

DANGER AT DUNWATER



Following up on the first UK module to be released in the United States was a sequel to The Sinister Secret of Saltmarsh, U2: Danger at Dunwater. Although the three modules that comprise U1-U3 are meant to be an interconnected series of adventures, each can be played separately. The Saltmarsh council can hire new adventurers to follow up on whoever broke up the smuggling ring just as easily as they can ask the same group for assistance.

In U1, the adventurers found the horrible secret behind the haunted mansion on a cliff nearby town, leading to the discovery of smugglers working out of caves near the beach. This led to the boarding of a ship where the smuggler's leader and the rest of the band arrived with a new shipment. On board the ship several things were found. A merman who was investigating the smugglers, a document indicating a deal in poorly written terms, a map showing the location of the Saurian settlement, and a secret cache of mundane weapons.

Following up on the destruction of the smugglers in U1, the PCs have clues of some kind of weapons shipment to nearby Saurian. The clues seem dire: the saurian are trying to get weapons to deal with intruders, and the town has only been here for a few decades.

Are the saurian preparing for an assault on Saltmarsh?

Again, the conversion of this module to Jolrhos Fantasy Hero involves the change in some details such as monsters and equipment. The original work has been kept as intact as possible, but this is uniquely set in Morien now, not Grayhawk.

Again, this is more a thinking adventure than hack and slash. There's plenty to fight and a need for the sword, but even more a need for a quick mind and a ready diplomatic tongue. The PCs will benefit more from a willingness to think and talk than kill and loot in this scenario.

Here is the original adventure description from the module cover and interior:

The little fishing town of Saltmarsh is threatened! Why are saurian gathering force nearby and why have they quantities of weapons? A party of bold adventurers must answer these questions... or the people of Saltmarsh will.

The original module was copyright TSR, and this has been significantly altered to the point of being a separate product, but is so tied to the original, I still want to give the writers credit. D&D is a copyright of Wizards of the Coast, and Fantasy Hero is a copyright of Hero Games.

GETTING THE PCS INVOLVED

The easiest way to get the characters involved in this scenario is to have them play U1 and follow up on the events in The Sinister Secret of Saltmarsh. The clues mentioned in the introduction all will be interesting to the council who will request - and pay - for assistance.

Characters who have not been in the first installment of this series can still be recruited by the town council. The initial adventurers have a new sailing ship (the Sea Ghost) and are off having fun in their toy, so new help is needed. Connections such as the Mageguild or the Mercenary's Guild will be useful here, with the job being mentioned to characters by people there.

Characters might simply find out about this job from rumors at an inn - they might even run into the ones who did the job of U1 and get a tip, some stories about what they did and the loose ends. *I Wonder what those weapons and that map were all about, anyway?*

Another possibility is to have the characters shipwreck near Saltmarsh, be attacked mistakenly by the Saurian who they drive off, and mention this event to the nearest piece of civilization (they can see the lights of Saltmarsh in the distance at night). The council will take this as proof of hostile intent by the Saurian, who thought this was an invasion.

A final possibility is to have the PCs be hired by the bad guys. The smugglers have given up on this particular part of the coast, it's too hot there for work, and plenty of other places. But they do have some loose ends, contracts that need fulfilling or they lose business for welching on deals. *Could you deliver something to this area? The payment will be ready for you, just drop off these crates and bring us the cash, we'll give you double shares for your work.* This would of course involve taking weapons in crates to the Saurians and being paid, except this time the Saurians have been assaulted several times and are on edge: they attack immediately and don't ask questions. The PCs can chase them away, but just as they do, some riders from town show up: a dozen men from Saltmarsh, wanting to know what the ruckus is all about! At this point, the PCs are taken into custody, but when it's found out their role in this, are asked to look into what's happening with the lizard men.

However the PCs become involved, the town of Saltmarsh is a small, minor town without need of much detail. It will serve as a minimal place for the PCs to rest and repair, with a smith that can do basic repairs, an inn with lodging and food, and a market where minor objects can be sold. No one can afford to buy treasures that the PCs find in the Saurian lair or elsewhere, that will have to wait for a bigger city.

ADVENTURE SUMMARY

The town council of Saltmarsh is concerned. They have several clues that seem to indicate that the Saurian who have long kept to themselves to the south west of town are arming themselves heavily. A note seems to indicate they are upset at invaders, and it seems like Saltmarsh might be the target, as the Saurian were on this island long before the little town was built over 70 years ago.

What's going on is this. Just over a year ago, the Saurian of this island were driven out of their original home by Deep Ones. It started small, with a few families having unusual children who one night just walked into the ocean and never came back, but soon their home was overcome. They moved to a new home, one not far from Saltmarsh. The Saurian have lived uneasily so close to the humans, and have been working hard to find a way to win back their ancestral home that managed to survive the cataclysm of the Mageduel that destroyed Marton Isle.

Determined to regain their home from the invaders, the Saurian have been busy purchasing superior arms to the ones they have been using and negotiating alliances with nearby aquatic peoples. For this reason, there are Shark Clan Beastmen and merfolk in the Saurian lair. Humans were not even considered - they can't even breathe water, what use would they be? The Beastmen and Merfolk both know the evil that the Deep Ones represent, and are overlooking previous rivalries and differences to face this one foe.

If Oollooshheel the merman is with the PCs from the previous adventure, he will be unaware of this alliance, as it took place after he was sent to investigate. He will naturally urge the PCs to join and help the Saurian in their quest to fight Deep Ones, who he will assure them are quite horrible and evil.

When the PCs learn the true nature of the situation, they may decide to make representation to the Saurian chief for admittance to the alliance on behalf of the people of Saltmarsh. Indeed, the chief may invite such an approach. The strength and boldness of the PCs at having entered his lair will have impressed the chief enough to reconsider humanity's inability to deal with this threat.

Such an alliance will have conditions, naturally. The primary condition is that the Saurian wants all the treasure the PCs may have taken while rampaging through their lair. The only exceptions are the flail from room 22 and the torch from room 47. Some of the treasure is from Merfolk and Beastmen, and if those representatives are present at the negotiations, they will demand those be returned as well. The Pearl of Power from the Minister's room looks like a pearl to everyone but him, and they are willing to sell it for 1 sp. The ring from room 24 off the Saurian female is not visibly magical, and they will part for it for the weregild price (see below). However, if the Minister is present he'll know what both are and demand they be returned.

The chief will also insist that the party pay 10 silver for each male, female, and egg that they have killed of his people. He doesn't hold a grudge, but he will demand there be compensation. This can be negotiated down to as little as 1 silver each, but he will require *some* payment.

IMPORTANT NOTE

This is the most tricky aspect of the whole adventure for the GM to regulate. It will be quite possible for the party simply to mount an offensive against the lizard men, trying to kill all they encounter; this would mean that their chances of learning the lizard men's true intentions are slim, and would cause some problems in the linking of this adventure with module U3. However if the party does get to the stage of negotiations with the lizard men, problems of a different nature arise. Obviously the adventurers would be reluctant to return to the lizard men all but a few items of treasure, yet it would be most unreasonable were the lizard man chief not to demand this. However the GM solves this problem he must remember the two constraints - the formation of an alliance must not be inhibited yet the characters must gain advantage from co-operating.

The weregild matter is even more problematic. On the one hand the chief must insist on some recompense for losses - all other reasons apart, his high rank would soon be removed if he failed to press the point. On the other hand one can imagine the players' reaction to the suggestion that they should pay for their adventuring, particularly since they have probably given nearly all the treasure back already! Some solution in game terms must be found for this. Again, the constraints are quite simple - the chief must get some payment but the characters must be encouraged to forge the alliance so that the adventure can continue to module U3; additionally at least some characters should make significant experience points gains in this adventure.

A number of solutions may be worthy of examination, and some are suggested below. The GM may wish to evolve a personal solution, based on one or more suggestions but involving other terms. Whatever the case, an answer must be found if the adventure is to be credible yet the game not discouraging to the players.

One possibility is for the GM to compensate the PCs with experience. Following through on a good idea with role playing to a smart end is worth an xp bonus to the players at the end of the adventure, 1 point at least. This will compensate the PCs for their losses.

Another possibility is to have the town of Saltmarsh pick up the expense of the weregild. They will even throw in a bit extra for any their agents have killed.

A third option is to have the PCs eliminate the Dagger-maw Crocodile that is living in the nearby marshes, preying on the Saurian. Were they to slay this creature, the chief would waive weregild entirely, but not the treasure.

Finally, the PCs can be offered the services of the Saurian alchemy, giving them potions to help on their adventure. These were going to be reserved for the Saurian warriors, but if the PCs seem reluctant or will leave, the chief may order some be given as compensation. For the exact potions available, see the NPC section on page 41 for what the Saurian Warriors carry. Each PCs will be offered 3 potions from any of these types.

Should the Saurian chief be killed in the course of this adventure, he will be succeeded by the sub chief. Should he too be killed, the succession will go to one of warrior officers. If all of these are slain, then succession falls to the Saurian Minister. In this event (see Saurian Political Structure on page 39) the shaman will denounce the alliance, pull the lizard people out of it, and lead the remainder of the tribe into the depths of the Marshes beyond the reach of the Deep Ones. If all the Saurian notables are slain, surviving members of the tribe will simply drift away into the marshes taking all of their possessions with them, and disappear from the adventure.

However even if all the Saurians leave or are slain, the mermen and the Beastmen and Merfolk will remain allied and will urge the party to make representation to the authorities in Saltmarsh to join them in war against the Deep Ones.

The Dungeon Master must on no account reveal to the party that the Saurians constitute no real threat to Saltmarsh or its inhabitants, nor that the newly purchased weaponry is not primarily for use against humanity or its allied races. The real intentions of the Saurians must be discovered by the party for themselves from the various clues contained in the module as they adventure through it, and they must be left to deduce for themselves (unless circumstances develop in such a way that the Saurians themselves volunteer this information) that there is a war between the lizard men (and their allies) and the Deep Ones.

In any encounters with Deep Ones, either alive or dead, the party must not be informed as to the name or nature of this race (unless they have an appropriate KS or have a background of living on the sea or in a harbor); rather, the Dungeon Master must give only a general physical description of these creatures as and when an encounter occurs, unless the contrary is indicated in a particular encounter area within the module. However if Oollooshheel is with the party then he will recognize these creatures on sight as well as having a good general knowledge as to their nature, and he will readily identify them to the rest of the party.

FORMALIZING THE ALLIANCE

In the event that the characters come to terms with the lizard men and agree to ally with them, they could do so unilaterally and without any reference to the Saltmarsh Town Council. However the characters will no doubt wish to re-equip and rest before their next adventure (in which case it would be natural for them to do so in Saltmarsh) and in any event they may consider it prudent to inform the town council, not only to obtain political backing but also in the hope that the Council will provide them with some doughty men-at-arms (they will assuredly need them against the Deep Ones).

The Saurian, if still involved at this stage, will dispatch an officer to Saltmarsh with the party as embassy. They will be well received by the Council and the alliance will quickly be formalized once the Council members are apprised of the situation regarding the Deep Ones.

SALTMARSH

Saltmarsh is a small village of just over 100 souls perched around a small natural harbor. The town is near a large marshy area next to the sea, a lowland to the west of the town with reeds and marshes which lends it name to the area and the village.

East of the village stands the mansion on a rapidly rising cliff over the sea. At the base of the cliff is a rocky pile that is wet with constantly crashing waves.

This part of the island faces into the ocean but some other islands are still visible in the misty distance at the edges of vision.

The island that Saltmarsh is set on only has one other town on it, ten miles away on the far side of the fairly round island. The island itself only rises as high as four hundred feet on the south side with forested, wind-swept hills. The primary business on the island is fishing, although there are merchants who have settled here as a home when they aren't on the seas shipping goods and people.

The Saltmarsh its self is a half dozen miles west from the town, and in times of high waters and storms much of it is submerged in the seas. It is a good spot for ocean shore herbs, with +1 to rolls to discover herbs in the area. It is also somewhat dangerous to travel in because the ground is unsafe and soft. Small trees grow on low hillocks surrounded by reeds and low growing plants, with few solid areas. Most of the Saltmarsh is mud several feet deep which makes travel very slow.

Unless characters are on dry land, they move at -4" running *base* (noncombat multiples are based off the reduced speed). It takes survival at -2 to find a path that is not swampy as well as good light to see by. More of the surrounding area will be revealed in subsequent adventures in the U series.

THE TOWN OF SALTMARSH

The little town of Saltmarsh plays a pivotal role in all four adventures -- the two in U1 and those presented both this module and U3. Each step in this adventure chain will center on the town of Saltmarsh and involve the citizens and leaders of this sleepy little coastal town.

It is to Saltmarsh that the party will repair between adventures; it is within the town, and with its people, that the characters will spend several weeks or even months of their adventuring careers.

Furthermore, there is a web of intrigue in the town, woven long before the adventures begin, which will only become apparent to the players as the series develops. In the previous adventure, U1, the identity of a man who was helping the smugglers was revealed, Olan Colast who runs the warehouse in town. Olan's story will be explained in greater detail below.

Saltmarsh is a small enough town that it does not require a map. The GM should feel free to sketch out a map if they desire, but there are only a few dozen buildings, including homes of locals. The town is clustered on the docks that jut out into natural harbor, a round inlet that reduces the worst of the effect of waves and is deep enough for all but the most gigantic ships. Typically there are D3 large boats at the dock plus 2D6 smaller boats in the harbor at any given time.

The Princess appointed a governor for the islands and in turn this governor appoints mayors for larger towns that report to him. Saltmarsh is too small a town for a mayor and instead is run by a council made up of seven of the most prominent members of the area. Every few months or in emergencies the council meets to discuss local matters and prepare a semiannual report for the mayor of the nearby island town called Fendish.

This council is made up of local men of importance and wealth, none of which are nobility or particularly rich by city standards, but they stand out in this town.



The present council is made up of the following members:

Barbera Fest: Retired from years of fishing, he has a small fleet of 3 boats and a steady, lucrative business running other fishermen under him. Barbera is the most wealthy man in Saltmarsh.

Coel Fenthien: Elven settler, Coel is the oldest person on the island. He was living here before Marton Isle was destroyed, and has a great wealth of quiet wisdom. If the PCs are particularly stuck, this would be a good person to consult. He is not very wealthy, at least as far as the town knows, nor is he a mighty mage although he knows some magic he uses to keep himself in comfort.

Mavron Yenson: Once a pirate, Mavron settled on the island with his wealth and lived a life of comfort. In the process he met and married a local girl and became part of the community. His money is still notable, but he is starting to run low and is eyeing the sea once more at 54.

Sorthen Istar: The most powerful mage on the island, Sorthen is considered a wise man and an expert on all matters arcane. In fact he is quite learned but his magical abilities are not any better than any mage PC (and he studied primarily commerce and castle magic).

Jorne Shon: A retired bard who gave up the city life when his voice was damaged in a fight. Now he spends his money writing ballads and keeping a long detailed history of the islands in the area. The recordkeeper for Saltmarsh and the town's clerk, Jorne is a treasure trove of information about the town with a husky, rough voice.

Wayn Kensas: The disowned younger son of a noble, Wayn has changed his name and abandoned his old family. He moved here to get away from the city and the frustrations of nobility, and while he's not wealthy is comfortable. Wayn is the head of the council due to his natural charisma and organizational skills. He also owns much of the local farmland.

Manfred Ringeweld: The silent partner in a shipping firm based out of Arundel, Manfred gave the man who runs the firm his start and uses contacts to help bring in business. In return, he lives a life of comfort and quiet on this small island and is in charge of the docks and harbor.

he only other major citizens are Father Semple, Olan Colast, and Jase Mangon. Father Semple is a priest of purity that lives in the area. Quite aged, he was once on the town council but now only helps people with problems, does minor rituals, and helps with healing. He doesn't have the command he once did of magic, but can do a Greater Cure and Balm spell still. He doesn't need money but will guilt people into donating to the church fund that helps indigent sailors find work and clothing and the orphan fund for the island's children who lost fathers at sea.

Another major NPC is Jase Mangon who runs the Fishbone Inn, the only place to stay in town for strangers. Jase runs a good place, but he doesn't have a lot of business. As a result he has one common room (1 ip a night), two dorms (4 beds in each, 2 ip a night), and one suite of two rooms connected with a washroom (1 cp a night). Meals are extra. This is likely where the PCs will stay when not adventuring.

The final NPC Olan Colast is a merchant who runs a warehouse on the docks. Materials that are stored here are either kept at individual houses or in the Colast warehouse. Olan also is involved with the smugglers, which was revealed in the previous scenario.

THE PERFIDY OF OLAN COLAST

Olan's connection to the smugglers is more than monetary. He is a Deep One himself, although he somehow resisted the change that most undergo at 21 years of age. He lives on land, but is loyal to the evil creatures and their dark gods. He serves their purposes, but was unaware that the smugglers were moving weapons to the Saurian until word gets out in town following U1. Olan is not on the town council, but will influence council member Mavron Yenson. Olan wants Saltmarsh to destroy the Saurian presence and break the alliance once he hears of it.

Olan will tell the PCs about how evil the Saurian are, how they have been preying on sailors for years, how he heard of children being taken in the night for their evil blood sacrifices - play up the aztec side of the story here, with hearts pulled out and offered to the Saurian gods. He's hoping the PCs will show no mercy and will attack the lizard men on sight rather than find out what's going on. If the attack is savage enough, he's counting on the Saurian to be savage right back, fulfilling his tales and obliterating any hope at communication.

He'll further try to get the town council to prepare for war and will even offer his own money to pay for militia training and equipment. If the PCs come back with stories of alliances and Deep Ones, he'll try to spread dissent in the council while trying to convince Mavron that the Deep Ones are a myth and that the Saurian are simply playing for time, knowing they cannot beat the town and these mighty adventurers.

Mavron is no fool, he's seen the world. He knows Deep Ones exist, but suspects that these Saurian are making up their presence here. He will, however be very impressed if members of three races show up in town to set up a deal, and can be convinced of the validity of the alliance and the threat.

If all this fails, Olan will leave town and rejoin his people, telling them of the threat they face, the alliance, and the PCs if he can get away. By this point, the PCs might be suspicious of the man, and might follow him, as he simply walks into the ocean, stripping clothes off. He'll turn and look at them, blinking a nictating lens over his eyes and flexing rarely used gills, and unless the PCs act quickly will swim away at 6" and be gone. The Deep Ones will listen to his story, kill him, and eat him.

THE JOURNEY TO THE LAIR

The site of the lizard men's colony has been tentatively identified as a coastal promontory adjacent to a small river, the Dunwater, some ten miles south west of Saltmarsh. The Council considers it essential that a scouting party be sent to reconnoiter the area to ascertain the strength and size of this colony and the intentions of the lizard men. This would then enable the citizens of Saltmarsh to undertake proper precautions. It is put to the characters that, on the basis of their past success, they are well suited to undertake this mission. A reward of 50 sp is offered as an inducement, to be paid on the successful completion of the adventure.

If the characters wish to travel by sea to the site of the adventure, the Town Council will place at their disposal an excise cutter - a small craft with six pairs of oars and a step-down mast, large enough to accommodate the party and any reasonable amount of equipment they may wish to take with them. Navigation and sailing of the craft will be handled competently by two part-time excise officers (Tim and Will Stoutly from U1) who will fight hard and assist the party to the best of their abilities (the GM should control these characters). There will be no encounters en route if the characters travel by sea.

A sum of 4 sp will be requested prior to the party setting out, if they choose to use the cutter; this is to cover (in advance) two weeks hire of the cutter and wages of the excise men. (If more than two weeks pass before the cutter is returned, the additional hire will be waived). In addition, a returnable deposit of 25 sp will be required (this sum will be repaid to the characters so long as the vessel is returned in good condition).

It may be suggested that the characters should sail to the lizard men's lair in Sea Ghost, assuming this vessel has been captured in module U1. The Game Master should discourage this; the characters are unlikely to have the necessary expertise to man such a large vessel for more than a very short distance and a crew of sufficient size will not be available in Saltmarsh.

If necessary, allow the characters one or two attempts to sail the vessel - run it aground on a sandbank or have it meander in a vague and uncontrolled way around the small harbor - to reinforce the message that they must find another way.

If the party wish to travel by land across the marshes they may do so, though the Council will advise against it. The marshes are reputed to harbor dangerous monsters and no-one from Saltmarsh ventures into them. The distance from Saltmarsh to the lair is about ten miles as the crow flies and a sea-borne journey would take about half an hour in normal conditions.

The overland journey is longer because of the difficult terrain through which characters have to travel. There are a number of trackways and it would be possible to follow a route roughly parallel to the coast and 100-400 yards from it. Because of the type of terrain it will normally take a party about 2 hours traveling time to travel from Saltmarsh to the ford near the lair (marked B on the map). This makes no allowances for resting but does allow for slow movement at times when the mist inhibits visibility and poor footing slows movement. So long as the party moves at this rate, the route is easily followed - there is no risk of straying in a wrong direction.



RANDOM EVENTS

Whereas there will be no encounters if a sea-borne journey is made, there will certainly be one encounter in the marshes and possibly more. Roll a D6 every hour; if a 1 results, then an event has occurred roll 2D6 below for the result:

2: SOULSNATCHER VINES!

The PCs come upon an area that is strewn with large green and yellow melons of particularly sickly looking color and vines. The first character that draws near one of the melons beholds a horrible sight as one of them splits open revealing that character's head inside, rotting and squirming with worms.

This is a Soulsnatcher, an evil plant that takes control of the PC unless his will is strong. It instantly does an ego attack at 8 ECV and if successful a 9D6 mind control to make the PC scoop out a seed and eat it. The seed squirms as if alive and when swallowed takes root in their body.

If this fails, the melon explodes harmlessly but making a reeking mess. Over the next week, the PC loses 1 ego and 1/2 Body per day until his Ego reaches 0. At this point he leaves the group or area he is in and runs off into the wilderness as fast as he can until he burns all his stun and collapses. There he dies rapidly, losing 1 body per hour as the plant spreads inside his body.

The corpse then feeds a growing Soulsnatcher vine, and melons grow from it, awaiting the next victim. A dispel of 45 active points or a cure for disease will heal the victim and their lost stats will return at the rate of 5 points a week. Anyone immune to disease is unaffected by the seed, but will still feel rather sickly for a few days.

3: FLOOD!

The sea on occasion rises so much that it claims much of the Saltmarsh. This does not happen often, and only lasts D6 hours, but can be a problem for travelers. The only indication this is happening is the ground seems less common and water more prevalent. It takes a full hour to reach the flood state, in which the ocean fills the swamp for two miles with up to six feet of seawater. This clears up any mud problems, but makes it impossible to travel normally. Debris such as logs and driftwood will float on the flood tide, and characters can swim in the water, but it is deadly on horses to swim, they will founder and drown in a matter of minutes.

The last hour of the flood, the waters recede and the swamp returns more or less to normal. There are signs something is happening before the full flood waters engulf the area such as all the insects and animals abandoning the area. This lack of biting, stinging insects might be welcome, but it will be ominous to anyone with swamp survival familiarity. A roll by as much as failing by 2 will note that something bad is going on, and a successful roll will tell the character that a flood is coming.

4: FOG!

A thick, dense fog rolls in reducing visibility to a few dozen feet. All attack and sight perception rolls have double range modifiers, and anything beyond 10" is completely engulfed by the fog (even IR vision cannot penetrate the wall of cool moisture, although UV vision is unaffected). All hearing perception is at a -2 penalty as well. This fog lasts for D6+6 hours, during which the characters must make a survival roll to determine their direction of travel each hour if they move. A luck roll can succeed as well. If this is failed, the characters become lost, see result 11 below.

5: SINKHOLE!

The PCs have walked into an area where muddy areas can be as deep as ten feet. The sinkhole looks much the same as any other sandy area, but a sight perception roll at -3 or a Survival (swamp) roll will recognize it as different. Making the Survival roll or Perception roll by 2 more spots the sand as dangerous and unstable. If the sinkhole is not spotted, roll an OCV 0 attack against each character and pack animal. The first person it hits has ridden into the area.



Any character moving into a sink hole must make a DEX roll at -1 per 3" of movement. If they fail, they are caught by the hole. This causes characters to sink to their knees in the stuff, and require a further STR roll to extricate themselves. If the STR roll is failed, they sink to their waist and the roll is now at a -1 penalty. If this fails, they sink to their chest and the roll is -2. If this fails, they sink completely beneath the surface and the roll is -3. Further, this Strength roll is reduced by any Perception roll modifier a creature has for growth. Thus a camel with 2 levels growth would have -2 to their STR roll.

Any animal caught in this must make a Presence Roll modified by the STR roll penalties above or they panic. This is checked immediately, then each time the creature fails a roll to escape. If they fail their roll, all STR attempts to escape are at -2 due to flailing around and panic. Anyone with Animal Handler and Riding can use their skill as a complimentary skill to assist the Presence roll. Anyone with Animal Friendship can add 1 per level of presence attack they get on the creature to this presence roll as well.

Other characters can naturally help, although they must avoid being pulled in as well, and cannot directly lend a hand. A rope, stick or other item that has a reach of 1" or more will suffice. They can add their strength to that of the victim, but each additional person only adds 5.

If an animal is submerged in the sinkhole, they are lost, and all that is on them is gone, unless the GM rules some extraordinary trick or spell can save them.

6-8: RANDOM ENCOUNTER!

Roll on the table below for a random monster:

ROLL	RESULT	No.
2	Attercop	1-2
3	Blacksnake	D3
4	Insect Swarm	1-2
5	Bloodvine	1
6	Wild Boar	D6
7	Saurian Patrol (hostile)	D6+2
8	Junk Flies	2D6
9	Devourer	1-2
10	Yast Wasp	D3
11	Burnfang Snake	1
12	Ushant Spider	1

9: BITING FLIES!

The party and all animals are assaulted with a swarm of tiny biting flies. Although not a true insect swarm that can be fought, this is a relentless assault of bugs that bite and crawl on the characters. The bugs last for 1 hour, and during that time several things take place.

First, all animals will steadily become irritated and even panicky under the continual assault. A riding or animal handler roll will need to be made to keep the creatures under control. The roll will be required D6x10 minutes after the biting flies attack.

Making the roll exactly will keep the creature calm enough to lead for ten minutes, making the roll by 1 controls them until the flies go away. Failing to control the animals causes a 6D6 presence attack on the poor beasts.

If the attack equals presence, the animal will refuse to go further, bucking and kicking, even rolling in the swamp (dislodging packed materials). A result of Presence +10 means the animals will run around the area out of control and take D6x10 minutes after the flies are gone to get back in line. Presence +20 means the animals run panicked and out of control, fleeing the area as fast as possible - rider or not - and not stop until they tire out or the flies are gone.

A result of Presence +30 will cause the animal to go insane and be completely uncontrolled, it must be let go or killed.

All food will be destroyed by the flies who get stuck in and die in the food, infest it, lay eggs in it, and leave fly droppings all over. Water will be safe if sealed, as will any food in watertight containers. This includes any edible items such as herbs and potions.

The PCs will be bit unmercifully by the flies, doing 1 body of damage and causing itching rashes and bumps all over. Any character with life support vs pressure and breathing in their armor (sealed armor) will be protected, as will any character in a force field or force wall. These bites also cause a -1 penalty to all skill rolls and attack rolls as well as DCV for a day after the biting flies attack unless the poison is healed or a skin-based impairing wound is healed.

The flies can be driven off with great quantities of smoke, an area effect spell that does at least 1 body to an area of 11" across, or the herb Bragolith is used for each person and animal.

10: RUINS!

The characters come upon old ruins of uncertain origin, perhaps the result of the mystical upheaval that the mageduel caused. If the PCs explore, roll on the table below:

ROLL	RESULT
1	Monsters! Roll on the random encounter table
2	Part of the ruins is unstable and collapses on exploration. Roll an OCV 5 attack on each character, if any are hit, they suffer D3+4 in D6 of normal damage.
3	Empty, the ruins are just ruins
4	Shrine! If a character leaves at least 5 sp worth of items or coin at the shrine they are blessed for one day of +1 to all skill rolls (except damage) and +1 to OCV.
5	The ruins have a golden glow in them. All PCs who enter gain 1D6 luck for a full day due to the blessing within
6	Treasure! Roll a random treasure



11: LOST!

Somehow the PCs have become lost. They lost sight of the ocean, cannot hear it over the hills, and aren't sure where they are. This can be remedied with a simple survival skill roll (any terrain familiarity) or luck roll.

Should this fail, GM should roll a D6 for direction traveled on average that hour, the PCs move generally that direction at half speed. If they come upon an area that is obvious (the ocean, for example) they instantly recover their sense of direction and can move safely from that point on. If they travel 20 miles in any one direction other than West (toward the sea), they will reach the edge of the swamp. The lost condition will persist for D6 hours of travel, or until they reach the edge of the swamp or find the ocean. Each hour, a new survival and luck roll may be attempted, which also would end this condition.

12: DAGGERMAW ATTACK!

As the PCs will find out from the Saurian, eventually, there is a gigantic crocodile they call Ironscale that hunts the Saltmarsh. This Daggermaw hunts for dozens of miles in every direction, and it just came upon the PCs. It should not die here, if the PCs do half of its body or more, it runs away from them as quickly as it can. If it is killing the PCs, it should look up suddenly as if it senses something and roar loudly, then flee. Why did it run away? The Hag doesn't want it getting hurt and it's too far away to assist at this point.

The Daggermaw should be preserved for later in this adventure, where the PCs can have their revenge and take the creature out, this time with planning and surprise.

There is one encounter that will always take place regardless of any random events or die rolls.

FROGLOK AMBUSH

At a point some 8 miles from Saltmarsh and 3 miles from the lair the party will pass close to the temporary lair of a band of Frogloks. The Froglok scouts will detect the approach of the party without themselves being detected so the main body of Frogloks will be able to prepare their ambush and mount a surprise attack.

The Frogloks are a roving band - this is not their normal home - but have formalized a camp here because they have happened upon a considerable treasure which contains items quite outside their normal experience. Though they do not recognize the full value of some of the items in the treasure, they are sensible enough to realize that here are some items of very considerable value and have formed a defensive camp to guard their discovery until their Great Chief arrives from his lair some 50 miles away, deep in the swamp. In great awe of their Chief, the Frogloks dare make no move with the items they have found until he gives his decision on the matter. So they wait, having dispatched messages to the Chief, nervously guarding their find; they are alert and well prepared - no party could pass close to their temporary camp without the Frogloks' knowledge.

The camp is well hidden, it takes a perception roll at -3 to spot the place, although a smell perception roll of -1 will notice their odor (it just won't be familiar at all to most PCs). Tracking will easily reveal their odd, hopping tracks with any successful roll, but other than a general idea of number (with a roll by 2 or more) nothing else can be learned unless the PC has encountered Frogloks before and knows their track.

There are a number of Frogloks in the band equal to three times the number of PCs (10 more have been dispatched to inform the Great Chief; they, the Great Chief and his retinue are still some distance away and do not appear in this adventure).

There is one leader with a broadsword and a small shield, plus full mesh armor. He has two captains with mesh armor (areas 3-4, 8-14) and stone clubs plus two throwing spears each. The rest have no armor and are armed with stone axes.

Unless the approaching characters are alerted to the initial attack by the Frogloks the monsters will hop to the attack, surprising the party, in three successive waves. Each wave will attack with one third of the force led by a captain (the final wave led by the leader), attacking each phase in succession. They will advance in such a way as to hop over the characters, attacking as they do so; thus after the first round of combat the first wave of Frogloks will be behind the main body of the party and will attack from the rear while the second wave attacks frontally.

The third wave will similarly hop over the second while the second hops over the party and the first wave continues in melee. (The DM should plot these tactics beforehand, planning which wave of Frogloks is to hop each round. The monsters are well disciplined and highly organized; they have been trained in such tactics rigorously in order to provide the best possible defense against intruders who would steal the treasure they regard as their own.

The Frogloks will fight to the death but when they have been dealt with, their treasure is not difficult to find and the party will soon discover an unlocked chest, its lid closed, roughly hidden in a clump of reeds. The chest contains:

- 55 sp
- 5 rubies each of 25 sp base value
- in a leather pouch, three runes (a *Rune of Response*, a *Rune of Reaching*, and a *Shaded Rune*)
- A *Mariner's Coral Plate Helm*

The Frogloks themselves have no treasure apart from their equipment.

The marsh abounds with sea birds and marsh fowl and many varieties of small, harmless lizards; there are also large numbers of butterflies, dragonflies, blackflies and mosquitos, while normal fish and frogs will be seen in the many streams and pools. From dusk to early morning the marshes and adjacent coastal waters will be wreathed in thick but low-lying mists, to a height of about 20 feet; however, the middle reaches and crown of the lair will be clear of these at all times. These mists will limit normal vision to 10 feet but once the sun has risen they quickly dissipate and vision range becomes normal.

There are many pools and meres of varying depth within the marshes, mostly shallow though a few are deep, and small streams run between and connect these together. None of these, nor the marshes themselves, are of a sufficient depth or magnitude upon which to sail the party's boat.

SURROUNDING AREA MAP

A. THE DUNWATER DELTA

This is the mouth of the Dunwater river, such as it is. The Dunwater is at most ten feet across and eight feet deep, but it is the largest river on the island. This delta which is impassable by any boat, although a small boat can be portaged over the mud and to a deeper channel about half a mile upstream.

B. THE FORD

This is the only spot to cross the Dunwater without swimming it. The water here is shallow, running over rocks in the bed at most a foot deep (unless the whole area floods). This is where the trail across the swamp leads on its way to the rocky promontory which holds the Saurian Lair. Crossing the Dunwater elsewhere requires rafts or swimming, and getting mounts to swim requires a riding roll at -1.

C-E. SALTMARSH HEAD

This rocky mount rises up out of the Saltmarsh and is a navigation point on the coast for sailors. The coastline around this area is unremarkable save for this rocky bluff barely ninety feet tall and a quarter mile across. Saltmarsh Head is made of one solid rock, smoothed by the seas and driving elements, it still stands out well from the surrounding area. What is not known by most is that a series of caves pierce Saltmarsh Head, caves the Saurian have worked and expanded into their lair.

There are three entrances into Saltmarsh Head, two by land and one by sea. A faint pathway leads to each, although it fades within 20 yards of the entrances because the Saurian are careful to clean up their tracks and never use the same way in twice when they get close. Initially, the entrances are not watched very carefully, the PCs will be able to walk right up and into the Saurian Lair unmolested.

C. CAVE ENTRANCE

This is the North-most entrance to the Saurian Lair. It is a wide cave mouth, only five feet high off the mud. Moving in to this entrance leads to area 22 on the Saurian Lair map.

D. DOORWAY

This cave entrance has been so worked that it more resembles a doorway. The doorway here has a crude wooden door across it, although it is not locked or barred. This entrance leads to area 1 on the Saurian Lair map.

E. SEA ENTRANCE

This entrance is out at sea, in deep water. The rocky promontory of Saltmarsh Head juts from the rapidly sloping ocean floor here, with a cave fifteen feet wide and four to five feet above the water line (the water is seven feet deep at the entrance and plunges to twenty-five feet deep inside). This entrance leads to area 49 on the Saurian Lair Map.

F. DAGGERMAW LAIR

The gigantic Daggermaw Crocodile lives in this area, where the water is deep and wide, giving him room to move. He'll float just on the surface watching the surrounding area, charging any food he spots. This bend in the river is fed by a large creek and is the widest point on Dunwater River.

Almost seventy feet on each side, the triangle formed by the creek and the river bend here is forty feet deep, making this section more a lake than part of the Dunwater river - a designation made more clear by the cluster of small islands that split the triangular area off from the river's main flow. See page 37 for more details.

G. THE HAG'S LAIR

The Hag has her lair here in a hillock surrounded by a thorny hedge. It is just 100 feet from the Daggermaw's lair and is the highest point in the area, but willows and cypress trees obscure it from a distance. See page 37 for more details on the Hag's Lair.

THE SAURIAN LAIR

The lizard men's lair is located beneath a promontory running out from the marshlands into the sea called Saltmarsh Head. This takes the form of a mound-like hill of solid rock which rises up abruptly from the surrounding countryside.

The entire nearby area is boggy, wet and - to all outward appearances - devoid of intelligent life. Vegetation consists mainly of tall grasses and reeds, some low-lying shrubs and a few trees of willow and thorn acacia.

While at sea, as their boat approaches the promontory, the party will be able to make out a trail (at the point marked A on the map) leading from the coast and disappearing into the marshland interior. Once they are within 40 feet of the promontory's northern coastline, they will also be able to see another trail running up to the middle heights of Saltmarsh Head to disappear behind a clump of tall grasses and shrubs (leading to the hidden entrance marked D on the map). They will also note, as they approach by sea, a sea cave entrance some 15 feet wide by six feet high, on the north eastern tip of the promontory (marked E on the map).

FEATURES OF THE SAURIAN LAIR

The lair is simplistic, employing only basic materials; most floors, walls and ceilings are of rammed earth while the furnishings are, in general, spartan. Moreover only the chief, sub chief, and the five warrior officers can speak Morianic, while the aged Saurian minister speaks Morianic and is literate in it too. All other lizard men speak only their own tongue and are illiterate.

Within the lair all corridors are 10 feet wide by 12 feet high, all room areas are 12 feet high except where otherwise noted. All doors (except those in areas 42 and 43 which are of iron-bound solid wood) are of stout wooden construction, 5 feet wide by 8 feet high, and require 'open doors' die rolls to open. The pathways through area 22, 49, 50, 51 and 52 are of stone construction and are 10 feet wide; they stand above the general surface of those areas. All pillars are of wood 3 feet in diameter, are mounted on stone pedestals and support wooden ceiling crossbeams. Lighting is good throughout, being provided by torches set in iron brackets on the walls at regular intervals, except for areas 26 and 47 which are unlit and dark. Area 22 is also dark at night, since the lizard men have deliberately not provided torches on the east wall to avoid lights being noticed from outside the lair.

The lizard men in this colony are nervous and on edge: highly suspicious of any intrusion. They are fearful of a Deep One invasion, and in addition, not many weeks before the adventure, the lair was raided by a party of humans who were only dealt with at the cost of many Saurian lives.

So, with the exception of the aged Saurian Minister in area 38, all the Saurian will be intensely suspicious of the party as they dislike uninvited intruders. They will not attack at first sight unless the party has committed an act which provokes their hostility. However the party will be curtly challenged and - unless they think up a suitable story - ordered to leave by word or gesture, their refusal automatically prompting an attack.

In such an attack the Saurian's first priority will be the ejection rather than the death of the party, but they will view any fatality with unconcern and will, if necessary, fight to the death once provoked. If the party do call upon the Chief (or if he should be slain, his successor) for a truce and parley, then this one creature will halt the attacks of his people and agree to listen to the party's proposals.

RANDOM ENCOUNTERS IN THE LAIR

Each new area entered, roll a D6. If a 1 results the GM may roll on the random encounter table below, but only should do so if it adds to the interest and fun of the adventure. As wanderers within the lair are drawn only from specific encounter areas, the Game Master must take care that monsters slain or captured as wanderers do not later reappear within their given encounter areas, and that monsters slain or captured within their given encounter areas do not later reappear as wanderers.

ROLL	RESULT	No.
2	The Saurian Chief and D6+1 Warriors	D6+2
3	Hunting Spider	1
4	The Sub Chief and D6+1 Warriors	D6+2
5	Saurian Officer and D6 Warriors	D6+1
6	Saurian Warrior Patrol	D3+1
7	Saurian Warrior Patrol	D3+1
8	Saurian Warrior Patrol	D3+1
9	Saurian Officer and D3+3 Warriors	D3+4
10	Wavesurge Crabs	D3
11	Amphisbaena	1
12	The Shaman Chief and 3 Saurian Shaman	4



THE SAURIAN LAIR KEY

1. NORTH ENTRANCE

The party will have to search carefully to find this entrance (-2 sight perception if looking, -5 if not) since the track which leads in this direction appears to come to an abrupt halt twenty feet away, the lizard men being careful to conceal their movements close to the door.

A stout, closed wooden door blocks a short tunnel whose entrance is concealed by shrubs and tall grasses.

This is the entrance to the Saurian lair, but the door is not locked or barred. Immediately beyond the door is a room.

2. GUARD ROOM

This is a bare room; the only items of furniture are two wooden benches, set opposite each other against the longer walls. Five Saurian are in this room with shields and a large, spiked club each.

There are five Saurian warriors here at all times. All are armed with morning stars and carry small shields. They are alert and have +1 to their perception rolls to notice anything coming through the front door. If the party approach this area without the benefit of surprise, appropriate magic or special ability, one of the guards will come out to see who is there; on seeing the party he will shout out to his comrades and then challenge the party. The other guards will join him immediately but if a fight develops one of them will try to run back to the barracks (area 3) whence he will return with reinforcements within three melee rounds. None of the guards carries any treasure.

3: BARRACKS

Thirteen single straw mattresses are set around the room against the walls. Beside each is a closed wooden chest. In the centre of the room is a long plain wooden table with two wooden benches set beside it.

There are seven Saurian warriors in this room forming up, under an officer, to go on patrol within the lair. Two are armed with two javelins each while the other five are armed with morning stars and carry small shields. One of the latter wears a fine silver chain with an ivory plaque around his neck, worth 3 sp. The officer is armed with a broadsword, carries a medium sized shield and wears a silver neck collar, value 15 sp. He carries in his belt pouch the key to his chest in area 4.

If they are summoned as reinforcements against the party by the guard from area 2 then the officer will take the two javelin-bearing warriors with him out of the south-facing exit, along the corridor to turn north towards area 1 and attack the party from there. The five warriors armed with morning stars will be ordered by the officer to go through area 2 and attack the party from there.

Should a melee take place in this area, the noise of combat will attract the attention of the officer in area 5 and he will arrive to join the combat after three melee rounds.

The chests are all unlocked and untrapped; each contains personal possessions. On an 11-, a chest will also contain 1-2 additional items each, roll on the table below for the contents:

ROLL	RESULT	ROLL	RESULT
1	D6+1 cp in a leather pouch	4	crude wooden flute
2	a flask of scale oil	5	rough pewter mug
3	iron dagger in a scabbard	6	D6 pearls worth 3D6 cp each

4: OFFICER'S QUARTERS

If an alarm has been sounded in room 2, the officer will have moved into that area for a fight and will not be here. If there has been no alarm or fight, then the PCs see the room as described below. If there has been a fight, then the situation will have changed (likely no officer present) but the room otherwise will be unchanged.

A wooden table is set against the north wall; on it there are an earthenware jug of cider and a wooden cup. A crude wooden chair stands by the table. A single bed is against the west wall with a brass bound, wooden chest against its foot. A Saurian officer is seated on his bed, facing the door, while sharpening his broadsword with a whetstone.

The officer is armed with a broadsword and normally carries a medium-sized shield which is lying on the floor at his feet. He wears a silver collar around his neck, value 15 sp.

The chest is locked (the key is in the officer's belt pouch) but not trapped. It contains personal possessions, a purse containing 25 cp, a dagger in a scabbard and a leather whip.

If combat occurs here the noise will, within three melee rounds, bring the officer with two warriors from area 3; if combat lasts a further three rounds then the remainder of the occupants from area 3 will arrive.

6. ARMORY

This room appears to be a store for arms and armour. Hanging around the walls are shields of all sizes, while there are some javelins stacked in wooden racks against the north wall and three large, wooden chests, all closed, line the east wall.

The chests are neither locked nor trapped. One contains 10 broadswords, the other two 10 morning stars each. None of the weapons is magical. There are 15 javelins on racks, made of wood with stone heads.

This is where the weapons bought from the smugglers are being stored, the first shipment already packed away for later use.

7. KITCHEN

If the party members pause in the corridor anywhere near the door to this room, they are likely to detect a smell in the air; it will remind them of cooking meat though will have an acrid tang to it. This is the odour emitted from the roasting carcasses. Similarly, even if they do not pause specifically to listen, they are likely to hear chattering, muffled danking of the spits etc., as the lizard man women go about their business.

A draught of warm air wafts gently through the door as you open it into what is obviously a kitchen. At one end of the room is a large open fire-pit in which a bed of coals burns. Over it are arranged two spit mechanisms, each carrying a half-cooked carcass, which are being turned by Saurian females (four total, one at each end of each spit). A fifth female appears to be basting the carcasses with a liquid spooned from a wooden bucket she is carrying. In the centre of the room is a long wooden table on which there lies an assortment of implements - knives, cleavers and a saw - together with some gobbets of raw meat and what appear to be splinters of bone.



On the floor beneath the table are some raw hides; beside the table are two large wooden buckets. Against the south wall there is a large wooden cabinet with shelves on which are piled sundry clay pots, bowls and basins and trenchers. Against the west wall stand three large, wooden barrels; against the east wall stands an open wood cask, containing a white crystalline substance, and three wooden buckets. A large empty iron cauldron hangs from the ceiling on an adjustable chain and hook high over the fire pit.

All items in this room are normal for the place -- none is valuable or of more than passing interest.

The carcasses are those of a seal and a shark (beyond saying one appears humanoid, and the other large and fish-like, do not identify them specifically). The hides under the table are of those creatures while the buckets under the table contain their entrails and edible organs (heart, brain, liver etc.) respectively.

The basting liquid is a light, spiced oil. Two of the barrels contain fresh water while the third is half full of brine. The cask contains salt. Two of the buckets by the east wall contain herbs while the third holds rendered animal fats.

The Saurian women will only fight if they outnumber the party members or if they are cornered and cannot flee, otherwise they will escape to the nearest barracks whose occupants will return to the kitchen in the shortest possible time. The females are wearing a number of trinkets of worthless jewelry.

8. STORAGE

Hanging from hooks set into the ceiling are six carcasses of various shapes and sizes. Against the south wall are four open barrels and a lidless wicker basket. Against the west wall there are three large clay jars, a wooden chest and a sealed barrel. Opposite, against the east wall, is a large wooden cage in which a number of marsh-fowl are fluttering about.

The carcasses are those of a manta ray, a giant frog, a crocodile, two sharks and a giant crayfish. The DM should describe these in more detail, if asked to do so, without specifically naming them.

The open barrels contain, respectively: apples, pears, mixed nuts and brine in which is pickled the carcass of a giant constrictor snake. The wicker basket contains wild cherries.

The three jars are filled with light, edible oil; the chest is full of wild herbs and the sealed barrel is full of salt. The marsh-fowl are quite ordinary; although hard to hit (DCV 8).

9. BARRACKS

Fifteen straw mattresses are placed around the room, each with a small wooden chest at its foot. A long table is in the center of the room with wooden benches to each side. Nine lizard man warriors are being formed up by an officer for patrol duties. Another, smaller Saurian - colorful in body paints and feathers - stands to one side observing the assembly.

Three of the warriors are armed with two javelins each; the other six are armed with morning stars and carry shields (thus AC 4). One of the latter wears a fine silver chain with an ivory plaque around his neck (value 15 sp).

The officer is armed with a broadsword and carries a shield. He wears a silver collar around his neck, value 15 sp.

The other Saurian is the senior shaman; he carries a staff and wears a silver collar set with pearls around his neck, value 18 sp.

The chests (all unlocked and not trapped) contain personal possessions. In each of five chests there is a purse containing 2-8 sp; one chest also contains a whetstone, another a dagger in a scabbard, and a third a crude wooden carving of a crocodile.

10. BANQUET HALL

Several long plain wooden tables are placed end to end in the center of the hall with wooden benches running along each side. At the south end head of the composite table is a single, large wooden chair; at the same table end on either side, flanking the large single chair and facing each other, are four slightly smaller chairs, two each side of the table. Placed on the tables are a variety of earthenware pots, jars, plates and mugs, a number of trenchers and some woven baskets containing leaves.

Against each of the west and east walls is a tall wooden cupboard.

Five Saurian females are here, busy laying the table. The females will not fight unless they outnumber the party members encountered or are cornered and cannot escape, otherwise they will flee to the nearest barracks whose occupants will return to this area as quickly as possible. These females have no treasure with them though all are wearing worthless trinkets.

The cupboards contain extra mugs, platters, bowls and so forth.



11. THRONE ROOM

This is clearly a ceremonial chamber of some sort. Six pillars, three each to your left and right, flank a central area at the far end of which a wooden throne stands on a low stone dais. The throne appears to be decorated with carvings and glints of reflected light hint at the presence of gem stones inset into the carvings.

To either side there hang on the walls the heads of several creatures, each mounted on a piece of wood as if they were trophies. Two Saurian children are playing in the center area.

The children, one male and one female, are equivalent to human children of about four years old; they have wandered into here from area 24. They have no treasure and are quite harmless and unafraid; on encountering the party they will evidence great curiosity for these, to them, strange beings.

Unless very firmly discouraged, these young will attach themselves to the party and follow them wherever they go; they will be virtually impossible to lose and will make a general nuisance of themselves.

The throne is carved with snakes and lizards. Twenty translucent stones of a blue-green colour have been inset to form the eyes of these creatures. These are of worthless quartz though to the unskilled eye they will appear reasonably valuable.

The trophy heads are:

West wall going north to south: Lake Snapper, Rot Crawler, Aiske, gnoll, Deep One.

East wall going north to south: Brown Bear, Lion, Shark, Venom Hopper, Hammerhead Shark.

The DM should not name the creatures but simply give a detailed physical description, leaving the party members to make the identifications. If Oceanus is with the party, however, he will be able to identify the Sharks, the Venom Hopper, the Lake Snapper and the Deep One.

Beneath the seat of the throne is a small secret compartment roughly semi-circular and about 5 inches in diameter (detect as a secret door). It contains the key to the treasure chest in area 26.

Behind the throne is a secret trapdoor in the floor (detect as secret door) which opens onto a vertical shaft 5 feet square and 20 feet deep. There are iron handrails set into the side of the shaft. It descends to a tunnel, 10 feet wide by 10 feet high, which leads to another identical vertical shaft ascending into area 34. There are neither light nor occupants in either shaft or the tunnel.

12. TEMPLE

A sickly-sweet perfume hangs rather oppressively in the air here. You can readily identify this room as a place of worship - at the far end a large stone altar is centrally placed; at each end of the altar there are small burners, both lit, while in its center is a candelabrum with four lit candles. At the altar is a Saurian, knelt in front of it with his back to you.

Above the altar the south wall is decorated with a large tapestry painted with a crude depiction of a marine scene dominated by a Saurian figure brandishing a club. Blue and green drapes cover the entire east and west walls.

If the shaman is unaware of the intrusion, announce his position - kneeling at the altar with his back to the party. He carries a staff (if he is at prayer the staff will be on the floor beside him) and wears a silver collar set with coral (value 25 cp) around his neck.

The shaman knows that the altar is hollow, as do his colleagues the other shamans and the chief, but no other occupants of the lair. There is a 1-foot diameter hole at the bottom of the centre of the front panel concealed by a prayer stoop (detect as concealed panel). Inside the altar lives an amphisbaena.

This creature has been trained by the shamans as the guardian of the altar. It will attack any and all, including Saurian, who approach within 10 feet of the altar with the exception of the chief and the shamans.

The reactions of the shaman in the temple will depend on whether or not he is aware of the party entering. If given enough time he will attempt to flee to his fellow shamans in area 20 with whom he will return within four rounds. If he finds that the occupants of area 20 have gone or have been slain, he will then try to reach area 40 and return with all the occupants within six rounds. If they too have gone or have been slain, he will then go to the nearest barracks and return with the occupants within one turn; if they are gone or slain he will flee from the lair and never be seen again.

If he can not escape and is obliged to fight, he will endeavour to do so within a 10 foot area of the altar so bringing the amphisbaena to his assistance.

On the altar are two tridents and two folded nets (war trophies taken from the Deep Ones and offered up to the Lord, which they call Semuanya). The candelabrum is worth 10 sp. The burners on the altar are silver incense burners worth 5 sp each.

13. VESTRY

There are seven carved wooden masks, representing crocodile and serpent faces, hanging from the walls of this room. The masks are decorated with blue and green feathers. Against the west wall stands an iron chest, its lid closed.

Hidden in one of the masks (determine at random) is the key to the chest. The chest is -4 to lockpicking to open with the key, and further is trapped; a bladder filled with Scholance is within the chest, if the lid is lifted the bladder's tie is pulled open unless someone reaches inside and releases the tie. This trap goes off if the key is used or not, and fills the entire room in 4 segments. Scholance does 4D6 stun drain every 4 segments for a full turn, the stun recovers per minute. Anyone with life support vs breathing or poison is not affected, everyone else suffers the attack.

The chest contains:

- a silver gong and striker, worth 10 sp;
- five silver bells worth 1 sp each;
- a curved wooden horn of no value;
- a large silver chalice worth 20 sp.

14-17. SHAMEN QUARTERS

These rooms, though not identical, are very similar to each other and the following description will serve for any one of them.

This is a bare, cell-like room. It contains a plain wooden table and chair, a straw mattress and a small wooden chest.

The positions of the furniture vary from room to room (as shown in the Saurian Lair map). All the chests are unlocked and not trapped. Each contains personal possessions and also contains a small statuette of Semuanya (two carved in poor quality ivory, one carved in bone, the fourth made of brass). These are of no value to the party but are regarded as very valuable by the shamans.

The chests also contain other items:

Room 14: a wooden club and a leather purse with 10 cp.

Room 15: a silver buckle worth five sp, a leather purse containing 20 cp, and a long brilliantly colored bird's feather (no value).

Room 16: a leather purse containing seven cp.

Room 17: a bolt of blue-green cloth (no value) and a pouch containing 25 cp.

There are no Saurian in any of the rooms.

18 SENIOR SHAMAN'S LIVING QUARTERS

A wooden table with two chairs is set against the south wall. On the table are a carafe, a cup and a wicker basket containing fruit. A smaller table stands against the north wall; on it stands an unlit incense burner.

The carafe, cup and incense burners are of silver and are worth 2 cp, 5 cp and 1 sp respectively. Hidden inside the burner is a small key which will unlock the chest in Room 19. The room is unoccupied.

19. SENIOR SHAMAN'S SLEEPING QUARTERS

A single cot bed stands by the south wall; at its foot is an iron chest. Hanging from the east wall is a large wooden carving of a lizard man brandishing a club.

The key to the chest is hidden in the incense burner in Room 18. The chest is trapped with a poisoned needle close to the lock. This lock is but -2 to pick, but if the key is used, it disables the poison needle. If the lockpicking roll is made by 4 it also finds the mechanism to disable the needle, otherwise a trap must be found and disabled. The needle is poisoned with Wignoth (does 2D6 NND killing and 2D6 CON drain - recover per hour - twice after a phase, each a phase apart based on the character's speed).

In addition to personal possessions, the chest contains:

a silver figurine of Semuanya worth 10 sp

a leather bag containing 95 cp

a small wooden box, unlocked and untrapped, which holds three vials of holy water and two vials of a *Draught of Healing*

The wooden carving on the wall is of Semuanya; it has no value. The room is unoccupied.

20. CHIEF SHAMAN'S LIVING QUARTERS

A wooden table is set against the south wall on which is laid a wooden bowl of fruit. There is a wooden bench set against the north wall, while in the centre of the room there is a wooden chair set to face the bench opposite.

Unless the shaman from area 12 has previously alerted them, in which case they will have gone with him, there will be four Saurian shamens in here. Three, seated on the bench, are shamens receiving advanced religious instruction from the Chief Shaman seated on the chair.

All 3 shamens are unarmed. Each wears a silver collar set with coral, value 25 cp.

The Chief Shaman wears a gold necklace with pearls, value 350 gp. He carries a magical *Staff of the Serpent*.

The Shaman will not react with hostility unless the PCs are aggressive and threatening, but will try to talk to them and find out why they are here and what they are doing. If the PCs attack, all will fight save one, who runs for help. The Chief Shaman will stand up front and face the PCs first.

21. CHIEF SHAMAN'S SLEEPING QUARTERS

A single cot bed is set against the west wall, an iron chest at its foot. Opposite, against the eastern wall, stands a small wooden table. On it are two items apparently made of silver; one appears to be a statuette of a lizard man, the other an incense burner. The latter is lit and gives off a pleasant odor.

Fixed with a blob of resinous substance to the underside of the table is the key which will open the chest in this room. The chest is locked for -2 lockpicking penalty. In addition to personal possessions, the chest contains:

a bolt of green velvet cloth, value 3 sp;
a leather bag containing 50 cp;
an ivory figurine of Semuanya, worth five sp;
(inside a small, padded wooden box) two Draughts of Healing, two Draughts of Unvenom
One Draught of Curing and a small bottle with one dose of Wignoth poison.

The silver statuette is of Semuanya and is worth 15 sp; the incense burner is worth 2 sp.

22. CAVE OF THE FROGS

This is a large cave with five Venom Hoppers living in it. The cave is dark and unlit, a rough cave that has not been worked by the Saurian yet. The cave reaches a maximum height of forty feet and has a muddy floor with a slightly raised area of stone which functions as a walkway around one side. The exit to the outside is guarded by the frogs who have been trained to attack intruders. However, they can be called off by any adult Saurian. Depending on how the PCs reach this cave, read one of these descriptions:

If from the Saltmarsh:

A cave entrance 30-feet wide and 15-feet high lies before you. The marsh turns to glutinous mud as you near the entrance and it is obvious from tracks that large creatures have passed in and out of the cave. Inside the cave the floor is thick mud, and you find it impossible to move at normal speed. There are many tracks of large creatures passing back and forth. The cave reaches a maximum height of some 40 feet. At the far side of the cave is a narrow stone pathway connecting two arched entrances which lead deeper into the hillside, one in the north-east corner of the cave and the other in the south-east corner. It is quite evident that the cave is occupied, as three huge shapes loom up before you

If from the interior of the Saurian Lair:

You have entered a huge cave on a narrow stone pathway which runs along the eastern portion of the south wall. The pathway connects two tunnel entrances -- one in the south-east corner, the other in the north-east.

At the far side of the cave is a gaping hole 30 feet wide and 15 feet high which leads apparently into the marshes and the open air. Apart from the stone pathway, the floor is covered with glutinous mud; tracks indicate that some large creatures have passed back and forth. You receive confirmation of this as three huge shapes loom up before you

The Venom Hoppers are trained not to enter the main lair, but they will if they are made angry enough or are fleeing certain doom. The floor is so mucky and difficult to move through that all ground movement except leaping is halved. About halfway to the outside exit a stone ledge raised about a foot above the mud leads around to the lair entries, and it can be moved on normally. The map shows this area and the mud area. Sounds of any fight in this area will almost certainly be heard in area 23.

Hidden in the mud about five feet from the center of the northern wall is a breastplate half buried in the mud.

Lying buried in the mud at the base of the is a *Strange felstone flail of Night*. This weapon might be noticed by someone stepping near the armor (luck/unluck roll) but does not stand out in any way in the muck. The armor is a battered plate breastplate that is destroyed by rust and age.

23. GUARD ROOM

This is a bare room with a wooden bench set against the wall, upon which sit three Saurian Warriors. They are armed with two javelins each.

If the Saurian here heard combat in area 22, they will not be here, and will have already come to discover what the commotion was. If they succeed with a hearing perception roll, they will enter area 22 on segment eight. If the party is killing the Venom Hoppers, the Saurian will join in, throwing one javelin each then attacking with the remaining one as a spear.

24. FEMALE QUARTERS

There is a bustle of activity in this room and it is fairly noisy. Your first impression is that this is a large nursery - there are lizard man females and infants scattered around the area in small groups, the children playing or sleeping, the females talking, drinking, oiling their bodies, comparing their jewelery and so forth. There is a lot of furniture in here: straw mattresses scattered around the floor; wooden tables carrying earthenware cups, mugs and pitchers, clay bowls in which wild flowers are planted; chairs set beside the tables, wooden stools here and there; wooden chests -some with their lids open - by each of the mattresses. All in all this seems quite a pleasant domestic scene. There are 20 Saurian females and 13 infants in the area.

Unless they have previously been encountered as wanderers, three of the females will be approaching the east door, intent on leaving it on some errand, as the party arrives. If present, they will notice the party immediately and alert the others.

Otherwise, the party's arrival is unlikely (8- chance) to be noticed immediately because of the general hub-bub, but their presence will certainly be detected if they move into the room as opposed to remaining in the doorway.

Even when their intrusion is noticed the party will not be greeted with hostility unless they take offensive action. The females will, of course, defend their children and property and will do their utmost to prevent the party from entering area 25.

If a fight breaks out, two or three females will attempt to escape through the east door and find some guards to come to their aid, while their colleagues do their best in the melee.

If the party should leave without taking action other than observation, the females will not pursue them into the corridor and the three about to set off on their errand (if present) will delay their departure until they reason it would be safe to do so. However should the party take other action - fighting, looting or even just threatening - and females remain alive when the party leaves, some of these females will remain to protect the infants while others try to flee undetected to a guard post and alert the Saurian warriors there.

The wooden chests are all unlocked and not trapped. Each contains a miscellany of worthless items -- assorted leather belts, straps, bundles of colored cloth and various bracelets, brooches, bangles and beads. These items are flashy but valueless. Note that there are no rings. In addition (roll dice to determine) every fifth chest contains a purse holding 2D6 cp and every ninth chest will contain a flask of oil.

One chest (select at random from the 35 chests there) also contains the only finger ring present among the other jewelry; this is a magical *Ring of Protection*. It had belonged to the magician member of the party wiped out earlier in the lair; the Saurian warrior who slew him took the ring and gave it to a female with which to win her favor and she has kept it since, in total ignorance of its magical properties.

25. HATCHERY

It is discernibly warmer here. A slightly fetid odor - not over-powering but unmistakable - wafts in your direction as you open the door. The floor of the room is mud is smooth and unbroken save near the door where three tiny reptilian shapes are crawling amongst what look like egg fragments.

There are about 60 Saurian eggs buried in the mud in this room. Three, just near the door, have hatched very recently and the infants are new-born. Any blow will kill these infants - even picking them up incautiously could do them considerable harm. There is nothing of value here. Walking in the mud has an 11-chance of stepping on (and destroying) an egg, and the mud is deep enough to half ground movement.

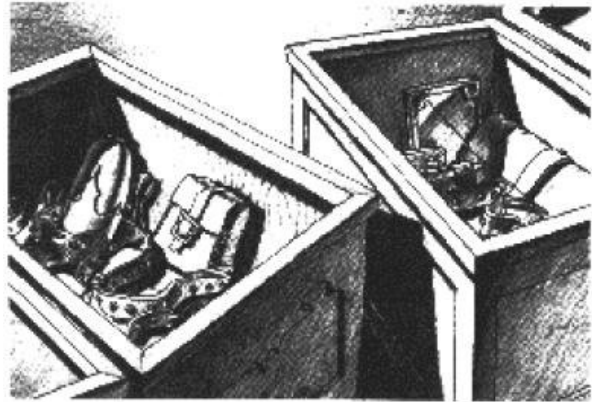
26. TREASURE ROOM

Note that the only access to this room is via a secret door which is clearly visible to the occupants of area 27, in addition to which any character reaching the secret door must have somehow dealt with the gate (see area 27). Note too the trap which is immediately inside the door - 10 feet square of flooring which will tilt on an axis through its hinged north edge if weight in excess of 25 lbs is placed on it. Below the trap is a 2" feet deep pit in which are five Arrowhead Rattlers. Characters falling into the pit will take normal falling damage and be attacked by the snakes.

First, describe the area as seen when characters open the door, assuming they are using some form of illumination:

A narrow 10-foot square entrance widens out to the east to form a room 20-feet wide and 40-feet long. At the far end there appear to be some sacks and what looks like a large chest.

Then deal with the trap -- its disarming etc. if it is detected and the characters' fate if it is not. When the characters are able to see the room more clearly, give them this description:



Your earlier suspicions are confirmed. There are four large sacks and an iron chest which carries a large hasp and closed padlock. The remainder of the room is bare.

This is the chief's personal treasure. The sacks each contain 200 cp. The chest is locked (-3 to pick, the key is hidden under the throne in area 11) and trapped with a poisoned needle like the chest in area 19. The chest contains:

200 cp

a gold crown in the shape of a coiled serpent with emerald eyes, worth 1 gp

a gold-banded ivory sceptre, worth 1 gp

a gold collar set with emeralds, worth 2 gp

27. GUARD ROOM

Note the iron gate which blocks off the corridor to the south of this room. The gate is made in two equal halves hinged at the walls and reaching from floor to ceiling. The vertical bars are three inches apart and there are five horizontal struts equally spaced along the vertical dimension. Normally the gate is barred and closed from the north side by two stout bars carried in brackets about five feet and seven feet above the floor respectively.

The guards have been ordered to keep the gate barred at all times when it is not in use, but they are no more perfect than other guards so there is an 8- chance that they have been careless, in which case the party will find the gates standing open. One guard is always on watch and he stands in the north-west corner of the room, to see as far down the corridor as possible.



If the gates are closed, read this description to the players:

The hallway is barred with sturdy iron gates across the way. Beyond it you can make out a room and see the figure of a Saurian Warrior staring up the hallway toward you.

If the gates are open read this description instead:

The hallway here has an iron gate that is hanging open. Beyond it you can see a room with a Saurian Warrior standing in it, staring up the hallway toward you.

Whether the gates are open or closed the guard in this area is alert and will see and hear party members as soon as they round the angle of the corridor unless appropriate magic and/or abilities are used. Conversely the leading character has only a -2 sight perception roll to detect the guard's presence initially.

The actions of the guards will depend on what the intruders do - one guard will keep a covert watch on their activities as soon as they are detected. If the party heads direct for the guard room itself the guards will attempt to ambush them. If the party goes directly to the treasure room then the guards will immediately leap to the attack, achieving surprise five chances in six hoping to push characters into the trap in area 26.

28. OFFICER'S QUARTERS

There is a plain, wooden table and a wooden chair set against the south wall; on the table is a wooden bowl and a single bed is set against the east wall with a wooden chest at its foot. This room appears to be unoccupied, but voices can be heard from an open door to another room in the East wall.

The chest is unlocked and untrapped. It contains personal possessions, a dagger in a scabbard and a purse with 25 cp. This is a large barracks area. About two dozen straw mattresses are set around the floor, each with a wooden chest at its foot. At the south end of the room a long table is set centrally, wooden benches to either side of it. There is a rather more musty, unkempt air about the place than elsewhere.

29. BARRACKS

[Unless some have already been encountered as wanderers] There are 12 Saurian warriors in this room. Four are seated at the table talking and cleaning their weapons, while the others (the ones which could already have been encountered elsewhere in the lair) are forming up under the command of an officer preparatory to going out on patrol.

The warriors at the table are armed with broadswords and shields, as are five of the patrol group. The other three of the patrol group are armed with two javelins each and one of these wears round his neck a fine silver chain carrying an ivory plaque, value 3 cp. The officer is armed with a broadsword and carries a medium Sized shield. Around his neck is a silver collar, value 15 cp.

The chests (there are 22) are all unlocked and untrapped. Each contains personal possessions. In addition the following items will be found in the chests (place them at random):

- in five of the chests, a purse containing D6+2 cp
- a necklace of sea shells (no value)
- a pewter mug (no value)
- a lump of pink coral (value 1 sp)
- a leather bag containing five irregularly shaped colored stones (4 cp value)

30. SUB-CHIEF'S LIVING QUARTERS

Pleasant living quarters; though the furnishings are spartan, they are of reasonably good quality. A wooden table stands in the center of the room with four chairs around it. On the table is a bowl containing nuts. In the south-east corner stands a small, closed cask on which stands an unlit lantern and a goblet.

The bowl is of pure ivory and is worth 20 sp. The cask contains wine - quite reasonable to the human palate. The goblet is of silver and is worth 5 sp while the lantern is of the normal hooded type.

31. SUB-CHIEF'S SLEEPING QUARTERS

A single cot is set against the east wall. Beneath it there is what seems to be a lion's skin. In the south west corner of the room there is a brass-bound wooden chest, its lid closed and secured with a heavy metal padlock.

Concealed by the lion's skin under the bed is an iron chest, the key to which is in the sub-chief's pocket (see area 40). The chest is trapped (-2 to pick) and the trap will be sprung even if the key is used unless previously detected and disarmed. Setting off the trap releases a cloud of gas which fills the entire room in a single round. Victims breathing the gas suffer a 2D6, 2 DEF CON-based entangle which wears off in D6x5 minutes at the latest.

This chest contains five leather belts and straps having electrum buckles and set with pearls (value 10 sp each), an electrum armband (value 15 sp), a leather bag containing 5 sp and a well-crafted prismatic kaleidoscope (worth 15 sp to the party but of great value to the sub-chief, who regards it as a magical item and will fight bitterly to keep it).

32. GUARD ROOM

The guards in this area are alert and will be aware of the party's approach (unless magical means, for instance, conceal that approach) as soon as the party enters the north-east/south-west passage segment.

As you turn the bend you see that the corridor branches into a room. This area appears bare of furniture except for a wooden bench set against the east wall.

You immediately encounter five Saurian, apparently guards.

There are five Saurian warriors constantly on guard here. These guards are each armed with a broadsword and a small shield.

The guards will immediately challenge any approaching party.

They have been selected especially to guard the approach to their chief's quarters and are much less susceptible to bribery and smooth talk than any of their colleagues (they have 5 resistance). The party will have to present a very convincing story indeed if they are to be allowed unmolested access to area 33 and beyond, otherwise they will be required to leave the area immediately. Even if allowed past, they will be accompanied by at least three guards: one in front, two in back.

33. SUB-CHIEF'S LIVING QUARTERS

Though hardly sumptuous, this room is much more comfortably furnished than any you have seen previously within the lair. In the center of the room is a circular table of polished wood with four chairs set around it. On the table are three items apparently made of silver, and certainly very decorative -- a platter carrying fruit, a carafe and a goblet. In the south east corner is an armchair which has been crudely upholstered yet comfortable looking.

The items on the table are of silver. The platter and the carafe are worth 10 sp each while the goblet is worth 5 sp. All three are engraved with a simple pictograph showing an erect lizard with a forked tongue extended.

34 SUB-CHIEF'S SLEEPING QUARTERS

Obviously the sleeping quarters for a high-ranking lizard man. There is a large ornate bed set with its head to the centre of the south wall; on it are scattered some rugs and crude cushions. Next to the bed on the east side is a small table on which is set a crudely-framed drawing of a lizard man female.

In the south east corner is an iron chest, closed and padlocked. Next to it is a large wooden cupboard.

The iron chest is locked (the key is in the chief's pouch - see area 40) and trapped with a needle. Anyone opening the chest will be jabbed by the needle but will not suffer damage. (The GM may wish to play on this, since the needle is discoloured, by asking the player to make a saving throw and, if this fails, continuing play as if the effects have yet to be noticed. In other words the DM should not in any way state that the needle is poisoned, but if the players make that assumption he should not correct them) .

The chest contains:

- six sets of leather straps and belts with gold buckles and set with pearls, value 10 sp each set;
- a gold-banded, gem-studded dagger and scabbard, value 25 sp;
- a leather bag containing 10 sp;
- a flask of perfumed oil, value 5 sp;
- a jade figurine of Semuanya, value 10 sp.

Note the secret trapdoor (detect as secret door) in the south west corner. This gives access to a tunnel which leads to area 11 (see the description of that area).

The cupboard contains only one item -- a fine brocade robe in a rich red cloth decorated with gold thread. This item is worth 30 sp and is especially valued by the chief; it is in effect his robe of office.

33. HAREM

There are two single beds in this room, both against the east wall; at the foot of each is a brass-bound wooden chest. Against the south wall is placed a brocade upholstered couch and hanging from the wall above this is a large glass mirror in a wooden frame.

In the center of the room is a circular table of polished wood with wooden chairs set to either side. On it is a square gaming board (with alternating black and white squares, like a chess board), a silver bowl containing fruit, a decanter and two goblets.

Unless extreme circumstances prevail (for example the guards in area 32 have beaten a fighting retreat here) there will be two Saurian females in here playing a game at the table and drinking a light red wine (quite pleasant) from the goblets. One wears an silver necklace set with coral, value 25 sp. The other wears a gold bracelet set with pearls, value 30 sp.

It is extremely unlikely that these females will fight. In most circumstances they will attempt to flee to take refuge in the pool in area 36. They will fight, however, if they are cornered and have no option or if they see the intruding party attempting to enter area 37.

The chests are both unlocked and untrapped.

In one chest:

- four leather belt/strap sets with silver buckles and set with coral, value 2 sp per set;
- a flask of perfumed oil, value 5 sp;
- a silk scarf, value 9 cp;
- a purse containing 150 cp.

In the second chest:

- three leather belt/strap sets with silver buckles and set with coral, value 2 sp per set;
- a silver mirror, value 2 sp;
- a flask of perfumed oil, value 5 sp;
- a bolt of velvet cloth, value 3 sp;
- a purse containing 50 cp.

The bowl, decanter and goblets are all silver and are worth 5, 5 and 1 sp each respectively.

36. RECREATION ROOM

A bare stone-flagged room. Filling the central area is a 20-foot square pool of what looks like clear water. The floor of the pool appears to be tiered to provide easy access so that anyone descending into the pool can do so down what amounts to a series of steps each two feet six inches high. There appears to be nothing else in here.

The pool is of clear, warm water though it is not possible for the characters to see the bottom at the centre where the water is 15 feet deep. It is at the bottom of the pool that the females will be hiding if they have fled from area 35.

This is simply a recreation area for the chief and his females; there is nothing of value here.

37. THE ROYAL HATCHERY

It is discernably warmer in here. The walls and ceiling of the room are unremarkable but the floor is covered with mud.

The warm mud covering the floor is six inches deep. Embedded in the mud are 12 Saurian eggs (not visible above the surface). These are the chief's females' eggs and are, naturally enough, very valuable to him. The GM should recognize the possibility that the a less virtuous party might attempt to use the eggs as tools for coercion - for instance in negotiations about weregild.

38. SAURIAN MINISTER'S QUARTERS

A small comfortable room. In the center is a circular wooden table on which lies a closed book. To one side of the table is an armchair, crudely upholstered; to the other side is a plain wooden chair. In the north west corner there is a brass tripod supporting a brass bowl which is filled with hot coals. The room is warm and smoky.



Seated in the armchair reading a papyrus scroll is an aged lizard man. He wears a large gold chain (value 75 sp) around his neck. This is the minister, the chief's leading councilor and by far the most intelligent lizard man in the lair. He is extremely wise and it is due to his inspiration that the strategy of forging the multi-racial alliance against the Deep Ones was devised. He has arranged for the exchange of emissaries and for the purchase of the weaponry brought on the Sea Ghost (see module U1), although the Chief wrote the note found in the Captain's cabin.

The minister's appearance betrays his age. His teeth and claws are stained and blunted, his eyesight is fading and his senses of hearing and smell have lost their acuity. If an intruding party approaches his door reasonably quietly and manage to open it on the first attempt, they will gain automatic surprise.

The minister will not fight even in self-defense. His first reaction to intrusion, assuming he is not immediately attacked, will be one of mild surprise, asking the intruders who they are, where they have come from, who has sent them, and so forth. He knows they are not ambassadors for he has made no arrangements with humans, but nevertheless will be quite amiable and prepared to talk. In any talks, however, the minister will first of all find out whether or not the party members are in any way allied with the Deep Ones and his subsequent conversation and action will depend almost entirely on what response, if any, he elicits.

Thus, if he is entirely satisfied that the characters are not in league with the Deep Ones, he will give them information about the alliance and the impending attack on the Deep One lair. Further, he will offer to arrange a meeting between the characters and the lizard man chief with the express purpose of bringing humans into the alliance.

On the other hand if the characters are non-committal about their relationships with Deep Ones (or if, for some strange reason, the characters pretend they are friendly with Deep Ones) the minister will make no mention of the alliance or the impending assault. Instead he will make every effort and use any silver tongued excuse to slip away, going directly to the drill hall (area 40) to warn the chief of the presence of intruders. In this event the chief will immediately implement measures to hunt down and kill or capture the party; all guard posts and barracks will go on alert and their occupants will be impossible to surprise, while the chances of a random encounter in the lair increase to one chance in six, checking each turn.

Note the status of the minister and his relationships with others in the lair (in particular see the section Saurian Political Structure on page 39). The shamans in the lair hate and distrust this old lizard man whose policies, in their opinion, flout the sacred teachings and doctrines of Semuanya. They would be pleased to see him discredited and delighted to see him dead but dare not take any overt action against him yet, as the chief trusts him completely and the sub-chief stands in awe of him.

If the papyrus scroll the old Saurian minister is reading is perused by party members, they will find that it is written in the some unknown language (it is from the local Shark Clan Beastman chief to the chief); it accredits those Beastmen currently present in the lair as his ambassadors, authorizing them to act fully on his behalf in all matters pertaining to the alliance. It is expressed in general terms only and gives no specifics regarding the nature of the alliance nor those against whom the alliance is directed; nowhere in it is the word "Deep One" present.

The book on the table is written in the common tongue and entitled 'Power Politics' by Abel Mackle. It can be sold for 5 sp and is mainly about the trickier and more devious side of political life.

39. SAURIAN MINISTER'S SLEEPING QUARTERS

A single bed is set against the east wall. A small wooden bookcase containing five books stands against the south wall; beside it is an old leather chair. Against the west wall of the room there is an iron chest, a closed padlock in the hasp. On top of the lid is a single glove. Next to the bed stands a tall cupboard, its door partially open. It appears to be empty.

The cupboard contains a single, large maroon robe - obviously old but well cared for. The minister wears this on official occasions as a badge of office; it has no special properties.

The books are all written in Morianic:

1. *The Politics of Power* - Lorenzo Domici. Another rather arcane work dealing with the shiftier side of politics and saleable for 5 sp.
2. *The Triumph of Diplomacy* - Tyrons Scroot. A history of the author's successes in the diplomatic field, saleable for 5 sp.
3. *The Occult Properties of Gemstones* - Mage Tenser. This book is similar to (and the sequel to) a book in U1. It is described in greater detail in the Treasure section on page 50.
4. *A Saurian Language and Morianic Grammar* - This book is written by an anonymous author, although the introduction describes him as a druid. This book is explained in greater detail in the Treasure section on page 50.
5. *The Nature of the Deep One* - Professor L. Craft. This slim volume contains a detailed account of the nature of Deep One. If players want their characters to read it and demand to know something of its contents, read out those passages dealing with the Deep Ones in the Jolrhos Bestiary, omitting only technical details and inform the players that the rest is all in the same vein. The book can be sold for 3 sp.

The glove on top of the chest is of leather; anyone examining it even casually will notice that the fingers are slightly discolored. The chest, though locked (-3 to pick), is untrapped. The key to the padlock is stuck to the back of the chest, affixed by a blob of some resinous substance. The key has been smeared with a contact poison (Saklorn; does 2D6 KA (NND) after one turn, then once more in a phase).

The first person to handle the key will take full effect of the poison; the handling will wipe most of the poison off the key so the second person to handle it will take half effect (2 doses of 1D6) and by the time a third person handles the key the poison can be assumed to have been wiped off completely. Naturally if a glove is used to handle the key, the wearer suffers no effect from the poison, and an astute player may realize why the lizard minister keeps an odd glove nearby.

The chest contains personal possessions and:

- a leather bag containing 500 cp
- a flask of perfumed oil (value 5 sp)
- a small pot of saklorn (there is enough here to smear the key at least 30 times, or one weapon 6 times).
- a velvet bag containing five pearls; four of the pearls are quite normal and have values 75 cp, 10 sp, 15 sp, and 20 sp. The fifth, identical in appearance to the 75 cp pearl, is a *Pearl of Power*. Note that only the Saurian minister knows the powers of this item - he has not divulged his secret even to the chief.

40. DRILL HALL

Note that the DM will have to make slight variations in the description which follows, depending on which door the party uses to enter this area. Note also that the activities taking place here are noisy and can easily be heard in adjacent corridors.

This is quite a large open area; six floor-to-ceiling pillars demarcate a central area which is completely bare of furniture. In this central area the earth floor has been packed closer than elsewhere, as if by the passage of many feet. Several wooden benches stand near the north and south walls.

What appears to be a large mattress has been fixed to the center of the east wall of the room. Attached in some way to this is a large humanoid creature - strangely immobile despite the fact that four Saurian are hurling javelins at it from the approximate centre of the area. Apparently supervising this activity, a fifth Saurian stands nearby shouting commands.

At the near end of the open central area four more lizard men are apparently fighting, two against two; they are armed with swords and carry shields.

Observing this activity, two lizard men (from their appearance, high ranking officers) are standing to one side, near the central northern pillar.

The two groups of lizard men each comprise four warriors; the one supervising the javelin throwing is an officer and the other two are the chief and sub-chief respectively. The javelin-throwers are armed with two javelins each and carry no shield while the other four are armed with broadswords and carry shields. The officer is armed with broadsword, carries a shield and wears a silver collar (value 15 cp) round his neck. The sub chief is armed with a broadsword and carries a shield. The electrum collar round his neck is worth 10 sp and the silver arm-band on his left forearm is worth 75 cp. He wears a belt pouch containing the key to his iron treasure chest (see room 31). The chief is armed with a broadsword and carries a large shield. The gold collar round his neck and the gold armband on his left forearm are worth 30 sp each. The key to his iron chest (in room 34) is in his belt pouch.

The mattress is a rectangular straw stuffed target fastened to the wall. Over it has been stretched the flayed hide and head of a Deep One (first impressions may lead the observers to believe this to be human) which the javelin-throwers are using as a target. The DM should not reveal to the players that the hide is of a Deep One because it is a first-stage human changed partially into a deep one. Thus, it looks like a man with gills, large bulging dark eyes, and webbed hands and feet.



However if Oollooshheel is with the party he will recognize it instantly and identify it to the others, if asked. The other four Saurian are merely practising their sword-play (as the characters will recognise if they are able to observe for a while without themselves being observed). It will be clear that the lizard men are not very skilled in this activity. All these creatures will turn to aggressively confront any party members who they see intruding into this area and will pursue them if they flee.

However if the party appear to be overcoming the occupants of this area, then the chief will try to escape by running to the nearest barracks and returning with reinforcements as soon as possible. If the party refrain from attack and call out to the chief for a parley, he will agree and hold his own warriors back while entering into negotiations with the party. (He will do this wherever he may meet the party if they first call out to him for parley).

If the chief and sub-chief have been slain or captured as wanderers, then they will not be present in this area.

41. IRON GATES

An iron gate bars your way. It is constructed in two approximately equal parts, reaching from floor to ceiling. The vertical bars are about three inches apart and there are five horizontal struts spaced along the vertical dimension. Two stout iron bars carried in brackets about five feet and seven feet respectively above the floor bar the gates on the western most side.

These points represent the ends of the patrolled area in the western part of the lair. If any occupant of the lair wishes to pass westward through these gates he/she normally has to wait for a patrol to appear to unbar the gates (though no password is demanded unless special security measures are in force and the patrol will always unbar the gate if the request is made by a Saurian). Any Saurian wishing to pass into the eastern part of the lair will be accompanied to the gate by a Saurian. Any Saurian wishing to pass into the eastern part of the lair will be accompanied to the gate by a guard and the gate will be barred again afterwards. The relatively short, but quite steep, flight of steps lead into the eastern side of each gate.

42. GUARD POST

It is a very solid-looking iron-bound wooden door in the south west corner of this area. Next to it, set against the south wall, is a rough wooden bench. Saurian warriors are on guard here, armed with two javelins apiece.

One of them carries a bunch of six keys at his thigh. These are the keys to the five cells in area 43 and to the door at the rear of the area is locked-a keyhole is clearly midway up one side.

Sounds of melee in this area will not be heard by the occupants in area 44, but if one of the guards gets a chance to escape he'll try to get to area 44 and call reinforcements. If questioned and under duress, the guards will inform the party of the cells and their contents.

43. CELLS

You have descended a short flight of steep, rough steps are now in a narrow east-west passage ending in a wall some 60 feet away. To your right are five solid iron-bound doors; all are closed. The doors have exterior features such as handles but each has a hole midway up its left side.

The keys to these doors are in the possession of one of the guards in area 42. Note that there are no spy-holes of any sort but there are key holes; additionally the doors are of very stout construction, communication through a closed door is at best very muffled and it will be difficult to carry on more than a very fragmentary conversation between them, for instance, any prisoner and a would-be rescuer. Without being nice the players, the DM should take advantage of this fact that characters attempt to communicate with the occupant of a cell.

a. WATER CELL

When a character uses brute force to open this door it will be hard to avoid plunging into the water. If is unlocked with the correct key or the lock is picked (penalty of -2), however, the character will not fall in the water unless he makes a successful DEX roll. Of course if the door-opener is aware what lies beyond the door (e.g. by magical means) there is no chance of falling in the water when key is used.

In the place of the usual cave floor in this room there is water. Opposite you, on the south wall and some three to four feet below the surface of the water there is a hole, two feet in diameter which has been covered with a grille. The water is not particularly clear but you can see a figure swimming around some distance below the surface. The water in the cell is completely bare. that there is no sill by the door inside the room.

The hole in the south wall opens out into a roughly circular opening which connects to area 52 (at which point there is another grille). Both grilles are set firmly into the rock wall. The water is thus subject to sea water and tidal influences. At high water, the water level is about three inches below the level of the floor in the cell, and the water is some 20 feet deep then. Always in here (and, in normal circumstances, at the bottom of the pool) is a Deep One.

The creature speaks Morianic and is extremely cunning (13- persuasion) and strong. It will tell party members, if they do not recognize it, that it is a held captive by the evil Saurian, and it will offer to help the party against their "mutual enemies" in exchange for liberty. Even if the party will correctly identify the creature, it will still talk to them to take it along with them, offering assistance against the Saurian in exchange for its liberty. It will be consistent in its arguments, not hesitating to lie with regard to his strengths and abilities in order to enhance its own potential of a possible ally. If the party accept its offer it will, however, get rid of them at the first opportunity that presents itself, run to its tribe to advise it of the Saurian Lair's whereabouts and their plans, though while still with the party it will fight any encounter with an unbelievable ferocity.

If the Deep One is with the party there is absolutely no chance at all of them entering into any agreement or alliance with the Saurian or any of the other races present in their pools; for these people, seeing the Deep One with the party, will conclude that the party members have allied with the creature and his race on a permanent basis and that they are friendly with that. Hence they will treat the party with implacable hostility not only as enemies but perhaps as renegades as well. Even when the Deep One departs or is slain, the Saurian and their allies will be most suspicious of the party and their motives as a consequence of their association with the creature, and unable to arrive at an understanding and an alliance will be made more difficult. If the party declines the Deep One's offer of an alliance, it will then attack them and try to force its way past them to freedom via the sea cave in area 49. It has no weapons or gear.

Oollooshheel the merman will recognize the Deep One on sight and will immediately identify it for the party; other party members will not recognize the creature unless they have encountered and identified a Deep One (or perhaps the guards in area 42 have told them). Oollooshheel will also advise against allying with it and oppose accepting its. He will point out that these creatures are unrelentingly evil and worship horrible dark demonic gods. If the rest of the party should over-rule him in this case he will attempt to kill the Deep One then and leave.

b. WATER CELL

This cell is the same as cell A except that it is unoccupied. It is connected by a similar tunnel leading to area 52, with a grille at each end.

c. CELL

This appears to be a prison cell, bare and unoccupied. It is indeed a normally dry cell, no one being in residence at the moment.

d. CELL

This appears to be a prison cell in which a Saurian is held. There is no furniture in here - just the lone figure.

The Saurian is a warrior, imprisoned for a few days for an incidence of disciplinary rules. If the party enters this cell without the Deep One being with them, then the Saurian will simply huddle back into the far corner of his cell, hissing in a menacing manner, but it will not attack unless attacked first.

However, if the Deep One is present with the party, then the Saurian will attack it immediately and ferociously, ignoring the party members completely. The Deep One will, of course, defend himself, but should the Saurian succeed in killing it, he will try to flee to area 44 to rouse and warn the occupants of intruders. In the event of Deep One/Saurian combat here, Oollooshheel will if he is able attempt to join in and help the Saurian. If by any chance the characters should aid the Deep One in fighting the Saurian, that act will mark the end of the party's alliance with Oollooshheel. He will immediately leave and find his people, warning them about the PCs and the likely treachery of the Saltmarsh humans.

44. BARRACKS

In the centre of the room is a plain wooden table with two long benches set beside it; around the room against the walls are 11 straw mattresses with a wooden chest each.

If they have not been called away for some reason there will be three lizard man warriors in here, seated at the table and playing a game with a set of crude wooden dice. Note however they will not hear melee in area 42. If the warriors are able to do so, they will fight with their morning stars and defend themselves with small shields, these weapons having been laid to one side during the game. Otherwise they will fight with claws and fangs. One of the warriors wears around his neck a fine silver chain with a plain ivory plaque. This item can be sold for 3 sp. On the table there are small stacks of coins-gaming stakes-totalling 5 ip, 12 cp, and 9 sp. The chests are all unlocked, each contains an collection of leather belts and straps and a small bundle of grey cloths.

There are other items in some of the chests-determine at random in which chest they can be found:

in one out of our chests, a purse containing D5+1 cp;
each of three chests, a flask of scale oil;
a string of sea shells (no value);
a solid quartz sphere, quite transparent and about four inch in diameter (no value to the party but very precious to its owner);
a short sword, in a scabbard.

45-46. OFFICER'S QUARTERS

These rooms are very similar-the following description will do for each, though the positions of the items of furniture can be varied if so desired.

A plain wooden table and two wooden chairs stand near the wall furthest from the door. To one side of the room is a single bed-little more than a rough mattress set on a stout wooden frame. At the foot of the bed is a wooden chest.

Then add some decoration, place on the tables: (in Room 45) a wooden dish containing fruit and nuts (in Room 46) a ceramic pitcher half full of coarse ale and a pewter mug. The chest is unlocked and not trapped and contains personal possessions. In addition: (in room 45) a purse containing 20 cp and a dagger in a scabbard (in Room 46) a purse containing 15 cp and a hunk of raw diamond, value 75 cp.

47. LUMBER ROOM

Notice that this room is normally dark; the description assumes that the characters have a light source in use.

It appears to be a room used for storing junk and raw materials. From the door you can see broken furniture, rusty weapons, leather straps, dirty and torn cloths of various length, pieces of wood which may once have been pieces of furniture and a few twisted pieces of metal which once were perhaps iron gates. The room smells of mould and decay.

To the south west corner of the room, lying amid a heap of sacks and rags, is the huddled body of a dead woof elf. His padded armor is slashed and torn and his hand still holding a broken short sword. It will not be seen until a party member approaches within 10 feet of his corpse due to the sacks and rags covering him. The thief was a member of the band of adventurers who went to raid this lair earlier. When his comrades were slain in area 22 he, though mortally wounded, managed to break free from the fight and fled to this area where he subsequently died and has remained since, undiscovered. In his belt pouch are 5 sp and 11 cp, a topaz worth 75 cp and a scrap of parchment on which is the word 'Boorabap' written in Elencal. In his back pack are some moldy rations, five rusty iron spikes, a set of thief's picks and tools and a scroll (*Locksplitter*). Beneath his body is a *Darktorch*, to which the command word *Boorabap* is used to light. Sadly this roughish fellow had a poor memory and kept the parchment handy just in case.

48. GUARD POST

A wooden bench is set along the south wall of this area, it is otherwise bare of furniture. [If they have not been called away for some reason there will be three Saurian warriors here.]

Each warrior is armed with a morning star and carries a small shield. In case that these guards will hear any melee in area 52. If this, two of them will go immediately to that area while the third goes to area 44 to summon reinforcements.

49. GUARD POOL

It is a deep pool of sea water, which is fed directly from the sea via a short tunnel. The water is reasonably clear, but the bottom is covered with some kind of weed that grows long underwater. There is a stone pathway, 10-feet wide and three feet from the high-water mark, running along the southern edge of this area; a flight of stone steps, 10 feet wide, leads down to this pathway to descend into the water. Apart from the pathway and steps the rest of this area is a natural cavern of rock.

The pool varies in depth from 15 feet to 25 feet and the passage coming in from the sea is about 15 feet wide. The height of the cave is 25 feet above the high water mark at the center. There is a wide passage connecting this area with area 50; the roof height is only five feet or so above the high water level so anyone going along the stone pathway will have to crawl at this point. Similarly, the roof in the seabound passage is about five feet above high water level. The following general description is those of areas 50, 51 and 52 will require amplification on the direction of the party's approach and the time.

This is a large sea-cave, roughly circular and about 70 feet in diameter. It connects to the sea via a passage, 15 feet across at its widest point, whose roof is at most five feet above the highest sea-level. It also connects to what appears to be another cave via a 30 feet wide tunnel in the south-east corner, and again the roof is five feet above high-water mark there. The main cave has a high roof for most of its span 25 feet above the high-water mark. Most of the cave appears natural, but a rough ledge has been cut into the rock running along the southern edge and is probably connecting with an adjacent cave. At the far extremity of this pathway, an opening has been cut into the rock wall to permit access to a passage. Near to this, a flight of rough stone steps leads you into the water. The water is quite clear but the bottom of the pool is covered with seaweed, its fronds swaying lazily to and fro.

There are four Saurian warriors in the pool, near the sea-entrance, guarding this area. They will not be seen by party members as they enter this area because they are laying in the seaweed, but they will see party members without difficulty. Each warrior carries a spear and has a dagger in this belt. This is the point at which the Saurian most fear an attack by Deep One so the guards are alert and have been rigorously called in a defensive procedure in the event of intrusion from the sea. This procedure will follow this pattern:

one guard swims to the steps and goes to alert the other occupants of areas 42, 44, 45, 46 and 48, returning with them as quickly as possible, this will take a full turn;



50. SHARK CLAN BEASTMEN POOL

You are in a flooded natural rock cavern, very roughly and about 70 feet in diameter. In the southwest side of the cavern are two passages, one leading south and the other leading west. At these points the roof height is between five feet and six feet above the high water mark, but elsewhere the roof rises to perhaps 20 feet above high water mark. The water is quite clear but the bottom is covered with a bed of weed so that the depth cannot be judged. The weed fronds sway gently below the surface-you judge that the tallest fronds have their tips some 20 feet below water level. At two feet above high water level and running along the west wall of the cavern, connecting the two other entrances, a narrow pathway cut out of the rock wall. In the water you can see a large fish swimming nearby you.

a second guard swims successively to area 50 to alert the Shark Clan Beastmen, to area 51 to alert the Merfolk and to area 52 to gather the Wavesurge crabs. Each of these groups of creatures will then immediately swim to area 49 to fight the intruders. This will take two turns total.

The other two guards remain hidden in the seaweed, hoping to find an opportunity to attack the intruders from the rear. Therefore, if the characters approach the lair from the sea, they are likely to face serious difficulties from the outset. Luckily for them however, the Saurian have prepared these measures against Deep One attack (in which even they would fight a quarter, to the death if necessary). Any fight here might be heard by the Beastmen in area 50 with a -3 perception roll; if so they will come investigate on their own.

The Saurian's attack to intrusion by folc will be less ferocious, using non lethal attacks if possible and they will be more intent on capturing the intruder and subsequent questioning by the chief, than on killing them. Nevertheless there will be no question of being challenged in this area - the guards and the reinforcements will try to herd the party to drive the party near the steps, fighting if necessary, there to bind them with straps and hustle them to area 42 to await the arrival of the chief.

Midway of them the pathway is connected to a narrow flight of stone steps which leads down into the water. The water is roughly 20 feet deep in here at high tide, 10 feet at low tide. A tiger shark swims in the water here, the pet of the Shark Clan Beastmen here. Hiding in the weed at the bottom of the pool are seven of the Beastman warriors - emissaries to the Saurian from their own tribal chief. Each is armed with only their teeth. The leader is wearing a silver armband (value 5 sp) and a *Ring of Folc Slaying*. These creatures are bored and irritable (well, more irritable) and will attack without warning or any attempt to negotiate. They do not like surface dwellers, but do like how their blood swirls in the water. However if the PCs are accompanied by a friendly Saurian, they will restrain their bloodthirst and control their pet. None of them speak Morianic but the chief has a reasonable command of the Saurian tongue. In case of melee in here it will be heard by the Merfolk in area 51 with a perception roll of -2.

51. MERFOLK POOL

With slight modifications (the entrance to area 52 is in the western part of this cavern) the description to area 50 be adequate here. The emissaries in this pool are Merfolk. These creatures are all armed with a trident. Each has D6 gems in a belt pouch. One (the leader) wears a gold collar set with pearls (value 50 sp) and has a four doses of Myrhyinn in its belt pouch. The female has 45 sp worth of jewelry on her, and a *Mithril Katar of Biting*. There are four of them as well as four Aiske, the Merfolk warhorses. Characters entering the cavern will immediately see the mermaid meticulously brushing her long hair as she sits on the side of the pool. She will giggle and leap in the water when she spots them, and the PCs will spot the Aiske swimming about in a group as well as other Merfolk underwater.

If the party gets into a fight with the Beastmen in the area 50 or with the pool in area 52, then the noise of combat will draw these Aiske to the fight whereupon they will assist their allies to fight the party. Since they need first to call and mount the giant eels, it will take the merfolk a turn to arrive at the scene of the fight from when they first hear it. Similarly, the Wavesurge crabs and Beastmen have a -2 Perception roll to hear combat in this cave and will investigate, arriving soon as they can.

Otherwise, the party enter area 51, the merfolk will surface and observe suspiciously but will not attack unless attacked first or unless the party are accompanied by a Deep One in which case they will attack without hesitation. They will not speak to the party and, if the party address them, they will not reply but mutter amongst themselves in their own language. If the characters entering this area are accompanied by a friendly Saurian the locathah will be open and friendly (the mermaid even flirtatious). All of the merfolk can speak Morianic as well as Saurian.

52. WAVESURGE CRAB CAVE

The following general description will require amplification, depending on the direction of the party's approach to this area the circumstances of their entry.

It is a large sea-cave, roughly circular and with a high ceiling which in most places is about 25 feet above the high water level. The water is quite clear but a mass of weed fronds, swaying gently to and fro prevent you from judging the depth of the water. To the north-east there is a tunnel, perhaps 30 feet wide at most, which is to lead to another sea-cave; here the roof is only a few feet or so above the high water mark. Only two feet above high water level and running round the north-west portion of the cavern is a ledge cut out of the rock wall. At its north-east end the pathway follows the curve of the cavern wall into the tunnel, while nearly at its westernmost point an opening has been cut in the rock wall to provide access to a passage beyond. A flight of rough stone steps leads down into the water from the ledge.

In this pool are five Wavesurge Crabs. When the characters enter, the crabs will be hidden in the weeds which grow to a maximum height of six to eight feet in water which has a maximum depth of 25 feet. When melee takes place in area 51 it will be noticed by the crabs with a -2 perception penalty, and if it is heard they will go to that area and assist its occupants. Similarly, melee in the crab pool will attract the merfolk and Aiske from area 51.

The Wavesurge Crabs will not attack Saurian or their allies, and will stop fighting upon command by the Saurian (with a successful INT roll). GMs should note that the Merfolk will *always* notice the Pressure Wave attack that the Wavesurge Crabs use, and will come investigate (it sounds and feels like an explosion underwater).

TROUBLESHOOTING

It is possible that a party will ignore or fail to recognize the general clues about the true nature of the Saurian's, in which case they might rampage through the lair killing and looting, making no attempt to enter into an alliance with any of the races present-perhaps failing to recognize the opportunity to ally exists at all.

In such an event, if the GM wants the party to continue their in module U3 THE FINAL ENEMY, a rationale effort so must be provided. Though the GM may be able to make such a rationale idea out of the circumstances of the party's actions in the lair, the following is suggested as one. It assumes there has been wholesale slaughter in the lair and that none of the lair's occupants has escaped to tell forth the tale:

Several days after the party's return to Saltmarsh, a troop of mermen arrives at Saltmarsh, asking to meet the council. When such a meeting takes place, the mermen explain the common danger facing all local races from the Deep Ones and inform the council of the alliance the Saurian had initiated to confront this peril.

The mermen go on to add that the Deep Ones appear to have discovered this plot since the Saurian's lair has been attacked in strength. The place has been plundered and no known survivors live to tell the tale. (At this point the council members glance somewhat nervously at each other but these men are politicians and quickly reach a tacit agreement to keep their mouths shut as to where true responsibility for this slaughter lies. After all, no evidence of their direct involvement in the massacre apparently now remains...).

The mermen earnestly request that the humans of Saltmarsh will join them against the common enemy. The Council agrees to assist the aquatic races against the Deep One; indeed, they know where there is a party of adventurers who might be willing to take an active part ...it will be perfectly evident, by now, that module U3 is all about assault on the Deep One stronghold!

OPTIONAL ADVENTURE

This section is to be used if the DM considers it to solve the weregild problem.

The Saurian chief must demand some recompense for losses the characters have inflicted on his people, and if the party here are to adventure in module U3 they must obey the chief on this score. However the chief would be happy to waive payment of the weregild altogether if the party agrees to put an end to the menace the Saurian have discovered which makes their life in this present lair hazardous. The boxed section may be read to the players. In effect, it is what the lizard man chief tells the party should the debate for the weregild have evolved to the point at which this venture will be put forward by the chief as a solution to the problem.

When the Saurian returned to this long-abandoned lair, they soon discovered that a Daggermaw Crocodile had its lair in the marshes nearby. Yet the discovery did not initially disturb the Saurian. Firstly, crocodiles are sacred to the tribe and they regarded its presence as a good omen., the Saurian Shaman have limited empathic control of crocodiles and thus perceived it as no danger. The complacency was rudely shattered when the giant crocodile attacked and devoured three members of a Saurian patrol which had paused near the crocodile's lair. The survivors of this attack reported that their tries to control the creature in the usual way had failed miserably and that they had barely escaped alive. The major difficulty now facing the chief is that the shaman have determined that Saurian cannot attack the giant crocodile for it and its kind are sacred to the tribe and to attack it would be taboo. Even then matters have got even worse. The Daggermaw has on a number of occasions taken unaware Saurian parties doing a routine patrol of the marshes, and eating several Saurian warriors (and on occasion an officer). Since the crocodile's lair lies very close to a possible route of approach of a Deep Ones, the Saurian dare not leave that area unpatrolled. So the depredations of the creature are starting to become serious manpower implications - Saurian strength is being progressively whittled away. It would be no violation of sacred taboo were the party to kill the Daggermaw on the Saurian's behest.

The party must gain no hint of this, but the reason the Daggermaw does not respond to the Saurian Shaman's attempts to stop it from eating them quite happily is that it was summoned and is itself being controlled by a hag whose lair is adjacent to that of the crocodile. The hag is in no sense acting on behalf of the Deep Ones - she has no knowledge of their role nor they of it. She does, however have a considerable treasure (see below) and her neighbor the giant crocodile is an ideal watchdog.

THE DAGGERMAW'S LAIR

At the junction of the River Dunwater and a creek tributary there is a triangular lake rimmed by tufts of reed and grass, with an occasional tree of appropriate type (willow, cypress etc.) and clumps of spiky bushes. This is the lair of the Daggermaw. To the rear of the area—approximately on the north side (see the area map on page 46) is a small hill surrounded by a thorny hedge; this is the lair of the Hag. The giant crocodile will not initially be visible but no sooner than the party approached the area than it will attack, surfacing in the large pool and charging towards them, bellowing it comes. So far as the creature is concerned, the party is another Saurian patrol and thus several tasty bites. The noise of melee will attract the Hag in its lair who will use magic to scry the Daggermaw's meal, initially in casual interest. She will immediately recognize that the party presents a greater threat than the expected lizard man patrol and hasten to attack (its first attack will therefore take place a full of combat between the party and the crocodile).

She uses her magic to attack with, using a horrible combination of Scrying Pool and Magepool. The PCs should at least initially be confused as the spells start hitting them from nowhere, making the fight against the huge croc even more challenging.

Anyone with magical ability has a chance of determining that the spells are coming from another, more remote spot each time one is cast, and once the Daggermaw is dead, can move there. They also can move outside the Magepool's range (around 1km for the most powerful spells it can affect) and prevent the indirect attacks. If they do this, the Hag will begin preparing defenses for her home.

THE HAG'S LAIR

The hag has her lair on a low hillock thirty feet across surrounded by deep, sucking mud. The entire area should be considered a Sinkhole (see page 9 for a description of this threat) except for a single path that is fairly easy to find. The hillock has a thorny hedge growing all the way around it, fifteen feet (2 1/2") tall. The hag uses *Ride Thermals* to lift herself up and over the hedge; the PCs will have to find their own way.

Climbing the hedge inflicts a 1D6 penetrating killing attack on the PC each phase, and it will take 3 phases climb normally over the hedge. The hedge itself has 4 defense and 15 body per hex, and blunt attacks do half damage to it. The hedge burns well, if a fire attack does at least 5 body to the hedge it will burn on its own, taking 2D6 KA per phase without stopping until the entire thing is burned. Of course all this time the Hag will be launching indirect attacks on the PCs, using magic to harm them.

Within the hedge is a mud and thatched roof hut that is raised off the ground two feet by sturdy wooden timbers. When the sea floods the Saltmarsh, it never reaches the Hag's hut. The Hag is inside this hut, and will remain there unless somehow chased out by the PCs.

The hut is fifteen feet square and has a loft inside. The top of the hut is just a few feet over the top of the hedge. The loft covers half the hut and simply has a pile of stinking, flea-bitten furs that the Hag sleeps on. Beneath this loft is a large kettle, ten gallons of wrought iron sitting on the floor. It has a metal plate made of copper under it half an inch thick that is charred and blackened from fires where the Hag creates magical fire to heat her kettle when she desires it. The center of the ceiling is a hole that is open to the outside air, and above it is a smoke-blackened secondary roof of thatching and wood raised six inches up and vented to the outside. Thus, rain is kept out, but smoke can escape. Usually.

Also in the room are several large chairs, a table, a large chest, and a footlocker with no lid on it, big enough it almost looks like a deep coffin (it would suffice for a Dwarf). The hag is bent over the kettle, facing the only door in the room.



Once the Daggermaw died or the PCs moved out of range of her spells, the Hag began protecting her home. This involves several spells and one item of treasure, plus a trap she has built in the years she's been here.

First, the Hag has used a scroll to summon a Slavishly loyal Hellion and her own magic to summon an Arc Sentinel. The Arc Sentinel is orbiting the Hag's bent form, and will attack immediately if anyone enters the room. The Hellion will be in the doorway, and if anyone gets over the hedge it will immediately attack.

Second, the Hag has cast Mudtrap on the ground outside the hut, in front of it. This will slow attackers and hinder their movement while the Hellion attacks and she casts spells.

Third, the Hag cast Distract and it is in the entire area inside the hedge. Anyone within this area will be so distracted and uncomfortable that they are -1 CV and Magic Skill Roll, except the Hag and her summons.

Lastly, the Hag has a trap set up. There are no steps up to the door of the Hag's house, she levitates up to it and could climb in without the magic anyway. For PCs the 4' height is an annoyance, it will take a full phase to climb up (acrobatics roll or climbing roll by 3 or more makes this a half phase action). However, the floor right in front of her doorway is set to collapse and drop the PC beneath the hut. A perception or traps roll at -1 will spot this trap, but only if someone looks. Under this the Hag excavated a pit thirty feet deep and covered it with thin reeds and a tarp, then covered the tarp with dirt so it is indistinguishable from the surrounding dirt. A perception roll at -5 or an engineering/traps roll at -3 will notice the difference - if anyone looks at the ground closely. The pit is half full of water, and the sides are very muddy.

The PC who falls into this will be -3 to climbing roll to escape as the sides crumble and slide under his hands and feet. The water is just water, there's nothing horrible living in it (at the bottom is the skeleton of a couple snakes that the Hag forgot to feed).

The Hag will use her magic, then her considerable strength to fight intruders, desperate to protect her treasure and her life. She will not abandon her treasure unless forced to, even to the point of being burned in her own home somehow.

The open footlocker simply has nasty ragged Hag clothing as well as supplies like spoons, plates, bowls, and so on. The chest is unlocked and untrapped (she's no engineer), it contains her loot. Scattered in the chest is 480 cp, 170 sp, and 7 gp, all loose coins. There is a necklace studded with rubies and diamonds, value 380 sp, a full chess set of Urlin and Felstone worth 130 sp, a large bottle with 4 doses of *Potion of Heroes*, a *scroll of Protection from Undead*, a *Bloodiron Keen Heavy Mace*, and a *Brooch of Fleeting Power*.

The PCs may not get any loot out of the Saurian lair, but pulling off this side adventure will pay them well.

Characters exploring the outside of the lair carefully and checking the surrounding area may stumble upon the Daggermaw and his controller without needing to do the side quest. If they do so and slay the creatures, the Saurian Chief will still demand the weregild but upon the first objection by the PCs will waive it entirely.

The Saltmarsh townsfolk are totally unaware of this pair, they've never left the immediate area of the swamp and have caused no troubles whatsoever for the little town. If the Saurian weren't here to feed the Daggermaw, eventually the Hag would have come up with a scheme to lure people to her pet, but the need never came up. As such, while the town council will be suitably impressed and thankful for the slaughter of these monsters, that's all they'll be.

SAURIAN REPLACEMENT OF LOSSES

Should the party, during the adventure, retire temporarily from the lair for the purposes of rest and recuperation, they will find on their return that Saurian losses have been 50 per cent replaced by returning hunting and foraging parties. Further, wanderers will now be encountered on a 1 or 2 on D6 and all guards will be alert and incapable of being surprised. Other creatures such as the giant lizards, the amphibaena and the embassies from allied races will not be so replaced.

If the party retire for a second time, then again Saurian losses will be again replaced by 50 per cent and wanderers will be encountered 1-3 on a D6; other conditions will be as the first retirement. There will be lookouts at the entrances, watching for invaders, these will run and warn the Lair if they spot any approaching adventurers.

On a third retirement by the party there will be no Saurian replacements, but the Saurian scouts will automatically discover the party's camp, if within the swamp and no more than 10 miles from the lair; the remaining Saurian warriors will make an all out attack on the party there in a fight to the finish. If the PCs decide to go along with the Saurian allies and destroy the Deep One camp, then they will move on to module U3: The Final Enemy. Their work here is done.

SAURIAN POLITICAL STRUCTURE

It is important to note that within the social structure of the Saurian Lair there are two political groupings. On the one hand are the dominant warriors, led by the chief, supported by the sub chief and officers and including the warrior males but whose inspiration and driving force is the aged Saurian Minister. Opposing them (but only covertly as yet, for the will of the chief is still paramount) are the mystics led by all the shamans and including the females. The shamans hold that all allying and intercourse with other races is contrary to the divine will and nature of their god, Semuanya, and that no good can come of it. As a consequence the shamans hate and distrust the aged Saurian minister as the prime agent of these innovations that go against all nature, but they dare not, as yet, move openly against him as he enjoys the trust and favor of the chief.

NOTE: If somehow it transpires, during the course of the adventure, that the chief, the sub-chief and the officers are killed, then the surviving shamans will become openly hostile to the party and the other visiting embassies alike. There will then be no chance of an anti-Deep One alliance involving Saurian.

One last note on the Saurian: they don't hold grudges. They recognize events, are even sorrowed by them, but are rather cold blooded about many things.

Sure, you killed bob and his wife, stomped on some eggs and tried to hack me up, but you stopped, paid the price the chief demanded, and are working with me now. That's fine, I forget the deeds of the past and look to the future.

Saurian live a different life than humans: death is always around them, and it affects them differently than it does PCs.

NPCS OF THIS ADVENTURE

There are not many specific named individuals in this adventure, as the PCs are dealing with Saurian and not fellow humans. However, there are several classes of Saurian that can be encountered, and each class is detailed in the NPC section following. The monsters and various creatures not described in this NPC section can be found in the Jolrhos Bestiary online.

These Saurian are not like most Saurian in that they lack any connection to the supernatural Ssthen protectorate that most of their kind can call upon in danger. They are isolated from the mainland and it's Saurian, and have developed a different culture over the centuries. Instead, they have Shaman, who have some control over magical power and an innate ability to work with reptiles of any kind. These shaman are not rulers, but are powerful advisors and spiritual guides for the Saurian of this lair.

These Saurian are not very advanced, unless specifically noted they will be using wood and stone weapons, or shark-tooth weapons. They lack metal except what they've discovered and traded for, but they have quite a bit of coin from shipwrecks they've plundered and lost treasure buried by pirates over the years. Thus, they had the money to pay for better weapons and the Saurian Minister was smart enough to make it happen.

THE HAG

Val	Char	Cost	Roll	Notes	Humanoid
30*	STR	15	15-	Lift: 1600	
14	DEX	12	12-	OCV: 5 DCV: 5	
19	CON	18	13-		
12*	BOD	2	11-		
18	INT	8	13-	PER Roll: 13-	
18	EGO	16	13-	EGO Roll: 13-	ECV: 6
25	PRE	15	14-	PRE Attack: 5D6	
0	COM	-5	10-		
10	PD	7		Total: 12 (2 rPD)	
10	ED	6		Total: 12 (2 rED)	
3	SPD	6		Phases: 4, 8, 12	
10	REC	2			
40	END	1			
35*	STN	-			
40	MAN	2			
8	MREC	0			
Total Characteristics Cost: 104					

Movement: Running: 8"/16"
Leaping: 5"/10"
Swimming: 2"/4"

Cost	Powers	END
7	Huge: Growth 1 level (-1" KB) always on, 0 END, persistent, inherent *	0
6	Tough: Armor 2 PD, 2 ED	-
5	Night Vision: IR Vision	-
10	Claw-like nails: HKA D6-1 (2D6 w/STR)	1
4	Swift: Running +2"	-
48	Magic (48 pts in spells)	-
5	Hardy: Power Defense	-
5	Hardy: Lack of Weakness 5	-
5	Strong-Willed: Ego Defense 9 total	-

Skills

7	Alchemy 15-
5	Herbalism 14-
13	Magic Skill 18-
3	Knowledge Skill: runes and glyphs (INT based) 13-
3	Knowledge Skill: antiquities (INT based) 13-
1	Literacy
3	Language: local human language fluent conversation
3	Area Knowledge: local area 13-
-5	-1 all CV in bright light

Total Powers & Skills Cost: 101

Total Cost: 205

PTS Disadvantages

-15	Vulnerable: x1 1/2 BOD from holy weapons
-15	Vulnerable: x1 1/2 STN from holy attacks

Total Disadvantage Points: -30

Ecology: The Hag was dropped on this island in the cataclysm of magic that accompanied and followed the Mageduel centuries ago. She is content to live her wicked, hateful life alone but has an undying lust for treasure, which she collects at every opportunity.

Personality/Motivation: Evil. Hags are evil through and through, plotting dark horror and betrayal. A Hag will appear whimsical and prosaic, they will pose as a harmless old woman, but malevolent genius and dark purpose gleams from their eyes should one look closely.

Powers/Tactics: While capable enough in combat with dirty, jagged raking fingernails like claws, Hags prefer to have others do their fighting. They can and will use magic to defend themselves, but will use it mostly for defense and for other purposes like divination and curses.

In combat, the Hag will use magic to defend herself, preferring to stay out of direct combat if she can. She can hit with powerful blows or claw for horrible damage, but will not use any weapons.

Campaign Use: This adventure's Hag is here to control the Daggermaw Crocodile and make the fight against this brute significantly more challenging.

Appearance: Gigantic, horrible ugly women, hags of such hideous countenance that few can stomach their presence. Rotted teeth, warts, scars, wrinkles, hunchbacked, the Hag has dark blue-black skin and filthy, straggly gray hair that hangs over her face. The Hag is dressed in rags that conceal her build and hunches over considerably to conceal her height. Unless looked over closely it may not be obvious this ugly thing is so big and powerful.

THE HAG'S SPELLS			
NAME	EFFECT	ROLL	MANA
Scrying Pool	View distant places 200"	-2	2
Magepool	Indirect, range x5 on up to 45 active point spells	-2	2
Mage"staff"	80 pt Mana pool pendant	-1	(4)
Magicbane	1 1D6 dispel any spell	-4	4
Mana Drain	Transfer 2D6 mana	-4	4
Calefaction	1 1/2D6 RKA continuous	-5	5
Call Arc Sentinel	Summon arc sentinel		
Fire Rain	Megahex 6D6 eb (1 turn)	-5	5
Fireball	Explosion 7D6 eb	-5	5
Psychic Storm	2D6 Mental Attack AE	-4	4
Phantom Armor	FF 15 PD, 15 ED abla-tive	-4	(8)
Ride Thermals	Glide 5"	-1	1
Greater Cure	Healing 2D6	-2	2

SAURIAN CHIEF

Humanoid

Val	Char	Cost	Roll	Notes	
23	STR	13	14-	Lift 640kg: 4 1/2D6	
17	DEX	21	12-	OCV: 6/7 DCV: 5/9	
18	CON	16	13-		
12	BOD	4	11-		
10	INT	0	11-	PER Roll: 11-/13-	
13	EGO	6	12-	EGO Roll: 11-	ECV: 4
20	PRE	10	13-	PRE Attack: 3 1/2D6	
6	COM	-2	10-		
10	PD	5		Total: 14 (4 rPD)	
6	ED	2		Total: 10 (4 rED)	
4	SPD	6		Phases: 3, 6, 9, 12	
9	REC	0			
36	END	0			
40	STN	7		Total Characteristics Cost: 78	

Movement: Running: 8"/16"
Leaping: 4 1/2"/9"

Cost	Powers	END
12	Scales: Armor 4 PD, 4 ED	-
7	Durable: Lack of Weakness 7	-
4	Keen Nose: Discriminatory Sense (smell)	-
4	Keen Nose: Enhanced Perception +2 (smell)	-
5	Nictating Lenses: Flash Defense 5 (sight)	-
4	Swift: Running +2" (8" total)	2
2	Deep Breath: Life Support breathe per minute	-

-3 One Eye: -2 sight perception; left side only

Cost	Skills and Talents
4	Weapon Familiarity: Common Weapons
1	Weapon Familiarity: Offhand
10	Two Weapon Fighting
13	Combat Sense 13-
5	Combat Skill Levels: OCV +1
3	Combat Skill Levels: OCV +1 with one weapon
3	Combat Skill Levels: DCV +1 with Dodge
3	Tactics 11-
3	Language: Merfolk (fluent with accent)
3	Language: Morianic (fluent with accent)

Total Powers & Skills Cost: 86

Total Cost: 164

PTS Disadvantages

- 10 Vulnerability: x1 1/2 Effect from cold attacks
- 20 Phys Lim: One eye

Total Disadvantage Points: -10

Ecology: Saurian are a race of lizard-men that can be found either in warm, open areas such as plains or in the swamps and jungles of Jolrhos. Saurian are rare in Morien, and looked upon with suspicion and mistrust. They are omnivorous and can eat nearly anything, but seem to prefer a diet heavy in vegetation and fish or insects.

The Saurian of this adventure are more mystical than most, and have formed a community around the worship of the Lord (whom they call Semuanya).

The Chief has no name but Chief, that's what his name became when he took over the position. He is the tribe's mightiest warrior and most capable leader, and despite various injuries is still a very deadly fighter. The Chief is the unquestioned, beloved leader of the tribe.

Personality/Motivation: The Chief is a wise and slow to anger leader, the kind who worries first about his soldiers and people, then about personal gain or problems. He will ignore insults with supreme personal confidence and disregard for personal injury, but think of his tribe foremost.

Powers/Tactics: Saurian use weapons in combat, and have a few racial abilities that make them unique, such as their second set of lenses that protect them from sudden flashes and blinding eye attacks. Their sense of smell is rather keen, and they have natural body armor due to their scales, but are vulnerable to cold attacks.

The Chief is a very powerful fighter, but prefers to settle things without any combat. Able to speak Morianic rather well, he will try to reason with any invaders, and learn from them. The Chief is physically very tough and fast, he is even able to fight blind, but due to an old injury has only one eye and has troubles from the left side due to this lack.

Campaign Use: This is the leader of the Saurian. He is initially found in the Drill hall (area 40), watching his warriors train, or in the throne room (area 11) if the PCs are brought before him

Appearance: Saurian appear as lizardlike humanoids, standing on two legs, with a long flexible tail. They have tiny scales and no hair, and the local Saurian have various crests and projections on their heads. Their legs are bent back like a lizard's and their heads are very lizardlike. The Chief has a metal plate worked into the left side of his head covering a horrible injury and the missing eye. His crests are tattered and worn with age and scarring.

Equipment: Key to his chest in room 31

He is armed with pair of broadswords

The silver chain around his neck is worth 10 sp and the silver arm-band his left forearm is worth 75 cp (He needs no special identification).



SAURIAN CHIEF SHAMAN Humanoid

Val	Char	Cost	Roll	Notes	
13	STR	3	12-	Lift 160kg; 2 1/2D6	
14	DEX	12	12-	OCV: 5 DCV: 5	
11	CON	2	11-		
10	BOD	0	11-		
15	INT	5	12-	PER Roll: 12-/14-	
13	EGO	6	12-	EGO Roll: 12-	ECV: 4
18	PRE	8	13-	PRE Attack: 3 1/2D6	
6	COM	-2	10-		
4	PD	1		Total: 5 (1 rPD)	
4	ED	1		Total: 5 (1 rED)	
3	SPD	6		Phases: 4, 8, 12	
6	REC	0			
26	END	0			
30	STN	5			
40	MANA	1			
6	MREC	0			
					Total Characteristics Cost: 48

Movement: Running: 7"/14"
Leaping: 3"/6"

Cost	Powers	END
3	Scales: Armor 1 PD, 1 ED	-
2	Durable: Lack of Weakness 5	-
4	Keen Nose: Discriminatory Sense (smell)	-
4	Keen Nose: Enhanced Perception +2 (smell)	-
5	Nictating Lenses: Flash Defense 5 (sight)	-
2	Swift: Running +1" (7" total)	1
2	Deep Breath: Life Support breathe per minute	-
45	Magic: 45 pts of spells	-

Cost	Skills and Talents
2	Weapon Familiarity: Common Melee Weapons
13	Magic Skill 17-
2	Language: Merfolk (fluent conversation)
3	Language: Morianic (fluent with accent)
1	Literacy
8	Animal Friendship (lizards only) +3D6

Total Powers & Skills Cost: 96

Total Cost: 134

PTS Disadvantages

-10 Vulnerability: x1 1/2 Effect from cold attacks

Total Disadvantage Points: -10

Ecology: Saurian are a race of lizard-men that can be found either in warm, open areas such as plains or in the swamps and jungles of Jolrhos. Saurian are rare in Morien, and looked upon with suspicion and mistrust. They are omnivorous and can eat nearly anything, but seem to prefer a diet heavy in vegetation and fish or insects.

The Saurian of this adventure are more mystical than most, and have formed a community around the worship of the Lord (whom they call Semuanya).

The Chief Shaman is the third in line in the Saurian Lair, he wields tremendous power, particularly with the females. The chief advisor along with the Saurian Minister, the Chief Shaman is looked up to and listened to by all in the Lair.

Personality/Motivation: Individual Saurian vary, but as a whole they are a very long-suffering, slow to anger race that is willing to get along with whoever they need to, and strike with incredible fury and vengeance on any who wrong them. Then the fury is forgotten and life goes on once the price has been paid. The Chief Shaman is very certain of his views and impatient with any who disagree.

Powers/Tactics: Saurian use weapons in combat, and have a few racial abilities that make them unique, such as their second set of lenses that protect them from sudden flashes and blinding eye attacks. Their sense of smell is rather keen, and they have natural body armor due to their scales, but are vulnerable to cold attacks.

The Chief Shaman has a wide range of spells available to him that he can use to fight as well as heal and protect. He will use his totems to affect the general melee, and cast spells to weaken his foes and assist his friends.

Campaign Use: The Saurian of this adventure start as foes, but an end up as friends. They are the primary focus of U3. The Chief Shaman can be found in room 20 initially.

Appearance: Saurian appear as lizardlike humanoids, standing on two legs, with a long flexible tail. They have tiny scales and no hair, and the local Saurian have various crests and projections on their heads. Their legs are bent back like a lizard's and their heads are very lizardlike.

Equipment: Gold necklace set with pearls worth 35 sp
Staff of the Python that is the focus for his spells
Three totems to cast totem spells with

SENIOR SHAMAN'S SPELLS			
NAME	EFFECT	ROLL	MANA
Balm	Heal 1D6 (restore limbs)	-1	1
Diagnose	Detect Ailment	-2	2
Enflame	Makes fire bigger	-1	1
Greater Eyeblight	Flash 4D6 AE Megahex	-3	3
Greater Cure	Heal 3D6 as damage	-3	3
Purify	Cleans food and water	-1	1
Sense Spirits	Detect local spirits	-1	1
Snake Venom	Drain 1D6 Body, CON	-2	2
Story Smoke	Images with smoke	-1	1
Beetle Shell Totem	2 PD, ED armor to allies	-2	2
Confusion Totem	Drain 1D6 OCV, DCV	-3	3
Tree of Life Totem	Heal 1D6 continually	-4	(8)
Truthsense	Detect Lie	-1	1

SAURIAN MINISTER**Humanoid**

Val	Char	Cost	Roll	Notes	
9	STR	-1	12-	Lift 280kg: 3D6	
9	DEX	-3	12-	OCV: 5 DCV: 5	
8	CON	-4	12-		
8	BOD	-4	11-		
17	INT	7	12-	PER Roll: 12-	
13	EGO	6	11-	EGO Roll: 11-	ECV: 4
13	PRE	3	12-	PRE Attack: 2 1/2D6	
6	COM	-2	10-		
3	PD	1		Total: 4 (1 rPD)	
2	ED	0		Total: 3 (1 rED)	
2	SPD	1		Phases: 6, 12	
4	REC	0			
16	END	0			
17	STN	0		Total Characteristics Cost: 4	

Movement: Running: 5"/10"
Leaping: 1/2"/1"

Cost	Powers	END
3	Scales: Armor 1 PD, 1 ED	-
2	Durable: Lack of Weakness 5	-
4	Keen Nose: Discriminatory Sense (smell)	-
5	Nictating Lenses: Flash Defense 5 (sight)	-
2	Deep Breath: Life Support breathe per minute	-
-2	Running -2"	
-1	Leaping -1"	

Cost Skills and Talents

1	Literacy
3	Linguist
3	Language: Morianic (fluent, no accent)
3	Language: Merfolk (fluent, no accent)
3	Language: Beastman (fluent, no accent)
2	Language: Deep One (fluent with accent)
3	Bureaucratics 12-
3	Conversation 12-
3	Scholar
1	AK: Saltmarsh 11-
1	AK: Shattered Isles 11-
1	KS: Politics 11-
2	KS: Diplomacy (Presence based) 12-
1	KS: Magical items 11-

Total Powers & Skills Cost: 40

Total Cost: 44

PTS Disadvantages

-10	Vulnerability: x1 1/2 Effect from cold attacks
-10	Age: senior citizen Saurian

Total Disadvantage Points: -20

Ecology: Saurian are a race of lizard-men that can be found either in warm, open areas such as plains or in the swamps and jungles of Jolrhos. Saurian are rare in Morien, and looked upon with suspicion and mistrust. They are omnivorous and can eat nearly anything, but seem to prefer a diet heavy in vegetation and fish or insects.

The Saurian of this adventure are more mystical than most, and have formed a community around the worship of the Lord (whom they call Semuanya).

Personality/Motivation: Individual Saurian vary, but as a whole they are a very long-suffering, slow to anger race that is willing to get along with whoever they need to, and strike with incredible fury and vengeance on any who wrong them. Then the fury is forgotten and life goes on once the price has been paid. The Saurian Minister is a very patient, wise, and cunning thinker, he will try to find a way to deal with any situation without violence or personal effort.

Powers/Tactics: Saurian have a few racial abilities that make them unique, such as their second set of lenses that protect them from sudden flashes and blinding eye attacks. Their sense of smell is rather keen, and they have natural body armor due to their scales, but are vulnerable to cold attacks. Due to age, the Saurian Minister is not as capable or keen eyed as he once was, and is rather feeble in combat. He will not fight at all.

Campaign Use: The Saurian of this adventure start as foes, but an end up as friends. They are the primary focus of U3. The Saurian Minister is found initially in area 38. He will be the one most likely to work with and negotiate with the PCs, building an alliance.

Appearance: Saurian appear as lizardlike humanoids, standing on two legs, with a long flexible tail. They have tiny scales and no hair, and the local Saurian have various crests and projections on their heads. Their legs are bent back like a lizard's and their heads are very lizardlike. The Saurian Minister looks very old and wizened, even his crests droop.

Equipment: Gold chain worth 75 sp
Scribe's kit on his belt (ink, pens, small surface to write on, several sheets of paper, sand to absorb ink) worth 25 cp
Spectacles worth 35 cp

SAURIAN OFFICER Humanoid

Val	Char	Cost	Roll	Notes	
18	STR	8	13-	Lift 320kg; 3 1/2D6	
15	DEX	15	12-	OCV: 6 DCV: 5/9	
13	CON	6	12-		
10	BOD	0	11-		
10	INT	0	11-	PER Roll: 11-/13-	
11	EGO	2	11-	EGO Roll: 11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3D6	
6	COM	-2	10-		
7	PD	3		Total: 9 (2 rPD)	
5	ED	2		Total: 7 (2 rED)	
4	SPD	15		Phases: 3, 6, 9, 12	
7	REC	0			
26	END	0			
35	STN	9		Total Characteristics Cost: 61	

Movement: Running: 7"/14"
Leaping: 3 1/2"/7"

Cost	Powers	END
6	Scales: Armor 2 PD, 2 ED	-
3	Durable: Lack of Weakness 3	-
4	Keen Nose: Discriminatory Sense (smell)	-
4	Keen Nose: Enhanced Perception +2 (smell)	-
5	Nictating Lenses: Flash Defense 5 (sight)	-
2	Swift: Running +1" (7" total)	1
2	Deep Breath: Life Support breathe per minute	-
Cost	Skills and Talents	
4	Weapon Familiarity: Common Weapons	
5	Combat Skill Levels: OCV +1	
3	Combat Skill Levels: DCV +1 with Dodge	

Total Powers & Skills Cost: 38

Total Cost: 99

PTS Disadvantages

-10 Vulnerability: x1 1/2 Effect from cold attacks

Total Disadvantage Points: -10

Ecology: Saurian are a race of lizard-men that can be found either in warm, open areas such as plains or in the swamps and jungles of Jolrhos. Saurian are rare in Morien, and looked upon with suspicion and mistrust. They are omnivorous and can eat nearly anything, but seem to prefer a diet heavy in vegetation and fish or insects.

The Saurian of this adventure are more mystical than most, and have formed a community around the worship of the Lord (whom they call Semuanya).

These are the leaders of the warrior Saurian, officers who train and discipline the ranks of the warriors. Better trained, faster, and stronger, they are a threat to any single adventurer.

Personality/Motivation: Individual Saurian vary, but as a whole they are a very long-suffering, slow to anger race that is willing to get along with whoever they need to, and strike with incredible fury and vengeance on any who wrong them. Then the fury is forgotten and life goes on once the price has been paid.

Powers/Tactics: Saurian use weapons in combat, and have a few racial abilities that make them unique, such as their second set of lenses that protect them from sudden flashes and blinding eye attacks. Their sense of smell is rather keen, and they have natural body armor due to their scales, but are vulnerable to cold attacks.

Better trained than ordinary Warriors, the Saurian Officers are usually better equipped as well.

Campaign Use: The Saurian of this adventure start as foes, but an end up as friends. They are the primary focus of U3.

Appearance: Saurian appear as lizardlike humanoids, standing on two legs, with a long flexible tail. They have tiny scales and no hair, and the local Saurian have various crests and projections on their heads. Their legs are bent back like a lizard's and their heads are very lizardlike.

Equipment: Saurian Officers each wear a neck band worth 15 silver typically each will have a small shield Usually a metal weapon, as described in the text D3 doses of Fenuminas on an 11-

SAURIAN SHAMAN

Humanoid

Val	Char	Cost	Roll	Notes	
13	STR	3	12-	Lift 160kg; 2 1/2D6	
14	DEX	12	12-	OCV: 5 DCV: 5	
11	CON	2	11-		
10	BOD	0	11-		
13	INT	3	12-	PER Roll: 12-/14-	
11	EGO	2	11-	EGO Roll: 11-	ECV: 4
10	PRE	0	11-	PRE Attack: 2D6	
6	COM	-2	10-		
4	PD	1		Total: 5 (1 rPD)	
4	ED	1		Total: 5 (1 rED)	
3	SPD	6		Phases: 4, 8, 12	
6	REC	0			
26	END	0			
30	STN	5			
30	MANA	3			
5	MREC	0			
Total Characteristics Cost: 36					

Movement: Running: 7"/14"
Leaping: 3"/6"

Cost	Powers	END
3	Scales: Armor 1 PD, 1 ED	-
2	Durable: Lack of Weakness 5	-
4	Keen Nose: Discriminatory Sense (smell)	-
4	Keen Nose: Enhanced Perception +2 (smell)	-
5	Nictating Lenses: Flash Defense 5 (sight)	-
2	Swift: Running +1" (7" total)	1
2	Deep Breath: Life Support breathe per minute	-
20	Magic: 20 pts of spells	

Cost	Skills and Talents
2	Weapon Familiarity: Common Melee Weapons
7	Magic Skill 14-
1	Literacy
6	Animal Friendship (lizards only) +2D6

Total Powers & Skills Cost: 57

Total Cost: 86

PTS Disadvantages

-10 Vulnerability: x1 1/2 Effect from cold attacks

Total Disadvantage Points: -10

Ecology: Saurian are a race of lizard-men that can be found either in warm, open areas such as plains or in the swamps and jungles of Jolrhos. Saurian are rare in Morien, and looked upon with suspicion and mistrust. They are omnivorous and can eat nearly anything, but seem to prefer a diet heavy in vegetation and fish or insects.

The Saurian of this adventure are more mystical than most, and have formed a community around the worship of the Lord (whom they call Semuanya).

Shaman are the religious class of the Saurian Lair, the servants of Semuanya. They learn simple magic to assist in their task, primarily healing and protective spells.

Personality/Motivation: Individual Saurian vary, but as a whole they are a very long-suffering, slow to anger race that is willing to get along with whoever they need to, and strike with incredible fury and vengeance on any who wrong them. Then the fury is forgotten and life goes on once the price has been paid.

Powers/Tactics: Saurian use weapons in combat, and have a few racial abilities that make them unique, such as their second set of lenses that protect them from sudden flashes and blinding eye attacks. Their sense of smell is rather keen, and they have natural body armor due to their scales, but are vulnerable to cold attacks.

Saurian Shaman will not have any combat spells at this level of skill except Eyebright for personal defense. Their magic is for healing and assisting the Lair and their fellow Shaman.

Campaign Use: The Saurian of this adventure start as foes, but an end up as friends. They are the primary focus of U3. There are 4 shaman serving each Senior Shaman.

Appearance: Saurian appear as lizardlike humanoids, standing on two legs, with a long flexible tail. They have tiny scales and no hair, and the local Saurian have various crests and projections on their heads. Their legs are bent back like a lizard's and their heads are very lizardlike.

Equipment: Silver collar set with coral worth 25 cp
Holy Symbol (a talisman of coral worth 5 cp in the shape of a lizard, very Aztec looking) that acts as the focus for their spells

SAURIAN SHAMAN'S SPELLS			
NAME	EFFECT	ROLL	MANA
Balm	Heal 1D6 (restore limbs)	-1	1
Diagnose	Detect Ailment	-2	2
Enflame	Makes fire bigger	-1	1
Eyebright	Flash 2D6 Sight	-1	1
Lesser Cure	Heal 1D6 as damage	-1	4
Purify	Cleans food and water	-1	1
Sense Spirits	Detect local spirits	-1	1
Story Smoke	Images with smoke	-1	1
Truthsense	Detect Lie	-1	1

SAURIAN SUB CHIEF Humanoid

Val	Char	Cost	Roll	Notes	
18	STR	8	13-	Lift 320kg; 3 1/2D6	
16	DEX	18	12-	OCV: 6/7 DCV: 5/9	
15	CON	10	12-		
11	BOD	2	11-		
10	INT	0	11-	PER Roll: 11-/13-	
11	EGO	2	11-	EGO Roll: 11-	ECV: 4
18	PRE	8	13-	PRE Attack: 3 1/2D6	
6	COM	-2	10-		
8	PD	4		Total: 11 (3 rPD)	
5	ED	1		Total: 8 (3 rED)	
4	SPD	6		Phases: 3, 6, 9, 12	
7	REC	0			
30	END	0			
35	STN	7		Total Characteristics Cost: 64	

Movement: Running: 7"/14"
Leaping: 3 1/2"/7"

Cost	Powers	END
9	Scales: Armor 3 PD, 3 ED	-
5	Durable: Lack of Weakness 5	-
4	Keen Nose: Discriminatory Sense (smell)	-
4	Keen Nose: Enhanced Perception +2 (smell)	-
5	Nictating Lenses: Flash Defense 5 (sight)	-
2	Swift: Running +1" (7" total)	1
2	Deep Breath: Life Support breathe per minute	-

Cost	Skills and Talents
4	Weapon Familiarity: Common Weapons
5	Combat Skill Levels: OCV +1
3	Combat Skill Levels: OCV +1 with one weapon
3	Combat Skill Levels: DCV +1 with Dodge
3	Tactics 11-
1	Language: Merfolk (basic conversation)

Total Powers & Skills Cost: 50

Total Cost: 114

PTS Disadvantages

-10 Vulnerability: x1 1/2 Effect from cold attacks

Total Disadvantage Points: -10

Ecology: Saurian are a race of lizard-men that can be found either in warm, open areas such as plains or in the swamps and jungles of Jolrhos. Saurian are rare in Morien, and looked upon with suspicion and mistrust. They are omnivorous and can eat nearly anything, but seem to prefer a diet heavy in vegetation and fish or insects.

The Saurian of this adventure are more mystical than most, and have formed a community around the worship of the Lord (whom they call Semuanya).

The Sub-Chief is the second in command to the Chief, and the second most powerful Saurian in the Lair. If anything happens to the Chief, this Saurian takes over. Like the Chief, he has no name: his name became "Sub Chief" in

Personality/Motivation: Individual Saurian vary, but as a whole they are a very long-suffering, slow to anger race that is willing to get along with whoever they need to, and strike with incredible fury and vengeance on any who wrong them. Then the fury is forgotten and life goes on once the price has been paid.

Powers/Tactics: Saurian use weapons in combat, and have a few racial abilities that make them unique, such as their second set of lenses that protect them from sudden flashes and blinding eye attacks. Their sense of smell is rather keen, and they have natural body armor due to their scales, but are vulnerable to cold attacks.

A tough fighter, the Sub Chief also has good equipment and superior stats to ordinary warriors. He is trained in basic tactics and can speak a little Merfolk language as well. In combat, the Sub Chief will wield his Broadsword of Warriors with +1 OCV (for 9 OCV total) unless he's having no problem hitting, then he shifts it to +1 Damage Class for 8 OCV and dealing 2D6 HKA.

Campaign Use: The Saurian of this adventure start as foes, but an end up as friends. They are the primary focus of U3. He is initially found in room 40 drilling warriors in javelin combat.

Appearance: Saurian appear as lizardlike humanoids, standing on two legs, with a long flexible tail. They have tiny scales and no hair, and the local Saurian have various crests and projections on their heads. Their legs are bent back like a lizard's and their heads are very lizardlike. The Sub Chief has a bright red double crest along his head and partly down his neck.

Equipment: Key to his chest in room 34
2 Javelins
Gold neck band worth 30 sp
Gold arm-band worth 30 sp
Felstone Broadsword of Warriors
Medium Warding Shield

SAURIAN WARRIOR

Humanoid

Val	Char	Cost	Roll	Notes	
17	STR	7	12-	Lift 280kg; 3D6	
14	DEX	12	12-	OCV: 5 DCV: 5	
13	CON	6	12-		
10	BOD	0	11-		
10	INT	0	11-	PER Roll: 11-/13-	
11	EGO	2	11-	EGO Roll: 11-	ECV: 4
13	PRE	3	12-	PRE Attack: 2 1/2D6	
6	COM	-2	10-		
6	PD	3		Total: 7 (1 rPD)	
4	ED	1		Total: 5 (1 rED)	
3	SPD	6		Phases: 4, 8, 12	
6	REC	0			
26	END	0			
30	STN	5			
					Total Characteristics Cost: 43

Movement: Running: 7"/14"
Leaping: 3"/6"

Cost	Powers	END
3	Scales: Armor 1 PD, 1 ED	-
2	Durable: Lack of Weakness 5	-
4	Keen Nose: Discriminatory Sense (smell)	-
4	Keen Nose: Enhanced Perception +2 (smell)	-
5	Nictating Lenses: Flash Defense 5 (sight)	-
2	Swift: Running +1" (7" total)	1
2	Deep Breath: Life Support breathe per minute	-

Cost	Skills and Talents
4	Weapon Familiarity: Common Weapons
3	Combat Skill Levels: OCV +1 with one weapon

Total Powers & Skills Cost: 29

Total Cost: 72

PTS Disadvantages

-10 Vulnerability: x1 1/2 Effect from cold attacks

Total Disadvantage Points: -10

Ecology: Saurian are a race of lizard-men that can be found either in warm, open areas such as plains or in the swamps and jungles of Jolrhos. Saurian are rare in Morien, and looked upon with suspicion and mistrust. They are omnivorous and can eat nearly anything, but seem to prefer a diet heavy in vegetation and fish or insects.

The Saurian of this adventure are more mystical than most, and have formed a community around the worship of the Lord (whom they call Semuanya).

These are the warrior class, the fighters of the Saurian Lair. Other Saurian have no combat skills and lower physical stats, they are no match for any adventurer.

Personality/Motivation: Individual Saurian vary, but as a whole they are a very long-suffering, slow to anger race that is willing to get along with whoever they need to, and strike with incredible fury and vengeance on any who wrong them. Then the fury is forgotten and life goes on once the price has been paid.

Powers/Tactics: Saurian use weapons in combat, and have a few racial abilities that make them unique, such as their second set of lenses that protect them from sudden flashes and blinding eye attacks. Their sense of smell is rather keen, and they have natural body armor due to their scales, but are vulnerable to cold attacks.

Campaign Use: The Saurian of this adventure start as foes, but an end up as friends. They are the primary focus of U3.

Appearance: Saurian appear as lizardlike humanoids, standing on two legs, with a long flexible tail. They have tiny scales and no hair, and the local Saurian have various crests and projections on their heads. Their legs are bent back like a lizard's and their heads are very lizardlike.

Equipment: Unable to swim as often as their scales require, the Saurian in this adventure have taken to using vegetable oils rubbed into their scales regularly with colored cloths. For this reason each inhabitant of the lair oils its skin regularly using a light vegetable oil applied with a brightly colored cloth.

Saurian tend to use leather and cloth to wrap things around their body rather than cover, making carrying easier. Most Saurian will have no money on them, but many will use jewelry (especially that found in shipwrecks or buried treasure) for adornment, and varying ranks use arm or neck bands as badges of office.

Most will have javelins (stone headed) and either an axe or morning star. Some will have shields, as noted in the text.

SENIOR SHAMAN

Humanoid

Val	Char	Cost	Roll	Notes	
13	STR	3	12-	Lift 160kg; 2 1/2D6	
14	DEX	12	12-	OCV: 5 DCV: 5	
11	CON	2	11-		
10	BOD	0	11-		
15	INT	5	12-	PER Roll: 12-/14-	
11	EGO	2	11-	EGO Roll: 11-	ECV: 4
13	PRE	3	12-	PRE Attack: 2 1/2D6	
6	COM	-2	10-		
4	PD	1		Total: 5 (1 rPD)	
4	ED	1		Total: 5 (1 rED)	
3	SPD	6		Phases: 4, 8, 12	
6	REC	0			
26	END	0			
30	STN	5			
36	MANA	5			
6	MREC	2			
					Total Characteristics Cost: 45

Movement: Running: 7"/14"
Leaping: 3"/6"

Cost	Powers	END
3	Scales: Armor 1 PD, 1 ED	-
2	Durable: Lack of Weakness 5	-
4	Keen Nose: Discriminatory Sense (smell)	-
4	Keen Nose: Enhanced Perception +2 (smell)	-
5	Nictating Lenses: Flash Defense 5 (sight)	-
2	Swift: Running +1" (7" total)	1
2	Deep Breath: Life Support breathe per minute	-
30	Magic: 30 pts of spells	

Cost	Skills and Talents
2	Weapon Familiarity: Common Melee Weapons
9	Magic Skill 15-
1	Language: Merfolk (basic conversation)
1	Literacy
6	Animal Friendship (lizards only) +2D6

Total Powers & Skills Cost: 68

Total Cost: 113

PTS Disadvantages

-10 Vulnerability: x1 1/2 Effect from cold attacks

Total Disadvantage Points: -10

Ecology: Saurian are a race of lizard-men that can be found either in warm, open areas such as plains or in the swamps and jungles of Jolrhos. Saurian are rare in Morien, and looked upon with suspicion and mistrust. They are omnivorous and can eat nearly anything, but seem to prefer a diet heavy in vegetation and fish or insects.

The Saurian of this adventure are more mystical than most, and have formed a community around the worship of the Lord (whom they call Semuanya).

Senior Shaman are the primary priests and spiritual guides of the Saurian Lair. They teach and lead services and are the main advisors for the Lair. They also act as counselors, settling difficulties and arguments that are too minor or personal for the Chief to handle. At present after Deep Ones killed one and the Daggermaw ate another, there is only one Senior Shaman left in the Lair.

Personality/Motivation: Individual Saurian vary, but as a whole they are a very long-suffering, slow to anger race that is willing to get along with whoever they need to, and strike with incredible fury and vengeance on any who wrong them. Then the fury is forgotten and life goes on once the price has been paid.

Powers/Tactics: Saurian use weapons in combat, and have a few racial abilities that make them unique, such as their second set of lenses that protect them from sudden flashes and blinding eye attacks. Their sense of smell is rather keen, and they have natural body armor due to their scales, but are vulnerable to cold attacks.

Senior Shaman have learned some more powerful magic and have a few attack spells but still primarily focus on healing and assisting the Saurian Lair. He is initially found in area 9.

Campaign Use: The Saurian of this adventure start as foes, but an end up as friends. They are the primary focus of U3.

Appearance: Saurian appear as lizardlike humanoids, standing on two legs, with a long flexible tail. They have tiny scales and no hair, and the local Saurian have various crests and projections on their heads. Their legs are bent back like a lizard's and their heads are very lizardlike.

Equipment: Silver collar set with pearls worth 15 sp Holy Symbol (a talisman of coral worth 5 cp in the shape of a lizard, very Aztec looking) that is the focus for his spells

SENIOR SHAMAN'S SPELLS			
NAME	EFFECT	ROLL	MANA
Balm	Heal 1D6 (restore limbs)	-1	1
Diagnose	Detect Ailment	-2	2
Enflame	Makes fire bigger	-1	1
Greater Eyeblight	Flash 4D6 AE Megahex	-3	3
Lesser Cure	Heal 1D6 as damage	-1	4
Purify	Cleans food and water	-1	1
Sense Spirits	Detect local spirits	-1	1
Snake Venom	Drain 1D6 Body, CON	-2	2
Story Smoke	Images with smoke	-1	1
Truthsense	Detect Lie	-1	1

TREASURES OF THIS ADVENTURE

BLOODIRON KEEN HEAVY MACE

This rusty looking iron mace is wrapped with crocodile skin for a rough, but sturdy grip that is uncomfortable to all but Saurian hands. The mace grants the magical ability to any who wield it to find weakness at a 14-roll, but until the mace is identified, this power will not be apparent immediately. The wielder will notice that his eyes are drawn to spots in the opponent's armor, weaknesses in their attack and stance. The GM should give the character an INT roll after each fight to figure out what's going on, and with a successful roll, they will realize the mace's power.

BOOKS

There are two books of special interest in this adventure, both in the Saurian Minister's sleeping quarters in area 39 of the Saurian Lair.

THE OCCULT PROPERTIES OF GEMSTONES

This is a followup to the first volume in the Haunted Mansion near the town of Saltmarsh: *Magical Properties of Gemstones*, by the same author. Like the former volume, this is a technical treatise on gems and magic, and like the previous volume will grant a +2 circumstance bonus to any gem-related skill such as geology, assaying value, and even enchanting gems (for the magic skill roll - note only one book at a time will grant this bonus). If the entire book is read and studied, it grants a +1 to any gem-related skill permanently. Studying the book takes at least a week of time spent reading and taking notes.

SAURIAN LANGUAGE AND MORIANIC GRAMMAR

This book is as dull as you'd expect, a dry work on linguistics, glottal structure, the formation of words by each race, grammar, sentence structure, and so on. However, it is a useful book for learning languages. If any character with Cramming uses this book, they will learn enough Saurian to speak it at the basic conversation (1 point) ability. Anyone with the Universal Translator talent will gain 1 point in the Saurian language with but a few minutes of study, and if they have the book handy will be able to converse comfortably with any Saurian. Reading and studying the book for at least a week will give any character 1 point of Saurian language permanently. If two more

Weeks are spent studying, they will advance to the fluent conversation (2 point) level. Each doubling of time spent studying increases the skill by 1 more point, but only up to 4 points total.

BROOCH OF FLEETING POWER

This Brooch is in the shape of a bull pawing at the ground in anger, made of fine brass. The workmanship is clearly too advanced for Saurian skills. The wearer of this Brooch may call upon it once a day to grant a 3D6 Strength Aid, which fades at 5 points per turn. This extra Strength costs 5 times as much END as normal. The Brooch has unlimited charges, but can only be used once each day, the magic resetting at dawn.

DARKTORCH

This torch is made of felwood and is black as night. When lit, the flames burn an eerie dark blue and will only be visible to the one holding the torch. The light cast by this torch only can be seen by the bearer, making it a useful stealthy tool. If the one carrying the torch puts it down, it will continue giving them light for one minute, then snuff out. If it is handed to someone else, it transfers this sight to them instead. The light cast is like a normal torch, illuminating clearly within 5", then each 1" beyond that suffers a -1 sight perception until the normal level of illumination is reached.

DRAUGHT OF CURING

This potion is able to cure any disease or disease spell, doing a 24D6 dispel on all disease special effects at once. The full effect takes a turn to complete (doing the dispel at 2D6 intervals per segment). Unfortunately the draught looks like runny cheese, chunky in a watery substance and smells like rotten eggs.

DRAUGHT OF HEALING

This is a horrible tasting, reeking potion of chunky, thick material like snot or barely melted grease. When drank, it heals 5D6 as if it is dealing normal damage.

DRAUGHT OF UNVENOM

Like the Draught of Curing, this eliminates poison of any kind at 2D6 per segment until the full 24D6 is reached after a turn of gradual effect. The draught looks like green paint and tastes like a spoon full of alum, absolutely dry and bitter.

FELSTONE BROADSWORD OF WARRIORS

Felstone resists corrosion very well as it is more of a resin than a metal, and materials made of this enchanted ore will survive the ocean floor much better than iron based objects. The Saurian found this in a shipwreck and it has been passed down from Subchief to Subchief for generations. Each phase of combat, the wielder can choose to be more accurate or hit harder, and the weapon responds with either +1 OCV or +1 damage class of killing damage. If nothing is chosen, it will continue what it was last ordered to do.

MARINER'S CORAL PLATE HELM

Formed of the pinkish coral that merfolk use for their armor and weapons, this is a hard, light plate helm of distinctly oceanic design. Starfish are worked into the side, octopus tentacles form the front grille over the eyes and mouth, and the top is capped with a shark with its jaws open, rising up out of the water. When worn, this helm grants +2" swimming, the ability to breathe water, environmental movement in water, and it has no weight or encumbrance while submerged.

MEDIUM WARDING SHIELD

This is an ordinary wooden shield with metal reinforcement in the form of bands crisscrossing over it and around the edge. The shield is enchanted to grant +1 DCV (for a total of +3) while wielded.

MITHRIL KATAR OF BITING

This punch dagger is very simply made, and razor sharp. It is so sharp and is enchanted so well that it does penetrating damage in addition to the armor piercing that Katar normally do. In other words, the Katar halves defenses, then even if this protects from the damage, the penetrating still gets some through. If the armor is hardened, the penetrating ability is blocked, it must be hardened twice to ignore both powers.

PEARL OF POWER

When held and commanded by willpower, this pearl adds to magical power. The owner must make an Ego roll each time, if he succeeds, the pearl adds +1 to magic skill roll and grants 5 active points bonus power to the spell being cast. For each 1 the roll is made by, this increases by the same amount, up to +3 and +30 active points. This is an OAF, it can be easily taken or removed from the caster's hand, and is clearly doing something magical when used.

POTION OF HEROES

This potion is very old but still has great potency. A dose of this potion grants +3 lightning reflexes with all attacks, +5 strength for combat only, +2 OCV, and +10 presence (defensive only). The effect lasts D3x20 minutes, and it tastes like a very fine ale, golden orange in color. The presence takes effect immediately, the other powers take a phase to begin.

RUNES

Attaching a rune to the appropriate item is a simple matter of placing the rune where it is desired, concentrating for one phase at 0 DCV and making a successful Ego roll. The rune is then bound to the item and cannot be removed without destroying it and losing the effect.

RUNE OF REACHING

This rune grants x5 range to any ranged weapon.

RUNE OF RESPONSE

This rune makes any drawn and readied weapon immediately attack any foe that strikes them, as a damage shield (of the damage of the weapon without any levels, skills, or strength added from the wielder).

SHADED RUNE

This rune grants sight flash defense to any armor equal to it's resistant PD defense (so plate armor would grant 8 flash defense).

SCROLL OF PROTECTION FROM UNDEAD

This parchment scroll is very old and brittle. It is written in arcanum and requires a magic roll at -3 to read. Reading the scroll takes a full phase of concentrating at 1/2 DCV, reading out loud and doing nothing else. Once the scroll is finished, everyone within a 1" radius centered on the reader gains +3 DCV and 20rPD, rED armor versus any attacks by undead. The scroll is destroyed by reading it, or by any rough handling whatsoever.

STAFF OF THE SERPENT

This staff is shaped much like a stylized cobra, the head of the cobra at the top. It is made of fine *eilhas* wood overlaid with bronze and tin for an attractive effect. The staff is a total of four feet long and is in very good shape. The word 'histan' is scribed in Morianic near the head of the cobra, but it is so cunningly worked into the scale pattern it is not immediately obvious. This is the command word for the staff, and it takes deliberate study of the staff and an INT roll to find and recognize it as a word.

The staff is an ordinary quarterstaff, but it also has magical powers. First, any hit with the staff has an 11-chance of also delivering a bite that does 1D6 killing damage NND (full damage, immunity to poison or being an automaton negates) as the head bites the target. This power functions even if the character has no idea what the staff is or does, it is a proc that goes off on its own, even if you are just clowning around with your buddy or sparring with them. Second the Staff of the Serpent grants +2 EGO roll to control summoned snakes. Third, with the command word, the wielder can cause the staff to do one of three things:

- 1) Summon D6 Arrowhead Rattlers. This can be done once an hour.
- 2) Turn into a Burnfang snake which serves as if it is a summoned serpent with slavish loyalty. The staff can do this once a day
- 3) Take control of any present snake that the wielder has not summoned or already control; this is a 12D6 telepathic mind control that has only one command: fight my enemy.

Simply having the command word and the staff is not enough to wield these powers, however. The owner must keep the staff on their person and study it, use it in combat at least one fight, and make an Ego roll to unlock the second power. Once this is done, the owner must wait a day before attempting to unlock the third power. Then he has to spend a full day concentrating on the serpent design, the word 'histan' and the concept of serpents - this day is spent 1/2 DCV and without in any strenuous activity such as combat.

Then the staff must be carefully rubbed down with snake blood using the skin of a snake, and an Ego Roll at -3 be made (extra time can be used to assist with this roll, continuously anointing the staff at 1/2 DCV). If this succeeds, the third power of the staff is activated. However, this attunement to serpents comes at a price: the wielder is then -1 DCV to snakes. Naturally, the Chief Shaman has done all this and is completely attuned.

STRANGE FELSTONE FLAIL OF NIGHT

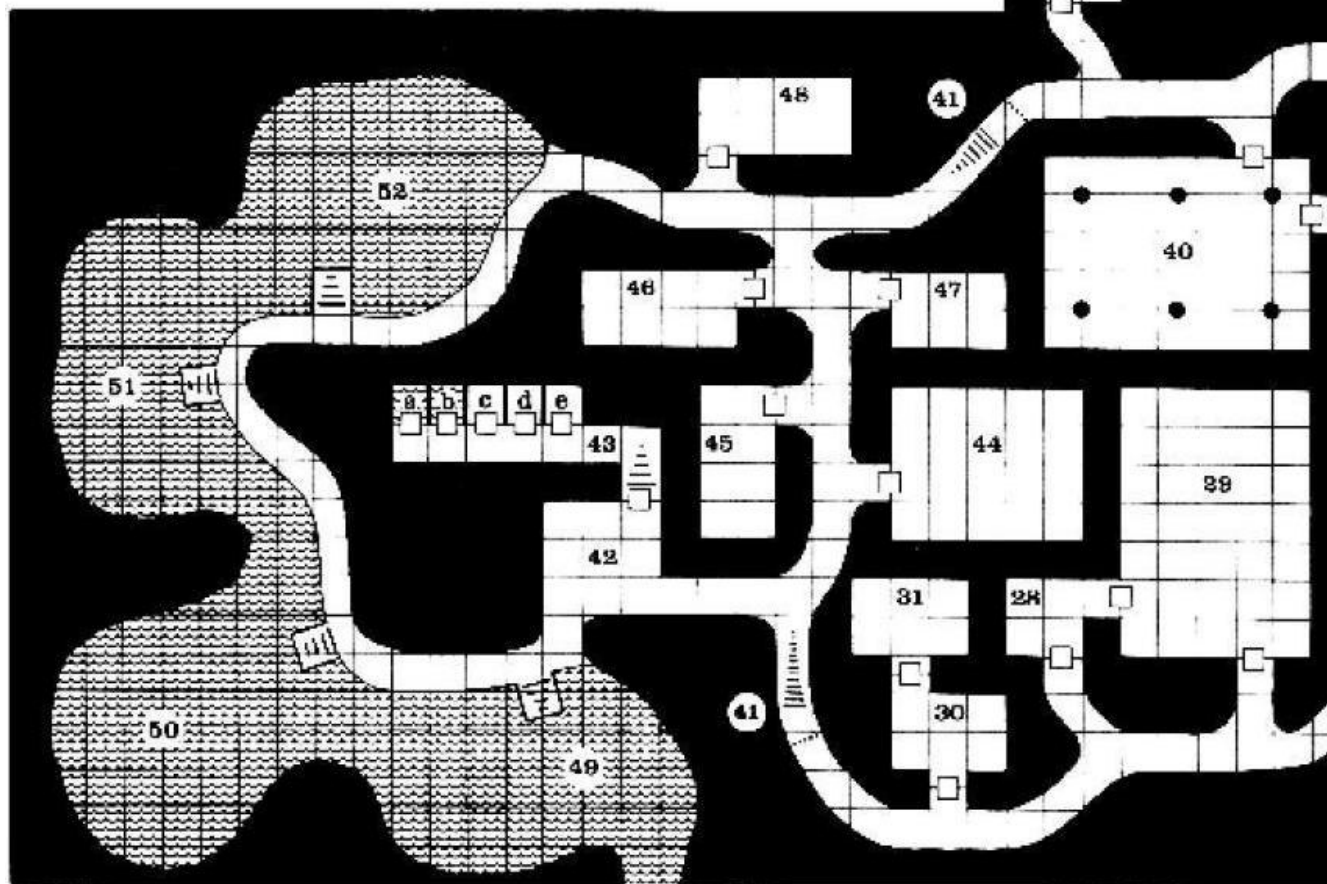
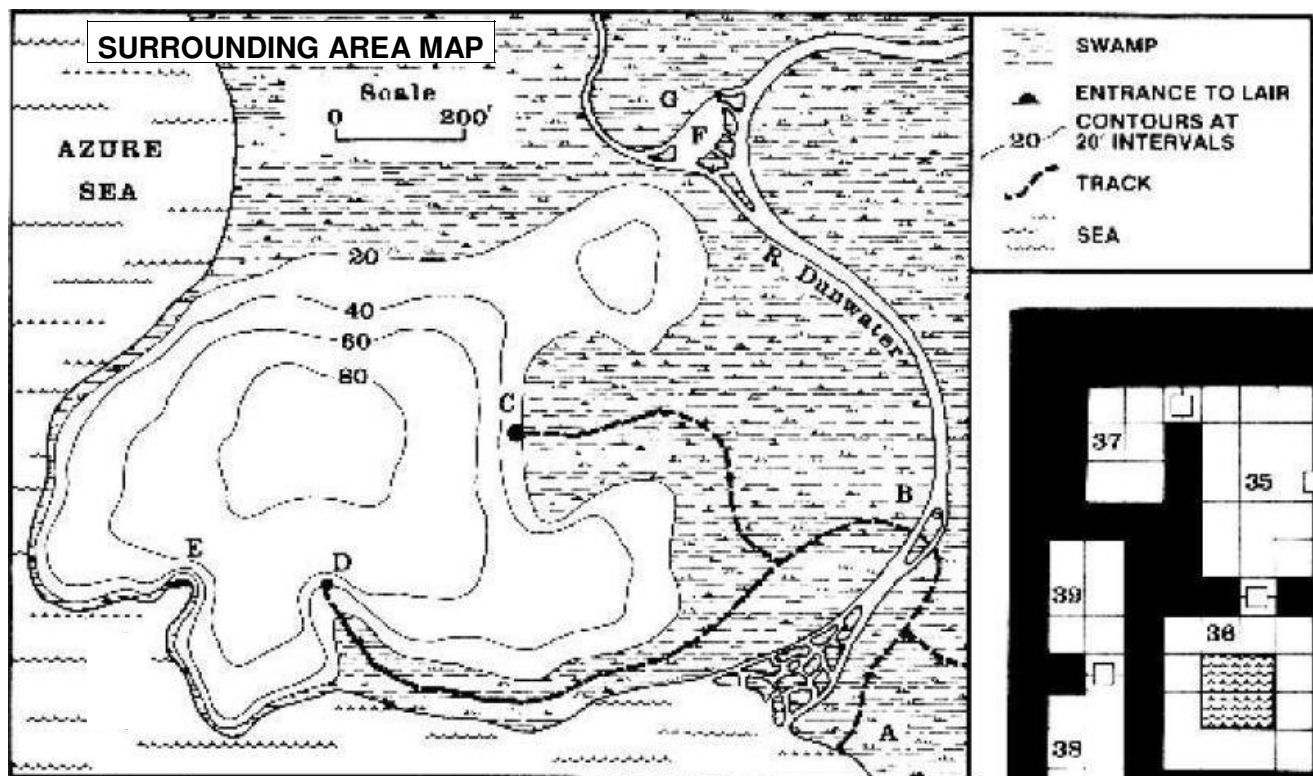
This weapon was lost by one of the invading party that died in the Saurian Lair, and is unknown to any of the Saurian. It is well crafted (by Deep Elves, long ago) and is enchanted to give the bearer Ultraviolet vision. It also has another enchantment that did not work quite so well. Each time the flail is attacked with, the wielder must roll a D6. If he rolls a 2-3, there is no effect, otherwise the accuracy of the flail is affected. On the D6 a roll of 1=-1 OCV, 2-3=no change, 4-5=+1 OCV, 6=+2 OCV. Thus, the actual accuracy of the flail varies wildly between swings.

ARMOR TABLE

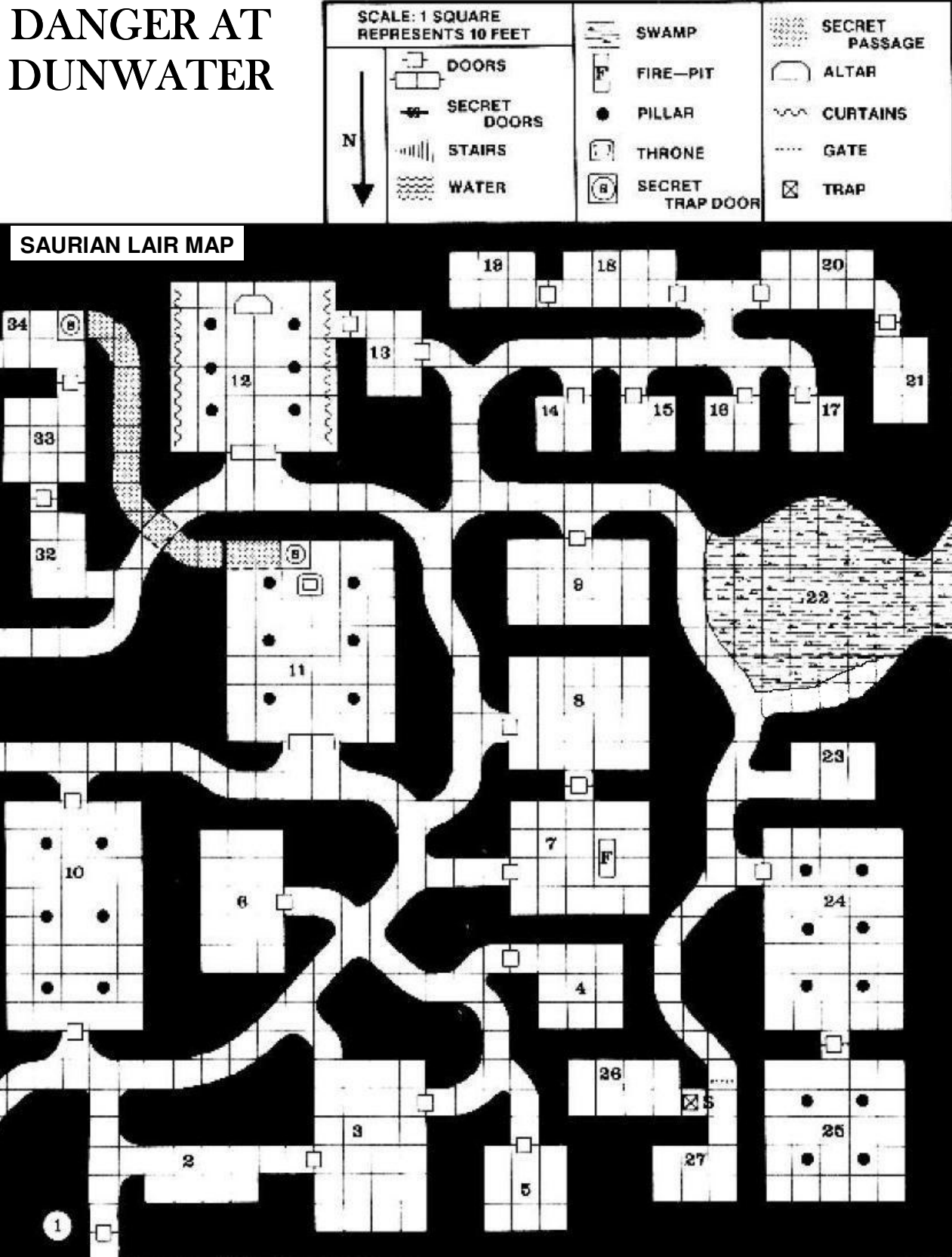
ARMOR	rPD	rED	PD	ED	KG WT	Amr DEF	BOD	CP VALUE
Mariner's Coral Plate Helm	10	7	10	7	1.57	10	4	90

WEAPON TABLE

WEAPON	OCV	RNG MOD	DAM	STN MOD	STR MIN	DEF	BOD	KG WT	CP VALUE
Bloodiron Keen Heavy Mace	--	--	1½D6*	+1	12	7	5	2.75	475
Felstone Broadsword of Warr.	+1	--	D6+1	--	8	8	6	1.6	280
Mithril Katar of Biting	+1	--	D6 <i>ap</i>	--	4	6	2	.24	700
Staff of the Serpent	+1	(1")	(4D6)	--	8	6	4	1.2	1500
Strange Felstone Flail of Night	(+1)	--	1D6	--	6	6	4	1.4	290
Stone Javelin	--	-1	D6-1	--	8	3	2	1.5	9
Stone Morning Star	--	--	D6+1	+1	12	4	2	3	19
Stone Axe	--	--	D6+1	--	12/16	4	3	3	18



DANGER AT DUNWATER



SALTMARSH AREA MAP

