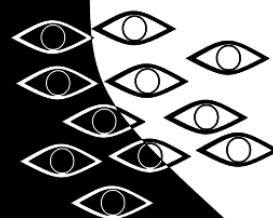


Trail of the Sea Demon

adventures for levels 3-5

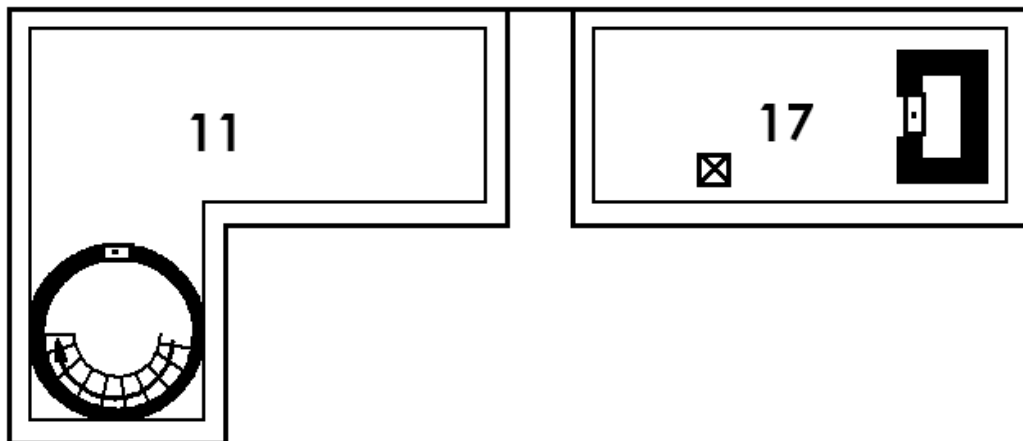
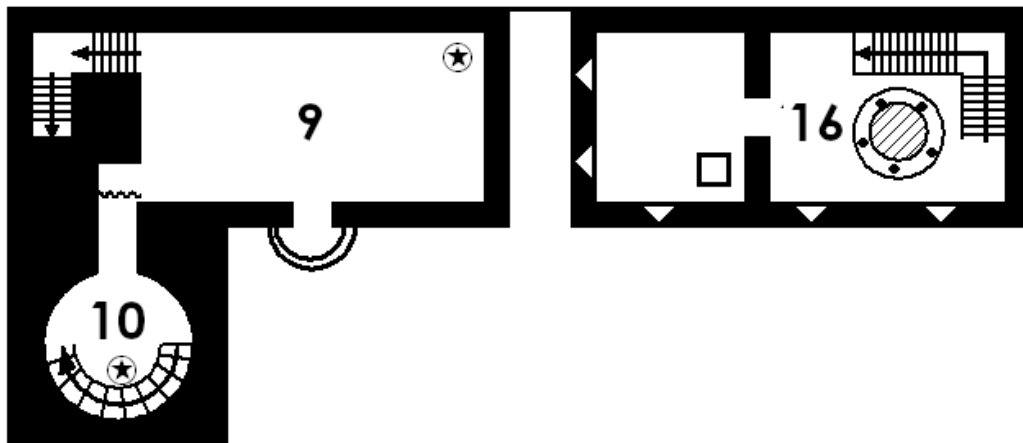
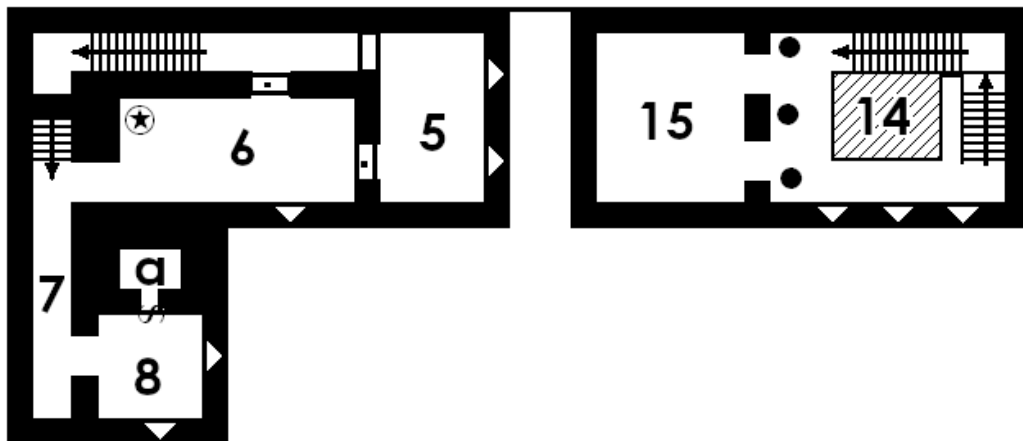
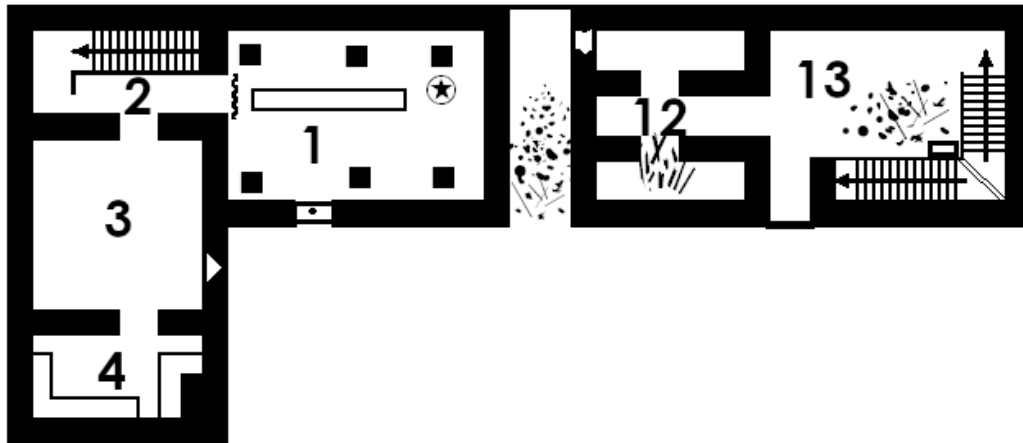


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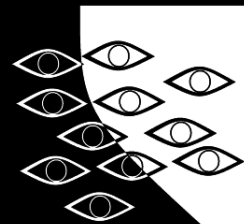
E.M.D.T. 63

THE HOUSE OF ROGAT DEMAZIEN



Trail of the Sea Demon

adventures for levels 3-5



E. M. D. T.
First Hungarian
D20 Society

by Gabor Lux

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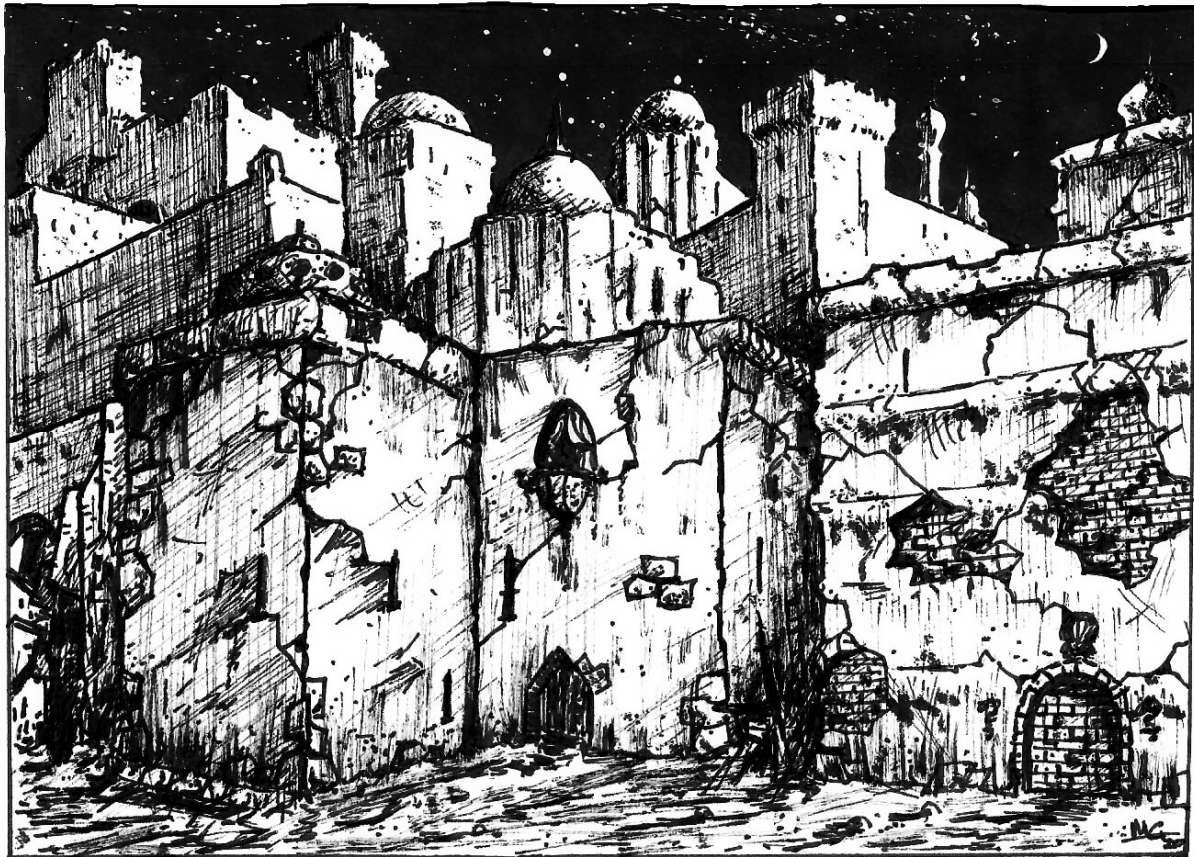
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The Sea Demon has been a mystery in multiple campaigns I have run over the years. The three scenarios in this volume coalesced out of daydreams about distant and forbidding cities, always a bit uncertain around the edges. The adventures were used in different contexts and configurations over multiple campaigns. In one, the Sea Demon and its temple were shadowy adversaries, and in one, sinister allies. In a third, their presence was felt but they were never discovered. The motivations of this strange cult have never been found out, and the exact identity of the Sea Demon was left an enigma.

This collection of three mini-adventures does not disrupt the mystery. The scenarios are connected in multiple ways, but the straight lines of cause-effect relationships are not present, and it is up to you to establish the leads and join the pieces. These are city adventures, but they are not linked to any strict place. They are about locales which exist *between* the fabric of streets and plazas, unseen except from the corner of the eye, and by those who are privy to a secret knowledge.

Gabor Lux
Pécs, 5 July 2020



The House of Rogat Demazien

The house of Rogat Demazien is an old, crumbling building located in the beggars' quarter. The surrounding houses are decrepit and uninhabited; some have been sealed to prevent unlawful entry, while others are the dwellings of thieves and vagrants. This is a place where few live by choice, and the watch does not visit thanks to an obscure old treaty. One can only count on his own devices to guarantee the safety of his life and valuables.

Perhaps this is the exact reason Rogat Demazien has chosen this house – once a prosperous cloth merchant's home – as his residence. He paid the authorities a modest yet fair amount before moving in with his belongings. Since then, he has become known as an authority on strange teachings, and as a talented stone-carver known for *outré* pieces for wealthy eccentrics. His only servant, a lean and silent old man, visits him but rarely with a cart's worth of supplies, bringing food and crude stone for his strange art.

Rogat himself is very rarely seen, but he leaves three or four times every year to visit the city of his birth, leaving his house empty and unsupervised. In his absence, thieves have tried to burgle his house on two occasions. Both expeditions resulted in a failure, and none of the perpetrators returned, although one was found with a broken body before the front door, apparently having fallen from the roof or the balcony below. There was no other sign of injury, and no sound of struggle during that night – just the disappearances, the body and nothing more. Recently, Rogat Demazien has left again, leaving a deserted home no doubt filled with riches and items of occult interest...



Key to the Street Level

The houses in this side street are mostly empty, and their entrances are walled off. Some are close to collapse, but even those in a relatively good condition have seen better days. Pigeons and seagulls nest in the empty windows. Rogat Demazien's residence, and a small, ruined palace next to it are the most intact. The place sees little traffic; roll for **random encounters** on a 1:6 probability every second turn by day, and every third turn by night.

1. Beggars of Shakkur (3d6): HD 1-1; AC 10; Atk club 1d6 or dagger 1d4; ML 6; AL CE.

Hp	5	1	2	6	1	5	5	2	6	1	5	2
	2	1	2	2	1	1	6	1	1	1	2	3

Half-animalistic beggars reduced to cannibalism and the worship of dark gods, too far gone to communicate articulately. Do not count as losses for the underground area.

2. Drunks (2d6): HD 1; AC 10; Atk dagger 1d4 or club 1d6 or shortsword 1d6; ML 7; AL N.

Hp	1	2	8	3	1	2	6	7	2	3	8	6
	7	3	3	4	6	8	6	4	7	2	5	3

3. Giant rats (1d4*5): HD ½; AC 7; Atk bite 1d4; Spec disease 5% per wound; ML 5; N.

Hp	1	4	1	2	1	3	2	2	3	4	1	3
	1	1	1	2	4	3	4	1	3	4	3	3
	3	4	3	4	3	3	3	4	3	1	4	2

4. Wild dogs (1d4*3): HD 1+1; AC 7; Atk bite 1d6; ML 7; AL N.

Hp	6	5	4	7	9	4	7	7	9	2	9	8
	3	6	9	9	2	9	8	5	6	6	2	5
	4	2	5	8	3	8	8	6	3	9	4	7

5. Bandits (1d4*5): HD 1d6; AC 6 (leather, shield); Atk shortsword 1d6 or 2*sling 1d4; ML 7; AL N; 1d6 gp each.

Hp	6	3	5	6	3	4	3	1	2	6	6	4
	4	2	5	4	3	2	2	2	5	5	6	6
	6	6	4	6	6	1	2	6	4	6	2	2

They only approach if they possess numerical advantage or a superior position.

6. Prostitutes (1d6+1): HD 1d6; AC 10; Atk 2*dagger 1d4; ML 5; AL N; 2d6 gp, 1:6 of 1d6*20 gp jewellery.

Hp	6	1	1	6	2	4	6	1	6	4
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They are only passing through this area. 1:3 of 1d6 bandit followers for protection.



A. The house of Rogat Demazien: This is the most intact house nearby, with a strong locked **wooden door** (-30% to pick). The shuttered windows are too narrow to squeeze through. On the second floor, there is a small balcony and an unguarded archway covered with a simple curtain. Interior areas are described later.

B. Alley: The narrow alley between the two houses is full of garbage and fallen debris. A **crack in the wall** behind a rubble pile leads into the abandoned palace, with a heavy smell of human presence. 1:6 of encounter with **2d6 beggars of Shakkur** defending interior (see 12).

C. Ruined palace: This building has seen better days, with faded stucco and decaying ornaments. Its former residents were followers of the Sea Demon's dark and austere teachings, and were sentenced to a terrible punishment before the place was condemned and the entrances sealed off. The street entrance is bricked up. 1:6 of falling ornament if climbing up to flat roof (save vs. paralysis or 2d6 Hp).

D. Burned-out building: The top floors have collapsed in on this smoke-blackened shell. Pieces of exquisite marble statuary are half-buried in the debris. At night, **distant moaning** can be heard from underneath, and a **spectral hand** draws soot letters on light surfaces, pleading to be freed from a buried under-cellar.

E. Alley: Another narrow alley. Set in the passage below an overarching bridge connecting buildings **D** and **F** is a **rusted iron gate**, seemingly unmolested all these years. It is in fact well oiled and locked, as the small workshop opening from the alley's end is used as a thieves guild safehouse. The current resident is **Fik**, a thief hiding from the authorities. He has a sack of 400 gp, and a hidden pouch of 5 gemstones on his person (10 gp, 2*20 gp, 2*100 gp). The safehouse also contains 300 gp worth of fragrant sugar, and five long packages containing weird cadavers with deformed skulls – a circumstance filling the superstitious Fik with unease.

Fik: Thief 3; AC 5 (Dexterity, leather); Atk shortsword 1d6; Spec backstab*2, PP 40%, OL 33%, FT 30%, MS 27%, HS 20%, HN 15%, CW 87%; Dex 17; ML 8; AL LE; lockpicks.

F. Bathhouse: Fallen tiles litter the interior of this former steam bath; ferns and fig trees grow in the accumulated dirt now filling the pool. This is the lair of **9 wild dogs**.

Wild dogs (1d4*3): HD 1+1; AC 7; Atk bite 1d6; ML 7; AL N.

Hp 8 3 4 3 6 6 8 4 3

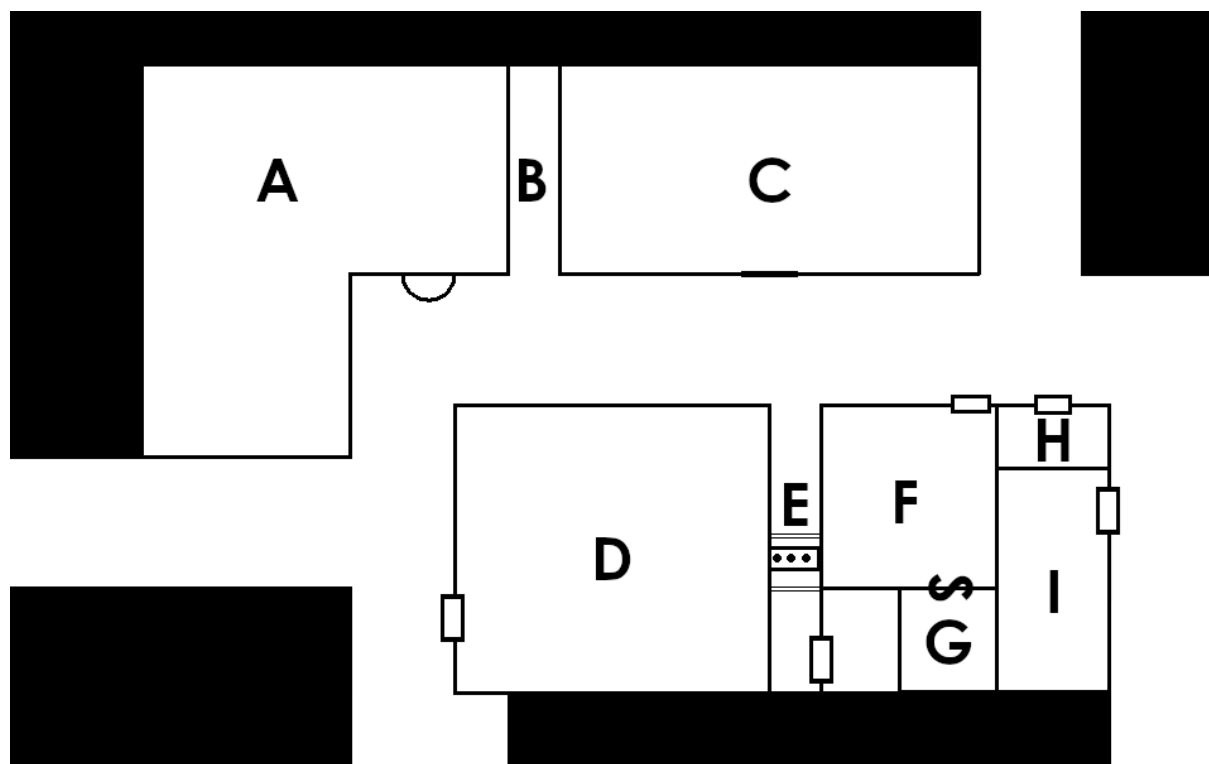
G. Lupanar: A secret house of pleasure, now inhabited by **10 beggars of Shakkur**. Scattered around in the filth are three small pieces of erotic statuary in alabaster worth 3*40 gp.

Beggars of Shakkur (10): HD 1-1; AC 10; Atk club 1d6 or dagger 1d4; ML 6; AL CE.

Hp 1 7 1 4 5 1 3 7 7 1

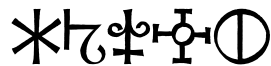
H. Street shrine: Abandoned shrine decorated with the image of an olive branch and a shepherd's crook. The **fat, bearded idol** therein is robbed of his gemstone eyes, his crook lies on the ground, and a burning bowl has been upset with the ashes scattered.

I. Barracks: Former military barracks decorated with images of fighting and marching. Black mould has claimed the ground floor. On the more intact upper story, a mounted old short sword on the wall is an antique worth 90 gp. However, the floor is weak due to the mould, and has **1:6** to collapse (save vs. paralysis or 2d4 Hp).



Key to the Houses

Although Rogat Demazien's home appears unguarded at first glance, it is not defenceless against intruders. Deadly illusions and enchanted idols (special gargoyles) imbued with an evil intelligence protect the peace and quiet of his quarters. The **traps** are activated as indicated in the text. The **idols (found at 1, 6, 9 and 10)** are another matter: they become self-aware when the first intruder crosses their line of sight, but don't attack until a favourable opportunity presents itself, and they can strike from surprise. In combat, the idols fight as **gargoyles**; however, they also project *silence 15' radius* while they move. The statues communicate telepathically. If one is destroyed, the rest are immediately activated.



1. Shop: The cloth merchant's store is a dark, cramped room smelling of dust and stale lamp oil. The only detail that looks out of place is a **heavy basalt idol** in the NE corner. **Wooden crates** filled with decayed bolts of cloth are stacked under heavy, blackened beams. Miscellaneous **tools** – scales, shears, measuring sticks – lie on the countertop. Nobody has disturbed the place for a long time.

The **idol** appears as a squat reptilian beast with a grotesque horned head, stunted bat-like wings, and crooked claws. It can command the front door to shut and relock at will. It does not attack unless someone attempts to leave the house through this exit.

Idol: HD 4+4; AC 5; Atk 2*claws 1d3 and bite 1d6 and horns 1d4; Spec lock doors, surprise 3:6, *silence 15'r* while moving, +1 or better to hit, telepathy; ML 12; AL CE.
Hp 22

2. Stairway: More **crates** full of cloth are kept here. The stairs are cedar, and appear to be well cared for if a bit dusty. A **trapdoor** leading down to the Underity (1) is hidden behind some crates. It is hard to open from below due to the weight (open doors check).

3. Workshop: Formerly the servants' and apprentices' quarters, with crude cots and stools set aside in a corner. It is currently Rogat Demazien's stone carving workshop, with various chisels, hammers, drills and wedges. The half-complete **statue** of a stone monstrosity with bestial muscles and a snarling maw emerges from a large stone slab.

4. Kitchen: Counter and dusty fireplace, veils of cobwebs. A corner has been cleaned for a few weeks' worth of **food stores**, a few amphorae of wine, candles, and other household items.

5. Bedroom: This is a simple yet tidy bedroom, with a double bed, a wardrobe, and a faded brass mirror on the wall. Like the rooms on the first floor, it is completely abandoned. A chest contains a set of robes worth 100 gp, various odd headpieces (one has a jewel pin worth 100 gp), sandals, etc.

6. The room of endless night: Shutters close the only window and inky drapes cover the walls and ceiling, glimmering with a myriad silvery dots like the night sky. A sizable water basin stands in the middle of the room. There is also a wardrobe by the east wall and a stone pedestal with an **idol** in the NW corner.

- A perpetual **magical gloom** shrouds the room. Both natural and magical light turns into a weird phosphorescence that barely illuminates its surroundings; all light sources are consumed within 1d3+4 rounds.
- The **idol** is a bat-frog hybrid with a broad smile. It has two powers: to lock all the room's doors at will, and to use a devastating mental strike against a single victim. It prefers to attack once characters have fallen prey to the well, or they have released the darkness from the wardrobe. It also attacks anyone returning from area **8a** with its riches.



- The **water basin** is made of marble and looks like fonts typically found in large temples. The image of the moon may be seen within, according to its current phase. This mirage possesses an unnatural magnetism: anyone looking in the water has his gaze transfixed, and if he fails to save vs. spells, he falls into the water and sinks helplessly towards the pale reflection. Unless rescued and resuscitated in four rounds (risky for anyone looking in the well), roll for system shock to avoid drowning in this abysmal well.
- The **wardrobe** is made of dark cedar and appears to be of extraordinary craftsmanship. A silver pentacle has been affixed to its door (120 gp). If opened, a cloud of icy **darkness** swirls outside and attacks. The darkness fights as a monster, but its damage is illusory, and those slain can roll for system shock to survive. Most of the clothes hanging in the wardrobe are average working clothes, but a splendid black brocade coat is worth 800 gp. This is a *coat of the panther*.
- The star-covered **drapes** are presented with a lifelike accuracy, down to the smallest constellation. However, a magic-user, cleric, or illusionist careful studying the patterns will note small discrepancies. An hour of uninterrupted work yields the equivalent of a *divination* spell. However, the signs will always be laden with ominous portents; alluring possibilities concealing hidden pitfalls and prices not always worth paying.

Idol: HD 4+4; AC 5; Atk 2*claws 1d3 and bite 1d6 and horns 1d4; Spec lock doors, mental strike 1/day (save vs. stone or take 4d6 Hp), surprise 3:6, *silence* 15'r while moving, +1 or better to hit, telepathy; ML 12; AL CE.
Hp 24

Darkness: HD 4; AC 0; Atk swirling darkness 2d6; Spec incorporeal, +1 or better to hit, immune to cold and mind-affecting, cannot be turned, -1 vs. fire; ML 10; AL CE.
Hp 14

Coat of the panther: Anyone donning this wondrous black coat can walk as quietly as a panther, increasing surprise probability by 1:6 and granting +20% to Move Silently and Hide in Shadows. However, a Neutral- or Evil-aligned character killed while wearing the cloak will dissipate into dark smoke, with 50% to return as a shadow, 30% as a wraith, and 10% as a spectre.

7. Corridor: Wispy sheets of **spider webs** hang from the ceiling. The passage is perpetually **gloomy** (like area 6), but does not consume light sources, only diminish them. Faint, **ghostly sounds** of laughter and merrymaking float through the air; **sparks** of multicoloured light seem to have been ensnared in the webs like flies. On investigation, they prove to be nodules of pure lunar silver (1d12*10 gp)

8. Study: Rogat Demazien's spartan office is kept in a neat order. A woman's **portrait** hangs above a writing desk covered in a stack of **scrolls**; and a brass brazier sits on the floor next to a carefully rolled up purple carpet (120 gp).

- The **portrait** is that of an attractive young woman with sable hair and coral lips, clad in silk and rich velvet. Depressing a stone behind the portrait opens the **secret door** to a hidden closet.
- Some of the **scrolls** are concerned with astronomical observations concerning irregularities in the constellations and some kind of unclear doom therein. Others are unsent and often unfinished love letters addressed to an (unnamed) woman, lamenting separation and the passing of years. A careful reader can realise the recipient has been long dead.

8a. Hidden closet: Walls covered with dusty wooden **shelves**. Most of them are empty, but the central one holds a fair number of odds and ends:

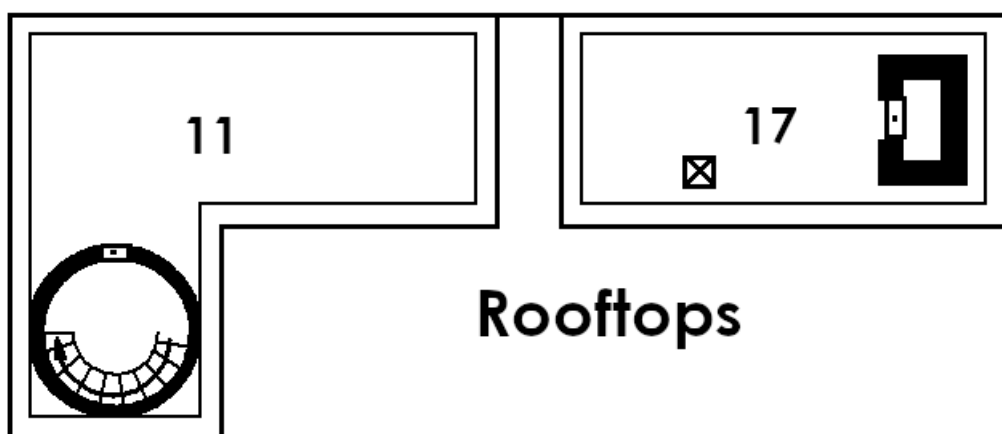
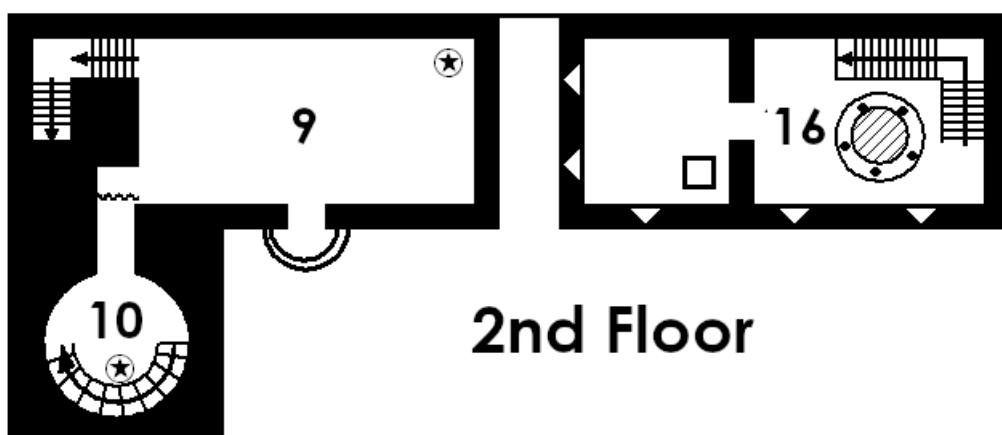
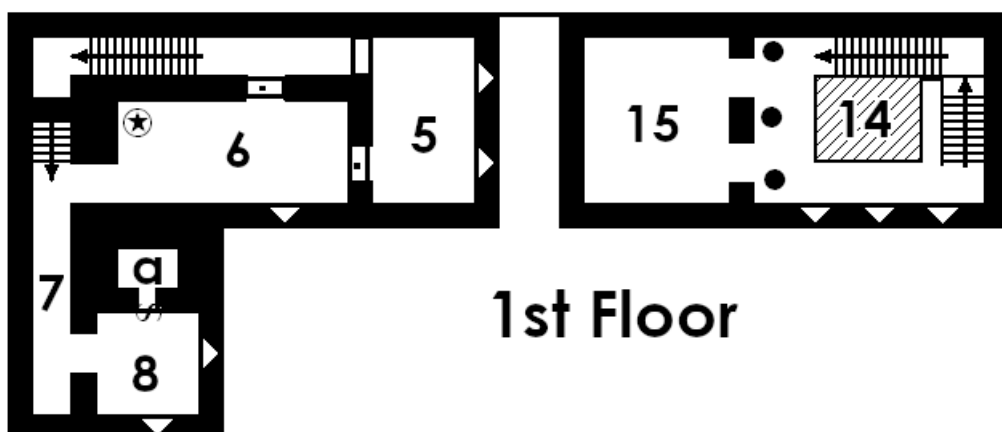
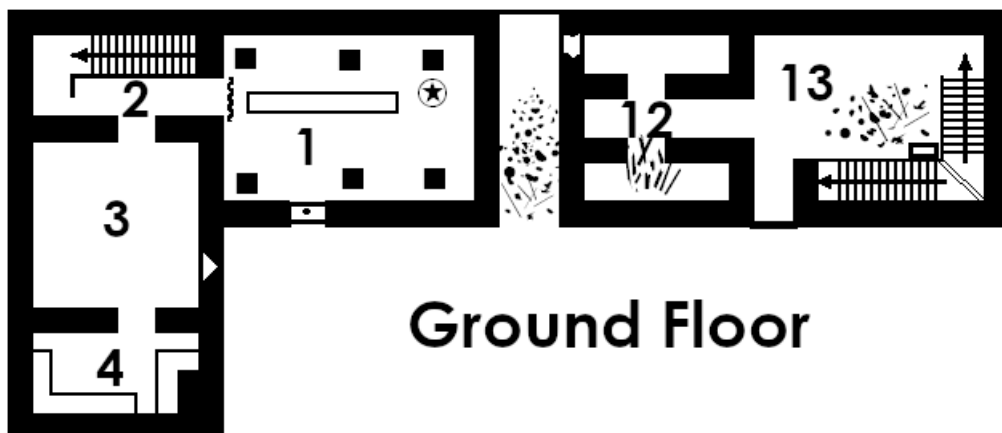
- gnarled piece of dark wood wrapped in red string;
- a bundle of sparkling glass prisms (a rarity, worth 500 gp to an alchemist);
- a scroll with a *shadow monsters* spell protected by a *suggestion* (save vs. spell or „put it back, it is useless“);
- two vials of exotic oils (dream-drug, 60 gp);
- a lacquered, black wooden skull (200 gp as a curiosity) – the top can be removed to reveal a cavity with a single piece of soft leather crumpled into the shape of a human brain, and inscribed with faint glyphs (a *cover of cerebral concealment*);
- a leather-bound **booklet** wrapped in black silk (see below);
- a cup of green light with all – except tactile – properties of a liquid: a handwritten note remarks *“Procured from the Sea Demon's undertemple – obedient matter?”*
- a transparent lizard preserved in an alcoholic solution;
- Rogat Demazien's spare spellbook, containing the following illusionist spells: 1 – audible glamor, colour spray, detect invisibility, hypnotism, ph. force; 2 – fog cloud, hypnotic pattern, improved ph. force, misdirection; 3 – dispel illusion, invisibility 10'r, suggestion.



- The **booklet** is warded by an illusion: if removed from the closet, a spectral apparition materialises, seizing the volume and disappearing with its prize through the N wall. In fact, the book is simply turned *invisible* and transferred back on the shelf where it came from, and may be safely retrieved. The booklet contains a cipher to decode secret messages, and reports on the politics and notable personalities of the city state to a foreign power. It also discusses the existence of “secret ways” beyond the normal street network, reached in dream-states at night, and a connection to Rogat's present activities.

Cover of cerebral concealment: This piece of soft, inscribed leather protects against detection spells when worn on one's head – either on its own or sewn into a headpiece. It will absorb five such spells before needing to “rethink itself” in storage over a period of as many weeks.

THE HOUSE OF ROGAT DEMAZIEN



9. Living room: The spacious suite almost occupies most of the floor. Rich brocades of royal purple and golden yellow on the walls, varicoloured pillows on the floor. The room is illuminated from the curtained archway to the balcony, as well as a small, ever-burning brazier emitting a heavy, spice-laden fragrance (brings pleasant dreams, but no immediate effect). An **idol** is concealed in the shadows of the NE corner. A low **table** holds a decorative wooden box.

- ➔ The **idol** has the features of a lustful satyr, and the bloated body of a winged toad. It can take control of one opponent on a failed save vs. spell. Control lasts for 1d6+4 rounds; it is merely physical and rather clumsy ("ragdoll-like"), so a character controlled and used to fight companions will use the idol's attack values, and may not simply commit suicide – even though it could „hit“ itself with a weapon. The gargoyle prefers to act after someone takes possession of the rainbow stone (below). It makes the victim attack companions, and when control is close to slipping away, leap out of the balcony (30' fall for 3d6 points of damage).
- ➔ On the **table**, a gold-inlaid decorative wooden box (80 gp) holds a 400 gp *rainbow crystal* glowing with an inner opalescent light. This is a cursed item, and anyone possessing it will *fail* all saving throws vs. charm type spells and illusions. The stone may be discarded with a *remove curse* spell.

Idol: HD 4+4; AC 5; Atk 2*claws 1d3 and bite 1d6 and horns 1d4; Spec control opponent 1/day (save vs. spell, physical only, 1d6+4 r), surprise 3:6, *silence 15'r* while moving, +1 or better to hit, telepathy; ML 12; AL CE.

Hp 30

10. Stairwell: Beams of filtered light stream in through small glass windows in the dome above. A spiral staircase climbs upwards below a cobweb-shrouded cupola. The original stuccoes of the wall are starting to peel and crumble, forming a fine layer of dust on the floor. In front of the N passage (just under the stairs) is a stone **idol** resembling a cross between a prehistoric fish (head) and a fat bird (body). It has already dispatched a **thief**, whose corpse lies broken on the floor with contorted limbs and fear in his open eyes, still grasping a bat amulet in one hand. He wears a dark silken shroud, has a rope & grappling hook, a dagger and an empty sack.

Idol: HD 4+4; AC 5; Atk 2*claws 1d3 and bite 1d6 and horns 1d4; Spec mental strike 1/day (save vs. stone or take 4d6 Hp), surprise 3:6, *silence 15'r* while moving, +1 or better to hit, telepathy; ML 12; AL CE.

Hp 24

11. Rooftop: Flat rooftop overlooking the streets. The door to the cupola stairway has been broken open. It is closed, but the latch is easy to move with a simple push.

12. Dens: These dark, cramped side rooms might have housed slaves or servants. They have recently been used as sleeping chambers by the degenerate beggars. The rooms smell of urine and human waste: the sole contents are a few discarded blankets, too decayed even for the current inhabitants. A narrow crack from the northern room leads outside and has **1:6** for **2d6 beggars of Shakkur** standing guard.

Beggars of Shakkur (2d6): HD 1-1; AC 10; Atk club 1d6 or dagger 1d4; ML 6; AL CE.

Hp 1 1 7 7 7 1 1 2 7 5 4 4

13. Atrium: Spacious and once richly appointed hall bedecked with splendid frescoes and mosaics with a marine theme. No furnishings remain, and debris has fallen from the upper floors, weeds sprouting in the gaps. There is a foul, unclean smell. A **stairway** leads to the floor above, while another leads into the Undercity. A pile of soiled rags lies in a corner.

14. Gallery: Gallery overlooking the entrance hall. The balustrade's decorative stone carvings have mostly fallen or are close to collapse (**1:2** if prodded). Dust and filth litter the floor. The **columns** before **15** are carved into the shapes of women clad in sheer gowns and holding fans made of palm leaves. Each carries an amulet with the symbol of eyes around her neck.

15. Abandoned suite: Frescoes painted in the darker hues of blue and green, with a golden trim, depict an undersea environment with shadowy monstrosities lurking in the background. A **mosaic** in the centre of the floor depicts a swirling whirlpool. All is empty and abandoned save for two **couches** made of marble.

- Examining the **frescoes** reveals a hairline crack, concealing a removable stone block and a niche with 400 gp, a 200 gp platinum ingot, and 6 doses of *oil of revelations* in a vial decorated with several eyes.

Oil of revelations: Someone rubbing his eyes with the oil can see hidden paths within cities, as well as the Underworld. The character can hereafter see hidden streets and entryways – e.g. the path leading to Shadow Court, and the Temple of the Sea Demon. Unlike the font in the Undercity (7–8), the oil also grants a permanent **1:6** increase to the odds of detecting secret doors.

16. Upper floor: This floor is illuminated by several windows and inhabited by nesting birds. **Fresco** decorations are primarily geometric in faded reds and greens.

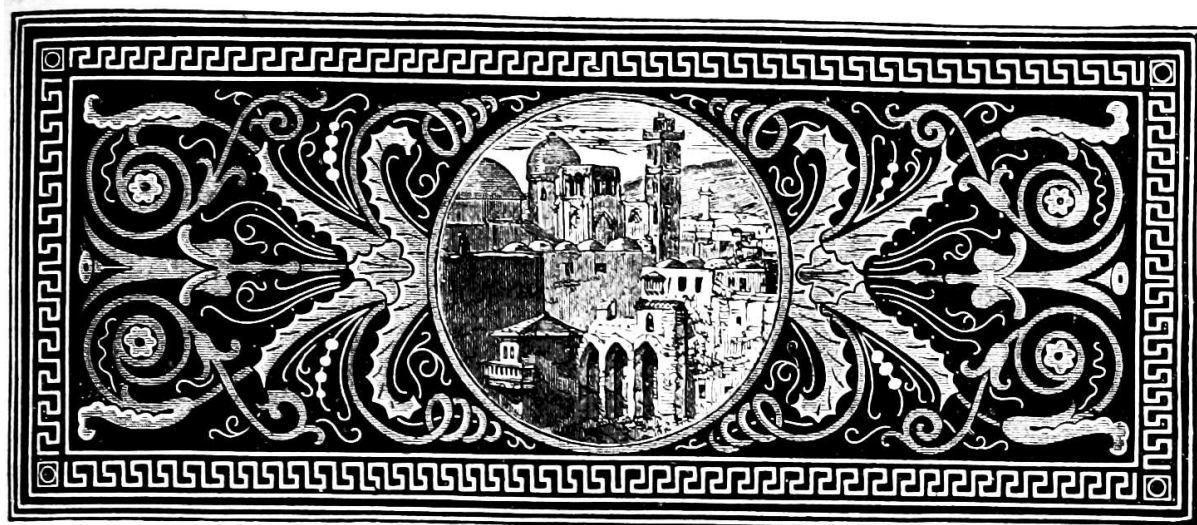
- In the E room, a **marble dome** above a round shaft is supported by five thick spiral columns. It allows one to observe the lower floors, 40' below, but the stonework is starting to come apart here, and there is **1:6** the balustrade collapses (save vs. stone or fall). There is still a 45 gp silver lantern hanging from the top of the dome.
- In the W room, a **trapdoor** in the ceiling leads outside.

17. Rooftop shack: A former guard room, now abandoned and all walled up. However, it isn't uninhabited: a **trapdoor** in the shack's flat roof allows entrance. Habitation is evident from the straw mattress, pitcher of water, oil lamp and small wooden table with a selection of **thieves tools**. A loose stone in the floor reveals an excavated cavity, and a 600 gp golden decanter.

There is **1:6** by night and **2:3** by day that the shack's inhabitant is about. **Lechrates Dolophonos** is an assassin, currently employed to waylay certain shipments, and redirect them to his employers. Lechrates wears a filthy green cloak, likes to pick his yellowing teeth with a knife when excited or nervous, and is a lot smarter than he pretends. He prefers to attack from complete surprise, and if a hit fails, he immediately flees the scene.

Lechrates Dolophonos: Assassin 6; AC 3 (chain shirt, shield, Dex); Atk longsword 1d8 + poison or 2*dagger 1d4 + poison; Spec surprise, backstab*3, assassination 0-1 75%, 2-3 70%, 4-5 60%, 6-7 50%, 8-9 35%, 10-11 20%, PP 45%, OL 43%, FT 35%, MS 34%, HS 26%, HN 15%, CW 88%, RL 20%; Str 13, Int 13, Wis 12, Dex 16, Con 16, Cha 8; ML 8; AL LE; five doses of poison (1d3 r, 25/0 Hp), thieves tools, crowbar, silk rope, grappling hook, three doses of healing balm (1d4+2 Hp), two doses of antidote (+2 to saves vs. poison).

Hp 35



Key to the Undercity

1. Cloth merchant's cellar: Cool but reasonably dry cellar; vaulted ceilings and old lime-stone blocks, rock dust crunching underfoot. The wooden **dye vats** are empty and warped, and the colours have gone dry. One's weighted wooden lid is askew: underneath are two torn and ragged corpses plastered in wild colours. These thieves were killed by Rogat Demazien's idols, before the stone carver placed them here on a whim with a dye block and some water, and forgotten all about it.

2. Circle in the dust: Chalk **magic circle** enclosed within a triangle. If the line is broken, the **disembodied head** of an old man appears, and the lifeless lips move: „*Do not call me into this world, sorcerer: will you do, will you regret it...*”

- ➔ If treated **respectfully**, the apparition tells that he had been summoned by Rogat Demazien's magics from Panderme, a distant dream-paradise of glass-coloured fruits in shadowed vineyards, where the music of dead wise men plays on golden harps. Rogat had sought the secrets of the Sea Demon, and after a long interrogation, had gone off “*to fortify his vision before the Waters That Dwell Underneath*”.
- ➔ If treated **disrespectfully**, annoyed, hurried or attacked, the vision places a curse on the most impudent character: “*May that which crawls within the earth crawl within you, and may that which devours the earth devour you with eager appetite!*” Save vs. death or lose 1 Con per day until crawling insects within the body eat the character alive.

3. Sealed chamber: The entrance here has been **walled up**, and since the masonry is similar to the surroundings, only detecting secret doors will find the irregularity. Breaking through reveals a small chamber as a gust of dry, dusty air escapes, with a hint of old foulness...

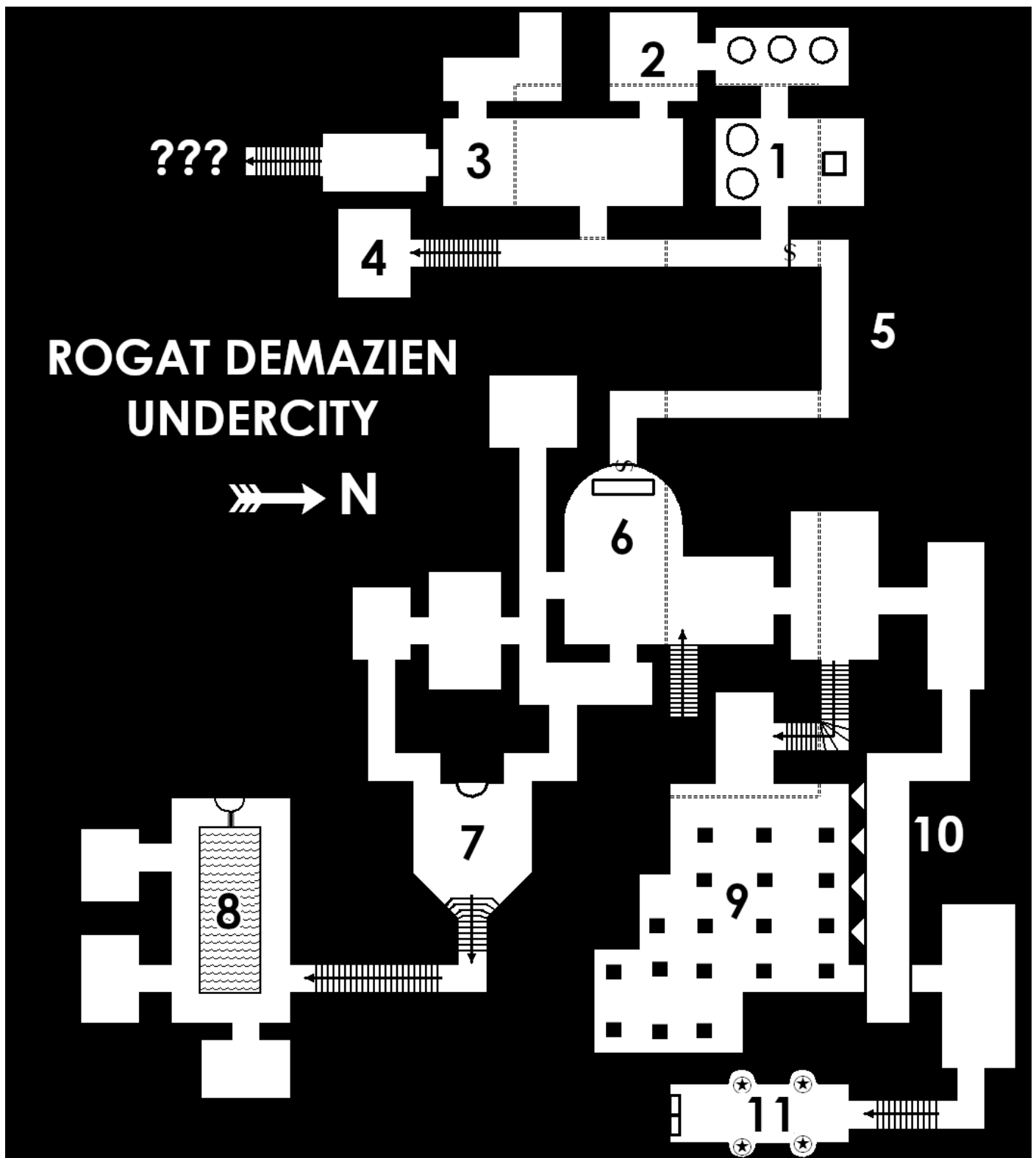
- ➔ Within are chained, **desiccated corpses** with cracked skin huddling on two benches. A **pewter plate** in the centre of the room is full of 145 ancient gold pieces. The **stairway** to the south has collapsed and is impassable.
- ➔ The **bodies** are more dust and earth than conserved flesh, the once rich garments mere rags, the golden embroidery having faded into putrid corruption. The bodies are of different age, adults, youths and children alike. The oldest, a family patriarch, still wears a 250 gp signet ring on a bony finger with the mark of several eyes – the Sea Demon's device.

4. Ritual chamber: Tall, domed chamber decorated with **bas-reliefs** bearing wave motifs. An **altar** has been inscribed with the symbol of eyes, and is surrounded on four sides by stone kneelers. The only recent item is a **ladder** resting by the wall. Every turn, fragments of whispering voices may be heard – „...yes, yes... *that is it... yes...of course...*”, etc.

- ➔ The **bas-reliefs** are an ancient script, containing clerical prayers to the vast sea.
- ➔ The **altar** is magical but has no immediately discernible powers. However, anyone praying or meditating here must save vs. magic or have all memorised spells wiped.
- ➔ Suspended from the ceiling is a large **invisible chest** borne by invisible chains, and protected with a poison needle trap (save or die). Within lie Rogat Demazien's treasures: 3900 electrum, a *potion of undead control*, and a *scroll of travelling to the netherworld*.

Scroll of travelling to the netherworld: The reader and everyone in a 30' radius are transported to the subterranean realms. There is a 10% chance of being sent to an „upper” dungeon level, 30% of being sent to a „lower” dungeon level and 60% of actually being sent to some underearth domain of the GM's choice. The scroll is one-use, and finding a way back is another matter.

5. Secret passage: Rogat Demazien is unaware of the passage. Its western terminus is behind a wall niche, the other end is hidden by the undertemple's stone stele. The passage is narrow and may only be travelled single file. Midway along is a **javelin trap**: the first and last character is both attacked by 1d6+1 javelins (HD 3, 1d6 Hp).



6. Undertemple: An area dedicated to the worship of the Sea Demon. **Stuccoes**, preserved despite the damp rot, have kept their hues of blue and green even as the colours have blended together. A great stone **stele** is decorated with the images of several eyes; beneath, two toga-wearing figures practice sacrifice via subaqueation, while a kneeling man washes his face in a basin.

7. The room of consecration: A **stone font** on the W wall is always filled with clean water. Ancient **inscription** reads „HE WHO WASHES HIS EYES WITH THE UPPER AND LOWER WATERS SHALL BE ADMITTED TO MY HOUSE.”

8. The vault of sacrifice: The salty smell of the sea fills the vaulted chamber. The dark waters of a deep **pool** are fed by a bearded face. **Ghostly whispers** emerge from the pool, one after the other, e.g. „No! Do not do this to us!“ „Save me, please, I implore you by our benefactor, save me!“ „Do as you please, just don't take my only son!“ „You can follow through with your madness, and the gods see I am prepared, you madmen!“, and so forth.

→ The **waters** are abysmal and whosoever tries to enter them will find his limbs feel like leaden weights, and sink (save vs. petrification avoids).

→ **Washing one's eyes** in both the font upstairs and the pool downstairs, shall gain admission into the Temple of the Sea Demon: at night, the character shall “see” the secret streets and alleyways which lead beyond the regular confines of the city. The Temple is not the only such locale: Shadow Court is another (although it can be reached by regular means), and the GM may invent other wondrous places freely.

9. Hall of columns: A veritable forest of massive stone pillars lit by flickering fires, this vault is the lair of the **degenerate beggars** who inhabit the undercity. The greasy stench of unwashed bodies and vile stews brewing in a **giant pot** (maybe dog, maybe human) assaults the nostrils.

→ The **beggars**, cannibalistic servitors of Shakkur are stooped wrecks with sunken chests, calloused skin, and unimaginable filth clinging to their ragged garments – their mind mostly gone, their gaze is glassy, and their speech is obsessive muttering or guttural shrieks. They live, eat, sleep, defecate and copulate here in the shadow of the pillars. If they spot the company, they assault them in an inchoate mixture of hunger, blood-lust, and all-consuming hatred.

The beggars of Shakkur (40): HD 1-1; AC 10; Atk club 1d6 or dagger 1d4; ML 10; AL CE.

Hp	2	6	5	1	3	1	2	6	6	2	4	2
	6	1	4	5	1	2	5	2	1	1	3	6
	6	2	1	4	6	6	7	3	1	7	7	6
	7	5	1	5								

Shakkur's blessed (10): HD 1-1; AC 9; Atk club 1d6 or bite 2d4 and attach; Spec blood drain 2d4/r, unmortal (if slain, they spring back to full life once, with +2 on the first hit); ML 12; AL CE.

Hp	4	1	6	1	1	1	6	4	5	6
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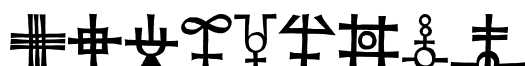
These beggars are of a vampiric appearance, with an ashen complexion, long claws and bloodshot eyes.

10. Gallery: From this overhead gallery, one may freely observe the columned hall and the bacchanalian feast of Shakkur's degenerate beggars. The Eastern end terminates in a **fresco of double doors**. This is a magical entrance, and *knockspell* or the like opens it. The portal, now permanent until *dispelled* or sealed, leads seamlessly into the tastefully furnished and draped quarters of a palace. Unless exercising caution, guards will discover the portal's presence within 1d3 turns. The quarters contain three expensive carpets, at 100, 170 and 250 gp, respectively, and with some searching, a spherical drinking vessel made of silver (310 gp). Further details of the palace are left to the imagination.

Guards (15): Fighter 2; AC 4 (chain, shield); Atk scimitar 1d8; ML 8; AL N.

Hp	14	15	4	7	8	9
	8	7	11	4	20	20
	6	6	5			

11. Bronze portals: These heavy gates have not opened for time immemorial, and are not subject even to a *knockspell*, but may be thrown open with the appropriate incantation. The words are lost, but there is some chance they may be recovered...



Temple of the Sea Demon

The Temple of the Sea Demon, which has stood in its abandoned plaza since time immemorial, may not be approached through ordinary street or passage: only those who wait until the foreordained night and then follow certain dreams may walk new ways through the silent and dark city, through the Market of Kagmek Khotoummi and then the Plaza of Uthul Yaros. Finally, by an alleyway otherwise unseen, one can approach the temple's plaza and see the great stone pillars before the windowless houses, each of a different height and bearing the statues of old kings. There, the domed temple beckons.

Those few who arrive at the temple's calling may consult the bearded priests and receive dark blessings and divinations from the great pool of water which is dedicated to the destructive aspects of the sea. Those who arrive without a call are slain by the vigilant guardians, and even those who triumph over the temple may be hunted until they find a power strong enough to shield them from the patient, endless wrath of the sea.

The disciples of the temple are tireless in the perpetual night, and each fights with the strength of three men. The **16 priests**, who have no innate spellcasting ability, patrol the lower level, but don't venture upstairs unless something is amiss. They know how to enter the pool at **4**, but do not do so unless it is of critical importance to the Temple's survival. The priests can vanish into the shadows and appear somewhere else, an ability they use to gain surprise, and vanish again to regroup and retaliate via hit-and-run tactics. The **high priest, Zemon**, is a powerful spellcaster in his own right. All priests wear inky blue robes; Zemon's are magical (*cloak* +2).

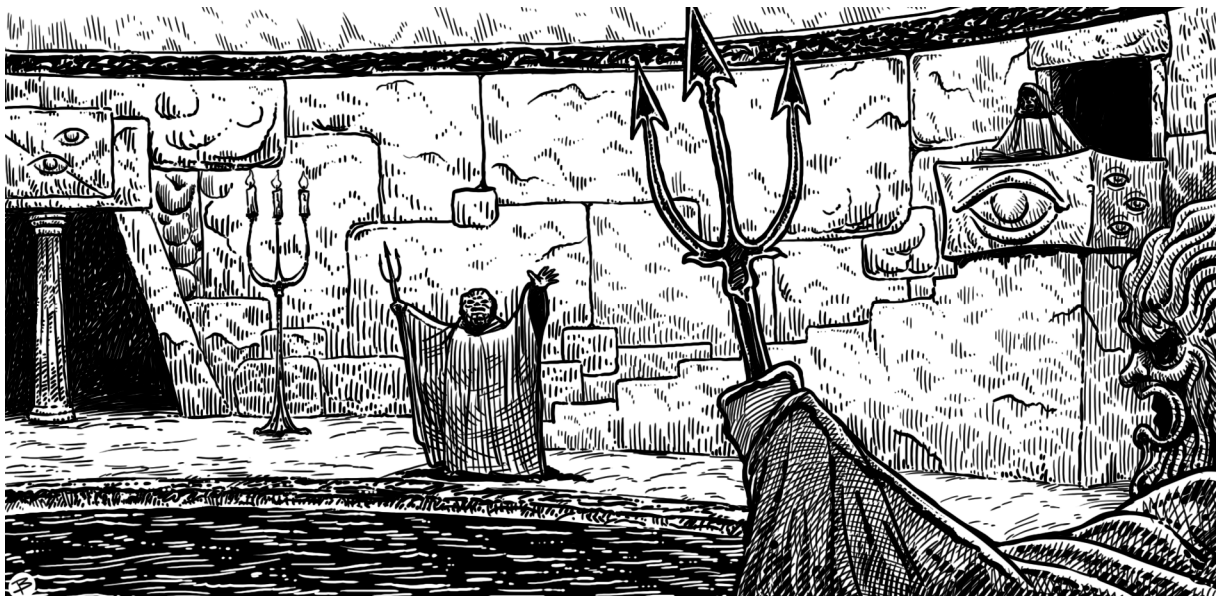
Priests (16): Fighter 2; AC 10 (robes); Atk 3*trident 1d6+1; Spec surprise 3:6, step into the shadows and reappear elsewhere in the temple; ML 11; AL CE; holy symbols, masks.

Hp	9	8	14	8	20	8
	8	15	13	18	11	10
	18	14	7	15		

Zemon: Cleric 6; AC 8 (*cloak* +2); Atk 3*trident 1d6+1; Spec surprise 3:6, step into the shadows and reappear elsewhere in the temple, no turning ability; Str 13, Int 10, Wis 16, Dex 8, Con 14, Cha 12; holy symbol, mask (200 gp).

Spells: 5/5/2; 1: bless, command*2, create water, sanctuary; 2: augury, chant, hold person*2 (by exhaling a cloud of cold mist), silence 15' r; 3: bestow curse, prayer.

Hp 25



Key to the Temple

1. Temple: Blue and green glass eyes in the bronze dome cast beams of filtered light into the great **pool** of water. The floor is covered with blue and yellow tiles, and there are old brass candelabra, tall and gnarled, by the walls. There is a **1:2** probability **1d3+1 priests** are here walking their rounds around the pool and chanting. **Zemon** is also here with a **1:3** probability, standing over the pool atop the stairs in silent contemplation; otherwise, he is his quarters on the second floor, across the bridge.

→ The **pool**, dedicated to the destructive powers of the sea, absorbs lights, and distorts them into a weird, eldritch radiance. It has a reserve of magical powers, which any of the priests may draw on while staying in this room, without the use of material components. The pool's powers are replenished in 12 hours. Its guardian, a **water elemental**, slumbers deep down, but unless called, only awakens with a **1:6** probability if the pool is disturbed.

- *fog cloud**4
- *hypnotic pattern**2
- *cure light wounds**4
- *locate object**2 (infinite distance)
- *identify*
- *divination*
- *Sea Demon's blessing* (the subject will miraculously avoid drowning if such a fate may befall him)
- *conjure water elemental* (only Zemon is allowed to attempt this, but a disciple who is desperate enough will probably try, and have a **1:3** of being successful)

→ The **pool's depths** are lost in darkness. An experienced swimmer takes 2 rounds to reach its bottom. One item may be recovered on each try, **5:6** probability. Every time the pool is disturbed, there is a **1:6** chance the **water elemental** awakens to destroy the interlopers. The following treasures may be found (pick from three rolls each time):

1. silver vessel (500 gp);
2. 500 electrum;
3. 550 sp;
4. 250 gp;
5. copper idol of a globular conglomerate (the amoebic deity Yol, 180 gp);
6. gold-inlaid silver plate (80 gp);
7. green-bladed *longsword* -1;
8. dagger with golden grip (40 gp);
9. *chainmail* +1;
10. silver skull (220 gp)

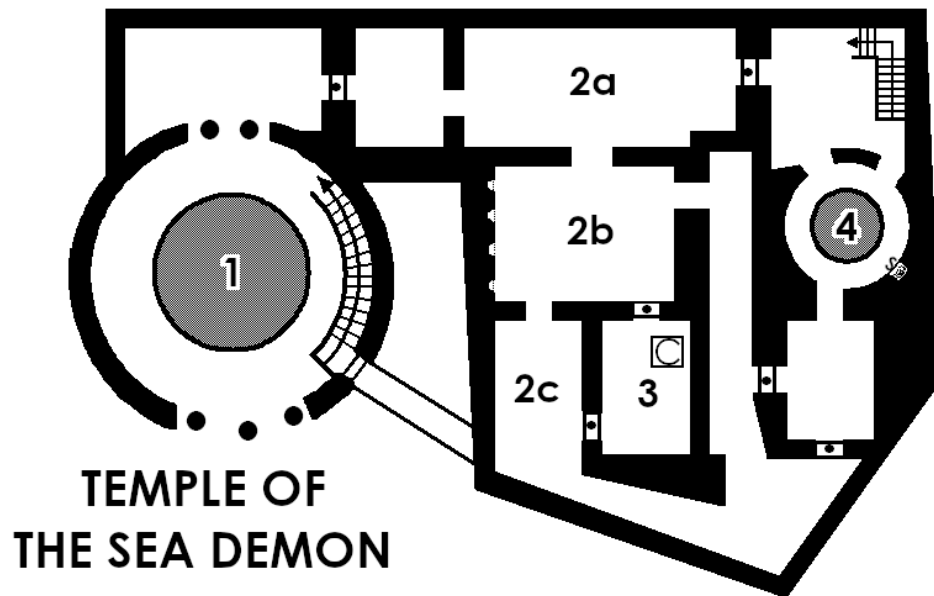
Water Elemental: HD 12; AC 2; Atk hit 5d6; Spec +2 or better to hit, -1 damage per die outside water; ML 12; AL N.

Hp 74

2. Quarters: The living quarters of the **priests**, dark cells in the cold stone building. All priests who are not in the temple are found here.

a. Prayer room: Supplication mats around a giant silver **bowl of water** (400 gp), a selection of ceremonial cups (10*15 gp), dark blue tiles and **lead idols** in shadowy recesses. The scent of incense wafts through the cold air.

- Unless upset, the **bowl** emits a silvery mist if strangers enter. After 1d3 rounds, the mist attacks as a silver noose (3 HD); if it hits, the victim must save vs. death or die.
- One of the **lead idols** contains 6 doses of *incense of meditation*; the head must be twisted off to retrieve it.



b. Dormitory: large pillows, blue and sumptuous yellow, are piled for the disciples. There are **dark recesses** covered by thick grilles in the western wall.

- A total of 2d6*30 gp of **personal effects** may be found.
- In the **recess grilles**, prayers written on bits of parchment have been stuck through the gaps. The interior is filled with decayed scraps. One parchment is a scroll with the *exorcism* spell (used on the temple pool, it dispels the elemental and allows the scroll's user to draw forth all magic within, which will be available as one-use bonus spells), another is magical but blank (an application of holy water reveals a *cure serious wounds* spell; unholy water reveals *cause serious wounds*).

c. Side room: A silver-filigreed brass **altar case** (600 gp, heavy) holds a small set of scales and silver weights used to measure holy and unholy water. The set is worth 160 gp, but one of the decorations, a silver serpent, bites with a deadly poison if the items are stolen (3 HD, save vs. poison).

3. Archives: The temple archives are packed with ancient cabinets overflowing with **holy writings** dating back several centuries.

- Most **writings** are concerned with sinister astrologies, and one who studies them will learn things that are not to be known. These secrets are going to be very useful to the character, but the more he studies, the greater the chance of even darker realisations: six secrets may be so learned, with a cumulative 15% probability per secret the character must save vs. death or pluck his eyes out in a paroxysm of hysteria and seek the comfort of watery death in the great pool.
- An **iron box** in a small compartment holds 6 pearls of 120 value each, a silver goblet (20 gp) and a *ring of protection* +2.
- A **trapdoor** leads up, covered by a great quantity of pillows (open door check required).

4. Lesser pool: These rooms are unnaturally cold, odd acoustics turning sounds to a strange but perfect pitch – speech cuts like a knife, and footsteps echo with ponderous significance. In the circular room, a small but very deep **pool** is lined with yellow and dark blue tiles.

- If the characters are silent and there is not much light, a glowing **phantom** emerges from the air and reach towards a random character (surprise 5:6, 4 HD, ignores armour). The touch of the apparition leaves a golden **handprint** on the chest that has the feel of heavy weights. Whether it succeeds or not, the apparition disappears with a heavy sigh. It can be driven away (turned as spectre, and susceptible to *protection from evil*, etc.).
 - Only *exorcism* or a blessing from a 9th level cleric can safely remove the **handprint's** burden; other attempts invite a save vs. death or the character will have his heart torn from its place by the golden hand's grasp.

- Through the water's distortion in the **pool**, room 9 in the dungeon is visible, and it may be reached by two rounds of swimming. However, the interior of the well is lined with invisible blades, and if their location is not ascertained before diving (by probing or *detect magic*, which makes them glow with faint radiance), there is a 2:3 chance to suffer 4d4 Hp.
- A **secret door** in the circular room falls outwards, revealing a cavity with a shrivelled body still bearing a *necromancer's staff*. The porous cadaver has half turned into heavy golden dust, and may be worth 800 gp for the sweepings, or 1600 gp if the macabre curio is sold intact to the right buyer.

Necromancer's staff: This heavy, ornamented brass staff has 23 charges, and may be used to *detect evil*, *animate dead* and *speak with dead* for a charge each, and *exorcism* for two charges (can remove the handprint, above), but the bearer will return as an undead monster of a type equivalent to his experience level if he dies carrying it.

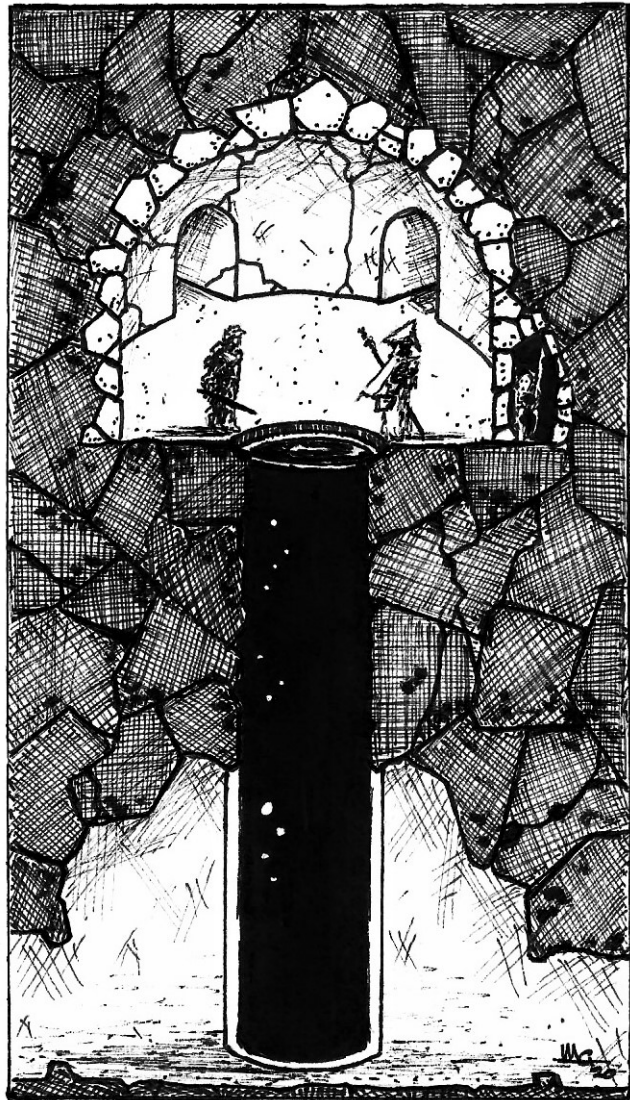
5. Domed room: Beams of silvery light are focused on a **pedestal** holding a pure silver decanter (500 gp) with alchemical symbols. There are 10 doses of holy water in the decanter. The lights are filtered through the clear, faintly bluish glass "eyes" embedded within the small dome above; these eyes are faintly magical and are used to extract holy water from moonlight through a long infusion process. They are worth 2400 gp if removed without damaging them. The decanter itself is not magical.

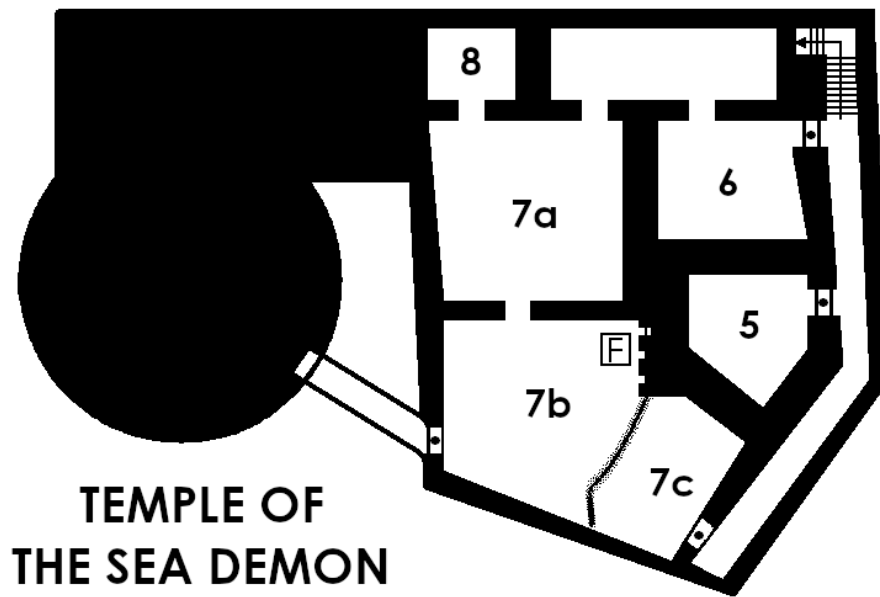
6. Bath: Water flows from a bearded satyr's head into a large **basin** in the SW corner. Lead pipes carry away the excess water; brass and ceramic ornaments decorate the walls.

- A collection of **bathing salts** (300 gp total) lies on a small table; **rare oils** are kept in long-necked glass vials (6*40 gp for the oil, 6*30 gp for the glass). One type is *enchanted oil* (3 applications).

Enchanted oil: Applied to the eyelids, the oil allows the character to see through illusions and detect the presence of invisibility (3 applications).

7. Zemon's quarters: These quarters are forbidden to the priests except for a major emergency, and only **Zemon** is allowed to be here (2:3 probability if the temple is not alerted, 1:3 otherwise). The rooms are stocked with a great quantity of **rugs, pillows and carpets**. The more valuable pieces would be worth 800 gp total, but a single unencumbered person could only carry up to 400.





a. A **low wooden table** (half-opened compartment with a set of polished lenses worth 150 gp and a flat box full of glass dust) lies at the centre of the room, surrounded with comfortable and colourful pillows. On the table, there is a **silver censer** (140 gp) containing scented ashes, and there are also **several pieces of writing** in a disordered heap. An **ewer** of violet dream-wine, scintillant and of a deep and troubling aroma, lies next to the table.

→ The **writings** outline a method of arranging dreams to reach other hidden domains of the city – a plaza of the dead, a magical well, a palace that subtly works against the ruling triumvirate, and a possibility which is only hinted at in ominous circumscription.

b. The north-eastern part of this room serves as a sleeping chamber, with a **pile of pillows over a trapdoor** leading down to the archives.

→ Next to the pillows are **niches with small figurines** – these grotesques are made of lead and worthless, but a **panel** behind one opens into a recess containing a jade box (200 gp) with 500 gp worth of opium, a **hookah**, and a rolled up sheet of **black parchment**.

- Faint movement within the glass bowl of the **hookah** turns out to be a faint shimmering vapour – no discernible effect, but the character can now read the parchment.
- The **black parchment** has been painted with pinpoints of glowing stars, and if the character has partaken of the opium, he will see a personal omen within their configuration that, if followed, may bring great sorrow (1:3), enormous power (1:3), or vast wealth at the cost of doom to many others (1:3).

c. This curtained-off area has been converted into storage, with a selection of **good vintages**. 8 amphorae with 40 gp worth of wine in each, but quite heavy.

8. Altar nook: This bare place holds a **font** of clear water. Three tiny **vials** are arranged on the edge in a triangular configuration.

→ Although they seemingly contain water, the **vials** are magical: #1 functions as a *potion of water breathing*, #2 as a *potion of healing* and #3 as a *potion of subaqueation*.

Potion of subaqueation: Imbibor must save vs. death or drown instantaneously, or cough and spit water for 3d6 rounds if successful. This liquid can also be used against water elementals, which must save against the effects at -3 or be dispelled

Key to the Undertemple

9. Dungeon: The well opening from the lesser pool (4) leads here, the column of water standing in the air by some miraculous influence. The passages and rooms of the dungeon are reverberating, and they carry a feeling of sinister imminence.

10. Font: Water rushes from a small opening, to be drained away through gaps at the bottom of the font. If observed carefully, a **gurgling sound** comes from one of the gaps; a 600 gp sapphire ring is stuck there, and may be removed with some ingenuity (pick pockets roll, or a flat 1:6 to 1:2 to catch it depending on method, gets swept away on failure).

11. The hall of wells: Eight plugged **stone wells** are found along the western and eastern wall, sealed with soft lead. Under a layer of clear water, they contain **liquid light** that pulses without heat in extravagant colours.

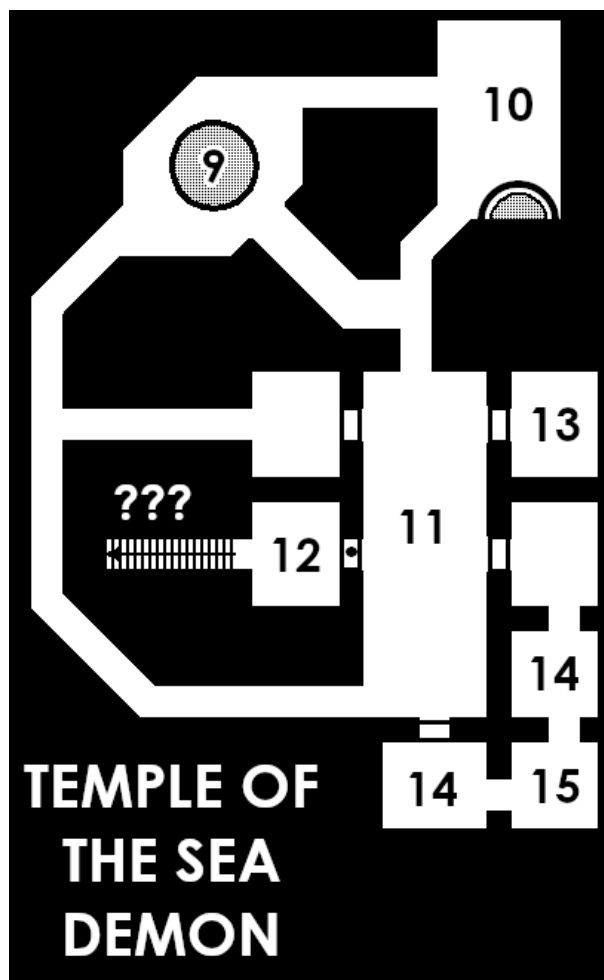
This **light** can be shaped as hot wax through a sheer exertion of willpower – even a subconscious effort, such as contemplating their purpose effects some change, which may be continued through intense concentration. The shape that is created is inherent to the particular liquid, and the shaping process becomes harder and harder as one gets closer to its conclusion. Three saves are needed vs. spells at +6, +3 and +0; 1d6 damage if the first is failed, 2d6 for the second, and the character collapses into protoplasmic mush if the third is unsuccessful. Failing either save means the light-stuff is ruined, becoming clouded and worthless; so does “letting go” of the light after passing the first save. The light hues and resulting forms are listed below:

1. **mauve:** *wand of charming* (person at 1 charge, *monsters* at 2 charges, 12 charges);
2. **incandescent green:** kaleidoscope, functions as *suggestion* spell, cracks after 6 uses;
3. **pink:** gelatinous intelligence (Int 15), telepathic – may be used to consult on various problems, but dries out in 2d4 weeks;
4. **hot orange:** *shortsword* +3, melts after 2d6 battles;
5. **faint yellow:** *hypnotic cube*, droning hum in 20' cone-shaped emanation functions as *hypnotic pattern*, 11 uses;
6. **azure:** ray-caster, 3d6 damage in narrow cone via entirely silent vibrations (save vs. wands avoids), 18 charges;
7. **transparent black:** 8 doses of healing gelatine, 3d6 Hp each;
8. **purple:** **doppelganger**, obedient.

Note that the liquid light is radioactive, and for opening each well, there is a cumulative 2% probability of radiation sickness.

Doppelganger: HD 4; AC 5; Atk hit 1d12; Spec surprise 4:6, *ESP*, imitate 90% accuracy, immune to sleep and charm, save as 10th level Fighter; ML 10; AL N.

Hp 15



12. Descent: Beyond an old brass door set with the sigil of several eyes, stairs lead down into the unknown, destination of the GM's choice. (Could be Rogat Demazien's undercellar, **3**).

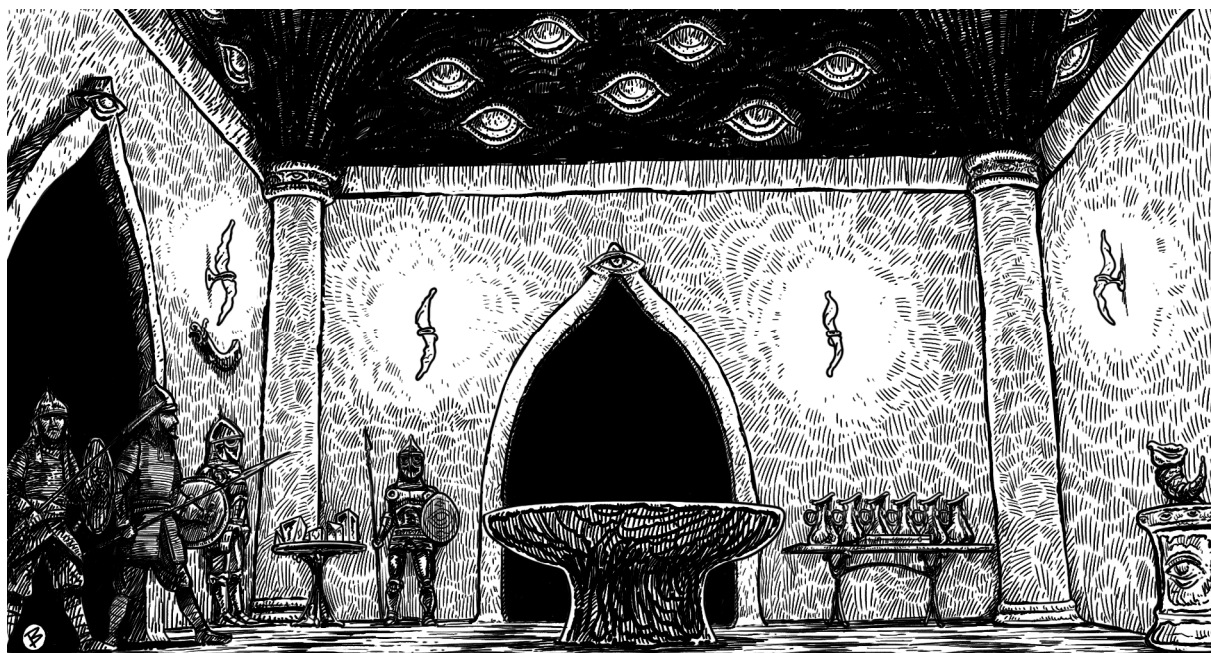
13. Storage: A place of old odds and ends: slabs of semi-solidified glass with bubbles of encased light (faulty experiments with the wells?), praying pews, rusty tridents, amphorae, ceramic jars, candelabra and brass ornaments. A cherrywood box contains several sorts of coloured chalk, and an oilskin bundle holds a ream (480 sheets) of good parchment.

14. Rooms of lateral transference: Both domed chambers are decorated with yellow and blue ceramics. An **inscription** in fine mosaic on the floor reads "MAY ONLY THE LIGHT OF YOUR PURPOSE LEAD". **Arches** allow a character to see the faintly lit treasure room and the valuables within – however, both arches are protected with a magical teleporter.

- Stepping through an **arch**, the character emerges in the other room marked **14**.
- Extinguishing all light sources outside the treasure room, it is possible to step into room **15**, being guided only by the light within. (**Note carefully:** if a light is later brought from room **15** into room **14**, the transference effect is reactivated, and characters within the treasure room will be trapped until the lights are carried further!)

15. Treasure Room: The ceramics are richest here, culminating in a **peaked black dome**, they are set with golden patterns of watchful eyes that look down with dispassionate vigilance. The room itself is also a place of many wonders: in the centre, there is a **basin of red and gold fish**, the waters glowing with smooth amber radiance. Further light sources – six **rods of twisted glass** – are also set with faintly pulsing lights, a soft purple in hue. Around the basin lie the weird **treasures** of the temple:

1. six heavy **silver decanters** standing on a long bench (6*250 gp) – the water within is intoxicating, and if carried outside, one decanterful may revivify the dead;
2. a giant **iron chest** decorated with rusty sea creatures, holding 7800 ancient electrum pieces;
3. three sets of polished blue **plate mail** (antiques, double value);
4. a curved **scimitar -1** sheathed in a mother of pearl-inlaid scabbard (220 gp);
5. **glass prisms** placed on a brass table in a seemingly meaningful arrangement (magic-users and illusionists will understand the significance); removing any breaks a sacred harmony and looses a baleful force that will soon be manifested in the overworld (however, it may possess a degree of gratitude towards its benefactors – **1:2** probability);
6. a **flat bakelite box** holding two fully loaded **laser pistols** (2d10+ damage) and 3 extra cartridges (see **Echoes #04** for details);
7. an **ivory-inlaid wooden box** with splendid pigments of unnamed colours (500 gp);
8. finally, a **conch-shell horn**, the temple's major treasure, is set on a green glass pedestal.



Defences: The sea's demonic influence, a palpable malevolence, is strongest here. If the company spends more than a minimum amount of time (such as what is needed to grab one item and retreat discreetly), there is a **1:6** probability of awakening the Sea Demon's attention:

- for each item handled or disturbed;
- every turn spent here;
- as well as loud conversation, quarrelling, sudden movement, etc.

If the Sea Demon's attention is awakened, its invisible force first manifests in a sharp pressure and a taste of metal in the mouth, emanating unseen from the eyes of the dome above. Thereafter, those who do not run are attacked each round (12 HD, 4d6 Hp) as they are pursued and rent by invisible forces. Characters must run towards the column of water without hesitation or pause: doing so, or taking wrong turns, invites attacks.

- **The GM should pay attention** to the distribution of light sources, characters trying to navigate without light, and the consequences of bringing light into the anterooms. Preparation and swiftness is the key to run this segment correctly.
- *Protection from evil* keeps the demonic influence at bay for 1d6+level rounds: other methods may also be effective, but no spells or weapons will suffice.
- The demonic influence pursues interlopers through the dungeon level; afterwards, it requires 1d6 turns to emerge into the temple, and if it has been significantly desecrated (¼ or more priests slain, major treasures looted), so many days to start its merciless pursuit.

What sort of forces may shelter the characters if they become subject to demonic attention – and they will sense their coming doom if they do – is a good question; at what price this temporal security may be obtained, is probably even more fascinating. Through time and space lie secure shelters: yet there must be a method to turn and fight, and knowledge and means to make that fight meaningful. These considerations, however, lie outside the scope of this module.

Conch-shell horn: This gold and silver-bound item is worth 1400 gp for its workmanship, and its dirge can call the formless black monstrosities of the deep seas to do the holder's bidding, or create a force bubble that allows descent into formidable depths. However, winding it requires a save vs. death at +3 to avoid breathing in waters that bring swift oblivion.



Shadow Court

Twisting alleyways, small courts and old, foreboding houses surround Shadow Court. These are places beyond the gaze of most city-dwellers: reached via obscure streets, menacing underpasses and counter-intuitive directions, they are hidden *somewhere* in the fabric of the city, and this is the way the inhabitants of the place like it. Those who know of its location have found Shadow Court impossible to visit during the day. A twist of the street that leads *elsewhere*, a doorway that *isn't there*, or a tall wall which seems to have been *missing* before – these small changes conspire to keep visitors away from the area. Likewise, the night here is everlasting – the Sun never rises, and no sleep shall bring dawn. Some claim Shadow Court belongs to no specific city but to many of them; but there has been nobody to prove or refute this claim.

In its eternal night, Shadow Court is a market for odd things, particularly forgotten ones. Its merchants are a taciturn lot, who tend to say little about the methods they had employed to procure their wares, or where they may hail from – questions considered too gauche and intrusive to answer. They come and depart as is their wont, and once gone, they are rarely seen again for a long time. Among Shadow Court's establishments, the central one is the splendid house of Lais the Alchemist, and the shrine in the abandoned garden that lies next to it. While Lais does a brisk trade in alchemical compounds, the shrine is shunned even by Shadow Court's regular visitors.



Key to the Street Level

At any given time, Shadow Court has 1d4+1 merchants of interest present; further ones can be generated randomly with **The Nocturnal Table** (Bazaar of the Bizarre, Storehouses of Sin). This is a good place to acquire spell components: if it can't be bought at once, it can still be acquired.

1. **Pasha al-Ilonari:** Sumptuous **cloaks and turbans** dyed with indigo hues extracted from the Shadow Dimensions (400 gp). They grant a 10% bonus on Hide in Shadows, but the dye has **1:6** to become washed out in water. The pasha is guarded by two massive, humourless **eunuchs** with enormous scimitars.
2. **Quiaron the Hexer:** **Bric-a-brac**; eye spoons (70 gp), cinnamon sticks (15 gp), fire ostrich feathers (20 gp). Mentions treasure map showing "secret path to the Treasured Domes of Ptand", but never delivers on promise if 160 gp advance is paid.
3. **Imodian the Wessene:** Bizarre, fragrant white **flowers** from the Highlands of the Talaiotes (90 gp). The flowers bring uneasy dreams where the dreamer is multiplied in infinite variety.
4. **Sotharo the Multi-Talented:** **Hunting license** to the Crystalline Gardens of the Dormant Sea (1300 gp). Includes rocketship trip (return fare must be paid on other side).
5. **Horlan the Heptic:** **Coffers** with perfume-soaked cadavers from local necropolis (150 gp).
6. **Rabbi Phandascar:** An expert on earthly and heavenly measures; he can lay out a personal **horoscope** for 100 gp (minor hint), 450 gp (major destiny), or 1100 gp (avoid death once).
7. **Flandule:** **Assassinations**. Falandule is a 5th level freelancer, sitting here smoking on a pipe with his famed black notebook in hand. Standard commissions apply. At least **1:6** to have contract for random PC, will accept doubled counter-offer if fee is paid within 1d4 days.
8. **Old Karkano:** Antediluvian **fossils** (2d6*20 gp), including piece of amber with *continual light* (220 gp). If trick is mentioned, he grins and offers the real goods, a bone chiselled with fine runes (*scroll of 3 illusionist spells: illusory script, spectral force, emotion*; 600 gp).
9. **Brother Yiag:** A monk of Mung; he sells **Blue-22**, a rare and chic drug (260 gp a vial).
10. **Fildice and Qusamar:** Brother and sister selling **throwing daggers**, demonstrating their superior knife-throwing skills. 300 gp apiece, a natural +1 to hit (no damage modifier).
11. **Heacron:** **Dream-wine**, one amphora for 180 gp. Spy for the city state of Akrasia.
12. **Ibaquin al-Amarin:** Travelling scholar with selection of **antique scrolls, books and manuscripts**. **1:6** of spellbook, **1:3** of M-U/illusionist scroll, **1:2** of treasure map.

A. The Shrine of Bells: Racks of bronze bells stand in rows in this brick building. The shrine has been targeted by arson multiple times, but aside from the mark of soot on the walls, it stands strong. **Two monks** sworn to a vow of silence administer the quiet rites.

Monks (2): Mnk 4; AC 7; Atk 5/4*hands 1d6; Spec mind mask, fall 20', OL 37%, FT 35%, MS 33%, HS 25%, HN 15%, CW 88%; ML 10; AL N.

Hp 12 15

B. The Five Brothers: Only three of the brothers (**Fiamorsin**, **Fiamorthon** and **Fiadoxlar**) remain alive, and they are all very old by now. Their tavern serves bland fare at double prices for a well-travelled clientele. However, it is a good place to meet people and hear rumours; and Fiamorthon is always curious to hear new tales. Hence, the place always has **1d4+1 spies** present, representing diverse interests (one working for Lais, another for the city's ruling triumvirate).

C. The Hall of Zegor: Ramshackle complex of zigzagging passages and windowless chambers, now used as protected storerooms for the discerning customer. The **14 guards** are tough and organised, the locks and traps are up to the highest demands (-30% to pick), and the owner, **Sir Barthas**, has supernatural connections to ensure complete security. Deposit rooms can be rented for up to one full year (400 gp/600 gp/800 gp, based on size and defences), after which unclaimed goods will be auctioned off.

From the vestibule, a portcullis surmounted with a brass disk bearing the head of a snarling tiger leads to a twisting passage, occasionally ringing with weird echoing sounds from beyond the corners. Sir Barthas, who came into the hall's ownership after his predecessor disappeared when he went exploring, has installed two strong locks, and thrown away the keys.

Sir Barthas: Fighter 8; AC 0 (plate, *shield* +2); Atk 3/2**flame tongue* +1 (+2 vs. *regn*, +3 vs. *cold*, +4 vs. *undead*) 1d8+6; Str 18/00; ML 10; AL LN; *gauntlets of ogre power*.

Hp 51

Guards (14): Fighter 3; AC 3 (plate); Atk halberd 1d10 or javelin 1d6; ML 9; AL N.

Hp	24	18	14	21	19	14
	21	15	5	16	15	24
	17	15				

D. The Minusculator: This store is dedicated to a peculiar speciality: the sale of minuscules, from tiny houses to tiny weapons to tiny critters and people. Owner **Hertell Yand** is always willing to pay for promising new merchandise, and wields his own *wand of diminution* (17x) expertly.

Hertell Yand: Magic-User 5; AC 10; Atk –; ML 7; AL CN; snow globe with tiny people, *wand*.

Spells: 4/2/1; 1: detect magic, mending, read magic, reduce*4; 2: forget, web; 3: hold person.

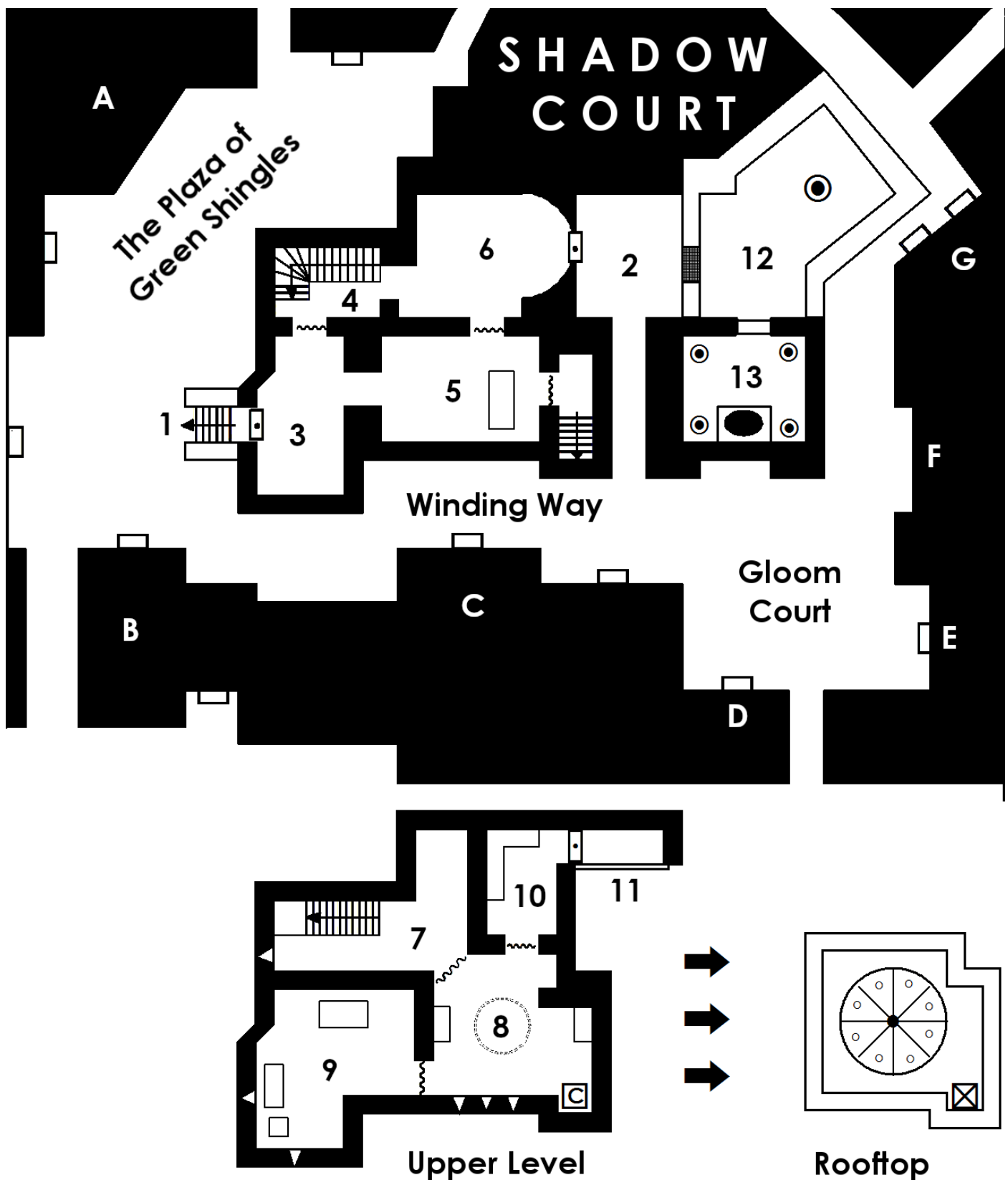
Hp 18

E. The House of the Sun: The symbol of a grinning sun marks this as an establishment blessed by Varkat Melnar, minor god of travellers. Only lodgings are offered by proprietor **Othimon** (5 to 20 gp a night), but the accommodations are good and the place is safe. For most: Othimon, not a follower of Varkat Melnar at all, likes to collect individuals with interesting views, and has a locked dungeon underneath the boarding house. Here, the guests stay free of charge in even more safety until Othimon bores of conversing with them through his brass tubes (INT/2 days), and sends them through a long-range, random-destination teleportal to their assumed demise.

Othimon: Thief 4; AC 5 (Dexterity, heavy clothes); Atk club 1d6+1; Spec backstab*2, PP 45%, OL 37%, FT 35%, MS 33%, HS 25% (50%), HN 15%, CW 88%, RL 20%; Str 16, Dex 16; ML 6; CE; *dust of disappearance*, keyring.

Hp 13

F. The house in between: This old house is built from dark stone blocks. There is no entrance, and the narrow, dusty glass windows on the upper floor are never lit. A vaguely key-hole-shaped indentation in one of the stone blocks is the only sign of the place's purpose.



G. The Weird House: There are two doors to this house, which seems to be twisted sideways and back at odd angles. One door leads up to tenements owned by **Lor the Beguiler**. The rates are reasonable, and the right to rent is only occasionally passed from an elderly tenant to a new one. Lor has not been seen in decades, and all rent is deposited in a footlocker outside his walled-off quarters (it is also customary to introduce oneself before the bricked-up doorway). Two times have thieves made away with the footlocker's now bountiful contents, and two times have the thieves been apprehended and executed by the ruling triumvirate's secret police.

From the second door, narrow stairs lead down to **The Cockatoo Club**, an invitation-only establishment for the rich and influential. Most nights, the massive iron doors are locked; when they are opened, only presenting an invitation allows entry. Who knows what passes down here.

Key to The Alchemist's House

The walled garden next to Shadow Court, and the shrine standing on it enjoy an ill reputation. A baleful influence is said to dwell here, occasionally sought by silent pilgrims in strange habits. Owing to these rumours, the nearby house had stood abandoned for a long time, until **Lais the alchemist** decided to set up his store and workshop here in spite of the warnings he had received. Most ascribed the attraction of the dark locale to his arts; but only a few realised the true reason for his occult interests. Lais is a priest of Uthummaos the Shadow-God, and has come to be the custodian of his abandoned shrine. Lais has also sensed the influence of another dark deity; and through painstaking research, found clues pointing towards the existence of the Sea Demon and his hidden sanctuary. Moving slowly and carefully, he has continued his observations... for the time being.

Lais is served by **six cultists** he employs as spies and guards. The cultists, anonymous drifters in dark clothes, pretend to be random passers-by, and do not bother with most visitors to Shadow Court. Their interest lies in protecting their master, as well as the abandoned garden. Three watch the front (1), and three more loiter around the back alley (2). They inform Lais if they note something suspicious, and prefer to attack intruders by surprise.

Lais, Priest of Uthummaos the Shadow-God: Thief 6; AC 8 (Dexterity); Atk shortsword 1d6+1 or 2*daggers 1d4+1 + poison; Spec backstab*3, PP 55%, OL 47%, FT 45%, MS 40%, HS 37%, HN 20%, CW 92%, RL 30%; Str 15, Int 13, Wis 12, Dex 16, Con 13, Cha 16; ML 9; AL LE; blade venom (1d3 r, 25/0 Hp), *potion of healing**3, *Yag Amnun's dreadful dust* (forms poisonous cloud lingering for 2d6 turns, primary and secondary effects 3d6/4d6 Hp).

Spells (all one-use boons granted by his deity): *augury*, *hypnotic pattern*, *the greater crystallogenesis* (creates 40' field of sharp crystals for 1 turn, where the immobile are unharmed, but all who move take 2d4 Hp/r – also, 1:3 to reflect targeted spells).

Hp 23

Cultists (6): Fighter 2; AC 10; Atk club 1d6 or 2*dagger 1d4; ML 9; AL LE; unholy symbol of Uthummaos, black cloaks, 1d6*5 sp.

Hp 18 10 17 8 9 17

1. Entrance: The locked entrance is watched closely from across the Plaza of Green Shingles by **three cultists**. They observe but do not engage intruders even if they seem to be up to no good – waiting for the perfect opportunity.

2. Back alley: A dark alley under the alchemist's **back door** and **wooden balcony** (upper floor). It is watched by **three cultists 5:6** of the time. Garbage, **old barrels** with the remains of failed experiments (**1:6** harmful). The **arched entryway** to Shadow Court has been walled off – those who speak the right words can see the stones dissolve into smoke, and pass through unhindered. The walls are 20' tall.

3. Foyer: Carpet-covered tile floor, benches, and sizeable ceramic vessels along the walls. Engraved copper plates on the walls, and a heavy silver gong (800 gp) hanging from iron chains.

4. Stairs: Formerly decorated with painted alabaster bas-reliefs, the room is now used as a cramped storage for amphorae, crates and jugs containing everyday supplies. A suit of plate mail stands on a rack in a corner.

5. Laboratory: A spartan chamber without a hint of disorder. Along the walls are chests with weights, ceramic vials and glass bottles. The more interesting items to be found here include:

- a **long ebony case** with 6 vials of acid (labelled);
- a **scroll** on a reading lectern describing the process to create blacksilver, an alloy noted for its black sheen and resilience;
- in the cavity of a **sooty shin bone** plugged with beeswax, incense is intermixed with *necrotic dust* (functions as *animate dead* if it is sprinkled on corpses, animating up to 12 HD under control of the character);

- a **ceramic bowl** holding an inert colony of brown mould (becomes active if it comes in contact with humidity, even close human breath – 1d8 Hp/r);
- a **thick, sealed glass tube** with 2 doses of *aquastel*, a liquid compound ten times as heavy as water, and able to separate mixtures into their components in a matter of seconds.

Behind the curtain, stairs lead down to a locked iron door, beyond which lies the Undercity (not described here).

6. Storeroom: Acidic solutions fermenting in rotund **lead tanks**, spongy black materials suspended in **dim glass cubes**, acid-eaten metal dishes. A **sarcophagus** covered in lead sheets is filled with scented wax; within lies a phosphorescent skeleton lamenting its terrible fate via telepathic messages (the lead sheet blocks this thought transfer).

7. Passage: Two footlockers containing gauze and silk (700 gp total), and a third with black and blue robes (4*75 gp).

- ➔ On the ceiling, a **colourful lantern** emits inky blue light that provides minimal illumination. If Lais commands it, it can conjure **shadowy monsters**, up to 6 HD at any given moment.

Shadow monsters (variable): HD 1-6; AC 10; Atk by HD 1d8+3; Spec replenished every round, immune to most magic; ML 12; AL N.

Hp 3/HD

8. Domed room: Light streaming in from the ceiling, lush plants and flowers in copper bowls (Lais can animate them as **killer vines**), a marble basin with goldfish. On a **pedestal**, covered with a glass hemisphere, lies the alchemist's pride, a gem-studded bracer resembling a serpent with emerald eyes ("1300 gp"). The **serpent**, an exotic specimen from the southern lands, is alive and just slumbering (surprise 5:6, 3 HD, save vs. poison or die).

Killer vines (2): HD 4; AC 5; Atk vines 1d6 and entanglement; Spec surprise 4:6, constriction 2d6/round, pollens 1/day (as *sleep*, but save vs. poison applies), immune to mind-affecting; ML 12; AL N.

Hp 16 25

9. Study: Table, upturned chair, an unlocked **chest** with clothes and 310 electrum coins. By the southern wall is a **scroll stand**, with metaphysical, aesthetic and occult texts (this collection is worth 900 gp and will find a quick buyer in Shadow Court). A **blacksilver mirror** on the wall shows a character peering in with glyphs on his or her face.

- ➔ The glyphs in the **mirror** can be read with either Read Languages or *read magic*, burning into the character's face (2d4 Hp), but they impart the knowledge of the words to enter Shadow Court and other secret locales – provided the character realises the signs were read in a mirror, and speaks the incantation in reverse (otherwise, the attempt inflicts 1d4 damage). The burns fade in 1d6 days, although a *detect magic* or *read magic* spell cast at the character still reveals them.

10. Room of relaxation: A dark, decorative chamber with peeling murals on the wall. A **low table** among several low seats holds a jug of sugary water, bowls of fruits, and a board game with lacquered wooden chits (110 gp).

11. Balcony: An old balcony, dilapidated and close to collapse, over the back alley. The door is warded with a *fire trap* spell (1d4+6 Hp).

12. Roof: A flat roof with a dome, sundial, and strange astronomical devices. Someone trained in magic can use the devices to perform an *augury* based on the night sky.

13. Shadow Court: A dismal garden surrounded by decaying, 20' stone walls. Rank weeds on the dull earth, toppled statuary covered by creeping vegetation.

- ➔ A **decorative well** sealed by iron bands and a stone plug (possible entry to the Undercity).
- ➔ The **gates** to the squat shrine, covered in creeping ivy, are wrought iron patterned with several interlocking nine-pointed stars.

- **At night**, the light of **dancing flames** inside casts odd shadows on the surroundings. Someone who studies them too intently feels a pressure on the throat, and unless looking away, he will be strangled for 2d6 Hp each round until freeing himself (save vs. paralysis).

14. The Shrine to Uthummaos: During the day, the shrine is empty, its frescoes of faint inky blots looking like the projected shadows of things that are *not there*. **At night**, dusty velvet banners and drapes hang on the walls; the flames of twisted candelabra cast weird shadows, and incense and scented tallow burn in the braziers flanking the **altar**.

- The interlocking **shadows**, forming inscrutable geometries, cause vertigo and disorientation (-2 to all rolls while inside).
- There is no idol, only a basalt **altar** with the sign of Uthummaos, a chasm radiating with light rays. Behind the altar stands a tall, immobile **shadow on the wall**, resembling the vague outline of a man. The **blacksilver vessels** on the altar slab are worth 4*500 gp, and there is also a dusty **smoke quartz globe** which carries sacred meaning to the cult of Uthummaos (1600 gp).
- If any of the valuables are stolen or the sanctity of the shrine is violated, the **shadow on the wall** animates to attack the intruders as a shadow demon. If, however, they perform an appropriate sacrifice, the demonic force answers questions put to it as an oracle, or offers bargains in the name of its master – great power in exchange for terrible services, or knowledge beyond the natural realm.

Shadow Demon: HD 7; AC 10/5/0 (depending on illumination); Atk 2*claws 1d6; Spec magic jar, darkness, fear 1/day, immune to mind-affecting, cold, electricity, ½ from fire, +1 or better to hit; ML 9; AL CE.

Hp 45



...birds of a feather

Martin Gut, 2nd level German Sharpshooter

Leaving behind the free city of Danzig and a miller's boring apprenticeship, wary of the hangman after multiple thefts, this red-cheeked, crude fellow has sought his fortune abroad. He has learned the robber's trade among common knaves, and although not easily, the gunsmith's profession. He had cared little about money, and thus has 90 Pfennigs of debt at the Gebrüder Lehmann banking house. He thought heading to the freedom of Helvéczia would free him of his obligations. He was wrong.

Kindness (saving the freckled Werner, +2 points)

Robbery (post station, -2 points)

Wrath (beating the postmaster, -1 point)

Theft (boat, -1 point)

Lust (the comely Ilse, -1 point)

Sloth (leaving behind the drowning man, -2 points)

Charity (the chapel of Saint Manistrid, +1 point)

CURRENT VIRTUE: 8 (MEDIUM, no modifiers)

Jan Olbrecht, 2nd level Czech Vagabond

If Helvéczia is the mercenary's homeland, then Jan Olbrecht has come to the right place from the city of Olmütz. Perhaps at the cost of 80 Pfennigs' worth of debt, but he has acquired weapons and a fast horse for robbery. Despite his rough manners and unkempt visage, he has an inexplicable magnetism that attracts people to him – it might be the perfumes, or it might be his natural charm.

Robbery (post station, -2 points)

Grave robbing (-1 point)

Wrath (striking Black Karol dead while dividing up loot, -2 points)

Cheating at cards (-1 point)

CURRENT VIRTUE: 7 (LOW, +1 to attack rolls, +1 on miraculous escapes)



Helvéczia

picaresque fantasy role-playing game
with guns, dames, deviltry and steel

based on swashbuckling tales, penny dreadfuls, local legends, and the strange stories of the Brothers Grimm

Conventions

While much of old-school gaming originates from the same lineage, and its products remain largely cross-compatible, there is much devil in those details. Every table and every party has its own ideas and house rules, and it is a good idea to lay these assumptions out into the open. Therefore, the conventions governing this supplement are thus:

- Unless otherwise noted, the materials published here were designed for **Advanced** rules.
- A thousand gold pieces is **worth a small fortune**. Monetary treasure is relatively scarce.
- Conversely, **XP for treasure** is gained through squandering it in hedonistic excess (or any kind of lavish spending which has no discernible benefit), with a ***5 multiplier**. If you adjust the treasure values, adjust the multiplier as well.
- **Level demographics** form a very flat pyramid: low-level NPCs (1st to 4th level) are commonplace, while mid-level ones (5th to 8th level) tend to be outliers – present in most communities, but never numerous. Few NPCs reach more than 9th level, and over 12th is almost unheard of.
- Magic is limited to **5th level spells** or lower. Magic items are limited to **+3**.
- Fighters can do **carryover damage**: when fighting grouped opponents, the damage remaining after a killing blow is transferred to the next opponent.
- **Roll-under morale** is in effect (see **Morale & Men in Echoes #01**).
- The **gods are limited in their powers**, but actively involved in the fate of the world.

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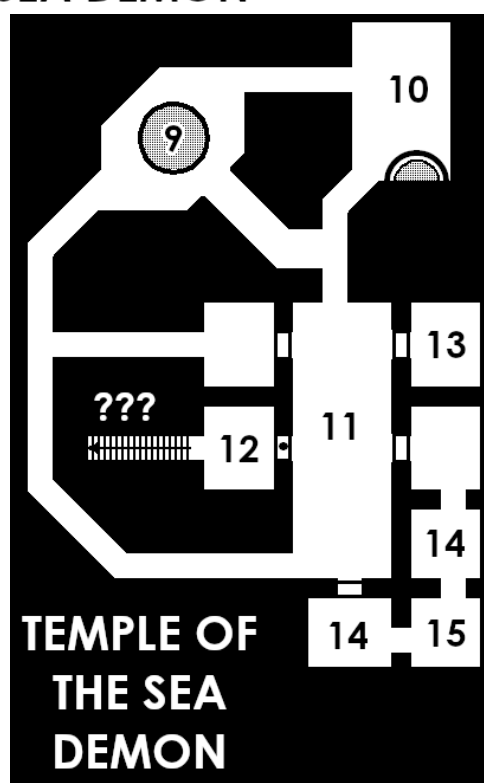
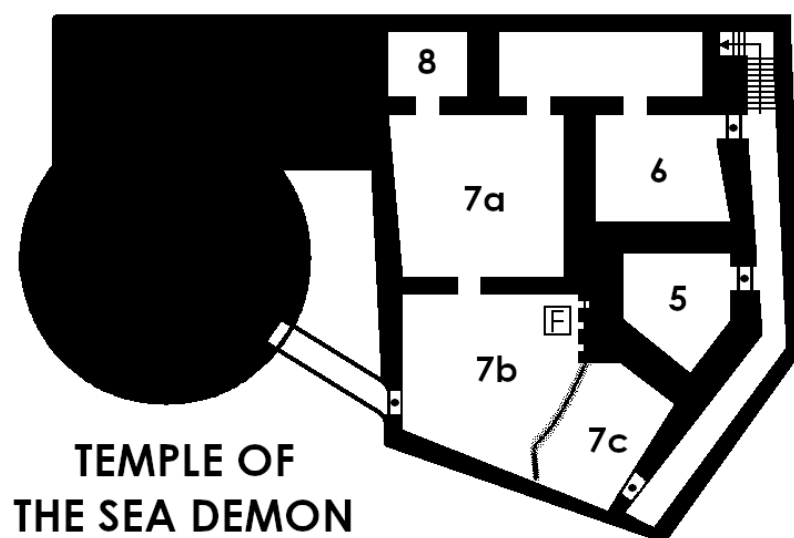
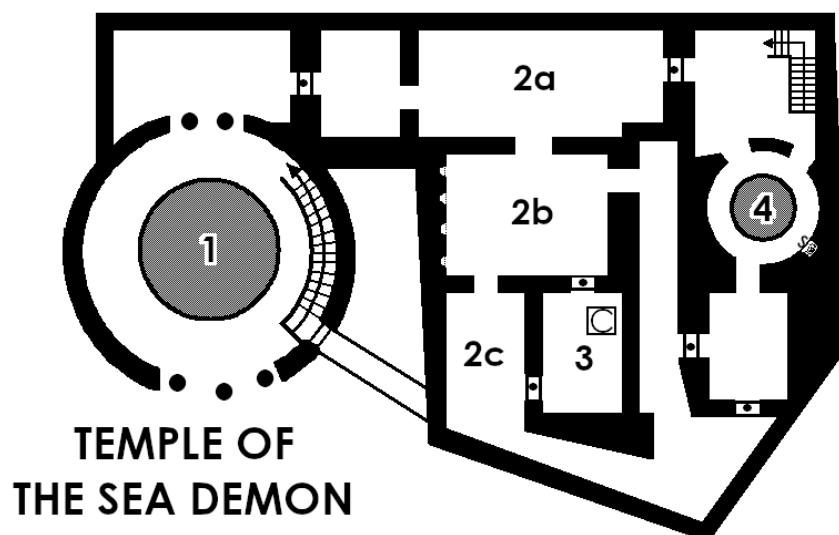
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Prestigious Plunder

- 2003
EMDT 1 – The Garden of al-Astorian +
- 2008
EMDT 2 – SWORD & MAGIC
EMDT 3 – MONSTERS & TREASURES
EMDT 4 – GAMEMASTER'S GUIDELINES
EMDT 5 – The Temple of Pazuzu (+)
EMDT 6 – Black Blood +
EMDT 7 – Sacrificial Lamb #
EMDT 8 – Broken Wastes +
EMDT 9 – The Unholy Secrets of Protoros #
EMDT 10 – Strabonus +
- 2009
EMDT 11 – The Menestratos School #
EMDT 12 – Sea Lords +
- 2010
EMDT 13 – Molonei +
EMDT 14 – Isle of the Water Sprites +
EMDT 15 – City Encounters # +
- 2011
EMDT 16 – Towards Fomalhaut +
EMDT 17 – The Temple of Torments #
EMDT 18 – The Barbarian King +
EMDT 19 – The Main Cities of Fomalhaut I. (+)
EMDT 20 – Sea Demon +
EMDT 21 – City Encounters II: The Nocturnal Table +
EMDT 22 – In the Name of the Principle! +
EMDT 23 – Below the City +
EMDT 24 – Oolar's Time #
- 2012
EMDT 25 – The Blood Drinkers of Yukum #
EMDT 26 – Khosura: City State of the Four Myst. +
- 2013
EMDT 27 – Trials on Tridentfish Island +
EMDT 28 – Feathers of Fire #
EMDT 29 – The Ghost City of Arun-Kha #
EMDT 30 – The Tower of Manistrid #
EMDT 31 – Tempest Dreams #
- EMDT 32 – The Burial Chamber of Carnaic Arnoc #
EMDT 33 – Ratcatcher #
EMDT 34 – HELVÉCZIA
EMDT 35 – GAMEMASTERS ALMANAC
EMDT 36 – Ammertal and the Oberammsbund
EMDT 37 – The Accursed Cellar
EMDT 38 – Slaughter in the Salt Pits +
- 2014
EMDT 39 – Curious Marriage #
EMDT 40 – Until Dawn
EMDT 41 – Ill-Gotten Merchandise
- 2015
EMDT 42 – The Cloister's Secret #
EMDT 43 – The Serpent Girl and Other Stories #
EMDT 44 – The Fools' Feast at Furochen #
EMDT 45 – The True Weapon Cache etc. #
- 2018
EMDT 46 – Echoes #01: Beware the Beekeeper! +
EMDT 47 – The Barbarian King (REVISED) +
EMDT 48 – Echoes #02: Gont, Nest of Spies +
EMDT 49 – Echoes #03: Blood, Death, and Tourism +
EMDT 50 – Cloister of the Frog-God (HU) (+)
- 2019
EMDT 51 – The Enchantment of Vashundara (HU) #
EMDT 52 – Echoes #04: Revenge of the Frogs +
EMDT 53 – The Lost Valley of Kishar (HU) # +
EMDT 54 – Murderous Devices (HU) #
EMDT 55 – The Lost Valley of Kishar (EN) # +
EMDT 56 – Echoes #05: The Ench. of Vashundara +
EMDT 57 – The Nocturnal Table +
EMDT 58 – Echoes #06: The Gallery of R. Tombs +
EMDT 59 – In the Shadow of the City-God (HU) # +
EMDT 60 – Castle Xyntillan +
- 2020
EMDT 61 – Echoes #07: From Beneath the Glacier +
EMDT 62 – In the Shadow of the City-God (EN) # +
EMDT 63 – Trail of the Sea Demon +
EMDT 64 – The Forest of Gornate (HU)

Indicates title written by guest author
+ Indicates title available in English



Trail of the Sea Demon

The Temple has stood in an an abandoned plaza since time immemorial. It is part of the city, but no known street or alleyway leads to it. Only those who wait for the appointed time can embark on a pilgrimage of shadows and dreams to walk new ways through the silent and dark city. It is said that only a select few know the way except for the fanatical priests who worship the destructive powers of the sea. Those who have sought the Sea Demon's advice seek it rarely; those who seek its riches have never returned to tell the tale. But now, the city's past may grant a key to solve an occult mystery...

Trail of the Sea Demon is a collection of three short adventures concerning the way to the Sea Demon's sinister temple, the secrets and perils that await therein, and what may follow afterwards.

