime has an automatic hit.

Green Slime (1): AC (automatic hit); HD 2**; hp 8; MV 3'(1'); #AT 1; D special; Save F1; ML 7; AL L

1: EMPTY ROOM

Any character who opens the door to this room is fired upon by three crossbows mounted on the opposite wall. The hit roll is made as if from a 10th level fighter. Each bolt does 1-6 points of damage.

2: GLASS WALLS

The room is large and barren. There is no mud or algae anywhere.

There are three invisible glass walls in the room. The natural invisibility is not from any spell or magical item, therefore it remains hidden even if a party member tries a *detect invisible* spell.

The glass walls are studded with glass spikes. Any character swimming into a glass wall at 10 feet per round or faster takes 1-8 points of damage. If the character is wearing plate or chain mail, the spikes break off and do no damage.

3: EMPTY ROOM

This room is empty except for mud and algae.

4: THE POISONED ROOM

This room is darker than the others, although you can still see that it contains only muck and algae.

The room is darker because there is poison suspended in the water. The subtle poison is derived from the sea snake. There is a 75% chance each that a character notices it. The full effects take 3-6 turns to feel if the saving throw vs. poison fails.

Any character moving into the room is immediately affected. In two rounds, anyone standing near the door to room 3 is affected by the poison.

5: THE SOAP ROOM

The floor of this room is covered with white silt about two inches deep.

The white silt is actually soap. If it is disturbed, the room becomes completely filled with soap in two rounds. After that, any character in the room begins to drown from lack of oxygen in the water.

6: ACID ROOM

The room is barren and clean. It has no muck or algae in it.

The doorways to this room are magical. They do not allow the acid that fills the room to travel from it. If *detect magic* is cast, the doorways appear as magical.

The acid in the room cannot be distinguished from normal water unless a character tries to breathe it or swim through the room. Each round a character is in the room, he

takes 1-6 points of acid damage. If he breathes as well, he takes an additional 1-4 points of damage.

Metal dissolves in three rounds, cloth and leather in one round. Magical items take two turns to dissolve. Anything that is dissolving looks like it is boiling as the acid eats at it.

7: SINKING CEILING ROOM

The room is barren except for muck and algae that cover the floor and walls.

The floor is covered with pressure plates starting five feet from either door. If the party depresses any plates, the doors begin to close. The party can easily stop the doors with door spikes or a combined strength of 20.

Once the door is closed, the party can open it only with a combined strength of 50 or by casting a *knock* spell upon it. On the round the doors close, the ceiling begins to drop two feet per round. The ceiling is 10 feet high so it will kill any characters in the room in five rounds.

8: EMPTY ROOM

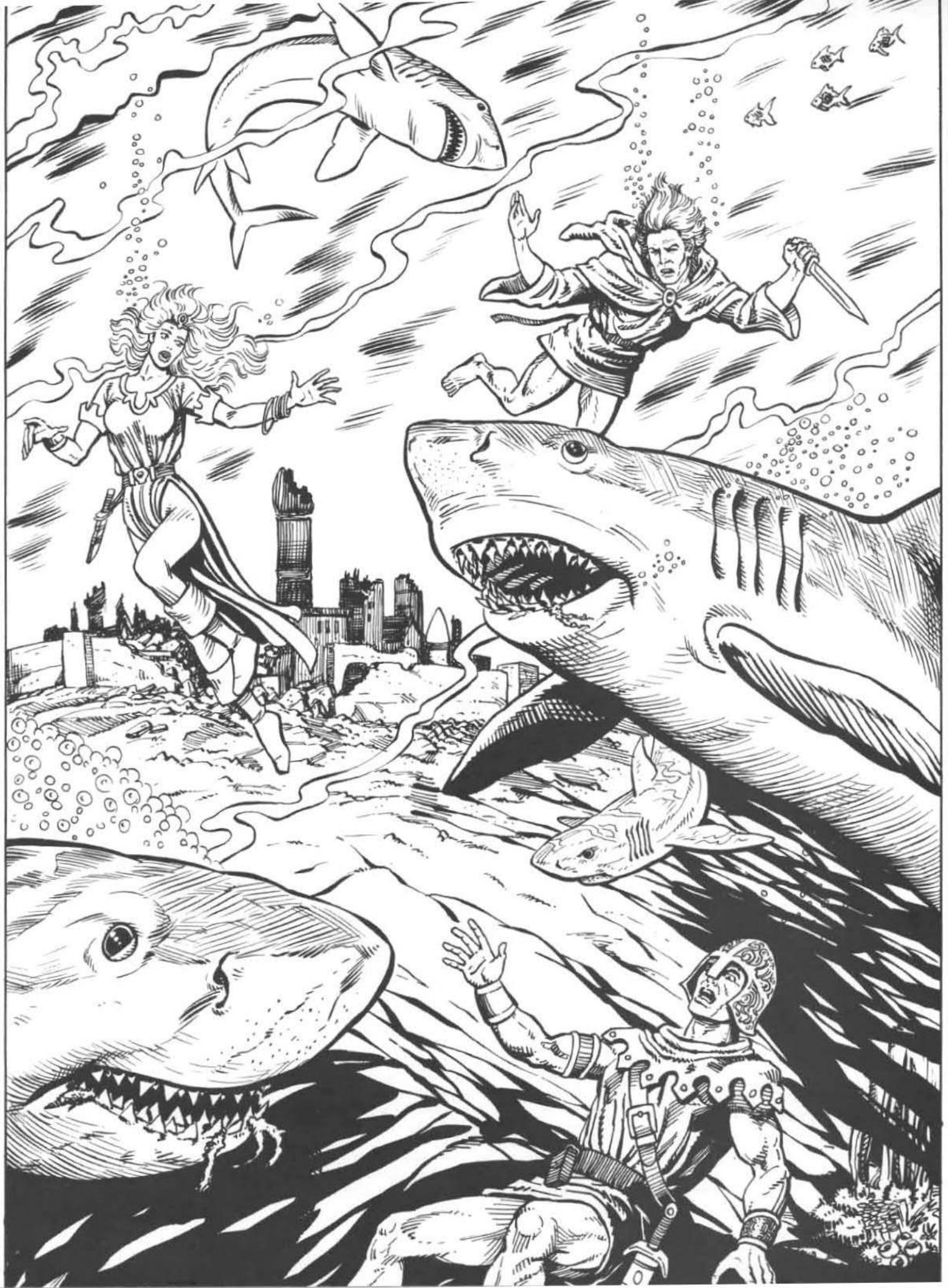
The room is empty. However, it is magical and glows if *detect magic* is cast upon it. Any spell is negated while in this room. Magic items, potion effects, and item effects are not altered. Treat it as if a *dispel magic* has been cast by a 6th level spell caster, including the 5% chance of failure for each level of difference in spell casting. The only noticeable changes are the loss of spells such as *continual light*, *water breathing*, etc.

The only other exit from this room is the door in the north wall. It leads to a staircase which descends to the next level.

9: FALSE MONSTER

The room is bare except for the monstrosity in the center. Its four blood-red eyes glare maliciously from a head which almost touches the ceiling. Its huge mouth is full of sharp teeth. Wriggling tentacles protrude from the hump on its back. Both feet are clawed and three-toed. The tail is smooth and gray.

The monster is not there, it is merely an illusion. Anyone who sees it for the first time must make a saving throw vs. fear or run from the room. Once a successful saving throw is made, that character is no longer affected by the illusion.



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10: EMPTY LEDGE

Most of the room has fallen over the cliff to the ocean floor. It is now filled with muck and algae.

The ledge is empty. If the party investigates, there is a 1/6 chance that the sea hydrae in Room 12 spots them and attacks.

11: SEA SNAKES' LEDGE

Most of the room has fallen over the cliff to the ocean floor. It is now filled with muck and algae.

The ledge is the residence of seven sea snakes. They make their nest in the muck on the ledge floor. They bite a member of the party only if he stands in or otherwise disturbs the mud.

Sea snake (7): AC 6; HD 3*; hp 13; MV 90'(30') swimming; #AT 1 bite; D 1+ poison; Save F2; ML 7; AL N

There is a 1/3 chance that the sea hydrae from room 12 spots the party and attacks if they are in this room.

12: SEA HYDRAES' LAIR

One side of the room has fallen away over the cliffside. The three remaining walls hold up the ceiling that covers the rest of a hexagonal shaped room. In the back, something stirs the muck.

A six-headed sea hydrae has made this partial room its home. It instantly attacks anything that looks edible.

Sea hydrae (1): AC 5; HD 6; hp 20; MV 120'(40') swimming; #AT 6 heads; D 1-10 each; Save F6; ML 11; AL N

The sea hydrae has accumulated 1,000 cp and 2,000 ep in its lair. The copper is hopelessly rusted into a single large mass. The electrum coins are salvageable.

13: ENTRANCE ROOM

Only a small portion of one wall of this room is ruined. The room lets in no light from any source.

A *continual darkness* spell has been cast upon this room. Inside are 20 skeletons armed with spears. They can magically see through the darkness. They attack any intruders in the building.

Skeletons (20): AC 7; HD 1; hp 5; MV 45'(15') underwater; #AT 1 spear; D 1-6; Save F1; ML 12; AL C

The only other exit from this room is a door opposite the hole in the wall. The door is locked.

14: GRAY OOZE LEDGE

Most of the room has fallen over the cliff to the ocean floor. It is now filled with muck.

The muck is actually two gray oozes. If the party touches the muck, the gray ooze gets an automatic hit. If the party spends more than two rounds on the ledge, the oozes attack.

Gray ooze (2): AC 8; HD 3*; hp 15; MV 10'(3') swimming; #AT 1; D 2-16 acid; Save F2; ML 12; AL N

There is a secret door in the back wall leading to room 9.

Second Level

This level is inhabited by a variety of creatures whose task it is to discourage visitors. The song of Hadric can be heard at all times on this level, although it cannot *charm* because it is too muted by the rock.

15: THE STEAM ROOM

The walls are scarred and burnt in many places. The floor has long claw marks carved an inch deep into the stone. Several scattered skeletons lie in the corners. In the center of the room sits a huge turtle with a dragon's head. Steam rises from its snout. There are no visible exits.

The dragon turtle is an illusion, but the steam is not. A magical boiler below the room creates steam which is pumped through a pipe into the room. Unless someone gives a command word immediately, a cloud of steam 25 feet long and 20 feet wide is released in the first round of combat. The effect is the same as dragon's breath. Any character caught in the steam and boiling water takes 60 points damage. If the character makes a saving throw vs. dragon breath, the damage is only 30 points.

The illusion faces the south door. It only breathes once per entering party.

16: ACCESS CHAMBER

This small room has a door in the center of each wall. In the exact center is a stone statue of a fearful triton. Its arms are thrust forward, palms out.

The triton is just a statue. If the party carefully examines the statue, a character might notice (1/3 chance per character examining)

that it seems to be reaching out to push back some unknown horrors from the north and east doors. The statue faces the corner between them.

Any character examining the statue will see its emerald eyes. Each gem is worth 1,000 gp. The eyes can easily be pried from the statue.

17: THE WELL OF HADOR

Any character who opens the door to this room is sucked into the well. All other characters in room 16 must make a saving throw vs. paralysis or also be sucked into the well. The walls of the well are smooth and have no handholds. For a complete description of the well and its effects see *The Well of Hador* at the beginning of this section.

18: THE WHIRLPOOL

The entire room is a whirlpool. Any character who opens the door to this room is immediately sucked into it. All other characters in room 16 must make a saving throw vs. paralysis or be sucked into the whirlpool.

The whirlpool is a magical creation. It draws everything down to a room on the fourth level of the building. It does 2-12 points of buffeting damage plus the character's armor class. For example, a character wearing chain mail would take 5 extra points of damage for his armor class.

19: FALSE IDOL ROOM

Bright, exciting murals cover these walls. Scenes of conquest and great treasures flow from one end to the other. Opposite the door is a large statue of an octopus holding a five-foot wide dish in four of its arms. The body and tentacles glitter and sparkle as if they were made from a precious metal. The suckers are different colored gems and the eyes are two giant red gems. From behind the octopus statue slither four giant eels.

Hadric painted the walls and stone statue and inlaid its glass gems.

The fake gold and gems can fool anyone at a glance, but not once the statue is examined.

There are four giant electric eels in the room. They attack viciously without provocation.

Giant electric eels (4): AC 6; HD 6*; hp 32; MV 240'(80') swimming; #AT 1 bite + shock; D 3-12 + special; Save F3; ML 9; AL N

20: WERESHARKS' DEN

The weresharks that enter room 21 make their lair in this room. The only entry to the room is through the secret door in room 21.

Bones are strewn across the floor. Bits and pieces of cloth and wood are scattered throughout the room. A wooden chest lies in the corner. It is locked and in good condition despite being underwater. It contains 7,000 gp.

21: THE SHARKS' DEN

The room swarms with brown sharks. Each is five to 10 feet long. Two other doors across the room are visible through the mass of sharks. The floor is littered with bones.

There are 12 bull sharks in the room. They are fed to keep them alive, but they are kept slightly hungry for aggressiveness. On the first round, 2-12 sharks attack the party. As soon as any blood is shed, the sharks go into a feeding frenzy, biting at the nearest party member or wounded shark. The bones are fish, human, and triton.

Bull sharks (12): AC 4; HD 2*; hp 9; MV 180'(60') swimming; #AT 1 bite or ram; D 2-8 or stun; Save F1; ML 7; AL N

Two rounds after the first round of combat, two mako sharks slip into the room from the secret door to room 20. These are weresharks in their shark form. Any character in melee or spell casting has only a 10% chance of noticing their entrance. Any other characters have a 25% chance of seeing them come in through the secret door.

Weresharks, mako (2): AC 4; HD 4; hp 20; MV 180'(60'); #AT 1 bite; D 2-12; Save F4; ML 9; AL C

The weresharks attack spell casters before fighting other characters. They do not fall prey to the feeding frenzy of the other sharks, but strike when and where they want.

22: TRITONS' LAIR

The walls of this hexagonal room are made of coral of many colors. In the middle of the room are two tritons playing at some game. Close by are two spears.

These tritons have been spared by Hadric to serve as guardians of his lair. They cannot escape the wraiths (room 23) to leave Colhador. They attack the party immediately unless any character offers them freedom in exchange for some service. As allies, the tritons fight any creatures of the same or fewer hit dice, but will not fight undead.

Tritons (2): AC 6; HD 5*; hp 20; MV 150'(50') swimming; #AT 1 spear; D 1-6; Save F5; ML 9; AL N

First level spells: *magic missile, shield*
 Second level spells: *web, knock*
 Third level spells: *haste*

Tucked away behind a coral growth is a *bag of holding*. Inside the bag are 2,000 gp, a *wand of trap detection*, a *potion of growth*, a small scroll (*remove curse, raise dead*), and a larger scroll (*lightning bolt, knock, charm monster*).

The tritons have been saving magical items they take from their victims, hoping that one of them will help them escape. They know how to use the wand and the bag, but cannot read the scrolls and have not tried the potion.

23: ENTRY ROOM

The room is triangular. There are doors on the north and south corners and a large staircase on the east end leading up. The walls are carved into grotesque figures of people dying and ghosts rising from the ground.

There are four wraiths in this room who attack any intruders upon sight.

Wraiths (4): AC 3; HD 4**; hp 16; MV 240'(80') swimming; #AT 1 touch; D 1-6 + energy drain; Save F4; ML 11; AL C

In the southern diagonal wall is a secret compartment. The door is disguised to look like part of the carvings. Inside the compartment are 2,000 gp.

23B: UPPER CAVERN

This natural cavern's walls, floor, and ceiling are hopelessly covered with muck, mud, algae, and other plant growths. Strands of mosses and muck hang down from the ceiling, some almost to the floor.

The cavern is a haven for all varieties of scavengers; black puddings, gray oozes, green slimes, and ochre jellies. If a character touches any surface, it is an automatic hit for a scavenger. Use the following table to determine what scavenger touches the character if he should lean against a cavern wall.

Upper Cavern Encounter Table	
Roll 1d6	Encounter
1	green slime
2-3	gray ooze
4-5	ochre jelly
6	black pudding

Green slime (6): AC always hit; HD 2**; hp 9; MV 3'(1') underwater; #AT 1; D special; Save F1; ML 7; AL L

Gray ooze (12): AC 8; HD 3*; hp 13; MV 10'(3') underwater; #AT 1; D 2-16; Save F2; ML 12; AL N

Ochre jelly (12): AC 8; HD 5*; hp 22; MV 30'(10') underwater; #AT 1; D 2-12; Save F5; ML 12; AL N

Black pudding (6): AC 6; HD 10*; hp 45; MV 60'(20') underwater; #AT 1; D 3-24; Save F5; ML 12; AL N

Halfway down the tunnel is a large hole in the cave floor which opens into room 36, the dragon turtle's cavern.

Each round, a scavenger attacks whom-ever is in the cave. There is never more than one attacking scavenger per party member. As each scavenger is destroyed, note the total number of that type in the cavern. It is possible to completely clean it out.

If an area effect spell is cast, divide the diameter of the spell's effect by 5. The result, rounded down, is the number of scavengers caught in the blast. For example: An elf casts a *lightning bolt* in the cave. Underwater, a *lightning bolt* does damage in a sphere 40 feet in diameter (see page 2). Therefore it affects eight scavengers. Roll 1d6 for each scavenger and refer to the table below.

Remember that some of these creatures are immune to certain attack forms. Some of them will even multiply.

24: THE SECRET ROOM

At first this appears to be just a small hole in the cliff face, but it is really a room. The walls are covered with mystic symbols and writings. A high vaulted ceiling rises 20 feet from the floor. In the back of the room is a 16-foot bronze statue of a fire giant. In the center of its chest is a sword welded to its surface. The water in this room feels hot.

The statue is really a bronze golem. It attacks anyone who enters the room. Although it can't swim, its arms are long enough to reach even the highest part of the ceiling. If it spurts liquid 'blood' three or more times, the room becomes so filled with steam that the party attacks at -2 on all hit rolls. Even infravision is affected since the entire room is overheated.

The bronze golem is in this room to guard the sword that is welded to its chest. The sword cannot be removed until the golem is destroyed. The sword then magically falls free from the golem's chest.

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Bronze golem (1): AC 0; HD 20**; hp 100; MV 90'(30') underwater; #AT 1 fist + special; D 3-30 + special; Save F10; ML 12; AL N

Hadric fears the sword more than anything. It is a special sword (pg. 60, D&D Expert) created to slay Hadric. As long as Hadric lives, the sword maintains its powers. As soon as Hadric is destroyed, the sword reverts to a sword +1, +3 vs. undead.

Sword +1, +3 vs. undead: AL L; Speech; Intelligence 12; Total willpower 24; ESP; Read magic; See invisible; Detect evil; Against Hadric only: Extra damage, no combat penalty for being underwater

Make control checks (pg. 60, D&D Expert) when the owner of the sword tries to leave Colhador or when he is within 50 feet of Hadric. If the owner of the sword is under the influence of a *charm* spell or the *charm* song of Hadric, lower the owner's willpower by eight points when making a control check for the sword. If the sword gains control, it will not let the character leave Colhador until either Hadric is dead or its owner is dead. If the character is within 50 feet of the velya, the sword forces the character to attack. The sword's control takes precedence over the velya's *charm* song.

Third Level

The singing is stronger on this level, although it is still not strong enough to *charm*. Make a morale check for any tritons that are with the party. If they fail the morale check they flee up the stairs and refuse to go down to the third level.

25: THE SLOW ROOM

The corridor ahead widens to 25 feet in the middle and then narrows to 15 feet and then 5 feet. There is a door at the other end. At the opposite end of the hall are two skeletons. Each has four arms and wields a spear in each hand.

The center portion of the room is affected by a permanent *slow* spell. The two skeletons are bone golems that are immune to the spell. They stand at the far edge of the spell area and wait until the first person is *slowed* before attacking. If they are wounded by missile fire before anyone is *slowed*, they advance to attack.

Bone golems (2): AC 2; HD 6*; hp 28; MV 60'(20') underwater; #AT 4 spears; D 1-6 each; Save F3; ML 12; AL N

26: THE GALLERY

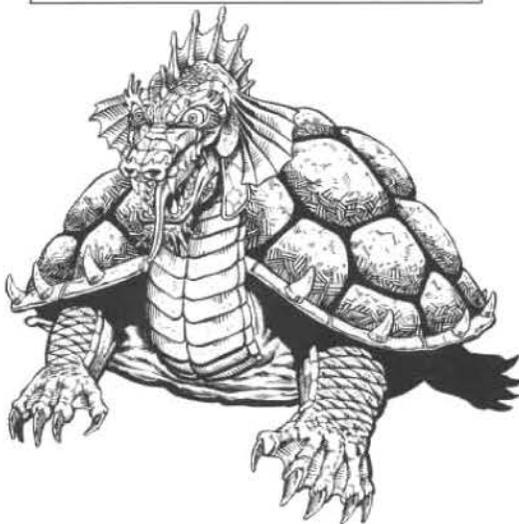
There are a dozen very old statues in the room. Most are missing pieces or have cracks running through them. The statues are placed randomly in the room. The walls have many empty hooks and rusted wires hanging from them.

There are eight shadows in the room. They hide behind the statues, which makes them almost impossible to detect. When the party moves into the room the shadows try to surprise by jumping out from behind the statues.

Shadows (8): AC 7; HD 2 + 2*; hp 12; MV 90'(30') swimming; #AT 1 touch; D 1-4 + special; Save F2; ML 12; AL C

27: NORTH CAVERN VIEW

The room is a shaped like a half sphere. The walls and floor are perfectly smooth stone. The southeastern half of the room is missing. The walls and floor are broken by a 70-foot-wide chasm. On the far side is an identical half room. Just past the lip of the floor is a gaping hole in the cavern's roof.



The room is empty. However, if the characters make too much noise, the dragon turtle that lives in the chasm attacks the party. The dragon turtle swiftly swims to the edge, hopping for surprise. Roll for surprise for the party but not for the dragon turtle. It does not breathe on the first round. It only breathes if it is severely hurt by a single attack—a *lightning bolt*, for example.

Dragon turtle (1): AC -2; HD 30*; hp 130; MV 90'(30') swimming; #AT 2 claws/1 bite; D 1-8 claw/10-60 bite; Save F15; ML 10; AL C

28: SOUTH CAVERN VIEW

The room is shaped like a half sphere. The walls and floor are perfectly smooth stone. The northwest half of the room is missing. The walls and floor are broken by a 70-foot-wide chasm. On the far side is an identical half room.

If the dragon turtle is still alive, use the directions for room 27 for the encounter.

29: THE WHIRLPOOL

The entire room is a whirlpool. Any character who opens the door to this room is immediately sucked into it. All other characters in room 30 must make a saving throw vs. paralysis or be sucked into the whirlpool.

The whirlpool is a magical creation. It draws everything down to a room in the fourth level of the building causing 1-6 points of buffeting damage plus the character's armor class. This is one die less damage than if the party enters the whirlpool from the level above.

30: ACCESS ROOM

In the bend in the hallway is a small room. It has a single door with a startling mural painted around it. The wall is painted to look like the head of a vampire, the door as the mouth.

31: THE DINING ROOM

The singing has stopped, leaving an eerie silence. Rotting nets hang from the ceiling and lie on the floor. In the center of the room is a large oak table of fine craftsmanship, now beginning to decay. Eight chairs surround the table. Each appears to have been a work of art before the salt water eroded the carving. Two corroded candelabra on the table brush the hanging nets. In each chair is a skeleton clothed in rotting finery.

The skeletons are merely props in Hadric's lair. A small grate lies on the floor under the chair at the head of the table. It leads to a four-inch-wide drain to the next lower level. Then it goes into the secret tunnel near room 48. The candelabra are made of silver and are worth 5,000 gp each on the open market.

Hadric knows that the clerics will attempt to turn the skeletons on the first or second round after they enter the room. On the third round after the party enters the room, Hadric enters through the grill as a stream of clouded water. He tries to get behind the cleric or any other vulnerable character without being

seen. He reforms into his humanoid form and attacks, probably with surprise, from behind. As soon as he takes one point of damage, Hadric becomes a stream of water and exits through the grate. Hadric can regenerate most forms of damage by the time the party sees him again.

Velya, Hadric (1): AC 3; HD 7**; hp 45; MV 180'(60') underwater; #AT 1 touch; D 1-8 + level drain; Save F7; ML 11; AL C *ring of spell turning* (5 spells) *ring of telekinesis*

32: THE HALL OF THE DEAD

The odor of decaying flesh is heavy; the room is littered with corpses. The corpses rise to their feet as soon as they are disturbed and march menacingly toward your party.

There are 40 bodies in the room. Twenty are zombies, 19 are normal dead bodies, and one is a wereshark in human form.

On the rear wall of the room is a horn made from a large shell. It is a *horn of blasting*.

Zombies (20): AC 8; HD 2; hp 7; MV 30'(10') underwater; #AT 1 claw; D 1-8; Save F1; ML 12; AL C

Wereshark (1 mako shark): AC 4; HD 4; hp 21; MV 180'(60'); #AT 1 bite; D 2-12; Save F4; ML 7; AL C

The wereshark pretends to be a corpse while the zombies attack the party. When all the zombies are destroyed, the wereshark waits until he can catch the party unaware, and changes into a shark to attack the party by surprise.

Every time the party enters this room there are 20 zombies. The room magically reanimates new zombies from the corpses. If the wereshark is killed, it is not reanimated.

33: THE HALL OF CHAINS

The walls and floor of the room are stained and cracked. Many tiny points of light glare from the walls like dozens of pairs of eyes. Weapons and instruments of torture lie scattered across the floor. Six mermen are shackled to the walls.

The tiny points of light are algae that glow in the dark. All the torture devices are broken and cannot be used. There is an assortment of swords, daggers, axes, and spears on the floor. Most are rusted beyond use. Six of the spears can still be used.

When the party enters the room, the mermen beg to be set free. They promise to serve the characters if they are freed. They claim

they have been chained here by Hadric and tormented for as long as they can remember. But the mermen are actually polymorphed mako sharks. They have no memory of anything other than being held captive in this room. If they are allowed to, they gather the six spears for weapons.

Mermen (6): AC 6; HD 2; hp 18; MV 120'(40') swimming; #AT 1 spear; D 1-6; Save F2; ML 8; AL C

Sharks, mako (6): AC 4; HD 4; hp 18; 180'(60') swimming; #AT 1 bite; D 2-12; Save F2; ML 7; AL N

34: THE HALL OF DECEPTION

Koom, the storm giant, lies chained to the floor. His body stretches from one end of the hall to the other. He calls out, "Save me before the life is drained from my body!" He begins to struggle against his bonds.

The storm giant is an illusion. The illusion hides a lesser sea serpent which attacks any character that comes near it. In its belly are five gems and four vials of *water breathing* that it swallowed along with a previous victim.

Sea serpent, lesser (1): AC 5; HD 6; hp 26; MV 150'(50') underwater; #AT 1 bite or 1 squeeze; D 2-12 or 1-10; Save F3; ML 8; AL N

35: MIRRORED CHAMBER

Each wall is completely covered by a large mirror. The glass has spots of dirt and algae in many places, making it easy to determine the location of the walls. The room is shaped like a hexagon. On one corner is a 10-foot opening. Singing drifts through the aperture.

The room appears to be empty but there are actually four living crystal statues inside. They are transparent in water and remain so even when attacking. Any opponents attack them at -4 on hit rolls. They guard the stairway to Hadric's private chambers. On the first round of combat they have automatic surprise.

Living statue, crystal (4): AC 4; HD 3*; hp 12; MV 30'(10') underwater; #AT 2; D 1-6 each; Save F3; ML 11; AL L

36: THE CHASM

The ground falls away sharply at your feet and forms a chasm. The bottom is 50 feet down. To the southwest the chasm ends

abruptly. To the northeast it becomes shallow and eventually bends out of sight. There is a hole in the chasm wall near the bottom and another overhead in the ceiling of the cavern.

If the party has been reasonably quiet, the dragon turtle sleeping on the chasm floor does not stir. If the characters try to swim to the other side it wakes. In rooms 27 and 28, whispering does not wake the dragon turtle, but over the chasm any slight noise will awaken it. The hole in the chasm wall is where it keeps its treasure. The hole overhead leads to room 23B on the second level. There is a secret door near the floor in the northern portion of the cavern. It connects to the secret tunnel leading to the prison cells (4th level).

Dragon turtle (1): AC -2; HD 30*; hp 130; MV 90'(30') swimming; #AT 2 claws/1 bite; D 1-8 claw/10-60 bite; Save F15; ML 10; AL C

37: THE CROSSROADS

The room is small, only five feet square. There is a small door on each wall. The stone walls are smooth and plain.

This room is highly magical. Only one door can be open at a time. Even *knock* spells cannot open a second door if another is already open. They can withstand any damage that the characters inflict and remain intact. If all the doors are closed, any will open easily to the touch.

Any character who looks or stands in the room has a 1/3 chance of noticing the writing on the ceiling. It reads:

When standing at the crossroads, there are many choices. Only one door at a time is open to the traveler.

The room is just large enough for the entire party. No combat is possible in this room if more than two bodies are inside. Regardless which door the party opens, the room it leads to is determined randomly.

The first time the party tries a door, roll 1d3. For all other tries, roll 1d4. The result determines to which room the door leads. The same door could lead to each of the three rooms on different tries.

Die roll	Room
1	32
2	33
3	34
4	corridor

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Fourth Level

When the party enters this level, secretly make a saving throw for the *charm* song of the velya. Note those who fail it. For now there is no noticeable effect. When Hadric attacks the party, he knows who is charmed and uses them to his advantage. Until that time, the character is not aware that he is controlled by the velya.

Before descending to this level, make another morale check for any tritons that are with the party. Failure means they refuse to go down to this level and flee up the stairs. If the mermen from room 33 are with the party, they need not make a morale check.

Hadric attacks the party on this level of his lair using guerilla techniques. He appears, fights for a round or two, and disappears. Between attacks he waits long enough to regenerate all damage he can. He will not allow the party to leave his lair alive if possible.

Velya, Hadric (1): AC 3; HD 7**; hp 45; MV 180'(60') underwater; #AT 1 touch; D 1-8+level drain; Save F7; ML 11; AL C
ring of spell turning (5 spells)
ring of telekinesis

In most rooms there is a 50% chance that he makes an attack. Some of the room descriptions specify that he does attack or that he won't attack there. His usual method is to enter the room as a cloudy water current and reform behind a party member, the cleric if possible. He may gain surprise.

Each time Hadric attacks, he uses a *charmed* character to help in the attack or to create a diversion so he gains surprise. He breaks off the attack when he has been successfully turned or when he has taken 10 or more points of damage. He resumes his singing after the attack. Make a secret save vs. spells for any character that was *charmed* before but had it removed. That character is still susceptible to Hadric's song.

Hadric has 14 manta rays on this level (they normally rest in room 42), and 10 mako sharks to aid in his attacks. He can use them for diversions or as attackers. Hadric may turn himself into a manta ray or a shark and attack with the animals.

38: THE THRONE ROOM

The large room smells of musty death. Rotted hangings ripple in the currents. The marble floor is laid in a checker board pattern. At the far end of the room are two thrones, delicately carved and polished. The one on the left is slightly smaller. In each seat is a dark shadowy form.

The two shadowy forms are spectres. They are sent by Hadric to guard the entrance to his watery lair. The spectres attack the party immediately. Unknown to the players, a third spectre hides behind the hangings directly opposite the staircase.

Spectres (3): AC 2; HD 6**; hp 30, 27, 25; MV 150'(50') underwater; #AT 1 touch; D 1-8+double energy drain; Save F6; ML 11; AL C

If the mermen from room 33 enter the throne room, their enchantment is broken and they revert to their shark form. Hadric commands them to immediately attack the party.

Sharks, mako (1-6): AC 4; HD 4; hp 18; 180'(60') swimming; #AT 1 bite; D 2-12; Save F2; ML 7; AL N

The thrones' value has been destroyed by the salt water. At the bottom of each throne is a secret compartment. The thrones must be tipped over to get to the compartments. The larger throne's compartment holds a wooden stake and a scroll made from a tough animal hide. It has somehow survived many years underwater. The scroll reads:

I am writing to save the future of my people. My beloved brother, Hadric, son of Kordic, has made a pact with evil. He fears to die and now he never shall. But neither shall he live. He has become a velya.

You who read this parchment, know that he must be destroyed to save our people. Drive this wooden stake through his undead heart.

I have had a weapon forged to fight him. The guardian is fierce, so the champion must be true to win it. It is hidden in a cave in the cliff wall near this building. With this sword he can be driven to his crypt.

The smaller throne's compartment holds 10 gems, gauntlets of ogre power, a *protection from undead* scroll, a potion of *invulnerability* and a *cursed* scroll. If a character looks at the *cursed* scroll, he must make all saves as if he is a first level character.

39: THE BALL ROOM

This room was once beautiful. The brightly-colored walls are now faded and the paint is peeled in many places. The muck on the floor is knee deep and algae grows on the ceiling and walls. A round, circular object lies covered in mud in the center of the room, its form rising shoulder high in places.

The object in the center of the room is the large chandelier that once hung from the 20-foot high ceiling. It fell many years ago and is now covered with mud and algae. Twenty-four gem stones worth 1,000 gp each are set in the fixture.

Under the muck are twelve skeletons and eight zombies. They try to rise and attack swimming characters by surprise. Any character who swims 10 feet or more above the mud is safe since the skeletons and zombies cannot swim.

Skeletons (12): AC 7; HD 1; hp 4; MV 45'(15') underwater; #AT 1 hand axe; D 1-6; Save F1; ML 12; AL C

Zombies (8): AC 8; HD 2; hp 9; MV 30'(10') underwater; #AT 1 claw; D 1-8; Save F1; ML 12; AL C

Anyone who walks through the muck is grabbed by a creature and falls into the mud. Once on the ground, the skeletons and zombies try to hold the character down while others claw him. A character can escape his attackers by making a saving throw vs. paralyzation.

40: THE MUSIC ROOM

This room is well-kept. Black curtains hang on all the walls, pinned at the floor and ceiling. The floor is smooth, unblemished stone. Seven large harps are placed throughout the room. A variety of musical instruments hang from the walls.

This is where Hadric frequently sings his songs. While the party is in this room, there is no singing, and Hadric attacks. He considers the music room a private area and does not allow people inside.

Velya, Hadric (1): AC 3; HD 7**; hp 45; MV 180'(60') swimming; #AT 1 touch; D 1-8+energy drain; Save F7; ML 11; AL C
ring of spell turning (5 spells)
ring of telekinesis



41: THE PRISON

The walls are rough-hewn stones. Algae grows on the walls and ceiling. A thin layer of mud and muck lies on the floor under scattered remnants of some furniture. The doors are deeply scarred with claw marks.

This is the guard room for the prison. There is nothing of value here.

41A-H: THE PRISON CELLS

A pile of bones covers the floor in each cell except 41B. This is all that remains of the prisoners who were here when the city sank beneath the ocean waves. Cell 41G also holds a wraith. The iron bars of the cells are so rusted that they give easily to a combined strength of 15. The wraith can leave cell 41G by floating between the bars.

The princess is being held in cell 41E. Hadric does not attack her in combat because she is not considered a threat.

Wraith (1): AC 3; HD 4**; hp 16; MV 120' (40') underwater; #AT 1 touch; D 1-6 + energy drain; Save F4; ML 11; AL C

41B: THE SECRET CRYPT

The room is dark and foul both to the eyes and the nose. A large coffin fills most of the room. The room is otherwise empty.

The entrance to cell 41B is covered by a brick wall. Hadric spent his last days as a living creature in this cell. It is now his secret crypt. If his usual crypt in room 42 and the false crypt in room 49 are both purified, he can still rest in this crypt. The only entrance is through the secret tunnel which leads from the cavern to room 42.

42: HADRIC'S CRYPT

A vile stench fills the room. It is shrouded in tattered black curtains, most of them rotting. A large stone slab occupies one end of the room. On it is a stone sarcophagus. The floor is covered with a thin layer of mud and muck.

This is Hadric's crypt and resting place. He will attack the party if they enter this room. He does not manifest himself immediately, but commands the 14 manta rays hidden in the muck to attack first. When the party is occupied by combat, he changes from his watery form to his human form, behind the cleric if possible. Any *charmed* characters attack the party.

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Manta rays (14): AC 6; HD 4*; hp 18; MV 120'(40') swimming; #AT 1 tail; D 1-8 + paralysis; Save F2; ML 7; AL N

Velya, Hadric (1): AC 3; HD 7**; hp 45; MV 180'(60') swimming; #AT 1 touch; D 1-8 + energy drain; Save F7; ML 11; AL C
ring of spell turning (5 spells)
ring of telekinesis

43: THE CATACOMBS

Green algae hangs like rope from this low ceiling. The floor has no layer of muck, unlike most of the rooms. Doors line the walls on both sides. The water currents are very still.

These tombs of the royal family lie deep under what used to be the palace. The party cannot read the writing on the tombs. A *read magic* spell reveals what is written there.

43A: Rikor, son of Hadlid

This tomb is empty.

43B: Hadlid, son of Saloc

There is a wight in this tomb.

Wight (1): AC 5; HD 3*; hp 13; MV 30'(10') swimming; #AT 1 touch; D energy drain; Save F3; ML 12; AL C

43C: Thusus, orphan

This tomb holds an inanimate skeleton.

43D: Alum, wife of Rikor

There is a zombie in this room.

Zombie (1): AC 8; HD 2; hp 16; MV 30'(10') underwater; #AT 1 claw; D 1-8; Save F1; ML 12; AL C

43E: General Talzo, son of Merkad

This tomb has a wraith in it.

Wraith (1): AC 3; HD 4**; hp 20; MV 120'(40') swimming; #AT 1 touch; D 1-6 + energy drain; Save F4; ML 11; AL C

43F: Bralin, wife of Talzo

This tomb holds an inanimate skeleton.

43G: Talzo, son of Talzo

There is a very small inanimate skeleton in this tomb.

43H: Orlid, son of Orlav

There is a wight in this tomb.

43I: Ythol, foundling

There is a zombie in this tomb.

43J: Ythim, foundling

There is an inanimate mummy in this tomb.

43K: Tirge, son of Lume

This tomb is empty.

44: LORAL, WIFE OF HADOR, QUEEN

There is a stone coffin in this room. Inside is a wrapped and preserved body of a woman. It looks very much like a mummy.

45: HADOR, SON OF GORLAB, KING

There is a stone coffin in this tomb. The coffin is empty but there is a spectre behind it.

Spectre (1): AC 2; HD 6**; hp 27; MV 150'(50') swimming; #AT 1 touch; D 1-8 + double energy drain; Save F6; ML 11; AL C

46: EMPTY CRYPT

This crypt is empty and its name plate is blank. It would have been for the next king.

47: WELL OF HADOR

This looks like the other tomb entrances in the catacombs. The inscription on it reads "Well of Hador." Any character within 10 feet of the open door to this tomb is sucked into the well unless he makes a saving throw vs. paralysis. The walls of the well are smooth and there are no handholds. For a complete description of the well and its effects see the beginning of this chapter.

48: WHIRLPOOL

The entrance to this room is hidden behind a heavy black hanging. The hanging is attached at the ceiling and tied at the floor. Behind it is an alcove with a single door.

The entire room is a whirlpool. Any character sucked in from a floor above is deposited here. There are two doors leading out of the whirlpool. Hadric is waiting in the alcove for any character that is drawn down to this level. If the party enters this room via

the secret tunnel or the catacombs, Hadric is not there.

Velya, Hadric (1): AC 3; HD 7**; hp 45; MV 180'(60') underwater; #AT 1 touch; D 1-8 + level drain; Save F7; ML 11; AL C
ring of spell turning (5 spells)
ring of telekinesis

Any character who tries to cross the room to get to the door on the other side must make a saving throw vs. paralysis or take his armor class in buffeting damage. For example, a thief with an armor class of 5 would take five points of damage if he failed his saving throw while crossing this room. The currents are turbulent enough that combat in this room has a -4 penalty on all hit rolls.

49: FALSE CRYPT

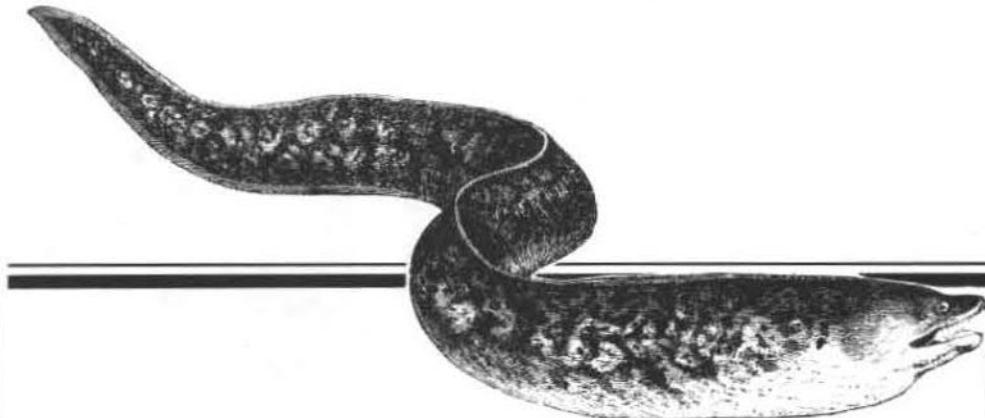
This T-shaped room contains a large stone coffin on a pedestal. The coffin is ornately carved, showing fanged creatures and gruesome deaths. The walls of this crypt are inlaid with colored stones to portray the building of an island citadel and several great battles.

The door to this crypt is larger than the other doors. It is marked "Hadric, son of Hador." Hadric has remodeled this tomb so that it stands out from the rest. If his lair is invaded, this crypt appears to be his own.

Inside the coffin is a zombie. The zombie has been made to look like Hadric. It cannot speak or sing. If the velya has taken wounds that it could not regenerate immediately, they are not visible on the zombie. When the coffin lid is opened, the zombie opens its eyes and its mouth to show large false fangs.

Hadric does not attack the party while it is in this crypt. If he is still mobile he plans an ambush as the party is about to leave the lair.

NEW MONSTERS



Dolphin

Armor Class:	5
Hit Dice:	3 *
Move:	180'(60')
Attacks:	1 head butt
Damage:	2-8
No. Appearing:	0 (1-20)
Save As:	Dwarf: 6
Morale:	10
Treasure Type:	Nil
Alignment:	Lawful
XP value:	50

Dolphins are related to whales, but are much smaller. They are 20 feet long with a smooth hide. Dolphins cannot breathe water and must come to the surface once every 15 minutes for air. They are intelligent and have their own language. Dolphins can use telepathy with other dolphins in a 50 mile range, and they can detect magic underwater (360' range). They hate sharks and occasionally attack them. Dolphins are the friends of most sailors and have been known to help people in trouble.

Dragon Turtle

Armor Class:	-2
Hit Dice:	30 *
Move:	30'(10')
Swimming:	90'(30')
Attacks:	2 claws/ 1 bite
Damage:	1-8 claw/ 10-60 bite
No. Appearing:	0 (1)
Save As:	Fighter: 15
Morale:	10
Treasure Type:	H
Alignment:	Chaotic
XP value:	9,000

Dragon turtles are a magic crossbreed of a dragon and a giant turtle. They have the head, limbs and tail of a great dragon and the hard shell of a turtle. These creatures live in the depths of great oceans and seas, seldom surfacing or approaching land. Dragon turtles are so large that sailors have mistakenly landed on ones floating on the surface, thinking the hard shell to be a small island.

The dragon turtle is able to use a breath weapon just like a dragon. It can breathe a cloud of steam 50 feet long and 40 feet wide. This breath weapon does damage like a dragon, inflicting hit points of damage equal to the current hit points of the dragon turtle. It can breathe up to three times a day.

Eel

	<i>Electric</i>	<i>Giant</i>
Armor Class:		
Class:	9	6
Hit Dice:	2 *	6 *
Move:	120'(40')	240'(80')
Attacks:	1 bite + shock	1 bite + shock
Damage:	1-4 + shock	3-12 + shock
No. Appearing:	1-3	1-4
Save As:	Fighter: 1	Fighter: 3
Morale:	7	9
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral
XP value:	25	500

An electric eel is nine feet long and can give off an electric shock in a radius of 60 feet. There is no saving throw against the shock, but the damage is based on distance:

0'-20' = 3-24

21'-40' = 2-16

41'-60' = 1-8

The electric eel can shock once every turn. It is immune to all forms of electrical attacks.

Giant electric eels can be up to 20 feet long. Though their shocks have the same ranges as normal electric eels, all damages are doubled. They are vicious and will attack anything that threatens them.

Gargantua

Armor Class:	4
Hit Dice:	15*
Move (swimming):	90'(30')
Attacks:	1 tail/1 bite or breath
Damage:	2-20/3-18 or see below
No. Appearing:	0 (1)
Save As:	Fighter: 7
Morale:	11
Treasure Type:	A
Alignment:	Neutral
XP value:	2,300

The gargantua is a gigantic fish of the carp family. It is 50 feet long with a large tail and a sucker mouth lined with many sharp teeth. It prowls the ocean floor scavenging for its meals. It frequently devours the contents of sunken ships. Its treasure is found in its belly.

On a hit roll of 20 it will swallow any opponent less than giant size. Each round spent in its stomach does 2-12 points of acid damage. Each round it can strike with its tail and

either bite or use its breath weapon (25% chance). The breath is a 30 feet wide and 60 feet long blast of water which knocks down any opponent and hurls him 100 feet away. The victim is allowed a save vs. dragon breath. The water blast does no damage, however the landing might.

Sea Horse

Armor Class:	7
Hit Dice:	2, 3 or 4
Move (swimming):	210'(70')
Mounted:	180'(60')
Attacks:	1 head butt
Damage:	1-8
No. Appearing:	0 (1-20)
Save As:	Fighter: 2
Morale:	5 (8 as a mount)
Treasure Type:	Nil
Alignment:	Neutral
XP value:	20, 35 or 75

A sea horse is 15 feet long and has the head of a horse. These creatures are the favorite steeds of mermen and tritons. In their native state they have a morale of 5, but a trained sea horse has a morale of 8. Wild sea horses are shy creatures and will not attack unless provoked. They are capable of moving at double speed for up to 10 rounds before tiring.

Giant Jellyfish

	<i>Marauder</i>	<i>Man-O-War</i>
Armor Class:	9	6
Armor Hit Dice:	4 **	9 **
Move (floating):	15'(5')	30'(10')
Attacks:	Tentacles (see below)	
Damage:	1-10 + paralysis each	
No. Appearing:	0 (1-10)	0 (1-4)
Save As:	Fighter: 2	Fighter: 5
Morale:	8	9
Treasure Type:	Nil	U
Alignment:	Neutral	Neutral
XP value:	175	2,300

These huge creatures have tentacles up to 100 feet long. The tentacles look like weeds hanging down into the water, but can slash and paralyze. They stay afloat by retaining air in a large bladder which forms the majority of its body. They will always be found near the surface of the sea.

The marauder is 10 feet across, and has 40 tentacles; however, it can only use 1-4 of them against each opponent. Each hit inflicts 1-10

points of damage and the victim must make a saving throw vs. paralysis or be paralyzed for 1-10 rounds. The monster gains a +4 bonus on all hit rolls against paralyzed opponents.

The man-o-war is a larger form of the marauder, 20 feet across, with 80 tentacles. It can attack a single opponent with 1-10 tentacles per round. The same saving throw and hit bonuses apply.

Manta Ray

	Normal	Giant
Armor Class:	6	6
Hit Dice:	4 *	10 *
Move:	120' (40')	180' (60')
Attacks:	1 tail	1 buffet/ 1 tail
Damage:	1-8 * paralysis	3-12/2-20 * paralysis
No. Appearing:	1-3	1
Save As:	Fighter: 2	Fighter: 5
Morale:	7	7
Treasure Type:	Nil	V
Alignment:	Neutral	Neutral
XP value:	125	1,600

Normal manta rays can grow to be seven feet in width and 12 feet in length. The tail on the manta ray has many sharp poisonous spines that can paralyze its victim. A saving throw vs. poison will prevent paralysis. When they lie in the sand on the ocean floor they are completely invisible.

Giant manta rays can be up to 75 feet long. A giant manta ray is also invisible when it lies in sand on the ocean floor. Treasure may often be found inside the creature, because it feeds on the ocean floor. If can buffet a creature for 3-12 points of damage.

Giant Octopus

Armor Class:	7
Hit Dice:	8
Move:	90' (30')
Attacks:	8 tentacles/ 1 bite
Damage:	1-3 tentacles/ 1-6 bite
No. Appearing:	0 (1-2)
Save As:	Fighter: 4
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
XP value:	650

In combat, a giant octopus will squeeze a creature with its tentacles and stab or bite the creature with its fearsome beak. Once its tentacles hit in combat, they will constrict and automatically do 1-3 points of damage each

round. Each tentacle that hits also reduces its victim's chance to hit by 1. A character severs a tentacle when any single hit with an edged weapon does six or more points of damage.

If combat is going against the giant octopus, it will flee, jetting away at triple speed and trailing a large, black cloud of ink (40' radius).

Sea Serpent

	Lesser	Greater
Armor Class:	5	3
Hit Dice:	6	12-15
Move:	(swimming): 150' (50')	240' (80')
Attacks:	1 bite or 1 squeeze	
Damage:	2-12/1-10	3-18/2-20
No. Appearing:	0 (2-12)	0 (1-4)
Save As:	Fighter: 3	Fighter: 6
Morale:	8	9
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral
XP value:	275	1,100-1,350

A sea serpent resembles a long (20'-30' for lesser serpents, 60'-80' for greater serpents) giant snake with many fins. A sea serpent may attack a sea craft (25% chance) its own size or smaller by looping around the boat and squeezing (for lesser serpents 1-10 points of hull damage per round, 2-20 for greater sea serpents). Its normal attack is a bite. It can lunge out of the water (20' for lesser serpents, 40' for greater serpents) when biting creatures on the surface.

Shark

	Bull	Mako	Great White
Armor Class:			
Class:	4	4	4
Hit Dice:	2 *	4	8
Move:	180' (60')	180' (60')	180' (60')
Attacks:	1 bite	1 bite	1 bite
Damage:	2-8	2-12	2-20
No. Appearing:	0 (3-18)	0 (2-12)	0 (1-4)
Save As:			
Fighter:	1	2	4
Morale:	7	7	7
Treasure Type:			
Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral
XP value:	25	75	650



Sharks are vicious predators. They have little intelligence and are unpredictable. They are attracted to the scent of blood within 300 feet which will drive them into a feeding frenzy (they attack but make no morale checks). They attack by making long, curving passes. Sharks are found in salt water.

Bull shark: These eight-foot long brown sharks will ram their prey first (save vs. paralysis lasting 3 rounds) to stun it, and then attack the helpless prey the next round.

Mako shark: These 12-foot long sharks are blue-gray or tan in color. Mako sharks are extremely unpredictable, ignoring swimmers one moment, and then suddenly attacking.

Great white shark: These are 30 feet long or larger and grey with a white underside. They have been known to destroy small boats.

Wereshark: These are mermaids, or tritons inflicted with a form of lycanthropy which enables them to take the form of a mako shark when they choose, so long as it is in darkness. When the moon is full they must change into a shark and will maraud the seas. Under this forced change, they lose their intelligence and become bloodthirsty killers. Unlike a mako shark, weresharks are intelligent and only magic or silver weapons harm them.

On the islands to the south there have been rumors of humans that are weresharks. Weresharks have treasure type C in their lair. They save as a 4th level fighter. Weresharks have an XP value of 125.

Squid Giant

Armor Class:	7
Hit Dice:	6
Move:	120' (40')
Attacks:	8 tentacles/ 1 bite
Damage:	1-4 tentacles/ 1-10 bite
No. Appearing:	0 (1-4)
Save As:	Fighter: 3
Morale:	7
Treasure Type:	V
Alignment:	Neutral
XP value:	275

The giant squid lives in deep ocean waters, rising to the surface only to hunt. It usually (75%) attacks seamen, but sometimes (25%) attacks the ship itself. Unlike the giant octo-



pus, it does not anchor itself with tentacles.

Against individuals, it attacks with all tentacles for automatic constriction damage after each hit. Any of the six lesser tentacles can be severed with a single blow that does six or more points of damage, while the two greater tentacles can only be severed by a blow of 10 points damage or greater. Against a ship it does 1-10 points of hull damage with its two greater tentacles and then attacks with its beak for two points per round.

If its morale fails, the squid can flee at triple normal speed and leave great clouds of ink (30' radius, twice per day) to confuse pursuers.

Triton

Armor Class:	6, 5, or 4 (see below)
Hit Dice:	5*, 6*, or 7* (see below)
Move (swimming):	150'(50')
Attacks:	1 weapon
Damage:	by weapon
No. Appearing:	10-60
Save As:	Dwarf: 11
Morale:	9
Treasure Type:	see below
Alignment:	Neutral
XP value:	300, 500, or 850

Tritons look very much like mermaids. The only differences are cultural (the braiding of their hair, etc). They usually ride sea horses and carry tridents or spears. Like other sea civilizations, they live in large cities on the ocean floor. Tritons have variable hit dice and abilities. A triton can cast clerical or magic-user spells, but not both.

Hit Dice	Armor Class	Treasure Type	Spell Casting
5	6	F	5th Level
6	5	G	6th Level
7	4	H	7th Level

Velya

Armor Class:	3
Hit Dice:	7**
Move:	180'(60')
Attacks:	1 touch or special
Damage:	1-8 or special
No. Appearing:	0 (1)
Save As:	Fighter: 9
Morale:	11
Treasure Type:	F
Alignment:	Chaotic
XP value:	1,250

Velya are a weak form of underwater vampire. They are normally accompanied by 1-6

wights. They were once surface dwellers so they usually inhabit sunken cities. However, they are extremely rare; only a few have ever been discovered. Because they are undead they are unaffected by *sleep*, *charm*, and *hold* spells and can only be hit with magical weapons. A velya can take the form of a blue-skinned human with gills, a great white shark, a manta ray, or water current at will. Each change takes one round.

Whatever its form, a velya regenerates 2 hit points per round (except for fire or acid damage) as soon as it is damaged. If a velya is reduced to 0 hit points it does not regenerate, but becomes a water current and flees to its crypt where it must rest the whole day. Fire and acid damage is not regenerated until the velya rests its crypt.

In shark or manta ray form, the velya's move, attacks, and damage are those of that animal. The velya's AC, hit dice, morale and saving throws remain unchanged. In water form, a velya cannot attack, but can swim at 180' per turn and is immune to all weapon attacks. Some spells may effect it but none can do damage.

In human form, a velya may attack by song or touch, or may summon other creatures. The touch of a velya inflicts an energy drain (removing one level of experience) in addition to damage. The creature's song can *charm* (as the spell). Any victim hearing the song must save vs. spells or be *charmed*. The song can be heard up to a mile away, but it will only *charm* within 200 feet of the velya.

Once a successful saving throw is made, that character is immune to the velya's song for 24 hours. If the *charm* is dispelled, the character is still susceptible to the velya's song until he makes a saving throw.

The velya can summon 3-18 mako sharks if they are within one mile. The sharks will arrive in 1-4 rounds if they are close by.

Any character slain by a velya will return from death in three days as a wight under the control of the velya. A creature can only become a velya through an ancient and forgotten curse.

Weaknesses of velya: A velya will not come within 10 feet of a strongly presented holy symbol, although it may move to attack from another direction. Velya cannot enter the open air or they will instantly disintegrate.

During the day the velya must rest in a crypt. If the crypt is *blessed* (with the clerical spell) the velya can get no rest there. Failure to rest results in 2-16 points of damage per day. These points are not regenerated until the velya rests in its crypt a full day. Velya cast no reflection and cast no shadow.

A velya can be destroyed by exposing it to air, driving a wooden stake through it while it lies in its crypt, or being turned by a 13th or higher level cleric, however, the die roll for the number of hit dice of undead destroyed must equal or exceed the hit dice of the velya.

Whales

	Killer	Narwhal	Sperm
Armor Class:	6	7	6
Hit Dice:	6	12	36*
Move:	240'(80')	180'(60')	180'(60')
Attacks:	1 bite	1 horn	1 bite
Damage:	2-20	2-12	3-60
No. Appearing:	0 (1-6)	0 (1-4)	0 (1-3)
Save As:			
Fighter:	3	12	15
Morale:	10	8	7
Treasure Type:			
Type:	Nil	Nil	Nil
Alignment:	Neutral	Lawful	Neutral
XP value:	275	1,100	12,000

Killer whale: These are 25 feet long. Found mainly in cold waters, they live by hunting other sea creatures. Creatures of halfling size or smaller will be swallowed whole if the killer whale scores a 20 on its hit roll. Those swallowed take 1-6 points of damage per round and will drown in 10 rounds unless freed.

Narwhal: The 15-foot long, gray to white narwhal, has an 8' long spiral horn on its head (like that of a unicorn). It is an intelligent magical creature, very independent and secretive. It is rumored that their horns vibrate in the presence of evil. Their horns are worth from 1,000 to 6,000 gold pieces each for their ivory.

Sperm Whale: This huge whale can grow to be 60' long. It preys on the most feared denizens of the deep (such as the giant octopus and giant squid). Man-sized or smaller creatures will be swallowed whole on a die roll that is 4 or more than the score needed to hit. A swallowed creature will take 3-18 points of acid damage per round. Sperm whales will sometimes (10%) attack ships, attempting to ram. The whale does 6-36 hull points of damage in a successful ram.



NEW MAGIC ITEMS



Potion of swimming: The user may swim in any liquid at the rate of 180' (60'), even if encumbered. The user cannot sink (or even be pushed below the surface) unless he is carrying over 3,000 encumbrance. The ability to breathe water is not given. The effects last for eight hours.

Potion of water breathing: The effects are identical to the 3rd level magic-user spell.

Ring of water adaption: This is a ring of elemental adaption for water. The wearer of this ring can freely breathe, see, and move through water as if it were air.

Boat, undersea: This item appears identical to a standard riverboat (pg. 43, Expert), and can be used as one. Because it is magical, its armor class is 4 and it has 40 hull points.

No rowers or sailors are required if the command words are known. It obeys commands to stare, stop, turn to port (left), turn to starboard (right), stop turning (while keeping the same speed), submerge, level off, and surface. When underwater, the boat radiates a *water breathing* effect protecting all passengers and crew as long as they touch it. The undersea boat can be fitted with grips so that the passengers can avoid drifting away.

Spear, returning: This type of hand-hurled missile weapon will return to the caster if it misses the target. They are sometimes called "boomerang" weapons. If it misses, it returns at the end of the round, and may automatically be safely caught by the character throwing it (unless the user is paralyzed, confused, immobile, etc.). If it hits the target, the weapon does not return by itself. This ability is in addition to any hit roll bonuses.

PREROLLED CHARACTERS

Class	Cleric	Fighter	Magic-User	Thief	Dwarf	Elf	Halfling
Level	10	12	10	11	9	9	8
Strength	13	14	8	7	15	12	13
Intelligence	11	9	15	8	7	14	11
Wisdom	16	9	11	12	6	8	12
Constitution	14	13	11	13	13	9	9
Dexterity	10	10	7	16	11	9	13
Charisma	10	14	10	9	11	7	9
Hit Points	47	70	26	41	52	33	31
Armor Class	2	-1	9	5	1	4	1
THAC0	15/13	13/12	15	13/12	15/13	15/14	14/13

Cleric: chain mail +1, shield +1, war hammer +2, staff of healing

Fighter: plate mail +1, shield +2, sword +1; +2 vs. Lycanthropes, potions: *speed, healing*

Magic-user: dagger, *ring of animal control*, wand of *polymorph* (12 charges), scrolls: *water breathing, conjure elemental, ice storm*

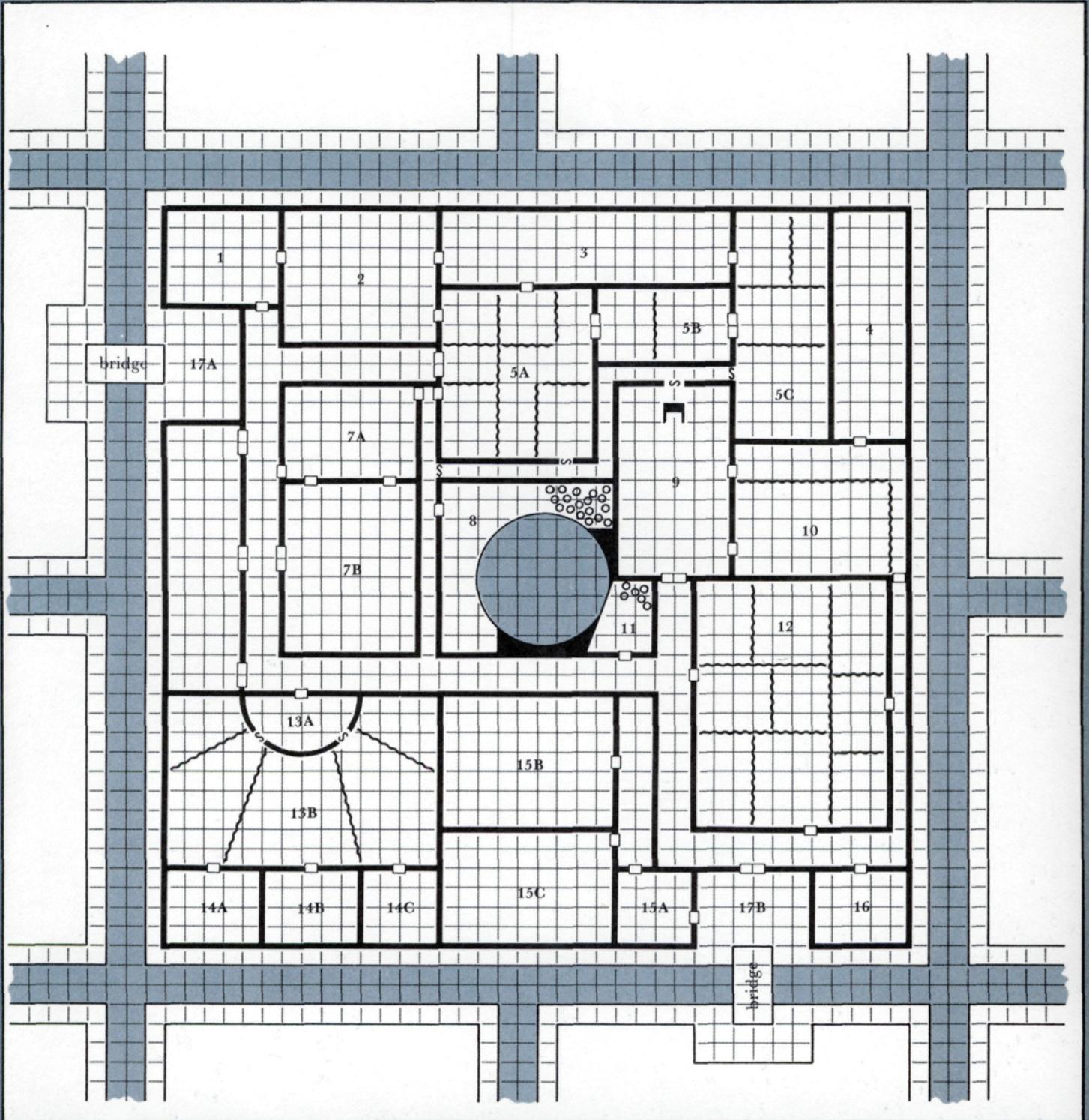
Thief: leather +2, sword +1; *light spell, ring of telekinesis, potion of healing*

Dwarf: chain mail +2, shield +1, axe +2, potions: *invulnerability, giant strength*

Elf: chain mail +1, sword +1; +3 vs. undead, scrolls: *protection from elementals, potion of healing*

Halfling: leather +3, shield +2, dagger +1, bow +1, 20 arrows, *ring of spell turning, potion of healing*

THE PALACE GROUNDS OF KRON

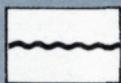


KEY

Scale 1 square = 10'



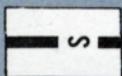
door



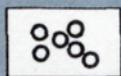
curtains



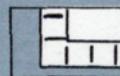
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secret door

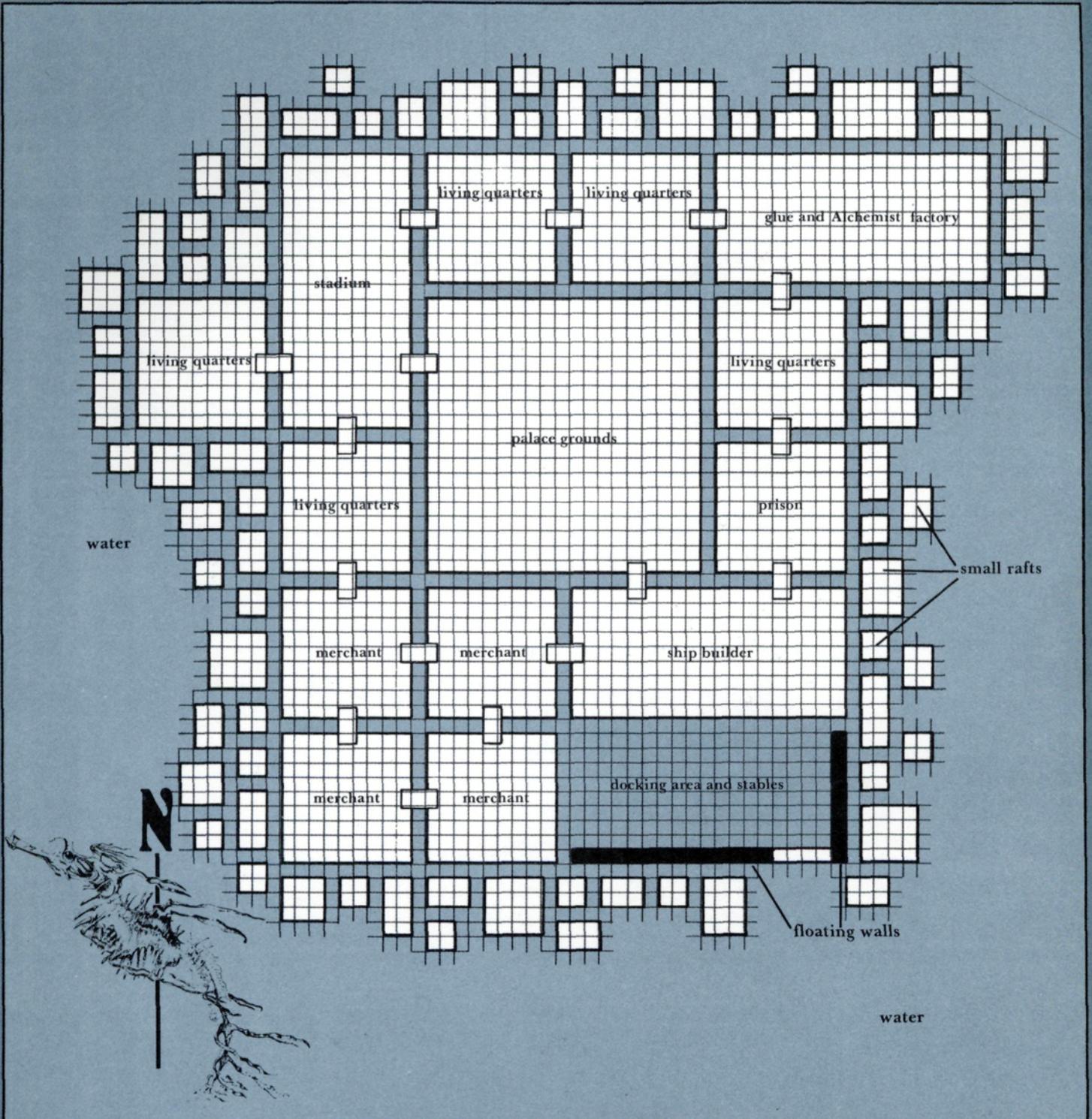


barrels

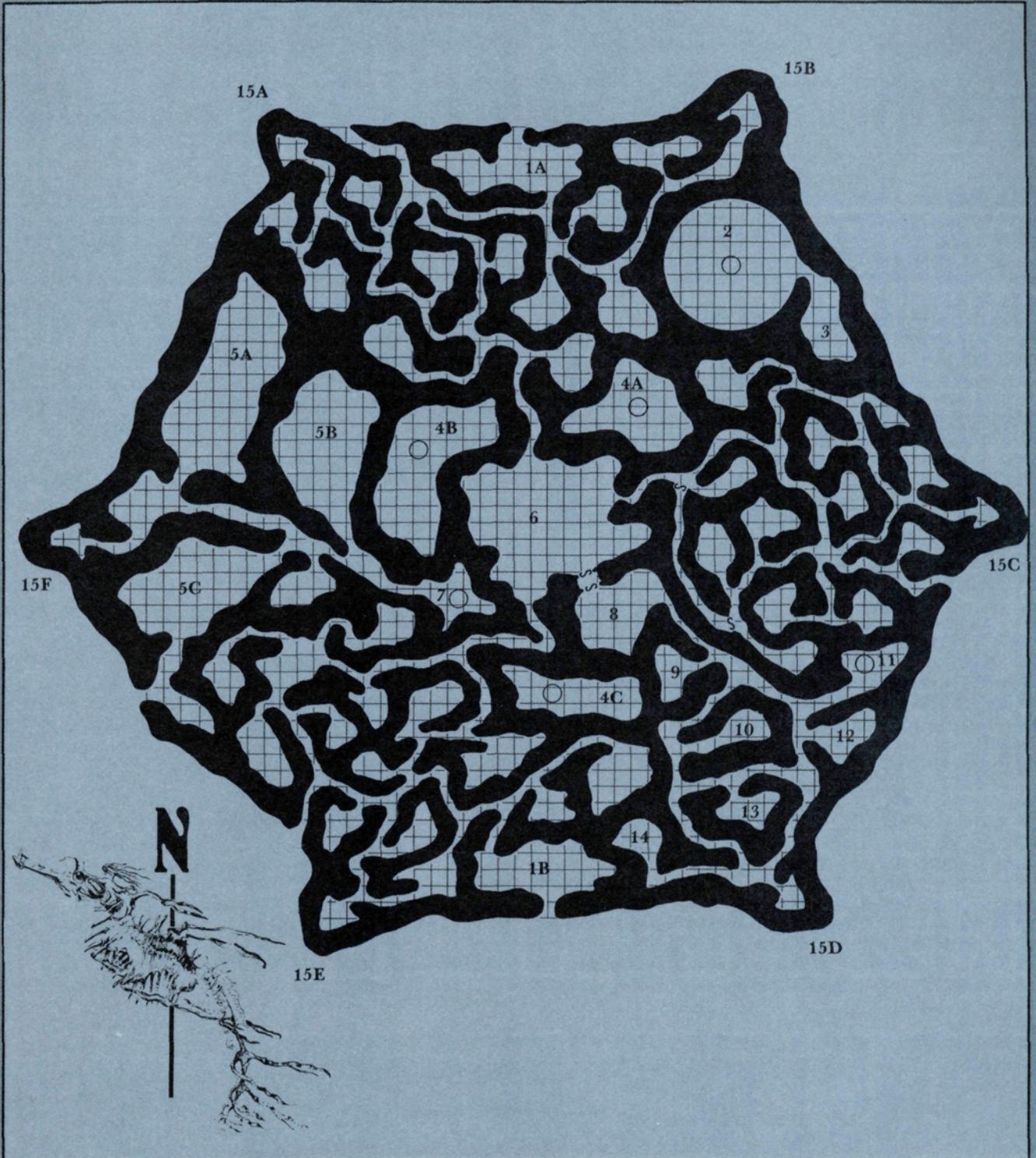


"sidewalks"

KRON



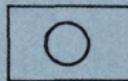
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KEY



secret door

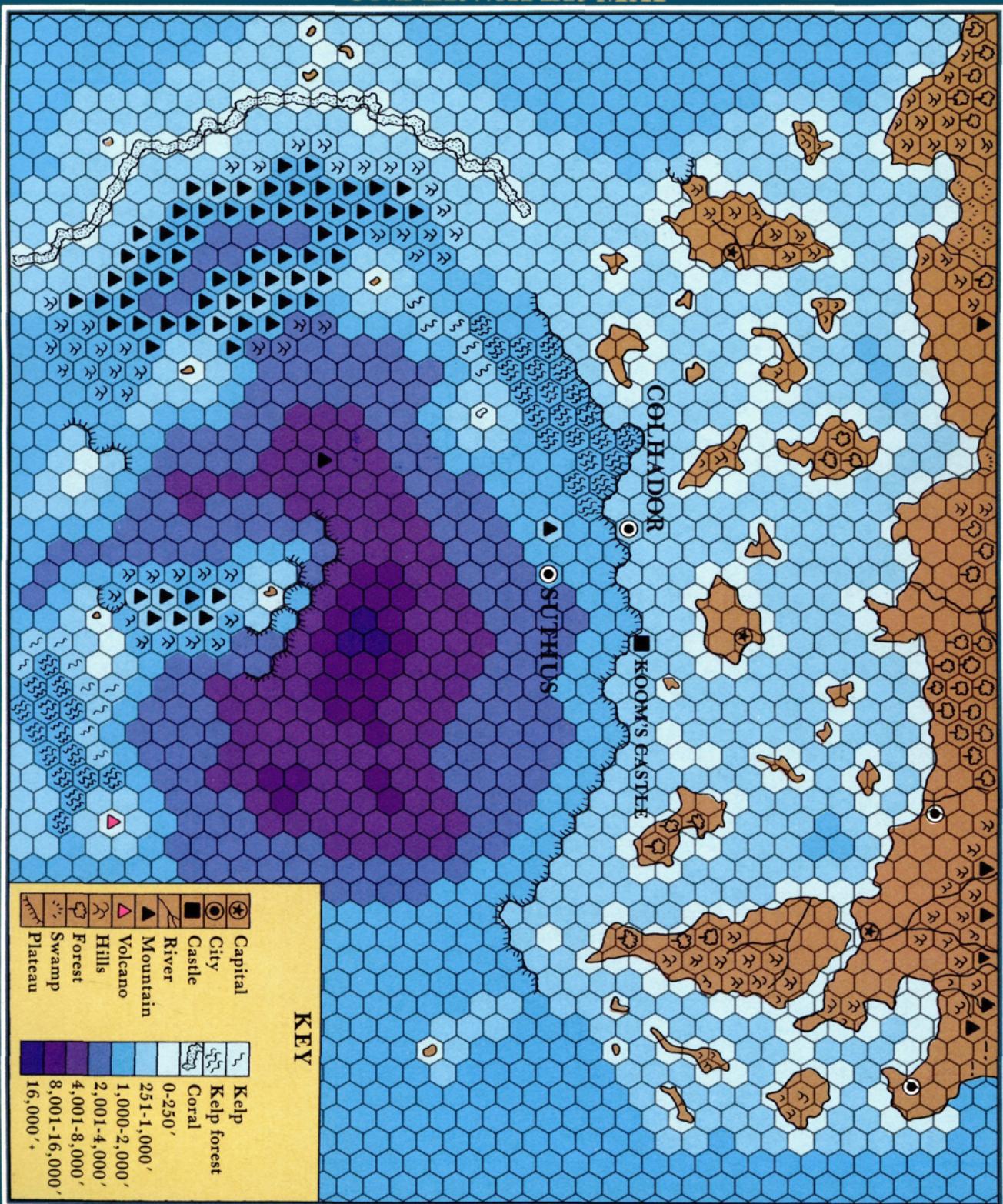


hole in ceiling

Scale 1 square = 10'

THE SEA OF DREAD

"UNDERWATER MAP"



Scale: 1 Hex = 24 Miles



Expert Game Adventure

The War Rafts of Kron

by Bruce Nesmith

The Ierendi princess, Corinna, has disappeared.

She set sail aboard a ship of the Minrothad Guilds—the guild's ships which have been pirated and plundered for many weeks. Trade is horribly disrupted as many ships leave, never to be seen again.

The guild masters now call for adventurers of great skill and renown. They offer small fortunes to any who can help them discover who is pirating their ships. But most importantly, to any who can rescue the princess.

Can you and your party of adventurers defeat the dangers which lurk in the dark depths of a terrifying sea? Or, will you find a watery grave within the cold confines of a murky sea floor?

This game adventure contains special rules for underwater adventuring.

This adventure is for use with the DUNGEONS & DRAGONS® Expert Set, and cannot be played without the D&D Expert rules produced by TSR, Inc.

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