



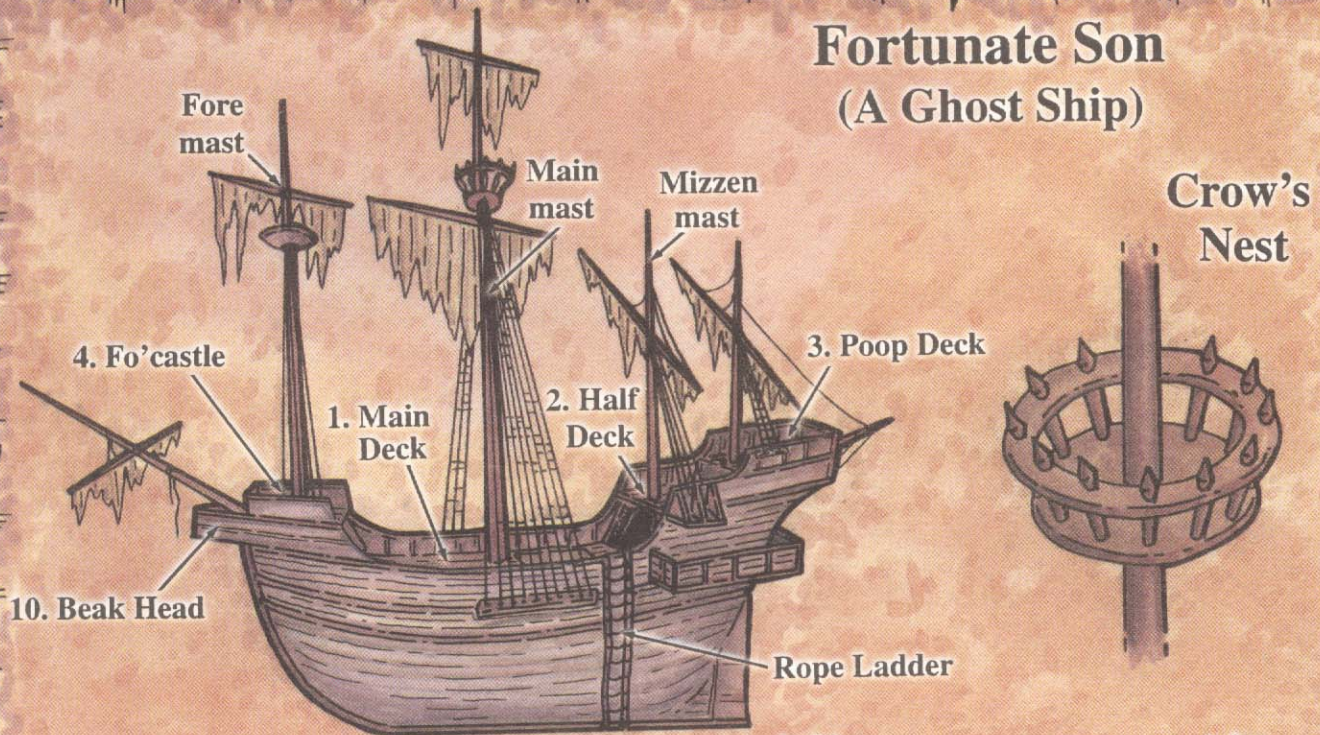
Advanced
Dungeons & Dragons
Adventure
Monstrous Arcana

NIGHT OF THE SHARK

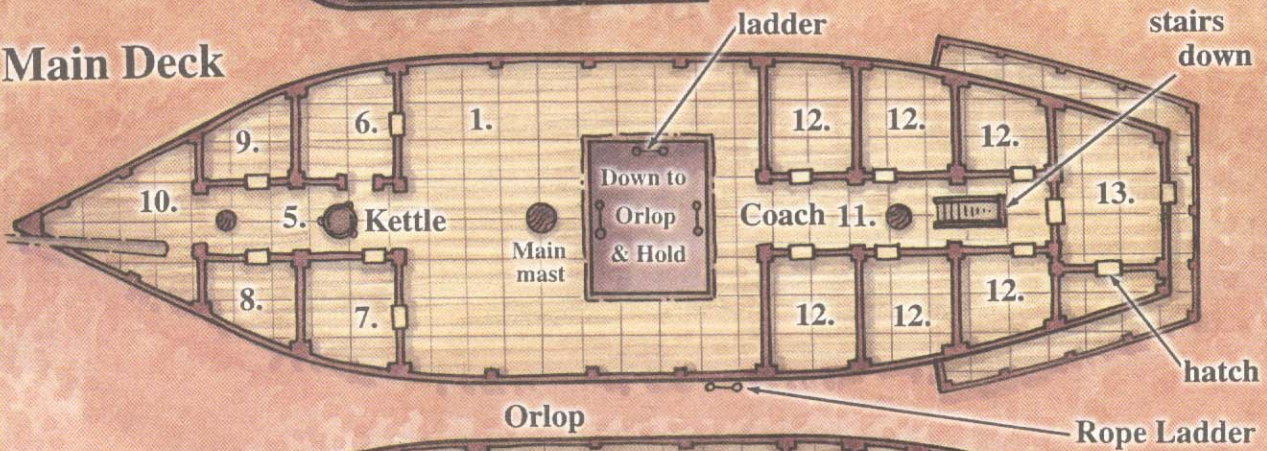


BY BRUCE R. CORDELL

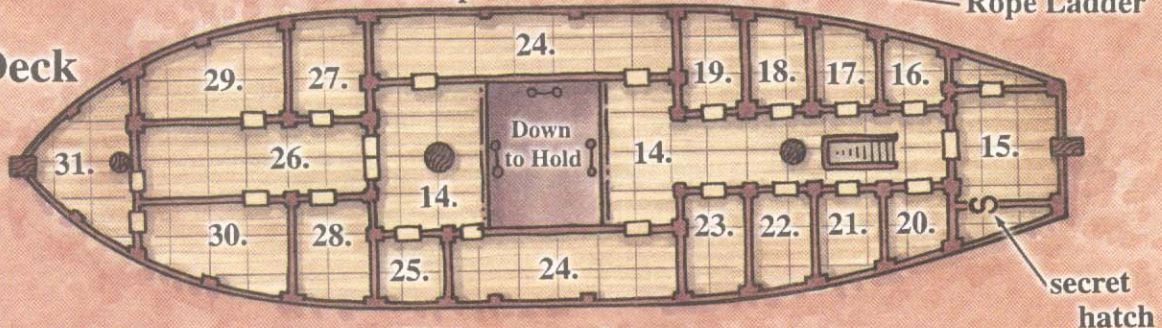
Fortunate Son (A Ghost Ship)



Main Deck



Mid Deck



Bottom Deck (The Bilge)



1 square = 5 feet

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

NIGHT OF THE SHARK

BY BRUCE R. CORDELL

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INTRODUCTION

*"The stays crack like glaciers, the beams give moan
& the bulkheads buckle with a wooden oath
the timbers ache with twisting & they lean
to the spars & deck, bent like ribs to the breath
& the hatches gape at the fury cast in brine
as the storm comes in with its teeth, teeth, teeth."*

—Johnathan Von Post,
The Kiss: Wounds in the Mouth

Night of the Shark is the second in an adventure trilogy (beginning with *Evil Tide* and concluded in *Sea of Blood*) that pits four to eight player characters of levels 6 to 8 (45 total levels) against the dreaded sahuagin. Each adventure within the trilogy can be played separately or linked together to form a seamless epic-length adventure.

The sahuagin trilogy supports *Sea Devils*, a MONSTROUS ARCANA™ supplement, and also *Of Ships & The Sea*, a core rules supplement, both providing in-depth rules for marine adventuring. However, these two supplements are not absolutely required to play out the sahuagin adventure trilogy.

The bulk of this adventure occurs on and under the wind-tossed waves of the open sea. Although places and individuals critical to the adventure are named and described, the DM is free to change any and all names found herein so that *Night of the Shark* and the subsequent adventure can be cohesively inserted into any ongoing campaign.

Finally, it is important that any party playing through this adventure possesses magical items that allow its members to survive in some fashion while underwater; the marine environments characteristic to the encounters in *Night of the Shark* spell doom for any PCs that are ill-prepared. Those who adventured in *Evil Tide* should already have an assortment of magical items that aid in marine survival. If the DM intends to run *Night of the Shark* independently of the previous adventure, he or she is well advised to provide PCs with water-adapting magic or else face the possibility of a quick demise for all concerned in the very first encounter.

BRIEF HISTORY

A statue carved of greenish serpentine (called The Stone Which Abides by the sahuagin Baron K'thstraam)

was brought up from prehistoric ruins deep below Angler Island. It holds a deadly fascination for the sahuagin; Potentate Kara Rynnnow (and perhaps the PCs, as well) has determined that the statue must be physically removed from the island to end future threats of sahuagin incursion. As part of Potentate Rynnnow's original contract to end the sahuagin raids on the island (which would pay the heroes a total of 2,000 gp in fine pearls), the PCs are beholden to escort the statue off the island to insure that nothing goes awry.

Whether the characters have decided to bring the relic to the mainland to sell for a profit (The Stone Which Abides should fetch at least 600 gp from art collectors there) or to merely dump it at sea at a goodly distance from Angler Island, they should be on board the ship that has The Stone Which Abides in its cargo hold at the commencement of this adventure (this ship is possibly the same 65-foot-long, 20-foot-wide knarr, crewed by 10 0-level sailors, 1 hf/F1 mate, and 1 hm/F2 captain, which originally brought the player characters to the island). Note that the fathomer Laurish Samprey and his sea-otter familiar Scratch accompany the adventurers (if they survived the Sea Caves in the first adventure).

Laurish Samprey, hm, W10, Fathomer: AC 2; MV 12; hp 33; THAC0 15 (with *staff of striking*); #AT 1; Dmg 1d6+3 plus strike damage (*staff of striking*; +6 or +9 when 1 or 2 charges expended, respectively); SA spell casting, +1 saving throw bonus vs. water-related spells; SW suffers -2 penalty to saving throws against fire-related spells; SZ M (5' 11" tall); ML Average (9); AL NG; XP 2,000.

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, and underwater navigation.

Special Equipment: bracers of defense AC5, ring of free action, helm of underwater action, water-proof spell book & component pouch, staff of striking +3 (57 charges).

Spells (5/5/4/3/3): 1st—magic missile (×4), tears of the alligator* (converts 10' radius sphere of salt-

water to fresh water); 2nd—*forget, wizard lock, knock, invisibility, waterbane** (waterproofs 1 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*

*Spells 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 35.

Even though the true nature of The Stone Which Abides is not completely revealed until the third adventure, it should be noted here that it is a unique artifact with several specific properties. It cannot merely be teleported or carried via an extradimensional space such as a *portable hole* or something similar; nor can it be magically reduced for ease of transportation, or whisked through another plane of existence. The only means of moving the item is by boat across the water. Anything the characters attempt to do to avoid this fails. Heroes may attempt to use magical divination spells on the Stone, but results are vague, at best, indicating only that it is highly magical.

A trip to the mainland requires one-and-a-half days of sailing with good winds. Those who merely wish to dump the statue in the deep ocean have been told by Rynnow that it should be taken at least a day's sail from the island. In any event, it should be easy enough for the DM to engineer "The Tempest" encounter such that it occurs in the dark of night.

ADVENTURE SUMMARY

The ancient statue brought up from the Sea Caves beneath Angler Island must be deported immediately to avoid a full-scale sahuagin attack; the sahuagin King Laangforanen (whose crafty machinations were accomplished by Baron K'thstraam in *Evil Tide*) desperately wishes to get his hands on this relic and doesn't seem to be bothered by wasting the lives of his followers to do so.

The PCs escorting the statue to sea are in for a rude surprise when a storm of lethal magnitude blows up in the night. What's worse, a band of sahuagin and a truly massive megalodon (giant shark) finish what the storm began; the PC's ship goes down. The sahuagin make off with the statue while the PCs are left to fend for themselves in a night ocean infested with a vicious shark of frightening proportions.

Surviving PCs realize that the storm has blown the ship away from the mainland into unfamiliar waters. Luckily(?) the PCs are offered "rescue" by a ship crewed only by the dead. If the PCs survive the perils of the

haunted vessel's lower decks, they discover some hints revealing how the ship reached its present state, as well as a means and motive to propel the ship to a singular location that, to outward appearances, is a submerged seamount.

While exploring the seamount beneath the waves, the PCs encounter a strange creature, known as the apodalyse, along with its progeny. In addition, they rescue a living "sea elf." However, unbeknownst to the adventurers, the captive is in fact a malenti (a sahuagin who has the outward appearance of a sea elf). The captive is a valuable source of information for the heroes; he assures them that he can guide them to a secret entrance in the City of Abiding Hunger (the sahuagin city where the statue and some human captives from Angler Island have been taken), or back to the mainland if that is their wish. Either way, the route is fraught with danger, and the end of the journey holds an unpleasant consequence for the heroes.

CHARACTER INVOLVEMENT HOOKS

Characters who have played through *Evil Tide* do not need to be artificially incorporated into this adventure. For the DM who wishes to run *Night of the Shark* by itself, however, the following bulleted points provide a couple of possible reasons for the PCs' presence on board the ship carrying the viciously sought Stone Which Abides:

- ◆ The PCs arrive on Angler Island after the recent Sahuagin incursion has been dealt with; the threat is apparently past. A fathomer (wizard specializing in the sea) by the name of Laurish Samprey hires the PCs as escorts in the transport of some "delicate cargo" (the wages of Laurish are negotiable, but he doesn't offer to pay each PC more than 50 gp for the day-and-a-half trip to the nearest mainland port); see "The Tempest" chapter below.
- ◆ The PCs' ship (either their own or one they have booked passage on) puts into Angleburg on its way to the mainland. The captain (one Norden Panitker) takes on only a large crate for cargo and one passenger (The Stone Which Abides and Laurish Samprey, respectively) before putting to sea; the PCs are not necessarily aware of any of the island's recent troubles with sahuagin or the nature of their new cargo unless they take the time to investigate.

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: $\frac{1}{8}$ land movement.

Swim, nonproficient & unencumbered: $\frac{1}{8}$ 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*).

THE TEMPEST

A storm has been called up by the Deep Mother (the nature and agenda of this entity is revealed in *Sea of Blood*, the climactic third adventure in this trilogy) in the fastness of the ocean depths, and is coordinated with an attack planned by Baron K'thstraam in an attempt to pirate The Stone Which Abides from the hold of the PCs' ship. After fleeing his last encounter with the PCs through the use of his magical trident, he arranged for his human prisoners (the remaining excavators from Angler Island) to be delivered to King Laangforanen in the City of Abiding Hunger. After that, he and his underlings began a serious effort to spy on the activities in the bay near Angleburg.

Each ship leaving Halfmoon Bay large enough to hold the statue has been surreptitiously scrutinized by the superhuman eyesight and audio capacities of K'thstraam. When his sahuagin senses picked up mention of the statue while it was being loaded by indiscreet dock workers, the baron contacted distant agents of the Deep Mother via a special variant of the message-relaying sahuagin Deep-song. Thus, his physical attack could be timed with her supernatural sending against the specific ship carrying the contested carving. With him are a host of 20 sahuagin warriors and two horribly large megalodons (giant sharks).

The first encounter is preceded only by calm waters, clear skies, and a good wind. Nothing seems to be particularly amiss. Unless the PCs have made special arrange-

ments for The Stone Which Abides, it resides in the cargo hold in a large wooden crate.

It is only a few hours after true night falls when there is an excited clamor of many voices from amongst the crewmen on deck. Read or paraphrase the following to the players whose characters are on deck or who investigate the yelling:

A bank of absolute darkness has appeared on the eastern horizon, blotting out a portion of the starry skyscape; the dark obscurement stretches as far as the eye can detect in both directions. Even a glance confirms that the distant bank is rushing across the sky, eating the light of the stars and replacing it with unrelieved blackness. Streamers of dark cloud race before the rapidly advancing tempest like eager heralds of doom. The cries of fear and the hints of panic among the crew attest to the fact that no normal storm could ever approach so quickly. Wild spears of rough lightning appear in the belly of the advancing darkness, bass rumbles grow exponentially louder, and the turbulent wave tops are sheared smooth by an appalling wind.

The PCs have only two rounds to prepare themselves for the onslaught of the incoming storm. The fury of this

supernatural tempest slams into the ship as it comes around (the captain tries to put the bow into the storm), almost lifting the entire ship out of the water. The winds and rain pummel anyone on board, and the ship begins to rock wildly, requiring a Dexterity check every other round to remain afloat (those who fail a check and are not tied down fall and roll into the water). The driving rain chills warm-blooded creatures to the bone, hampers vision beyond 10 feet, and extinguishes any non-magical light. The winds of the storm continue to blow the ship wildly off course into the deep sea during this entire encounter.

The severity of the storm requires the ship to make an immediate seaworthiness check with a -3 penalty (roll less than or equal to 9 on a d20 in the case of a knarr, for example). Ships that fail a seaworthiness check founder and begin to sink. Unfortunately, those ships which are sturdy enough to withstand the storm are immediately beset by a sahuagin attack!

A huge shark visibly lifts its head from the water and begins to smash/bite away at the stern of the ship. If the shark isn't stopped, the ship will certainly sink; this threat is possibly sufficient to draw some of the PCs into the water; however, they are attacked here by 10 sahuagin whose only duty is to distract the PCs from the other side of the ship. . . .

Sahuagin spies have been pacing the ship below the

water line with an ear to the keel since it left harbor, and they have a very good idea as to the location of The Stone Which Abides. A devastating bite below the water line by the other giant shark is sufficient to stave in the timbers of the ship. The resulting hole may be close enough to the statue such that with the tilting of the ship, the crate merely slides out into the water. If the PCs have made special arrangements for the storage of The Stone Which Abides, 10 of the sahuagin in the water, led by Baron K'thstraam, stream through the hole and attempt to recover the statue.

Special Note: The plot of this and the following adventure depend upon Baron K'thstraam successfully stealing The Stone Which Abides from the ship. The distractions provided by the supernatural storm, the giant sharks, and the sahuagin should enable the Baron to acquire the statue; one of the megalodons carries it away to the City of Abiding Hunger in its massive jaws. The other giant shark stays behind in an attempt to eradicate the surviving crew and adventurers.

During this conflict, the ship takes on ever more water; it is only a matter of time before it goes down. Unfortunately for the crew and PCs, any lifeboat



launched during this period is immediately attacked by the second giant shark in the water, whose tenacity insures that the lifeboat is bitten in half and its passengers swallowed.

Once The Stone Which Abides is secured, the remaining sahuagin retreat, providing a distraction, if necessary. If Baron K'thstraam successfully steals away the statue, the surviving PCs are left in dire straits; nothing is left of the ship save random wreckage upon which a few crewmen still cling, blown at the mercy of the storm. What's worse, one of the giant sharks remains behind to hunt the wreckage. Unless the PCs intervene, screams of terror denote the passing of each of the five remaining crew, after which the shark begins to hunt the adventurers. **At any time following the theft of the carving, the DM may deem that the shark is "full," thus allowing weakened PCs to survive the encounter if they begin to flag.**

When (if) the PCs have dealt with the shark, the storm dies down as quickly as it was roused. The streamers of cloud blow away to reveal the starry skies above the sea, unconcerned with the remnants of the ship and life which dot the ocean swells.

Baron K'thstraam: AC 5; MV 12, Sw 24; HD 7+7; hp 50; THAC0 13 (9 with *Surge*); #AT 7; Dmg 1d2/1d2/1d4/1d4/1d4/1d10+10 (claw/claw/bite/rake/rake/trident +3: *Surge*); SW bright light harms eyes, -2 saving throw penalty vs. magical fire, suffers 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 (); AL LE; XP 1,650.

Special Equipment: 3 bladders of octopi-ink, 3 bladders *elasmobranchuvor* (heals sahuagin 1d4+8 hit points, raises sahuagin Morale by 2, confers a +2 bonus to attack rolls, and decreases the sahuagin's natural AC to 3; all effects last for 1 turn. If air-breathing humanoids choke down this fetid concoction, they gain none of these benefits; instead they gain the ability to *breathe water* for 12 hours but suffer a -3 penalty to all actions).

Surge (*trident* +3; Damage 1d10+3; Int 14; Ego 20); **Special Purpose** death or disfigurement to all who do not revere *Anguileusis*; **Special Powers** command 12-HD water elemental 3 tasks per year, confers *free action*, *waterbreathing*, and *protection from normal weapons* on wielder once per day for 1 turn, *teleport* wielder once per month to location within 2 miles if both locations under salt water, *telepathy*, *superhydrate* (on a natural attack roll of 20, *halve* the victim's remaining hit points, after computing normal damage; creature's tissues swell and burst with too much salty fluid)

Sahuagin warriors (20): AC 5; MV 12, Sw 24; HD 2+2; hp 16 each; THAC0 19; #AT 4 while underwater; Dmg 1d4/1d4/1d4/1d6+1 and poison (bite/

rake/rake/poisoned trident); SA poison inflicts 5 points of damage with successful saving throw roll or 10 hp + loss of consciousness with failed roll; SW bright light harms eyes, -2 saving throw penalty vs. magical fire, suffers 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 420.

Giant sharks (2): AC 5; MV Sw 18; HD 12; hp 72, 69; THAC0 9; #AT 1; Dmg 5d4 (bite); SA swallow medium-sized creatures whole on attack roll 4 greater than minimum to hit; SZ H (27' long); ML Steady (11); Int Animal (2); AL N; XP 5,000.

THE OPEN SEA

The PCs craft was blown far to the north into unfamiliar water before it sank below the waves when the storm released its grip; **the PCs are lost at sea without a ship!** In all likelihood, the water-adapting magical items are the only thing between life and death by drowning; the outlook does not appear favorable. The only food available is the dwindling rations; the PCs have blown so far out to sea that the water below them is very deep (800'-1400') and does not support the abundant sea life for which the shallows are famous. Setting off to move in some direction with the intent of eventually striking dry land may seem like the only alternative, but probably won't inspire much hope in those realistic enough to appreciate the predicament.

This could prove the end of the adventurers, and a day or two of exposure to the glaring sun and the frigid nights while constantly submerged in water is certainly in order. This should convey the severity of the situation to the heroes; to really drive the point home, check for random encounters three times per day. A roll of 1-2 on 1d6 indicates an encounter has occurred. Stats for indicated creatures can be found in the *MONSTROUS MANUAL*® accessory.

Open Sea Encounter Table* (1d4+1d6)	
die roll	result
2	Squid, giant (1d2)
3	Whale, giant (1d2)
4	Shark, 7-8 HD (2d4)
5	Sea Storm
6	Dolphin (1d4)
7	Sahuagin hunters (2d6)
8	Octopus, giant (1)
9	Entangling seaweed patch
10	Dragon, turtle (1)

*The *Open Sea Encounter Table* is derived from similar encounter charts introduced in *Of Ships and the Sea*.

RESCUE!

When hope glows dimmest, the dawn light reveals the sails of a ship upon the horizon that is obviously moving closer; perhaps rescue is imminent?

The supernatural tempest roused by the Deep Mother did not go unnoticed by those attuned to the release and flow of magical energies. Of those entities that noticed the phenomenal release of tempest-instigating magic, only the *Fortunate Son* responded, mostly due to the odd similarity between the storm-sorcery and the final doom of the *Fortunate Son*. Read or paraphrase the following text as the ship approaches:

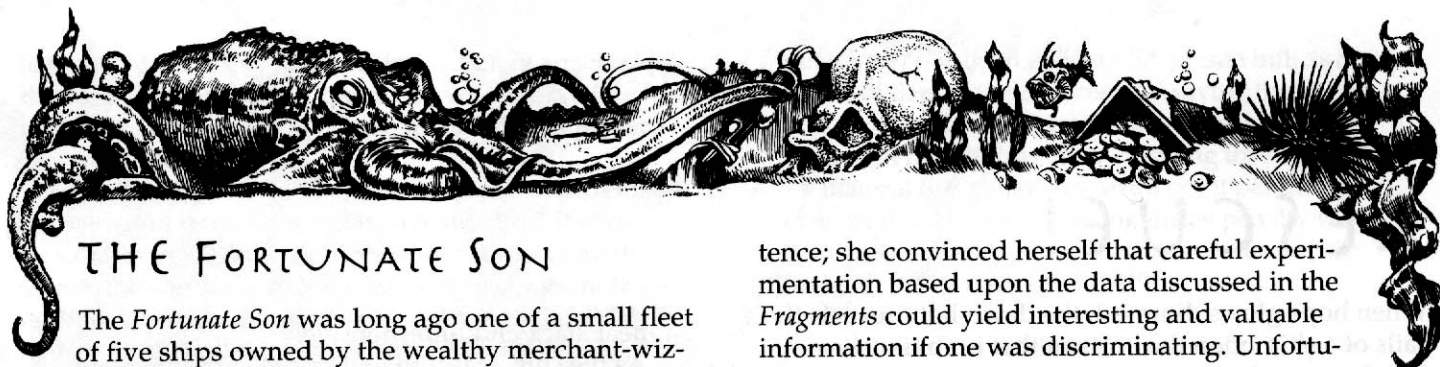
The sails picked out by the golden rays of the morning light are definitely moving closer at a good clip; it looks as if rescue from this plain of undistinguished water is imminent. The approaching ship, possibly a carrack, is under full sail. However, even though the ship is moving, the sails

appear slack and unresponsive.

As the ship draws to within 100 yards, its motive force suddenly fails; the ship drifts slowly to a stop. It is quite large, measuring at least 150' from stern to bow. From this distance, many more disquieting details become apparent. The ship lists to port at least five degrees, indicating that it is probably holed and taking on water. The broken and decayed boards making up the ship's hull lend credence to this hypothesis. In fact, it is difficult to believe that the ship is able to remain afloat at all. Similarly, the ragged, torn sails seem absolutely incapable of impelling the decrepit craft.

No movement is visible on any part of the ship, and no sound emanates from it, save for the occasional squeal and creak of rotting timber and the snap and crack of the shredded sails. This craft is abandoned and dead.





THE FORTUNATE SON

The *Fortunate Son* was long ago one of a small fleet of five ships owned by the wealthy merchant-wizard Sharone of Oceanopolis. Sharone's fleet of ships traveled far and wide, often mapping new territories in the process. The revenue generated from exotic cargo obtained in distant ports enriched Sharone greatly, but she was interested in more than just simple profit or the sights offered by far lands. She also enjoyed continual experimentation and research into all things magical, so much so that her flag ship, the *Fortunate Son*, was outfitted with a magical travel-lab so that she could fill the long days of ocean travel with valuable research.

Sharone's ruination began with what at first seemed a fortunate landfall in the small port village of Seamore, where Glomund the town enchanter had recently died of natural causes. It chanced that Sharone was able to buy one of the late enchanter's estate lots containing a variety of items that the village elders put up for auction. In this lot, which chiefly contained items of magical origin, Sharone recovered sheaf after sheaf of unorganized notes scribed in the crabbed hand of the deceased enchanter Glomund. Sharone ordered and assembled these scribblings into a cohesive tome, naming it *The Nekton Fragments* in credit to their strange content.

It seems that the late Glomund had long been a strong proponent of sea life and all swimming things, so much so that he truly believed that the humanoid races would be much better off if they would simply return to the sea that spawned them. His beliefs received a strong boost when his research led him to truly ancient scraps of magical knowledge penned by an enigmatic group, known only as the Cabal, whose goals seemed similar to Glomund's own. Although the few documents of the now-vanished Cabal discovered by Glomund were wildly incomplete, the mad father filled in the portions missing from the documents with the fruits of his own research.

Unfortunately, Glomund's investigation was so utterly invalid and misguided that he came to believe that only through the implantation of necrotic tissue in living beings could he permanently adapt an air-breathing organism to exist in a watery medium. (After all, what need has a partially dead creature to breathe air?) It is this legacy of misinterpreted data and unholy experimentation that exists in *The Nekton Fragments*. While Sharone was no novice and recognized the real danger contained in the tome, she also possessed arrogance in equal portion to her compe-

tence; she convinced herself that careful experimentation based upon the data discussed in the *Fragments* could yield interesting and valuable information if one was discriminating. Unfortunately, Sharone was wrong.

The *Fortunate Son* contains no living beings, yet it is inhabited by the spawn of the creature initially engendered by Sharone's misguided experiments, as well as the unquiet spirits of all those slain by that unholy creation. It is the ghost of Sharone in particular that has guided the ship to the recent site of the magical tempest. If the PCs investigate the ship, they have a good opportunity to "meet" Sharone, or what's left of her. At the very least, the heroes are almost undoubtedly motivated to take control of the ship in an attempt to sail, rather than swim, to dry land. However, any physical attempt to sail the ship in a direction at odds with Sharone's agenda fails through her mystical intervention; observant PCs have a chance to note that following their arrival upon the ship, the craft has begun to propel itself across the choppy waves in defiance of the wind and ragged sails.

Upon finding the PCs alone in the water, the ghost allowed the adventurers to board so that she could attempt to influence them to undertake an unfinished task. The ghost resides in the lower hold and cannot physically leave the site of her death, nor can she protect the PCs from the various threats that reside upon the ship. If the PCs do not seem motivated to search the ship and find Sharone's remains (and her ghost), the dead captain begins to create faint noises every 12 hours that sound like twelve regular blows upon a hollow metal pipe. The source of the sounds is unmistakably far below the main deck. See Sharone's stats and description under **entry 39** below for complete information.

1. MAIN DECK

A decayed but still serviceable rope ladder hangs unfurled on the port side of the ship, providing easy, if slimy, access to the main deck from the surface of the water. The surface of the main deck is strewn with broken beams, rotted rope, and shattered railing. The damage is obviously due to weathering over a period of many, many years, and the rotted condition of the deck boards invite speculation as to their soundness.

A 15' x 20' hole in the middle of the main deck provides passage down to lower levels of the ship. Rotted netting that once stretched across the access now hangs in tatters, but possibly provides additional routes down to the orlop (mid deck) and hold. Even full sunlight above is insufficient to illuminate the

dark below decks, and lights from above provide only a dim and watery view of a decay similar to that found on the main deck.

No amount of noise or calling brings any response whatsoever; this ship seems completely deserted. However, a strange chill hovers above the deckboards like an omen of ill, which is only intensified by the sight of a skeletal hand hanging over the edge of the crow's nest off the main mast.

Crow's Nests

Both the fore mast and the main mast support 10-foot-diameter crow's nests perched approximately 60 feet above the deck, while the rear mizzen mast holds aloft a basket large enough for one person some 80 feet above the deck. The main mast can be reached from the floor of the main deck, while the fore mast rises from the fo'castle, and the mizzen mast is accessible from the floor of the rear half deck.

Alternating iron rods bored into the masts provide a route to each of the lofts, but the iron rungs are slightly rusted; there is a 25% chance that a rung will snap off for each 20-foot section traversed (up or down), sending climbers crashing to the deck boards (inflicting normal damage).

The fore mast nest and the mizzen mast nest are empty, but the main mast crow's nest contains puzzling contents: the skeletal remains of three humans lying in fetal positions. Study of the remains fails to yield any mark of violence upon the three; it almost looks like the three remained atop the crow's nest until they perished of exposure.

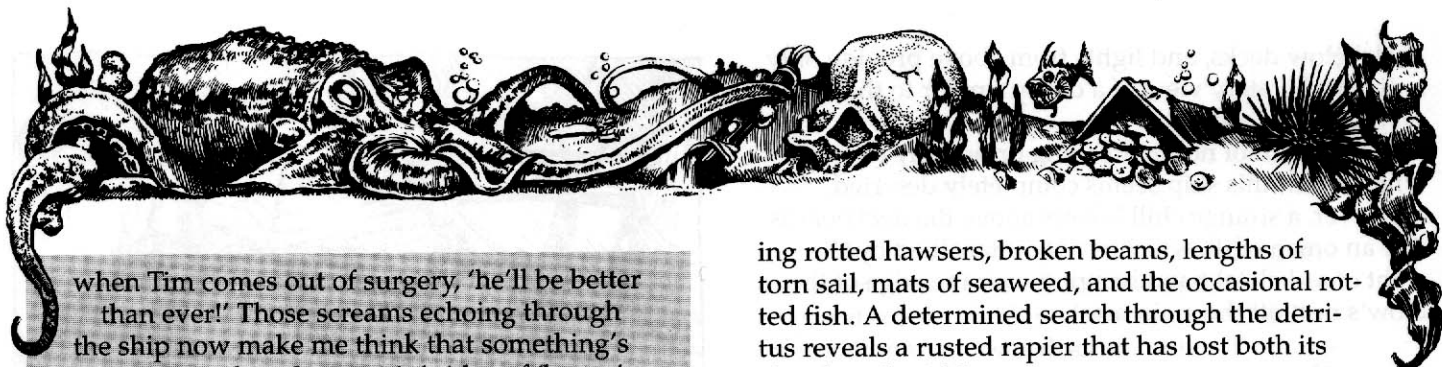
The clothing of the deceased is in line with what sailors the world over are known for, and a search through the pockets and pouches uncovers approximately 86 cp, 53 sp, and 13 gp minted from many differing ports. No search is necessary to notice the slim but heavily weathered diary in the hands of one of the dead sailors.

The diary indicates that the name of the sailor was Robert Lane. Entries are sparse throughout and deal mostly with the day-to-day activities of a crewman on a sea-going vessel, often waxing most prolific when the ship put into harbor and Lane was able to spend his pay on various entertainments. The last two entries are out of character, however. Read the following diary fragment to those PCs who peruse Lane's diary:

Sun Day the 22nd

"I'm not sure what Captain Sharone and that infernal surgeon are up to, but the sounds coming from the surgery are ghastly. Poor Tim went in complaining of a belly ache three days ago, and none of us have seen him since. I'm not sure what good that dead shark we hauled into the surgery can do, but the captain assures us that she can distill 'the best possible medicine' from the beastie. She says that





when Tim comes out of surgery, 'he'll be better than ever!' Those screams echoing through the ship now make me think that something's gone wrong, unless the captain's idea of 'better' doesn't agree with mine."

Moon Day the 23rd

"Horror! They're all dead, all of them! Only me, Olaf, and James are left. We made it up here just in time. I can still hear the chittering and the scraping coming up from below, the unholy sounds of the beastie, I guess. It doesn't seem to want to come out into the light; maybe it doesn't know we're up here. I do know one thing: I'm not going back down to the deck for anything. I'd rather starve to death than let Sharone's nightmare get me; what a horrible, horrible fate..."

2. HALF DECK

This deck hangs one level over the main deck and can be reached by one of two wooden ladders. The boards of the half deck's floor make up the ceiling of the Coach section (Area 11) on the main deck. The half deck is littered with debris similar to what can be found on the main deck. A set of stairs lead up to the poop deck (Area 3). To the left of the stairs, a narrow doorway gives entry to the round house (not numbered on the map), which occupies the shallow space immediately below the poop deck.

The round house contains splintered tables and shelves, and the portholes looking out over the water are smashed and useless. A search through the debris reveals a sheaf of faded and rotting maps that depict far shores unfamiliar to the PCs (at the DM's option).

3. POOP DECK.

A great wooden wheel spins freely in its mount in the center of the poop deck. The cables that once attached it to the tiller have rotted away below (but could probably be repaired if sufficient strong rope is on hand). A search through the seaweed and other debris littering the floor of the poop deck reveals a partially corroded silver-plated sextant (10 gp).

4. FO'CASTLE

The fo'castle looks out over the bow of the ship. Much like the previously described exposed decks, the fo'castle is covered with all manner of debris, includ-

ing rotted hawsers, broken beams, lengths of torn sail, mats of seaweed, and the occasional rotted fish. A determined search through the detritus reveals a rusted rapier that has lost both its sheath and wielder.

A chimney pokes out of the floor boards, serving the large kettle in the kitchen below (Area 5).

5. SEA KITCHEN

A kettle of large dimension (5' diameter, 4' tall) is permanently bracketed above a fire-proofed enclosure in the center of this deck. Above the kettle is a large metal funnel-chimney. The fire-pit below the kettle is lined with metal plating and holds at least a foot of caked ash (a search through the ash reveals a mummified human hand; a morsel overlooked by the spawn!). The kettle contains the long-evaporated crust of the last fish stew cooked on board the *Fortunate Son*.

A smashed book-case holds the moldering remains of a variety of cookbooks specializing in cuisine of the sea, as well as the broken shards of spice jars.

6. MESS

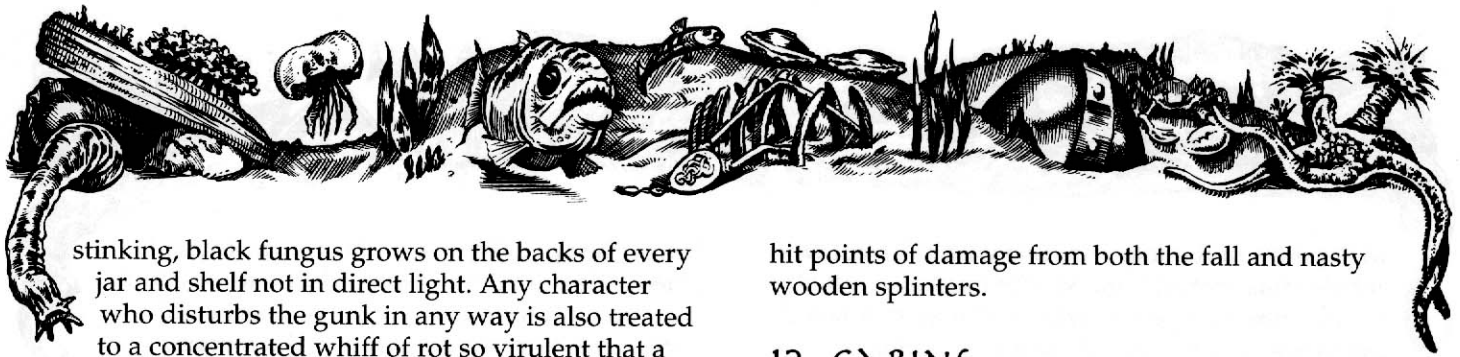
This chamber once served the crew as a communal mess hall, where sailors could eat their daily meals. This chamber also served as an area where off-duty sailors could gather to play at dice or join in rowdy song or banter.

In its present state, this chamber is literally a mess; broken bowls, bent flatware, smashed tables, and splintered chairs cover the entire floor of the room. The portholes are smashed out, and the repeated intrusion of water has created a mildewy carpet of green on the ceiling.

Those searching through the morass can recover the following items of note: an unbroken crystal decanter worth 20 gp, a pair of bone dice with ruby pips worth 100 gp, and strange scratch marks near the center of the floor that trail out the door into the kitchen (Area 5). Those who make a successful tracking proficiency check guess that human fingernails made the marks as *something* bodily dragged the victim from the chamber, under strong protest.

7. PANTRY

Although several shelves are fallen and smashed, many still stand and contain a variety of canned and bottled foodstuffs. Investigation of the rations reveal that 98% of everything stored here has gone bad, and



stinking, black fungus grows on the backs of every jar and shelf not in direct light. Any character who disturbs the gunk in any way is also treated to a concentrated whiff of rot so virulent that a successful saving throw vs. paralyzation is in order to avoid being doubled over in nausea for the following turn.

8. COAL RESERVE

A few hundred pounds of coal are piled in this chamber for use with the cooking, but the smashed portholes have let in so much water over the years that only a tarry, useless sludge remains here.

9. CAPTAIN'S MESS

The captain enjoyed taking her meals in this once-luxuriantly appointed salon (or out on the beak head). Both of the doors to this chamber are smashed off their hinges, and the finely carved furniture within the chamber has been uniformly smashed, as have the vintage wines, crystal goblets, and rare china. A determined search for valuables or clues turns up nothing.

10. BEAK HEAD

This deck protrudes over the water beneath the bow. The wooden railing here is mostly missing, and a misstep in the slick seaweed could send an incautious adventurer straight into the drink. A search through the seaweed and sail shards reveals a single discarded boot (lost by a desperate seaman moments before the progeny got him).

11. COACH

This generally open area once provided a common room for guests or paying passengers. A set of stairs here provides easy access down to the orlop (mid deck) of the ship; the stairs descend to within five feet of the captain's great cabin on that level. Unfortunately, with time and age, the stairs are no longer able to support any significant weight. Any adventurer descending the stairs suddenly crashes through the stairs and then through the floor of the orlop, all the way to the bottom deck, finally winding up in the bread room (Area 38). Falling victims suffer a total of $2d6+4$

hit points of damage from both the fall and nasty wooden splinters.

12. CABINS

Six cabins of equal comfort were used to house high-paying travelers who often took passage on the *Fortunate Son* due to its special charm. Each cabin contained a real bed, a closet, a dresser, and a small desk, as well as various decorations.

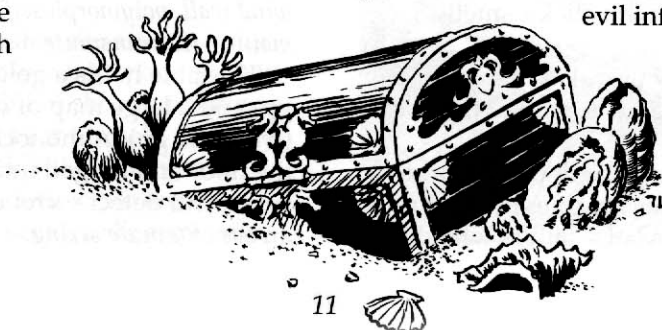
In the aftermath of the disaster, these cabins are gutted and ruined. Splintered and rotting wood vie for space on the floor with mirror shards and broken glass. A thorough search of each room has a 35% chance (per room) to uncover a small unbroken object (or coin purse) worth 1d20 gp.

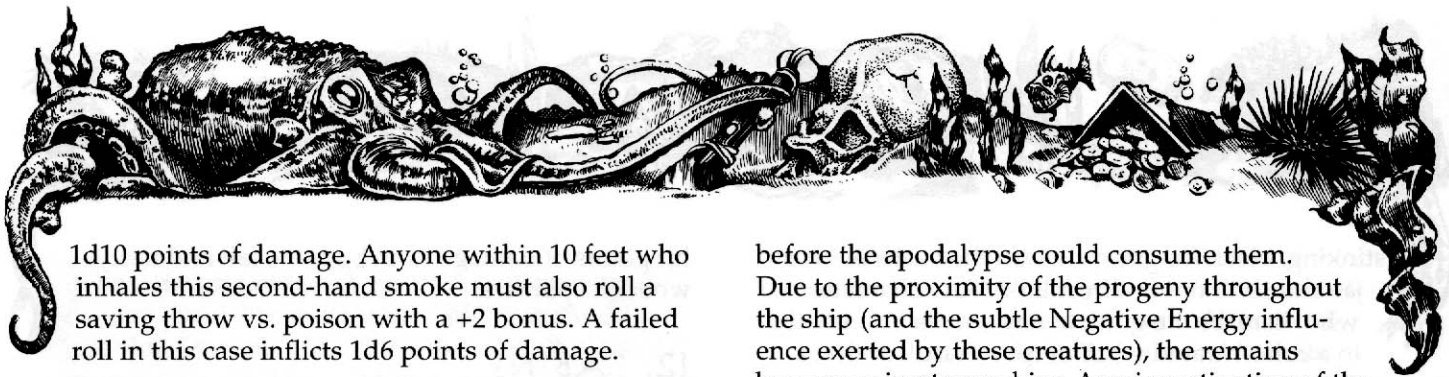
13. STATE CABIN

This cabin was not for the common paying traveler; it was set aside by Sharone for diplomats, emissaries from foreign ports, or good friends. At the time of the disaster, it was not in use, and the sturdy oak door remains locked and trapped with a poisoned needle that inflicts 3 points of damage to those who successfully roll a saving throw vs. poison; those who fail the roll suffer 2d10 points of damage.

The contents of the cabin have not been smashed and looted like the other chambers on this deck level, but the mark of much time is still readily evident—especially along the stern wall, where a smashed porthole has let in prodigious amounts of water over the years. A patch of black fungus now clings tenaciously to much of this side of the cabin.

The fine (but water-stained) furnishings include a four-poster bed, a roll-top desk containing a sheaf of fine paper worth 10 gp, a personal lavatory, two lanterns full of oil, and a walk-in closet that holds a few pairs of boots, some gloves, and a couple of hats on pegs (no clothing currently hangs here). A glass cabinet still holds a collection of 23 valuable pipes from various cultures (each pipe is worth 2d10 gp). A very small wooden chest on the bottom shelf of the glass cabinet holds exotic pipe tobacco, but time and evil influence have had their way with the leaf. The smoke produced by smoking the pipe weed requires the imbiber to roll a successful saving throw vs. poison or go into a horrible hacking fit that delivers





1d10 points of damage. Anyone within 10 feet who inhales this second-hand smoke must also roll a saving throw vs. poison with a +2 bonus. A failed roll in this case inflicts 1d6 points of damage.

14. ORLOP

The PCs can access this mid deck by either the stairwell described in the Coach section (Area 11) or via the wide hold access. Except for the light that shines down from the open hold access (which still seems unaccountably dim), this deck is absolutely dark. There are no portholes on this level; the PCs probably need a light source to navigate. This level also seems colder than it should, and the occasional creaks and groans of the ship's boards seem to presage a malevolent intent.

As above, the floor here is littered with all manner of debris. In some places, the debris is so thick that PCs are forced to pick their way carefully across the planking. Note that characters fighting under these conditions suffer a -1 penalty to attack rolls, Dexterity modifiers, and to AC. If a PC chooses to forgo these penalties, a successful Dexterity check is necessary to remain afoot for each round of combat.

A permanent wooden bridge with the capacity to swivel aside once allowed easy access across the gaping hold space, but time and rot have pulled the bridge down into the depths of the hold. The wood on either side of the hold space is old and rotten, and anyone approaching within five feet of the edges stands a 50% chance of falling through to the hold below, suffering 1d6 points of damage.

15. GREAT CABIN

Captain Sharone kept her quarters here, and as such this was once a fine cabin appointed both with items of luxury and utility.

Currently, the ornate oak door lies splintered, and the interior is a mess. Finery similar to that of the State Cabin (Area 13) is now smashed and tumbled. The blackish fungus or mold seen in other compartments of the ship is also evident here, but it covers almost every available surface; a thorough search through the room soon coats investigators with sticky, smelly swaths of this gunk.

Unfortunately, almost every useful item in the chamber is smashed, save for an extendible spy glass (quadruples vision range).

To the left of the cabin's entry, the door to a large walk-in closet hangs ajar. Under the piles of rent and rotted garments are the remains of 4 sailors who died

before the apodalyse could consume them.

Due to the proximity of the progeny throughout the ship (and the subtle Negative Energy influence exerted by these creatures), the remains became animate zombies. Any investigation of the walk-in closet draws an attack by the zombies.

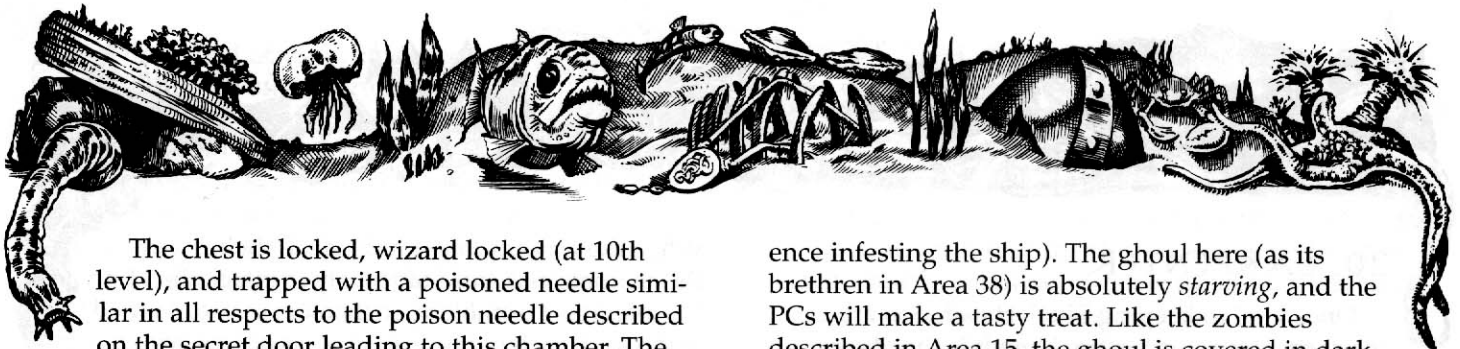
These zombies show massive bite wounds, missing limbs, and in one case a missing head. Each zombie is also fully covered by the black, oily fungus that pervades the lower decks. A successful strike by one of these zombies also smears the gunk into the wound, requiring a successful saving throw vs. poison. Those PCs who fail the roll contract a fungal disease that alternately lowers their Strength and Constitution by one point every 24 hours. This cycle continues until the disease is either cured or the victim dies (when one of the stats reaches 0). Those cured before death recover 1 point every 12 hours in both stats simultaneously.

Zombies (4): AC 8; MV 6; HD 2; hp 8,10, 12, 14; THAC0 19; #AT 1; Dmg 1d8; SA fungal infection; SD immune to *sleep*, *charm*, death magic, poisons and cold-based spells; SW holy water inflicts 2d4 points of damage per vial; SZ M (6' tall); ML Fearless (20); Int Non- (0); AL N; XP 120.

To the right of the cabin's entry, what looks like a solid wall in fact holds a secret door that was never breached by the apodalyse. The secret door is wizard locked (at 10th level) and is further trapped by a poisoned needle; the poison inflicts 3 points of damage to those who successfully roll a saving throw vs. poison; those who fail suffer 2d10 points.

The small podium, table, and the large chest that are visible in the room contain some of Sharone's personal treasures. The small podium contains Sharone's traveling spell book, which contains spells appropriate to a 10th-level conjuror. The binding is not engraved, but the cover page holds a *sepia snake sigil* that affects the first person to peruse the book. The spells in the book include: 1st—*armor*, *cantrip*, *find familiar*, *grease*, *unseen servant*; 2nd—*glitterdust*, *Melf's acid arrow*, *summon swarm*, *alter self*, *wizard lock*; 3rd—*sepia snake sigil*, *slow*, *tongues*, *waterbreathing*; 4th—*Evard's black tentacles*, *wind wall*, *polymorph self*; 5th—*airy water*, *monster summoning III*, *transmute rock to mud*.

The table holds a gold-plated compass (worth 100 gp) and a large map of distant coasts inked in gold (worth 50 gp). A monocle that has rolled and fallen to the floor and lodged into a crack is discernable with a successful detect secret doors roll. The monocle acts as an *eye of minute seeing*.



The chest is locked, wizard locked (at 10th level), and trapped with a poisoned needle similar in all respects to the poison needle described on the secret door leading to this chamber. The chest contains 4 *potions of cure light wounds*, 2 *potions of waterbreathing*, 1 *potion of protection from water elementals*, and a +2 *dagger of waterbreathing* (allows wielder to breathe water for 1d4+12 hours once per day).

16. CAPTAIN'S CLERK

The unlit shambles of this cabin contain almost nothing but ruin. A search through the debris reveals a few pages of notes written in a quick, elegant hand that discuss cargo taken aboard in a port called Seamore. Among the more mundane items is an entry for Glomund's Lot: Nektonic Fragments.

17. MARINE OFFICER

At first view, this room appears to contain nothing but rotting debris covered by the ubiquitous oily mold. Before any investigation can be properly begun, however, three progeny drop from the dim ceiling onto the heads of any who enter the chamber (see New Monster: Apodalyse at the end of the adventure).

If the progeny are overcome, a thorough search reveals rot and ruin, plus two gold pips (worth 10 gp apiece) attached to a rotting seaman's uniform.

Progeny (3): AC 6; MV 9, Sw 12; HD 3+3; hp 15, 18, 21; THAC0 17; #AT 1; Dmg 1d4+2; SA burrow, subsume spinal column; SD turning only paralyzes progeny for 1 round, immune to *sleep*, *charm*, death magic, poisons and cold-based spells; SZ S (2' long); ML Fearless (20); Int Non-(0); AL NE; XP 650.

18. DECK MASTER

Nothing of any interest to the adventurers can be found in this ruined cabin.

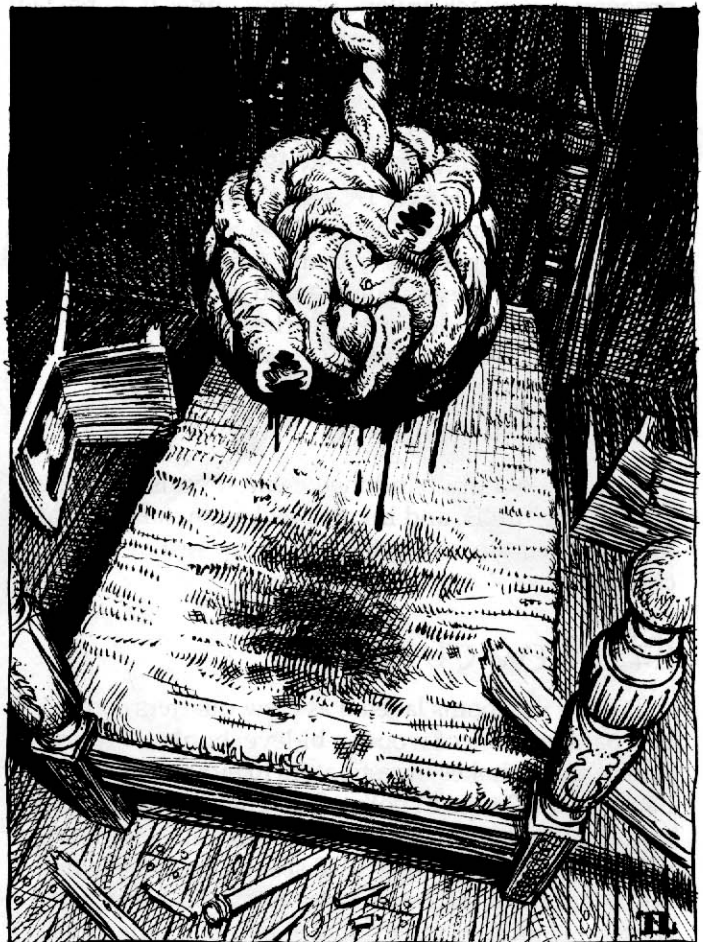
19. PURSER

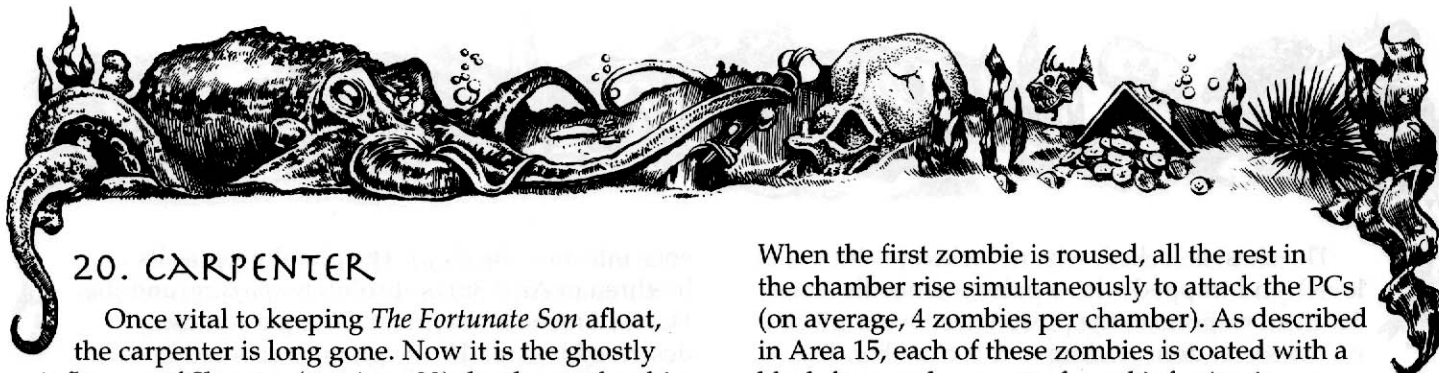
The purser was one of the first to die after seaman Tim was transformed into the ravaging apodalyse; it seems the purser was in the habit of shorting Tim on payday and keeping the balance for himself. The fury of the apodalyse's initial attack killed the purser straight off, and in the fullness of time the remains reanimated (due to the strong Negative Energy influ-

ence infesting the ship). The ghouls here (as its brethren in Area 38) is absolutely *starving*, and the PCs will make a tasty treat. Like the zombies described in Area 15, the ghoul is covered in dark fungus that is benign, unless introduced into the bloodstream (see Area 15 for details on the fungus).

The strong box once located here behind the sturdy oak door (now shattered) is missing; the apodalyse retained enough memory of its former life that it still covets valuables (this is why the ship as a whole is mostly cleared out). Only a single torn bag remains amidst the ruin, containing 250 sp.

Ghoul (1): AC 6; MV 9; HD 2; hp 16; THAC0 19; #AT 3; Dmg 1d3/1d3/1d6; SA paralyzation, fungal infection; SD immune to *sleep*, *charm*, death magic, poisons and cold-based spells; SW holy water inflicts 2d4 points of damage per vial; SZ M (6' tall); ML Fearless (20); Int Low (7); AL CE; XP 270.





Once vital to keeping *The Fortunate Son* afloat, the carpenter is long gone. Now it is the ghostly influence of Sharone (see Area 39) that keeps the ship afloat. A search through the ruin of this cabin uncovers rusted carpenter's tools of every standard sort (20% chance for each rusted tool to break with use), but nothing of saleable or magical value.

21. SECOND MATE

Nothing of any interest to the adventurers can be found in this ruined cabin.

22. FIRST MATE

Like almost every other cabin on this dreary ship, the First Mate's cabin is full of splintered, smashed, and fungus-covered furnishings. However, the ornate bed still stands unharmed (but it does sport the ubiquitous mold). Hanging beneath the bed is a nest of 5 progeny that attack anyone peering under it. Persistent PCs who overcome the progeny and slit open the first mate's mattress discover a leather pouch containing 157 gp and a *ring of delusion*.

Progeny (5): AC 6; MV 9, Sw 12; HD 3+3; hp 14, 15, 18, 21, 23; THAC0 17; #AT 1; Dmg 1d4+2; SA burrow, subsume spinal column; SD turning only paralyzes progeny for 1 round, immune to *sleep*, *charm*, death magic, poisons and cold-based spells; SZ S (2' long); ML Fearless (20); Int Non-(0); AL NE; XP 650.

The doorway to the surgery (Area 29) is smashed open; sprawled halfway through is a skeleton lying broken upon the floor, its bony arms groping vainly for a safe haven.

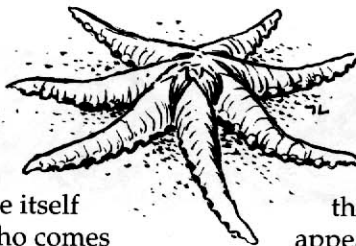
23. MATE'S CLERK

A search of this abandoned cabin reveals a stock of parchment, quills, and ink in a locked metal box that has survived the ruin visited upon the rest of this chamber.

24. CREW QUARTERS

Both of the rooms labeled as crew quarters contain two parallel rows of wooden bi-level bunks. A horrid stench of rot chokes investigators in either chamber. Each bunk (32 total in both cabins) has a 25% chance to contain valuable personal belongings—such as a chest, pouch, or bag containing 3d20 sp—of the sailor who once slept there. Each bunk also has a 25% chance of containing an animate zombie in peaceful quiescence.

Dr. Bondwood is not in evidence, but the skeleton hanging from the metal rod is animate, like many of the other humanoid remains found upon the ship. The skeleton is unable to remove itself from its skull hook but attacks anyone who comes within range of its bony grasp. Like the zombies described in previous rooms, the black fungus coating the skeleton causes disease in those who fail a saving throw vs. poison (see Area 15).



and size, linen, bandages, dried herbs, and more.

Those with the herbalism proficiency can find useful items here for practicing their art in the realm of healing (this room appears to have been sealed from the general rot afflicting the rest of the ship). The many glass containers contain small samples of sea life suspended in a preservative fluid; star-fish, crustaceans, cephalopods, rainbow-hued fish, and miniature sharks are just a small sampling of the creatures kept undecayed in this room.

Possibly due to the metal sheath that shields this chamber from the moisture and fungus, the dead samples have also escaped undead animacy.

Skeleton (1): AC 7; MV 12; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1d6 (claw); SA fungal infection; SD piercing weapons inflict half damage, immune to *sleep*, *charm*, death magic, *fear*, poisons and cold-based spells; SW holy water inflicts 2d4 points of damage per vial; SZ M (6' tall); ML Fearless (20); Int Non- (0); AL N; XP 120.

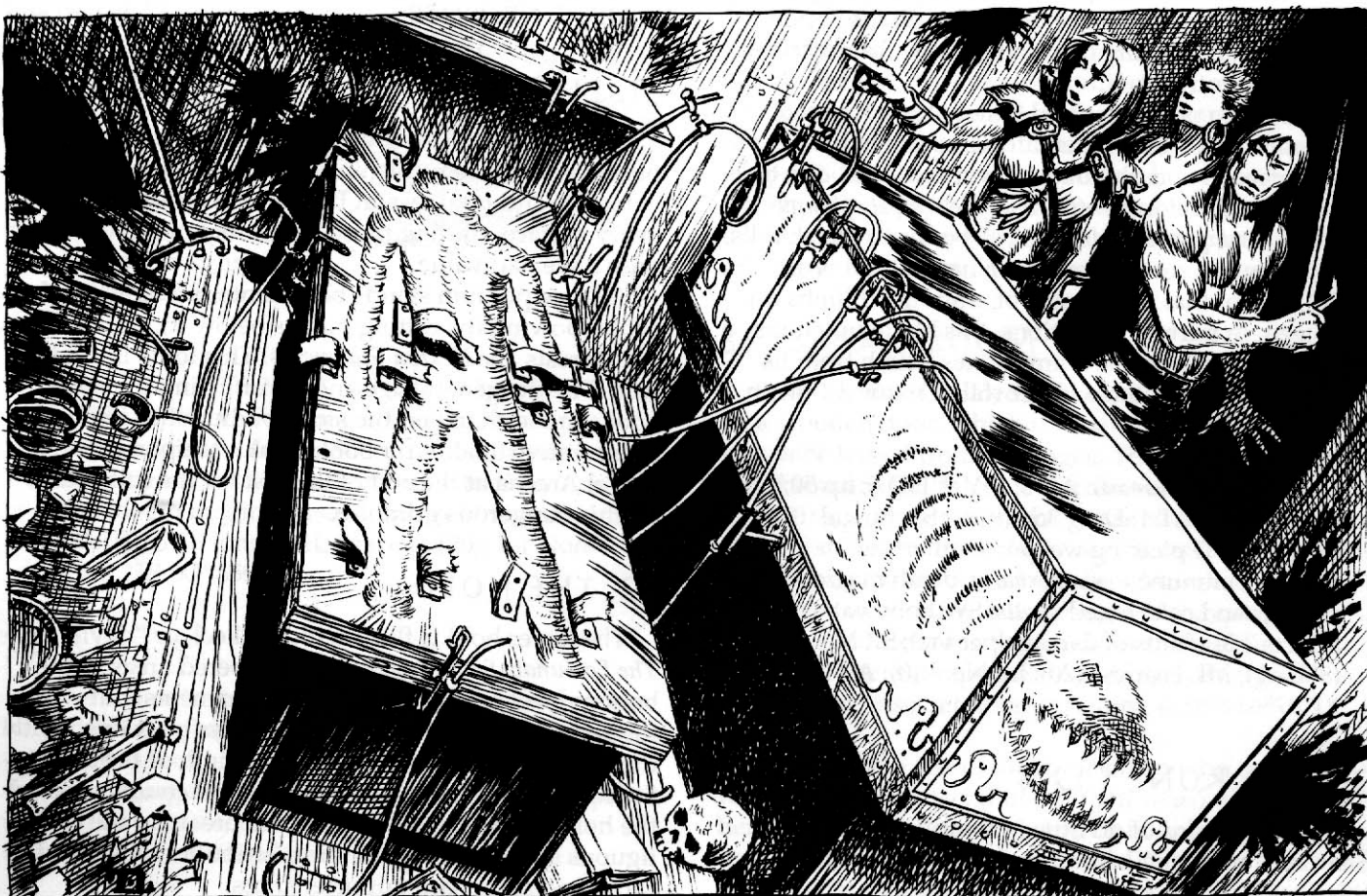
28. SURGERY STORES

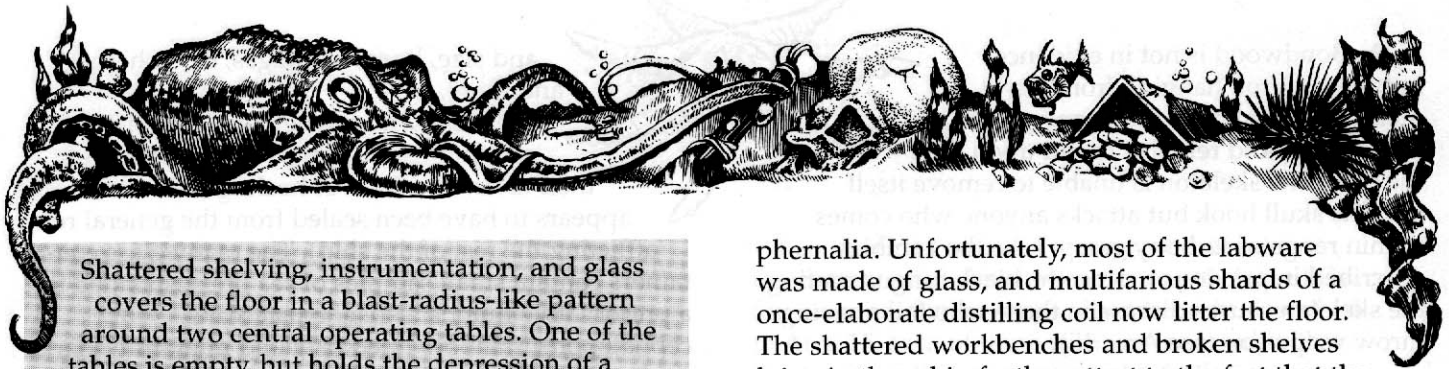
This locked iron door remains unbreached in the general disrepair of the ghost ship, but the key is long missing. Within, deep wooden shelves line the right, left, and back walls, allowing only a small area in which to stand. The shelves are filled with glass jars and bottles, scalpel-like instruments of every shape

29. SURGERY

As foreshadowed in Area 26, a skeleton (poor Dr. Bondwood) lies in the shattered doorway of the surgery, indicating a headlong run that failed to achieve its goal. This creature is animate and attacks anyone attempting to step over it into the surgery. Refer to the skeleton stats described in Area 27.

This was the chamber where Sharone and Dr. Bondwood created the apodalyse from a recipe pieced together from *The Nekton Fragments*.





Shattered shelving, instrumentation, and glass covers the floor in a blast-radius-like pattern around two central operating tables. One of the tables is empty, but holds the depression of a human-shaped form from which dangle frayed and broken straps. The other table holds a six-foot-long, three-foot-wide, and three-foot-deep open-topped glass aquarium, filled to the very brim with brown, cloudy liquid. A black scum grows exuberantly upon its stagnant surface.

A diligent search through this chamber fails to uncover anything of any real value. However, any investigation of the aquariumlike tank situated on the second table rouses the animate remains of the shark that served as the original tissue donor to the apodalyse! A frenzy of foul spray precedes it out of its tank. While its rotted body is missing large chunks, its teeth still function. The animate shark gets around out of water just fine by propelling itself with its ghastly fin stubs. Pod-like protuberances sprout from the shark's side where the dark fungus has put down colonies. Wounds delivered by the shark inflict disease upon those who fail a saving throw vs. poison, as described in previous entries.

The bottom of the clouded tank holds a *scalpel of amputation* that was accidentally dropped in by Dr. Bondwood and obviously never retrieved due to subsequent developments. Treat the *scalpel of amputation* like a *dagger of sharpness* (+1 bonus to attack rolls, 1d4+1 damage, severs limbs on a natural roll of 19 or 20), except that the stumps of amputated limbs do not bleed. In normal operations, this blade functions quite well, but in melee it amputates a limb from its wielder every time the wielder rolls a natural 1 on an attack roll.

Land shark (undead): AC 6; MV 9; HD 6; hp 50; THAC0 15; #AT 1; Dmg 3d6 (bite); SA fungal infection; SD piercing weapons inflict half damage, immune to *sleep*, *charm*, death magic, *fear*, poisons and cold-based spells; SW holy water inflicts 2d4 points of damage per vial; SZ M (8' long); ML Fearless (20); Int Non- (0); AL N; XP 975.

30. SHARONE'S LAB

Being a wizard of no little accomplishment, Sharone's traveling laboratory was once a chamber filled with some of the finest transportable lab para-

phernalia. Unfortunately, most of the labware was made of glass, and multifarious shards of a once-elaborate distilling coil now litter the floor. The shattered workbenches and broken shelves lying in the cabin further attest to the fact that the laboratory is no longer viable. A thorough search through the morass reveals alembics, burners, kettles, mortar and pestles, scales and weights, and other arcane tools of research. Devoted searchers who roll a successful find secret doors check discover a *wand of magic missiles* (containing a single remaining charge), which lies beneath a fallen bookcase. However, when the bookcase is lifted up, the 4 progeny hidden beneath immediately attack. The bookcase is quite heavy, and the lifter's Dexterity bonus to AC is not applicable during the initial attack!

Progeny (4): AC 6; MV 9, Sw 12; HD 3+3; hp 15, 17, 20, 22; THAC0 17; #AT 1; Dmg 1d4+2; SA burrow, subsume spinal column; SD turning only paralyzes progeny for 1 round, immune to *sleep*, *charm*, death magic, poisons, and cold-based spells; SZ S (2' long); ML Fearless (20); Int Non- (0); AL NE; XP 650.

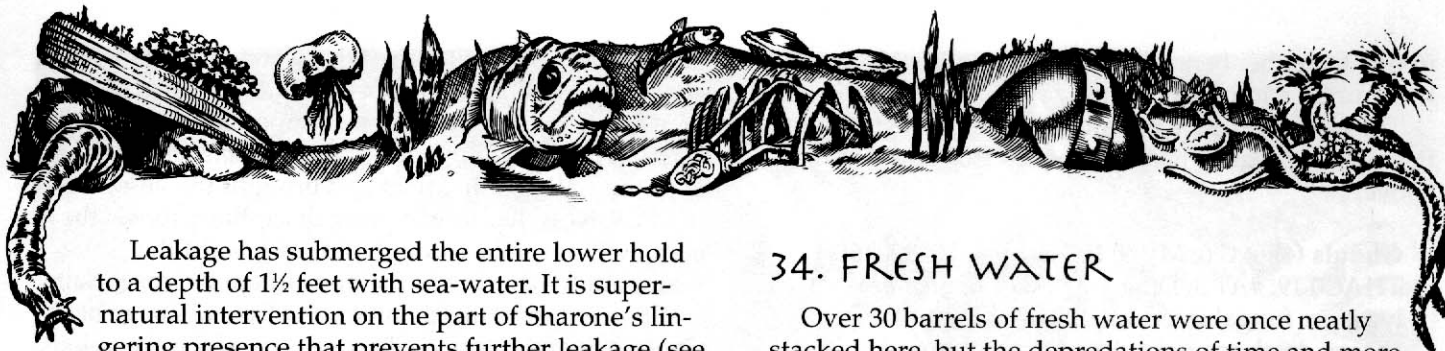
31. LIBRARY

The heavy shelves, the books they held, and the once-comfortable furnishings of this chamber are a complete and total loss. A black mold covers most every surface, ruining those books that might otherwise have had value.

A stone podium stands bolted into the center of the cabin (bowing the rotting planks below it), upon which rests *The Nekton Fragments*. This tome is unaffected by the general age and rot afflicting the other books in the chamber; the stone podium has a subtle preservative quality for books that rest upon it. See Novel Arcana at the end of the text for the full details on this dangerous grimoire.

32. THE HOLD

The lower hold is flush with the keel, or "devil" of *The Fortunate Son*. Most of the numbered areas of the bottom level are not discrete compartments, but instead are separated by periodic stays built flush with the decking and spaced along the length of the ship. Strictly speaking, the entire lower level could be called the hold, but the numbered entries break up the contiguous space based upon the distribution of stowed cargo and shipboard appurtenances.

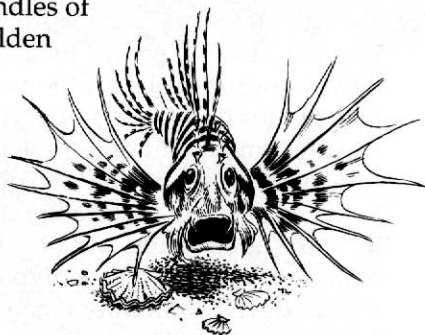


Leakage has submerged the entire lower hold to a depth of 1½ feet with sea-water. It is supernatural intervention on the part of Sharone's lingering presence that prevents further leakage (see Area 39). The accumulated water and fetid bilge make walking about in the lower hold an unpleasant proposition at best, and at worst, the stagnant water potentially cloaks threats to investigators.

The portion of the hold directly below the gaping hold access above is filled with large wooden crates and an equal number of wooden barrels; the familiar dark fungus grows thickly over all of it. A thorough search reveals the little cargo that remains intact as described below, but also dislodges two progeny from among the wreckage.

All but one of the barrels are either staved in or have developed leaks; nothing of their contents remain. The barrel whose integrity remains steadfast holds pitch.

Many of the crates are smashed and their contents ruined, but two remain whole. One of the crates contains bundles of soft lamb's wool of golden hue (worth 75 gp to the right buyer), and the other crate is packed full of one-pound packages of dried, hot, smoke-flavored *chipolte* peppers (worth 3 gp per package to the right buyer; 100 packages are in the crate).



Progeny (2): AC 6; MV 9, Sw 12; HD 3+3; hp 17, 26; THAC0 17; #AT 1; Dmg 1d4+2; SA burrow, subsume spinal column; SD turning only paralyzes progeny for 1 round, immune to *sleep*, *charm*, death magic, poisons, and cold-based spells; SZ S (2' long); ML Fearless (20); Int Non-(0); AL NE; XP 650.

33. BALLAST

Several hundred pounds of rock lie heaped in piles here, providing ballast for the ship. In normal operation, ballast is on- or off-loaded in relation to the amount of cargo the ship is currently carrying. In present circumstances, the tumbled ballast provides an excellent home to the chronic fungus.

34. FRESH WATER

Over 30 barrels of fresh water were once neatly stacked here, but the depredations of time and more insidious violations have breached all but three of them. This might be a good opportunity for the PCs to refill dangerously low canteens and water skins.

35. SAIL CLOTH

Ream upon ream of rolled sail cloth is stored here, but the rising bilge has rotted and ruined it for its intended use.

36. ROPE

Thick coils of rope of various diameters are stored here. Much of it has been destroyed by the black rot that afflicts every below-deck chamber, but a determined search is rewarded with fully 300 feet of sound hawser.

37. PROVISIONS

Piled immediately next to the cargo crates and barrels are the smaller but more important boxes and kegs containing the provisions for the crew. Investigation reveals large quantities of rotting jerky, spoiled and long-dried husks of fruit, and an utterly ghastly stench. Almost nothing here is salvageable, but starving PCs can recover a full barrel of sealed jerky and dried pears after a diligent search.

38. BREAD ROOM

This chamber is sealed off from the rest of the hold by a wooden door, which is now closed, but obviously was once forced from its hinges. The floor within the bread room is built up 3 feet from the deck floor, providing a dry platform for the several hundred bags of flour stored here; the flour once served to make the daily bread for the *Son's* crewmen. Most if it is now gone over to pure rot, but a couple of the bags still contain good flour for those who take the time to look carefully. The wall opposite the entry door is blank, but contains a secret door providing access to Area 39.

Presently, the last of those crewmen who escaped with their form intact (but not their lives) now reside here in ghoulish (literally) desperation; live food is impossible to obtain on board. The PCs entry into the chamber flushes the four famished beasts from their

unquiet slumber beneath the grain bags in a shower of torn burlap and rotting grain.

The four ghouls are not alone in their taste for living flesh; three progeny hang unnoticed from the ceiling above.

Ghouls (4): AC 6; MV 9; HD 2; hp 8, 10, 12, 16; THAC0 19; #AT 3; Dmg 1-3/1-3/1-6; SA paralysis, fungal infection; SD immune to sleep, charm, death magic, poisons and cold-based spells; SW holy water inflicts 2-8 hit points per vial; SZ M (6' tall); ML Fearless (20); Int Low (7); AL CE; XP 270

Progeny (3): AC 6; MV 9, Sw 12; HD 3+3; hp 16, 25, 26; THAC0 17; #AT 1; Dmg 1d4+2; SA burrow, subsume spinal column; SD turning only paralyzes progeny for 1 round, immune to *sleep*, *charm*, death magic, poisons, and cold-based spells; SZ S (2' long); ML Fearless (20); Int Non-(0); AL NE; XP 650.

39. SHARONE'S RETREAT

Beyond the secret door is a dark, dingy space that stinks of dust and neglect. Unlike other areas, this closed off cabin has escaped the general wet and rot afflicting the rest of the ship. The floor boards are dry but bare, save a simple wooden table and a straight-backed chair. The dried skeletal remains of a human is seated upon the chair, its head and arms splayed forward across the table in what was once abject misery but is now only the consequence of death.

When the horror of the apodalyse was born, captain Sharone was retiring after undertaking the exhausting procedure outlined in *The Nekton Fragments*. Her memorized spells were few, and she was physically drained. If the captain had had access to her spell book and had her normal headfull of memorized spells, the nightmare might have been stemmed. Unfortunately for the captain and crew of *The Fortunate Son*, this was not the case.

Sharone holed up and in the end finally died here in her sanctum below decks. While the door providing access was concealed in the bread room's wall, the crew was not ignorant of the captain's private place. While inside, Sharone normally kept the secret door wizard locked, but the PCs have absolutely no trouble opening the door.

The secret door is unlocked because the ghost of Sharone unlocked it when the PCs arrived upon the ship. Her eventual death occurred under such extreme emotional pain and self-recrimination that a ghost was born of her tormented spirit. Because the captain perished alone and unmourned in this chamber, her ghost

is physically unable to leave the secret cabin. However, she is able to sense events beyond the confines of the area and is, in fact, able to exert supernatural control upon her former command, *The Fortunate Son*. Her will kept the rotting ship afloat and brought the vessel to the PCs. Now, her unwavering discipline propels the ship, without sails, through the sea toward the seamount that serves as the undead apodalyse's lair.

Upon entering the chamber, an ethereal image of Captain Sharone forms. Sharone is careful to keep her supernatural ability to *age* and *cause fear* upon the living under tight reign when dealing with potential allies. She speaks to the PCs, requesting their aid in putting an end to the abomination of her creation, thereby putting her spirit to rest in the bargain. Read or paraphrase the following to the PCs:

"You've seen the devastation wrought on this ship that was once mine to command. Know you that it was by my unwitting hand that the horror of the apodalyse was created. My crew was slaughtered while I hid here in my secret sanctuary, weak and lacking my spells that might otherwise have turned the tide of death. It is my curse to linger here in this ship of evil omen so long as the apodalyse also lingers on the edge of life, bringing death to all that it encounters. . . .

"Will you take up my burden so that my spirit may at last know peace? Even as we speak this ship moves toward the lair of the apodalyse. If you take up this quest, you not only do a service for me and any who might otherwise run afoul of this creature in future years, you also do yourself a service in the recovery of the strange statue stolen from you by both supernatural and physical means. The seamount where the apodalyse lairs is very near to the sea devil community where my ethereal eye informs me that the carving stolen from you was taken by a force of sahuagin. The sahuagin were led by one who possesses four arms."

Sharone is aware of the PCs' loss of the carving for the same reason she found the PCs in the first place; the supernatural tempest drew her ethereal eye to the locale. It required little effort on her part to observe the robbery of the statue, and to also note the final destination of the statue (the sahuagin city near the seamount). Note that Sharone does not know why the sahuagin stole the carving; she only knows what she has observed and tries to use this knowledge as an aid in gaining the PCs' participation in her own quest.

Sharone answers any questions put to her to the best of her ability. The following points can be relayed either through answers to questions posed by the PCs or through direct statements by the ghost:



- ✦ Sharone agrees to give directions to the sahuagin city from the seamount locale *only* after the PCs have slain the apodalyse.
- ✦ The apodalyse salvaged much of the valuables on *The Fortunate Son* in the making of its lair, including the singular magical sword *Foebreaker*; an ornate sheath with this name inlaid in gold is still girded to Sharone's physical remains.
- ✦ Sharone believes that the creation of the apodalyse was a freak chance that occurred only through the misapplication of knowledge found in *The Nekton Fragments*; the odds of another such disaster are so low as to be absolutely nil. (This is a wildly false belief!)

Skip to the next chapter (The Seamount) if the adventurers agree to aid Sharone. PCs who refuse the ghost are presented with the predicament of remaining lost at sea; see the previous discussion under the chapter titled The Open Sea. What's more, Sharone's ghost does not take refusal lightly. Instead, she seeks to take control of one of the PCs through her *magic jar* ability in an attempt to force the players' hands. If successful, she uses the new vessel of flesh to attempt the comple-

tion of the quest she originally asked of the PCs—regardless of their aid or hindrance.

Finally, the DM should note that it is not absolutely essential that the PCs investigate the lair of the apodalyse in order to continue with the sahuagin trilogy conclusion in *Sea of Blood*. PCs who refuse the quest and weather Sharone's *magic jar* attempts should not be forced into a direction they refuse to take. However, without the knowledge gained from the captive malenti found in the seamount, the PCs will be forced to find the location of The City of Abiding Hunger all on their own.

Ghost of Sharone: AC 0 (8 on Ethereal plane); MV 9; HD 10; hp 66; THAC0 11; #AT 1; Dmg Age 1d4x10 years (touch); SA sight ages viewers by 10 years (save negates), sight causes viewers to flee in panic for 2d6 turns (save negates), *magic jar* (ghost semi-materializes for this attack, thus AC 0); SD can only be attacked on ethereal plane (AC 8) or immediately after *magic jar* attempted on Prime Material Plane (AC 0), only spells cast on ethereal plane affect it; SZ M (6' tall); ML Fanatic (17); Int Highly (13); AL LE; XP 7,000.



THE SEAMOUNT

The location of the seamount containing the lair of the apodalyse is over 100 miles from the location of the PCs' encounter with Baron K'thstraam and the supernatural storm (see the Adventure Map on the interior cover). Under Sharone's direction, the *Fortunate Son* reaches a position above the seamount (and the Temple of The Eater) 24 hours from the time the PCs initially climbed aboard her ship. No storms or other seaborne phenomena affect the journey. Once the ship has achieved a position above the seamount directly over the Temple, the PCs are free to swim down to investigate (most likely making full use of water-adapting magical paraphernalia).

The seamount enjoys a combination of oceanic conditions and undersea topography that come together to create a highly productive marine environment. The mount rises to within 100 feet of the sea's surface (see the Lair of The Eater map on the interior cover) with water depths of well over 6,000 feet only a few miles distant. The prevailing current flows southward and the upwelling of nutrient-rich deep-ocean waters stimulates the growth of organisms at all levels of the marine food web. It is a destination feeding ground for a variety of marine creatures—including: krill, salmon, rockfish, whales, porpoises, sharks, and sahuagin. This prey-rich environment also makes the seamount an ideal lair for the ever-hungry flesh-cannibalizing apodalyse.

TEMPLE OF THE EATER

Many years ago, sahuagin hunting parties unaffiliated with the relatively nearby City of Abiding Hunger became aware of the voracious apodalyse. Sensing its mystical connection to sharks and standing in awe of its ability to consume, some sahuagin began to regard the creature as an avatar of their shark-deity and christened it with a word in sahuagin that translates simply as "Eater." Most sahuagin hailing from the City of Abiding Hunger are far too "cosmopolitan" to revere anything other than the real avatar of Sekolah; however, a small faction of less knowledgeable sea devils built a temple in the mouth of the apodalyse's lair on top of the seamount. The Temple of The Eater is built with standard sahuagin architecture and is

located near the center of the roughly two-mile-diameter seamount.

Those sahuagin who believe that The Eater is indeed an avatar of Sekolah periodically leave offerings for the creature within the temple; the offerings often take the form of the sahuagin weak, wounded, infirm, or unfit. The offerings are sometimes voluntary, but more often are involuntary—such as the case of the malenti changeling recently released into the lair through the Terrible Jaws of the Temple (shown on the map on the interior cover—see Area 7 for more information regarding the malenti).

1. TEMPLE ENTRY

Like many sahuagin constructions, the Temple of The Eater is built from rock shaped into five domed structures protruding 15 feet up from the sea floor, or in this case, the seamount. The fissure that allows the apodalyse access to and from its cavernous lair within the seamount (Area 7) was also covered by a dome, and access was rechanneled through an underground tunnel. The tunnel connects all the domes below the earth, and provides a single passage running southwest of the domes to an entry portal cut into the side of a 30-foot-deep natural canyon on the seamount's surface.

The entry is hung with a net that is interwoven with various seaweed and shells, making it hard to discern (treat as a concealed door) but at the same time allowing free access for those who are aware of its existence (such as the temple sahuagin and the apodalyse).

PCs who push aside the net and enter discover a 15-foot-diameter tunnel bored in stone. The PCs also run across two sahuagin temple sentries who are initially quite surprised to see the land dwellers. Once the two sahuagin regain their equilibrium (a matter of a single round), they attack the PCs, calling out to their brethren in the tunnel crossroads 50 feet to the northeast. Even if these two sahuagin are unable to sound an alarm, blood in the water soon provides adequate warning to all the sahuagin in the Temple complex. The sentry in Area 2 responds in force in the event any type of an alarm is made. Unless noted otherwise, all 2+2 HD sahuagin encountered in the realm of The Eater carry 2d4 pearls (worth 1 gp each)

in small pouches. Also, none of the normal sahuagin encountered here have any knowledge of The Stone Which Abides, Baron K'thstraam, or the Deep Mother.

Sahuagin sentries (2): AC 5; MV 12, Sw 24; HD 2+2; hp 16 each; THAC0 19; #AT 4 while underwater; Dmg 1d4/1d4/1d4/1d6+1 and poison (bite/rake/rake/poisoned trident); SA poison inflicts 5 points of damage with successful saving throw roll or 10 hp and loss of consciousness with failed roll; 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 420.

2. TUNNEL CROSSROADS

A sahuagin net stretches across the ceiling of this intersection; 10 tridents, 5 nets, 5 crossbows, 10 daggers, and 5 octopi-ink bladders hang suspended from the ceiling. The net also serves as a comfortable place to use a light tether for the single sentry watching this passage.

The sentry here responds immediately to any sound or smell of conflict within the entry tunnel, but not before alerting the remaining force of sahuagin temple sentries stationed in Area 3; refer to sahuagin stats of that chamber for this sentry.

The floor of the crossroads has been set with traps in the form of living giant clams. Any humanoid creature swimming through the tunnel at any height other than near the ceiling must roll a successful ability check vs. one half of his or her Wisdom score, or have a limb trapped in a clam. Wrenching a trapped character free of a clam requires slaying the clam or a successful bend bars roll (which inflicts 1d10 points of damage to the trapped character as the limb scrapes free of the shell).

Giant Clams (4): AC 0; MV 0; HD 10; hp 40 each; THAC0 n/a; #AT 0; Dmg n/a; SZ M (6' across); ML Fearless (20); Int Non- (0); AL N; XP 1,400.

3. PRIESTESS'S CONTINGENT

At the point where the underground tunnel makes a 90 degree bend to the northeast and southeast, a ceiling hatch provides access to Area 3. This hatch is normally kept open, except when the apodalyse fares forth, at which time it is shut and securely locked.

Similar to the one in the tunnel crossroads, a very large net hangs from the domed ceiling and down the curve of the eastern wall. A dozen or more each of tridents, nets, crossbows, daggers, and ink bladders hang from the net, ready to be deployed by the contingent of 10 sahuagin that act as Priestess Wanaalenen's per-

sonal bodyguard. The net also provides a light tether to the sahuagin contingent.

The sahuagin posted in the Temple of The Eater were picked not only for their prowess in combat, but also for their devotion to the avatar of Sekolah known as The Eater.

If an alarm is sounded, half the sahuagin in this chamber rush to the defense while the remaining half swim to Area 7 to protect the shrine. One of these also makes certain that Priestess Wanaalenen in Area 6 is informed of the invasion. The five sahuagin who go to confront the invaders arm themselves with ink bladders in order to obfuscate the water to the point that only those possessing a sahuagin's superior senses can function unchecked (PCs who find themselves in the center of an ink cloud suffer -4 penalties to attack rolls and Armor Class, while sahuagin function normally).

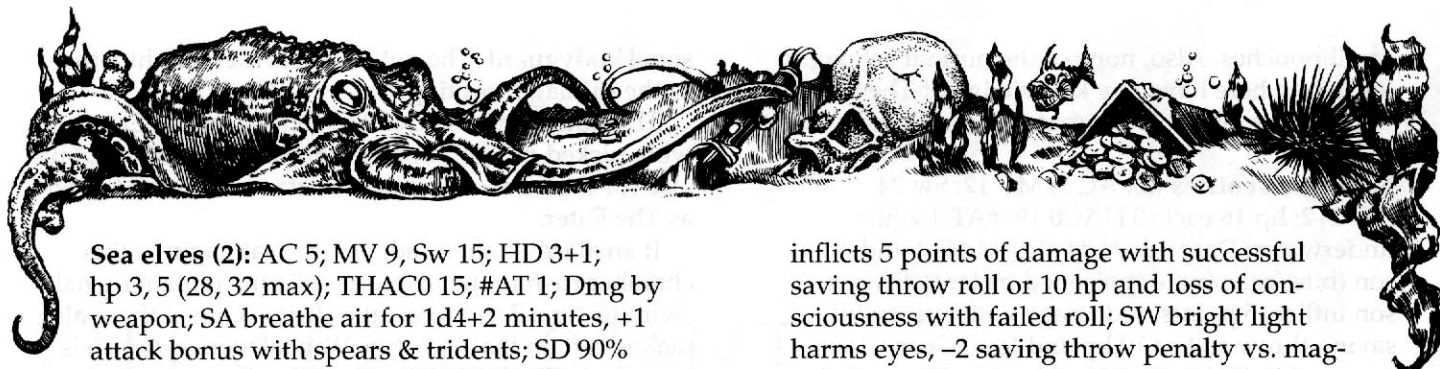
Sahuagin sentries (10): AC 5; MV 12, Sw 24; HD 2+2; hp 17 each; THAC0 19; #AT 4 while underwater; Dmg 1d4/1d4/1d4/1d6+1 and poison (bite/rake/rake/poisoned trident); SA poison inflicts 5 points of damage with successful saving throw roll or 10 hp + loss of consciousness with failed roll; SW bright light 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 420.

4. CHAMBER OF THE PENITENT

The stone door hatch connecting the underground tunnel leading to this stone dome is latchable from the tunnel and is currently locked. This dome holds the living creatures collected for eventual sacrifice to The Eater. Crippled or badly wounded sahuagin otherwise judged unfit by their fellow sahuagin are collected and placed here. Members of other water-breathing races that are captured but not eaten immediately can also find their unfortunate way into the Chamber of the Penitent.

Currently, the Chamber of the Penitent contains three sahuagin, crippled in a recent skirmish with a kraken in the deep sea. These three were caught in a net and each lost a limb when the kraken suddenly jerked the net in lethal tightness during a bid for freedom. These three are here of their own accord, feeling that their sacrifice to their deity will only make the sahuagin race stronger. Treat these three as half-strength sahuagin with 1+1 HD.

The room also contains two sea elves in manacles who are definitely here only under extreme duress. If the PCs release them and see to their freedom, award each player character 100 experience points. The elves are in pitiful condition and do not volunteer to join the PCs even if healed; they are absolutely terrified of The Eater.



Sea elves (2): AC 5; MV 9, Sw 15; HD 3+1; hp 3, 5 (28, 32 max); THAC0 15; #AT 1; Dmg by weapon; SA breathe air for 1d4+2 minutes, +1 attack bonus with spears & tridents; SD 90% resistant to *sleep & charm*; SZ M (6' tall); ML Elite (13); AL CG; XP 975.

5. CHAMBER OF PILGRIMAGE

The dome of this chamber is covered in the hanging nets that provide a comfortable rest for those occasional sahuagin who make the long swim to pay respects to the "avatar" of their deity. The pilgrims who stay here are, in fact, the chief means by which food is gathered, repair of the temple is maintained, and sentient sacrifices are gathered for Wanaalenen's rites of appeasement.

Currently, three sahuagin warriors have taken up residence here, doing their part in revering The Eater. In addition to the warriors, Maantikuk, a sahuagin prince traveling as a common sahuagin by means of a *ring of alteration*, lives here. The prince is not from the City of Abiding Hunger, but is instead from a distant city called Knash. In the event that a general alarm is sounded, there is a 45% chance (or the DM's whim) that the petitioners are in their chamber, in which case they add their strength to the defense of the temple.

The common sahuagin possess nothing of merit, but the incognito 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 an underwater version of a *crossbow of speed* +2, with 10 *quarrels* +1 on his person that he uses in any conflict.

Maantikuk also keeps a small bladder-pack of belongings tethered to the net in this chamber, whether he is in the temple or out on temple business. The bladder-pack is held closed by three pearl buttons and contains 13 choice pearls each worth 30 gp, a finger bone of a vanquished rival prince, and a long dagger fashioned from the tooth of an orca whale.

The stats for the three common sahuagin match those of the sahuagin sentries in the temple, but the exiled prince's stats are below; note Maantikuk's exceptionally high Strength (20), making his average hand-to-hand damage greater than a common sahuagin's.

Maantikuk, sahuagin prince: AC 5; MV 12, Sw 24; HD 8+8; hp 56; THAC0 11 (7 with +1 *trident*); #AT 4; Dmg 1d8/1d8/1d8/1d6+9 and poison (bite/rake/rake/poisoned +1 *trident*); SA poison

inflicts 5 points of damage with successful saving throw roll or 10 hp and loss of consciousness with failed roll; 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 2,000.

Note: Maantikuk appears in Sea of Blood. The DM should play this NPC with an eye toward survival; the sahuagin will flee if the tide of battle turns.

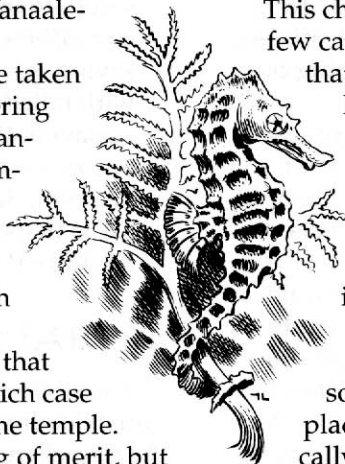
6. WANAALLENEN'S QUARTERS

This chamber has a ceiling net, but also contains a few carved stone cylinders that are an affectation that is rumored to exist in the City of Abiding Hunger; the stone cylinders are chairs, contoured for comfort and sporting grooves toward the back to accommodate the sahuagin tail. Such furniture is not a necessity for beings who float almost weightless in buoyant salt water, but owning such items has become somewhat of an icon of importance in many sahuagin communities.

A wall of woven kelp is rooted to the south wall, providing Wanaalenen a comfy place to sleep, while physically and psychologically hidden amongst the kelp; sahuagin never sleep out in the open if they can help it.

Also hidden amongst the kelp (recoverable after a turn spent searching) are the priestess's personal heirlooms, which she keeps in a finely woven net bag. The bag contains a small statue carved from a single pearl (worth 200 gp), discarded sharklike teeth rumored (among sahuagin) to have fallen from the mouth of Dagaanisoran himself in ages past, and a potion of *elasmobranchuvor* (see Baron K'thstraam's stats in the opening encounter for a brief description of this potion's effects).

Opposite the kelp wall to the south is a "bookshelf" on the north wall. Since sahuagin books take the form of lengths of knotted and woven cords, bounded on each side by either a stone or bone carving, the bookshelf in this chamber looks like a surface-world clothes rack from which depend a half-dozen knotted ropes. These sahuagin books contain rituals to Sekolah and even a scroll of three priestly spells of *charm shark*, but it is probably beyond the ability of most land dwellers to recognize that these lengths of cord contain information, let alone read them.



Priestess Wanaalenen: AC 5; MV 12, Sw 24; HD 5+5 (Cl 5); hp 25; THAC0 15 (14 with trident); #AT 5 (or 4 with trident); Dmg 1d2/1d2/1d4/1d4/1d4 (claw/claw/bite/rake/rake), or 1d4/1d4/1d4/1d6+1 and poison (bite/rake/rake/poisoned trident); SA poison inflicts 5 points of damage with successful saving throw roll or 10 hp and loss of consciousness with failed roll; 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' 8" tall); ML Steady (12); Int High (14); AL LE; XP 2,000.

Spells (4/3/1): 1st—*bless*, *cause fear*, *curse*, *darkness*; 2nd—*charm mammal* (x2), *hold person*; 3rd—*air breathing* (reverse of *water breathing*)

Spell-like ability—*charm shark* (once per day), *cause fear* (as spell, once per day)

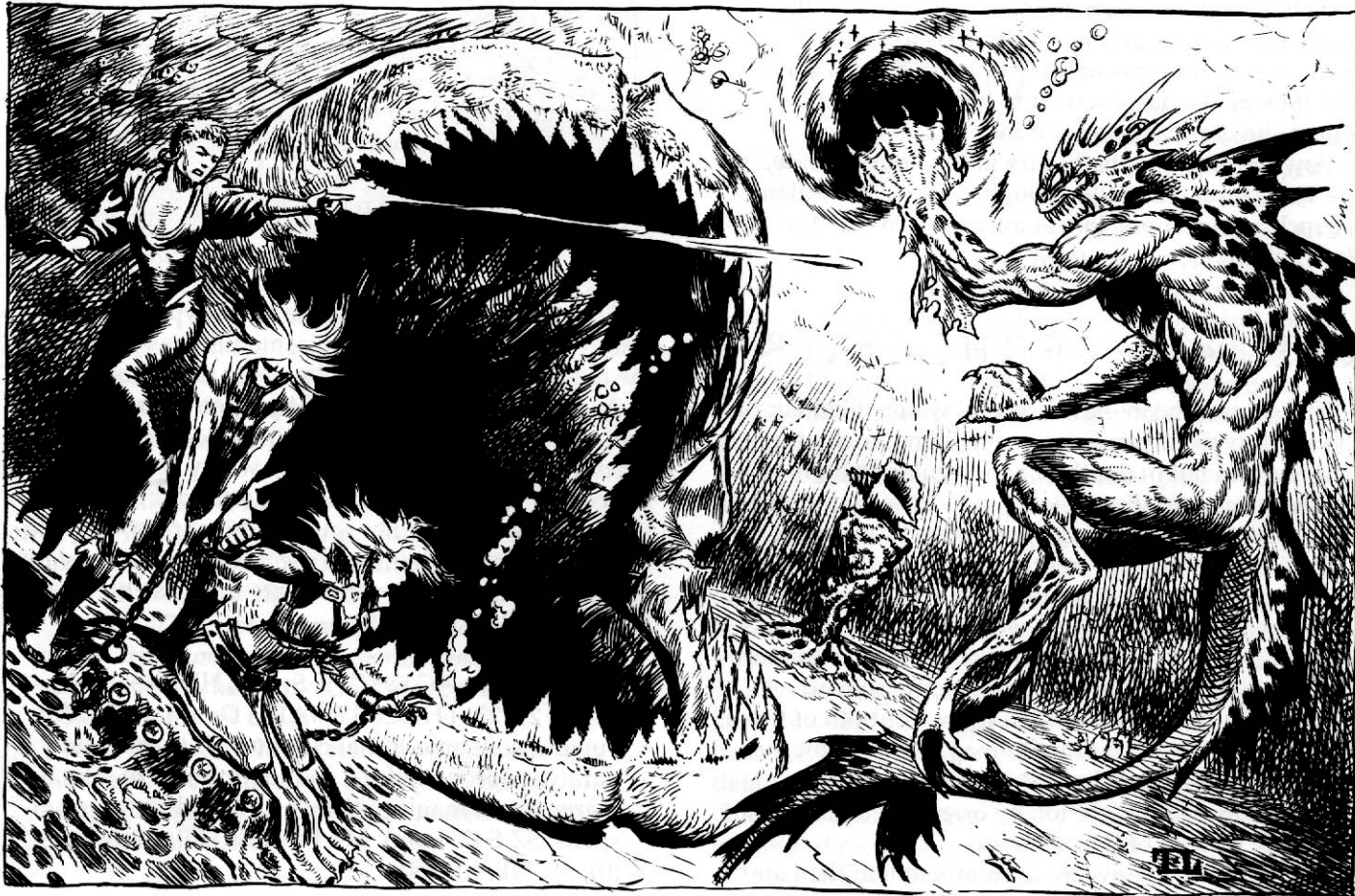
7. THE EATER'S SHRINE

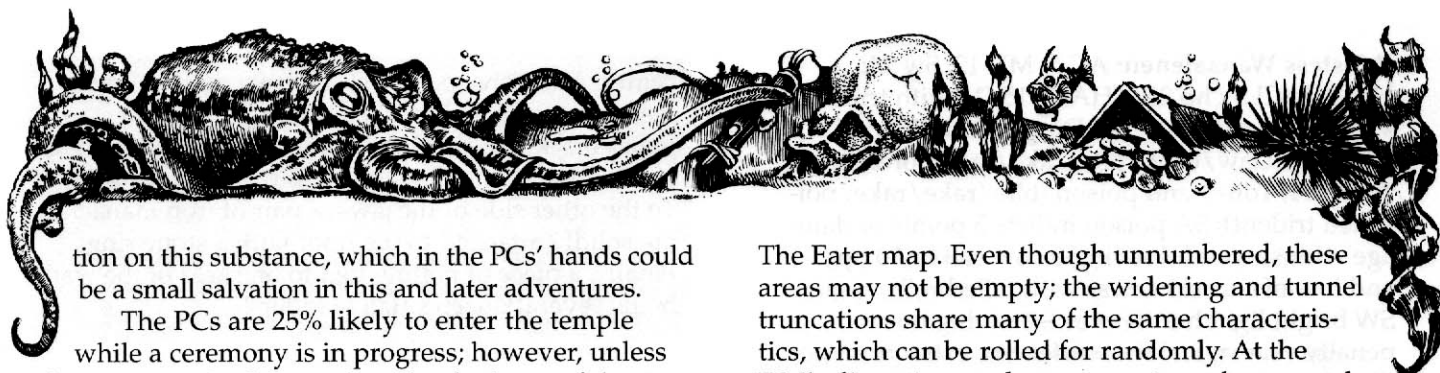
A fifteen-foot-diameter breach in the ceiling of the tunnel provides access into the interior of a perfectly fashioned and precisely balanced dome of stone. Coral-tile pavement covers the floor and walls of the chamber, reflecting pinkly in the glow of a dim sphere of light suspended in the very

center. A massive pair of shark jaws, some fifteen feet wide and tall, bracket a rough fissure that gapes blackly in the floor. A conch shell lies upon a stone stand immediately next to the ominous exit. To the other side of the jaws, a pair of iron manacles are solidly attached to the floor with a stone ring. Finally, a piece of netting tied to one area of the wall holds several dozen small bladders.

The conch shell is enchanted by priestly magic to resonate at a low frequency (making a single "thrum") whenever The Eater rises from the depths of its lair to hunt. Conversely, anyone blowing on the conch shell prematurely summons the creature before it might otherwise have come; the apodalyse appears from the shark jaws 1d4+4 rounds after the conch shell sounds.

Wanaalenen (see the priestess's stats in Area 6) daily performs a six-hour ceremony in this chamber, celebrating the nearness of a physical avatar of Sekolah (as she believes). The ritual usually concludes by thrusting a bound and unconscious victim through the shark jaws and into the complex of tunnels below, which constitutes the lair. This victim is randomly selected from the Chamber of the Penitent. Before victims are offered down to The Eater, Wanaalenen smears them with the oddly pleasant smelling goo found in the bladders (24 total) held in the netting. See *Novel Arcana* for more informa-





tion on this substance, which in the PCs' hands could be a small salvation in this and later adventures.

The PCs are 25% likely to enter the temple while a ceremony is in progress; however, unless they are amazingly secretive, the denizens of the temple become aware of their presence, in which case the ceremony ends in order to protect the shrine. The pre-arranged sahuagin strategy should have brought five of the sentries from Area 3 to this chamber, as well as Wanaalenen if she wasn't already present.

Three of the five sentries position themselves back from the main opening to this dome with a large net. They attempt to entangle the first invaders through while the other two sahuagin begin pitching ink bladders to blacken the PCs' light and vision. Nets ignore AC benefits provided by armor (but not Dexterity). Unarmored targets are immobilized and armored targets (or those with a natural AC of 5 or lower) with a Strength Score of at least 16 can escape with a successful opposed Strength check against the sahuagin wielding the net (2+2-HD sahuagin have an average Strength Score of 14).

Meanwhile, Wanaalenen stands near the jaws and casts her spells as seems best into the melee. If the melee seems to be going against the sahuagin, Wanaalenen attempts to blow upon the conch shell and then beat a hasty retreat to her quarters in Area 6, where she barricades herself in.

Anyone entering the fissure in the floor bounded by the shark jaws descends a roughly fifteen-foot-diameter rock tunnel about 45 feet long to Area 8 of The Eater's Lair.

THE LAIR OF THE EATER

The subterranean, lightless, and water-filled lair of the apodalyse is comprised of twisting, rocky tunnels that rise and fall in depth in an irregular fashion. Unlike many two-dimensional maps, the map of the lair depicts a cross-section view rather than a plan view. Unless noted differently, cavern widths are equal to the heights depicted on the map. Also, two-dimensional mapping of the drowned caverns reveals that some of the passages run under or over other tunnels. There is even one case where two tunnels wend around one another in a rough helix. For both of these reasons, players attempting to map may be a bit flummoxed at first unless the DM wishes to get them started in the right direction by orienting their map vertically instead of horizontally.

Many of the caverns are unnumbered on the Lair of

The Eater map. Even though unnumbered, these areas may not be empty; the widening and tunnel truncations share many of the same characteristics, which can be rolled for randomly. At the DM's discretion, each cavern or tunnel crossroads has a 20% chance to contain dangers and/or features of interest from the Unnumbered Encounters table or from the DM's own imagination. Where the table indicates encounters with creatures, reuse previously printed stats for the creature of the same name.

Unnumbered Encounters (1d4)

die roll	result
1	1d6 progeny
2	1d4 sahuagin penitents
3	1d4 sea-elf sacrifices
4	Deadfall; Dex check or suffer 1d10+2 hp of damage

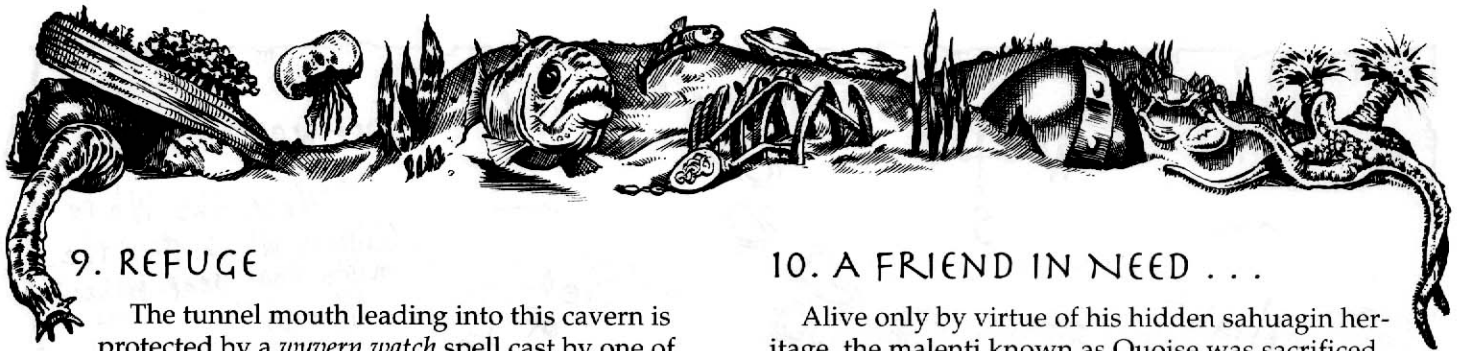
8. LAIR ENTRY

The rough tunnel from the shrine above lets out in this submerged cavern. A cloudy miasma floats lazily in the water, making vision difficult through the translucent medium. An oily feel permeates the water down here and makes your grip uncertain. Even a cursory examination of the ceiling above reveals at least two dozen coiled shapes hanging like wasp nests on the rocky ceiling.

Individual particulates of the miasma are the rotting and dead cast off portions of the apodalyse's constantly decaying body. The miasma fills every portion of the tunnel maze and makes the water ubiquitously oily.

As the boxed text reveals, 24 progeny hang from the ceiling of this chamber. PCs who are coated with *adenuvor* have absolutely nothing to worry about. Those not coated with the substance are attacked by 1d6 of the progeny. Every other round, 1d6 more of the progeny drop from the ceiling to the adventurers. Only by leaving the immediate vicinity are the PCs able to curtail the attacks.

Progeny (24): AC 6; MV 9, Sw 12; HD 3+3; hp 14, 15, 18, 21, 23; THAC0 17; #AT 1; Dmg 1d4+2; SA burrow, subsume spinal column; SD turning only paralyzes progeny for 1 round, immune to *sleep*, *charm*, death magic, poisons, and cold-based spells; SZ S (2' long); ML Fearless (20); Int Non-(0); AL NE; XP 650.



9. REFUGE

The tunnel mouth leading into this cavern is protected by a *wyvern watch* spell cast by one of the sacrifices that managed to survive the lair. Two months ago, a lone *ixitxachtli* was surprised and captured by the temple sahuagin, then released through the sacrificial maw. The *ixitxachtli* was lucky enough to make it to a cavern relatively far from the one chosen by the apodalyse, and has survived until now with a combination of *invisibility to undead* and *create food and water* spells. The *wyvern watch* spell was set for the apodalyse, but the PCs may also trigger it.

The *ixitxachtli* is a wholly evil creature. It may feign cooperation with the PCs, but it betrays their trust the minute it has a chance to secretly slay one of the party and make off with any loot, especially magical items. Currently, the *ixitxachtli* has only a few items pilfered from other victims of The Eater.

Included are such items as rotting clothing, a corroded silver whistle, and a random assortment of coins (123 cp, 78 sp, 27 gp). The *ixitxachtli* also has a sealed scroll case. Within the case, sealed away from water, is a map purportedly leading to the sunken treasure of the famed pirate Gib Lockwood.

The treasure map is shown on page 26. The lands it references are quite far from the PCs' present location, and this map should only serve as a future adventure seed; it is not intended to distract the PCs from their current quest. The accuracy, danger, and actual contents of Lockwood's treasure are up to the DM's fiendish designs.

Ixitxachtli? AC 6; MV Sw 12; HD 5+5 (Cl 5); hp 40; THAC0 15; #AT 1; Dmg 3d4 (bite); SA cast clerical spells; SZ M (6' finspan); ML Elite (13); Int High (14); AL CE; XP 650.

Spells (3/2/1): 1st—*Cure light wounds*, *command*, *invisibility to undead*; 2nd—*charm mammal*, *wyvern watch* (active when *ixitxachtli* is encountered); 3rd—*create food & water*.

Note: The *ixitxachtli* is not a standard example of its race. Focusing on its survival in the lair of the apodalyse has toughened the creature; thus, its inflated Hit Dice.

10. A FRIEND IN NEED . . .

Alive only by virtue of his hidden sahuagin heritage, the malenti known as Quoise was sacrificed to The Eater against his will when the powers that be in the City of Abiding Hunger finally decided that his disgusting outward appearance (he possesses the form and voice of a sea elf) was too much to bear, in spite of Quoise's unique ability to infiltrate sea-elf communities. As a malenti, Quoise can fool even other sea elves into believing he is of the same race, and any sea elves accompanying the party are likewise fooled.

When Quoise is discovered in this cavern, he is binding the wounds he received from a recent battle with progeny; even his sahuagin (and therefore shark) heritage is not enough to insure his survival in these dismal caverns. In fact, it is only a matter of time before death finds him in the belly of the apodalyse; when he finds the armed and vigorous PCs (unless of course the PCs were captured by the sahuagin above and thrown down here weaponless . . .), he

acquires new hope. Quoise immediately offers to throw in with the PCs and warns them away from allying with the horrible *ixitxachtli* in Area 9.

While the PCs remain in the Lair of The Eater, Quoise is the perfect ally. He fights alongside the warriors (if a weapon is given to him), he provides aid to

fallen characters, he warns PCs of the dangers of the Lair, and he is present and active in the party's final battle with the apodalyse. The DM should be certain to keep Quoise alive through all these encounters, as his continued survival is important to the ongoing scenario.

Once the PCs emerge triumphant, Quoise sees a perfect opportunity to ingratiate himself once again with the nobility of the City of Abiding Hunger; he offers to show interested PCs a secret entrance to the heart of the city in thanks for rescuing him from the lair, but he really intends to betray the heroes directly into the hands of his fellow sahuagin. Quoise tells the PCs he has long been spying out the sahuagin city to keep tabs on "that aggressive race." If the PCs accept his offer, he personally guides them into a trap detailed in the upcoming *Sea of Blood* adventure. If Quoise is unable to personally accompany the party, he gives directions to the same effect.

It is possible that the PCs want nothing more to do



TREASURE MAP of GIB Lockwood

10 miles



Night Ocean

"The Ocean of Night Swallows ships on the dark of the moon. No one alive knows their fate."

Sea of Mists

"Ware the White Galleon, which plies the mists that seep between Worlds."

Lost Realm of Olefin

"Dusk Devils reign in the ruins of Olefin; Stay clear of the shadows!"

Rock Isle

Boiling Maelstrom

"Here Gib's Carrock went down with all hands. Gib's ship was carrying a Treasury of Dragon Gold when the Wyrm finally caught up..."

To the LAND of NURIA

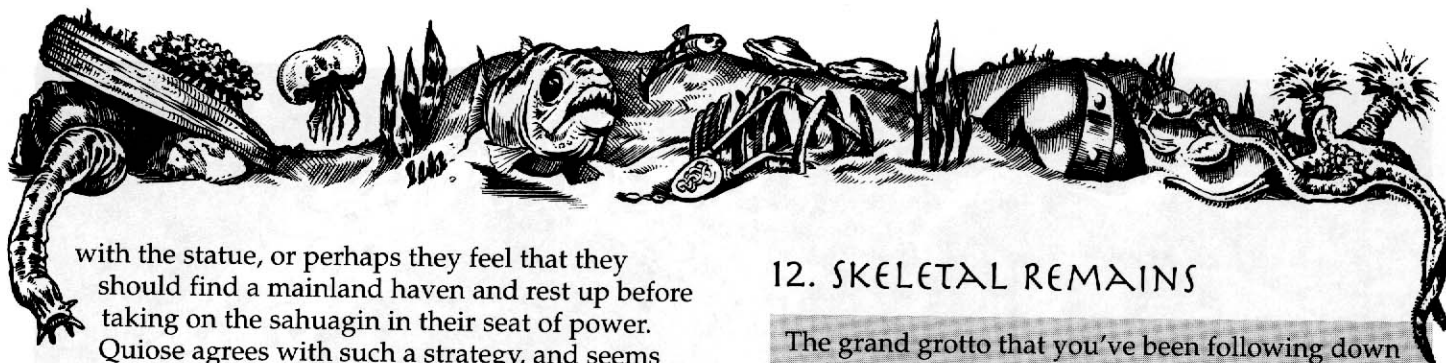
Ameobic Sea

"Sight of the Serpents of the Ameobic Sea is usually fatal"

Plunder Isles

"When Shipmages go bad, no one at sea is safe: the Plunder Isles are home to the Dread Privateer Allapock, a Shipmage turned PIRATE!"

To the LANDS of FAR MORAN



with the statue, or perhaps they feel that they should find a mainland haven and rest up before taking on the sahuagin in their seat of power. Quoise agrees with such a strategy, and seems equally happy in directing the PCs to any mainland they can name. The truth of the matter is that Quoise intends to lead the party into an ambush in the City of Abiding Hunger regardless of where he actually says he is leading them!

Quoise, malenti: AC 5; MV 12, Sw 24; HD 4+4; hp 35; THAC0 16; #AT 4; Dmg 1d4/1d4/1d4/by weapon (bite/rake/rake/weapon); SA resembles a sea elf, claws and teeth retract; 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 420.

11. POOL OF DECAY

This funnel-shaped cavern has collected more than its share of the cast-off skin of the apodalyse that hangs in the water throughout the entirety of the complex. In some places it has precipitated out of the water into a layer of decay, but in this chamber, enough has collected to produce a 40-foot-deep layer of the detritus. To casual observation, nothing suggests that the silt-like layer is any deeper than other places in the complex (a maximum of 1 foot).

Anyone testing the surface discovers that it is easy to burrow down into the material as if it were merely a lightly viscous oil. Unfortunately, any such exploration of the muck draws the attention of the two undead wights that were birthed here from the bones of two humanoids who died in this pool seeking sanctuary. The pronounced effect of various Negative Energy links soon proved sufficient to animate these two.

Even PCs who do not wholeheartedly throw themselves into the pool of decay are potential victims if they come too close; the skeletal hands of the wights rise from the detritus and attempt to pull the adventurers in.

Wights (2): AC 5; MV 12; HD 4+3; hp 30, 31; THAC0 16; #AT 1; Dmg 1d4 (claw); SA drain one level of experience per attack; SD hit only by silver or +1 or better magical weapons, immune to *sleep*, *charm*, death magic, poisons, and cold-based spells; SZ M (6' tall); ML Elite (14); Int Average (9); AL LE; XP 1,400.

12. SKELETAL REMAINS

The grand grotto that you've been following down and to the south is suddenly truncated by a large rockfall of gray stone. Protruding out from under the rockfall are the truly massive rib bones of some long-dead wormlike creature of immense proportions. This appears to be the tail-end of the creature, as its rib structures taper, finally ending in a large, bony stinger.

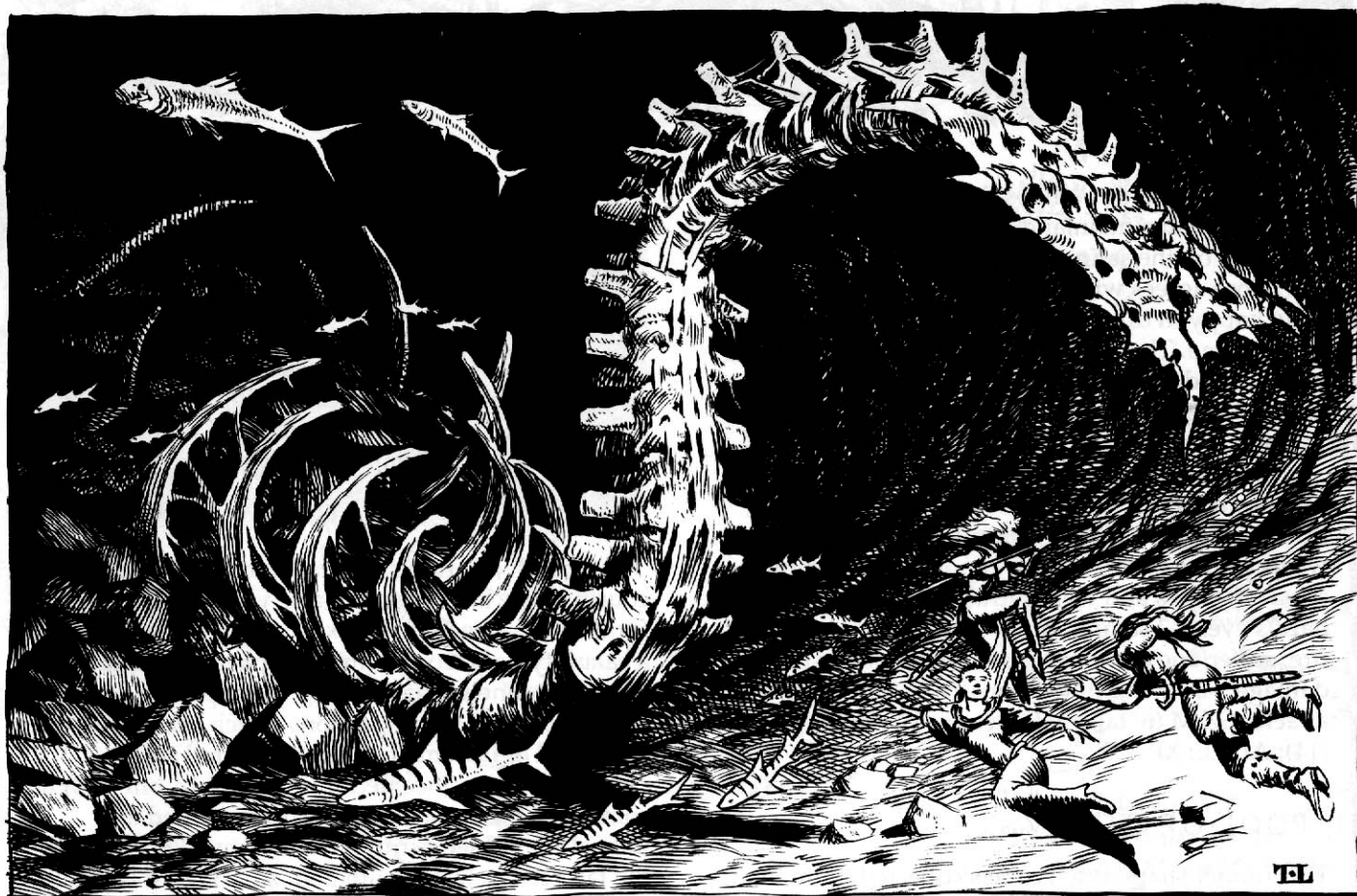
A goliath creature some call a mottled worm (a cousin to the land-based purple worm) is responsible for the passages that still exist within the seamount. By a calamity not recorded in these pages, it perished in the very tunnels of its making, perhaps due to a rockfall of tremendous proportions which even now covers almost all of its remains, save for its tail spine.

Life has long since fled from this hulk, but with the coming of the apodalyse, its progeny, and an unhealthy influence from the Negative Energy plane, the tail section has reanimated. Although it is firmly stuck in the stones of the wall, it can still flail dangerously, threatening any investigating adventurers who approach within 30 feet. Its tail stinger once produced a lethal poison, some of which still lingers on the spike. Anyone struck by the tail who fails a saving throw vs. poison is slain immediately. Fortunately, only enough poison remains to be effective once.

Undead tail section: AC 6; MV nil; HD 6; hp 50; THAC0 14; #AT 1; Dmg 3d6 (sting); SA residual poison; SD piercing weapons inflict half damage, immune to *sleep*, *charm*, death magic, *fear*, poisons, and cold-based spells; SW holy water inflicts 2d4 points of damage per vial; SZ H (30' long); ML Fearless (20); Int Non- (0); AL N; XP 1,400.

13. TRUE LAIR

A definite chill is suddenly apparent in the hazy water, which, in fact, seems to contain an increasing amount of the tiny particulates. A layer of the material coats the floor to a depth of half a foot here, siltlike and easily disturbed. As you move farther into the chamber, your vision is constricted more and more severely.



This cavern houses the apodalyse when it is not retrieving sacrifices at the behest of the conch-shell horn in Area 7 of the temple. The water here is so full of the creature's cast-off skins that vision is reduced to only a few feet for the player characters. Unfortunately, the apodalyse's supernatural senses are unaffected by the malignant haze of dead flesh.

The entry of any living creature into this chamber is enough to trigger an attack by the apodalyse. Once the creature enters its aggressive phase, it does not stop hunting its lair until it has found every last living creature, or until it is permanently killed. Because of the haze in the water, most PCs suffer -4 penalties to their attack rolls, and in turn lose the benefits of Dexterity bonuses to AC.

PCs who successfully slay the creature gain an additional 1,000 experience points each for fulfilling the charge of the ghost of Captain Sharone—especially if the DM intends for the party to continue adventuring in the concluding module. Unfortunately, if the PCs slay the apodalyse and any surviving sahuagin know or learn of it, the party earns the enmity of that race. Whenever the PCs travel near cities that border on a salt sea or travel by ship, they need to stay on their guard against random attacks by various groups of

sahuagin who have sworn a blood oath to slay the slayers of The Eater.

14. SPOILS OF THE EATER

Possibly because the apodalyse was once possessed of a very human and greedy mind, the nightmare it has become still fancies shiny objects, the glow of magic, and material wealth—even though it does not have the slightest use for such things. In any event, this atavistic urge is responsible for the small bounty of treasure it has piled here under a layer of minute scraps of necrotic flesh. To the casual eye, this chamber looks as empty as any other chamber of the lair; however, a determined search through the ash-like covering reveals a few items of value intermixed with rotting cloth, wood, bone, and mud. The valuable items include: 4,400 cp, 2,356 sp, 998 gp, 10 gems worth 20 gp each, a complete set of platinum flatware worth 300 gp, a *ring of contrariness*, and *Foebreaker* (see *Novel Arcana*).

CONCLUSION

As this adventure closes, the PCs have either dealt with or fled from the apodalyse in its sunken temple-lair. If the apodalyse has been destroyed, the ghost of Captain Sharone is put to rest and *The Fortunate Son* finally sinks under the waves. If the PCs leave The Eater alive, Captain Sharone and her ghost ship dog the PCs on every future sea trip and in every harbor town, sending dreams of fear and hunger to receptive minds sleeping within 1 mile of her craft; the DM now has access to a permanent NPC that can show up in future adventures.

In either case, the adventure is designed so that the PCs believe a very helpful sea elf has temporarily joined their party to act as a guide. PCs who forego entering the Lair of The Eater in the first place encounter Quoise immediately outside the temple; he states that he has just escaped from being consumed by the apodalyse and is willing to throw in with the PCs and offer his services as a guide if they request. PCs who still have their sights set on entering the City of Abiding Hunger in search of The Stone Which Abides (note that similarities in name are coin-

cidental, not subtle clues), are probably happy to hear Quoise agree to show the adventurers a secret entrance. If the heroes have had enough of the sea and its wet threats, Quoise instead agrees to guide them across the hazardous ocean currents to their land of origin as a gesture of thanks to the PCs for rescuing him.

Of course, Quoise is actually a malenti, and no matter where he says he is guiding the PCs, he actually lures them into a clever and well-prepared ambush in the City of Abiding Hunger. This treachery and its repercussions are fully detailed in the concluding adventure, *Sea of Blood*.

Those DMs who use formal training rules to advance player characters in levels may want to forego those rules if you intend to have the players adventure in the *Sea of Blood*. Many challenges of high caliber await their characters, and the PCs are not going to get a chance to really rest and prepare themselves before they face the threat of a city full of sahuagin and the veiled agenda of the Deep Mother, whose plans are reaching fruition in the deepest ocean depths.

NOVEL ARCANA

Adenuvor

The goo in the bladders is called *adenuvor* by Priestess Wanaalenen; she personally developed it from natural ingredients and priestly enchantments to repel the progeny, as it wouldn't do for these creatures to get hold of victims meant for The Eater. *Adenuvor* smells exceptionally fresh and pleasant to land-dwelling air-breathers, but this same substance seems quite rank to the semi-living progeny.

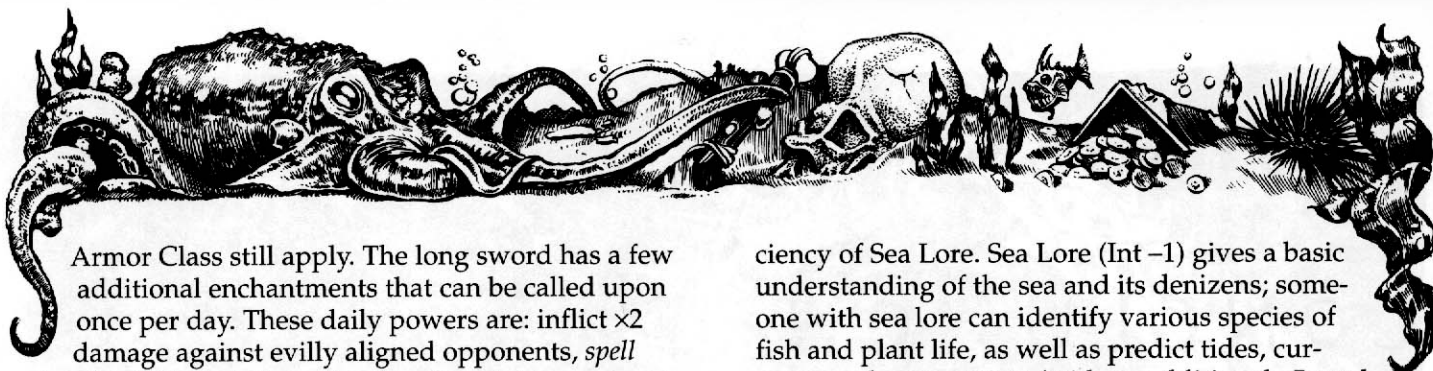
Each bladder holds sufficient *adenuvor* to coat one medium-sized creature. Creatures coated by *adenuvor* are physically repellent to the progeny, who remain quiescent if within 5 feet of the scent of the goo. Each application repels progeny for 1d4+6 hours before finally washing away. An unlooked for side-effect of *adenuvor* is that the goo is also repellent to normal sharks; naturally encountered sharks leave the vicinity of this scent. Sharks that are charmed or ordered to

attack *adenuvor*-coated creatures suffer a -2 penalty to their attacks. Giant sharks never swallow *adenuvor*-coated creatures whole, even if the dice indicate otherwise.

Foebreaker

This is a *long sword* +3 created by the renowned wizard-smith Dalstrum of the Arcane Order. Dalstrum crafted many items during his prolific career, but *Foebreaker* is unique, being the only hand-to-hand weapon the wizard created. Not content to fashion an item unusable by himself, Dalstrum gave *Foebreaker* an unusual dweomer that makes it useable by *any* class; thus, this weapon functions equally well in the hands of a wizard or a warrior, according to the base THAC0 of the wielder.

Foebreaker ignores AC adjustments from armor worn by opponents, but Dexterity and magical bonuses to



Armor Class still apply. The long sword has a few additional enchantments that can be called upon once per day. These daily powers are: inflict $\times 2$ damage against evilly aligned opponents, *spell turning* 75%, and *dimension door* the wielder and up to two additional companions.

Foebreaker is neutral good in alignment and has a 35% chance to turn in the hand of any evilly aligned wielder in a *back-biting* attack, treating the wielder's AC as 10 and delivering $\times 2$ damage.

The Nekton Fragments

This singular volume is bound in rough shark hide, and the pages are ragged and stained; it is sometimes difficult to discern the cramped pen of Glomund the author. While a very small portion of this volume's contents seem to be based on an earlier work by a group named only as the Cabal, the bulk of the text comes from the misguided magical experiments of Glomund himself—although there appear to be various addenda and appendices added by one Sharone of Oceanopolis.

The volume is divided into two parts. The first part contains a vast collection of esoteric knowledge about the sea, including informed discourse on currents, tides, sea creatures and their habits, the beneficial properties of many organisms found only beneath the waves, and a long dissertation that hopes to convince the reader that life in the sea is much preferable to life upon the hard, rocky land. Finally, the first part of the book ends with a treatise on various strokes and swimming techniques that a humanoid could use to improve its swimming ability.

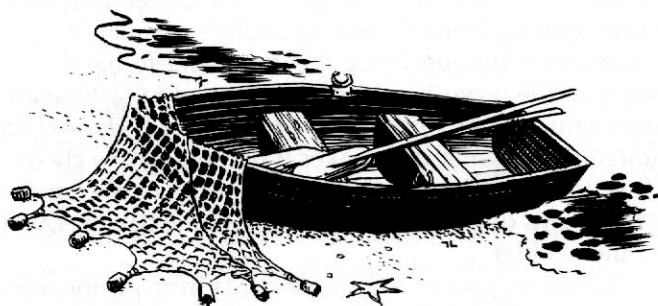
One week's study of the text covering swimming confers the bonus proficiency of Swimming on non-swimmers, and increases by 25% (rounding up) the swimming movement rate of those who already possess the proficiency. Two months additional study of the initial essays on the sea also confer the new profi-

ciency of Sea Lore. Sea Lore (Int -1) gives a basic understanding of the sea and its denizens; someone with sea lore can identify various species of fish and plant life, as well as predict tides, currents, and even storms (with an additional -5 modifier to the proficiency check).

It is the second part of *The Nekton Fragments* that contains the truly diabolical information touched in the same informed, reasonable style that typifies the first part of the volume. In fact, anyone reading it is 75% likely to believe that only the most sound research and lucid deductions have been recorded on these pages. Nowhere in the text does it caution against the procedure or in any way hint that the final product of the following procedure is nothing less than nightmare taken flesh. In fact, those who fail the above check remain confident that the recipe described in the last portion of the book are completely safe in *competent* hands (such as the reader's, for instance), even in the face of evidence to the contrary.

The Nekton Fragments contain a process, not unlike those which are recorded in manuals of golem construction, that describes the method in which a living humanoid can be transformed through careful surgery into a being capable of existing below the waves without the need to breathe air. The process can only be conducted by a wizard of at least 10th level and requires a living humanoid body and a volume of tissue from a recently deceased shark. The text describes the procedure, which requires the necrotic tissue to be enchanted by a special spell (provided by *The Nekton Fragments*) immediately before implantation into the living being. Any wizard who possesses the 5th-level *animate dead* spell instantly detects the similarity between that spell and the 5th-level spell named in the text as *enliven* (*enliven* creates a link between the necrotic tissue and the Negative Energy plane; this spell is only effective if used in conjunction with the other procedures described in the text).

The procedure requires a full 12 hours of surgery mixed with spell casting. Following the procedure, the patient has a straight 75% chance of dying and moldering away in a single turn. If the procedure is successful, an immature apodalyse is born with the outward form of the humanoid subject, but with the mindless, insatiable hunger of a beast that requires the living flesh of others to survive. PCs who undergo this procedure with the mistaken belief that soon they will have the ability to exist without need for air underwater must instead hand over their character sheets to the DM; the PC's last thoughts are of darkness and pain, then nothing.



APODALYPSE

	Progeny	Apodalyse
CLIMATE/TERRAIN:	Any	Marine
FREQUENCY:	Very Rare	Unique
ORGANIZATION:	Cluster	Solitary
ACTIVITY CYCLE:	Night, Dark	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Low (5-7)
TREASURE:	Nil	E, R
ALIGNMENT:	Neutral Evil	Neutral Evil
NO. APPEARING:	1d4	1
ARMOR CLASS:	6	0
MOVEMENT:	9, Sw 12	Sw 9
HIT DICE:	3+3	13
THACO:	17	7
NO. OF ATTACKS:	1	5
DAMAGE/ATTACK:	1d4+2	4d6/1d8 (x4)
SPECIAL ATTACKS:	Subsume	Swallow
SPECIAL DEFENSES:	Magical weapons to harm	
MAGIC RESISTANCE:	Nil	35%
SIZE:	S (2' long)	H (30' d.)
MORALE:	Fearless (20)	Fearless (20)
XP VALUE:	650	5,000

The apodalyse is the fruit of a misguided experiment gone horribly wrong. The combination of necromantically animated shark tissue implanted in still living humans birthed an aquatic monstrosity that requires the flesh of living creatures to retain its form and "life." The progeny are the half-living offspring of the apodalyse.

Progeny normally hang in tight coils of squamous flesh that look like wasp nests formed by a single coiled snake. When unfurled, progeny generally reach 2 feet in length, resembling eyeless serpents with sharklike mouths filled with row after row of sharp teeth.

Combat: Progeny can remain in their dormant, hanging state for years, perhaps even centuries. However, when disturbed by living humanoids, they attack. Progeny prefer to drop onto unsuspecting victims from above, but once active, their coiled lengths can propel them up to 20 feet through the air (they can swim through water) to deliver a vicious bite once per round.

On a successful bite attack, progeny hang on and begin to burrow into the victim toward the spinal column, automatically inflicting 1d4+2 hit points per round. If left unmolested, burrowing progeny reach their goal within 1d4+2 rounds, whereupon the insipid creatures automatically paralyze their hosts. This allows a progeny to begin the process of subsumption; it attempts to digest and then replace both the spinal column and lower brain stem of a victim. The process

of subsumption requires 6 full rounds and inflicts 2d4+2 hit points per round upon the victim.

Since the progeny are partially undead, they are affected by clerical Turning (as ghosts). During an attack or while burrowing, successful Turning only causes a progeny to freeze up for one round, after which it continues to attack or burrow. Progeny which are successfully Turned while subsuming a victim's spinal column are permanently destroyed. Applying a burning torch (or applying something similarly harmful) to a burrowing progeny inflicts 1d6 hit points per round on both it and its victim, but better a few burns than to allow the progeny to complete its activities.

As semi-undead, progeny are damaged only by +1 or better weapons and are unaffected by *sleep*, *charm*, *hold* or cold-based spells. In addition, they cannot be harmed by poisons or paralyzation attacks.

Ecology: If subsumption is successful, the victim is irrevocably lost, and the progeny takes possession of the still-living husk. If allowed the time to slowly incorporate the recently acquired flesh, it transforms itself (over a month's time) into an apodalyse with minimum hit points.



APODALYPSE

This nightmare creature has a fluid shape consisting of the stolen flesh of the many organisms that go to make up its body. The skin of humanoids with screaming faces and flailing arms contrast with fish scales, octopoidal tentacles, and manta wings. The only constant in the patchwork whole that makes up an apodalyse is its massive sharklike maw. The entire creature measures 30 feet in diameter.

Combat: This creature attacks mainly with its savage bite, delivering an awesome 4d6 hit points of damage. What's worse, if the apodalyse's attack succeeds by 4 or more over the minimum number needed to hit, the victim has been swallowed whole! Those who are swallowed must roll a successful saving throw vs. death magic or be instantly killed. Those who succeed are still trapped inside the creature and must roll this saving throw again the following round, and every round thereafter, until they fail a roll or are extracted from the beast. The only way to extract a character swallowed by the apodalyse is to destroy the creature. Dead characters inside the beast have their still-living flesh cannibalized and incorporated into the body of the apodalyse (see ecology).

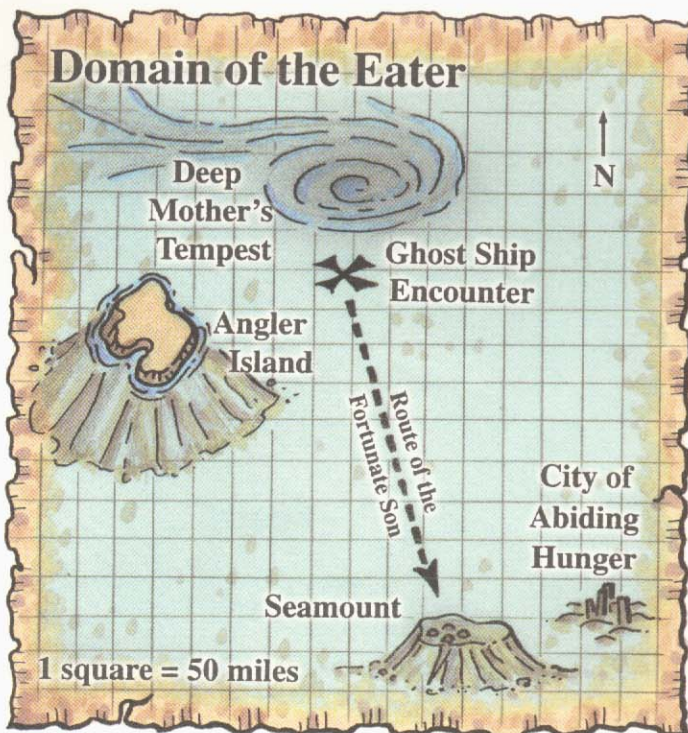
Every time an apodalyse successfully incorporates a swallowed creature into itself, the remaining hit points of the victim are immediately transferred to that of the apodalyse—up to 150% of the monster's maximum.

The creature has four secondary attacks from the various limbs, claws, fins, and mouths of its stolen mishmash of a body. The creature is large enough to bite one foe and direct its subsidiary attacks against two additional prey.

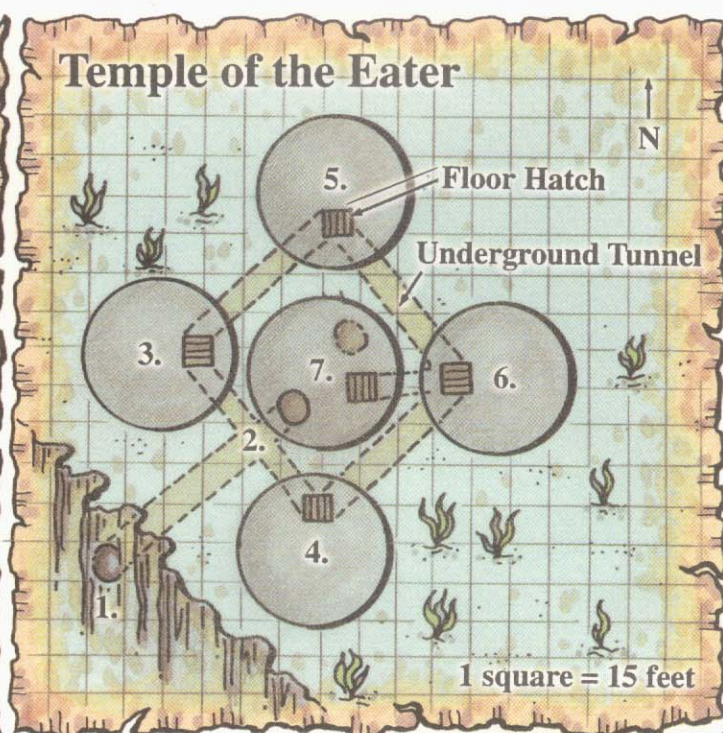
Apodalyses are Turned as ghosts, but a successful Turning attempt merely paralyzes them for one round. They are damaged only by +1 or better weapons, and they are unaffected by *sleep*, *charm*, *hold* or cold-based spells. In addition, they cannot be harmed by poisons or paralyzation attacks. Finally, they possess an inherent 35% magical resistance.

Ecology: The unholy tome titled *The Nekton Fragments* bears the formulae and recipes responsible for creating this creature with an undead "core" that is sheathed in a husk of still-living flesh. Because of the dichotomy between life and unlife, the living portions of the creature are constantly disintegrating and falling away; it is necessary for the apodalyse to renew its form on a regular basis. It remains unmoving for days at a time, conserving its stolen flesh for as long as possible before it is forced to acquire additional material to maintain itself. Every creature it swallows is digested in such away that the flesh temporarily remains faintly living, even though incorporated into the body of the beast. In times of plenty, the apodalyse releases a clutch (1d6) of progeny, each of which has the potential to become a full fledged apodalyse.

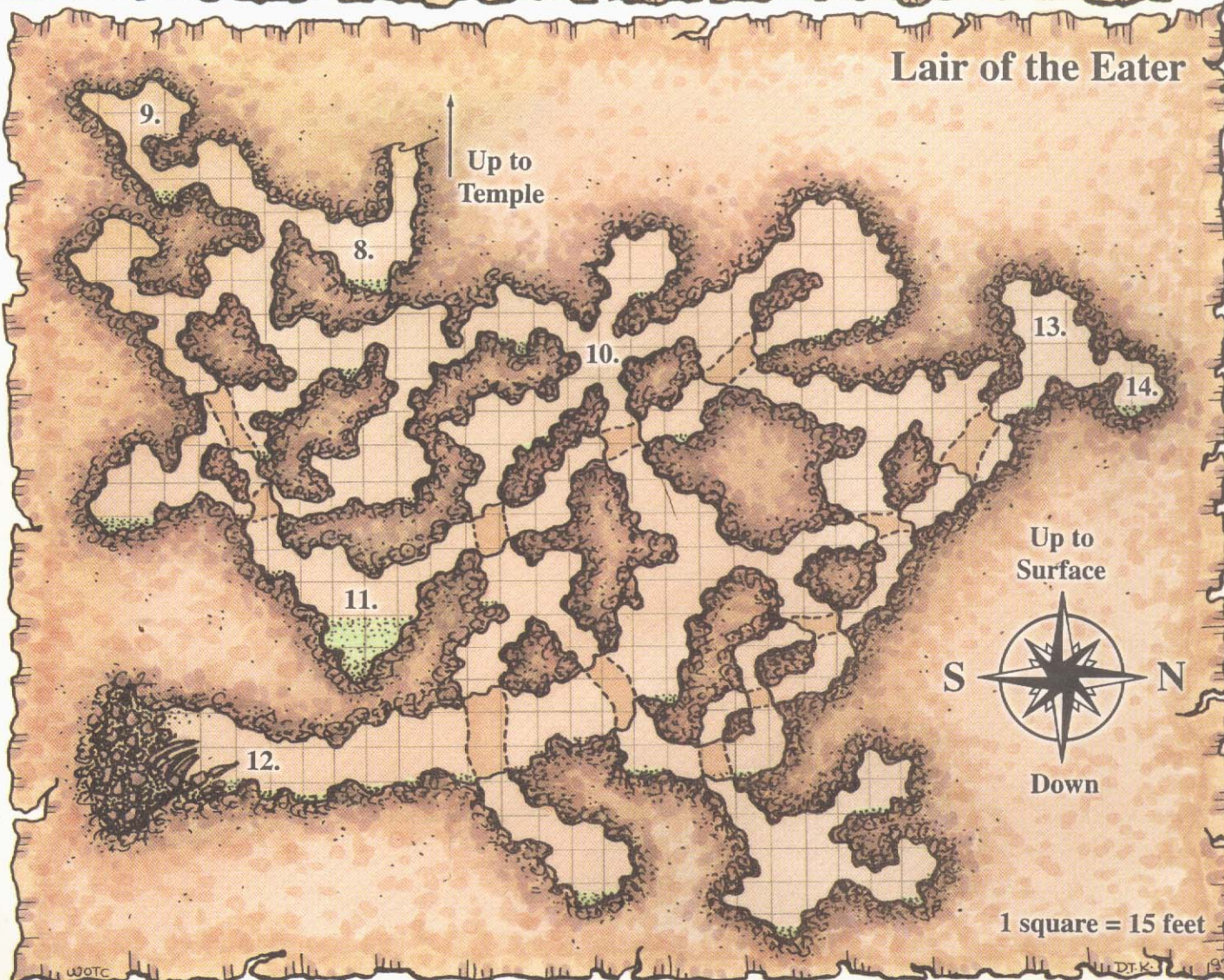
Domain of the Eater



Temple of the Eater



Lair of the Eater



Advanced Dungeons & Dragons® Adventure Monstrous Arcana®

For four to eight characters of levels 6-8

NIGHT OF THE SHARK

BY BRUCE R. CORDELL

"WHEN THE STORM COMES IN WITH ITS
TEETH, TEETH, TEETH . . ."

Black clouds build on the horizon with supernatural swiftness as the light of day drains away like a guttering candle. As the wind screams and sea spray blinds the eyes, the masts splinter and the deck heels over, a plaything of the storm. A nightmare shark hunts the murky ocean for all that succumb to the hammer of the winds. Can anyone survive the Tempest of the Deep Mother?

Night of the Shark is the second part of an adventure trilogy featuring the evil sahuagin, deadly sea devils in pursuit of an ancient relic known only as The Stone Which Abides. This adventure can be played independently, or it can be linked together as part of the adventure series that began with *Evil Tide* and concludes with *Sea of Blood*.

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