



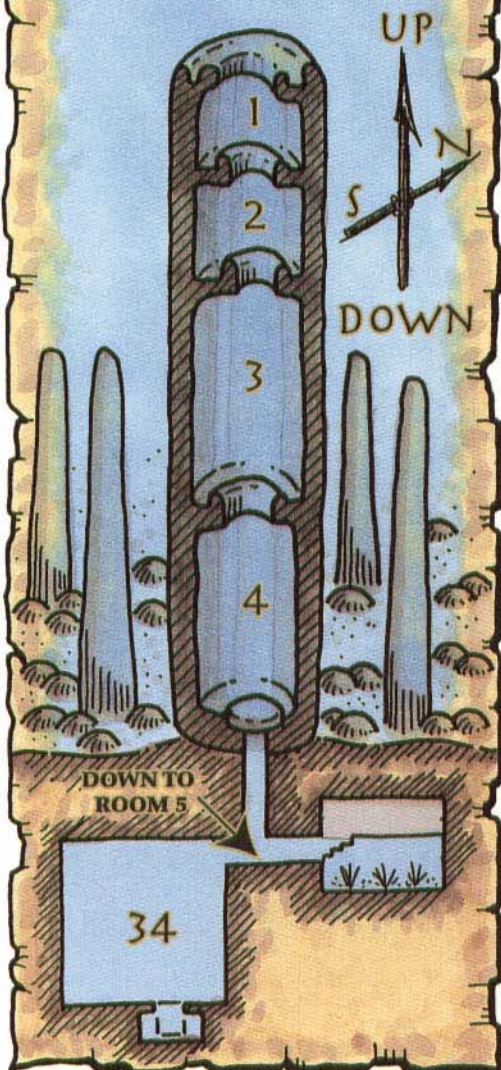
Advanced
Dungeons & Dragons
Adventure
Monstrous Arcana

SEA OF BLOOD



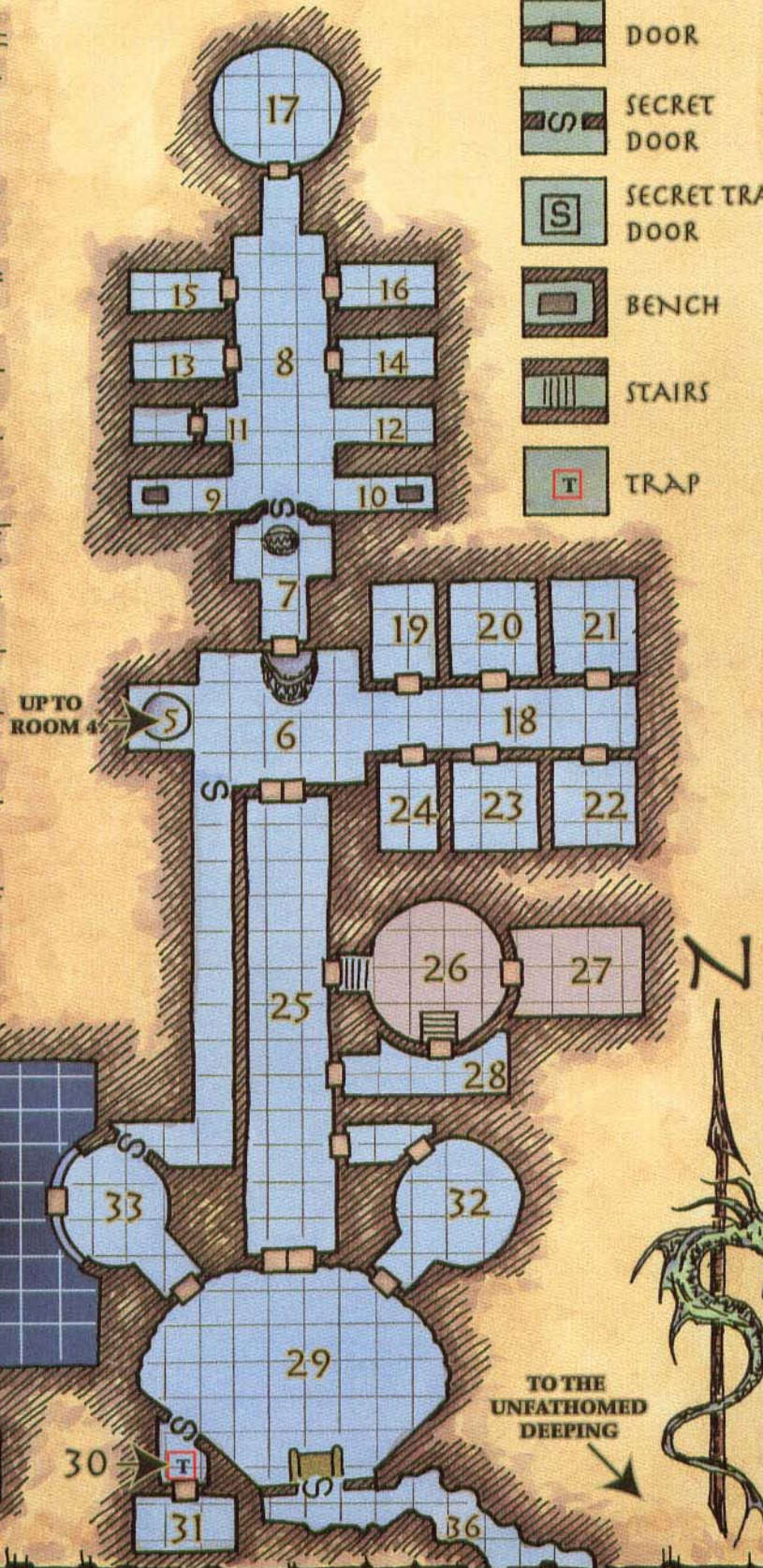
BY BRUCE R. CORDELL

THE CENTRAL SPIRE



THE THRONE OF TEETH

- DOOR
- SECRET DOOR
- SECRET TRAP DOOR
- BENCH
- STAIRS
- TRAP



ONE SQUARE
EQUALS 10 FEET

Advanced Dungeons & Dragons[®] Adventure Monstrous Arcana[™]

SEA OF BLOOD

BY BRUCE R. CORDELL

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INTRODUCTION

*Where run your colts at pasture?
Where hide your mares to breed?
'Mid bergs about the ice-cap
Or wove Sargasso weed;
By chartless reef and channel,
Or crafty coastwise bars,
But most the ocean meadows
All purple to the stars!*

*Who holds the reign upon you?
The latest gal let free.
What meat is in your mangers?
The glut of all the sea.
'Twixt tide and tide's returning
Great store of newly dead—
The bones of those that faced us,
And the hearts of those that fled.*

*Afar, off-shore and single,
Some stallion, rearing swift,
Neighs hungry for new fodder,
And calls us to the drift:
Then down the cloven ridges—
A million hooves unshod—
Break forth the mad White Horses
To seek their meat from God!
—White Horses by Rudyard Kipling*

Sea of Blood is the third and concluding adventure in the sahuagin adventure trilogy that began with *Evil Tide* and continued in *Night of the Shark*. The adventure pits four to eight player characters of levels 7 to 9 (50 total levels) against the dreaded sea devils. You can play each adventure within the trilogy individually, or you can use the three adventures in sequence to form an epic adventure.

Sea of Blood occurs entirely on and under the wind-tossed waves of the open sea; the adventure supports *The Sea Devils*, a MONSTROUS ARCANA™ supplement, and *Of Ships and the Sea*, a core rules supplement providing in-depth rules for marine adventuring. These two supplements, however, are not required to play out the sahuagin adventure trilogy.

Because of the watery environment in *Sea of Blood*, it is important that the player characters possess water-adapting magical items; the marine settings characteristic to the encounters in *Sea of Blood* are fatal to any

characters less prepared. Those who adventured in *Evil Tide* and *Night of the Shark* should already have an assortment of magical items which aid in marine survival. If you intend to run *Sea of Blood* independent of the previous adventures, the player characters absolutely require water-adapting magic, or the party faces a quick demise in the very first encounter. On the flip side, you should not overdo it; the party should have just enough equipment to survive underwater, not thrive. This insures that the adventure remains challenging for the players and enjoyable for the you, the DM.

BRIEF HISTORY

In *Evil Tide*, the residents of Angler Island endured a series of deadly sahuagin incursions. The party ended the peril by retrieving a mysterious statue, The Stone Which Abides, from prehistoric ruins deep below the island. Apparently, the statue held an ancient fascination for the sahuagin.

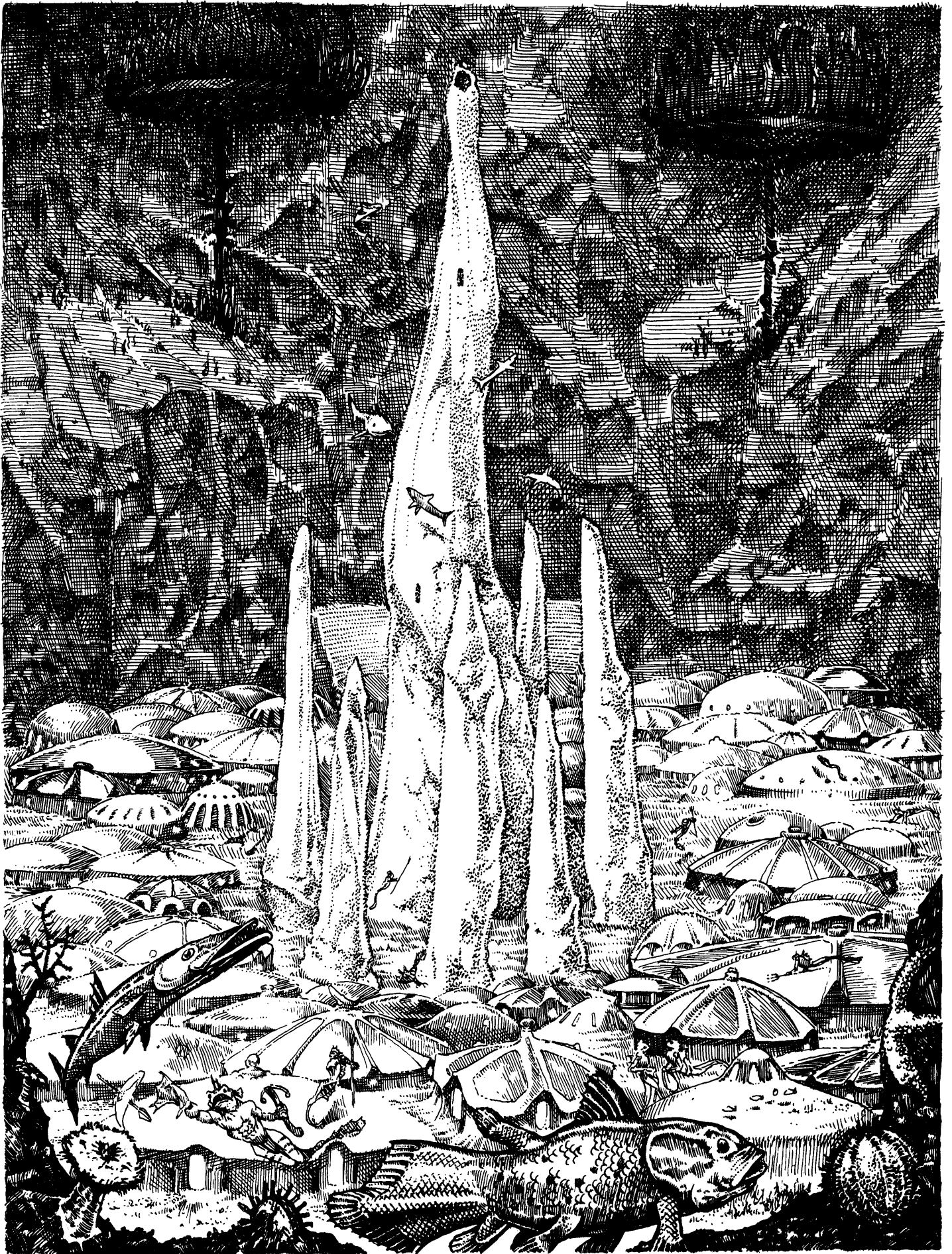
Though denied the statue, the sahuagin succeeded in whisking away a party of excavators who had explored the ruins before the party arrived.

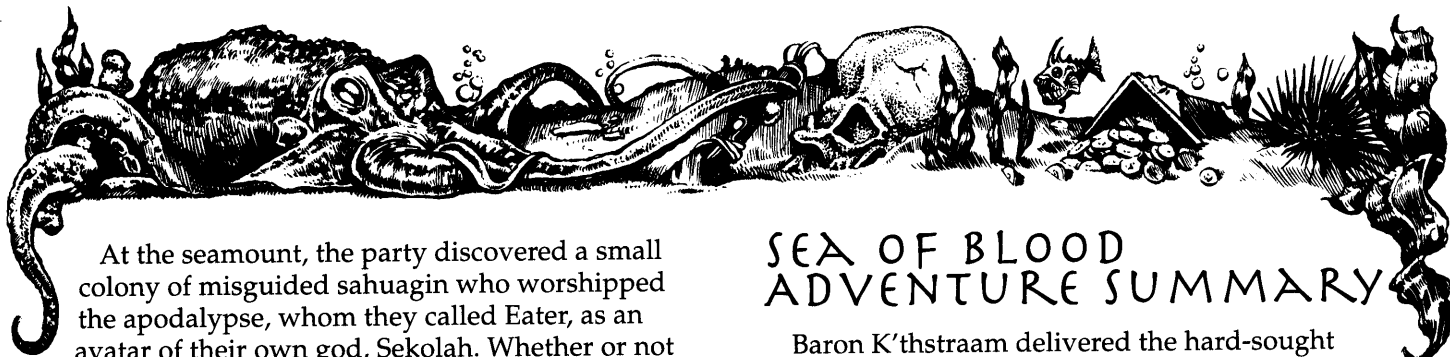
Authorities on Angler Island determined that the statue should be physically removed (the statue has some arcane property that prevents it from being moved by any magical means) from the island proper to end future threats of sahuagin attack. The safety of the whole island was to take precedence over any attempt to rescue the captives.

During *Night of the Shark*, the party was aboard the ship designated to haul the Stone Which Abides away from Angler Island, either by contract or by chance.

The characters escorting the statue at sea were shipwrecked when a storm of lethal magnitude blew up in the night. Giant sharks and sahuagin attacked the storm-tossed ship. The sahuagin (led by Baron K'th-straam) made off with the statue, leaving the characters to fend for themselves. Besides the storm, the party also had to face a voracious shark of frightening proportions.

The party finally escaped the shipwreck by boarding a ghost ship, whose captain and crew met their grisly ends at the claws and fangs of the apodalyse, a creature of their own creation. A guilty ghost convinced the party to track the apodalyse to its lair in a distant seamount.





At the seamount, the party discovered a small colony of misguided sahuagin who worshipped the apodalyse, whom they called Eater, as an avatar of their own god, Sekolah. Whether or not the characters confronted the apodalyse in its murky lair, they met a malenti named Quoise masquerading as a sea elf. Feigning friendship, Quoise assured the PCs that he could guide them to a secret entrance in the City of Abiding Hunger (the sahuagin city where the statue and human captives had been brought), or back to the mainland if that was their wish. Such were the closing conditions in *Night of the Shark*.

One last piece of history: the fathomer Laurish Samprey and his sea otter familiar Scratch may still accompany the adventurers. Their statistics:

Laurish Samprey, hm, W10, Fathomer: AC 2; MV 12; hp 33; THAC0 15 (with *staff of striking*); #AT 1; Dmg 1d6+3 + strike damage (*staff of striking*; +6 or +9 when 1 or 2 charges expended, respectively); SA spellcasting, +1 saving throw bonus vs. water-related spells; SW suffers -2 to saving throws against fire-related spells; SZ M (5' 11" tall); ML Average (9); AL NG; XP nil.

S 10, D 17, Co 15, I 16, W 13, C 13

Personality: enthusiastic, energetic, the original "salty dog."

Weapon Proficiencies (2): dagger, staff.

Nonweapon Proficiencies of Note: swimming, direction sense, fishing, herbalism, navigation, seamanship, underwater navigation

Special Equipment: bracers of defense AC 5, ring of free action, helm of underwater action, waterproof spellbook and component pouch, *staff of striking* +3 (57 charges)

Spells (5/5/4/3/3): 1st—*magic missile* (×4), *tears of the alligator** (converts 10-foot-radius sphere of saltwater to freshwater); 2nd—*forget*, *wizard lock*, *knock*, *invisibility*, *waterbane** (waterproofs one target and target's possessions); 3rd—*dispel magic*, *water breathing*, *suggestion*, *pressure resistance** (protects target from crushing water pressure); 4th—*charm monster*, *polymorph self*, *Evard's black tentacles*; 5th—*airy water*, *conjure water elemental*, *transmute rock to mud*

*Spell introduced in *Of Ships & The Sea*

Scratch, sea otter familiar: AC 5; MV 12, Sw 18; HD 1+1; hp 9; THAC0 19; #AT 1; Dmg 1d3 (bite); SZ S (2' long); ML Average (10); Int Average (9); AL NG; XP nil.

SEA OF BLOOD ADVENTURE SUMMARY

Baron K'thstraam delivered the hard-sought statue, the Stone Which Abides, to King Laangforanen in his capitol, the Throne of Teeth. The baron also delivered several captives from Angler Island (the excavators kidnapped in *Evil Tide*).

King Laangforanen is secretly in league with an entity called the Deep Mother (having fallen under her influence as described on page 44). The Deep Mother requested that the king send the captives from Angler Island to her. To conceal his divided loyalty, however, the king had to follow procedure and place the captives in the sahuagin prison system first. The king's accomplice, Priestess Ger'rulistaa, accomplished the transfer by ordering the captives sent to her private lab in the Throne of Teeth. Ger'rulistaa gave the captives to the king, who packed them off to the Deep Mother.

Meanwhile, Quoise the malenti betrays the party into the webbed hands of sahuagin sentries guarding the perimeter of the City of Abiding Hunger. The characters are cruelly imprisoned and slated for competitions in the city's arena until death finally takes them.

Characters unable to engineer their own escapes receive aid from the priestess Lachlanisoraan and a few sahuagin loyal to her. Lachlanisoraan believes that Ger'rulistaa is conniving with Baron K'thstraam (himself supposedly a loyal subject to the king) to act at odds with the dictates of Sekolah (the patron deity of the sahuagin). Lachlanisoraan is not sure exactly what Ger'rulistaa and the baron are up to, but she wants it stopped. Seizing upon the party as a means to accomplish her ends without showing her hand, she attempts to set the characters on a course that may put Ger'rulistaa out of the picture.

Characters who follow Lachlanisoraan's lead to the labs (and thereby the king's palace, the Throne of Teeth) are in for a grisly journey, but finally discover that both the original prisoners and the Stone may have lodged in Ger'rulistaa's labs briefly, but have apparently been turned over to King Laangforanen.

The characters fight their way into the throne room of the Throne of Teeth and up to the king himself, only to discover that the captives and the Stone Which Abides have accompanied Baron K'thstraam on a trip to the bottom of the Unfathomed Deeping, a sea trench of extreme depth. Dare the heroes follow the human captives and Stone yet again?

A full account of the connection between King Laangforanen, Baron K'thstraam, the Deep Mother, sahuagin and anguilians in general, and the Stone

Which Abides can be found in the **Dominion of the Deep Mother** chapter under the **Origins** and **Transfigurations** headings.

ADVENTURE HOOKS

Characters who have played through *Evil Tide* and *Night of the Shark* are already involved in this adventure. If you wish to run *Sea of Blood* as a stand-alone adventure, you can use the hooks listed below to get the party involved. You might also find the hooks helpful if the party has participated in the previous adventures in this series, but needs some encouragement to continue:

- ❖ Laurish Samprey (see page 4) hires the player characters as bodyguards and aides for the most extensive study of sahuagin yet conducted; in a game of intellectual oneupmanship, Samprey intends to outshine his long-time rival Yunni Cupuricus (author of the informative *Sea Devils* manuscript). Samprey has hired a sea-elf spy named Quoise to get them into the sahuagin controlled City of Abiding Hunger through a secret entrance. Unbeknownst to even Samprey, Quoise is a malenti who intends only betrayal. Once captured, the group can win freedom by following the request of Priestess Lachlanisoraan, but is also pulled into the plot involving the kidnapped humans from Angler Island and the Stone Which Abides.

- ❖ The characters suffer some nautical misadventure that culminates in their craft being sunk (through storm, collision, or other mishap). The malenti, Quoise, “rescues” the party. Quoise hands out *elasmobranchuvor* and promises to bring the party to his “sea elf” city where the characters can find rest from the open waters. (See **Arcana** for a full description of *elasmobranchuvor*’s effects.) Quoise betrays the party and plunges them into the adventure’s storyline.
- ❖ The party *begins* the adventure as captives of the sahuagin, incarcerated within the sea devil prison complex in the City of Abiding Hunger. See the appropriate entries of the same name in the 50 Leagues Under the Sea section to discover what torments the sahuagin inflict upon their unlucky captives, and how a hated sahuagin priestess provides them with their only hope to escape.

QUICK WATER RULES

Adventures that occur on or under the water place land-adapted PCs at a significant disadvantage; to allow for easy reference, the **Quick Water Rules** that appeared in *Evil Tide* are reprinted here:

QUICK WATER RULES

Quick Water Rules are rough interpretations of the in-depth rules explained in *The Sea Devils* and *Of Ships and the Sea*. These rules are only for land-adapted PCs and assume no magical assistance to breathing, or vision, or magical prevention of water resistance during combat (such as that conferred by items of *free action*).

Hold breath, prepared: $\frac{1}{2}$ Constitution in rounds.

Hold breath, encumbered and/or exerting self: $\frac{1}{2}$ Constitution in rounds.

Hold breath, exerting and unprepared: $\frac{1}{12}$ Constitution in rounds (minimum 1 round).

Swim, proficient & unencumbered: $\frac{1}{4}$ land movement.

Swim, proficient & encumbered: $\frac{1}{2}$ land movement.

Swim, nonproficient & unencumbered: $\frac{1}{2}$ land movement.

Swim, nonproficient & encumbered: Sink like a stone!

*Note: These figures detail underwater swimming rates. Surface swimming occurs at the rates given in Chapter 14: Time & Movement in the *Player’s Handbook*.

Underwater vision, clear water, day: Approx. 60 feet to 80 feet; half this distance for every additional 50 feet descended.

Underwater vision, turbid water, day: Approx. 40 feet to 60

feet; half this distance for every additional 50 feet descended.

Underwater vision, clear or turbid water, night: It’s dark!

Infravision: $\frac{1}{4}$ normal; images beyond this range are smeared past recognizability.

Underwater hearing, complex messages: 10-foot range.

Underwater hearing, simple shouts: 60-foot range.

Underwater melee: Only thrusting attacks are effective. PCs are assessed a –4 penalty to initiative and attack rolls. Additionally, *all* weapon specialization effects are nullified. At DM’s discretion, some weapons wielded by land dwellers inflict reduced damage (as described in *Of Ships and the Sea*).

Underwater missiles: Thrown weapons are ineffective; crossbows and similar weapons operate at $\frac{1}{10}$ normal range.

Underwater spell casting, verbal components: Impossible to properly articulate sounds underwater while *water breathing*; spells or items such as *airy water*, *underwater action*, or *free action* are necessary. As an optional rule, a kindly DM might allow a character to cast a spell using air stored in the lungs, but this depletes the held breath in a single round.

Underwater spell casting, material components: Many material components are ruined by water; DM’s discretion required (or refer to detailed rules in *Of Ships and the Sea*).

50 LEAGUES UNDER THE SEA

Quoise seems a good friend to have below the surface of the sea, especially when one is lost amid the trackless waters; at least this is the impression that the malenti projects to the party. He is always ready with a helping hand or suggestion, and of course, claims to be guiding the characters to their destination (either a secret entrance to the City of Abiding Hunger or to a mainland locale of their choice). Quoise actually is guiding the group into a trap.

Initially, however, Quoise and the characters must swim the 150 some miles (about 50 leagues) from the seamount (described in *Night of the Shark*) to the City of Abiding Hunger. For the most part, this involves a wet slide through a vast green haze of water, following the silvery bubble trail of Quoise's strokes. Even with magical aid, this is probably a journey of at least a few days, and the characters have the opportunity to encounter native sea life unaffiliated with either Quoise or the sahuagin. These creatures are nonetheless inimical to the party, or just plain hungry.

Check for random encounters three times each day; a roll of 1-2 on 1d6 indicates an encounter has occurred. Consult the table below to determine the type of encounter. The coral reef and dolphin results are not necessarily dangerous. Statistics for indicated creatures can be found in the *MONSTROUS MANUAL™* tome. Quoise sides with the party during any encounter (even against a sahuagin hunting band); however, you should take pains to keep the malenti alive so that he can perform his part in this tale.

Soon enough, the party's idyllic swim (or trip via some other form of underwater propulsion available to the group) through the sea draws to a close. When the travelers come within a mile of the City of Abiding Hunger, Quoise motions them close for a talk. What the malenti says depends on what he has agreed to do for the party.

- ❖ If Quoise has promised to show the PCs a secret way into the City of Abiding Hunger the malenti explains that he is about to sneak them into the city: "Okay, this it! Yonder lies the city. You must swim quickly and do exactly as I do. Stay very close together and watch me, we'll have some tricky maneuvering to do—we can't afford to have any stragglers."

- ❖ If Quoise has promised to lead the group to the mainland, he explains that he has led the travelers to a place of refuge:

"Yonder lies a settlement where some friends of mine dwell. They'll welcome you and provide you with dry places to rest. Follow me, and stay together, strangers swimming about unescorted will not be welcome. Watch me carefully and follow my lead."

Allow the characters to question the malenti as they will. Quoise maintains his facade of friendship at all times; his imminent betrayal is then that much more jarring. Quoise avoids telling the party any outright lies at this stage. He might reveal the following in response to queries from the group:

- ❖ "We're about to enter a great undersea city. All is not entirely well here under the waves, so we must observe the proprieties. Nevertheless, I'm a favorite of the king's, and he'll be glad to have you as his guests."
- ❖ "The city's name? Don't worry, you can't pronounce it anyway."
- ❖ "For our purposes, we're entering the city by the best possible route."

THE BETRAYAL

Quoise swims forward through the haze, until the upper lip of the caldera of a submerged volcano comes into view (the highest point in the caldera wall remains 600 feet below the surface of the sea). Quoise drops through the water to a position 300 feet down the outside slope of the caldera, and hunts around for what he describes as a narrow channel. When he discovers a dark cleft in the rock, he pops through ahead of the party. His deep-toned call urges the characters to follow. "This is the way!" remains his only answer to questions at this point.

Barnacle-like sea growths cloak the rough rocky walls of the tunnel, and long-undisturbed sediment coats the floor. Farther along the narrow passage, an aquamarine glow becomes faintly visible ahead. The

Open Sea Encounter Table (d6, d4)

- | | |
|----|-------------------------|
| 02 | Whirlpool |
| 03 | Shark, 7-8 HD (2-8) |
| 04 | Coral Reef |
| 05 | Pirate Ship |
| 06 | Dolphin (1-4) |
| 07 | Sahuagin hunters (2-12) |
| 08 | Orca/killer whale (1-2) |
| 09 | Octopus, giant (1) |
| 10 | Dragon turtle (1) |

ENCOUNTER NOTES

The table entries merit some extra description.

Whirlpool: This hazard appears suddenly as the result of tidal forces or an undersea tremor. The vortex appears 1d10x10 yards away. All the characters must attempt saving throws vs. breath weapon to avoid being drawn in. Pulled characters move toward the vortex at a speed of 12 and can attempt further saving throws vs. breath weapon each round to escape. Each round characters remain trapped in the pull, however, they suffer a cumulative -1 saving throw penalty (to a maximum penalty of -8). Characters who make successful saving throws can assist others in resisting the effect of the whirlpool. Characters receiving assistance gain a +1 bonus to their saving throw rolls for every character who helps them resist.

Once within the vortex, characters swirl about for two rounds, suffering 2d6 points of damage each round. (During this time, they can continue to attempt escape as noted above.) After two rounds in the vortex, however, characters are dragged to the bottom and held there. Once so trapped, creatures suffer 4d6 points of damage each round and cannot escape without assistance. Characters receiving assistance, as well as their helpers, must make saving throws vs. breath weapon with a -8 penalty to break free. A rescuer failing the saving throw becomes trapped too.

Sharks: A group of hungry sharks notices the heroes on their trek through the water. The sharks shadow the characters for 1d4 hours before either moving off or attacking. All things being equal, the sharks move off 30% of the time, and attack 70% of the time. If anyone among the party is hurt or bleeding, the scent of the blood and the thrill of the kill eventually sends the trailing sharks into a feeding frenzy. Since sharks move up, take a bite of flesh, and retreat, up to 10 normal-sized sharks can attack a man-sized opponent at a time; the sharks prefer to concentrate on just one opponent at a time.

Giant sharks (2d4): AC 5; MV Sw 18; HD 7-8; hp 30 each (7 HD) or 35 each (8 HD); THAC0 13; #AT 1; Dmg 3d4 (bite); SA Swallow small sized creatures whole on attack roll 4 greater than minimum to hit; SZ H (22' long); ML Steady (11); Int Animal (2); AL N; XP 420 or 650 each.

Coral Reef: The group discovers an island or seamount with coral covering its submerged slopes. The reef possesses an incredible array of brightly colored plant and animal life. Immediately roll for a second encounter—this

represents hunters and tidal forces at work on the reef.

In addition, some of the coral produces a powerful toxin. Anyone touching this type of coral suffers 1d2 points of damage and must make a successful saving throw vs. poison. Failure indicates that the victim suffers 1d4 points of additional damage. Normal clothing offers no protection against contact, but armor does.

Pirate Ship: These scalawags appear aboard a vessel of the DM's choice; the ship carries 10d10 first-level thieves (AC 6, 4 hp each). They're armed with cutlasses (Dmg 1d6+1) and short bows. They have average thief abilities (see Table 19 in the *DUNGEON MASTER™ Guide*). An evil wizard (Level 6, AC 8, 12 hp) accompanies the pirates and carries the following spells: 1st—*charm person, sleep, magic missile* (x2); 2nd—*stinking cloud, web*; 3rd—*hold person, slow*. The wizard is armed with darts.

The pirates attempt to lure parties traveling on the surface aboard their ship so they can capture the characters and sell them as slaves (perhaps to the sahuagin of the City of Abiding Hunger).

Groups traveling underwater see the ship passing overhead; the pirates are intent on hunting other ships, and don't notice the characters unless they reveal themselves.

Dolphins: A group of dolphins notice the party. The frolicsome creatures move up and swim along with the party for 1d10 hours, all the while playing games and playfully bumping easy-going player characters. If the party meets a marine threat while the dolphins accompany the characters, the dolphins aid the characters against the threat, especially sharks. If the characters attack the dolphins, the creatures flee immediately at their top speed. If the characters kill any dolphins, and any other dolphin escapes to tell the tale, the party earns the enmity of all dolphins in this sea forevermore.

During the time that dolphins remain with the party, Quoise does his best to act in a friendly, accepting manner towards the marine mammals. Nevertheless, party member who keeps a close eye on Quoise can attempt a Wisdom check. If the check succeeds, the character notes that the "sea elf" seems to be on edge. If asked what's bothering him, the malenti claims that unlike his brethren, he and dolphins have never seen eye to eye. If his reply rouses any suspicions in the party, Quoise hastily adds that a dolphin stole some fish he caught once, leaving him with nothing to show for a day's hunting. (The tale is an outright lie.)

Dolphins (1d4): AC 5; MV Sw 30; HD 2+2; hp 14 each; THAC0 19; #AT 1; Dmg 2d4 (ram); SD Save as a 4th-level fighter; SZ M (5-6' long); ML Steady (11); Int Very (11-12); AL LG; XP 120 each.

Sahuagin Hunters: These hunters represent a small scouting party from a larger hunting band as described under the **Hunt Disbursement heading** in the City of Abiding Hunger section. The hunters encountered possess the same statistics and motivations attributed to the sahuagin described in that entry, but as is also true of all the standard sahuagin in the City of Abiding Hunger, the sahuagin hunters here are unaware of any specifics concerning Baron Kth'straam, The Stone Which Abides, or the Deep Mother.

Orca. The party notices that a killer whale is paralleling their movements. There is a 20% chance that the orca isn't hungry and ignores the party. Even if the whale is hunting, anyone who has some sort of magical or natural ability to communicate with the whale can attempt to dissuade the creature from attacking, but there is only a 50% chance of success no matter how glibly the character speaks.

Orca (1d2): AC 4; MV Sw 30; HD 12; hp 48 (average); THAC0 9; #AT 1; Dmg 6d4 (bite); SA Successful bite attack holds prey in whale's mouth where it is automatically bitten each round thereafter—when the victim reaches 0 hp the chewing stops and the body is swallowed; SZ H (30' long); ML Elite (14); Int Average (8-12); AL N; XP 2,000.

Octopus, giant: During their swim in the depths, the characters may pass the lair of a powerful giant octopus (the lair normally takes the form of a wrecked, sunken ship or an undersea cave). Unfortunately, the characters' passage is enough to get the attention of this creature, which immediately emerges and attacks the heroes. The creature is hungry and unconcerned with danger towards itself. PCs that defeat the octopus and think to search the creature's nearby lair discover its hoard (Treasure Type R).

Octopus, giant, lesser scion (1): AC 3; MV 3, Sw 18; HD 13; hp 56; THAC0 7; #AT 9; Dmg 1d4 (x8)/2d6 (tentacles (x8)/beak); SA Constriction; SD Ink cloud; SZ H (24' across); ML Elite (14); Int Low (3); AL N; XP 5,000

Note: On a successful tentacle attack, there is a 25% chance that the tentacle retains its grip and begins to constrict the prey—2d4 hit points of damage each round for each constricting tentacle. A humanoid may have one arm (01-25% left or 26-50% right) no arms (51-75%) or both arms (75-100%) pinned—no spells can be cast, but a free arm may allow the character to attack the tentacles with a -3 penalty if one arm is constricted or with a -1 penalty if no arms are held. Each tentacle requires 8 points of damage (AC 7) in order to sever it. Characters with a Strength equal or greater than 18/20 can also negate automatic constriction if their hands are free. If four or more tentacles are severed, the octopus may squirt a 40' high by 60' wide by 60' long cloud of ink to cover its escape.

Dragon Turtle: This aggressive creature spies the party and bores in for the kill. Its breath weapon is effective both above and under the water.

Dragon Turtle (1): AC 0; MV 3, Sw 9; HD 12; hp 60; THAC0 9; #AT 3; Dmg 2d6/2d6/4d8 (claw/claw/bite) SA Breath weapon; SZ G (30' diameter); ML Fanatic (17); Int Very (11-12); AL N; XP 10,000

Note: Breath weapon usable three times a day creates a cloud of steam 60 feet long, 40 feet wide, and 40 feet high. Creatures within the cloud suffer 20d6 points of damage, save vs. breath weapon for half.

light grows slightly brighter toward the far end of the rocky tunnel. Quoise sprints along the last few yards and exits the passage in a strong burst of speed.

Read or paraphrase the following text when the party leaves the tunnel:

You and your companions finally break out of the long tunnel to see a magnificent sight. The passage you just traversed apparently bored through the side of a long extinct and submerged volcano; the encircling walls rise up to either side of you, finally lost in a green haze fading into black, but in the bowl of the caldera below is a vast, illuminated city beneath the sea.

The upper walls serve as anchors for floating seaweed gardens. Lower down (and closer to the center) appear occasional dwellings of stone. The dome-like dwellings become more thickly clustered nearer the hub. Around the crater's center, the domes are densely clustered, like bubbling foam frozen in stone.

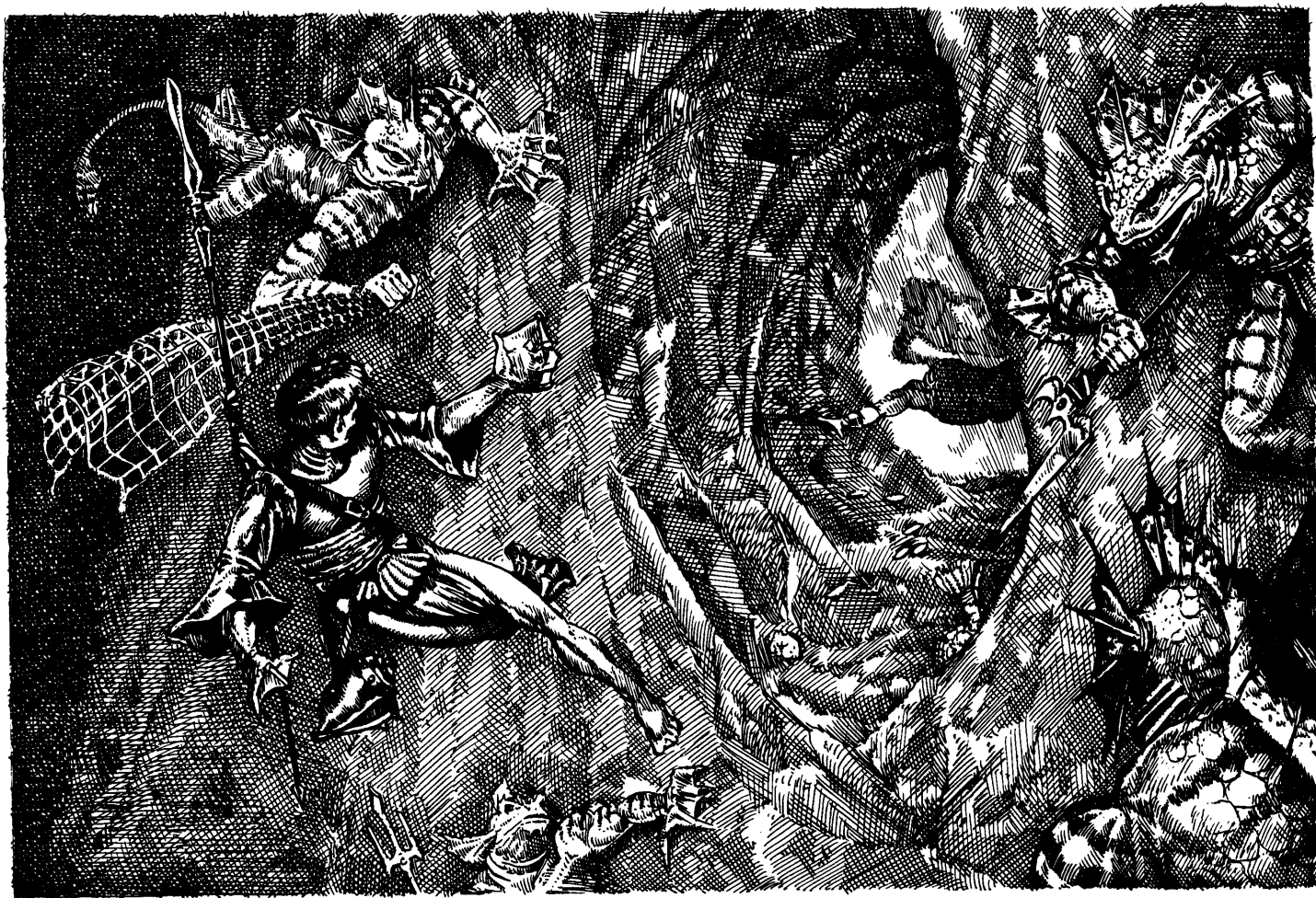
At the very center of the caldera, the domes give way to a host of ever taller coral towers that gradually increase in height, surrounding a single tower whose height is half again those that surround it.

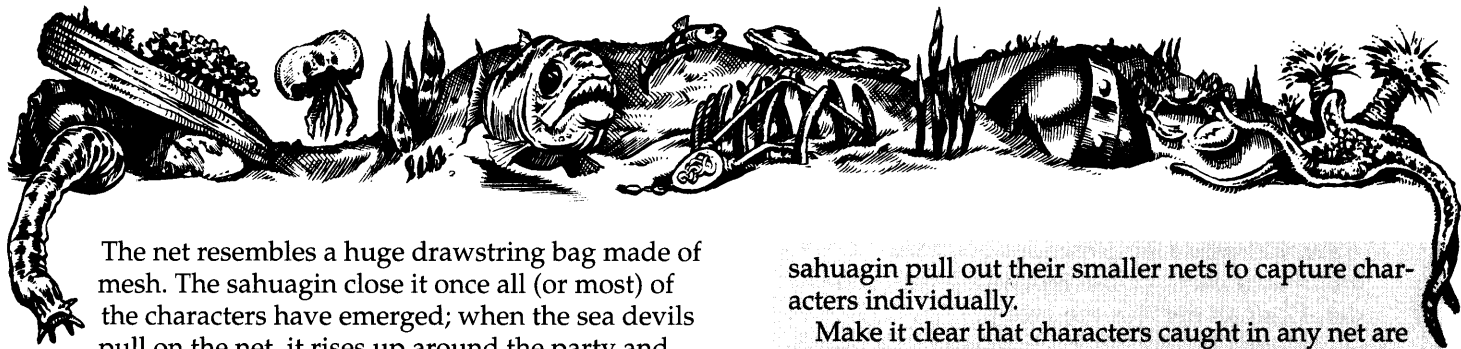
The greenish light of dimly luminescent fungi,

growing in smooth patches on the dome and tower tops, reveals hundreds of humanoids with finned hands and feet swimming amidst the domes. A similar number of sharks frolic in the heights between the coral towers.

The adventurers have emerged into a miniature bowl high up the inner side of the caldera. The area measures 15 feet in diameter, and Quoise is nowhere to be found (the malenti has swum out of the bowl and hides behind the lip).

One round after the party emerges from the tunnel, a force of 25 *elasmobranchuvoor*-enhanced sahuagin spring an ambush. The preternatural senses of all sahuagin prove quite useful here in sensing *invisible* or otherwise obscured characters; basically, sahuagin can act with no penalty against *invisible* creatures, ignore illusions, and remain deadly aware of foes in even the densest silty murk within a 30-foot radius. The sahuagin wait all around the lip of the tunnel exit, and pull taut the huge net that is camouflaged and set within the concave bowl. The sahuagin have ambushed the party, giving the sea devils a free round of attacks. Thereafter, the group must make a normal surprise roll. If the party is surprised, the sahuagin get a *second* free attack.





The net resembles a huge drawstring bag made of mesh. The sahuagin close it once all (or most) of the characters have emerged; when the sea devils pull on the net, it rises up around the party and closes over them. The net is capable of swallowing the entire party in its embrace; make only a single attack roll for the net attack, and apply the roll to each character's Armor Class (see box, below). Because of their careful preparations, the sea devils have a THAC0 of 10 when using the huge net. If the attack roll is sufficient to strike a character, that person becomes entangled in the net.

After the initial net attack, the sea devils use their tridents and smaller nets.

SAHUAGIN NETS IN PLAY

Nets ignore Armor Class benefits given by armor, but not Dexterity or magic. Unarmored targets are immobilized if struck. Armored targets (or beings with a natural Armor Class of 5 or better) can escape a net if they have Strength scores of at least 16. Escape requires a successful opposed Strength check against the sahuagin wielding the net, but in the case of the huge net, at least 15 sahuagin retain a hold on it. The sea devils have a combined Strength total (only for the purpose of holding the net) of 21. Sahuagin using small nets work in pairs, giving them effective Strength scores of 15.

A character may simply wish to tear free of a net through sheer strength by using a bend bars roll. If the roll succeeds, the straining captive tears free of the net, but suffers 3d4 points of damage as it simultaneously tears the barbs and hooks of the net out of its flesh.

Also waiting in ambush are three priestesses ready to cast *hold person* spells on any who escape the huge net, or look as if they are about to. Note that the sahuagin holding the net are not above poking their tridents into energetic characters caught in the net, at a +4 attack bonus. The bowl is always trapped in this way, the route not being terribly secret.

DM Note: Although it is never prudent to railroad a party into a course of action the players do not desire, it is also in the best interest of this scenario that the characters be captured here. Because of this, a poor die roll for the sahuagin wielding the big net could endanger the plot; don't panic in this case. The

sahuagin pull out their smaller nets to capture characters individually.

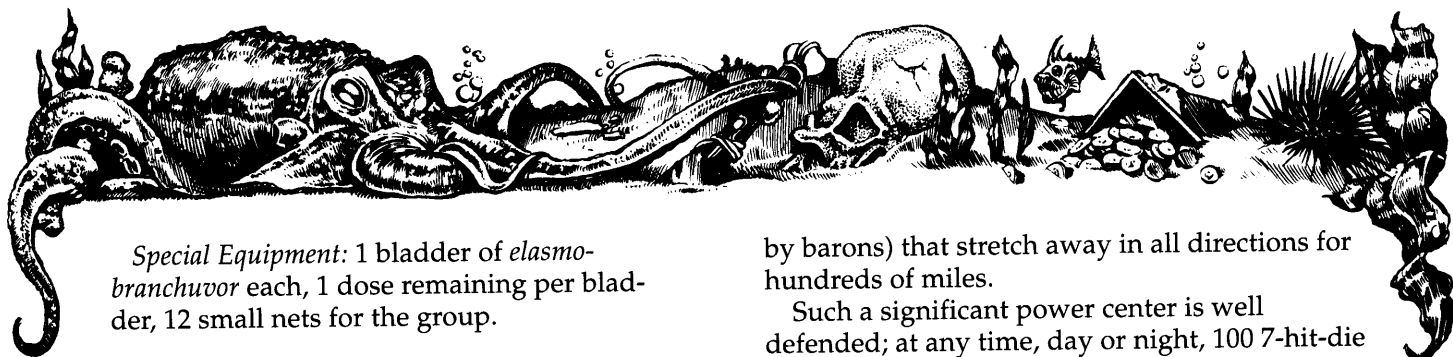
Make it clear that characters caught in any net are easily killed by trident-wielding sahuagin. Any NPCs present should counsel restraint at this point. A conflict here draws the attention of an entire city of sahuagin, who can swim faster and longer than any of the characters; a running fight can only end in the party's eventual demise. An option for escape may present itself later in more private circumstances.

Prudent characters might flee back through the tunnel to the open sea; however, a force of sea devils identical to the one that ambushed the party lurks outside the exit, ready to trap any fugitives in their nets. This group of sahuagin observed the party entering the tunnel from concealment (note that sea devils can see at least twice as far underwater as surface-dwellers do) and moved into position against just such an eventuality.

Unlike standard encounters with sahuagin at sea, the intention of the sahuagin described here is to capture (not slay and eat) the warmbloods; thus has King Laangforanen commanded. Characters not caught by the big net are each chased by teams of five sahuagin, each with a personal net; a prolonged struggle brings reinforcing sahuagin from the city below at a rate of five sahuagin warriors every other round and an additional priestess every 10 rounds.

During the entire struggle, Quoize remains hidden. Only when most of the characters are captured does he show himself, crowing about the foolishness of the heroes for trusting one such as he: a malenti! In any event, he accompanies the sahuagin regulars who transport the characters down into the thick of the sahuagin-infested City of Abiding Hunger. The party's initial destination is room 1 in the **Prison Complex**.

Sahuagin warriors; *chuvor* enhanced (25): AC 3; MV 12, Sw 24; HD 2+2; hp 27 each; THAC0 17; #AT 4 or 1; Dmg 1d4/1d4/1d4/1d6+1 and poison (bite/rake/rake/poisoned trident) or entangle (net); SA poison inflicts 5 points of damage with successful save or 10 points and loss of consciousness with failed save; SW bright light harms eyes, -2 saving throw penalty vs. magical fire, suffer one extra point per die of magical fire damage, -2 saving throw penalty vs. light-based attacks; SZ M (6' tall); ML Elite (14); Int High (13); AL LE; XP 650 each.



Special Equipment: 1 bladder of *elasmobranchuvor* each, 1 dose remaining per bladder, 12 small nets for the group.

Priestesses (3): AC 5; MV 12, Sw 24; HD 5+5 (Cl 5); hp 35; THAC0 15; #AT 2 or 4; Dmg 1d4+1 and poison/1d4+1 and poison (dart/dart) or 1d8+1/1d4/1d4/1d4 (two-handed trident/bite/rake/rake); SA poisoned darts, spells, pin; SW bright light harms eyes, -2 saving throw penalty vs. magical fire and suffer one extra point per die of magical fire damage, -2 saving throw penalty vs. light-based attacks; SZ M (6' 7" tall); ML Steady (12); Int High (14); AL LE; XP 2,000

Spells (5/3/1): 1st—*bless, cause fear, curse, darkness, sanctuary*; 2nd—*hold person* (x3); 3rd—*summon insects*, prayer, dispel magic*

* Special sahuagin variant that works underwater and summons a swarm of small crustaceans

Quoise, malenti: AC 5; MV 12, Sw 15; HD 4+4; hp 35; THAC0 16; #AT 4; Dmg 1d4/1d4/1d4/1d6 (bite/rake/rake/spear); SA resembles a sea-elf, claws and teeth retractable; SZ M (6' tall); ML Steady (12); Int High (14); AL LE; XP 420.

THE CITY OF ABIDING HUNGER

The caldera containing the city is about a mile wide, with walls rising 500 feet. The crater bottom lies 1,100 feet below the ocean surface. As described under **The Betrayal** above, the sahuagin city occupying the bottom of the bowl features domes of stone and slender towers of specially grown coral. Phosphorescent fungi coats most structures and casts a faint glow over the city. From the sides of the extinct volcano, the haunting glow is blocked by the caldera's walls, while from above, sheer distance and watery murk filters away the light before it can spill out the top of the caldera; casual observation from above reveals only a dark pit.

A much more imposing feature lies near the caldera; a deep sea trench that runs for miles and whose depth is too extreme even for the hardy sahuagin. Thus its name: the Unfathomed Deeping. Map 4 shows the city's layout.

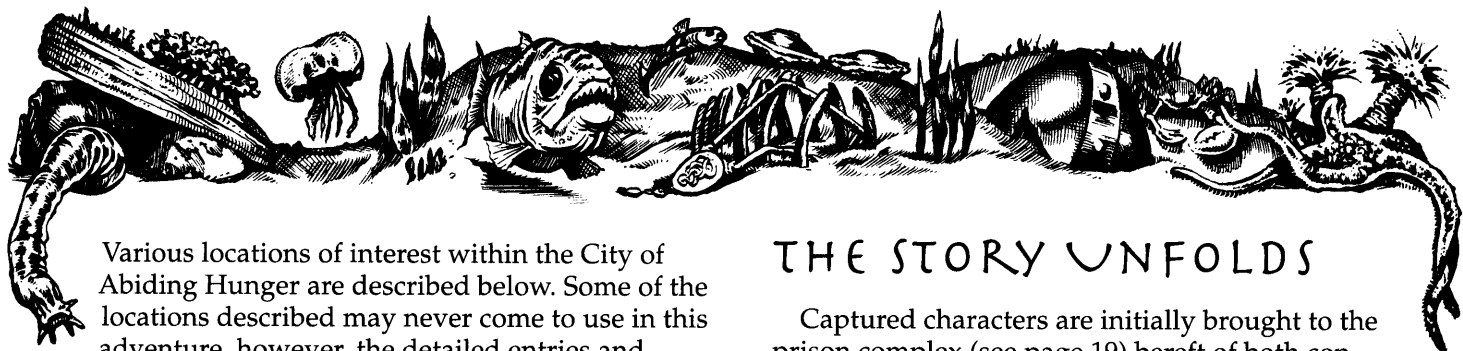
More than 8,000 sea devils live in the city; their ruler is King Laangforanen. The Royal High Priestess Ger'rulistaa serves as councilor to the king. This city is the heart of a kingdom that comprises a huge area of sahuagin towns (ruled by princes) and villages (ruled

by barons) that stretch away in all directions for hundreds of miles.

Such a significant power center is well defended; at any time, day or night, 100 7-hit-die sharks swim above the city at the height of the tallest tower (180 feet), which is still a good 320 feet below the upper edges of the caldera's confining walls. Stationed along the three-mile circumference of these walls, at 300-foot intervals, are sahuagin sentry posts. Each post is nothing more than a hollow in the rock, allowing up to 5 sahuagin warriors (2+2 hit dice) to lie in concealment while at the same time being in an ideal position to observe the outer waters. There are 55 posts, in which more than 275 sahuagin remain constantly vigilant against intrusion.

In the event of a general alarm, the thrumming calls of the sahuagin bring the circling sharks to bear on invaders within 10 rounds, and 10 contingents of 50 sahuagin warriors stand ready to respond to the threat of a large scale attack; the player characters constitute such a small force that neither these nor the sharks initially mobilize. If a real threat develops, the 10 contingents represent merely the first line of defense. Every adult sahuagin in the City of Abiding Hunger is more than capable of becoming an obedient soldier in the defense of King Laangforanen's realm.

Unless the PCs have access to full-scale polymorphing magic (which they certainly might), a covert penetration of the sahuagin city will be nigh on impossible. Even disguised or polymorphed characters are subject to detection; sahuagin senses are such that any character coming within 30 feet of a sea devil stands a 75% chance of being sensed as an alien organism. Alerted sahuagin who are not silenced immediately raise a general hue and cry; down this road lies the party's eventual capture or destruction. Therefore, utilizing the aid and information provided by Priestess Lachlanisoraan (see **The Story Unfolds**) becomes vital. Of course, it is within the realm of possibility that the party could immediately make for the largest structure visible (the Throne of Teeth), and by some stroke of good luck penetrate to the chambers of King Laangforanen without any outside aid, and ahead of the general alarm. This negates the usefulness of the text describing the party's internment in the prison (unless the sea devils subsequently capture the characters). Nevertheless, the heroes probably learn that selected human prisoners still languish in Priestess Ger'rulistaa's laboratories, and the players may decide to rescue the captives before chasing down the yet-elusive Stone Which Abides and the balance of the human captives.



Various locations of interest within the City of Abiding Hunger are described below. Some of the locations described may never come to use in this adventure, however, the detailed entries and associated maps of the Prison Complex, the Shrine, and the Throne of Teeth contain information vital to the unfolding plot.

A GENERAL NOTE ON SAHUAGIN POSSESSIONS

Unless specifically noted differently, all sahuagin within the City of Abiding Hunger possess approximately 1 gp worth of pearls (1d10 small pearls) in small net-like pouches. One sahuagin warrior in six (a roll of 1 on 1d6) possesses an additional pearl of large size worth 25 gp. Unless noted differently, one sahuagin in eight (a roll of 1 on 1d8) has a bladder of *elasmobranchuvor*. One sahuagin warrior in ten, and any sahuagin with more than 5+5 hit dice, possesses a small bladder of sahuagin poison good for three applications to a medium sized weapon. The poison inflicts 5 points of damage with a successful saving throw vs. poison or 10 points of damage and loss of consciousness with a failed saving throw. Damage occurs immediately, but loss of consciousness occurs after 1d3 rounds; the victim remains unconscious for 2d6 hours.

A successful attack against an opponent wipes off the poison; otherwise the coating lasts an hour underwater or five minutes when exposed to air.

COMMON SAHUAGIN DOORS

Except in special cases, doors within the City of Abiding Hunger are made from two cut sections of bone or coral. Like sahuagin trap baffles introduced in *Sea Devils*, the two halves of the door come together to a point; however, each half overlaps the other with grooved extensions not unlike two hands coming together at a 90-degree angle with the fingers interlaced. Unintelligent creatures pushing against the door push it further closed. The correct way to open the door is to pull the two halves outward. Sahuagin have no trouble with this operation, having used such doors all their lives, but surface dwellers may have difficulty in operating them; an open doors roll is required.

THE STORY UNFOLDS

Captured characters are initially brought to the prison complex (see page 19) bereft of both consciousness and possessions:

You awaken chilled to the bone; you've been stripped to your undergarments, leaving you to shiver in a stale atmosphere that feels as damp and cold as autumn. Four walls of seamless stone, glistening with moisture, surround you. The ceiling matches the walls. A lattice of iron bars, slick with oil, forms the floor, making a cube about 10 feet on a side. A sheet of dark, placid water lies about a foot below the bars. A hatch with a massive, built-in lock lies in the center of the floor.

A tracery of luminescent fungi covers the walls and ceiling, casting a dim, purplish light over the cell. The odor of seaweed, fish guts, and salt fills your nostrils.

The party's doom seems certain. All the characters' equipment and supplies are gone, and escape into the water below their cells is only an invitation to drown. The situation might not stop desperate adventurers from attempting to win back their freedom. Rogue characters might pick the locks to their cells if they kept sets of lock picks concealed on their bodies or underclothes. Very strong characters can force open the hatches in the cells with successful bend bars rolls, but the bars prove very strong and impose a -10% penalty to the action.

Any escape attempt draws attention from the sahuagin guards in room 3 of the prison complex, and any captured characters are swiftly returned to their cells (or to new cells if the characters wrenched them open), but perhaps not before the escapees have explored a few of the other air filled cells in the immediate area.

During the period of the characters' incarceration, word of their capture comes to priestess Lachlanisoraan. Lachlanisoraan is an utterly devout worshiper of the shark god Sekolah, and she is greatly disturbed by reports of blasphemous practices being conducted in Ger'rulistaa's newly built laboratories. Lachlanisoraan has hatched a plan to stop what she believes to be blasphemy against Sekolah by aiming vengeful airbreathers at the problem, and so leave her own hand invisible to the eyes of the king. To this end, she puts into motion a plan to free the captive player characters and render them aid; however, before her



plans come to fruition the group faces a few trials.

The characters are brought out at least once to face conflict within the arena. Characters who survive this experience are placed back in their cells to rest up for future tests of prowess. See the **Arena** entry on page 31 for details of this occurrence. Only after the characters have faced competition in the arena at least once are they subject to a visit from Lachlanisoraan.

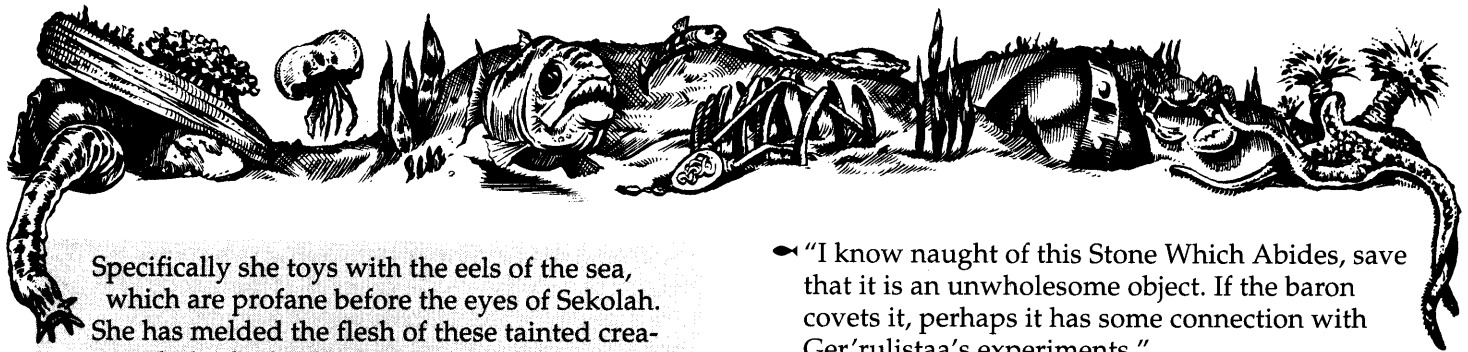
Lachlanisoraan approaches the party through a combination of deception and secrecy; it is important to her that her own part in the release of the characters does not become well known. She initially visits the group in her role as a priestess of Sekolah; she gains a guide through the prison maze and arranges an unsupervised visit to the prisoners after relating her need to look over the characters to determine if they are fit to be used in an upcoming ritual to the shark god.

If the characters remain awake and quiet, they hear a metallic clank from the gate in room 3 (shown on map 5). The noise heralds Lachlanisoraan's approach. If the party is sleeping or making any noise (including conversation), the characters notice nothing until the priestess appears. Read or paraphrase the following to the players:

The scaly head of a large sea devil breaks the surface of the water below your cell. The creature's bottomless black eyes regard you for a heartbeat before the sea devil speaks to you in a toneless, breathy voice: "Greetings, thou of the world above, thou whom I have afore likened to venal worms, but now whom I find I must ask a boon. If thou would'st swear to grant me the service I ask, I would'st now release thee, and further, grant thee the means to navigate unseen in the City of Abiding Hunger. How speak'st thou?"

If the characters seem agreeable, Lachlanisoraan continues, if not, she leaves them to their fate.

"I'll tell thee not my name, lest thee be forced to capitulate thy mind's contents at the end of a pike. Suffice't to say that I am one who takes the grace of the shark-god Sekolah to heart, and suffer not its besmirchment, let alone subversion as one who names herself a priestess now does. It is Priestess Ger'rulistaa, who, under the auspices of King Laangforanen, perverts the grace of Sekolah.



Specifically she toys with the eels of the sea, which are profane before the eyes of Sekolah. She has melded the flesh of these tainted creatures with the flesh of prisoners taken from the world above to create unnatural monstrosities. It is your kind who undergo degenerative transubstantiation and so blaspheme the name of Sekolah! I seek to end this; seek thou the same?"

Priestess Lachlanisoraan tells the characters directly that in return for freeing them and providing them with disguises, they must release the "world-abovers" held by Ger'rulistaa, and slay Ger'rulistaa in the bargain.

Priestess Lachlanisoraan is aware of the horrible mutations of nature within Ger'rulistaa's laboratories (see page 38), now housed within the king's palace, the Throne of Teeth. Lachlanisoraan finds Ger'rulistaa's experiments abhorrent to the sahuagin soul and to the dictates of the god Sekolah. She knows that recently a large lot of living humans were transferred from these cells into Ger'rulistaa's hands, and she desires that the characters, as members of the self-same race (or at least representatives of the world above) should look after their own. If the characters take up this task, they help themselves and possible compatriots to freedom, while at the same time putting an end to the abomination of Ger'rulistaa.

Lachlanisoraan informs the party that to reach Ger'rulistaa's labs they must penetrate the Throne of Teeth's subterranean level. She further instructs them to head north upon reaching the reception chamber of the palace; this way lies Ger'rulistaa.

Priestess Lachlanisoraan is happy to answer a few questions to assure the party of her good intentions. She reveals the following to the party, either in response to the group's questions or as a speech if the characters aren't inquisitive.

- ❖ "Baron K'thstraam brought in the lot of prisoners most recently sent to the blasphemer Ger'rulistaa. The baron took the world-abovers in a raid on some island far away."

Note: The prisoners are the excavators originally kidnapped during *Evil Tide*, including Lychelle.

- ❖ "The Baron K'thstraam is known to me—an ambitious and treacherous nobleman. The baron and Ger'rulistaa are often seen in each other's company; perhaps the two have hatched some iniquitous plan."

- ❖ "I know naught of this Stone Which Abides, save that it is an unwholesome object. If the baron covets it, perhaps it has some connection with Ger'rulistaa's experiments."

- ❖ "Thy treasures and equipment most likely lie stored in a chamber at the northern extreme of the prison maze complex."

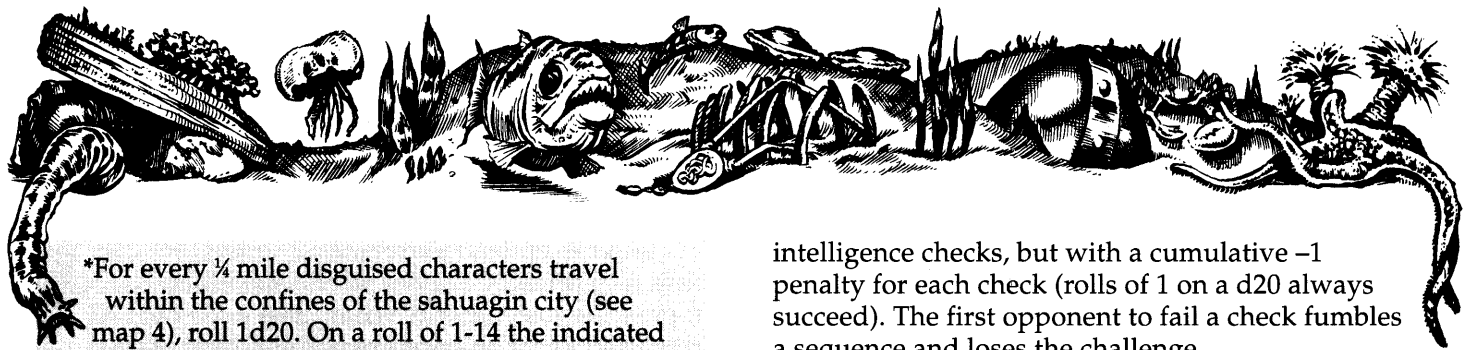
- ❖ "To leave the prison and consummate our bargain, thou should swim to the secret door that lies in one of the four corners of the maze. Alas! I cannot be certain which one it is. Follow the secret tunnel beyond the secret door, and thou shall find thyself in a hidden alley between two domes, and free."

After securing an oath from the party, Priestess Lachlanisoraan gives the characters a key to the cell lock and 10 bladders (4 doses to a bladder) of *elasmobranchuvor*. She describes the elixir's ability to "disguise" humanoids from the world above (see **Arcana**). She cautions the characters to refrain from using the elixir until after she has departed so as not to draw the suspicion of the prison officials to herself in the subsequent prison break.

If the characters choose to follow the route described by the priestess, they must successfully make their way through the prison maze, recover their items, and escape the prison. This requires that they face their sahuagin guards weaponless on more than one occasion; however, their sahuagin disguises provide natural body armament that the characters can use, at least until they can liberate a few of the guards' tridents to use for themselves (nonproficiency penalties apply). *Elasmobranchuvor* transforms the PCs so thoroughly that sahuagin cannot note the disguise through simple observation (see page 10). Further plot developments are described under the **Throne of Teeth** entry. Note that characters unable to speak the native sahuagin tongue are in trouble. In this case, the discovery of an *amulet of understanding* in the prison maze should mitigate this potential problem.



14



*For every $\frac{1}{4}$ mile disguised characters travel within the confines of the sahuagin city (see map 4), roll 1d20. On a roll of 1-14 the indicated encounter occurs; no encounter occurs on a roll of 15-20. The number in parentheses indicates the type and number of sahuagin encountered. See the explanatory text below for additional details. If the party moves about with any non-sahuagin companions (such as captives rescued from the city's prison), roll twice and add any resulting groups of sahuagin together (non-sahuagin loose in the city draw attention, even when moving about under guard).

ENCOUNTER NOTES

The danger inherent in these encounters stems from the party's ignorance of sahuagin rank, precedence, propriety, and even simple greeting. Each encounter is 35% likely to draw the ire of the sahuagin involved when the characters fail to swim at the proper height, give the proper countercall, or otherwise fail to respond correctly to any of a number of inscrutable sahuagin social customs (for information on these topics, see Chapter 5 of *The Sea Devils*).

Offended sahuagin take the party's improper behavior as a deliberate slight, and immediately offer up a challenge of Kalimox (CALL-ee-moh), as described in *Sea Devils*, against a randomly determined character. Once issued, a challenge cannot be withdrawn or refused. The Kalimox involves a series of poses and vocalizations; the elder opponent strikes a pose and makes a random call. The opponent must then duplicate the pose and utterance, then immediately assume another. The first sahuagin must then duplicate the two actions and add a third, and the challenge continues with the series of actions becoming ever longer. The first opponent who suffers a memory lapse loses the challenge.

You can play out the challenge if you have a good memory and a flair for theatrics, taking on the role of the aggrieved sahuagin. Ask the player to physically reproduce words and hand gestures for his or her character. Those wishing to leave the outcome of the challenge entirely within the hands of the NPCs and the skill of their characters can use the simple mechanic of Intelligence checks. Each opponent makes an Intelligence check (sahuagin have an average Intelligence of 14, but gain a +4 bonus when participating in the Kalimox vs. non-sahuagin). Each time both opponents successfully repeat an exchange, repeat the

intelligence checks, but with a cumulative -1 penalty for each check (rolls of 1 on a d20 always succeed). The first opponent to fail a check fumbles a sequence and loses the challenge.

A successful challenge undeniably proves the winner's virtue; beaten sahuagin give way to the party, and it would behoove characters who have lost the challenge to do the same or else raise sahuagin suspicions that the characters are not really what they appear. If at any time the party rouses significant suspicion, the general alarm sounds and word that alien sahuagin have penetrated the city quickly spreads. The party's life expectancies go down dramatically in this case.

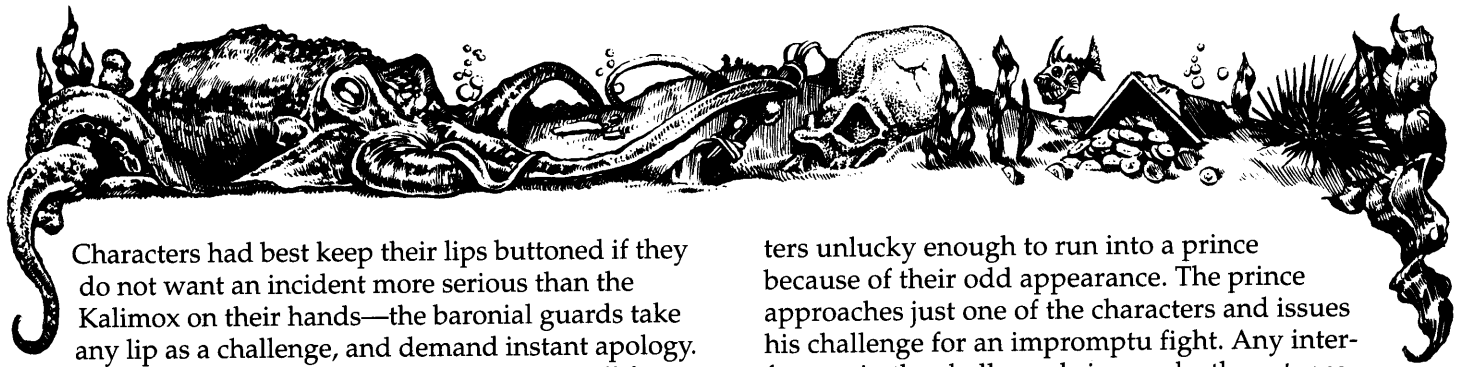
Should the party choose to attack a sea devil out in the open, the sahuagin under assault screeches an ultrasonic warning; hundreds of sea devils hear the cry and a general alarm is raised. A Kalimox, on the other hand, draws no more than a few curious onlookers who depart when the challenge ends.

Sahuagin Patrol: The sahuagin warriors in the patrol are part of an organized guard. Normally, sahuagin prefer to be part of a hunting band and range widely from the caldera; however, the sahuagin authorities have decreed that some sahuagin must rotate into the domestic city patrol. As such, these sahuagin are often surly and discontent. They sometimes go out of their way to put down domestic trouble (and their definition of what amounts to domestic trouble widens as their temperaments worsen). Members of a patrol often take advantage of their (unwanted) authority to snub other sahuagin of equal or lower rank.

Even if the player characters do not seem in the least bit suspicious, a sahuagin patrol may swim over anyway just to check out the group. Characters had better be up to the task of explaining who they are, why they speak with such peculiar accents, and from what far sahuagin nation they hail or else face a quick trip to the arena as new conscripts.

Baronial Guards: These are larger sahuagin who have been granted the privilege of serving as personal or household guards of a sahuagin baron. The guards are haughty and given to ignoring the lesser sahuagin they may run into. After all, they are upon the fast track to advancement, and consider it below their station to consort with the common sahuagin riffraff.

Of course, this doesn't mean that sahuagin baronial guards are above approaching odd-looking sahuagin and dressing them down for their slovenly appearance and reprehensible lack of grace while visiting such a jewel of a sahuagin city as the City of Abiding Hunger.



Characters had best keep their lips buttoned if they do not want an incident more serious than the Kalimox on their hands—the baronial guards take any lip as a challenge, and demand instant apology.

If an apology is not forthcoming, the guards call for an immediate group melee between themselves and the party in the arena.

Senior Priestess: A senior priestess is a paragon of faith. To her, the very life of an individual sahuagin is a prayer to Sekolah. Therefore, a priestess sees it as her duty to make certain that each “prayer” is properly pronounced and executed, so that the sum of every sahuagin’s existence is a mighty holy choir proclaiming Sekolah’s eminence.

If a priestess notices anything odd about the characters, she takes it upon herself to approach and to launch into quick sermon about the glories of Sekolah. The characters may be expected to answer a question about basic sahuagin tenants (as recorded in *The Sea Devils*), such as:

- ❖ What is truth? (*Answer:* What sahuagin remember.)
- ❖ What does success equal? (*Answer:* Virtue.)
- ❖ What is meat? (*Answer:* Meat.)

Anyone who gives an incorrect answer to even one of the three questions is expected to follow the priestess back to the shrine where a day-long indoctrination into the faith is just commencing. Of course all lower-ranking sahuagin follow the dictates of a senior priestess or else face death at the hands of every other faithful sahuagin in the vicinity and any others that can be called in. Three patrols totaling 24 sahuagin (2+2 HD) initially arrive within three rounds when any priestess raises an alarm within the city, but a whole city full of sahuagin eventually move to bring down any that take up arms against a priestess.

Prince: Sahuagin princes are the *creme de la creme* of sahuagin society. All give way before a prince by conscientiously keeping head averted and swimming beneath the royal wake. Anyone so bold as to gaze directly at the prince is issuing a challenge to his authority, and anyone so foolish as to swim above the prince has just initiated a one-on-one challenge! A prince can choose to accept or deny the challenge, but certainly accepts it when coming from any sahuagin obviously smaller than him.

Sometimes, a prince chooses to see a challenge among Priestess lower ranking sahuagin even when none was consciously offered—this happens to charac-

ters unlucky enough to run into a prince because of their odd appearance. The prince approaches just one of the characters and issues his challenge for an impromptu fight. Any interference in the challenge brings a death sentence—the other characters are best served by letting the challenge play itself out between the prince and the offender. Unless particularly aggrieved, the prince opts to let the challenge end at first blood.

NOTEWORTHY LOCATIONS

The following areas are keyed to the City of Abiding Hunger Map (map 4). While these locations may not come into play during the adventure, they add necessary elements of color and continuity in the event the party visits them.

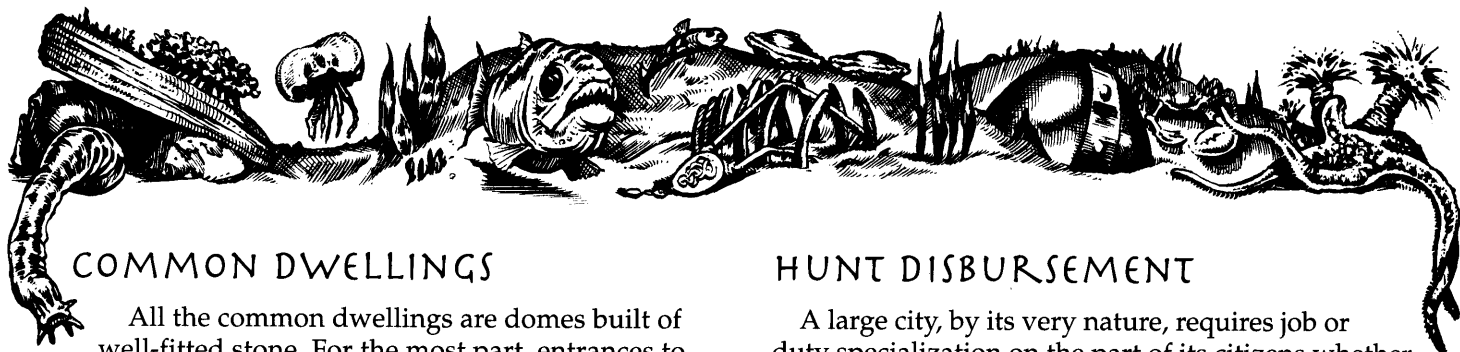
ARTISAN COMPLEX

Almost every sahuagin turns its hand to the crafting of items of beauty (to the sahuagin eye, at any rate) sometime during its lifetime. While rough artistry is common in homes of the far-flung villages and towns of the sahuagin empire, true talent has come to be appreciated in the City of Abiding Hunger.

The large dome housing the artisan complex is mostly hollow and open to the public. The upper portion of the hollow is hung with all manner of artistic pieces: coral sculpture, mother-of-pearl tile works, fused-pearl busts, and more, as in a museum. On the floor of the dome, individual artisans show their pieces in what can only be called an art show and sale. The artists do a brisk business, and in return for housing and patronage, a percentage of all profits is transferred directly to the king at the end of every 10 waking periods.

Most artisans rent out personal chambers in the honeycomb of rooms immediately below the floor. Rent here is cheap (only a few pearl weights a week), and the camaraderie of the artisans is not unlike that of a hunting band.

The dome contains a great amount of wealth; however, much of it is subjective to sahuagin culture and tastes. Upper-world races would find only a fraction of the items on display or for sale to be worth anything. If the characters loot the complex, they find 5d4 art objects of obvious value (because they contain unflawed pearls of intermediate or larger sizes). To determine each item’s value, roll on **Table 87: Objects of Art** in the *DUNGEON MASTER Guide*.



COMMON DWELLINGS

All the common dwellings are domes built of well-fitted stone. For the most part, entrances to the domes are through tunnels under the sea floor. The dwellings do not have labyrinthine entrance mazes, traps, and guards as homes in frontier villages do (there is no need). Instead, tunnels to each dwelling are straightforward, and guarded only by locked doors, although there are exceptions.

The contents of a common dwelling generally include 1d4 common sahuagin, bone and stone implements of various types, and spare spears and nets. Usually, items of value are carried by each sahuagin, so hoards in homes are uncommon.

FLOATING GARDENS

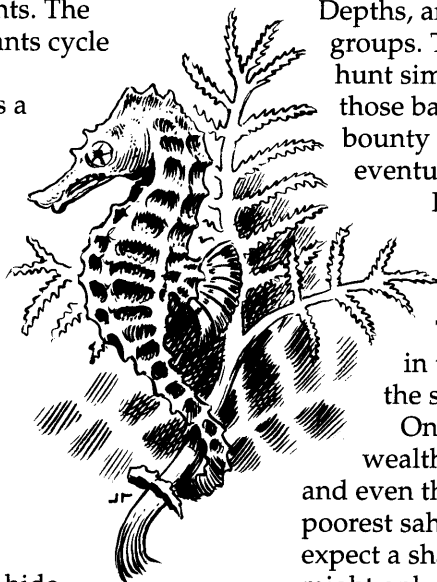
The City of Abiding Hunger is surrounded within the caldera by a lush garden containing an amazing variety of underwater plants. The sahuagin warriors who tend the plants cycle through the duty assignment on a rotating basis. Minding the plants is a safe, easy task, so most sahuagin assigned to do it, even temporarily, resent it.

Anemones, coral, sponges, and other plant-like sea animals are also stocked in the gardens.

In addition to their beauty, the gardens also provide an artificial ecosystem for larger creatures, which the sahuagin can hunt in times of scarcity or siege; normally, hunting bands range far and wide outside the city to provide all the sahuagin's needs.

Characters loose in the city could hide themselves within the gardens for a time, even in the face of a general alarm. The lush growth makes a methodical search difficult. The searchers inevitably find the fugitives, however. A party can remain hidden for up to one hour per point of Wisdom, using the *highest* Wisdom score among all the characters attempting to hide. At the end of that time, 1d12 sahuagin warriors, or 1d4 sharks, stumble upon the group.

Any character with the herbalism proficiency can recognize and find medicinal plants suitable for healing minor wounds as described in the *Player's Handbook*.



HUNT DISBURSEMENT

A large city, by its very nature, requires job or duty specialization on the part of its citizens whether the city is founded on land or in the sea. Among the many tasks taken on by specialists, the procurement of food by hunters ranks as one of the most popular among the sahuagin. Not every sahuagin within the City of Abiding Hunger has the luxury of hunting on a daily basis for fresh food, and so some come to this tiled open-water market daily to buy freshly slain nourishment.

Hunting bands form only under the auspices of the king, and competition to become a member of one of the bands is fierce. An applicant usually must prove his prowess within the arena before a crowd of his or her peers.

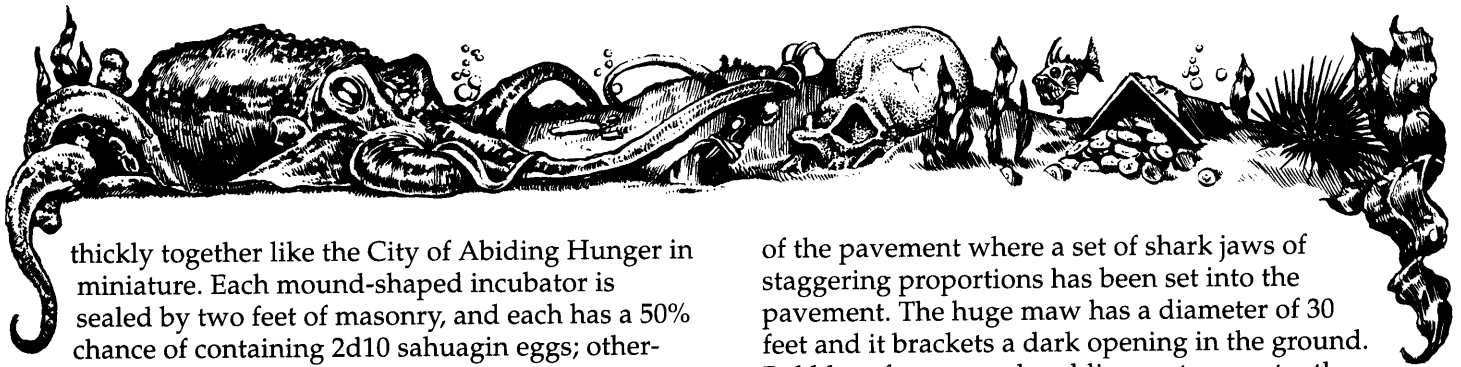
Each of the 10 hunting bands (consisting of between 50 and 75 sahuagin each) has taken a separate name, such as Starving Fury, Teeth Gnashers, and Crushing Depths, and there is much competition among the groups. The king only allows three bands out to hunt simultaneously for reasons of security, and those bands that are unable to bring back a large bounty are let out less and less often, and could eventually face an order to disband.

Hunting bands leaving the caldera always follow a spiral pattern to a distance of at least 10 miles whenever leaving (or returning to) the City of Abiding Hunger. This pattern helps to confuse any enemies in the area who might otherwise easily track the sahuagin back to the city.

Once food arrives at the disbursement area, wealthy sahuagin are free to purchase choice cuts and even the occasional still-living prey. Even the poorest sahuagin commoner or youth, however, can expect a share of each day's hunt, even though it might only consist of bloody scraps and tough hide. Moneys generated through the sale of choice cuts are brought to the king's treasury in the Throne of Teeth.

HATCHERY

The hatchery consists of one very large dome that contains a variety of spaces dedicated to the furthering of the sahuagin race. Here a team of 5 under priestesses supervises a work force of almost 50 sahuagin females in rising the newly hatched. The hatchery is built along the lines of an onion. Sahuagin females lay their eggs in incubators located in the building's core. Currently, there are 120 sealed incubators clustered



thickly together like the City of Abiding Hunger in miniature. Each mound-shaped incubator is sealed by two feet of masonry, and each has a 50% chance of containing 2d10 sahuagin eggs; otherwise it is empty.

The chambers immediately surrounding the incubators contain newly hatched sahuagin. Adult supervisors weed out any hatchlings deemed to lie too far outside of the sahuagin norm. Hatchlings that survive this winnowing live in a series of outer chambers, where they receive instruction in the fine art of being a proper sahuagin. The more advanced youngsters live in the outermost spaces.

SEA TUNNELS

This 400-foot-diameter, 50-foot-tall dome caps the entrance to a series of extensive sea tunnels that run below the caldera. Many of the sea tunnels had their start as volcanic vents, but over the ages the sahuagin have widened and lengthened many of the passages, and have delved completely new ones. Many of the sea tunnels lead to quarries where sahuagin work to extract choice rock (slaves cannot be trusted to do the precision work that the sea devils prize). Rock brought up from the quarries is already cut to the proper specifications, so no further shaping or refining of the stones is necessary. It is not unusual for many tons of material to be stored within the dome or in the tunnels below awaiting use.

Besides providing access to the sahuagin quarries, many of the tunnels level off and run for miles, giving access to the sea floor many leagues from the City of Abiding Hunger. These tunnels provide hidden routes to the surrounding areas. Of course, anywhere these tunnels pierce the sea floor is a potential point of weakness. Therefore, the sea devils have cunningly hidden and trapped them. In addition, a small contingent of 35 sahuagin warriors constantly resides within the dome capping the tunnel entrance. These guards remain vigilant against any unauthorized access to or from the sea tunnels.

SHRINE

Like the shrines in smaller sahuagin cities and villages, the City's shrine is set atop a pavement of interlocking coral tiles; the area is some 250 feet in diameter. Situated along the periphery of the roughly circular pavement at 25-foot intervals are slabs of mother-of-pearl upon which sit extremely large sets of shark jaws. The jaws all face inward toward the center

of the pavement where a set of shark jaws of staggering proportions has been set into the pavement. The huge maw has a diameter of 30 feet and it brackets a dark opening in the ground. Bubbles of steam and scalding water constantly rise from the opening.

The opening is the mouth of an active volcanic vent. The vent leads to a magma-filled chamber miles below the city. When the priestesses sacrifice valuables to Sekolah down the vent, they also propitiate the god so that the volcano remains inactive. The possibility of retrieving sacrificed items is dim; any who enter the vent become parboiled before they can truly begin the descent. Temperatures within the vent rise to several thousand degrees Fahrenheit within 50 feet of the mouth. Creatures exposed to this intense heat suffer 5d10 points of heat damage each round; treat the volcanic heat as magical fire for determining the effects of protective devices and spells such as a *ring of fire resistance*.

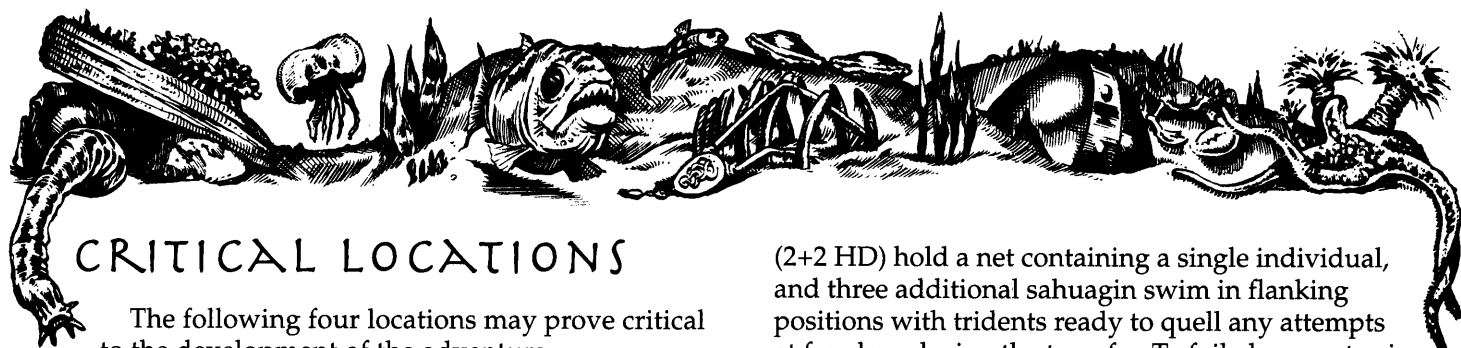
TEMPLE

The temple abuts the shrine as shown on the City of Abiding Hunger map. The temple houses the priestesses of Sekolah who perform daily rituals and supplications to venerate their deity.

The temple appears as just another of the city's many large domes from without; inside, it contains three levels. The bottom level is mostly open, and the priestesses use the large space to perform various rites of Sekolah. The center of the area contains a wide column carved from white stone, in which appear hundreds of bas-relief carvings of Sekolah picked out in pearl.

The middle level contains the quarters for more than 30 under priestesses and a few of the higher ranking priestesses within the City of Abiding Hunger (including Priestess Lachlanisoraan).

The upper level serves as a repository of lore and knowledge within the sahuagin city, being filled with thousands of coils of knotted cord and bone, which serve as sahuagin books. The books contain highly useful information about sahuagin in almost every category imaginable, including sahuagin priestly magic. It is doubtful, however, that an upperworlder could even recognize the books for what they are, let alone understand the sahuagin's "writing" where a mere shake of each coil generates a noise that reveals the title of the book to the canny sahuagin ear.



CRITICAL LOCATIONS

The following four locations may prove critical to the development of the adventure.

PRISON COMPLEX

As described in the **Arena** section, sahuagin delight in watching gladiatorial competitions. As such, the prison complex holds a host of captive creatures of many varieties to assure a constant supply of combatants. The complex has facilities to hold airbreathers. Except for the cells themselves (room 1) and room 2, the entire complex is submerged.

Player characters are taken to this massive dome, which serves a dual purpose; the upper hollow of the dome holds an ever vigilant force of sahuagin warriors (the 10 contingents of sahuagin described in the **City of Abiding Hunger** section; this chamber holds 500 sahuagin), while the underground section houses the main prison as well as the associated prison maze. See map 5 for the keyed locations below.

The upper hollow housing the sahuagin garrison measures almost 400 feet in diameter, rising to a height of 50 feet in the center. Unlike many other sahuagin domes, dozens of 10-foot-diameter entrances dot the upper part of the dome, allowing a quick response to any alarm. The warriors of the garrison can flush out of the dome nearly simultaneously from the many openings.

Inside, hundreds of lounging and equipment nets hang from the ceiling of the dome, providing the sahuagin sentries with ample points to anchor themselves for a rest. The plethora of nets also provides handy storage for several hundred spears, tridents, darts, throw nets, and octopus-ink bladders. A central cache of 25 bladders of the hard-to-obtain *elasmobranchuvoor* hangs here as well, to be distributed if there is an alarm. The entrance to the underground prison maze complex lies near the center of the floor.

The entrance to the prison maze appears simply as a 10-foot-diameter shaft bored into the rock of the dome floor. The shaft descends 30 feet to room 19 of the prison maze. Prisoners are transferred through the shaft and room 19, through the maze along the guard's route indicated on map 5, and are finally incarcerated in rooms 1 or 7.

Prisoners are always transferred into captivity with individual nets. If the party was originally captured in one large net, the sea devils extricate the characters one at a time (under extremely watchful eyes) and place them into individual nets. Two sahuagin warriors

(2+2 HD) hold a net containing a single individual, and three additional sahuagin swim in flanking positions with tridents ready to quell any attempts at freedom during the transfer. To foil observant prisoners who might otherwise remember the proper route through the maze, the captive is either knocked out via the application of poison causing unconsciousness (the preferred method), or a dark mat is thrown over each prison transfer net to cloak sight.

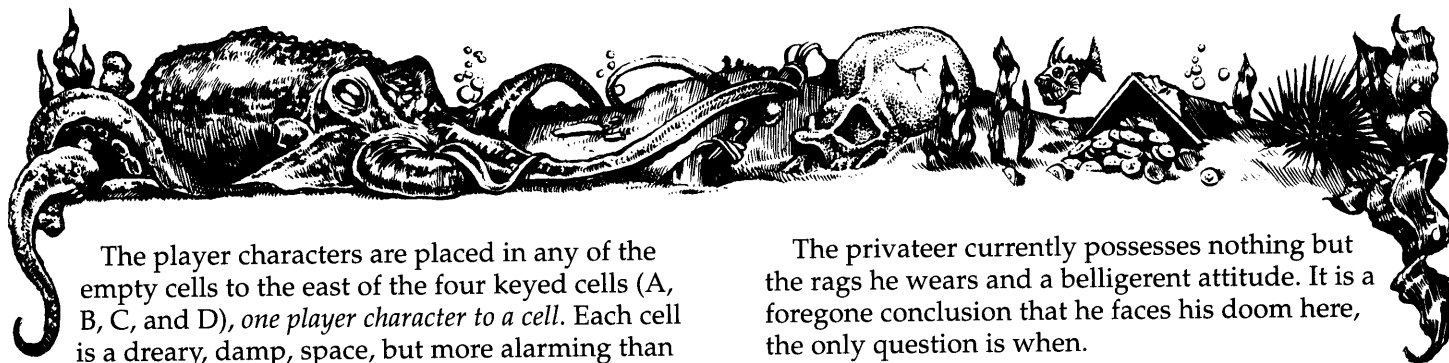
Immediately before incarceration, the characters' items, including rings, amulets, or other obvious valuables, are stripped from them as they lie helpless (and *preferably* unconscious) in the nets. Prisoners are left with nothing but undergarments (and the sahuagin take even those if they look unusual or valuable). The confiscation of goods is done under strictest warrior supervision; a break for freedom here is rewarded only with swift thrusts of the trident. The sea devils store confiscated items in room 21.

Characters who suddenly lose their ability to breathe water during the confiscation need only hold their breaths for a round before being thrust into any one of a number of small cells containing air as noted in the room 1 description below. The characters are acclimated to the water pressure from previously held magical items or spells; they do not lose that acclimation even when the magical effect in question ends. The cells are closed swiftly afterwards; darkness and the faint sounds of fellow prisoners make poor companions when hope burns lowest.

1. Surface Dweller Cells

Although most of the smaller sahuagin cities cannot boast facilities for keeping airbreathers alive, not much is beyond the resources commanded within the royal City of Abiding Hunger. The area contains two banks of 10 air-filled cells. A wall of solid rock 10 feet thick separates the two banks; thinner walls, about a foot thick, separate the individual cells.

The banks of cells are about 12 feet higher than the rest of the prison complex, and a water-filled passage about 30 feet wide and 10 feet high runs beneath both banks, allowing access from below. The floor of each cell is comprised of heavy bars (~10% penalty to bend bars attempts) spaced about six inches apart; the water of the access tunnel underneath is less than two feet below the bars. Each cell has an iron hatch set into the barred floor. The hatches open downward and only the proper key held by the guards in room 3 can unlock their oiled locks; as noted earlier, characters can try to pick the locks if they managed to conceal lock picks on their bodies somehow.



The player characters are placed in any of the empty cells to the east of the four keyed cells (A, B, C, and D), *one player character to a cell*. Each cell is a dreary, damp, space, but more alarming than the availability of comfort is the availability of air. A quick search reveals small air passages (a few inches wide) connecting all the cells. A character can speak with a prisoner in an adjacent cell through the air shafts. However, it also appears that all the prisoners share one air supply, and the air smells stale already. If someone asks, tell the players that the characters (and their fellow prisoners) will exhaust the atmosphere fairly soon, probably a matter of hours. In fact, the plants in room 2 keep the air breathable, but the party has no way of knowing about them.

Two guards from room 3 bring food in the form of squalid fish leavings and fresh water in bladders once a day. One guard stands ready with a sahuagin cross-bow while the other raises the food up into the air and through the bars on a long iron rod. Other than this daily visit and a possible visit from arena officials, the air filled cells are not patrolled.

If the characters are incarcerated in this prison block, refer back to **The Story Unfolds** section to discover further plot developments and opportunities for escape.

1A. Casswell's Cell: A human male is imprisoned here. His name is Casswell, and he currently enjoys repeated success in the frequent arena conflicts. The sahuagin have told him that if his winning streak continues, he will be released; they speak the truth, but fail to provide the proper context—death—to Casswell. It is possible that the characters have met Casswell in the arena already.

Casswell was a privateer until captured a month ago. He doesn't wish to rock the boat, so to speak, by joining the party in some ill-considered plan to escape. He answers questions, however, noting that there was a large group of humans residing here that only recently was transferred out (these are the ubiquitously absent excavators of Angler Island). In fact, up until recently, the pirate recalls that there were considerably more humanoids regularly jailed here; they seem to have thinned down to just him, Vertigus (in cell B) and now the party. Casswell does not know the final location of his erstwhile fellow prisoners.

Casswell also knows the sea devils have a marine ogre captive, but not where the creature is kept. He knows nothing about the prison complex or the city; his captors dragged him blind through the prison labyrinth each time they moved him.

The privateer currently possesses nothing but the rags he wears and a belligerent attitude. It is a foregone conclusion that he faces his doom here, the only question is when.

Casswell, hm, F10: AC 10; MV 12, Sw 6; hp 50; THAC0 11; #AT 3/2; Dmg by weapon; SZ M (6' tall); ML Elite (13); Int Average (9); AL N; XP 1,400.

Personality: surly, arrogant, unrealistic

Weapon Proficiencies: long sword, spear, trident, dagger

Nonweapon Proficiencies: swimming, blindfighting, navigation

1B. Vertigus's Cell: Another human male prisoner resides here, much less confident of his eventual disposition than Casswell; Vertigus just barely escaped with his life in the last arena combat, and watched as his two companions were killed and eaten by sahuagin spectators.

Vertigus is a young wizard who was on a seaside holiday with several friends when sahuagin raiders attacked and captured the group. The sea devils brought their captives an incredible distance to this forsaken prison in the lightness depths; Vertigus is almost catatonic with fear, and the characters probably can't get too much cooperation from him. In any event, he arrived after the group of excavators was transferred to Ger'rulistaa's laboratories. He has no useful information for the party.

Vertigus, hm, W3: AC 10; MV 12, Sw 6; hp 12; THAC0 20; #AT 1; Dmg by weapon; SZ M (5' 8" tall); ML Unsteady (5); Int Average (10); AL NG; XP 65.

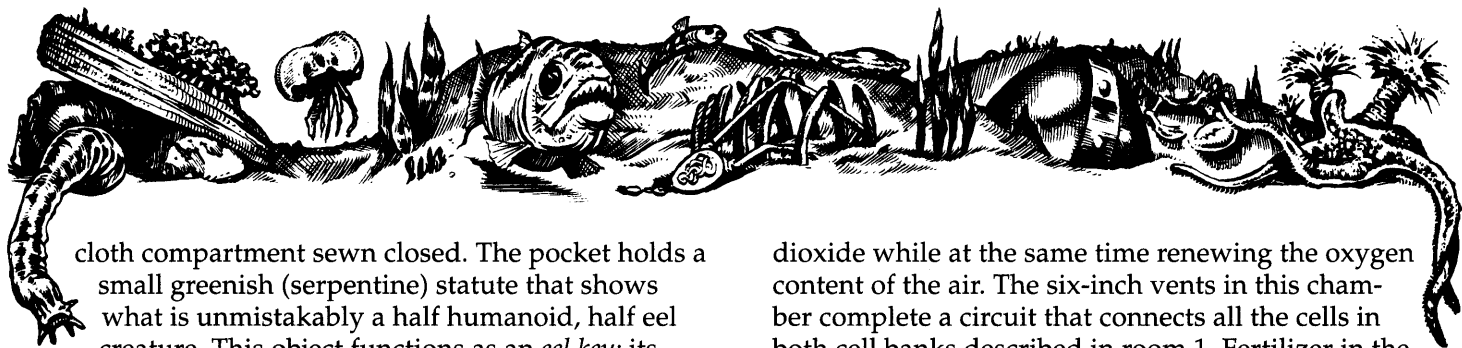
Personality: terrified, squeamish

Weapon Proficiencies: dagger

Nonweapon Proficiencies: ancient history, spellcraft

1C. A Few Remnants: Some of the missing excavators were briefly quartered in this cell, and a few remnants of their occupation are visible in the form of some cast-off clothing: a jacket, a bandanna, and a ripped satchel. A search through these items reveals a patch sewn onto the jacket. Characters who have visited Angler Island (described in *Evil Tide*) immediately recognize it as the insignia of the Angler Pierwatch guard; the excavators were here!

The ripped satchel seems empty; however, a successful check to discover secret doors reveals a secret



cloth compartment sewn closed. The pocket holds a small greenish (serpentine) statute that shows what is unmistakably a half humanoid, half eel creature. This object functions as an *eel key*; its powers and uses are described under the **Demesne of the Deep Mother**. If a player says his or her character is carefully checking the entire satchel, feeling for lumps, the character finds the secret compartment without a dice roll.

1D. Lychelle's Message: Lychelle of Angler Island was imprisoned here, and during that time she took it upon herself to inscribe a message on one wall using a sharp bit of stone she palmed during her one and only arena exhibition:

There is a rough inscription on the wall of this cramped stone cell. The inscription reads: "The sea devil K'thstraam has the ancient statute; he must not be allowed to keep it! The statute is not what it appears, and holds a danger greater than even the sahuagin pose; the Deep Mother schemes yet in the Deeps! Her prophecies of doom require both the Stone Which Abides and the lives of those who have lived life above the salt water. If the Deep Mother has her way, every land will drown in the avenging Sea of Blood!"

—Lychelle of Angler Island

The cell holds nothing else of interest.

2. Prison Circulator

This chamber is accessible through a submerged trapdoor, however, the bulk of the chamber rises to the same height as the air-filled cells described above, and is also filled with a breathable atmosphere. The length to which sahuagin go to ensure that air-breathing prisoners survive captivity in preparation for sport in the arena is really amazing; this chamber is filled, floor to ceiling, with green plants stolen from the surface and tended here. Sunlight streams down from a clear stone set in the ceiling (see the *sunstone* description in the **Arcana** section at the end of the book). The *sunstone* provides light for the plants. Even with the *sunstone*, the sahuagin had a few false starts growing the plants before finally realizing that salt water is not always beneficial. They use *purify food and water* spells to create fresh water for the plants and the prisoners. Six stone urns lined up along the south wall each hold 10 gallons of fresh water (60 gallons in all).

The plants serve to scrub stale air of excess carbon

dioxide while at the same time renewing the oxygen content of the air. The six-inch vents in this chamber complete a circuit that connects all the cells in both cell banks described in room 1. Fertilizer in the form of fishmeal provides all the necessary nourishment, in conjunction with the *sunstone*, for the plants to thrive.

A set up similar to the one described here can be found below the air dome in the Arena, as well as the forgeworks located within the Throne of Teeth (room 26).

3. Prison Checkpoint

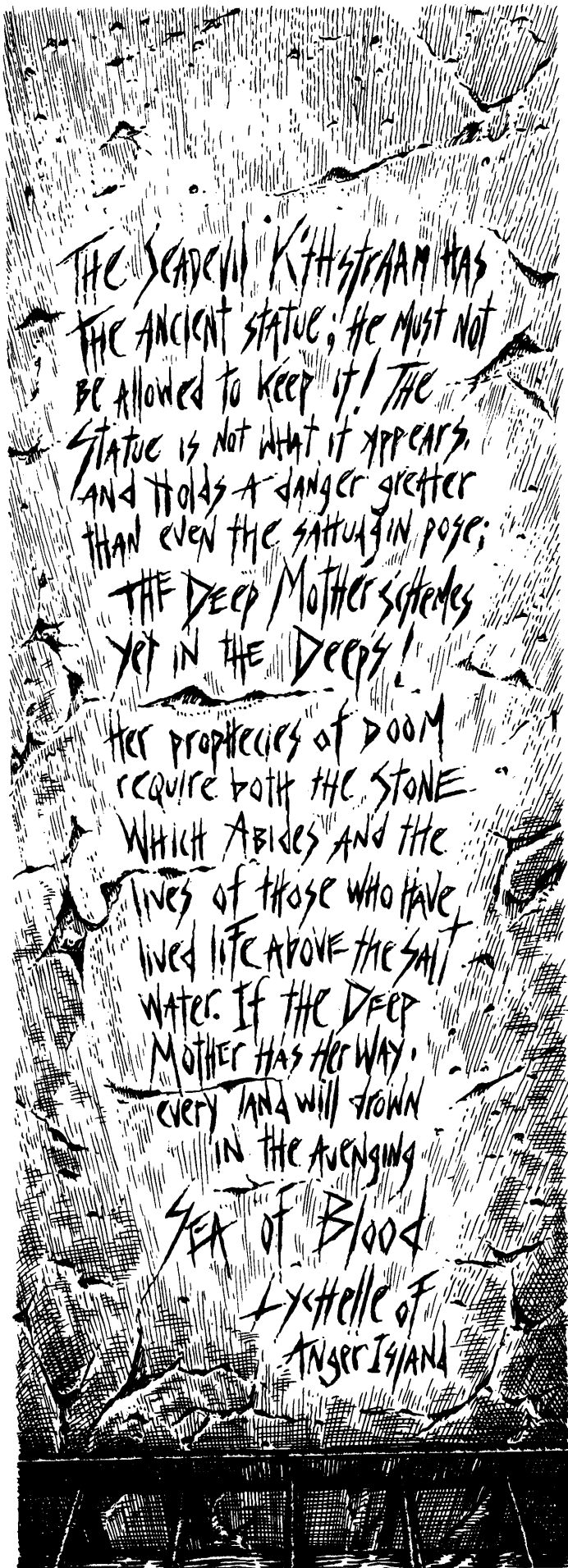
The sea devils monitor and control access to the three main prison blocks (rooms 1, 7, and 8) from this chamber; five sahuagin guards who maintain strict discipline staff the checkpoint. Furthermore, a heavy gate protects each passage in the unlikely event of a prison break. The guards represent only half of the 10 permanently assigned to this checkpoint; the balance of the guards are in room 4, relaxing between duty shifts. The off-duty guards emerge within two rounds to reinforce their mates if they hear sounds of a struggle in the main chamber.

Characters in sahuagin form (see **The Story Unfolds** entry on page 11) can easily convince confused guards to open up the gate. Sahuagin are *never* imprisoned here, and the guards' first reaction (after gawking in amazement for half a minute) is to open the gate and let their "comrades" out. Characters need only avoid doing anything (such as speaking in the common tongue) that makes the guards suspect that the newcomers aren't fellow sahuagin.

Nevertheless, the guards don't remain addled for long. Once the characters enter room 3, the guards notice the characters' lack of attire and realize that, whoever these strange sahuagin are, they are certainly not members of the local community. The guards attempt to take disguised characters into custody for questioning. Characters who submit can hardly hope to answer all the sahuagin-specific questions put to them (such as the name of their home community, rulers' names, and recent events in the community's vicinity). As the guards' suspicion builds, the party's story must remain consistent; eventually, the group faces an official visit to the chamber of answered questions (room 5).

Characters who refuse to be taken into custody face a fight here.

If the guards detect the party's ruse early and don't open the gate, they call for reinforcements. The five off-duty guards from room 4 arrive in two rounds. The



sea devils use their poisoned tridents to subdue the characters. If that fails, they send a messenger to bring extra warriors from the garrison; 10 of those arrive in five rounds. If the party defeats the second wave, the sea devils back off, leaving the escapees to face the hazards of the prison maze (room 9).

If the sahuagin suspect the party, they won't open the gate unless they outnumber the active characters at least five to one. The heroes could trick the guards into opening the gate by playing dead. Or they could use a *knock* spell to open the gate (the portal is barred and the latch cannot be picked or opened from the east side). A successful bend bars roll allows a character to wrench open the gate.

Sahuagin warriors (10): AC 5; MV 12, Sw 24; HD 2+2; hp 18 each; THAC0 19; #AT 4; Dmg 1d4/1d4/1d4/1d6+1 and poison (bite/rake/rake/poisoned trident); SA poison inflicts 5 points of damage with successful save or 10 points and loss of consciousness with failed save; SW bright light harms eyes, -2 saving throw penalty vs. magical fire, suffer one extra point per die of magical fire damage, -2 saving throw penalty vs. light-based attacks; SZ M (6' tall); ML Steady (12); Int High (13); AL LE; XP 175 each.

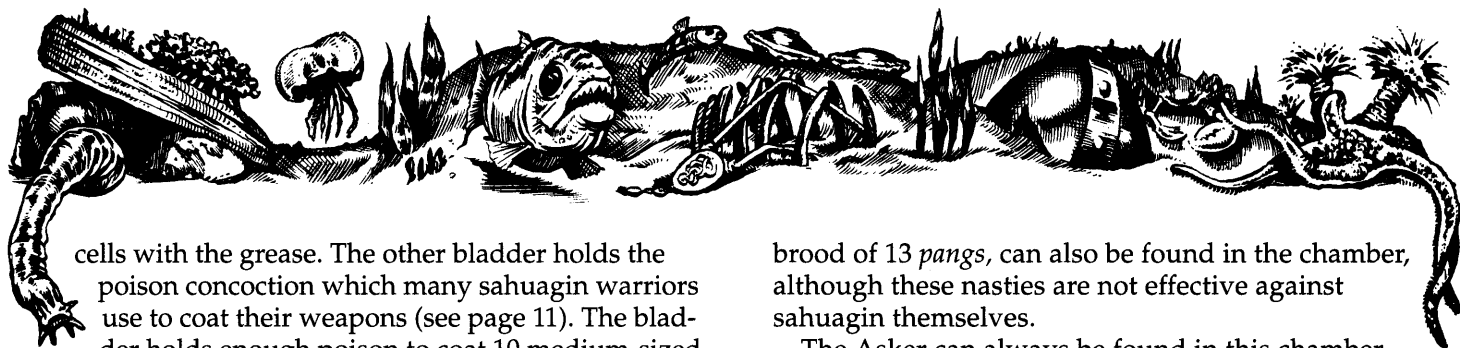
4. Off Duty Tether-chamber

This chamber is reserved for five prison guards as they rotate off duty; see the previous room's description. The sahuagin lieutenant in charge of this side of the prison maze can also be found in this room; he does not respond to a general alarm, but instead waits in hiding to determine the outcome of any prison break.

If escaping prisoners successfully deal with the first rank of guards, the lieutenant pulls a lever hidden behind some netting in the center of the north wall. (In the event of characters breaking *into* the prison to release fellow surface dwellers or party members, the lieutenant also pulls the lever.) This lever is connected to a mechanism that releases the gelatinous cubes in rooms 10 and 18. The gelatinous cubes hunt through the maze for wandering prisoners as described under those room entries. The lieutenant then attempts to ambush trailing members of an escaping party.

The ceiling and northern wall are draped with a large tethering net, suitable for both the attachment of resting sahuagin and for storing their equipment (six each of extra darts, small nets, and spears). Against the south wall is a large stone chest. The chest is locked with a key held by the lieutenant.

Within the chest are two large bladders. One bladder holds a good supply of preservative grease, which sahuagin use to coat their metal implements for protection against corrosion in seawater. The sea devils also periodically coat the iron bars common to the prison



cells with the grease. The other bladder holds the poison concoction which many sahuagin warriors use to coat their weapons (see page 11). The bladder holds enough poison to coat 10 medium-sized weapons.

Sahuagin lieutenant: AC 5; MV 12, Sw 24; HD 3+3; hp 27; THAC0 17; #AT 4; Dmg 1d4/1d4/1d4/1d6+2 and poison (bite/rake/rake/poisoned trident); SA poison inflicts 5 points of damage with successful save or 10 points and loss of consciousness with failed save; SW bright light harms eyes, -2 saving throw penalty vs. magical fire, suffer one extra point per die of magical fire damage, -2 saving throw penalty vs. light-based attacks; SZ M (6' 4" tall); ML Steady (12); Int High (13); AL LE; XP 270.

Special Equipment: skeleton key to all prison cells, as well as to the lock on the chest in room 4

5. Chamber of Questions Answered

A sheath of black tile covers this chamber's interior. The tiles bear grisly scenes of torture rendered by an artistic hand. You can see both water-breathing and surface-dwelling victims tormented by sahuagin wielding terrible implements. Your eye shifts to crowded wall racks in the chamber, which prominently display the very same implements depicted upon the tiles.

In addition to the hand-held implements of torture, the room contains several stone benches, perhaps 3 feet high, 3 feet wide, and 6 feet long. Each bench is fitted with manacles of greasy black metal.

Woe be it to any party members who are brought into this chamber to face the subtle hand of Verukuun The Asker, a dangerous four-armed sahuagin. Verukuun's specialty involves the extraction of information from uncooperative captives. Usually, the Asker's techniques, which involve the thoughtful use of the scalpels, bone saws, ratchets, clamps, hoses, and *pangs* (see *Arcana*) stored on the racks, eventually tease even the most sensitive information from otherwise stalwart sea elf or triton spies. Unfortunately, those questioned in this manner are not good for much afterwards, excepting of course, a brief stint as a sahuagin repast.

Characters seeking to arm themselves in this chamber find that only the dozens of small bone scalpels on the wall can serve as weapons (treat as a knife, inflicting 1d3 points of damage). Two shells, each holding a

brood of 13 *pangs*, can also be found in the chamber, although these nasties are not effective against sahuagin themselves.

The Asker can always be found in this chamber, usually interrogating an unwilling guest manacled to a stone recliner; Verukuun does not respond to the sounds of battle in the outer chamber because he is so intent on asking his next question. If confronted in this chamber, the Asker fights back ferociously; his first act is to hurl a fragile container of *pangs* into the midst of any threat.

Characters subjected to Verukuun's interrogation must make a Constitution check every 10 turns that they remain under the Asker's care. Each failed check results in the loss of 1d4 Constitution points and a like number of hit points. Characters brought to zero Constitution (or hit points) die.

Verukuun the Asker: AC 5; MV 12, Sw 24; HD 6+6; hp 36; THAC0 13 (9 with *scalpel* +1 and Strength bonus); #AT 7; Dmg 1d2/1d2/1d2/1d4/1d4/1d3+8 (claw/claw/claw/bite/rake/rake/*scalpel* +1 and Strength bonus); SW bright light harms eyes, -2 saving throw penalty vs. magical fire, suffer one extra point per die of magical fire damage, -2 saving throw penalty vs. light-based attacks; SZ M (6' 4" tall); ML Elite (14); Int High (14); AL LE; XP 1,400.

Special Equipment: Filleter, a *scalpel* +1

6. Prisoner Provisions

The guards use this chamber to store the various foodstuffs fed to the prisoners to keep them alive between contests in the arena. Most of the food takes the form of fish that hang in mass nets from the ceiling on stone hooks. The sahuagin go to no great lengths to keep the provisions fresh and appetizing, in fact, often the opposite is true, and the nets of fish hanging in the chamber are often just a day or so from being completely inedible from rot.

Along with the many hanging nets of odoriferous fish remains, a pyramid of stacked casks rests against the east wall. These casks are sealskin-lined wooden barrels stolen from the stores of seagoing vessels. The casks hold fresh water to slake the thirst of the surface-dwelling prisoners held in room 1.

7. Individual Marine Cells

The cells accessible in this bank are completely submerged in salt water, just like the surrounding areas. The cells hold intelligent, waterbreathing prisoners that the sahuagin have managed to capture and refrain



from immediately eating. Each stone cell is 20 feet square and faced with a heavily barred entrance on the north side (~10% to bend bars rolls). The lieutenant's skeleton key (room 4) opens these locks.

Characters standing at the entrance to this cell block are 20% likely to hear the faint sounds of vocal music coming from room 7A; thieves gain a 20% bonus to Hear Noise attempts.

7A. Songs of Lament: As the party approaches within 40 feet of this cell, they hear a sad but beautiful melody of loss and pain. The sounds emanate from within the cell, which holds two sirine sisters (Wavesinger and Froth) who were stolen from their mother a few years after their births. The sea devils also captured two additional sisters who have since perished. The sahuagin forced the sirines to regularly compose new ballads celebrating sahuagin skill in the hunt, else face the same fate as their erstwhile sisters. Because of their youth, the sirines here have not developed any of their latent powers beyond their *charming* song, as indicated by their statistics listed below, and their reduced experience value. The four sirines originally imprisoned here once tried to *charm* their captors, but the attempt failed (the unconditional release of prisoners being against a sahuagin's fundamental nature), and the sea devils promptly consumed two of the sisters. The lesson was

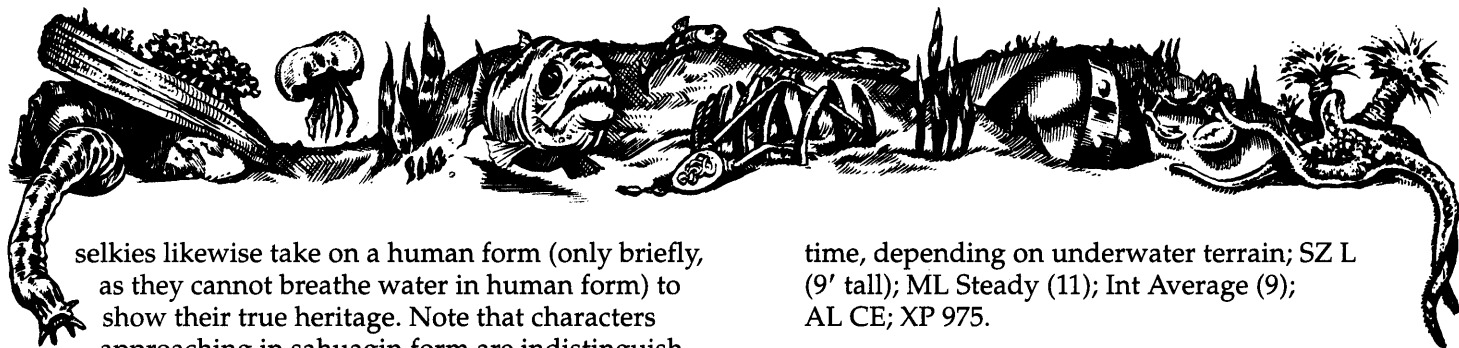
not lost on the survivors, who now meekly follow any instructions the sea devils give them.

The sirines speak the common tongue, though haltingly, as they were taken from their mother at a very young age (even now, they are only seven years old). Characters have little trouble gaining allies in these two if they can manage to free the sisters, however, two sirines swimming about in the sahuagin city are certain to draw unwanted attention. If the party can somehow arrange for the sirines' escape from the city (not just the cell), award each character 500 XP.

The sirines know nothing about the prisoners in room 1. They have made a few appearances in the arena (in the melee pits and gauntlet, see page 33), and have managed to survive. They know the races and approximate numbers of the other prisoners in this cell block, but nothing else useful to the party.

Sirines (2): AC 3; MV 12, Sw 24; HD 4; hp 16, 18; THAC0 17; #AT 1; Dmg pummel; SA spell-like abilities usable once a day: *song* (*charm person*); MR 20%; SZ S (4' tall); ML Steady (11); Int High (13); AL CG; XP 650 each.

7B. Seals: This cell holds three selkies. The creatures initially prove indistinguishable from seals; however, with the approach of a party in human form, the



selkies likewise take on a human form (only briefly, as they cannot breathe water in human form) to show their true heritage. Note that characters approaching in sahuagin form are indistinguishable from real sahuagin to the selkies, who cower in the back of their cell in such a case.

Like the sirines in the adjacent cell, the selkies would ally with the party if released, but again, they would draw unwanted attention. If the characters can somehow arrange for the selkies' freedom from the city (free swimming selkies are immediately caught and devoured), award each character 500 XP.

Like the sirines in room 7A, the selkies know the races and approximate numbers of the other prisoners in this cell block, but nothing else useful to the party.

Selkies (3): AC 5; MV 12, Sw 36; HD 3+3; hp 12, 13, 14; THAC0 17; #AT 1; Dmg 1d6 (bite); SD can change into human form; SZ M (6' long or tall); ML Steady (11); Int High (13); AL NG; XP 175 each.

7C. Marine Ogre: This cell holds Gianluca, a merran (a rare saltwater version of the merrow, or aquatic ogre) and another of the current champions in the arena. Gianluca appears large (9' tall), tattooed, and scaled, with webbed hands and feet. His neck is long and thick, his shoulders are rounded and sloping, and his hair resembles slimy seaweed. A set of ivory horns grows from his forehead.

Unlike Casswell in room 1A, Gianluca knows that his eventual fate will be to lie on a platter, and so he very much wishes to be released from his cell. It may seem that this hulking brute would make an ideal ally for the party; however, anyone cautioning against trusting an evil marine ogre turns out to be correct. Gianluca betrays the party to the sahuagin at his very first opportunity, attacking the characters from behind if possible, perhaps with a weapon provided by the party. Gianluca believes that the sahuagin would then honor him with his freedom (he might be correct in this belief, but probably not).

Gianluca knows the races and approximate numbers of the other prisoners in this cell block, and he knows about Casswell, whom he has seen fight in the arena. The ogre does not know the human's name, however, or exactly where he is kept.

Gianluca (ogre): AC 4; MV 6, Sw 12; HD 7; hp 39; THAC0 13; #AT 3; Dmg 1d6/1d6/2d4 (claw / claw / bite) or by weapon with +6 damage bonus from Strength; SA camouflaged 10-80% of the

time, depending on underwater terrain; SZ L (9' tall); ML Steady (11); Int Average (9); AL CE; XP 975.

7D. His Spirit, Broken: Here is Pieken, a merman. Verukuun (see room 5) has worked his gruesome magic on the hapless merman, and Pieken has lapsed into delirium. He spends his hours hanging motionless in the water in a far corner of his cell. His eyes are vacant, his mouth wide. He occasionally utters some nonsense words or phrases.

A *pang* is lodged in Pieken's forehead, and is the source of the merman's distress. A character taking a close look at the merman's face can see the parasite's tail wiggling. If the party can remove the creature without killing the host, Pieken stands a 20% chance to regain his sanity, otherwise he is permanently insane (though a *heal* or *restoration* spell can restore the merman's mind).

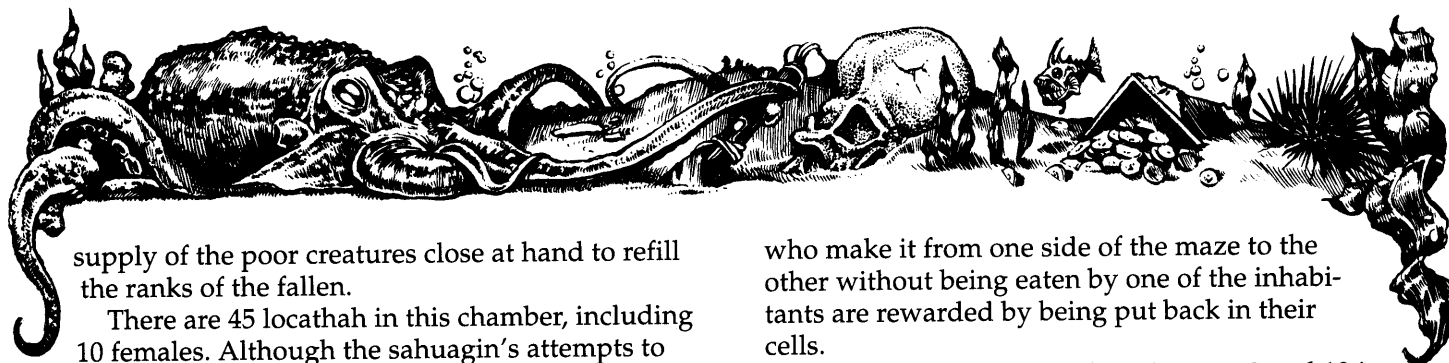
Sane or not, Pieken remains only a liability to the party. If the party leads him from the cell while he's still insane, he remains quiet and docile, but is prone to screaming and flailing his limbs at the most inopportune times, wildly attacking the nearest creature with nail and tooth. If he can pick up a weapon for the assault, Pieken uses it. The violent episode lasts 1d4+1 rounds. A sane Pieken still draws unwanted attention to the party if the sea devils see him swimming about the city.

If the characters are somehow able to arrange for Pieken's freedom in spite of his damning exploits, award each player 650 XP.

The characters get nothing but incoherent babble from Pieken if they question him while he's insane. If restored to sanity, the merman remembers the details of his capture (the sahuagin ambushed him when he and a few friends tried to drive a marauding shark away from their settlement), but little else. The sea devils tortured him ostensibly for information about his settlement's defenses, but mostly to punish him for attacking sharks.

Pieken (merman): AC 7; MV 1, Sw 18; HD 1+1; hp 6; THAC0 19; #AT 1; Dmg pummel; SZ M (6' tall); ML Fearless (20); Int Insane (0); AL N; XP 65.

8. Common Lockup: This very large chamber serves as a group confinement center for the small colony of locathah that the sahuagin have started here within the prison. The locathah represent the staple race of the arena, and therefore the sahuagin need to keep a good



supply of the poor creatures close at hand to refill the ranks of the fallen.

There are 45 locathah in this chamber, including 10 females. Although the sahuagin's attempts to found a self-perpetuating colony continually fail, the sea devils keep trying; the sahuagin regard the locathah as mere animals and not terribly valuable ones at that. The treatment does not encourage the locathah to create a thriving colony for their captors. The failure to breed locathah leads the sea devils to repeatedly raid locathah communities for fresh prisoners to keep a viable population within the chamber. The activity only fuels the locathah's resentment and despair.

The mechanism (a lever) which controls the chamber's portcullis is set in the floor five feet east of the room. The party can throw the lever and open the portcullis. Rather than rushing to freedom, most of the locathah merely cower in the corners of the room; they know they have no realistic chance to escape the city. A locathah named Petetrehndel ("Pete" for short) is an exception. Pete is young and only recently captured. He understands and can speak the common tongue, and he proves eager to fight at the side of the characters if they allow him to (and give him a weapon). Unfortunately, Pete's statistics are not any better than a common locathah's (although his morale is 19), and his days are probably numbered if the characters let him join their quest.

In any case, Pete's appearance in the city draws unwanted attention. Clever PCs who can speak the sahuagin tongue might be able to pass themselves off as a work detail hauling a slave off to perform some menial task, but such a ruse would work better if there were at least one "slave" per two characters disguised as sahuagin. If the party makes a rousing speech (roll a Charisma check at a -3 penalty) they can recruit a few additional locathah for the attempt (*charm person* or *suggestion* spells also do the trick).

Locathah (45): AC 6; MV 1, Sw 12; HD 2; hp 8; THAC0 19; #AT 1; Dmg pummel; SZ M (5' tall); ML Average (20); Int Average (9); AL N; XP 35 each.

9. A-maze-ing

The prison maze is seamlessly constructed of stone blocks about a foot thick. Many of the passages dead end, some are trapped, and a few lead to dangerous creatures kept stocked and fed by the sahuagin both to deter prison breaks and also to provide sport when prisoners are sometimes released on purpose. Those

who make it from one side of the maze to the other without being eaten by one of the inhabitants are rewarded by being put back in their cells.

Access between the maze and rooms 3 and 19 is controlled by portcullises. Anyone within room 3 or room 20 can use a lever set into the floor in front of the barrier to raise the portcullis; those attempting to enter either guard room from the maze must resort to other methods to gain entry, unless they are legitimate sahuagin guards who know the call signs. Under normal circumstances, the guards use the most direct route through the maze as shown by the dotted line on the map.

If the player characters are loose in the maze, it is entirely likely that one of the two sahuagin lieutenants (in room 4 or room 20) has released the maze scrubbers (the gelatinous cubes) from their lairs in rooms 10 and 18. If this happens, you should track each of these creatures' movements on the map, comparing their locations with the party's whereabouts. The cubes track down characters by odor and may be successful in trapping the group down a dead-end passage.

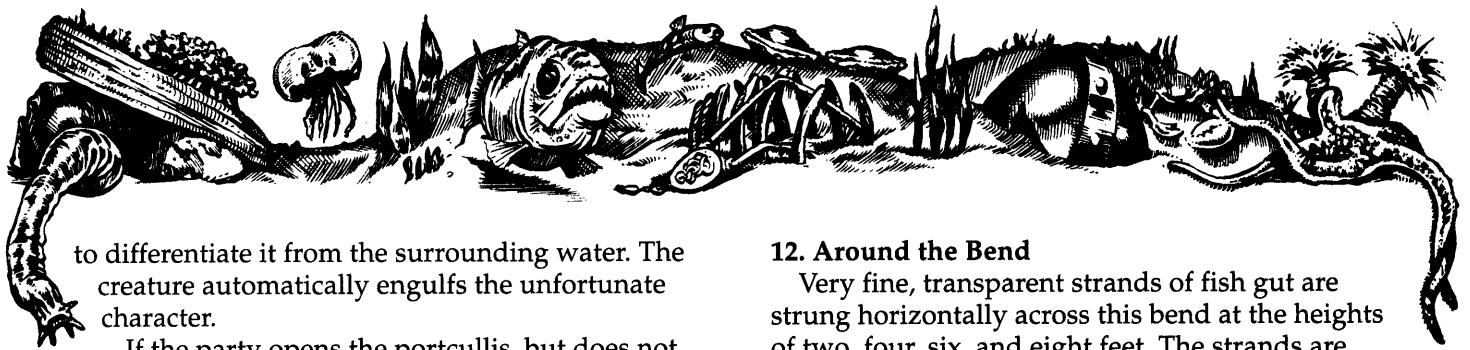
After a successful maze scrub, a few sahuagin guards grab chunks of fresh meat and lure the cubes back to their lairs. The guards must be very quick and skilled or they enjoy unusually short careers.

10. "Squeaky"

The portcullis sealing this lair can be released from a mechanism in room 4 or room 20, or with a lever set in the wall next to the portcullis. The secret door on the north wall of this room functions normally. The sahuagin keep a gelatinous cube here. The sea devils release the aquatic jelly (a term used to reference gelatinous cubes that live below water) in the event of a "maze swim", an event in which prisoners are released into the maze for a lethal competition. The maze swim ends when only a single prisoner remains alive. The aquatic jelly here and the one in room 18 are released to deter prison breaks or (much rarer) break ins.

Anyone unaware of the contents of the chamber may be tempted to open the portcullis to investigate the seemingly empty room, as the aquatic jelly is transparent and effectively invisible, (a *detect invisibility* or *true seeing* spell reveals the creature).

If anyone enters the chamber, the creature moves directly toward the intruder, hoping for a quick meal. Characters who don't realize the monster is approaching must attempt saving throws vs. death magic; those who fail swim directly into the creature's side, unable



to differentiate it from the surrounding water. The creature automatically engulfs the unfortunate character.

If the party opens the portcullis, but does not enter the chamber immediately, the aquatic jelly lies in wait for three rounds. If nobody enters the chamber during that time, the creature emerges at its full movement rate, attempting to corner likely prey in the many dead ends of the maze.

In any case, the cube seeks to paralyze and engulf its prey so that its acidic digestive juices can dissolve the prey at leisure.

Because the aquatic jelly's bulk is so prodigious (a 10-foot cube), its sides rub against the walls of the maze as it passes (completely blocking up the passage save for a foot clearance along the ceiling), emitting an ominous, drawn out tone that is disquieting to hear, especially as it gets louder and louder with the invisible creature's approach. This noise has prompted its sahuagin keepers to dub the monster "Squeaky". Squeaky currently carries no indigestible objects around with it.

Squeaky (gelatinous cube): AC 8; MV 6; HD 4; hp 25; THAC0 17; #AT 1; Dmg 2d4; SA Paralyzation, surprise; SD Immune to electricity, fear, holds, paralyzation, *polymorph*, and sleep-based attacks, cold-based attacks inflict only 1d4 points of damage and slow the cube 50%; SW Fire and weapon strikes affect it normally; SZ L (10' cube); ML Average (10); Int Non- (0); AL N; XP 650.

11. Quarrels!

This false door opens easily, releasing a barrage of six crossbow quarrels into anyone standing in the hallway. The quarrels cannot hit anyone standing flat against the passage wall, but a player must specifically state that his or her character is doing so or the character might be struck. Characters attempting to open the doors are automatically in the quarrels' path. Make an attack roll for each quarrel, starting with the character nearest the door; the quarrels have THAC0s of 16 and inflict 1d8+1 points of damage. If two characters are equally close to the door, roll randomly to see which one is attacked. Any quarrels that miss the first target attack the next nearest person in the same manner, and so on until all the quarrels have sunk into flesh or into the far maze wall (20 feet to the north). The guards periodically move through the maze, resetting or repairing this trap as necessary.

12. Around the Bend

Very fine, transparent strands of fish gut are strung horizontally across this bend at the heights of two, four, six, and eight feet. The strands are invisible to casual observation, requiring a rogue's detect traps ability (roll normally) or a *find traps* spell to discover. Anyone swimming through the strands easily breaks them, but coincidentally activates the mechanism that releases a slab of rock from the ceiling. The slab (whose horseshoe-shaped dimensions are shown on map 5) falls upon any who fail a Dexterity check at a -4 penalty. Those caught under the stone suffer 3d4 points of damage and remain trapped beneath it unless a compatriot can make a successful bend bars roll to lift the stone high enough to free the victim. Trapped characters have insufficient leverage to free themselves.

13. Crimson Waters

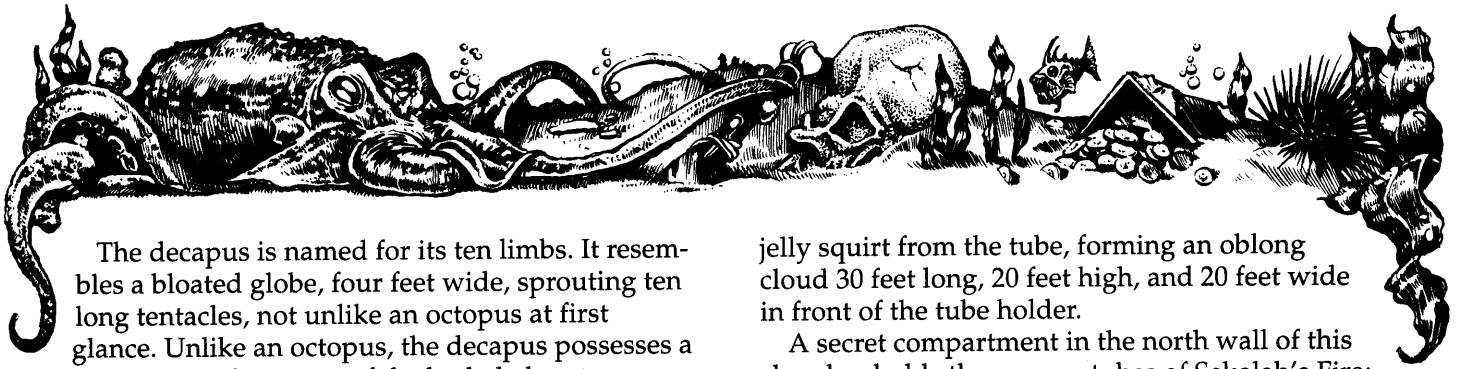
The door leading to this chamber is sealed against the outer waters with a slick layer of preservative grease. Opening the door, even a crack, breaks the seal. Streamers of crimson water burst forth from the door, filling the twisting corridor completely to a distance of 50 feet. The process takes but a single round. Anyone wishing to avoid the cloud of crimson water can attempt a Dexterity check at a -4 penalty. If the roll is successful, the character backpedals quickly enough to avoid being coated by the red tide.

Characters caught within the area of effect must make saving throws vs. poison. If successful, victims still suffer one point of damage each round for the next five rounds (five points in all). Characters who fail their saving throws suffer one point of damage each round until dead, or until the poison can be neutralized.

The crimson contact poison was stored in concentrated form in a fragile shell in this chamber. Opening the door also cracked the shell via a simple mechanism involving a spring and a hammer. The sahuagin refine this poison, which they name *fugilence*, from poisonous eels hunted near the mouth of the Unfathomed Deeping. The poison, once released into the water, loses its color and efficacy after one turn (though the venom still has its full effect on anyone subjected to it while it was still potent).

14. That's No Octopus!

Thin strands of fish gut arranged as described under room 12 are strung across the opening marked 14A. If these strands are disturbed in any fashion, the portcullis blocking access to room 14B lifts away, freeing the marine decapus held captive within.



The decapus is named for its ten limbs. It resembles a bloated globe, four feet wide, sprouting ten long tentacles, not unlike an octopus at first glance. Unlike an octopus, the decapus possesses a toothy maw in the center of the body below two blood red eyes.

If released, the decapus uses its tentacles to pull itself along the corridors of the maze toward those who triggered the trap. The creature is starving, being fed only enough to keep it alive, which is much too little to keep it satisfied. Many past prisoners taking part (at trident point) in a maze swim competition have been taken out of the swimming early by this hungry obstacle.

The chamber that holds the decapus contains a bone heap from past victims lying against the west wall. The chamber holds nothing of particular value to the party.

Marine decapus (decapus): AC 5; MV 3, Sw 9; HD 4; hp 16; THAC0 17; #AT 10; Dmg 1d6 (tentacle); SZ M (4' across); ML Elite (13); Int Very (11); AL CE; XP 270.

15. Another Bend

This trap functions in exactly the same way as the trap described under room 12.

16. Sekolah's Fire

If the door is opened, a whiff of a pungent fishy odor is evident just seconds before a seething mass of flame and steam burst forth from the chamber, filling the corridor to a distance of 30 feet. A successful Dexterity check at a -2 penalty allows a character to backpedal quickly enough to avoid being caught in the cloud. Those within the area of effect are coated with burning jelly, which flames for five rounds, inflicting 3d10 points of damage each round. A successful saving throw vs. breath weapon at a -2 penalty reduces the damage by half and reduces burning time to only 2 rounds (provided the afflicted character gets out of the cloud).

The sahuagin created Sekolah's Fire for use against marine trolls (see *DRAGON*® Magazine 239). The oily jelly also makes a great trap for out-of-the-way areas. When completely submerged in water, the substance ignites and burns furiously, clinging to any creature it contacts. Unlike above-water fires, Sekolah's Fire burns with a deep, ruddy glow, shedding about as much light as a pit of banked coals.

Opening the door depressed a plunger in a shell tube filled with Sekolah's Fire. The plunger made the

jelly squirt from the tube, forming an oblong cloud 30 feet long, 20 feet high, and 20 feet wide in front of the tube holder.

A secret compartment in the north wall of this chamber holds three spare tubes of Sekolah's Fire; the sea devils keep them here to replenish the trap. The PCs can use them as weapons if they recover them. The tubes work as described in the trap (except the Dexterity check is not an option when these tubes are used against a foe manually). Each tube can only be used once before it is exhausted.

17. Wraith of the Deep

Thin strands of fish gut arranged as described under room 12 are strung across the portion of the corridor tagged 17A. If these strands are disturbed in any way, the portcullis blocking access to 17B lifts away, freeing the morkoth kept within.

The sea devils captured this creature alive only with great difficulty, but they are pleased to have a morkoth haunting their prison maze.

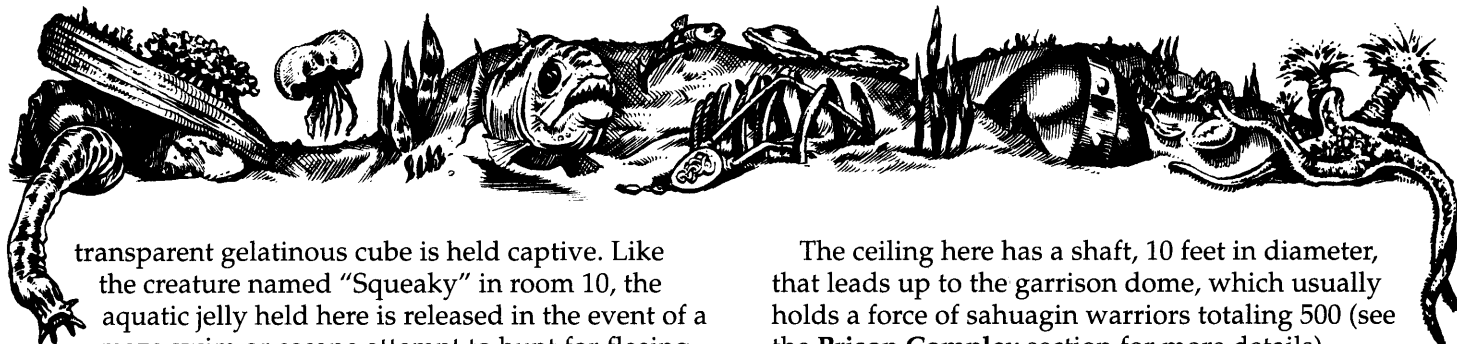
Normally, morkoths mesmerize potential victims using a blend of magic and tunnel construction. The morkoth here doesn't have that luxury, however, and as such, cannot use its powers of hypnosis. Instead, it hunts down any creature it can during those rare intervals when it is released from its confinement. Because the sahuagin feed it regularly and allow it to keep a small hoard, the morkoth is content with this arrangement for now.

If the characters somehow deal with or bypass the creature (its ability to reflect any spell cast on it back on the caster makes it a difficult threat to face head on), they find that the morkoth's chamber of confinement doubles as a den. The floor and walls are covered with seaweed and silt to a depth of three feet, and random bones lie scattered and half buried in the detritus. A search through the silt rewards the party with the discovery of five morkoth eggs (two months yet till they hatch) and the morkoth's hoard of 10 gems (each worth 10d10 gp), a *potion of undead control*, *oil of elemental invulnerability*, and a *ring of protection +1*.

Morkoth: AC 3; MV Sw 18; HD 7; hp 28; THAC0 13; #AT 1; Dmg 1d10 (bite); SD spell reflection, infravision 90'; SZ M (6' long); ML Elite (14); Int Exceptional (15); AL CE; XP 1,400.

18. The Apparition

The portcullis sealing this lair can be released from a mechanism in room 4 or room 20, or with a lever set in the wall next to the portcullis. Within the chamber, a



transparent gelatinous cube is held captive. Like the creature named "Squeaky" in room 10, the aquatic jelly held here is released in the event of a maze swim or escape attempt to hunt for fleeing prisoners.

Characters unaware of the contents of the chamber may be tempted to open the portcullis to investigate the set of plate armor that appears to float upright six inches from the floor, arms splayed forward in an ominous posture. The armor is the only inorganic item to remain from a feast long ago. Because the aquatic jelly is so transparent while immersed in water as to be invisible, the armor appears to float. Because of this effect, the sahuagin refer to this creature as the Apparition.

If the people opening the portcullis do not make any move to enter the chamber within three rounds, the aquatic jelly emerges at its full movement rate, attempting to corner likely prey in the many dead ends of the maze as detailed in the room 10 description.

Note that characters who mistakenly attack the armor with a medium or smaller weapon walk into the invisible gelatinous cube surrounding it, and are automatically engulfed.

If party is able to best the creature and scrape its remnants off the armor, they find a complete set of plate armor, well constructed and in excellent condition. In fact, it is a suit of *plate mail of ethereality* +2 with one charge remaining. The armor radiates both enchantment and alteration magic.

While the armor is bulky and almost completely useless if worn as armor beneath the waves, its one remaining charge could prove useful. To become ethereal, one has only to utter the command phrase, "Off to the waveless sea" while wearing the armor. The phrase is inscribed inside the breastplate.

The Apparition (gelatinous cube): AC 8; MV 6; HD 4; hp 30; THAC0 17; #AT 1; Dmg 2d4; SA Paralyzation, surprise; SD Immune to electricity, fear, holds, paralyzation, *polymorph*, and sleep-based attacks, cold-based attacks inflict only 1d4 points of damage and slow cube 50%; SW Fire and weapon strikes affect it normally; SZ L (10' cube); ML Average (10); Int Non- (0); AL N; XP 650.

19. Prison Check Point

Except where noted below, this chamber is identical to room 3, with five guards on duty and five more providing backup in room 20. Fast-talking characters can get the guards to let them in, but the latter quickly realize their error and attack.

The ceiling here has a shaft, 10 feet in diameter, that leads up to the garrison dome, which usually holds a force of sahuagin warriors totaling 500 (see the **Prison Complex** section for more details).

Characters who think they are getting a lucky break by fleeing up this shaft are in for a rude surprise when the full weight of the 10 sahuagin contingents ambush them from above.

On the other hand, a prolonged combat in this chamber inevitably draws attention from the sahuagin garrisoned in the dome. After 10 rounds, two sahuagin warriors swim down the shaft every three rounds to help deal with what must be a prison break by the sound of it. After a total of 10 reinforcing sahuagin have arrived down the shaft (15 additional rounds), the gig is up, and the garrison commander orders a real force of sahuagin down the shaft to quell the break. The characters had best be on their way or else face the entire contingent quartered above, 10 sea devils at a time, arriving every round.

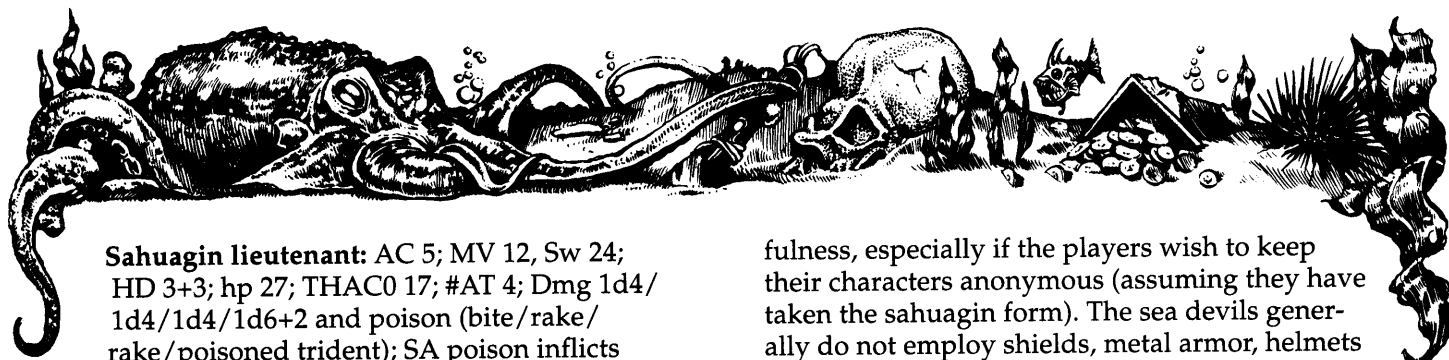
Sahuagin warriors (10): AC 5; MV 12, Sw 24; HD 2+2; hp 18 each; THAC0 19; #AT 4; Dmg 1d4/1d4/1d4/1d6+1 and poison (bite/rake/rake/poisoned trident); SA poison inflicts 5 points of damage with successful save or 10 points and loss of consciousness with failed save; SW bright light harms eyes, -2 saving throw penalty vs. magical fire, suffer one extra point per die of magical fire damage, -2 saving throw penalty vs. light-based attacks; SZ M (6' tall); ML Steady (12); Int High (13-14); AL LE; XP 175 each.

20. Off Duty Tether Chamber

This chamber is reserved for five prison guards as they rotate off duty; see the previous room's description. The sahuagin lieutenant in charge of this side of the prison maze can also be found in this room; he does not respond to a general alarm, but instead waits in hiding to determine the outcome of any prison break, just as his compatriot in room 4 does.

As in room 4, a lever hidden behind some netting releases the gelatinous cubes in room 18 and in room 10. The lieutenant pulls it as a matter of course. The lieutenant then attempts to ambush trailing members of an escaping (or invading) party.

The ceiling and northern wall are draped with a large tethering net, suitable for both the attachment of resting sahuagin for storing their equipment (six each of extra darts, small nets, and spears).



Sahuagin lieutenant: AC 5; MV 12, Sw 24; HD 3+3; hp 27; THAC0 17; #AT 4; Dmg 1d4/1d4/1d4/1d6+2 and poison (bite/rake/rake/poisoned trident); SA poison inflicts 5 points of damage with successful save or 10 points and loss of consciousness with failed save; SW bright light harms eyes, -2 saving throw penalty vs. magical fire, suffer one extra point per die of magical fire damage, -2 saving throw penalty vs. light-based attacks; SZ M (6' tall); ML Steady (12); Int High (14); AL LE; XP 270.

Special Equipment: skeleton key to all prison cells and the Confiscation Chamber (room 21)

21. Confiscation Chamber

The door to this chamber is locked, and the key that unlocks it is held by the sahuagin lieutenant in room 20. Once opened, the chamber is revealed to be a storeroom of sorts; heaps of leather harnesses, strange clothing, boots, scattered weapons, backpacks, a chest or two, and bags are heaped here in disarray. This mess represents the items confiscated from prisoners before they were shut away in the prison blocks to the south.

The usual routine calls for every item stripped from a prisoner to be first deposited in this chamber, no matter how valuable. Representatives of the king, the princes, and the high priestess all visit this chamber according to a predetermined schedule, picking from the morass any items of value that may have accumulated since the last official gleaning. Consequentially, members of the sahuagin nobility have already seized any items of value that might have been deposited here before the party arrived in the city.

If any of the player characters have been taken prisoner, their items were deposited here as well. Fortunately for the party, the date of their incarceration falls between major gleanings from officials of the court, so their items still reside here. On the other hand, this chamber represents an ideal place for you to weed out overabundant magical items which the player characters might have accumulated. Any particularly valuable confiscated piece may have been stolen by the guards themselves and distributed to a safe haven outside of the prison—especially items which make the party's sojourn beneath the waves *too* easy—or any other items that you feel are particularly unbalancing to the campaign.

In any case, this is where the characters are finally reunited with their possessions; it represents a real coup, and the players are likely jubilant. Some items may prove a liability to the party, in spite of their use-

fulness, especially if the players wish to keep their characters anonymous (assuming they have taken the sahuagin form). The sea devils generally do not employ shields, metal armor, helmets of any kind, cloaks, or robes. Anyone using such equipment draws considerable suspicion. The characters would be well advised to tote such equipment in bags or nets. Use your discretion to decide what other equipment could draw unwanted attention within the city.

A search through the entire morass of confiscated items is almost fruitless; the bags are empty, the chests broken, and all the fabric of the strange garments and leather harnesses rotted and frayed. However, one item remains that could prove invaluable to the characters: an *amulet of understanding*. The amulet is a two-sided cameo that shows a hand cupping an ear on one side and a mouth on the other. The command word, "hearken," is inscribed on the edge. The item allows any wearer to cast a *tongues* spell as a 12th-level caster until the amulet's charges are exhausted; it currently has 11 charges. Characters whose sahuagin disguise has so far suffered through failure to understand the native tongue of their foes can now breathe easier.

22. Secret Exit

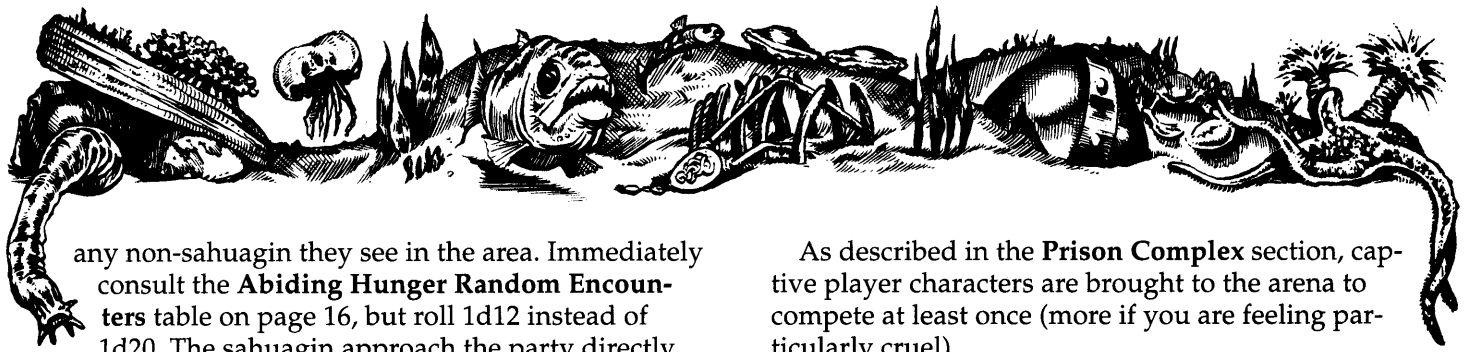
This empty chamber appears to contain nothing of any interest to the party, but the northwest corner has the secret exit Lachlanisoraan mentioned to the group in **The Story Unfolds** section.

The sea devils placed the secret door here as part of the cruel mind games they play with their captives. The portal opens onto a natural passage that leads to a secluded alley in the city, just Priestess Lachlanisoraan says it does. The sahuagin delight in allowing captives to "discover" the secret door in some fashion (usually by planting a map on a combatant in the arena), then arranging for a maze swim. The sea devils lie in ambush near the alley, delaying their attack as long as possible so that their opponents think they've successfully escaped.

Priestess Lachlanisoraan knows where the tunnel exit is, but has never been allowed to explore the tunnel or the prison maze. She correctly guessed the secret door lies in a corner of the prison maze after studying old construction records kept in the temple.

The door is not well hidden, and if the party searches the room's west wall for secret doors they find the portal.

Passing sea devils take little notice of the party emerging from the alley if the characters are disguised as sahuagin; however, they're instantly suspicious of



any non-sahuagin they see in the area. Immediately consult the **Abiding Hunger Random Encounters** table on page 16, but roll 1d12 instead of 1d20. The sahuagin approach the party directly.

Common warriors are merely curious, but sea devils of higher rank demand an explanation. A party that contains at least some characters disguised as sahuagin can talk their way out of the confrontation by explaining that the non-sahuagin are slaves working on a maintenance crew or "escaped" prisoners who have been caught. In the latter case, however, the passersby expect to see the prisoners returned to the arena, and raise the alarm if the party does something else.

ARENA

Read or paraphrase the information presented below to the players when they are brought out to the arena to compete:

The clear water reveals a massive arena of level stone, the periphery of which is lit by globes of green light, casting the area in a wan, unsettling illumination. The eastern portion of the arena is pocked with dozens of shafts, each at least twice as wide as a human is tall, from which shadows dance and twist. Near the center is a long, narrow field upon which several figures fight amid clouds of silt and bubbles stirred up from the arena floor. To the north of this battle area is a huge dome of transparent material which appears to hold air. To the south of the field of conflict, a tube-like structure at least a hundred feet long lies upon the ground. The tube is open at both ends and its walls are perforated with small holes. Dozens of sahuagin guards stand on the sides and top of the tube, ready with spears and other implements to make a trip through the tube a gauntlet of death. The western portion of the arena holds a subtle concavity, pierced in the center with a dark shaft. Black tentacles wave and slither from this terrible orifice. Lining the arena is a deep groove, in which sharks race in a never-ending circle.

North of the arena floor rise row upon row of stone seats, creating a vast amphitheater, possibly large enough to seat the entire population of this sahuagin city. Currently, hundreds of sahuagin are seated or swim just above the stone blocks watching the entertainment below, calling, pounding, and screaming with a terrible clamor, each anxious to see a rousing melee, and together intent on witnessing a savage sea of blood.

As described in the **Prison Complex** section, captive player characters are brought to the arena to compete at least once (more if you are feeling particularly cruel).

When player characters (or any humanoid captives) are transferred from the cells in the prison maze, they are netted individually at trident and crossbow bolt point. Those who refuse to go quietly are subjected to the business ends of these implements. Airbreathers are not netted but instead placed in airtight bladders that hold enough air to get medium-sized creatures to the arena. Both netted and bagged captives are placed in a secondary opaque bag, so that the guards' route through the maze is concealed from the prisoners.

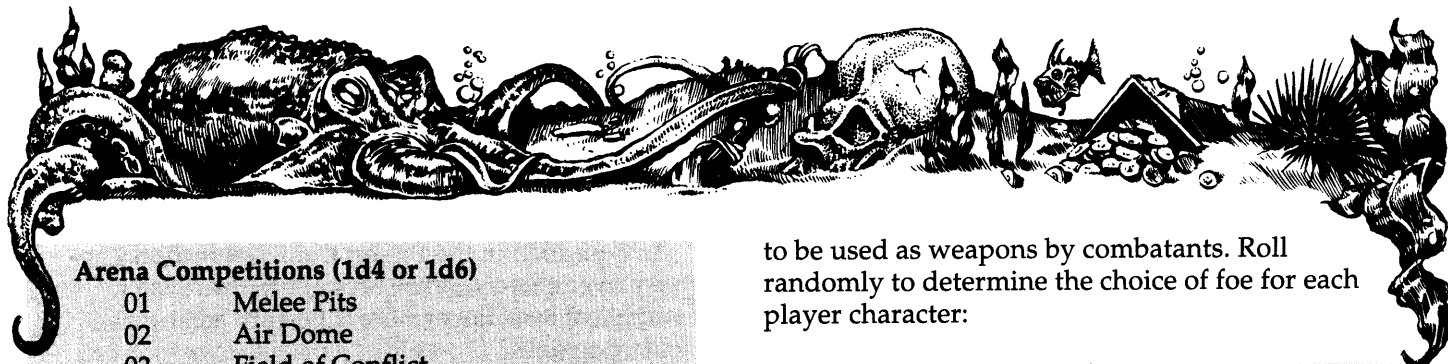
Captives are taken through the maze, up to the garrison dome of the prison complex, then out through a special corridor that opens directly into the arena (see map 6).

Once a prisoner arrives in the arena, guards draw lots to determine what competition the captive is slated for. You can roll on the table to randomly determine the fate of each, or may simply choose a competition for each PC as best suits the abilities of the character (and player) in question. Although there are six possible competitions listed on the table below, only four of them offer player characters any real chance to survive; roll 1d4 when determining the fate of each PC contestant (NPCs might not be so lucky).

All the competitions except for those taking place in the air dome require airbreathing contestants to choke down a dose of *elasmobranchuvor* as supplied by the guards (holding the air bag so that the opening lies on the bottom, and passing the bladder up to the hands of a prisoner).

If at any time prisoners try to make a break for it during a competition, a contingent of 25 sahuagin guards surrounding the periphery of the arena immediately moves to subdue the escapees. Even more disheartening, the rules of the arena allow spectators to chase down escaping prisoners as if prey. While the guards try to recapture fleeing characters, the spectators (all 100-200 of them) are only interested in free meals.

Player characters who are victorious in their competitions are transported back to their prison cells in the same manner in which they were brought to the arena. Characters who lose their particular contests also lose their lives.



Arena Competitions (1d4 or 1d6)

- | | |
|----|----------------------|
| 01 | Melee Pits |
| 02 | Air Dome |
| 03 | Field of Conflict |
| 04 | Gauntlet |
| 05 | The Pit (NPC only) |
| 06 | Shark Run (NPC only) |

1. Melee Pits

Each pit measures 15 feet in diameter and is 20 feet deep. The floor of each of these shafts holds an inset globe filled with a light-producing gel. A strong net can be easily removed and reattached to the pit's top by attendant guards.

Characters chosen to compete in the melee pits are each closed into separate pits with young sahuagin warriors. The guards drop two daggers into the center of the pit through the ceiling netting; this is the signal to begin. The contestant who emerges alive to the accolades of the crowd is the winner; for a young sahuagin winning equates with accumulated honor, for a prisoner winning means that he can look forward to more contests in the future. On occasion, sahuagin choose to settle challenges between themselves within a melee pit.

During a conflict in a confined melee pit, blood and silt begin to fog the water; for every two rounds of combat, a player character suffers a cumulative -1 attack penalty up to a maximum of -4 (Dexterity bonuses to Armor Class also bleed away at -1 per round), but the character's sahuagin opponent ignores the penalties, thanks to its superior senses.

Young Sahuagin (1 per character): HD 2; hp 8 each; THAC0 19; #AT 5; Dmg 1d2/1d2/1d4/1d4/1d4 (claw/claw/bite/rake/rake); SW bright light harms eyes, -2 saving throw penalty vs. magical fire, suffer one extra point per die of magical fire damage, -2 saving throw penalty vs. light-based attacks; SZ M (5' tall); ML Steady (12); Int High (13); AL LE; XP 175 each.

2. Air Dome

Normally, the air dome holds competitions between the plethora of airbreathing captives; however, with the recent transfer of most of the humanoid air-breathers to Ger'ulistaa's labs, the choice of competitors is limited. Guards drag characters chosen to fight in the air dome up into the area through an open water lock beneath the dome. A collection of clubs and other blunt objects lie scattered upon the floor of the dome

to be used as weapons by combatants. Roll randomly to determine the choice of foe for each player character:

Air Dome Competitors (d4)

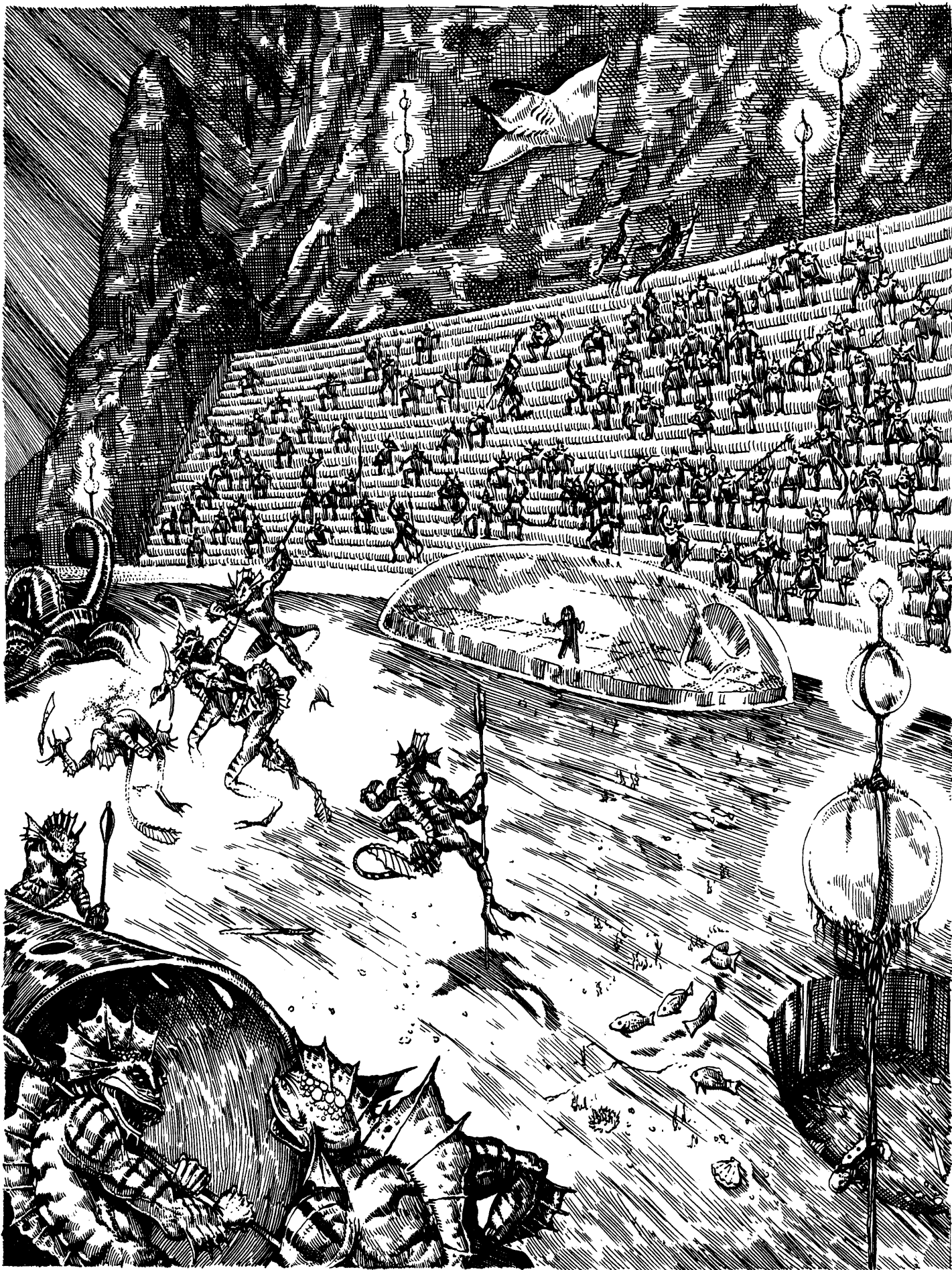
- | | |
|----|--|
| 01 | Casswell (see Prison Complex room 1A) |
| 02 | Vertigus (see Prison Complex room 1B) |
| 03 | A young sahuagin (see Melee Pits) |
| 04 | A fellow party member (roll randomly) |

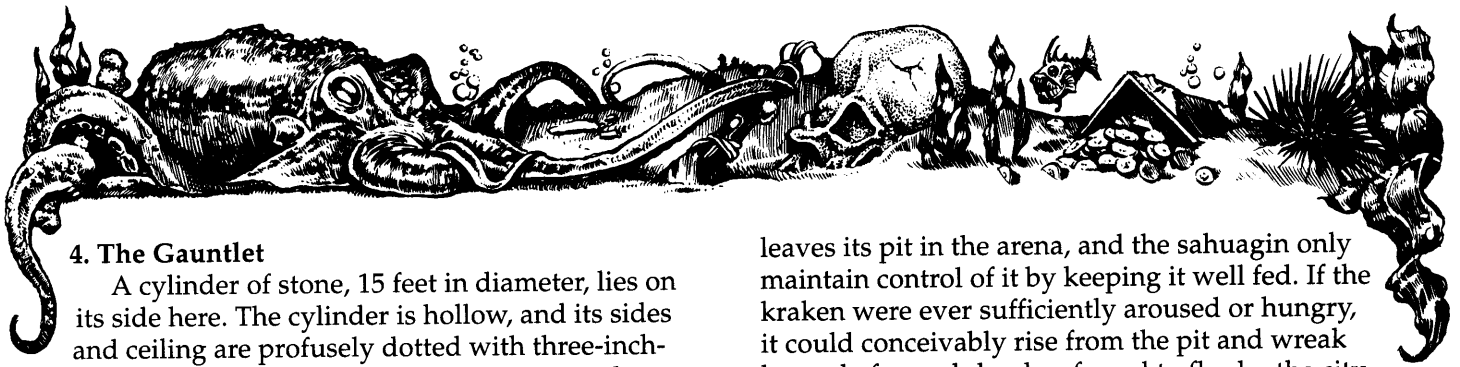
Characters who refuse to fight against NPC foes are attacked anyway. Player characters who absolutely refuse to fight each other are threatened a few times, but eventually four brave young sahuagin enter the dome to fight the two characters jointly.

The inner periphery of the dome's stone floor holds small holes that connect this chamber to a lower level of the same dimensions. The lower chamber is half filled with seawater. A unique variety of seaweed grows thickly on the surface of the dark water, replacing carbon dioxide with oxygen. The plants accomplish this in the absence of direct sunlight. Instead, clusters of the glow globes filled with luminescent gel float upon and under the surface of the water, providing sufficient energy for the hardy seaweed to survive, and in turn, provide life-giving oxygen to airbreathing competitors above. The sea devils discovered this plant only recently, and have not yet managed to replace the sun-loving plants in the room 2 of the prison complex with it.

3. Field of Conflict

Characters chosen for this competition fight in the open water with spears provided by their guards. Usually, the sahuagin like to see a large number of smaller creatures fight one or two more powerful creatures, but the sea devils currently have no such opponent available. A player character chosen for this combat is usually allied with Gianluca the marine ogre (see the **Prison Complex**, room 7C). The character and Gianluca are pitted against six locathah (from room 8 of the **Prison Complex**). If the character and the ogre are victorious, the marine ogre from that time on regards the character as an ally, although Gianluca may not hold the rest of the party in a similar regard. Gianluca is inclined to betray the party in the event that he joins the characters in an escape attempt (see page 23), but he will not do so if his ally is alive and part of the group.





4. The Gauntlet

A cylinder of stone, 15 feet in diameter, lies on its side here. The cylinder is hollow, and its sides and ceiling are profusely dotted with three-inch-diameter holes, perfectly sized for stabbing with a spear. A sahuagin warrior is stationed every 15 feet along the entire length of the gauntlet (a total of 13 sahuagin), alternately on the left, right, or top of the tube with spear in hand ready to bedevil any who pass through the structure.

The sahuagin shove characters into the east end of the tube. Once victims enter the gauntlet, a phalanx of guards cover the east end; the only way out is through to the west.

A gauntlet swimmer must evade at least 13 spear attacks (more if the character doesn't keep moving) to make it out the other end. Each gauntlet tender attempts to hit the passing character with a THAC0 of 20 (spearing a moving target, even though unarmored, through a three-inch hole is not easy), inflicting 1d4 points of damage with a successful hit. Each spear is long enough to reach the opposite side of the tube, and at least one sahuagin can spear the character no matter where he or she goes.

Characters who emerge alive from the west end of the tube have achieved victory conditions, and are eventually transferred back to their cells.

5. The Pit

This submerged bowl, 75 feet across, holds a deep pit in the center; the pit has a diameter of almost 20 feet and a depth of more than 100 feet. Stone pillars appear at intervals around the bowl, each holding a leg manacle. The competition starts when one or more captives are chained to the pillars and each given a small dagger. Noise from the crowd is sufficient to draw the attention of the creature that lives in the pit (a kraken), which extends its tentacles over the lip, and begins to quest toward the bound captives.

The "fun" begins when the first tentacles reach a captive, who must hew at them with a puny dagger to stay safe. Unfortunately, pain only draws ever more tentacles, until finally, the captive is overwhelmed, and the kraken is able to get a good enough grasp on the captive to forcibly pull the victim from the leg manacle and thence down into the pit where the creature feeds on its prize.

It is remotely possible that a captive might contain enough life yet to take the battle to the oversized, many-tentacled kraken, but this has never happened in all the time of its residence in the arena. The kraken (of unusually low intelligence for its kind) never

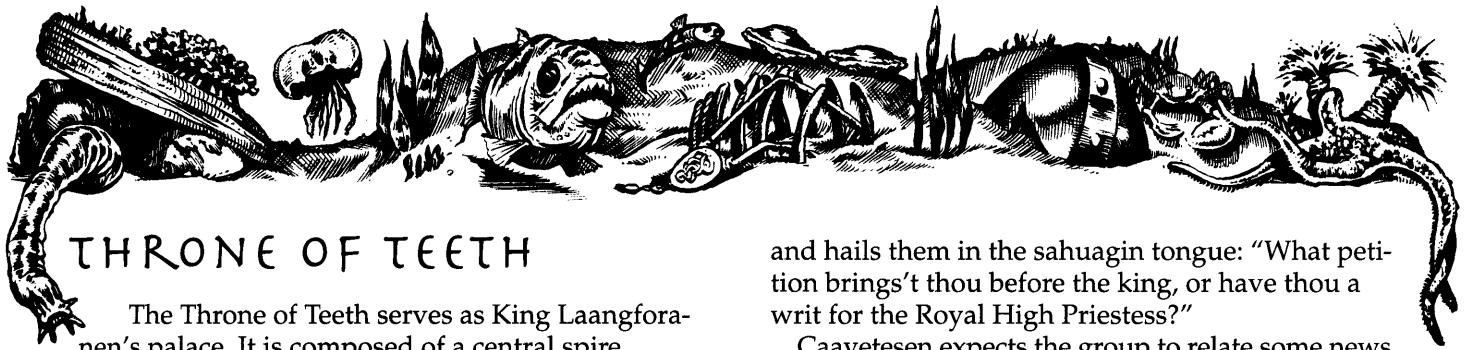
leaves its pit in the arena, and the sahuagin only maintain control of it by keeping it well fed. If the kraken were ever sufficiently aroused or hungry, it could conceivably rise from the pit and wreak havoc before subdued or forced to flee by the city populace.

Kraken: AC 5/0; MV Sw 3, Jet 21; HD 20; hp 120; THAC0 5; #AT 9; Dmg 3d6 (x2)/2d6 (x6)/7d4 (barbed tentacle (x2)/normal tentacle (x6)/beak); SA Constriction; SD Poisonous ink; SZ G (90' long); ML Fanatic (18); Int Low (5); AL NE; XP 14,000.

6. Shark Run

A groove, 10 feet wide and 10 feet deep, runs around the periphery of the entire arena. Tough nets cover, but do not obscure, the groove. A pair of large sharks constantly swim the run in a clockwise direction. Those unfortunate enough to be chosen to run with the sharks are placed within the recessed track through a temporary opening in the net. The sharks, which are trained to swim in only one direction, immediately sense they have a visitor on the track, and begin to race at their full movement rate around the groove. The competitor's only chance is to begin swimming around the track to escape the oncoming beasts (some marine races have swimming movement rates that make this a real possibility). This race is a particular favorite of the crowd, but unfortunately for the participant, the race only ends when the prey is caught.

Giant sharks (2): AC 5; MV Sw 18; HD 11; hp 65, 66; THAC0 10; #AT 1; Dmg 4d4 (bite); SA Swallow medium sized creatures whole on attack roll 4 greater than minimum to hit; SZ H (17' long); ML Steady (11); Int Animal (2); AL N; XP 2,000 each.



THRONE OF TEETH

The Throne of Teeth serves as King Laangforanen's palace. It is composed of a central spire, around which are situated several tall thin monoliths of white stone that resemble nothing so much as very large teeth. Beneath the central spire lies a moderately sized underground complex housing the king and his seat of power.

The outer central spire (see map 1) is constructed of perfectly cut blocks of stone, five feet thick. Its circular shaft rises 180 feet from the sea floor, and it has a diameter of 40 feet. The outer walls of the spire are coated with mother-of-pearl that shines with a pink glimmer in the ambient light of the many glow-globes that are mounted along the sides of the tower in radial lines of luminance.

The only entrance to the central spire (and the complex below) is at the spire's top. The tower is almost completely hollow, with four chambers stacked top to bottom. Circular openings, about 10 feet wide, in the chambers' floors and ceilings provide continuous passage throughout the spire.

Although very powerful sahuagin inhabit the Throne of Teeth (some of the oldest living sahuagin, in fact), there are relatively few sahuagin within the palace. The reason for this seemingly incautious situation lies in the king's confidence in his own abilities to defend himself in the unlikely event of an attack; after all, most enemies would have to fight thousands of sahuagin and hundreds of sharks to finally gain entry to the palace. The concept of sahuagin posing a threat is not a contingency that has been calculated into the Throne's defense. The oversight provides the characters their one chance at penetration and survival.

1. PALACE ENTRY

A force of 10 sahuagin warriors keeps a constant vigil over entry to the spire. The group's leader, a royal guard named Caavetesen, allows sahuagin priestesses and nobles to pass. He denies entry to lesser sahuagin unless they bring worthy petitions to be heard by the king or royal high priestess. Caavetesen decides each petition's worthiness, and his stern demeanor leaves little room for petty concerns.

The guards are quick to note any enemy coming within 200 feet of the spire and raise a general alarm if they spot non-sahuagin in the area. If the characters have assumed sahuagin guise, the guards do nothing unless they come within 20 feet of the spire's top. If they do, Caavetesen rises to his full height of eight feet

and hails them in the sahuagin tongue: "What petition brings't thou before the king, or have thou a writ for the Royal High Priestess?"

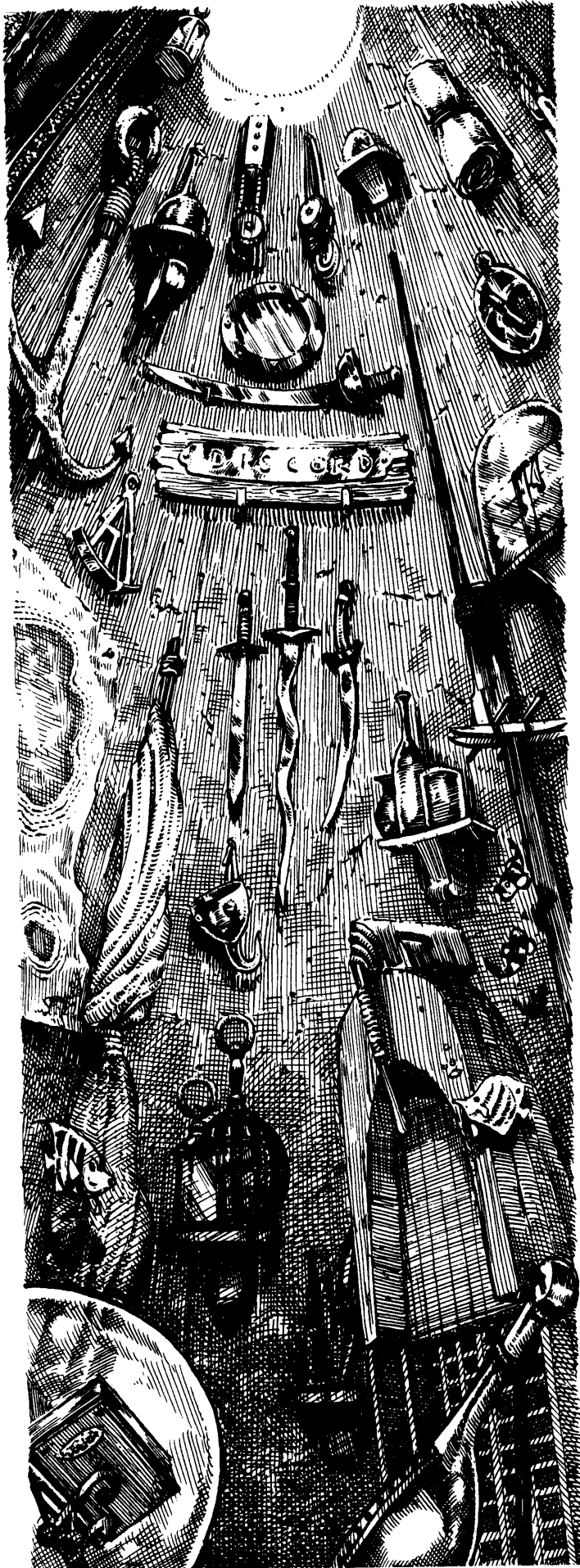
Caavetesen expects the group to relate some news, grievance, or other official business that merits the attention of the king or the high priestess. It is up to you to decide if the party's petition is approved or not. Caavetesen doesn't judge petitioners too harshly. Caavetesen's main job is to guard against attack; his duties as a gatekeeper are mostly ceremonial. In any case, the royal guard knows that both the king and the royal high priestess reserve the right to eat those who bring petty matters before them. If that happens it's no scales off his hide. Caavetesen lets the PCs pass unless they do something to make him think they're not really sahuagin (such as speaking in the common tongue or refusing to answer his challenge). Caavetesen expects brief—and humble—statements of purpose; verbose entreaties, boasting, or threats trigger an attack. The characters can pass most easily if they claim to seek permission to hunt or pretend to bring gifts for the king or royal high priestess. In the latter case, the party must show the gift to Caavetesen. The royal guard knows the bearer will be eaten if the bauble proves unsuitable, but lets the group pass anyway (though he may smirk).

If Caavetesen approves the party's petition, he hands someone a mother-of-pearl chit with the seal of the king or royal high priestess inscribed upon it, instructing the characters to pass within to the hall of reception where they can await the grace of the king's court.

If Caavetesen denies the party's petition, he cries, "Be off with thee; I'll not have the king's ears sullied with such petty concerns!" The characters should probably heed this warning unless they wish to become embroiled in a battle here. This is not a good place for a fight; besides the guards posted here, the circling sharks above, the various garrisons of the city, and reinforcements from within the palace itself would soon crush the group.

The uppermost chamber's ceiling is open to the water, and the floor contains a shaft leading down to room 2. The walls are hung with utility mesh that holds a variety of spears, tridents, crossbows, and octopus-ink bladders.

Sahuagin warriors (10): AC 5; MV 12, Sw 24; HD 2+2; hp 18 each; THAC0 19; #AT 4; Dmg 1d4/1d4/1d4/1d6+1 and poison (rake/rake/bite/trident); SA poison inflicts 5 points of damage with successful save or 10 points and loss of consciousness with failed save; SW bright light harms eyes, -2 saving throw penalty vs. magical



fire, suffer one extra point per die of magical fire damage, -2 saving throw penalty vs. light-based attacks; SZ M (6' tall); ML Steady (12); Int High (13-14); AL LE; XP 175 each.

Royal Guard Caavetesen: AC 5; MV 12, Sw 24; HD 9+9; hp 45; THAC0 11; #AT 5; Dmg 1d6/1d6/1d10/1d10/1d10 (claw/claw/rake/rake/bite); SW bright light harms eyes, -2 saving throw penalty vs. magical fire, suffer one extra point per die of magical fire damage, -2 saving throw penalty vs. light-based attacks; SZ L (8' tall); ML Steady (12); Int High (14); AL LE; XP 3,000.

2. SEASCAPE

This intermediate chamber at first seems empty and unimportant. It has rough walls covered with a many-hued design. Anyone studying the walls can recognize the design as a map of the sea floor if he or she makes a successful Wisdom check.

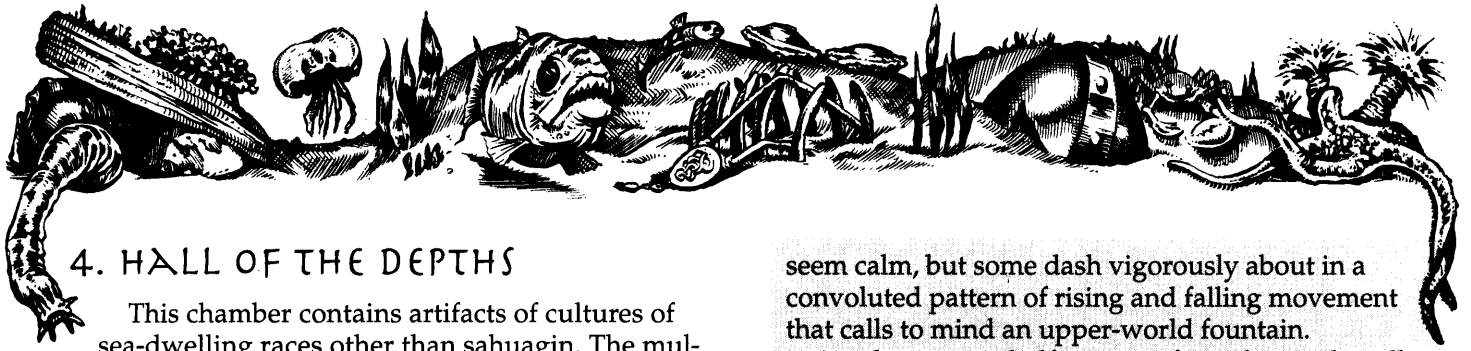
While the map includes some fanciful elements picked out in pearl and gold (large sea monsters and sharks for the most part), it accurately depicts all relevant features of the sea floor within a few hundred miles of the City of Abiding Hunger. The huge chasm, the Unfathomed Deeping, is shown extremely close to the city, and a fanciful eel of great length lies coiled within its depths.

3. HALL OF THE WORLD ABOVE

This vertical passage holds hundreds of items arranged artfully upon the surrounding walls; all the objects have been salvaged from surface ships and coastal cities. The collection includes sails, wheels, rowboats, anchors, swords, a ballista, a spyglass, a compass, lanterns, maps, books (assorted works relating to weather at sea), musical instruments, a pegleg, a ship's name, the "Discord," inscribed in brass, and more, are arranged artfully down the passage. The sahuagin treat the items as artifacts from an alien world. What is remarkable about the items is not their number but their quality; every salvaged piece that appears here has been maintained in pristine condition through preservative means ranging from grease to airtight glass globes (these house paper products).

If the characters espy an interesting item and attempt to retrieve it, they'll have to explain themselves to Veet'thramen, the royal guard currently responsible for tending the collection. This duty can become tiring, and Veet'thramen spends much of his duty time conversing through shouts up to Caavetesen in room 1 and down to Donaalach in room 4.

Royal Guard Veet'thramen: HD 9+9; hp 37; THAC0 11; all other statistics identical to Caavetesen of room 1.



4. HALL OF THE DEPTHS

This chamber contains artifacts of cultures of sea-dwelling races other than sahuagin. The multifarious items here are arranged in the same manner as described above, and include: locathah eggs, sea elf harps, dolphin skeletons, ixitxachitl runes carved in stone, triton sculpture, orca jaws, and more. Because the items here are generally resistant to immersion in water, the sea devils can devote less attention to their welfare. Donaalach, the royal guard assigned to the chamber, is mostly responsible for monitoring access to the lower portions of the palace.

The floor in here contains a typical sahuagin door that opens upward. Donaalach always floats within 10 feet of the door. He allows passage only to those sahuagin who have the proper chit from room 1.

Beyond the door, the party finds a marble-lined shaft that descends 40 feet to the ceiling of room 5.

Royal Guard Donaalach: HD 9+9; hp 40; THAC0 11; all other statistics identical to Caavetesen of room 1.

5. VESTIBULE

This chamber is lined with white marble containing ebony streaks. Globes of luminescent gel hang in the four corners of the room. A shaft in the ceiling connects to room 4 in the upper spire. An arch to the east opens directly into a much larger chamber, room 6. The arch is ornately carved with a swirl of sharks and sahuagin bearing spears, apparently hunting a very large orca whose tail serves as the keystone of the arch.

6. PALACE RECEPTION

The floor and walls of this spacious chamber are tiled with slabs of shiny obsidian alternating with slabs of what seem to be pearl, each square slab is almost as tall as an elf. Dozens of small luminescent globes hang from the ceiling. The light of each globe alone is small, but all together the arrangement resembles the stars in a night sky.

The center of the chamber holds a large marble sculpture depicting two sahuagin facing each other, perhaps 10 feet apart, with a billowing net, also carved from stone, stretched between them. Dozens of fish swim freely within the net. Most of the fish

seem calm, but some dash vigorously about in a convoluted pattern of rising and falling movement that calls to mind an upper-world fountain.

Another statute half emerges from the north wall; the front end of a giant shark whose mouth appears to serve as a door to other chambers.

The east wall is pierced by tall arch that opens onto a hall. The archway's frame resembles a horde of sea devils boiling up from the depths. An upper-world ship serving as the keystone appears to be the object of this hunt.

On the south wall is a set of wide doors carved from obsidian. Floating near the door is a large sahuagin who appears to be eyeing you carefully.

The boxed text adequately describes most of the contents of the chamber. The living fountain contains fish that have been bred to swim in a fountain pattern for an hour followed by two hours swimming normally; at any given time, at least a few of the fish swim in the pattern while the others rest.

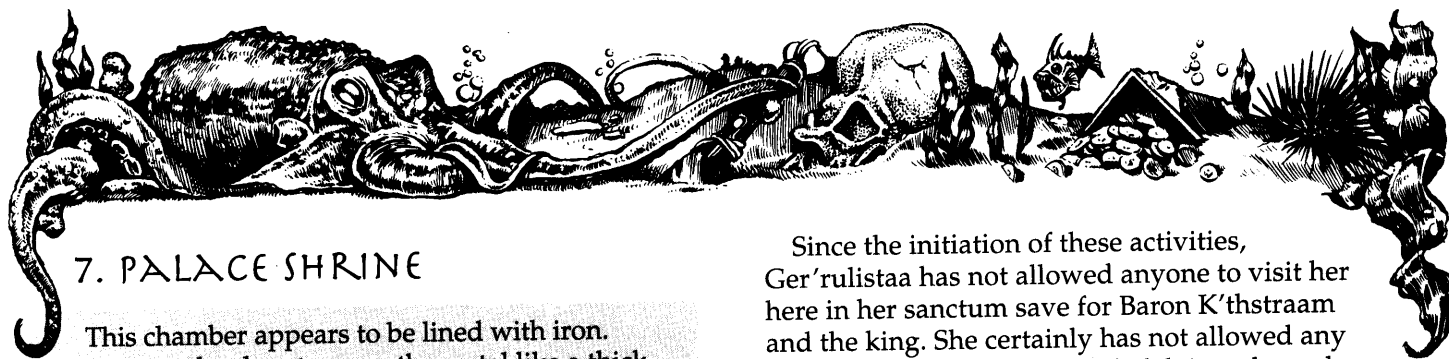
The shark statute on the north wall leads to Ger'ulistaa's chambers, and is likely the target of the party's initial attentions if the characters are acting on the information Lachlanisoraan gave them.

Before the group can make too much of an inspection of the chamber, the royal guard Naagethesen moves to question the strange sahuagin who have entered his ward. If the party has obtained a petition chit from Caavetesen, Naagethesen directs them to the appropriate doorway (north for the royal high priestess and south for the king).

The secret door in the southwestern portion of the room is barred from the south side; no keyhole exists to pick the lock.

If the characters first ask to see the priestess, but then return after only a short time and ask to see the king, Naagethesen becomes suspicious and attacks, calling loudly for backup. Each round the battle lasts, the royal guards posted in rooms 3 and 4 have a 25% chance to respond. In any event, Maantikuk in room 24 notices the disturbance and automatically investigates after three rounds. Maantikuk might turn out to be an ally for the party (see page 39).

Royal Guard Naagethesen: HD 9+9; hp 37; THAC0 11; all other statistics identical to Caavetesen of room 1.



7. PALACE SHRINE

This chamber appears to be lined with iron. Brown and red rust covers the metal like a thick layer of algae. The north wall holds an object that has the shape of a huge set of shark's jaws, but it sports a thick layer of rust just like the rest of the chamber. The wall beyond the rusted jaws contains a large hollow that holds a small heap of pearls.

This small shrine once provided a place for the king, visiting princes, and other important guests of Laangforanen to pay their respects and offer sacrifice to Sekolah if they so desired. The hollow visible through the jaws not only served as a place to collect offerings, but also provided a passage to the chambers of the royal high priestess and her retinue through the secret door in the rear. To show her respect for Sekolah, the previous royal high priestess had the chamber's walls and the shark jaws plated with iron, which is hugely difficult to work and preserve under water. The effort required to maintain the chamber equaled devotion to Sekolah in the priestess's mind, and for over a century this chamber was preserved in metallic purity.

Things have changed now. The psionic insinuation of the Deep Mother's influence (see page 52) cast a pall over the minds of both King Laangforanen and the Royal High Priestess Ger'rulistaa. The king has become an active puppet of the anguillians, and Ger'rulistaa was tempted out of Sekolah's fold. Where one might have corrected the lapse of the other, both together have fallen from Sekolah's grace, and have also failed to preserve the sanctity of this chamber.

8. GER'RULISTAA'S LABS

When devotion to Sekolah was still strong, rooms 8 through 16 served to house a retinue of priestesses whose piety marked them as deserving a period of residence in the presence of the royal high priestess.

This particular chamber served as a classroom and public meeting area. Here, the royal high priestess passed on her ancient lore of Sekolah to her rapt underlings; however, some months ago Ger'rulistaa abandoned the old practice.

The side chambers lining this stone hall once housed visiting priestesses on retreat; they now hold the fruits of Ger'rulistaa's Deep-Mother-inspired obsession with profane research into avenues of lore previously shunned: anguilmancy, food preservation, necromancy, and worse.

Since the initiation of these activities, Ger'rulistaa has not allowed anyone to visit her here in her sanctum save for Baron K'thstraam and the king. She certainly has not allowed any still-devout priestesses of Sekolah into these chambers. Ger'rulistaa's self-imposed seclusion aroused Lachlanisoraan's suspicions and led her to offer assistance to the party.

9. STUDIES IN EXSANGUINATION

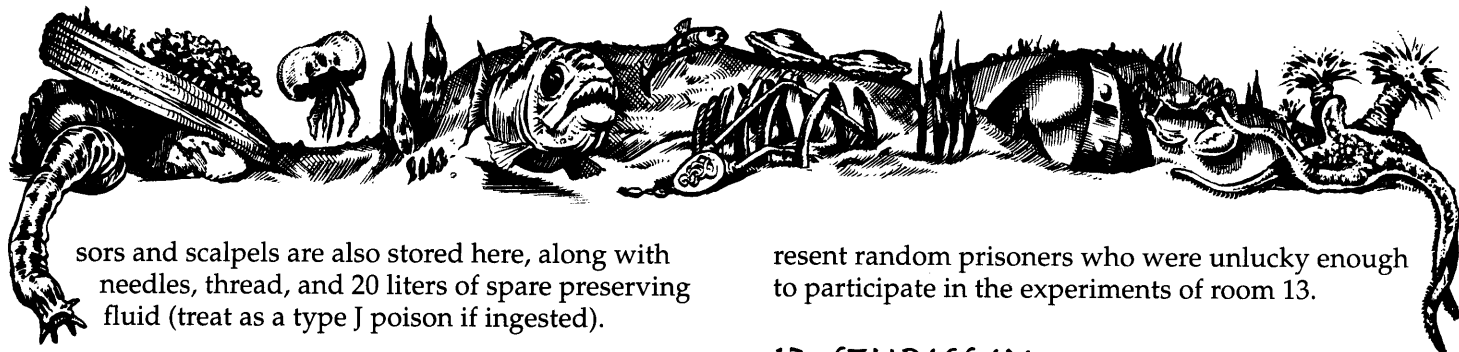
This deep alcove holds a stone bench complete with fibrous manacles ideal for holding humanoid subjects prone. Mounted at the head of the stone bench is an apparatus composed of a bellows, tubes, and two large bladder reservoirs. One of the bladders currently holds more than 20 liters of blood drained from eels, while the other bladder is empty. Ger'rulistaa uses this chamber to experiment on sea-dwelling and airbreathing captives alike, replacing their blood with preserved eel fluid. Such tampering usually results in death for the subject; however, lately Ger'rulistaa has begun to introduce components into the eel blood that allow the subject to live, at least for a bit.

The eel blood currently stored in the apparatus represents Ger'rulistaa's latest recipe, and characters foolish enough to willingly undergo the transfusion (or if captured by Ger'rulistaa and forced to undergo the procedure), survive without harm. In the coming days, subjects begin to develop eel-like features, until over a period of one month characters transform completely into anguillians, losing all memories of former life. Only monthly donations of fresh blood from those of the same race (or a *remove curse* spell cast at the 10th level of ability once month) hold the transformation in check. A *wish* or *limited wish* halts the transformation entirely, as does a *restoration* spell.

10. DISSECTION

This alcove contains a stone bench and manacles similar to that described in the previous entry. A long shelf set about head high to a human runs along the alcove's three walls. Stone vessels and transparent bladders lie on the shelf. The containers hold internal organs suspended in blue fluid. If the party feels inclined to inventory all the pieces stored here, they discover the all major organs of a human, including rolls of skin.

Beneath the high shelf, a smaller shelf set at waist level contains a variety of cutting implements cunningly fashioned of rock and shell. A few metallic scis-



sors and scalpels are also stored here, along with needles, thread, and 20 liters of spare preserving fluid (treat as a type J poison if ingested).

resent random prisoners who were unlucky enough to participate in the experiments of room 13.

13. STUDIES IN ELECTROMAGNETISM

One of the things that most excites Ger'rulistaa in her recent researches into eel attributes is their ability to produce electrical effects. Ger'rulistaa has equipped this chamber with a stone bench similar to the one described in room 9. A glass globe is mounted at the head of the bench. Inside the globe, a marine eel lies in magical stasis, tightly coiled to fit its environment. Metallic leads are attached to the globe's surface, almost as thick as hair on a human head. The myriad wires have been gathered into three thick cables that lead to three separate devices: a metallic head band and two metallic gloves. If someone places the three devices upon the head and hands of a single individual, the contraption sparks into life.

With this apparatus, Ger'rulistaa sought to artificially incorporate the ability to generate electrical effects in creatures that did not normally possess such abilities. The device actually does impart a significant electrical charge to any creature hooked to it. Creatures immune to damaging effects from electricity suffer no harm. Subjects who do not have such resistance at first seem fine as well, if a bit jumpy. However, 1d10 hours later, the stored electricity erupts within the victim, causing the being to explode. The victim dies with no saving throw; everyone within a 10-foot radius of the victim suffers 2d6 points of damage from the mass of burning, fleshy debris. A *remove curse* spell or successful *dispel magic* spell vs. a 12th-level effect removes the charge.

14. NECROMANCY TOO

Although Ger'rulistaa has been focusing the majority of her time in the study of eels and eel-related subjects, her schedule is not so busy that she is unable to investigate something that has always fascinated her: necromancy. To this end, Ger'rulistaa has captured a velya (a marine vampire). Many of the priestess's subordinates died capturing the creature and bringing it here.

Blessed arm and leg manacles keep the creature pinned to the ceiling, helpless and unable to use any of its special abilities. In its natural form, the velya resembles a blue-skinned humanoid with gills, clawed hands and feet, and a wild mane of blue-black hair.

Ger'rulistaa's constant prodding, poking, cutting,

11. THE EELS HAVE IT!

The western 20 feet of this deep alcove has been walled off with a very tough, transparent, and electrically insulated membrane. A "zipper" of sorts allows entry into the water-filled chamber beyond. Of course, that would mean sharing the space with the 10 hungry eels that currently writhe through the water here, ever eager for their next scrap of food.

Ger'rulistaa caught and penned these eels here when her obsession with the animal first started. Since then, she has moved on to more interesting (and sinister) projects, but she still likes to feed the eels here with choice portions of those subjects of other experiments who failed to make the cut.

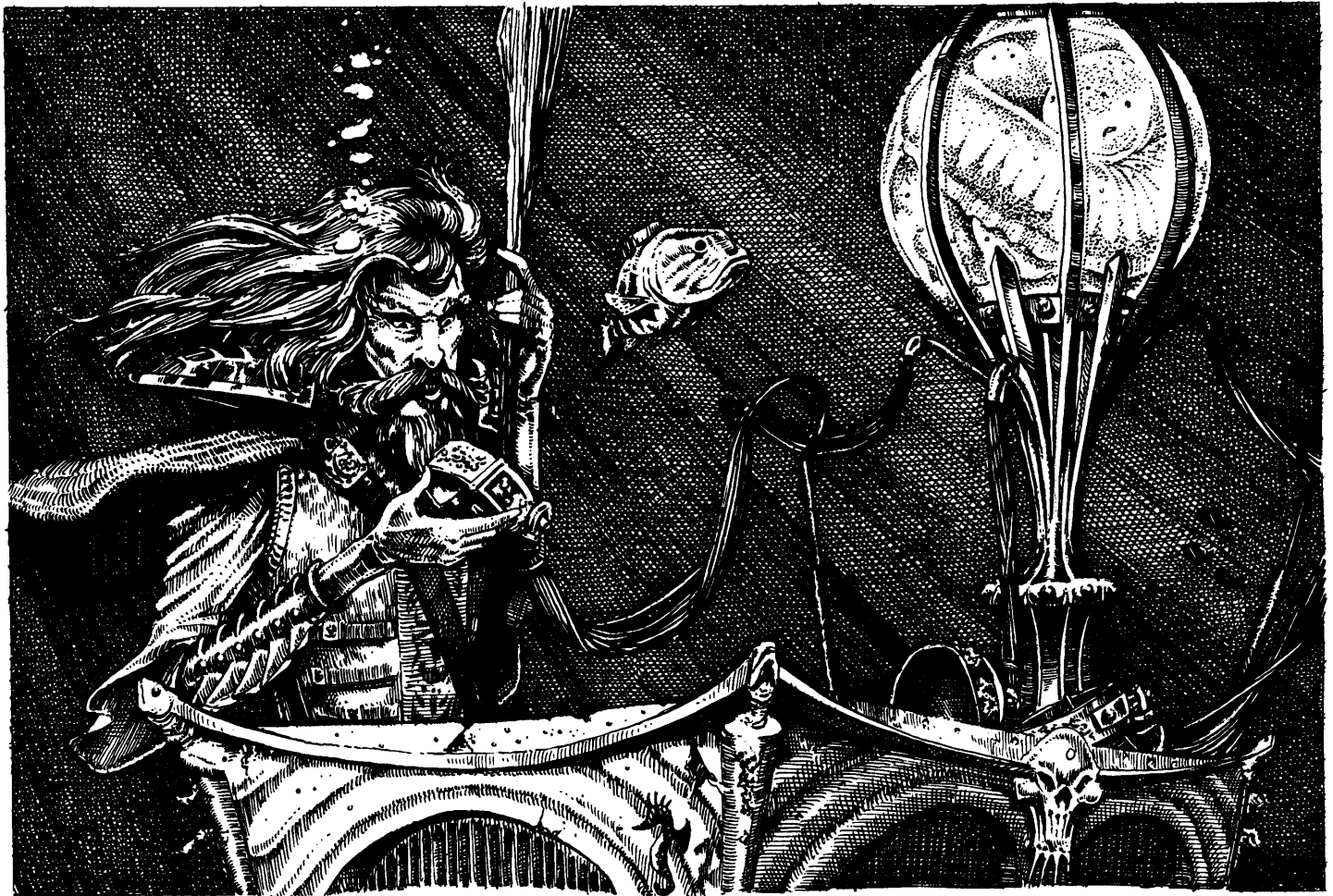
The zipper apparatus is quite crude, and requires a successful Wisdom check at a -5 penalty to operate without causing it to get stuck. For Ger'rulistaa, this is only a minor irritation, as the eels are accustomed to her. The eels are not quite so forgiving to others, and come rushing out of their open enclosure *en masse* if anyone else opens the membrane; it's time for supper! If the zipper doesn't get stuck, a character can try to close it before all the eels get out (roll 1d10 to determine how many escape). Otherwise, all 10 eels dash out and attack.

Marine eels (10): AC 6; MV Sw 9; HD 6; hp 24 each; THAC0 13; #AT 1; Dmg 3d4 (bite); SA electrical discharge in 15' radius inflicting 6d6 points of damage within 5', 4d6 points within 10', and 2d6 points within 15', victims must save vs. paralysis to avoid stun for a number of rounds equal to damage sustained; SD immune to effects of electricity; SZ M (4' long); ML Average (9); Int Animal (3); AL N; XP 420 each.

12. OOPS!

The eastern portion of this alcove contains a real mess. A humanoid skeleton (perhaps more than one) appears to have detonated here in a superheated blast, sending bony fragments inches deep into the floor, walls, and ceiling. Blackened chunks of what may have once been living flesh, which now resemble fused ash, litter the floor.

The remains of the victims here are not those of Lychelle and her fellow investigators, but instead rep-



and blood draining has driven the creature quite mad, although sly cunning remains. The velya is also famished for blood, which the priestess feeds it only sparingly. Characters entering the chamber see the haggard creature spreadeagled and hanging from the stone ceiling. The velya whines and begs, plaintively asking for release from its cruel bonds. If the characters break the shackles (or pick the locks on the shackles), the velya is free, and able to use all its powers as well.

Unfortunately for the party, the velya's supernatural hunger is so strong that it cannot stop itself from attacking the nearest warmblooded creature to slurp up some fresh blood.

Velya: AC 3; MV Sw 12; HD 7; hp 28; THAC0 13; #AT 1; Dmg 1d8 (touch); SA Energy drain one level with touch, shapechange (great white shark, manta ray, or current of water), song *charms* creatures within 200' that fail a save vs. spells; SD Regenerate 2 hit points a round, immune to nonmagical weapons, immune to *sleep*, *charm*, and *hold* spells, cold or electricity inflicts half damage, automatically assumes watery form if reduced to 0 hit points or less; SW Disintegrate in 1d4 rounds out of water, blocked by holy symbols; SZ M (6' tall); ML Fanatic (18); Int Average (10); AL CE; XP 5,000.

15-16. EMPTY FOR NOW

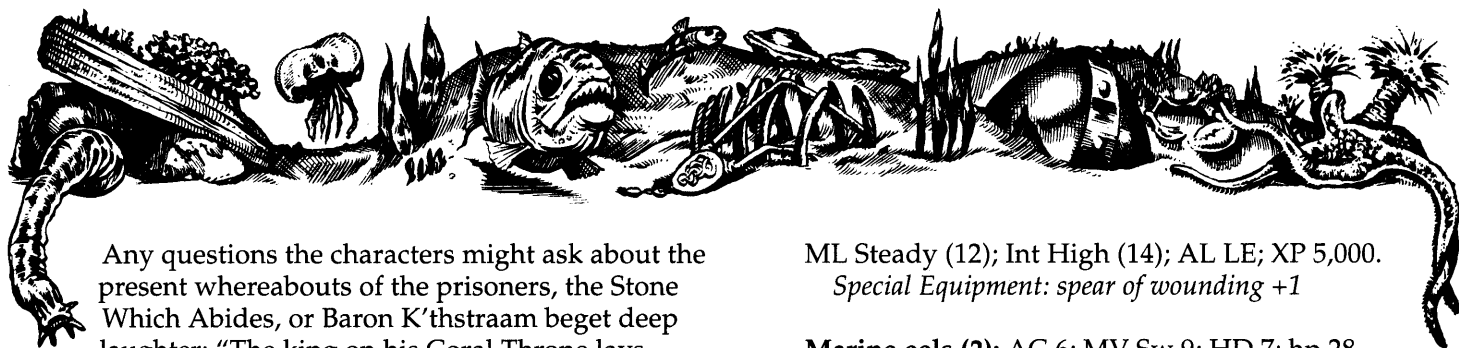
These chambers are currently empty, but stand ready to accept the next twisted experiment that Ger'rulistaa invents in her quest for arcane knowledge.

17. GER'RULISTAA'S CHAMBERS

The door to Ger'rulistaa's chamber is locked. It has a large metal knocker that the priestess keeps preserved against rust. Using the knocker brings a response in the sahuagin tongue from the priestess after 1d4 rounds, "Can I help thee?"

Unless the characters can convince the priestess within that they have just arrived directly from the king with an important message, they'll have to enter her chamber by force, giving the priestess at least one round to prepare for unfriendly visitors. Ger'rulistaa rightfully fears an investigation of her activities by the lower-ranking clergy.

Characters who have come this far on the trail of the kidnapped excavators and the Stone Which Abides may feel they are on the verge of success; unfortunately, Ger'rulistaa was forced to give over her captives to the king before she could do much experimentation upon them.



Any questions the characters might ask about the present whereabouts of the prisoners, the Stone Which Abides, or Baron K'thstraam beget deep laughter: "The king on his Coral Throne lays claim to all beneath the waves in the name of the Deep Mother!" says Ger'rulistaa.

If not already engaged in physical conflict with the characters, Ger'rulistaa launches an attack following her statement; she first uses her newly acquired ability to generate a strong electrical charge. Because of her wavering faith in her patron deity, Sekolah, Ger'rulistaa's spells have fled from her mind; however, she calls upon a few eels she keeps in her chambers as pets to aid her in bringing the characters low.

Ger'rulistaa's chamber is completely swathed in once lush kelp that has now mostly withered and perished. A few sahuagin chairs (seats with tail grooves) hang from the ceiling near a rack where several dozen knotted ropes (sahuagin books) hang. The books discuss the merits of eels and eel kin, and provide some references to the history of the anguillian race described under the **Origins** section on page 49. Note that the characters need a *comprehend languages* spell to decipher the books; not even a rogue can read them without magical aid.

A determined search through the kelp reveals an upperworld chest that is securely locked (Ger'rulistaa has lost the key). A needle trap guards the lock, but the poison on the needle has long since washed away, rendering the device harmless. The chest contains several objects of interest to the party: the skeleton of a what might be a small eel formed into a bracelet and coated in gold (worth 35 gp), 352 small pearls each worth 3 gp, 14 medium pearls worth 10 gp each, and one fist-sized pearl worth 1,000 gp. A wand lies at the bottom of the chest, unused by Ger'rulistaa due to its unpredictability; it is a *wand of wonder* with 26 charges remaining. Ger'rulistaa has recorded the command phrase, "take this," in one of her books.

Royal High Priestess Ger'rulistaa: AC 5; MV 12, Sw 24; HD 9+9; hp 72; THAC0 11 (6 with *spear of wounding* +1); #AT 4; Dmg 1d4/1d4/1d4/1d6+10 (bite/rake/rake/*spear* +1); SA electrical discharge once a day in 10' radius inflicting 4d6 points of damage within 5' and 2d6 points within 10', victims must save vs. paralyzation to avoid stun for a number of rounds equal to damage sustained; SW bright light harms eyes, -2 saving throw penalty vs. magical fire, suffer one extra point per die of magical fire damage, -2 saving throw penalty vs. light-based attacks; SZ L (8' tall);

ML Steady (12); Int High (14); AL LE; XP 5,000.
Special Equipment: *spear of wounding* +1

Marine eels (2): AC 6; MV Sw 9; HD 7; hp 28, 32; THAC0 13; #AT 1; Dmg 3d4 (bite); SA electrical discharge in 15' radius inflicting 6d6 hit points within 5', 4d6 hit within 10', and 2d6 points within 15', victims must save vs. paralyzation to avoid stun for a number of rounds equal to damage sustained; SD immune to effects of electricity; SZ M (4' long); ML Average (9); Int Animal (3); AL N; XP 420 each.

18. NOBLE SUITES

The chambers located off this wide hall were constructed for the chief purpose of accommodating visiting princes and high-ranking barons from sahuagin communities under King Laangforanen's rule. With the recent change in the atmosphere within the Throne of Teeth, Laangforanen has not called for a conference of princes in the last few months. All the suites are empty, save room 24, which houses Prince Maantikuk. The prince appeared at the Throne of Teeth unannounced (assuming the party didn't kill him in *Night of the Shark*).

19- 23. UNOCCUPIED SUITES

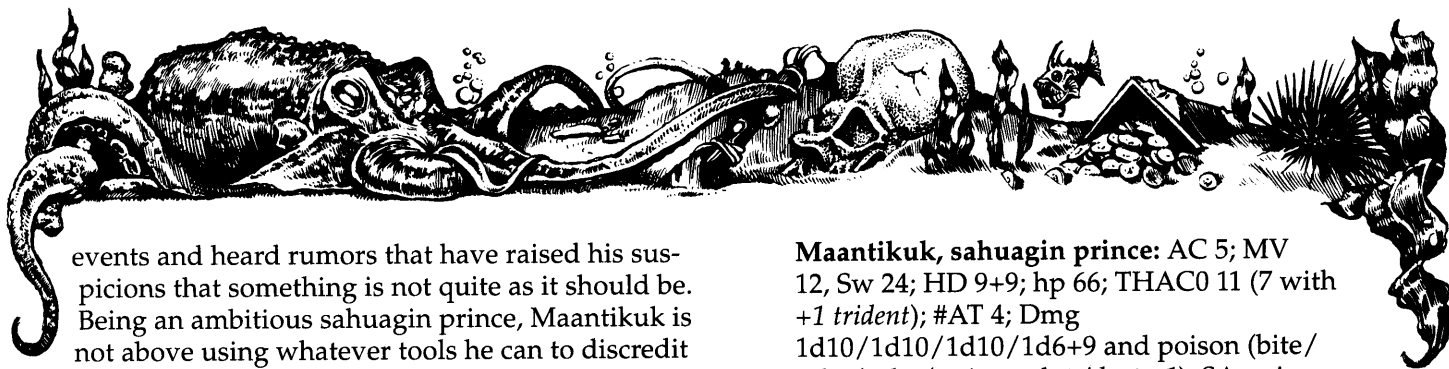
Nothing of much interest can be found in these chambers. Each has a well-knit utility mesh covering the ceiling, fashionably carved sahuagin seats, coral hooks for hanging personal belongings, and a bed of kelp ready to welcome potential occupants with inviting comfort.

24. OCCUPIED SUITE

When Prince Maantikuk appeared at the entrance to the Throne of Teeth, King Laangforanen didn't have much choice but to allow him lodging, as the law of sahuagin nobility dictates. Maantikuk is on sabbatical, on the closing leg of a pilgrimage that last saw him in the Temple of the Eater (see *Night of the Shark*) where he learned to his satisfaction that Eater was *not* an avatar of Sekolah.

If Maantikuk was slain in *Night of the Shark*, substitute prince Gibsaanoran for this encounter. Gibsaanoran has never run across the party before, but possesses the same statistics and motivations ascribed to Maantikuk.

Since Maantikuk has resided here, he has witnessed



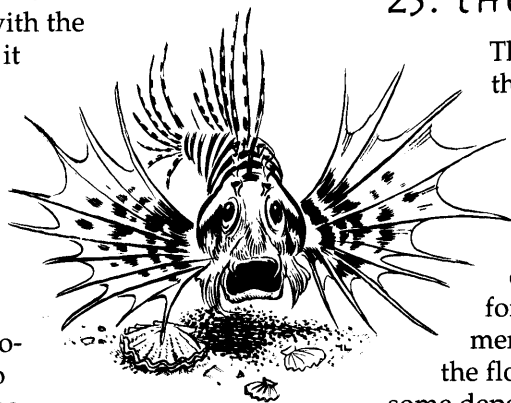
events and heard rumors that have raised his suspicions that something is not quite as it should be. Being an ambitious sahuagin prince, Maantikuk is not above using whatever tools he can to discredit the current ruling king in an attempt to usurp that position himself. (Note the prince's greater than average statistics; since the resolution of his sabbatical, the prince has come to the appropriate cusp of kingship in both size and knowledge.) It is within the realm of possibility that the party could find an ally in Maantikuk, even if they reveal their true world-above origins. The king and royal high priestess have contrived to keep Maantikuk out of rooms 8-17. If the characters have explored these areas and relate their findings to the prince, Maantikuk might well follow the heroes into a confrontation with the king, especially if they make it clear that they wish to flee the city and never return or reveal its location.

If the party reveals that the king is in league with a mysterious entity called the Deep Mother, Maantikuk definitely helps the group defeat the king. If victorious, Maantikuk attempts to set himself up as the new king, and his first decree sends the characters on their way down the secret passage in pursuit of the Stone Which Abides and the human captives.

Regardless of the party's success or failure in foiling the plans of the Deep Mother, the characters have a conditional ally in the new sahuagin king Maantikuk, at least until the group does something unconscionable (in sahuagin terms).

The prince wears a *ring of alteration* (which functions as the 2nd level wizard spell *alter self* while worn). The prince wields a *trident* +1 and possesses an underwater version of a *crossbow of speed* +2, with 5 *quarrels* +1 on his person.

Maantikuk also keeps a small utility mesh of belongings tethered to his harness (unless he lost those in *Night of the Shark*). The utility mesh is held closed by three pearl buttons and contains: a small shell that holds three doses of sahuagin poison (see page 11), 13 choice pearls each worth 30 gp, a finger bone of a vanquished rival prince, a long dagger fashioned from the tooth of an orca whale, and a cast-off piece of preserved hide originating from the creature the sahuagin call the Eater.



Maantikuk, sahuagin prince: AC 5; MV 12, Sw 24; HD 9+9; hp 66; THAC0 11 (7 with +1 *trident*); #AT 4; Dmg 1d10/1d10/1d10/1d6+9 and poison (bite/rake/rake/poisoned *trident* +1); SA poison inflicts 5 points of damage with successful save or 10 points and loss of consciousness with failed save; SW bright light harms eyes, -2 saving throw penalty vs. magical fire, suffer one extra point per die of magical fire damage, -2 saving throw penalty vs. light-based attacks; SZ L (8' 4" tall); ML Steady (12); Int High (14); AL LE; XP 3,000.

25. THE HALL OF TEETH

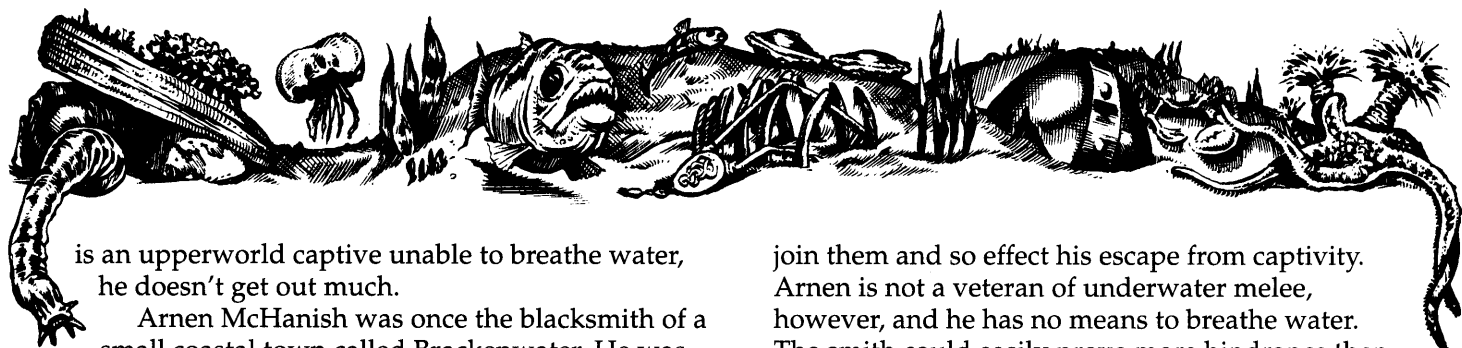
This wide hall serves as a grand approach to the king's throne room. As such, its decor is designed to impart the appropriate reactions in petitioners and others who seek an appointment with the king; every square inch of the floor, walls and ceiling is lined with cast-off shark's teeth. The carpet of teeth is mostly made up of uniformly sized teeth, but some monster specimens rise here and there into the corridor from the floor like stalagmites, from the side walls, and some depend from the ceiling (like stalactites). Such an accumulation and artistic arrangement of shark's teeth (at least to sahuagin) is an awe-inspiring sight.

The three small doors that lead away from the tooth-lined passage along the east wall appear to be carved of bone, while the huge doors at the southern terminus of the hall are plated in mother-of-pearl tile.

26. FORGE

One of the advantages of kingship is the wealth and technology the position commands. In the case of an underwater culture, the most sought after technology of all is that of iron smelting; the process of forging iron, iron alloys, and other metals is impossible within the medium of water.

The City of Abiding Hunger is fortunate enough to boast a forge. With an operating forge, the sahuagin have access to iron quarrel, spear, and trident points, metal net barbs, iron-reinforced structures, and more. Because of the importance and respect inherent in the operation of a forge underwater, the air-filled forge here is located near the Hall of Teeth itself, and is only accessible by the palace staff. The forge is also accessible to Arnen, the resident smith, but because Arnen



is an upperworld captive unable to breathe water, he doesn't get out much.

Arnen McHanish was once the blacksmith of a small coastal town called Brackenwater. He was captured in a sahuagin raid and forced into servitude 10 years ago, and during the entire decade of his time in the City of Abiding Hunger, he has not left the confines of the forge complex (rooms 26-28).

The forge complex is 10 feet higher than the surrounding rooms of the palace. The floor of the complex is a stone grille two feet thick. Water lies only a few feet below the air-filled rooms; the water contains air-producing plant life as described under room 2 of the arena. The growth keeps Arnen and his forge supplied with breathable air.

This chamber contains a forge, a bellows, a coal-fed fire, an anvil, a quenching trough, and a variety of other small tools on an encircling shelf. The tools include: hammers of all sizes, tongs, chisels, and swages (used for flattening or forming special shapes in iron and steel), and other more exotic tools (to those uninitiated to the smithing craft). Arnen is 65% likely to be present in the chamber at any given time, he is in room 28 when he isn't here; see room 28 for Arnen's statistics.

27. FORGE SUPPLIES

This chamber holds reserves of coal and racks of iron rods and sheets, as well as previously forged iron salvage used by the blacksmith to make new items and to repair old articles. The chamber also contains a drill press.

The sahuagin gathered the materials in this chamber during raids on coastal areas and from sunken ships. What may be lost to the world above is put to good use by the sahuagin below.

28. ARNEN'S QUARTERS

Although Arnen is a prisoner of the sahuagin, he also provides them with a valuable service. Therefore, the sahuagin do what they can, within limits, to make the smith comfortable. In most cases, the effort takes the form of items salvaged from shipwrecks and the like. These "gifts" include a four-poster bed, an oak dresser, a mirror in a carved ivory frame, and a wooden desk that holds sheaves of usable paper and ink (although the paper is mostly waterstained).

If the group didn't encounter Arnen in the forge room, he can be found sleeping in this chamber. If the characters reveal their origins to Arnen, he clamors to

join them and so effect his escape from captivity.

Arnen is not a veteran of underwater melee, however, and he has no means to breathe water.

The smith could easily prove more hindrance than help to the party. If the group manages to rescue Arnen from his enforced servitude and keep him safe until the end of the adventure, award each character 300 XP.

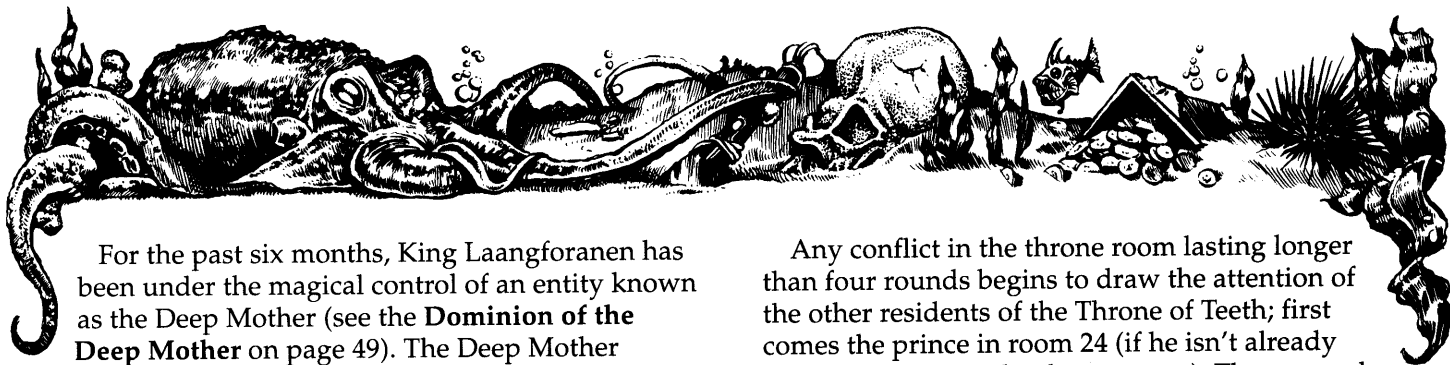
Arnen, hm, F3: AC 10; MV 9; hp 15; THAC0 18 (16 with bonus for 18/51 Strength); #AT 1; Dmg 1d4+4 (hammer and Strength bonus); SZ M (5' 10" tall); ML Average (9); Int Average (10); AL LG; XP nil.

29. THRONE ROOM

What at first glance appears to be an architectural copy proves to be the real thing; the throne room occupies the interior of what must have been the mother of all mollusks! The bivalve shell has at least 60 feet of headroom. It must measure 40 or 50 feet from the main entry at the northern lip to the coral throne situated in the center of far southern side of the lower shell, and it's at least twice as long as it is wide. The whorls of ivory and ruby constituting the interior of the chamber are breathtaking to behold. A web of seaweed grows up from behind the throne in a green fan that draws your eyes to the seat's occupant.

A sahuagin nearly 10 feet tall sits moodily upon a throne of coral. Unlike other sahuagin you've seen so far, this mighty specimen appears to wear shining armor of hardened bronze plates and he holds a spear seemingly forged entirely of black iron in a strangely pincer-like hand. Next to the tremendous armored sahuagin float four sea devils who nearly match the first in size; none of these appear armed, but the extreme length of their claws and the width of their toothy maws speak volumes on their need to carry artificial weapons.

King Laangforanen holds his court in this chamber. It was long the custom of the king to hold court surrounded by princes, nobles, priestesses and other important sahuagin every day to discuss policy. In recent months, however, there has been a change in the king's schedule. The king has taken to spending more and more time closeted alone within his throne room, at the same time calling for court less and less. This change in behavior reflects the king's current enchanted condition.



For the past six months, King Laangforanen has been under the magical control of an entity known as the Deep Mother (see the **Dominion of the Deep Mother** on page 49). The Deep Mother maintains her control over the king through her subverted agent within the sahuagin culture, Baron K'thstraam. So long as the king's dictates do not work at cross purposes with the needs of the Deep Mother, he is free to pursue his kingly duties; however, as Laangforanen has slipped deeper into the control of the Deep Mother, he has allowed his duties as lord of the sahuagin to slip in favor of ruminations about his new lord and master, the deity Anguileusis.

A side effect of the enchantment has given the king eelish characteristics that continue to intensify over time (his hands already have become pincers, like an anguillian). The more eel-like the king becomes the more reluctant he is to grant audiences.

Characters who have tracked the statue and the human prisoners to this chamber are likely saddened to find that the both are gone. When Ger'rulistaa transferred the prisoners at the command of the king, he in turn dispatched the them, along with the Stone Which Abides, into the hands of Baron K'thstraam. The baron slipped through the secret door beneath the king's throne and entered a sea tunnel (room 36). The tunnel leads southeast beneath the City of Abiding Hunger until it finally empties beneath the lip of the nearby trench known as the Unfathomed Deeping.

If the characters enter the throne room unannounced, even in the guise of sahuagin, they are 85% likely to find the king on the throne; otherwise the king can be found in his adjoining suite (room 33). His four bodyguards stay with him at all times. Sahuagin who burst in on their king are subject to arrest, and so are the player characters. Whether the party entered the chamber through stealth, force, or an appointment for petition, questions about the recently transferred human prisoners, the green statue, or Baron K'thstraam immediately raise the suspicions of the king, who orders his guards to kill the party outright. If necessary, the king aids his guards, fanatically attempting to end the characters' lives.

During the fight, the king speaks to the characters in the common tongue (which his guards do not know), saying, "Those who seek the statute of green stone face the Unfathomed Deeping, where the Deep Mother seeks to birth a god!" It is unclear whether the king is gloating or slyly trying to betray the Deep Mother, who has seized control over him.

Any conflict in the throne room lasting longer than four rounds begins to draw the attention of the other residents of the Throne of Teeth; first comes the prince in room 24 (if he isn't already dead or present in the throne room). Three rounds after that (on round 7), any remaining royal guards in the spire (rooms 1-7) enter the fray. Three rounds after that (on round 10), 10 more warriors arrive; 10 more arrive every three rounds after that until the party flees or is defeated.

If the characters don't have Prince Maantikuk as an ally, they had best find and use the secret door in the throne room before the entire city of enraged sahuagin is upon them.

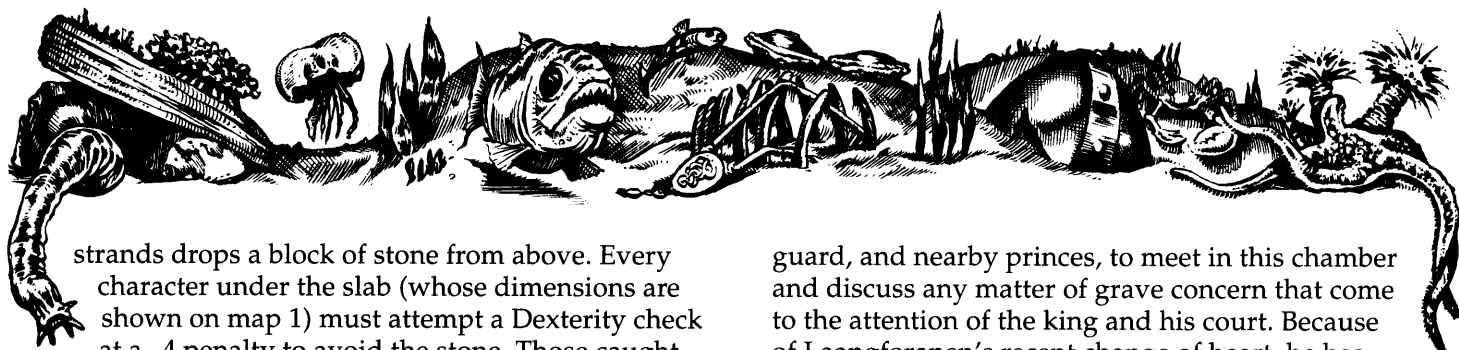
King Laangforanen: AC 0; MV 6, Sw 12 (moderately encumbered); HD 10+10; hp 70; THAC0 9 (3 with *spear* +2 and Strength bonus); #AT 7; Dmg 1d10/1d10/1d12/1d12/1d12/1d6+12 (pincer/pincer/pincer/rake/rake/bite/*spear* +2 and Strength bonus); SD wears sahuagin armor (see equipment); SW bright light harms eyes, -2 saving throw penalty vs. magical fire, suffer one extra point per die of magical fire damage, -2 saving throw penalty vs. light-based attacks; SZ L (9' tall); ML Champion (15); Int High (14); AL LE; XP 4,000.

Special Equipment: *spear* +2, sahuagin armor (composed of hardened bronze plates, grants sahuagin AC of 0, hinders movement, grants immunity to freshwater, only usable by large sahuagin)

Royal Guards (4): AC 5; MV 12, Sw 24; HD 9+9; hp 45; THAC0 11; #AT 5; Dmg 1d6/1d6/1d10/1d10/1d10 (claw/claw/rake/rake/bite); SW bright light harms eyes, -2 saving throw penalty vs. magical fire, suffer one extra point per die of magical fire damage, -2 saving throw penalty vs. light-based attacks; SZ L (8' tall); ML Steady (12); Int High (13); AL LE; XP 3,000 each.

30. TRAPPED HALL

The secret door in the throne room leads to this hallway. Hair-thin strands of fish gut are strung horizontally across the hall at heights of two, four, six and eight feet. A successful *find traps* roll from a rogue or a *find traps* spell reveals the strands, but they're otherwise invisible. Any tug upon one or more of the



strands drops a block of stone from above. Every character under the slab (whose dimensions are shown on map 1) must attempt a Dexterity check at a -4 penalty to avoid the stone. Those caught under the stone suffer 3d4 points of damage and remain trapped beneath it unless a compatriot can make a successful bend bars roll to lift the stone sufficiently to free the victim. Trapped characters have insufficient leverage to free themselves.

31. FAKE TREASURY

Being devious by nature, sahuagin kings have long made it a practice to maintain a fake treasury to throw off sahuagin aspirants to the throne. Most potential challengers, being senior princes, have the run of the palace and might get ideas about secretly plundering the palace treasury in hopes of obtaining the resources necessary to oust the current king. To this end, the fake treasury here contains wealth enough to convince many that they have discovered the true treasury.

Piled in the southwest corner of this chamber is a small mountain of pearls. Mixed in the pearls is the flash and glitter of other items of value (mostly gold jewelry) peeking out. Although first glance convinces most that they have discovered a significant hoard of wealth, professional study of the pearls in question shows that every one of them has some flaw that reduces its value to a few coppers (total value of the mountain of small pearls: 3,282 cp). So too, the flash and glitter of various other items is just that—glitz. It is faux jewelry, glass, semi-precious stone and electroplating in its entirety, bringing the value of the 60 items to 100 gp all together.

32. CHAMBER OF ASSEMBLAGE

When King Laangforanen was himself, he would often call together various heads of his kingdom, including the royal high priestess, the head of his royal

guard, and nearby princes, to meet in this chamber and discuss any matter of grave concern that come to the attention of the king and his court. Because of Laangforanen's recent change of heart, he has failed to call together an assemblage in the last two months, in spite of recent news of sea-elf territorial incursions and ixitxachitl sorties on far-flung sahuagin villages; the kingdom is beginning to suffer from the king's inattention to matters of state.

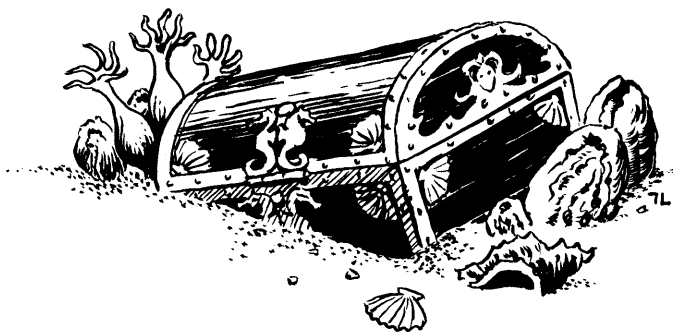
The chamber is lined with a comfortable utility mesh ideal for long periods of tethering. The deepest portion of the spherical chamber is tiled in black obsidian; the spot serves as a lectern where speakers stand when addressing the whole group.

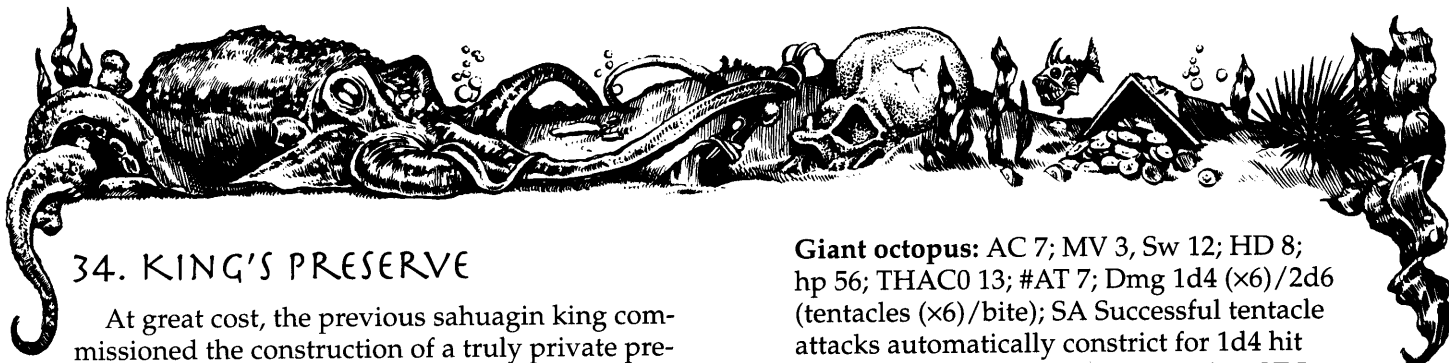
33. LAANGFORANEN'S QUARTERS

This chamber looks for all the world to have been hollowed from a tremendous pearl (close examination reveals this to be a facsimile, similar to the pearl-like tiles noted in other portions of the palace). A large glow globe depends from above, casting the chamber and its contents in a greenish light. Once, 10 concubines shared this chamber with the king. In current circumstances, however, the chamber is empty save for its furnishings; Laangforanen has attention for only one passion in his life now—the Deep Mother.

The eastern portion of the chamber contains a bountiful stand of luxurious seaweed that thrives free of root through an ancient blessing of Sekolah. A turn-long search through the magically vital seaweed is rewarded with the discovery of the king's personal treasure cache in the form of a utility mesh spun with golden fibers. It contains an upperworld pipe whose bowl is fashioned from a king conch shell (value 75 gp), a sahuagin grooming brush, a shell filled with an oily resin called *devishuvor* that produces an effect similar to the that of alcohol on humans, a huge tooth taken from the previous king on the day of his defeat by Laangforanen, and a small upperworld mirror with a carved golden frame depicting sea nymphs at play (value 235 gp).

The western portion of the room is made all of glass, and looks out over a vast submerged chamber lighted by hundreds of glow globes, offering a fantastic view. The dimensions of the chamber are actually hidden by the prodigious undersea growth contained therein. A wide circular door also constructed of glass provides access into the area.





34. KING'S PRESERVE

At great cost, the previous sahuagin king commissioned the construction of a truly private preserve in a subterranean cavern immediately off the king's personal quarters. Besides providing a stunning view from that locale, it also offers the practical advantage of allowing the king to hunt without leaving the palace.

The preserve measures some 90'×150'×90' and is filled with a natural looking but artificially created seascape that includes stands of seaweed, corals, rock formations, and sculpted cliffsides. The area is stocked with all manner of common sea life, including sponges, sea anemones, fish of many sorts, and the all-important predators. The predators hunt the other denizens of the preserve, but are the prey of King Laangforanen. The predatory specimens living in the chamber also help to guard the secret entrance to the real treasury, which is set into the floor of the chamber beneath a large boulder (requiring a bend bars roll to move).

Because of the density of dangerous creatures in the chamber, visitors are likely to encounter continual challenges. For every three rounds a character spends in the preserve, roll 1d8 and consult the table below.

Preserve Encounters (1d8)

- 01 Sea lions (2-8)
- 02 Shark, giant (1)
- 03 Octopus, giant (1-2)
- 04 Sea Trolls (scraggs) (2-8)
- 5-8 No encounter

Sea lions (2-8): AC 5/3; MV Sw 18; HD 6; hp 24 each; THAC0 15; #AT 3; Dmg 1d6/1d6/2d6 (claw/claw/bite); SA Creatures hit by both claw attacks in same round suffer a mauling attack—bite attack is rolled at +4 and inflicts double damage; SZ L (15' long); ML Steady (12); Int Semi- (3); AL N; XP 420 each.

Giant shark: AC 5; MV Sw 18; HD 11; hp 70; THAC0 10; #AT 1; Dmg 4d4 (bite); SA Swallow medium sized creatures whole on attack roll 4 greater than minimum to hit; SZ H (17' long); ML Steady (11); Int Animal (2); AL N; XP 2,000.

Giant octopus: AC 7; MV 3, Sw 12; HD 8; hp 56; THAC0 13; #AT 7; Dmg 1d4 (x6)/2d6 (tentacles (x6)/bite); SA Successful tentacle attacks automatically constrict for 1d4 hit points a round; SD Ink, change color; SZ L (10' across); ML Elite (13); Int Animal (1); AL N; XP 2,000.

Scraggs (troll) (2-8): AC 2; MV 3, Sw 12; HD 6+12; hp 36 each; THAC0 13; #AT 3; Dmg 1d4/1d4/1d8+8 (claw/claw/bite); SD regenerate 3 hit points a round while submerged; SZ L (10' tall); ML Champion (16); Int Low (5-7); AL CE; XP 1,400 each.

35. REAL TREASURY

Characters who know to look in the first place and actually find and open the secret door in room 34 while fighting off the various predators in that chamber discover a 5'×5' tunnel beneath the floor leading south for 40 feet before opening into a 20'×40' chamber. This chamber contains the real treasury of the sahuagin kingdom. Although the treasure was at one time much larger (vast funds have recently been sacrificed to Anguileusis via the Unfathomed Deeping) the treasure remaining is still impressive. The treasury contains: 5,234 cp, 4,672 sp, 3,450 gp, 349 pp, 10 gems each worth 500 gp, a *potion of heroism*, a *rod of alertness*, and a *wand of lightning* (particularly dangerous to the underwater wielder).

36. SECRET TUNNEL

A secret door in the back of the throne in room 29 opens onto this rough tunnel, which leads some 1,300 feet before emptying into the Unfathomed Deeping (20 feet below the trench's rim). Scratches in the trench wall lead like a trail from the tunnel mouth down into the watery abyss.

THE UNFATHOMED DEEPING

Characters who follow the secret tunnel from the throne chamber can easily find the Deep Mother; access to her lair (the Dominion) lies directly below the tunnel (but at a depth of 6,000 feet). Even a casual search of the trench wall near the tunnel's mouth reveals a series of scratches and grooves in the rock leading almost straight down. Baron K'thstraam made the scratches during his frequent journeys between depths of the trench and the domain of the sahuagin, often bearing heavy loads. The heaviest load consisted of the human prisoners and the Stone Which Abides. A small group of anguiliians helped carry the burden.

Read or paraphrase the following text when the party enters the trench and begins the descent:

A vast, cool mass of black water fills the jagged crack in the sea floor below you; a veil of absolute darkness hides the trench's depths. At the lip of the trench, lingering light from the world above the waves provides faint illumination, but no natural light can penetrate the watery abyss bounded by unyielding stone below you. As you descend, occasional air bubbles rising from the unguessed depths cross your path like mute refugees fleeing an unnamed disaster. As your depth continues to increase, the light fades into unrelieved blackness above you, matching your view below. The water grows colder as you plunge into the darkness.

The Unfathomed Deeping is too deep and lifeless for sahuagin comfort; however, this trench and other deep places in the sea are not entirely barren. Life always finds a way, and in the case of the Unfathomed Deeping, it is the anguiliians (an eel-like race of underwater humanoids) who swim and hunt the darkest depths. A group of anguiliian sentries is on hand to meet the PCs as they explore the trench (see the **Tribe of Guuth** section, below).

THE ANGUILIANS

As noted in *The Sea Devils*, anguiliians are marine humanoids whose morphology borrows heavily from eels; anguiliians are sinuous and streamlined, with jawless, circular mouths lined with row upon row of teeth.

Their upper arms end in bony pincers and their short, almost vestigial legs end in webbed, six-toed feet. Beyond the legs, their bodies taper off to flat fin-bearing tails. If enough light were available, it would be possible to see that their coloration is almost uniformly brown with darker speckles. Anguiliians have a language of clicks, thumps, and whistles similar to that of the sahuagin, and enough compatibility exists so that communication is possible between the two races.

ANGUILIIAN ECOLOGY

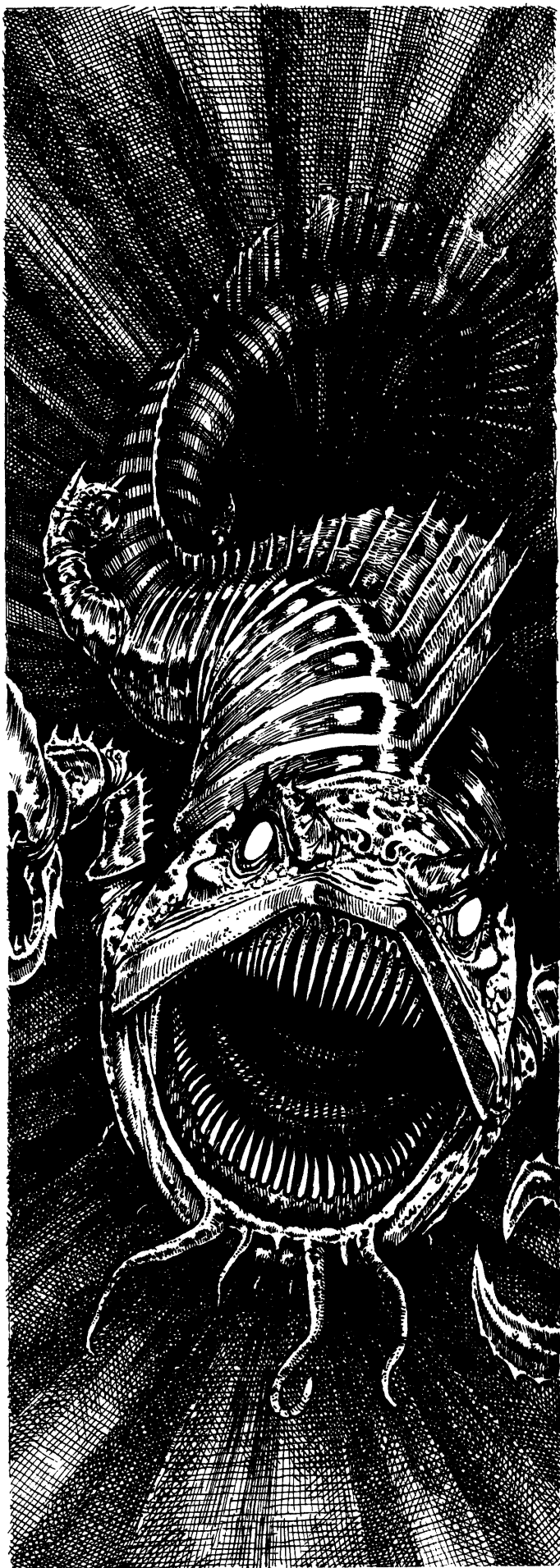
Most anguiliians live a nomadic life at depths between 3,000 and 13,000 feet. The anguiliian race once, very long ago, possessed advanced biotechnology making them the undisputed masters of the sea (see the **Origins** heading in the **Dominion of the Deep Mother** section). In the present day, however, anguiliians are few and are mostly composed of low-tech nomadic tribes of hunter-gatherers. The tribes are spread thinly within the Unfathomed Deeping, which runs hundreds of miles along the sea floor, although it is possible that some anguiliian tribes have moved to other deep portions of the sea.

Usually, the largest anguiliian (normally a male) holds the title of chief in a group of up to 20 anguiliians. Normally, the entire tribe remains mobile, with the females carrying their eggs along as they swim. Larger tribes are sometimes accompanied by tamed marine eels, which serve the tribe as guardians.

Anguiliian tribes hunt a variety of sea life that also call the depths of the trench home, including: marine eels, deep behemoths, and squid. On rare occasions, anguiliians have been known to hunt the surface waters on moonless nights. When fighting surface dwellers, anguiliians gain a +2 bonus to their surprise rolls and impose a -2 penalty to their opponents' surprise rolls.

ANGUILIIAN ABILITIES

Whether hunting or defending their territory, anguiliians are fierce opponents. Once an hour they can dart through the water at a movement rate of 30 for five minutes (this time can be split up in multiple dashes that equal five minutes total), after which they must rest a full hour before repeating such a dash.



In close combat, an anguillian attacks with its mouth, pincers, and tail. With a successful bite, the anguillian attaches itself to its prey unless the prey wears metal armor or has a natural Armor Class of 0 or better. Once attached, the anguillian automatically drills into the opponent for 1d4 points of damage, rakes for 2d4 points of damage, and gains a +2 attack bonus for any pincer attack directed against the attached opponent. The anguillian does not let go until it or its opponent dies, though it can be pried loose with a successful bend bars roll. Alternatively, an anguillian can grasp with its pincers if both hit the prey during the same round, inflicting automatic raking and pincer damage each round and gaining a +2 attack bonus with its tail and bite attacks.

Finally, anguillians are immune to all forms of electrical attack, but fire attacks inflict an extra 2 points of damage per damage die, and the anguillian suffers a -2 saving throw penalty vs. fire. Neither can anguillians abide bright light or fresh water; when exposed to either, they must make a successful morale check or withdraw, though they can still defend themselves normally.

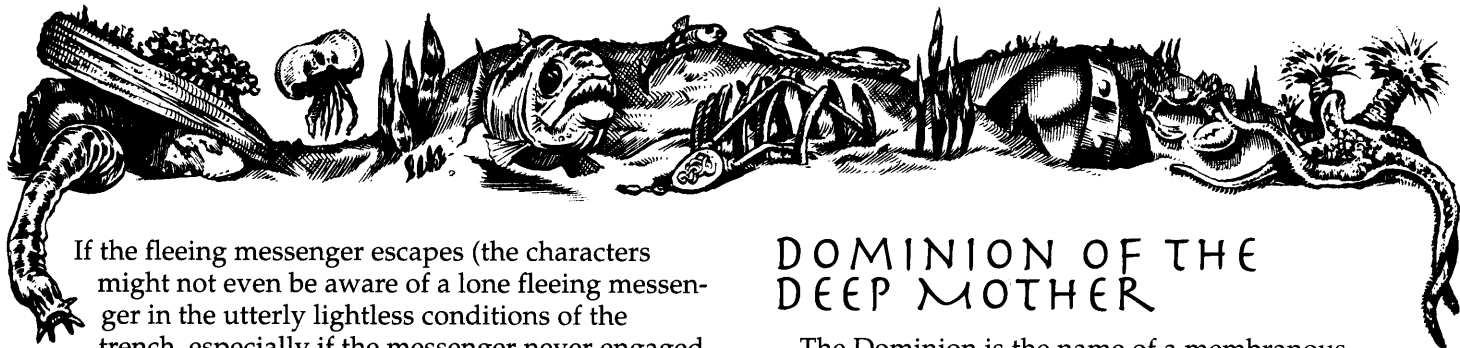
THE TRIBE OF GUUTH

Unlike other tribes, the anguillian tribe controlled by the chieftain named Guuth hunts within a confined area inside the trench. Also, Guuth rules over a total of 60 anguillians, triple the size of a normal tribe. At the command of the Deep Mother, Guuth and his tribe remain within a region of water 3,000 feet above the Deep Mother's living citadel (the Dominion), guarding the lower depths against unwanted intrusion from any source, including sahuagin.

Characters who follow the trail of scratches (see page 46) down the northwest wall of the trench are guaranteed to run into a permanent anguillian sentry post composed of 16 anguillians, including Guuth, and 4 marine eels; the post lies at a depth of 5,000 feet. If the characters stay away from the trail of scratches while descending into the trench they avoid the sentry post; however, they'll also have to spend 2d4 turns searching for the Dominion. The anguillians constantly patrol the area, and for every turn the PCs spend searching, they have a 25% chance to encounter a group of four anguillians and a marine eel.

Note that if the party uses *any* artificial or magical light source it shows up like a beacon in the lightless trench. The anguillians at the sentry post immediately mount an attack on the party, and a single patrol group joins them (for a total of 20 anguillians, 5 eels, and Guuth).

When the anguillians detect and attack the party (note that anguillians have sensory capacities every bit as sensitive as their sahuagin cousins), the bulk of the force rushes the group from all sides, while one anguillian swims away to alert other patrolling bands.



If the fleeing messenger escapes (the characters might not even be aware of a lone fleeing messenger in the utterly lightless conditions of the trench, especially if the messenger never engaged the party to begin with), the group can expect to encounter additional groups of four anguiliians and one marine eel for every additional turn they remain within a half mile of the Dominion (see map 2). The attacks continue until the characters leave or defeat the entire tribe (60 anguiliians).

Anguiliians (4, 16, or 20): AC 4; MV 9, Sw 18; HD 3; hp 15 each; THAC0 17; #AT 4; Dmg 1d4/1d4+2d4+1/2d6 (pincer/pincer/bite/tail); SA drill, clench, rake, dart (see **Anguiliian Abilities**); SD immune to electricity; SW Fire inflicts 2 extra points per damage die, -2 saving throw penalty vs. fire; SZ M (6' tall); ML Average (10); Int Average (10); AL LE; XP 270 each.

Individual wealth: 1d10 semiprecious gems worth 1 sp each

Guuth, anguiliian chieftain: AC 2; MV 9, Sw 18; HD 5; hp 35; THAC0 15; #AT 4; Dmg 1d4+1/1d4+1/2d4+2/2d6+2 (pincer/pincer/bite/tail); SA drill, clench, rake, dart (see **Anguiliian Abilities**); SD immune to electricity, wears *armoring synergetic crustaceans* (see **Arcana**); SW Fire inflicts 2 extra points per damage die, -2 saving throw penalty vs. fire; SZ L (8' tall); ML Fearless (20); Int Exceptional (15); AL LE; XP 650.

Special Possessions: 27 pearls worth 3 gp each, *armoring synergetic crustaceans* (see **Arcana**)

Marine eels (1, 4, or 5): AC 6; MV Sw 9; HD 7; hp 28 each; THAC0 13; #AT 1; Dmg 3d4 (bite); SA electrical discharge in 15' radius inflicting 6d6 points of damage within 5', 4d6 points within 10', and 2d6 points within 15', victims must save vs. paralyzation to avoid stun for a number of rounds equal to damage sustained; SD immune to effects of electricity; SZ M (4' long); ML Average (9); Int Animal (3); AL N; XP 420 each.

DOMINION OF THE DEEP MOTHER

The Dominion is the name of a membranous, glowing, living citadel that normally swims at a depth of 7,000 feet in the Unfathomed Deeping. Read or paraphrase the following text when the party approaches the Dominion:

Something moves in the water below you, something so large that for a moment your eyes refuse to resolve the image before you: a truly gargantuan beast prowls the depths of the trench. If the creature wasn't glowing like a banked ember, you wouldn't be able to see all of it. The creature is larger than any ship, and most of its bulk would disappear into the darkness if it didn't glow.

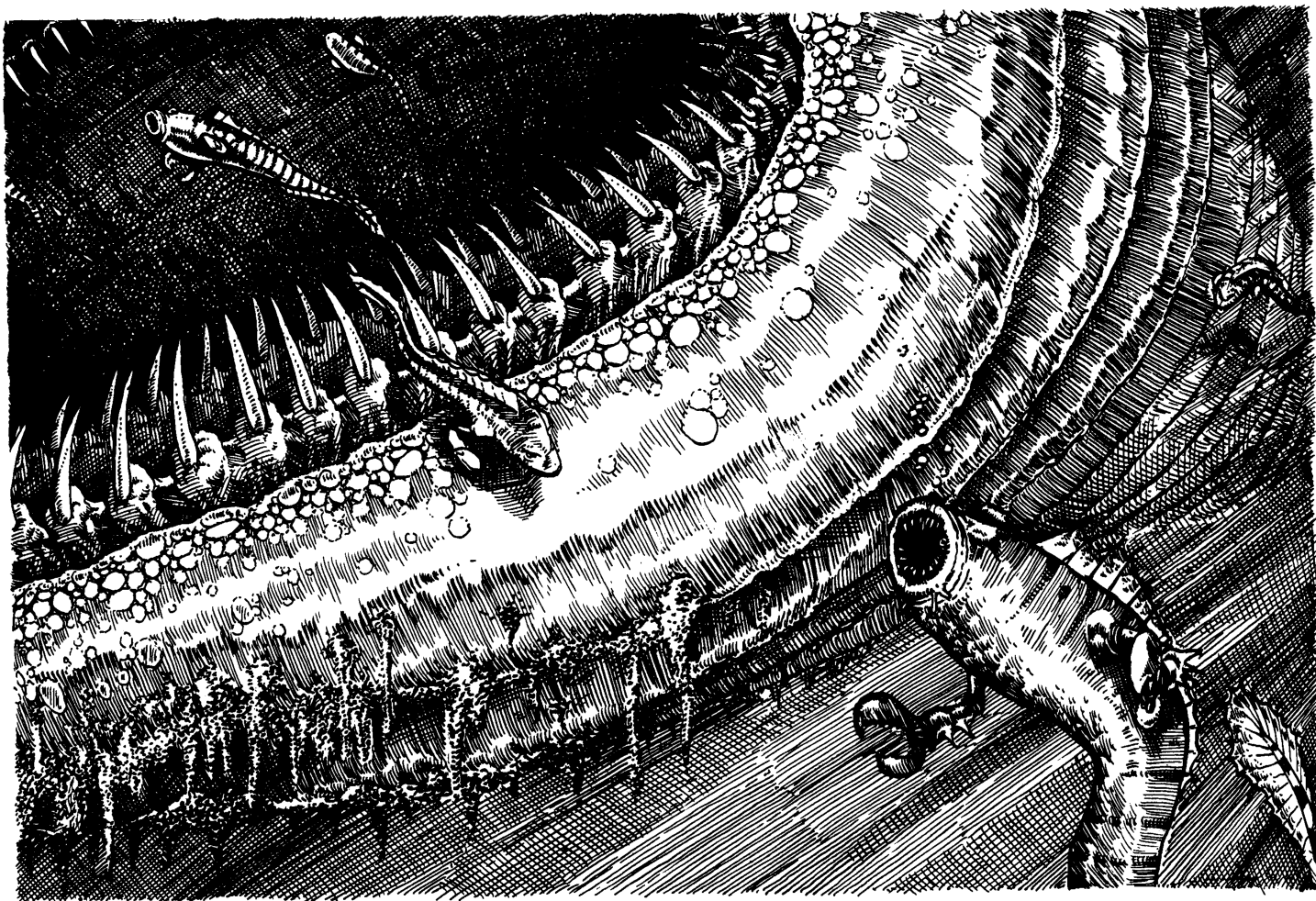
The beast hovers in the water, held in place by its massive, undulating tail.

The creature has no eyes, however, it possesses a slowly flexing circular maw big enough to swallow a whale. Inside the mouth you see row upon row of teeth, each taller than an ogre. Small figures swim in and out of the behemoth's gaping maw like small parasites, apparently untroubled by the possibility of ending up as a quick meal should the beast decide to swallow.

It is within this living structure that the Deep Mother holds court over the anguiliians. It is also here where the fruits of her age-long plans have finally ripened; her knowledge has increased exponentially since her defeat at the hands of an elven cabal long ago, whereas the cabal has become only a fading memory. The origins of the Deep Mother's quest for the Stone Which Abides are lost to most historians, but appear here to strike the scales from your eyes.

ORIGINS

As speculated by Ronassic of Sigil in *The Sea Devils*, an ancient cabal of elves once sought to adapt a portion of their own race for life in the airless medium of the sea. This cabal was made up of elves who existed *prior* to the schism that drove the Drow beneath the earth (this ancient, unified people are named the Elder Elves in some texts). Unwilling to wait for an anamorphosis (an evolutionary alteration in form and function), the cabal instead felt that arcanamorphosis was their best option; that is, a magically instigated change that would thereafter breed true from one generation to the next.



Early in their investigation of the sea, one faction of the already splintering cabal (named the Adherents Of Vitality) discovered an undersea race of intelligent creatures called anguiliians. The eel-like anguiliians lived in the deepest ocean areas and even under the sea floor, and enjoyed a civilization heavily dependent upon a half-living technology that was itself fully empowered by the anguiliians' deity, Anguileusis.

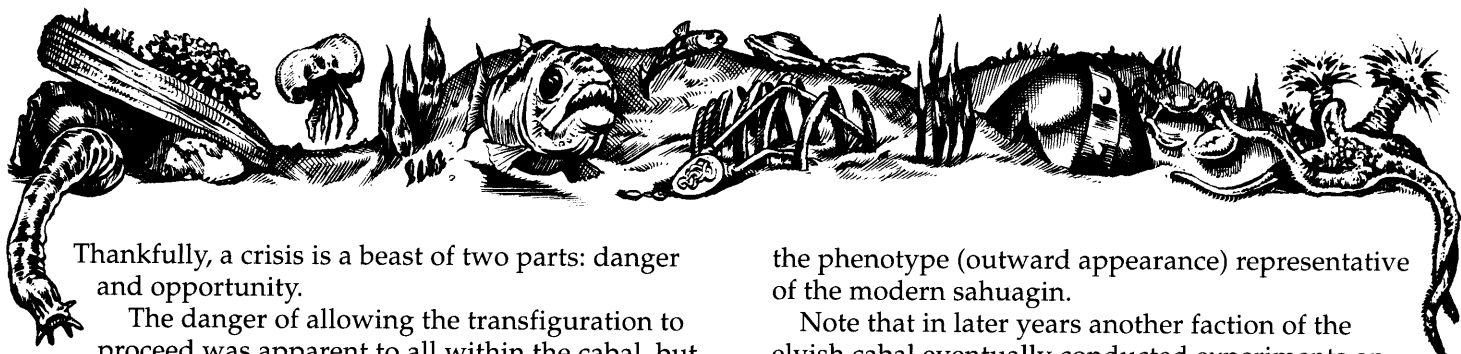
The anguiliians worshipped their god through the rulers of their civilization, the Deep Mother and Deep Father. The rulers held their power by virtue of their elder status, as well as their ability to commune directly with their god, who took an active interest in the affairs of the world.

Anguileusis invested so much of himself in the welfare of his worshipers (using his godly power to vitalize the machinery of the entire anguiliian society) that it finally came to pass that the god wished to permanently cement his ties with his worshipers; he desired to take on the living flesh of an anguiliian himself, and in so doing, lead his worshipers to world domination. To this end, Anguileusis described to the anguiliian rulers the ritual whereby his essence could be drawn down from the outer planes and then melded into an unhatched egg of the Deep Mother and Father.

Joyful for the coming transfiguration, the Deep Mother selected a perfect egg from her most recent

laying, while the Deep Father carved out a compound far below the sea floor where the ceremony of investiture would take place, and where the deity could be hatched and reared in seclusion to adulthood. (A small remnant of this compound is described as the Drowned Caverns in *Evil Tide*.) The ceremony of godly investiture was successful, and the hatching of Anguileusis-in-flesh was accomplished; the Deep Father held the newly hatched deity in his arms when the Adherents of Vitality suddenly penetrated the submerged compound.

The Adherents had studied the anguiliians for quite some time before intruding on the ceremony. Intent on their agenda to produce an elf capable of living within the sea, they scoured the oceans and discovered the anguiliians. The elves were dismayed when they beheld the power and breadth of the civilization the anguiliians had engendered with the aid of their deity. The evil anguiliians represented serious competition and a continuing threat to any potential race of colonizing sea elves. When the powerful sorcery of the Adherents revealed the anguiliians' plans for the upcoming investiture, the leadership knew that a true crisis was in the offing. If the transfiguration of Anguileusis became a reality, the anguiliians with a god-king at their head would become a force that none under or above the sea could withstand.



Thankfully, a crisis is a beast of two parts: danger and opportunity.

The danger of allowing the transfiguration to proceed was apparent to all within the cabal, but the opportunity to strike when Anguileusis was yet weak from the hatching had to be seized. If Anguileusis could be neutralized, the entire anguillian race could be brought to its knees in an instant, and thus rendered a threat no longer to a fledgling race of sea elves.

When the Adherent strike force (composed of a group of truly powerful spellcasters) penetrated the anguillian compound, its members launched their devastating magical attack (painstakingly researched and developed to neutralize an infant god-in-flesh) the moment they set eyes on the yet weak and disoriented hatchling. The Adherents' spell blasted aside the still weak magical defenses of the evil child-god, turning Anguileusis's new flesh to inanimate mineral. The Deep Father was likewise affected, holding the child-god in his arms; thus was born the Stone Which Abides.

The Deep Mother, powerless in the aftermath of her deity's ensnarement in stone, was driven from the compound. She could only watch in horror from hiding as the Adherents collapsed the compound, burying the Stone Which Abides for eternity—or so they hoped. Flushed with victory, the Adherents returned to the cabal's fold on the surface.

In the aftermath, the anguillian civilization collapsed. Almost all of their technology died with the cessation of Anguileusis's constant blessing, except for a few items and structures that contained life force independent of the once overweening god (such as the Dominion, then much smaller). Many anguillians died at this time; the population was far too dense for individuals to find sufficient food merely through hunting and gathering. A healthy fear of magic was also integrated into the race as well; the Adherents' magical attack scarred their collective subconscious.

A few survivors swam upward into the higher reaches of the sea, seeking sustenance in the fertile shallows. Ever desperate in the aftermath of their loss, these anguillians found the songs of the shark god Sekolah comforting in their time of loneliness. Sekolah, in his turn, accepted wholeheartedly all the venturesome anguillians into his fold, as is described in the Sahuagin origin myth (see the Sea Devils, Chapter 5). Thus were born the sahuagin, whose memories of Anguileusis were purged by their new god, but in whom the fear of magic remained strong nonetheless.

As the sahuagin's minds failed to recall their past, so also did their bodies forget their old forms, taking on

the phenotype (outward appearance) representative of the modern sahuagin.

Note that in later years another faction of the elvish cabal eventually conducted experiments on unwilling sahuagin captives, and are almost certainly responsible for the inclusion of the malenti factor in the present-day sahuagin genotype (genetic makeup), as recorded in the arcane tome, "Secrets of the Deep."

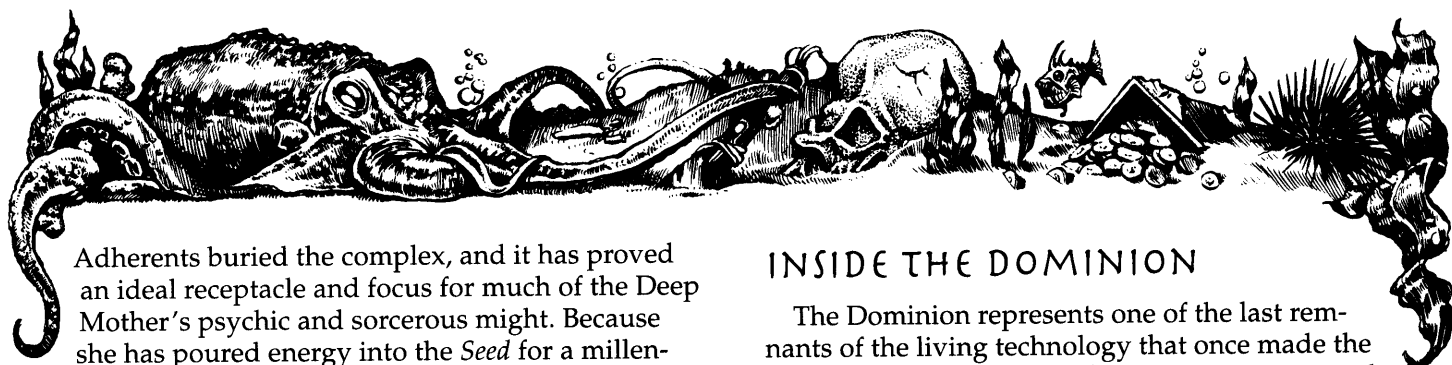
A PHILOSOPHICAL ASIDE

King Laangforanen and Baron K'thstraam are beginning to exhibit some eel-like characteristics, possibly due to their reverence of Anguileusis; does the devotion to a deity have important morphological consequences for sahuagin and anguillians? One might wonder what would happen if a present-day sahuagin were to give its devotion to yet another deity. Would its appearance change yet again to more accurately reflect the sphere of its new deity's powers? If so, the real origin of sahuagin and anguillians could be even stranger than the revelations appearing here; anguillian origin is a mystery even to the Deep Mother.

Not every anguillian forsook its missing god. The Deep Mother, whose loss burned with an intensity equal to her rage like a flaming wound in her chest, swore revenge. She retreated with those anguillian survivors still loyal to her and Anguileusis into the Unfathomed Deeping to find a way to bring her god back from nonentity. It is here that the Deep Mother painfully sought the keys to sorcery, an exercise so difficult and demanding that most would have called it an impossible quest. With no true mentor, the Deep Mother labored for centuries before she could understand the simplest spells—no member of a shorter-lived race could have accomplished the task. These hard-earned successes finally set the Deep Mother on the correct path of magical study, and her knowledge has since had a geologic age to grow to a formidable level. She now intends to transfigure the Stone Which Abides back into living flesh.

TRANSFIGURATIONS

The Deep Mother's greatest magical achievement is the creation of the *Seed of Tempest*, fashioned from the discarded shell from which Anguileusis hatched. The Deep Mother managed to salvage the shell before the



Adherents buried the complex, and it has proved an ideal receptacle and focus for much of the Deep Mother's psychic and sorcerous might. Because she has poured energy into the *Seed* for a millennium, she is much smaller physically than an individual of her race would otherwise be after having lived for so long (she would normally be even larger than the sahuagin titan Daganisoraan, being older). However, her magical ability, enhanced by the *Seed of Tempest*, is more than most mortals can ever claim and makes up for what size she might have otherwise possessed (although her 15-foot length is by no means small).

The Deep Mother used the *Seed of Tempest* to generate a series of sea quakes over a period of two thousand years. The tremors finally brought the buried compound (and what became Angler Island in the bargain) close to the surface. The sea quake described in *Evil Tide* was the final small quake required to unearth an entrance to the remnants of the compound far below the island.

In the meantime, the Deep Mother clandestinely subverted King Laangforanen of the sahuagin, making him her puppet through a series of strong enchantments. Baron K'thstraam came into her service willingly after she gifted him with the mighty relic *Surge*. The Deep Mother placed her complete trust in K'thstraam, finally sending him to recover the Stone Which Abides from the drowned caverns beneath Angler Island, ostensibly at King Laangforanen's order.

In addition to the Stone itself, the Deep Mother also required at least three living, humanoid subjects from the world above to act as "spell components" for the ritual of transfiguration; because it was airbreathers who had transformed the fledgling Anguileusis and the Deep Father to stone, it was also necessary to use the living essence of surface dwellers to reverse the petrification. The Stone Which Abides cannot be revitalized with a simple *stone to flesh* spell. Therefore, when Baron K'thstraam recovered the Stone, he also appropriated human captives (of which Lychelle is one). The unfortunate prisoners have briefly resided in the sahuagin prison system, Ger'rulistaa's labs, and the throne room of King Laangforanen before their final transfer down the Unfathomed Deeping and into the Dominion.

All is now in place in the nucleus (room 4) of the Dominion: the human captives, the Stone Which Abides, the Deep Mother, and the *Seed of Tempest*. Unless she is foiled, the evil eel-god Anguileusis shall be born to the world in flesh once more, and his anger shall be great.

INSIDE THE DOMINION

The Dominion represents one of the last remnants of the living technology that once made the anguillians a mighty race. It is a semi-sentient, eel-like creature about 1,000 feet long and 80 feet wide; map 3 shows the chambers within it.

The Dominion is virtually indestructible; nothing short of a deity or artifact can cause it harm. The Dominion is immune to all spells, magical items, and psionic powers. Edged weapons (type S or P) can mar the Dominion's flesh, but don't inflict any real damage. Hacking at the Dominion with a weapon has about the same effect as attacking a mountain with a pocketknife.

1. Mouth of the Dominion

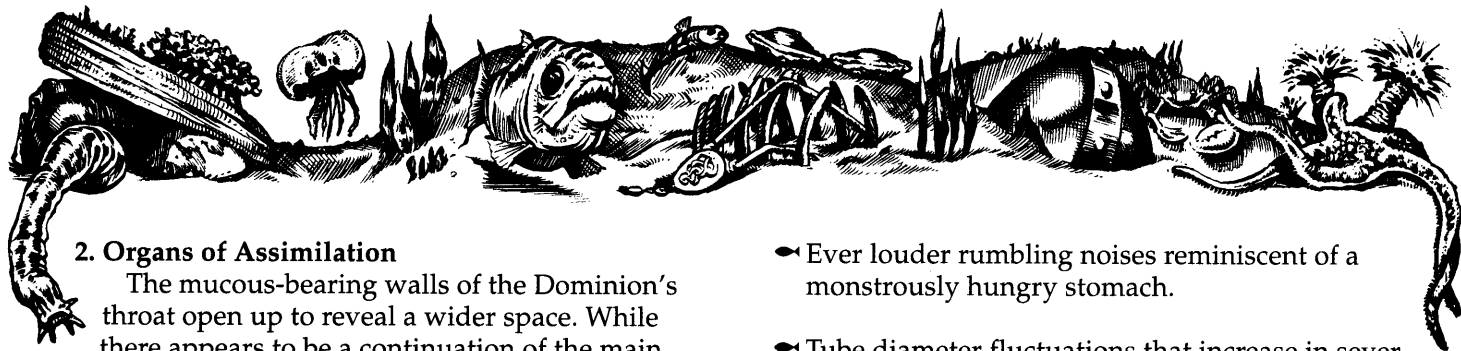
What looked like small parasites from a distance prove to be anguillians at closer range. At the command of the Deep Mother, a group of dedicated anguillians tend to the care and feeding of the living Dominion. If left to its own devices, the creature could hunt and feed itself; however, such activity on the creature's part would make it useless as a dwelling. Instead, the anguillians charged with feeding it hunt far and wide to provide the Dominion with sufficient nutrition, allowing it to remain essentially immobile.

At any given time, the party can expect to meet 2d4 anguillians swimming into or out of the Dominion's toothy maw. Those swimming in usually carry food in the form of slain sea life, while the exiting anguillians are empty handed. Whether coming or going, all anguillians present attempt to stop characters intent on entering into the belly of the beast themselves. For every five rounds of conflict in the vicinity of the mouth or within it, two additional anguillians arrive from the surrounding water to join the fray.

Should the characters capture and interrogate any anguillians here, the prisoners direct the party into the organs of assimilation (room 2).

Anguillians (2-8): AC 4; MV 8, Sw 18; HD 3; hp 15 each; THAC0 17; #AT 4; Dmg 1d4/1d4/2d4+1/2d6 (pincer/pincer/bite/tail); SA Drill, clench, rake, dart (see **Anguillian Abilities**); SD immune to electricity, wearing *armoring synergetic crustaceans* (see **Arcana**); SW Fire inflicts 2 extra points of damage per damage die, -2 saving throw penalty vs. fire; SZ M (6' tall); ML Average (10); Int Average (10); AL LE; XP 270 each.

Individual wealth: 1d10 semi-precious gems worth 1 sp each



2. Organs of Assimilation

The mucous-bearing walls of the Dominion's throat open up to reveal a wider space. While there appears to be a continuation of the main throat cavity straight ahead, the floor of this pulsing chamber contains three narrow, convoluted tunnels leading down. All four passages twist and turn, making it impossible to see what might lie at their ends.

Characters who have interrogated anguillians captured in the previous chamber have been told (even under torture) that the proper route to the dominion's interior lies through the convoluted tunnels.

In fact, the anguillians described under room 1 deposit their catches in the narrow passages in the floor, which are really digestive organs. Any organic material placed within these tunnels is drawn downward by peristaltic action (rhythmic muscular contraction) of the tunnel walls, until finally pushed into one of hundreds of acid-filled digestion pods. The digestion pods break down organic material and then distribute it as nutrition throughout the Dominion.

Player characters who mistakenly identify one of the peristaltic tunnels as something to be explored can expect the same treatment as the inanimate food the anguillians drop in. It is easy enough to slip into a tunnel headfirst. The tunnel expands sufficiently to allow clearance, however, once a character has wriggled down a tunnel a mere five feet, peristalsis takes over. Unless the character can make a successful bend bars roll to extricate himself or herself from the tunnel, the victim plunges downward from 40 to 100 feet into an acid digestion pod. There, the character suffers 3d10 hit points of acid damage each round until fully dissolved and assimilated. It is not physically possible for a mortal to break free of a pod once deposited within it; though various forms of magical travel, such as etherealness or teleportation, allow escape. The companions of a character trapped in a pod have no way of knowing what has occurred unless each individually decides to follow the leader, possibly much to your amusement.

3. Intestinal Fortitude

Characters who bypass the organs of assimilation in favor of the larger orifice beyond are better rewarded; however, the twisting, tubular passages revealed look like nothing so much as a giant digestive tract, which is bound to make even the bravest adventurer a bit nervous (at least it should).

Passage through the tract requires sufficient fortitude to resist the urge to flee when the following events occur, in order, during the journey:

- Ever louder rumbling noises reminiscent of a monstrosously hungry stomach.
- Tube diameter fluctuations that increase in severity until they momentarily squeeze the characters immobile before releasing them again.
- A low, regular thumping noise like a ghastly heart that at first is hardly noticeable but continues to grow louder and louder as the characters press onward.

4. The Nucleus

The rhythmic noise is even louder here. The regular beats now boom loudly enough to shake the walls, as if some colossal siege engine were at work.

The membranous ceiling of the vast organic space before you reveals the source of the noise. A massive heart, pulsing red in time with each crashing beat, is visible through translucent layers of flesh in the ceiling.

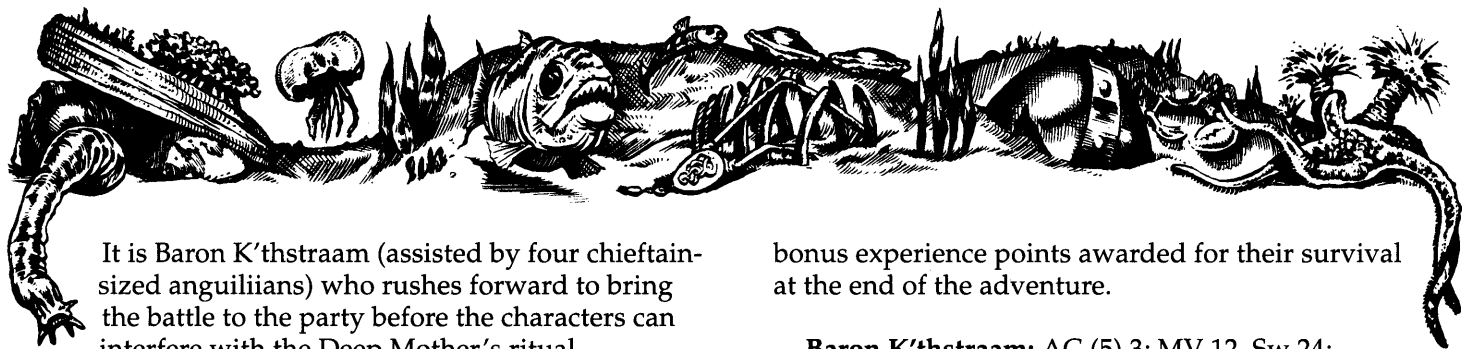
An eel-like humanoid as large as a giant floats above the floor, right under the massive heart. Something about the figure seems vaguely feminine. The creature has just placed a brilliantly glowing object on the crown of a statue carved from green stone. Lying prone in a radial pattern around the statue are five human figures equidistantly spaced, bound in tight nets. A familiar looking four-armed sahuagin hovers nearby. The sea devil bears a glowing trident, and four more eel men flank him. The four-armed figure looks you in the eye. A slow, toothy smile ripples across his strangely circular maw as he and his companions jet toward you. His voice roars out, rising like thunder over the booming heartbeat, "The true god Anguileusis shall live once more!"

As is true in other portions of the Dominion, walls here are resistant to damage. If the PCs try to attack the Dominion's heart, their efforts produce no serious damage, just some superficial nicks and cuts.

The large eel-like creature is the Deep Mother and the glowing object that she has placed on the crown of the statue is the *Seed of Tempest* (see **Arcana**). The statue is, of course, the Stone Which Abides (a sculpture composed of greenish serpentine, depicting a seated eel-man holding an eel-like child in his arms).

The netted captives arranged around the Stone are the prisoners from Angler Island (at last). They're still alive; they have received doses of *elasmobranchuvor* to allow them to breathe water.





It is Baron K'thstraam (assisted by four chieftain-sized anguiliians) who rushes forward to bring the battle to the party before the characters can interfere with the Deep Mother's ritual.

The ritual was initiated with the placement of the captives, statue, and *Seed* as described in the boxed text at the beginning of this section. The ritual continues as the Deep Mother begins to activate the stored power of the *Seed of Tempest* that will transfigure the Stone Which Abides back to Anguileusis-in-Flesh. The ritual requires that the Deep Mother boom out a bassorumble of power words accompanied by wild somatic gestures for a full 15 rounds. If the ritual is interrupted at any time before its resolution, it must be started again from the beginning. If the ritual is allowed to succeed, Anguileusis is revitalized along with the Deep Father, while all that remains of the five human captives is so much floating ash. Unfortunately for the Deep Father, the ritual sunders his mortal frame and his heart fails. Anguileusis is another story. See the **Concluding the Adventure** heading on page 56 if the ritual succeeds.

Baron K'thstraam does his level best to see that the player characters do not interfere with the ritual. He calls out his water elemental from his trident to supplement his attack on the party. Because the elemental is completely immersed in water, it is almost invisible, but the glowing water in this chamber reveals the elemental as a faint negative image of animated water with a humanoid shape.

If any character manages to slip by K'thstraam and the large anguiliians, the Deep Mother is forced to break off her ritual and turn her attentions to the intrusion. She first fires off a few destructive spells, if possible, before physically attacking (for ease of play, the Deep Mother's spells bear familiar names and effects; however, her spells in actuality have anguiliian names and origins). Note that in addition to standard anguiliian abilities, the Deep Mother is able to discharge an electrical jolt concurrently with a successful bite attack for an additional 2d10+2 points of damage once a day. The Deep Mother fights nigh unto death, but if it looks as if defeat is imminent, she attempts to grab the *Seed of Tempest* and escape; the Stone Which Abides can abide awhile longer until the Deep Mother can find a way to get her pincers on it again.

Characters who release Lychelle and the human captives can receive their help if they provide weapons usable underwater, but the low level of the captives makes them more of a liability in a fight than an advantage. The player characters are better off shielding the captives from the conflict and collecting the

bonus experience points awarded for their survival at the end of the adventure.

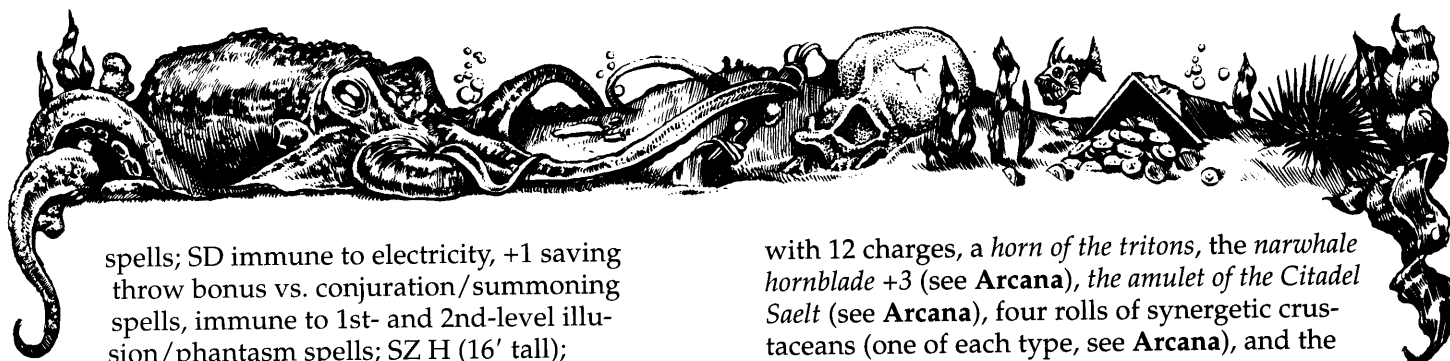
Baron K'thstraam: AC (5) 3; MV 12, Sw 24; HD 7+7; hp (50) 60; THAC0 (13) 11 (7 with *Surge*); #AT 7; Dmg 1d2/1d2/1d2/1d4/1d4/1d4/1d10+10 (claw/claw/claw/bite/rake/rake/*trident* +3 and Strength bonus; SW bright light harms eyes, -2 saving throw penalty vs. magical fire, suffer one extra point of damage per die of magical fire damage, -2 saving throw penalty vs. light-based attacks; SZ L (7' 6" tall); ML Elite (16); Int High (14); AL LE; XP 1,650.

Special Equipment: 3 bladders of octopus ink, 3 bladders *elasmobranchuvor*, *Surge* (*trident* +3); Damage 1d10+3; Int 14; Ego 20; Special Purpose: death or disfigurement to all who do not revere Anguileusis (see below); Special Powers: command 12 HD water elemental for three tasks each year, confers *free action*, *water breathing*, and *protection from normal weapons* on wielder once a day for one turn each, *teleport* wielder twice a month to location within two miles if both locations are under salt water, *telepathy*, *superhydrate* (on a natural attack roll of 20, *halve* the victim's remaining hit points, after computing normal damage; the creature's tissues swell and burst with too much salty fluid)

Water elemental (1): AC 2; MV 6, Sw 18; HD 12; hp 99; THAC0 9; #AT 1; Dmg 5d6,, SD nearly invisible underwater, +2 or better weapon to hit; SZ H (16' tall); ML Fanatic (17); Int Low (7); AL N; XP 6,000.

Anguiliians (4): AC 2; MV 9, Sw 18; HD 5; hp 32, 36, 45, 37; THAC0 16; #AT 4; Dmg 1d4+1/1d4+1/2d4+2/2d6+2 (pincer/pincer/bite/tail); SA Drill, clench, rake, dart (see **Anguiliian Abilities**); SD immune to electricity, wearing *armoring synergistic crustaceans* (see **Arcana**); SZ L (8' tall); ML Fearless (20); Int Exceptional (15); AL LE; XP 650 each.

Deep Mother: AC 0; MV 12, Sw 36; HD 15 (15th level conjurer); hp 120; THAC0 6; #AT 4; Dmg 3d4/3d4/3d4+3/3d6 (pincer/pincer/bite/tail); SA Spellcasting, can deliver an electric jolt with a successful bite attack for an extra 2d10+2 points of damage once a day, drill, clench, rake, dart, opponents suffer a -1 saving throw penalty vs. the Deep Mother's conjuration/summoning



spells; SD immune to electricity, +1 saving throw bonus vs. conjuration/summoning spells, immune to 1st- and 2nd-level illusion/phantasm spells; SZ H (16' tall);

ML Fearless (20); Int Supra-genius (20); AL LE; XP 8,000.

Spells (5/5/5/5/5/2/1 plus one extra conjuration/summoning spell per spell level): 1st—*magic missile* (×4), *comprehend languages*, *unseen servant*; 2nd—*Melf's acid arrow** (×2), *continual light*, *knock*, *invisibility*, *wizard lock*; 3rd—*hold person* (×3), *phantom steed**, *air breathing*, *dispel magic*; 4th—*dimension door*, *Evard's black tentacles**, *enervation* (×2), *remove curse*, *polymorph self*; 5th—*conjure elemental**, *teleport*, *domination*, *hold monster* (×2), *passwall*; 6th—*ensnarement**, *globe of invulnerability* (×2); 7th—*prismatic spray** (×2)

* Conjuration/Summoning spell.

Lychelle, hf, F5: AC 6; MV 9; hp 41; THAC0 15; #AT 1; Dmg pummel; SZ M (5' 11" tall); ML Average (11); Int Average (11); AL LG; XP nil.

Human captives, 0-level: AC 10; MV 6; hp 3 each; THAC0 20; #AT 1; Dmg pummel; SZ M (6' tall); ML Average (9); Int Average (9); AL LG; XP nil.

5. Deep Mother's Nest

This small chamber serves as the Deep Mother's nest, where she has spent uncounted years in isolated meditation on the theory and practice of magic. The rounded, mucous-coated chamber doesn't appear particularly serviceable to an airbreather accustomed to libraries and magical paraphernalia, but for the Deep Mother, the nest served its purpose.

When meditating in this chamber, the Deep Mother (and Deep Mother only) can mentally command the movement of the Dominion.

Although the contents of the chamber are sparse, it is not completely bare. The Deep Mother has saved one or two smaller relics from ages past, and she has also accumulated a few treasures of more recent manufacture. Some of the items have allowed her to focus her mental energies in the study of magic, while others serve as potential barter in dealings with races other than anguillians, and some the Deep Mother merely holds onto because she finds them pleasant to look upon.

The chamber contains: 23 pearls each worth 100 gp, 13 rubies each worth 250 gp, a jewel-studded crown worth 150 gp, 3 *potions of airbreathing*, a *staff of curing*

with 12 charges, a *horn of the tritons*, the *narwhale hornblade* +3 (see *Arcana*), the *amulet of the Citadel Saelt* (see *Arcana*), four rolls of synergetic crustaceans (one of each type, see *Arcana*), and the *anchor of travel* (see *Arcana*).

CONCLUDING THE ADVENTURE

If the party enters the nucleus of the Dominion and beards the Deep Mother in her den, a variety of possible scenarios could occur, ranging from total success to total failure.

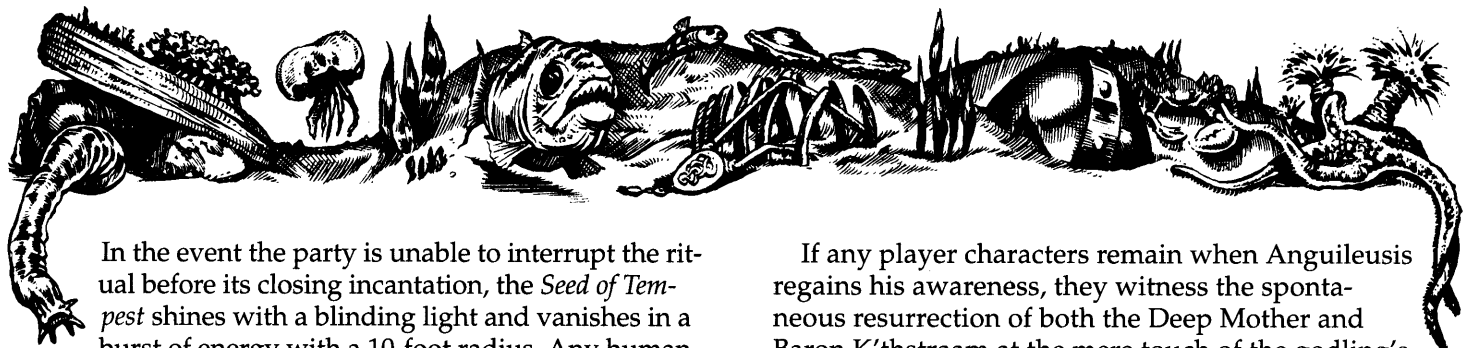
Complete success in this case means that the characters interrupted the ritual, destroyed Baron K'thstraam and the Deep Mother, smashed the *Seed of Tempest*, and rescued the human prisoners. Characters who avail themselves of the transportation opportunities in the Deep Mother's quarters (such as the *anchor of travel*) are able to return to Angler Island (or other known coastal location) at the end of the adventure. Completion of every one the parameters listed above confers an experience point award of 20,000 XP to be divided equally among the player characters. The characters also gain the satisfaction of knowing that they were personally responsible for foiling the appearance of a powerful evil entity in the sea—an effort worth at least a ballad or two.

Characters gain only a 10,000 XP bonus if they succeed in all parameters but fail to rescue the prisoners or to destroy the *Seed of Tempest*; if they fail to do either of these actions, no XP bonus is awarded at all.

The *Seed of Tempest* should be destroyed because so long as it exists, the rejuvenation of Anguileusis also remains a possibility. With the *seed's* destruction, the eel-god is fated to remain locked in stone for eternity.

The party might penetrate to the nucleus and drive off the Deep Mother without killing her. If the Deep Mother is unable to grab the *Seed of Tempest*, her next goal is to steal it back from the party, or failing that, extract terrible revenge upon the player characters if they've destroyed the relic. The vengeful Deep Mother could plague the characters for years.

If the Deep Mother survives and at any time gets her pincers on the *Seed of Tempest* again, she begins to seek out the current location of the Stone Which Abides; it is impossible to destroy this item, so the party will have to contrive to have it hidden, buried, or guarded. As long as either the *Seed* or the Deep Mother exists, so also does the possibility that the scenario outlined above plays out again.



In the event the party is unable to interrupt the ritual before its closing incantation, the *Seed of Tempest* shines with a blinding light and vanishes in a burst of energy with a 10-foot radius. Any humanoid creature within the radius must attempt a saving throw vs. death magic at a -4 penalty if it hails from above the waves. If the saving throw fails, the creature is turned instantly to ash as its living essence is consumed in the transfiguration of Anguileusis.

The living godling born from the stone has the form of a miniature anguillian; however, its skin is completely white and faintly glowing, and its eyes flash with coruscating light, like distant lightning. The godling's very presence boils water within an inch of its skin. Anyone viewing Anguileusis is instantly aware of the godling's supernatural vital energy.

As noted earlier, the Deep Father is unable to survive the ordeal, but the hatchling god is a bit more hardy, if disoriented. In fact, the godling is so confused it doesn't immediately recall its own identity. This is an ideal time for the characters to escape with their lives.

If the characters attempt to take advantage of the apparent weakness of the small anguillian, they're in for a tough fight (see the godling's statistics, below).

Attacks against the godling only serve to provide a focus for its disoriented mind; after each successful attack, the godling's eyes grow more focused and more aware of their surroundings. Every attack that actually inflicts damage on the creature has a 10% cumulative chance of bringing the godling to full awareness. In the absence of physical attacks, Anguileusis becomes fully aware of its new incarnation in one turn. Until Anguileusis regains his awareness, he can only move at half his swimming speed, and can make only one pincer attack each round. He cannot use spells or spell-like abilities until he becomes fully aware.

Godling, Anguileusis: AC 2; MV 12, Sw 24; HD 30 (30th level cleric); hp 200; THAC0 1; #AT 4; Dmg 4d4+4/4d4+4/6d4+4/6d6+4 (pincer/pincer/bite/tail); SA Drill, clench, rake, dart, cast *death gaze* once a day; SD immune to electricity, immune to weapons of +2 or lower enchantment, takes only 1 point of damage from weapons of +3 or greater enchantment, immune to spells of 2nd level or less, 3rd level or higher spells that penetrate magic resistance are 45% likely to be reflected back on caster, regenerate one hit point a turn; MR 30% SZ S (3' long); ML Fearless (20); Int God-like (21); AL LE; XP 32,000.

If any player characters remain when Anguileusis regains his awareness, they witness the spontaneous resurrection of both the Deep Mother and Baron K'thstraam at the mere touch of the godling's pincer. When the gaze of Anguileusis sweeps over the player characters, each must save vs. death magic or perish as if subject to a *death spell* (no limit on hit dice affected). The godling is content to watch the fully renewed Deep Mother (yes, her spells have also returned, fully memorized) and baron deal with destroying the surviving characters. Meanwhile, the godling phases into the living flesh of the Dominion. After 24 days, the Dominion becomes a gargantuan anguillian with all the powers of the demigod Anguileusis.

This adventure does not give statistics for the fully enlivened, gargantuan Anguileusis; hopefully the worst does not come to pass and the god is not transfigured from its confining stone, but, in a worst case scenario, Anguileusis begins to rebuild the anguillian fortunes so that they again equal the might of long ago, and come to represent an extremely powerful, evil, and ruthless force within the sea. However, if you are sensitive to events that could throw off the balance of your campaign, you could rule that Anguileusis is content with merely raising the anguillian race back into a major power within a confined area.

Alternatively, the fortunes of the anguillians could be checked by the jealous sahuagin. The sahuagin could potentially enlist both Daganisoraan and an avatar of Sekolah (see *The Sea Devils*) as allies against the expansion of the empowered anguillians, engendering an undersea war sure to last generations. This scenario is rife with adventure seeds, one of which might very well be to recover the original spell used by the Adherents millennia ago to again transform Anguileusis into so much inanimate stone, albeit a much larger one.

Whatever the outcome, one thing is sure: so long as Anguileusis exists beneath the sea, so too does the probability that one day the god-in-flesh will tire of his undersea realm and seek to expand it. Unless effectively opposed, all the lands above the waves face incorporation into the realm of the eel god; what mortal agency can deny a god's intention to drown a world?

ARCANA

This section includes information on the new magical items presented in *Sea of Blood*.

Amulet of Citadel Saelt: This palm-sized brooch is carved from clear crystal to form a bovine skull from which multiple horns sprout in an arrangement similar to a spider's legs. A rough, grainy coating of salt seems permanently bonded to the amulet.

In a way, the *amulet of Citadel Saelt* functions like an *amulet of the planes*. While the *amulet of the planes* enables the individual possessing it to transport himself or herself to the Outer Planes (where beings both devilish and divine reside), the *amulet of the Citadel Saelt* transports the wearer and up to four companions to and from an Inner Plane, namely the Quasi-elemental Plane of Salt.

The Plane of Salt is an infinitely thick layer of parched, desiccating salt. The place is mostly lifeless except for the occasional native known as a salt mephit; here and there, however, hollows in the salt hold communities where colonists or visitors from other places dwell. Citadel Saelt, a great edifice carved from the native salt, is one such outpost.

A group of planar beings calling themselves the Doomguard built the fortress. It is to this citadel that the amulet transports wearers.

The Deep Mother accidentally made contact with representatives of the Doomguard while first probing the border between the Elemental Plane of Water and the Plane of Salt. The Doomguard, whose harsh philosophy promotes the entropic decay of the multiverse, saw the Deep Mother as a potential agent for death and destruction, and so aided her in her quest for magical knowledge. The gift of the *amulet of the Citadel Saelt* allowed the Deep Mother unrestricted access to the magical library located in the citadel.

Player characters who use the amulet are likewise transported to Citadel Saelt, where the characters encounter agents of the Doomguard and perhaps involve themselves in aiding or thwarting (or just escaping) the machinations of this extreme faction. DMs interested in exploring scenarios set in the Inner Planes, or Outer Planes, or both are encouraged to refer to the PLANESCAPE Campaign Setting box or the *Planewalker's Handbook*, which contain all the information necessary to launch a plane-spanning campaign.

XP Value: 2,000

GP Value: 10,000

Anchor of Travel: This magical anchor is forged from bright steel, and no tarnish or sea growth ever mars its surface. The *anchor of travel* possesses a number of enchantments that make it a highly prized item among seafarers.

The anchor contains a bound water elemental of some intelligence, and the elemental is capable of communicating via common speech with anyone who holds the item. Whenever someone handles the *anchor*, the elemental speaks up, introducing itself as Neridesis and asking if it can be of any assistance. Neridesis has a neutral alignment; however, it has gotten impatient with how little the Deep Mother uses its services, and spares the characters few words in informing them of this fact.

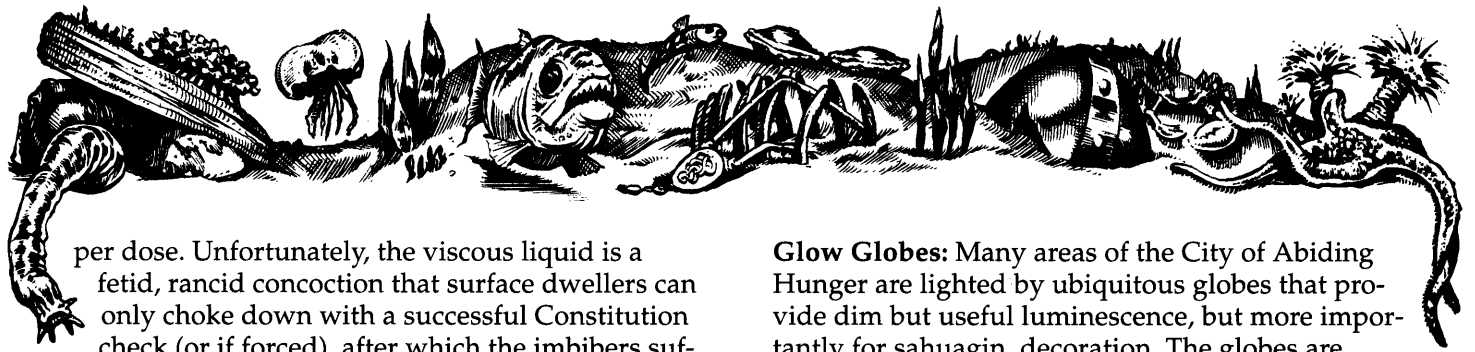
A character possessing the *anchor* can call upon each of the following powers once a day as a 20th level spellcaster: *water breathing*, *water walk*, *lower water*, and *part water*. Once a month, the *anchor of travel* can produce a *control weather* effect. Once per year, the anchor can *teleport* a small boat or small ship (capable of holding up to 12 man-sized creatures) and everyone on board to any location on the water's surface that can reasonably be referred to as a coast, provided the locale is on the same plane (or crystal sphere) as the point of departure. The *anchor* can initiate the *teleport* from any location, whether landlocked or underwater, and it is not necessary for those being *teleported* to be in a boat for the power to function; however, Neridesis complains if the travelers have no boat.

XP Value: 6,000

GP Value: 21,000

Elasmobranchuvor: As introduced in *Evil Tide*, this elixir (the name is sometimes abbreviated *chuvor*) is taken internally, healing sahuagin, and sahuagin only, 1d4+8 hit points per dose. Unlike other forms of healing, the elixir can grant hit points beyond the sahuagin imbiber's normal maximum. The additional hit points are lost first if the sahuagin suffers any damage. *Elasmobranchuvor* also raises sahuagin Morale by +2, confers a +2 attack bonus, and decreases the sahuagin imbiber's natural AC to 3. The additional effects (besides simple healing) last for 1 turn and then fade.

While standard sahuagin healing ointment merely irritates surface dwellers and sea mammals, *elasmobranchuvor* affects airbreathing creatures as a *potion of water breathing* with an effective duration of 12 hours



per dose. Unfortunately, the viscous liquid is a fetid, rancid concoction that surface dwellers can only choke down with a successful Constitution check (or if forced), after which the imbibers suffer -3 penalties to all actions (attacks, damage, saving throws, and ability checks) while the *water breathing* effect lasts. In no case does a non-sahuagin imbibers gain any hit points from the elixir.

Because of recent experimentation done in the sahuagin City of Abiding Hunger, new *elasmobranchuvor* effects have become known. It seems that if air-breathing humanoids consume *multiple* doses (5) within a period of 10 minutes, the elixir does more than grant *water breathing*; it also transforms the imbibers' phenotype (outward appearance) to that of a sahuagin.

The transformation does not effect the imbibers' possessions, and the altered being retains the knowledge, proficiencies, spellcasting abilities, and hit points of its former body. However, the imbibers also gains the water breathing ability, the special senses, Armor Class, and nonweapon attack abilities of a sea devil: 1d2/1d2/1d4/1d4/1d4 (claw/claw/rake/rake/bite); the -3 action penalty no longer applies to those completely turned to sahuagin form. More importantly, the imbibers appears to be a sahuagin to casual observation even from true members of the sahuagin race. This effect lasts for a full 24 hours, before the transformation reverses itself.

Increasing the dosage or drinking additional *elasmobranchuvor* while already in sahuagin form causes debilitating pain, with no increase in the duration of the transformation. To renew the sahuagin facade requires waiting out the initial period of the current transformation, then undergoing the megadosing once more. Additionally, an airbreathing humanoid can only undergo this transformation a maximum number of times equal to its Constitution score divided by 3. For example, a character with a Constitution score of 12 could undergo the transformation a total of 4 times before the multiple doses ceased to have any positive effect.

Finally, the DM should note that this elixir is not so common that every sahuagin encountered would have access to it. In fact, only sahuagin in extremely sensitive positions are given bladders of the substance, such as those guarding obvious entry points to the city (as described in **The Betrayal**), and elite warriors of the garrison. Priestesses of 5 hit dice or higher are also likely to have *elasmobranchuvor* on hand, but do not normally distribute it freely, regarding it instead as a sacrament of Sekolah.

XP Value: 450

GP Value: 1,000

Glow Globes: Many areas of the City of Abiding Hunger are lighted by ubiquitous globes that provide dim but useful luminescence, but more importantly for sahuagin, decoration. The globes are specially treated bladders filled with luminescent gel. The sea devils prepare the gel from deep sea creatures of the Unfathomed Deeping that naturally produce luciferase (an enzyme that glows under proper stimulation). Once a glow globe is prepared, it sheds illumination for 30-60 days, depending on its size. Re-energizing the glow globes is a simple matter left to low-ranking priestesses. A variant of the *bless* spell (that calls upon the beneficence of Sekolah) is sufficient to charge each globe for another 30-60 days before maintenance is once more required.

An active glow globe sheds about as much light as a candle.

XP Value: nil

GP Value: nil

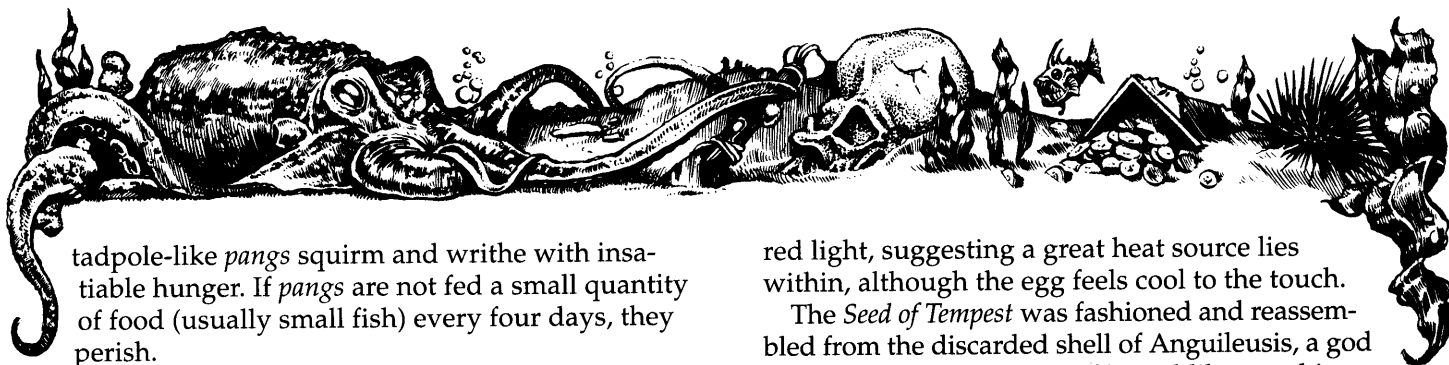
Hornblade, narwhale: This is a magical weapon crafted from a six-foot length of narwhal horn. Even close inspection is 90% unlikely to reveal it as anything other than a piece of horn, six feet long, fitted with a sword hilt; however, the *narwhale hornblade* radiates enchantment magic if detected for. A user can activate the *narwhale hornblade* by applying pressure to a small nub midway along the horn, which causes the entire horn to come alive with a brilliant, pulsing, blue-green glow. While in its active stage, the *narwhale hornblade* functions for all practical purposes as a *two handed sword* +3, even though in appearance it looks blunt and unwieldy. Additionally, the *narwhale hornblade* can be used in underwater melee at no penalties as if it were being wielded in the open air. The *narwhale hornblade* can remain active indefinitely, but pressing the same bony nub that activates the sword serves to deactivate it until its next use.

XP Value: 1,000

GP Value: 5,000

Pangs: These terrible little creatures are bred only within the City of Abiding Hunger. The sahuagin dwelling there learned about *pangs* through the city's association with the anguillians of the Unfathomed Deeping. The anguillians sometimes bring up strange organisms from the lightless depths as gifts to the sahuagin king and as pledges of their loyalty. *Pangs* represent one of these gifts. As such, these creatures are extremely rare, and unlikely to be found anywhere outside the city; even then, common sahuagin are unlikely to be familiar with *pangs*.

Broods of *pangs* (usually 13) are kept sequestered within shells stoppered with bone plugs. Within, the



tadpole-like *pangs* squirm and writhe with insatiable hunger. If *pangs* are not fed a small quantity of food (usually small fish) every four days, they perish.

When a sahuagin needs a *pang*, the sea devil simply pulls out the creatures singly from their container; sahuagin are immune to a *pang*'s attentions. Care must be taken underwater (a successful Dexterity check for non sahuagin), else, the entire brood within the container escapes through the open top.

If a liberated *pang* is placed on non-sahuagin flesh, it instantly attaches itself (inflicting 2 points of damage) and begins to feed with its rough mouth, sending small tendrils deep into the flesh of its new host. While the *pang* is attached, the 2 points of damage do not heal, even with magical healing. Once the creature is removed, the damage heals normally. Note that multiple *pangs* can attach to a single organism.

A *pang* is a parasite, feeding on its host organism and providing nothing in return. Unfortunately for hosts, *pangs* have evolved a painful incentive that is likely to prevent a host from removing these creatures: any pain or discomfort felt by the *pang* is transmitted to the host, multiplied tenfold! Therefore, a poke, squeeze or rough prod of the attached creature sends agonizing pain into the host. Actual damage inflicted on the *pang* is likewise inflicted on the host multiplied 10 times (1 point of damage to the *pang* is 10 to the host). Each *pang* can take 4 points of damage before it is killed, inflicting a maximum of 40 hit points on the host if the parasite is removed simply by killing it. Note that magically healing the *pang* does not affect the host in any way.

A *cure disease* spell instantly slays 1d4 *pangs* attached to a single creature, with no harm to the host.

While the uses which the evilly inclined may put this creature are apparent (torture), a sea devil at bay (or overly curious player character) may uncork a shell of *pangs*, in which case the creatures swim out *en masse* and attack the nearest non-sahuagin present. A successful attack indicates successful attachment.

Pangs (1-13): AC 8; MV Sw 9; HD 1; hp 4; THAC0 20; #AT 1; Dmg 2 points (bite); SA see above; SZ T (2" long); ML Fearless (20); Int Animal (1); AL N; XP 35 each.

Live *pangs* sell for 20-100 gp each on the open market.

Seed of Tempest. In appearance, the *Seed of Tempest* resembles a leathery egg no larger than two human fists placed together knuckles to knuckles. A web of cracks over the entire surface of the egg shines with a

red light, suggesting a great heat source lies within, although the egg feels cool to the touch.

The *Seed of Tempest* was fashioned and reassembled from the discarded shell of Anguileusis, a god born into the mortal flesh of his eel-like worshippers. Having once been the repository of a god, the shell proved an ideal receptacle for the accumulating life force of the Deep Mother, who slowly infused the egg with power until its abilities approach that of an artifact.

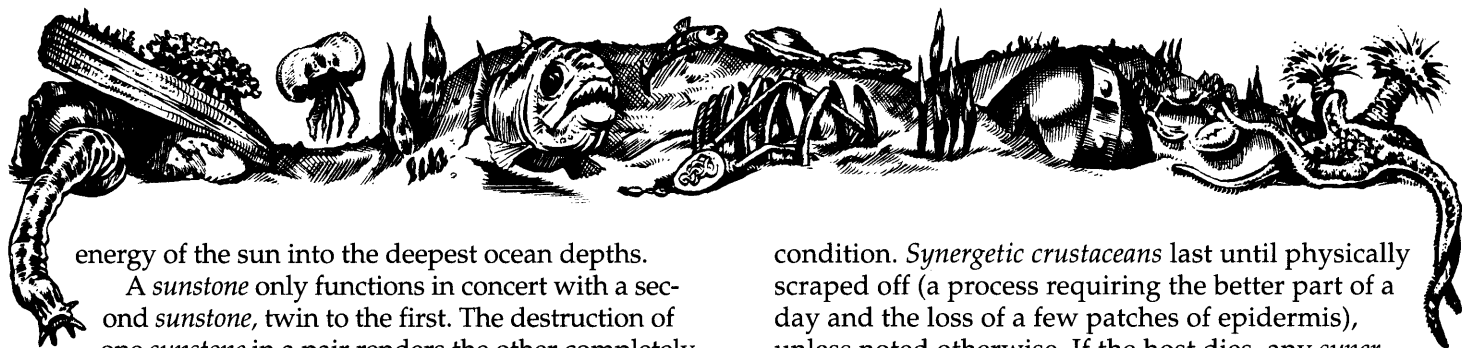
The *Seed of Tempest* allows its possessor to accomplish a variety of tasks. One of its powers enhances spell-casting ability; in game terms the *seed* allows the spellcaster to function as if 50% higher in level than his or her current level (rounding down), to a maximum of 20th level. Therefore, the *seed* in the hands of a 1st level wizard would be worthless, but in the hands of a 2nd level wizard, the *seed* would allow the character to learn and cast spells as if he or she were 3rd level (hit points and other statistics are in no way altered). Similarly, in the hands of a 10th level caster, the *seed* would allow the possessor to learn and cast spells as if he or she were 15th level.

Besides enhancing spell-casting ability, the *Seed of Tempest* possesses the following spell-like abilities: create an *earthquake* (as the 7th-level priest spell) up to 500 miles distant at the 30th level of ability once a decade, cast *control weather* (as the 7th-level priest spell) up to 500 miles distant at maximum strength no matter the prevailing weather once a year, act as a *crystal ball* once a day; the previous two effects can be cast through the *crystal ball* effect (but remain subject to the range limits given above).

The *seed's* primary function, however, is to revitalize Anguileusis—the being who originally hatched from the egg. The *seed* can only function this way once, being wholly consumed in the process.

Unlike many other artifact-level items of power, the *Seed of Tempest* is a fragile item. A solid smash from any weapon that possesses +1 or more enchantment and delivers 10 hit points in a single blow is sufficient to shatter the item, which explodes in a flash of white light. Shell fragments inflict 3d6 points of damage to all within 10 feet of the explosion, unless a saving throw vs. breath weapon for half damage is successful.
XP Value: nil **GP Value:** 25,000

Sunstone: Mined on the Elemental Plane of Earth by ancient elven cabalists, a *sunstone* set has found its way into sahuagin hands. Always quick to utilize concepts or artifacts alien but useful to underwater environments, the sahuagin in the City of Abiding Hunger have discovered good reasons to bring the unfiltered light and



energy of the sun into the deepest ocean depths.

A *sunstone* only functions in concert with a second *sunstone*, twin to the first. The destruction of one *sunstone* in a pair renders the other completely powerless. While one of the pair remains in sunlight, the twin acts as a conduit, producing an illumination that is for all practical purposes actual sunlight within a 25-foot radius, no matter how far the radiating *sunstone* is from the accumulating twin (even across planar distances).

For example, a *sunstone* placed upon a lonely mountain top would energize its twin during the day, but during the hours of night, the radiating twin remains dark as well. During cloudy conditions, the radiating *sunstone* remains alight, but muted in its intensity, just like light on a cloudy day. If someone were to come across the accumulating twin and pop it into a dark sack, sunlight transmission would immediately cease in the radiating *sunstone* until such time as the other jewel found its way into the sun once again.

No other type of illumination or energy is passed through the *sunstone* link, although a clever owner might pass one way Morse-code-style messages. Note that either of the two *sunstones* can serve as the accumulator. If both stones are ever simultaneously placed in the sun, both of the linked stones explode in a fiery, shrapnel-filled blast, inflicting 4d6 points of damage to all within 25 feet of either stone, and 8d6 hit points if in the radius of both stones; a successful saving throw vs. breath weapon reduces the damage by half.

XP Value: 500

GP Value: 2,500

Synergetic Crustaceans: When anguillians ruled the lower depths long ago, they possessed a biotechnology that gifted them with multifarious organic tools, weapons, and defenses. *Synergetic crustaceans* represent the last remnants of this forgotten technology. As the name implies, *synergetic crustaceans* provide special benefits to their host in exchange for living space and nutrients from the host's body.

Prior to application, *synergetic crustaceans* grow on membranous squares (which are easily rolled into a scroll case-sized receptacle for storage). The potential host need merely unroll the storage tissue and press the inner, barnacle-covered membrane against exposed skin. The crustaceans transferred by the application rapidly begin to grow on the host's skin, until the host's body is completely covered in a thin barnacle coating (the process takes an hour). The host's natural orifices (eyes, ears, mouth, etc.) remain free and the host suffers no particular discomfort. The barnacle coating is quite thin, so the host is recognizable to his acquaintances, but he has acquired a rough, slimy skin

condition. *Synergetic crustaceans* last until physically scraped off (a process requiring the better part of a day and the loss of a few patches of epidermis), unless noted otherwise. If the host dies, any *synergetic crustaceans* attached to the character die, too. The coating of barnacles requires immersion in saltwater for at least two hours each day (four hours a day in hot, arid conditions).

Each membranous application tissue is usable only once. A fully grown coat of *synergetic crustaceans* provides the host with the benefits (described below), which vary by type. Only one type can grow on a single host at any given time.

Armoring. Once these crustaceans get a foothold on the host's body, the barnacle coating hardens up in small discrete patches, increasing the host's natural Armor Class by 2 points. A host with a natural Armor Class of 10 growing armoring *synergetic crustaceans* would gain an Armor Class of 8. The discrete hardened plates allow supreme flexibility, so a host growing these crustaceans is not hindered in movement or range of motion. Note that this hardened barnacle coating is not cumulative with artificial armor.

Insulator. Heat resistant crustaceans protect the host against extreme temperatures. Treat those growing heat retarding *synergetic crustaceans* as if they were affected by simultaneous spells of *resist heat* and *resist cold*.

Neutralizer. These crustaceans are completely unaffected by dangerously low pH, such as what might be found in the Organs of Assimilation. When acid (low pH) contacts the barnacle-coated host, the crustaceans immediately secrete a correspondingly strong base (high pH), neutralizing the acid. During the course of a single day, the crustaceans can produce enough base to negate 50 points of acid damage.

Regenerative. All *synergetic crustaceans* grow upon a host's body by virtue of thousands of tiny strands rooted deeply into the host's skin. Some of the crustaceans in a barnacle coating utilize this property to the host's advantage by promoting the rapid healing of injuries the host has received. The interwoven rootlets tend to pull wounds closed. Also, the crustaceans infuse the host with hormones that cause the host's body to release clotting factors and similar natural healing agents at an accelerated rate. Thus, the host regenerates 1 hit point a turn to a maximum of 25 total hit points in a 24 hour period. Regenerative *synergetic crustaceans* that reach or exceed this healing level require a 24 hour period of rest to rejuvenate their healing abilities.

XP Value: 300

GP Value: 5,000

CROSS-SECTION VIEW

CALDERA LIP

CITY OF ABIDING HUNGER

SEA TUNNELS

CITY OF ABIDING HUNGER

FLOATING GARDENS

DOMES

AMPHITHEATER

ARENA

PRISON
COMPLEX

HATCHERY

THRONE
OF TEETH

SHRINE TEMPLE

HUNT-
DISBURSEMENT

ARTISAN
COMPLEX

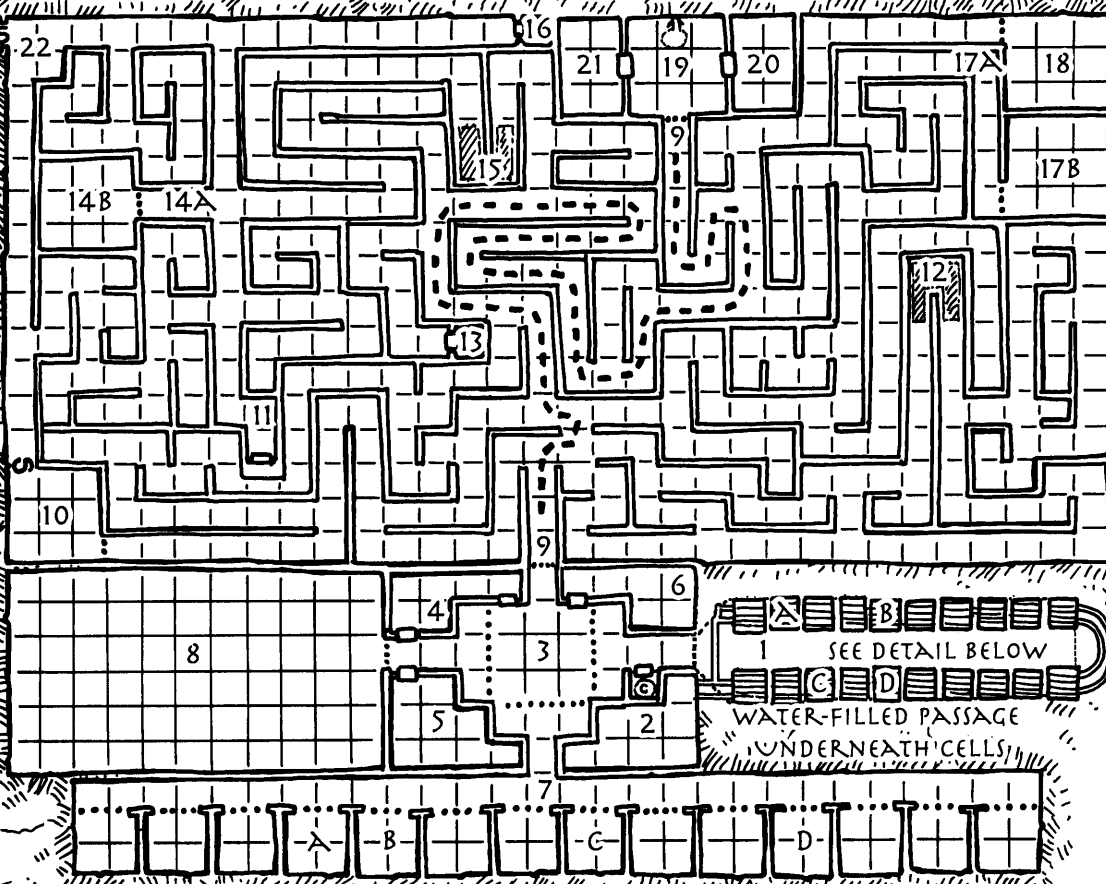
SEA
TUNNELS

FLOATING GARDENS

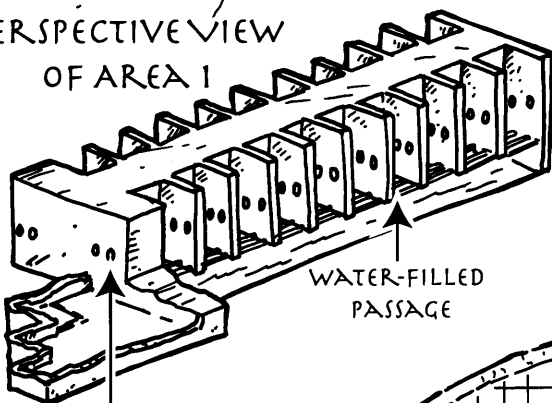
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FEET

UNFATHOMED DEEPING

PRISON MAZE

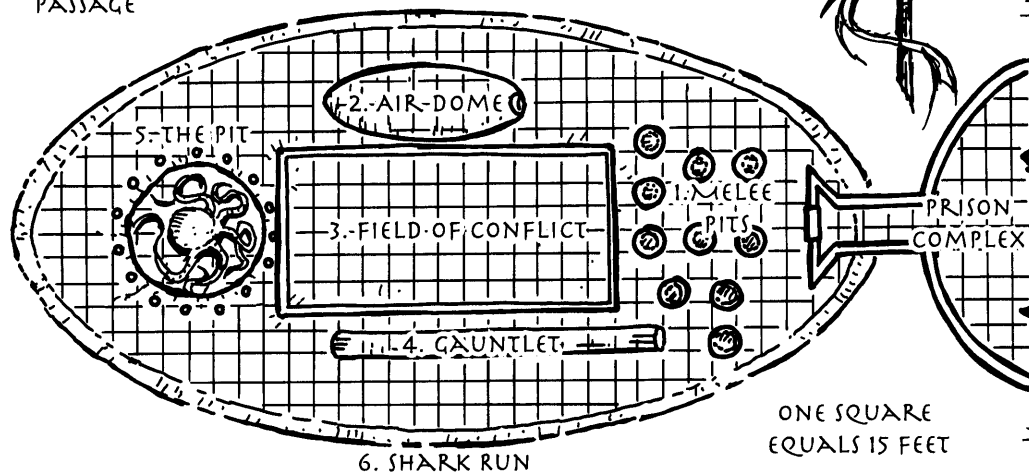


PERSPECTIVE VIEW
OF AREA 1



- KEY
- DOOR
 - SECRET DOOR
 - FALSE DOOR
 - TRAP DOOR
 - CEILING
 - GATE/PORTCULLIS
 - TRAP
 - SHAFT UP
 - GUARD ROUTE

ARENA



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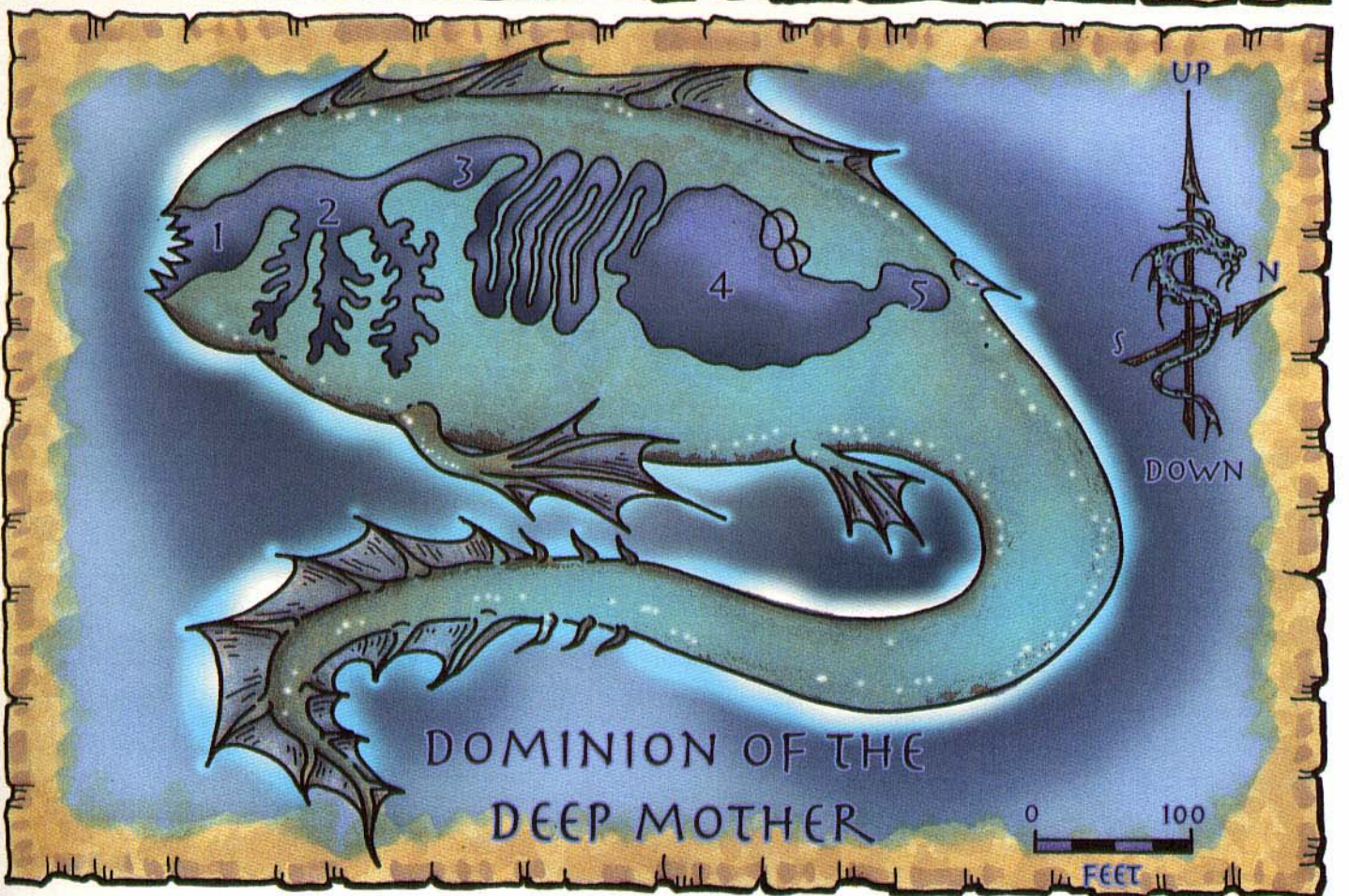
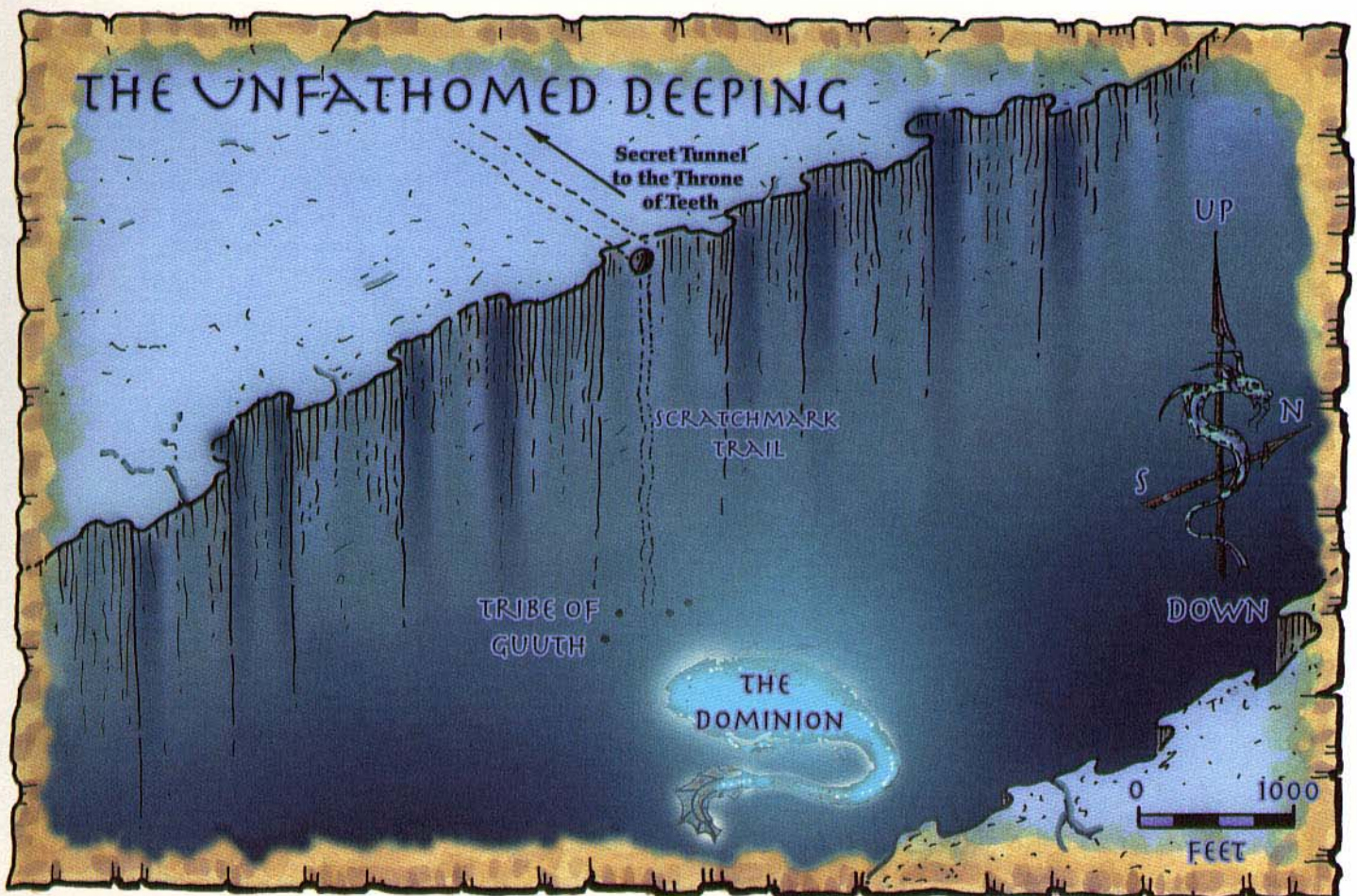
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For four to eight characters of levels 7-9

SEA OF BLOOD

BY BRUCE R. CORDELL

SCANNED BY: JACK D. KNIGHT

"EVERY LAND TO DROWN IN THE AVENGING
SEA OF BLOOD"

—PROPHECY OF THE DEEP MOTHER

The deep sea holds many perils—some known, some secret, some merely hungry . . . and some *evil*. Those who live on dry land speak in whispers of the dreadful City of Abiding Hunger, where sea devils cavort in the court of their king, awful rites pay homage to a brutal shark god, and desperate refugees from above the waves dream of the sun they will never see again. . . .

In *Sea of Blood*, adventurers attempt to overcome the mortal threats contained in the City of Abiding Hunger and the Throne of Teeth before finally coming face to face with their true enemy—the Deep Mother. *Sea of Blood* can be played as a stand-alone adventure, or it can serve as the finale of the sahuagin adventure trilogy that started with *Evil Tide* and continued in *Night of the Shark*.

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